



Unofficial Handbook
of the
MARVEL
UNIVERSE

REBOOT
EDITION

Vol 3 – S to Z
and Appendices
SALOMÉ TO DR. ARNIM ZOLA

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Real Name: Unrevealed.

Occupation: Sorceress, would-be goddess, former sorceress supreme of Earth, former queen-regent of the Assyrian Empire.

Identity: Salomé's present existence is unknown to the general populace; her historical reign is known to historians, but she is not currently known to have been a sorceress.

Legal Status: Currently none; former ruler of the Assyrian Empire.

Other Aliases: Semiramis, Shammu-Rammat. Shammurammāt, Sorceress Supreme, "the rightful Sorceress Supreme".

Place of Birth: Unrevealed.

Marital Status: Widowed.

Known Relatives: King Shamsu-Adad V (husband, deceased); Adad-Nirari (son, presumed deceased).

Group Affiliation: Formerly the Assyrian Empire's army.

Base of Operations: The ruins of Nimrud, Assyria (near present-day Numaniyah, Iraq).

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

History: Salomé's origins are presently unrevealed. She has claimed to predate ancient Atlantis, and has claimed to be the first Sorceress Supreme born on Earth (see *Atlantis*). (It's known that the ancient Atlantean sorceress Zhered-Na briefly held the position before she was killed, and the ancient African sorceress Ayesha held the position during the late Neolithic era, making her claims of being the first Sorceress Supreme erroneous. However, if the statement is of being the earliest-born sorceress on Earth to achieve the rank, then the statement is potentially true. Which Salomé believes is unknown at this time.)

What is known is that around 1300 BCE, Salomé became the Sorcerer Supreme of Earth, inheriting the position from the ancient theologian-sorcerer Zoroaster (although it is unlikely the two ever met). As Sorceress Supreme, Salomé was initially a strong defender of the world against extradimensional incursions. This success brought her to the attention of King Shamsu-Adad V of Assyria, who married her. As Queen of Assyria, Salomé often accompanied her husband on his military campaigns, using her magic to assist him. Thus, the Assyrian populace (and the military) began to worship her as a goddess on Earth.

Salomé soon began to make plans to ascend to godhood. To this end, she killed her husband, having his skin tanned and enchanted as the first of her Skins of Necromancy. She ruled the Empire by herself after that, relying on her magic and the fear she inspired to maintain her power and position. Five years into her reign, however, she was challenged by parties unknown, stripped of her position as Sorcerer Supreme, and banished to a timeless realm. (This banishment happened at the start of the Bronze Age Collapse, though the two events are not believed to be related.) From this realm she was able to observe Earth, watching as a succession of Sorcerers Supreme protected Earth while her own fame faded to legend.

Salomé was recently inadvertently released from her banishment by the black magician Kaecillius, who sought her advice on fighting the current Sorcerer Supreme, Doctor Stephen Strange (see *Doctor Strange; Kaecillius*). Once free, Salomé attacked Strange at his Sanctum but was unprepared for Strange's allies Wong and Clea entering the fray themselves (see *Clea; Doctor Strange's Sanctum Sanctorum; Wong*). Salomé was forced to flee, disappearing into the past, vowing to eliminate the past Sorcerers Supreme in order to reclaim her title. Strange and Clea followed her; only to arrive in São Paulo, Brazil, in the 1950s. Salomé's plans in that time period and location are as yet unknown.

Age: Indeterminate.

Height: 6'.

Weight: 190 lbs.

Eyes: Yellow.

Hair: Silver-white with black highlights.

Skin: Dark blue.



Other Distinguishing Features: Salomé possesses a pair of large leathery wings emerging from her shoulder-blades, sharp teeth, and sharp claws on her fingers.

Uniform: None; her clothing appears to be made from leather tanned from human skins.

Strength Level: Salomé possesses enhanced strength enabling her to lift (press) roughly 1,000 lbs.

Known Superhuman Powers: Salomé is a sorceress with the skill to have once been the Sorceress Supreme of Earth. Strictly speaking, human sorcerers (such as Salomé) 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.

Salomé's magic is derived from four major sources: personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); powers gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); powers gained through invoking entities or objects of power existing in mystical dimensions tangential to her own; and tapping the energies of unwilling subjects, usually through death (usually referred to as black magic or necromancy), to power her spells. The third means of power is usually gained through the recitation of spells; either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. She prefers to rely upon ecocentric magic manipulating the four classical elements – earth, air, fire, and water – and can teleport across the world and travel through time.

In addition to her magic, Salomé's wings permit her to fly at speeds up to 60 miles per hour. She is able to retract her wings entirely in order to avoid damaging them indoors. Her wings will not function in areas with no magical energy.

Weapons and Paraphernalia: Salomé possesses the Skins of Necromancy, which permit her to view distant objects and beings she wished to learn about, including providing written information in Ancient Assyrian script below the images. The Skins are made of leather created from the skin of people she killed.

1,296 points

| | | |
|---------------------|----------------------|----------------------------|
| ST: 25 [10*] | HP: 11 [0] | Speed: 6.75 [0] |
| DX: 13 [60] | Will: 16 [10] | Ground Move: 6 [0] |
| IQ: 14 [80] | Per: 14 [0] | Air Move: 15/30 [4] |
| HT: 14 [40] | FP: 14 [0] | SM: 0 |

Threshold: 54

Dmg: 2d+2/5d-1 **BL:** 125 lbs.

Dodge: 10 **Parry:** 11 **DR:** 0

Block: 11

Languages: Middle Assyrian (Native) (Native Language) [0].

Cultural Familiarities: Hell [2]; Late Bronze Age Mesopotamian (Native) [0]; Netherworlds [2].

Advantages: Appearance (Beautiful) [12]; Claws (Sharp Claws) (Hands Only, -0%) [5]; Combat Reflexes [15]; Compartmentalized Mind 1 (Limited: Magic Only, -20%; Mentalism, -10%; No Mental Separation, -20%); Energy/5 [100]; Enhanced Move (Air) 1 (Move 30/60 mph; Magical, -10%) [18]; Enhanced ST +14 [112]; Fit [5]; Flight (Switchable, +10%; Winged, -25%; Magical, -10%) [30]; High Pain Threshold [10]; Increased Threshold 4 [20]; Magery 5 (Solitary Ceremonial, +10%) [60]; Matter/5 [100]; Mind/3 [60]; Safer Excess 2 (+1 per 20 pts) [20]; Space/4 [80]; Spirit/3 [60]; Teeth (Sharp Teeth) [1]; Time/4 [80]; Unaging [15]; Unfazeable [15]; Xeno-Adaptability [20]; Xeno-Omnilingual (Magical, -10%) [72].

Perks: Safe Teleport [1].

Disadvantages: Black Magic Taint 2 [-6]; Callous [-5]; Delusion ("I was robbed of my rightful rule!") [-15]; Megalomania [-10]; Selfish (6) [-10]; Stubbornness [-5]; Wealth (Poor) [-15].

Quirks: Aristocratic [-1]; Distinctive Features (Skin Tone; Claws) [-1]; Favor Owed [-1]; Impatient [-1]; Loses Concentration Fighting Multiple Opponents [-1].

Skills: Aerobatics (H) DX+1 [8] – 14; Alchemy/TL1 (VH) IQ+1 [12] – 15; Brainwashing/TL1 (H) IQ-1 [1] – 12; Brawling (E) DX+2 [4] – 15; Detect Lies (H) Per+0 [4] – 14; Exorcism (H) Will-1 [2] – 15; Fast-Talk (A) IQ+0 [2] – 14; First Aid/TL1 (Human) (E) IQ+0 [1] – 14; Flight (A) HT+0 [2] – 14; Forced Entry (E) DX+1 [2] – 14; Fortune-Telling (Astrology) (A) IQ+0 [2] – 14; Hypnotism (Human) (H) IQ+0 [4] – 14; Innate Attack (Beam) (E) DX+2 [4] – 15; Innate Attack (Gaze) (E) DX+2 [3] – 15†; Interrogation (A) IQ+0 [1] – 14‡; Intimidation (A) Will+1 [2] – 16; Judo (H) DX+1 [8] – 14; Leadership (A) IQ+0 [2] – 14; Lip Reading (A) Per+0 [2] – 14; Observation (A) Per+0 [2] – 14; Propaganda/TL1 (A) IQ+0 [2] – 14; Psychology (Human) (H) IQ-2 [1] – 12; Public Speaking (A) IQ+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Scholar! (WC) IQ+0 [24] – 14; Search (A) Per+0 [2] – 14; Sex Appeal (Human) (A) HT+4 [2] – 18§; Shield (Force) (E) DX+1 [2] – 14; Soldier/TL1 (A) IQ-1 [1] – 13; Spear (A) DX+1 [4] – 14; Strategy (Land) (H) IQ+0 [4] – 14; Thaumatology (VH) IQ+6 [12] – 20#; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Spear) (E) DX+1 [2] – 14; Wrestling (A) DX+1 [4] – 14.

Magical Realm Skills: Energy (VH) IQ+8 [20] – 22#; Matter (VH) IQ+8 [20] – 22#; Mind (VH) IQ+6 [12] – 20#; Space (VH) IQ+6 [12] – 20#; Spirit (VH) IQ+6 [12] – 20#; Time (VH) IQ+6 [12] – 20#.

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

* Includes +14 from Enhanced ST.

† Defaulted from Innate Attack (Beam).

‡ Defaulted from Intimidation.

§ Includes +4 from Appearance (Beautiful).

Includes +5 from Magery.

Role-Playing Notes:

Salomé is self-centered and egotistical, believing herself worthy of being a goddess. She demands worship from those around her, and often tortures those around her when they appear like they don't. Her centuries-long isolation has driven her insane, to the point where she feels she should be the *only* Sorcerer Supreme in existence. While she has been described as sadistic, she actually takes little pleasure from the act of torture itself; she simply does not *care* who gets hurt.

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+3 cut | C | 11 | – | – | 25 | |
| – | Brawling Kick | 2d+4 cr | C, 1 | n/a | – | – | 25 | |
| – | Brawling Bite | 2d+3 cut | C | n/a | – | – | 25 | |

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.
2. This was the first character I made using GCA5 beta to handle the math. Only thing I had troubles with was the calculation of Magery 5; GCA5 listed it as [56], not [55]. (This flaw has since been corrected in GCA5 prior to its official release.)

Real Name: Unrevealed.
Occupation: Professional criminal.
Identity: Known to the authorities
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: Flint Marko.
Place of Birth: New York City.
Marital Status: Unrevealed.
Known Relatives: None.
Group Affiliation: Frightful Four.
Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The origins of the man known as the Sandman are currently unrevealed. It is known that he has been a professional criminal most of his life, under the alias Flint Marko. All Marko has stated was that he "ended up being stuck on the wrong side of a pile of sand when something went wrong," but he has not yet given any details.

Whatever actually happened to grant him his powers, Marko returned to his native New York City to pursue his criminal career anew. He swiftly came into conflict with Spider-Man; while the two have clashed many times, the web-slinger has yet to take Marko into custody (see *Spider-Man*).

Recently, the Sandman accepted an offer by the criminal Wizard to become a member of the Frightful Four (see *Frightful Four; Wizard*). Alongside the rest of the Frightful Four, the Sandman was defeated by the Fantastic Four, and for the first time since gaining his powers was incarcerated (see *Fantastic Four*).

Age: 33.

Height: 6' 1".

Weight: 450 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Green t-shirt with horizontal black stripes, brown pants, brown shoes.

Strength Level: At his normal human height, the Sandman possesses greater than average, but not superhuman strength. At his maximum observed height of 20 feet, he possesses superhuman strength enabling him to lift (press) around 2 tons.

Known Superhuman Powers: Marko's body is now entirely composed of sand. He has complete control over his body, able to shape it into any form he can think of; not the most original thinker, he mainly creates additional arms, extending his arms to incredible lengths, and forming his hands into hammer-like strikers. By drawing upon additional silicates – sand and dirt – from the surrounding area, he is able to grow to a height of around 20 feet while still supporting himself. He also can slide through grates and fences as if they weren't there, and enter pipes and other containers that a normal human could not enter.

Sandman's body is highly resistant to injury, due to his particulate nature. He is able to control his density, becoming as hard as sandstone for short periods of time.

Weaknesses: The Sandman's body is vulnerable to intense heat, which can fuse him into a form resembling glass.



1,090 points

| | | |
|--------------------|---------------------|------------------------|
| ST: 15 [50] | HP: 15 [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+1/2d+1 **BL:** 45 lbs.

Dodge: 9 **Parry:** 10 **DR:** 2 (Body of Earth)

Growth Stats

| | | |
|---------------|-----------------|------------------------|
| ST: 50 | HP: 50 | Speed: 6.00 [0] |
| DX: 12 | Will: 10 | Move: 6 [0] |

IQ: 10 **Per:** 10
HT: 12 **FP:** 12 **SM:** +3

Dmg: 5d+2/8d-1 **BL:** 500 lbs.
Dodge: 9 **Parry:** 10 **DR:** 2 (Body of Earth)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Body of Earth [175]; Constriction Attack [15]; Control Sand 5 (Collective, +100%; Elemental: Earth, -10%; Super, -10%) [135]; Doesn't Eat or Drink [10]; Double-Jointed [15]; Extra Arms 4 (Switchable, +10%; Elemental Earth, -10%; Super, -10%) [36]; Extra ST +35 (Growth Size, -30%) [245]; Growth 3 (Accessibility: Needs Extra Sand, -20%; Elemental Earth, -10%; Super, -10%) [18]; High Pain Threshold [10]; Morph (Active Change, +20%; Cosmetic, -50%; Improvised Forms, +100%; Elemental Earth, -10%; Super, -10%) [150]; Permeation (Earth) (Elemental Earth, -10%; Super, -10%) [16]; Regeneration (Very Fast: 1 HP/sec) (Elemental Earth, -10%; Super, -10%) [80]; Regrowth (Elemental Earth, -10%; Super, -10%) [32]; Stretching 3 (Elemental Earth, -10%; Super, -10%) [15]; Striker (Crushing) (Long +3, +300%) [20]; Unkillable 2 (Elemental Earth, -10%; Super, -10%) [80].

Perks: Supersuit [1].

Disadvantages: Greed (9) [-22]; Hidebound [-5]; Overconfidence (12) [-5]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Status -1 [-5]; Vulnerability to Fire (×2) [-30]; Wealth (Poor) [-15].

Quirks: Will Not Harm Children [-1].

Skills: Brawling (E) DX+2 [4] – 14; Filch (A) DX+1 [4] – 13; Forced Entry (E) DX+2 [4] – 14; Intimidation (A) Will+2 [8] – 12; Savoir-Faire (Mafia) (E) IQ+1 [4] – 11; Streetwise (A) IQ+2 [8] – 12; Urban Survival (A) Per+2 [8] – 12.

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

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 | – | – | | |

SAURON

Villain

Real Name: Unrevealed.

Occupation: Warrior, medic.

Identity: Sauron'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 Sauron 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; what is not known is if he is a human mutated to an animalistic form or a pterodactyl granted a more humanoid form and intelligence (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.

Sauron 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*). He also apparently left the Mutates for a time or was assigned by his mysterious benefactor to serve the sorceress Zaladane in her own attempt to conquer the Savage Land (see *Zaladane*). This service put him in conflict with the adventurers Ka-Zar and Shanna the She-Devil (see *Ka-Zar*; *Shanna the She-Devil*).

Whether Sauron remains with the Mutates and where he will strike next is anyone's guess.

Age: 28.

Height: 7'.

Weight: 200 lbs.

Eyes: Red.

Hair: Black, sparse.

Uniform: None.

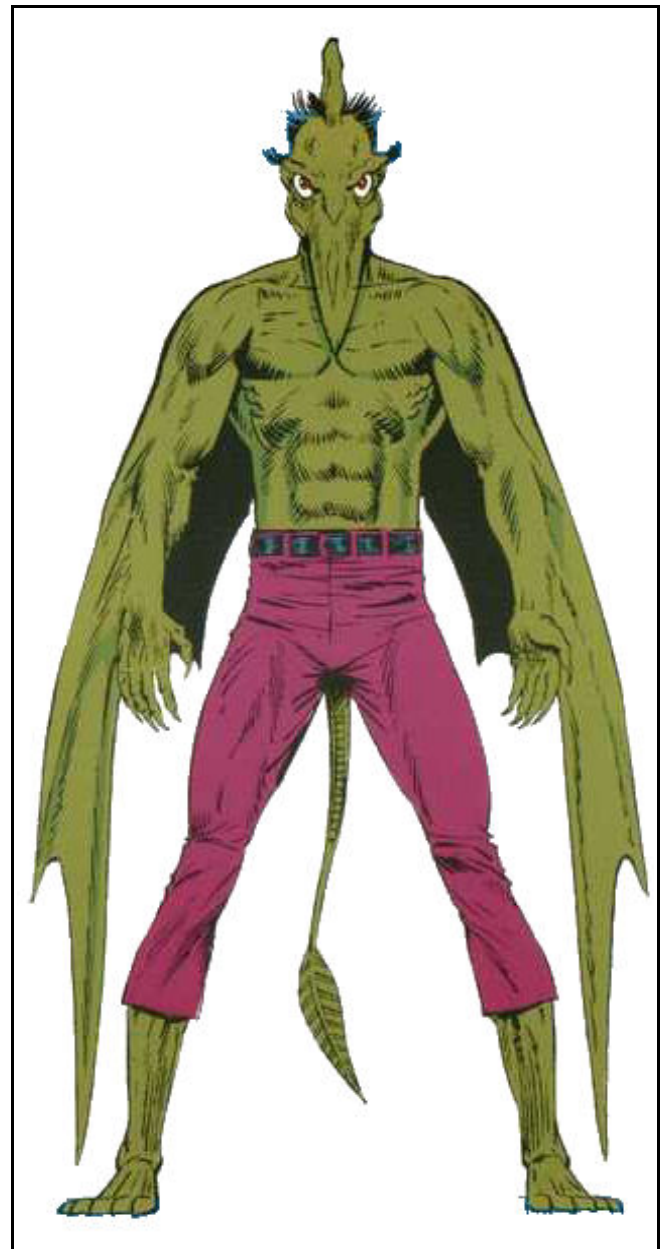
Strength Level: Sauron possesses superhuman strength enabling him to lift (press) around half a ton (approximately 1,000 lbs.) under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, Sauron possesses large, leathery wings underneath his arms which enable him to fly like a pterodactyl or bat would. These wings have a twenty foot wingspan, which he can reduce to around twelve feet by folding them up under his arms. He is able to fly at speeds of around 60 miles per hour.

Sauron's hands and feet end in sharp claws, and his beak is filled with sharp teeth, unlike a pterodactyl's beak. His eyesight has been enhanced to enable him to see small figures on the ground while he is in flight. His skin is tough and scaly, like that of a lizard's, giving him some resistance to physical damage. He lacks external ears, but can hear sounds in the upper subsonic frequencies.

Other Abilities: Sauron possesses medical knowledge far in advance of the Stone Age environs of the Savage Land.

Limitations: Sauron is prone to entering berserk rages if he should be damaged in combat. In addition, his body relies on external heat sources in order to maintain mobility; fortunately, he lives in a tropical jungle.



420 points

| | | |
|--------------|--------------|---------------------|
| ST: 25 [150] | HP: 25 [0] | Speed: 7.00 [0] |
| DX: 14 [80] | Will: 11 [0] | Ground Move: 7 [0] |
| IQ: 11 [20] | Per: 11 [0] | Air Move: 15/30 [2] |
| HT: 14 [40] | FP: 14 [0] | SM: 0 |

Dmg: 2d+2/5d-1 **BL:** 125 lbs.

Dodge: 11 **Parry:** 11 **DR:** 3

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

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

Advantages: 3D Spatial Sense [10]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 3 [15]; Enhanced Move (Air) 1 (Air Move 30/60 mph) [20]; Flight (Winged, -25%) [30]; Healer 2 [20]; Indomitable [15]; Night Vision 4 [4]; 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]; Teeth (Sharp Teeth) [1]; Telescopic Vision 2 [10]; Very Fit [15].

Perks: Biting Mastery [1]; Cutting Edge Training (Diagnosis) 7 [7]; Cutting Edge Training (First Aid) 7 [7]; Cutting Edge Training (Physician) 7 [7]; Extended Hearing (Low) [1]; Scales [1].

Disadvantages: Appearance (Monstrous) [-20]; Berserk (12) [-10]; Cold-Blooded (Stiffen Up Under 50°F) [-5]; Hidebound [-5]; Impulsive (12) [-5]; Low TL -8 [-40]; Sadism (12) [-15]; Social Stigma (Freak) [-10]; Wealth (Poor) [-15].

Quirks: Bloody Mess [-1]; Proud [-1]; Third Person [-1].

Skills: Aerobatics (H) DX+2 [4] – 16*; Diagnosis/TL7 (Human) (H) IQ+2 [4] – 13†; First Aid/TL7 (E) IQ+2 [1] – 13†; Flight (A) HT+1 [4] – 15; Karate (H) DX+0 [4] – 14; Physician/TL7 (Human) (H) IQ+2 [4] – 13†; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX-1 [1] – 13; Survival (Jungle) (A) Per+1 [4] – 12; Tracking (A) Per+1 [4] – 12.

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

* Includes +2 from 3D Spatial Sense.

† Includes +2 from Healer.

Role-Playing Notes:

Sauron is one of the more savage of the Mutates, delighting in combat and spreading fear. He has no loyalty to the other Mutates, working with them out of necessity than any sense of kinship.

BRAWLING

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

Design Notes:

1. Sauron, 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.
3. I've obviously adjusted Sauron from his mainstream counterpart, Karl Lykos. He may actually be Lykos in a permanently transformed state, however; his medical knowledge certainly points in that direction. Whether he will be able to return to a human state is unknown.

The Savage Land is a prehistoric tropical jungle nestled in the mountains of Antarctica, the origins of which are currently unknown. The Savage Land appears to be a mash-up of many prehistoric eras, potentially originally built as a kind of nature preserve, with dinosaurs from the Jurassic and Triassic coexisting with Paleolithic humans and megafauna long thought extinct.

The Savage Land sits in a wide valley, easily encompassing five hundred square miles, in the Eternity Range. It is heated by an open volcanic vent and a number of active volcanoes surrounding it. A large lake dominates the center of the valley, fed by streams coming off springs in the mountains; one stream runs out of the lake towards the ocean. Mount Hope, the tallest mountain in the vicinity, sits outside the Savage Land, but is visible to the northwest.

For some unexplained reason, the passage of day and night inside the Savage Land is not tied to the rest of Antarctica. Instead, possibly due to advanced technology used by whoever designed and built the area, the day there passes at a nearly uniform 12 hours of daylight and 12 hours of night, even at the height of the Antarctic summer and winter, when the days and nights last up to 24 hours, respectively. In addition, the animals and residents of the Savage Land do not appear to suffer from the effects of ozone depletion.

There are several tribes of humans that live in the Savage Land. The three most prominent tribes are the Fall People, the Sun People – both of whom are identical to modern humans – and the Swamp Men, who are closer in stature to Neanderthals.

The first documented case of someone encountering the Savage Land occurred following World War I, when a British explorer named Paul Destine got lost and became separated from his expedition during an attempt to reach the South Pole. When he finally rejoined his expedition several days later, they considered his account as sheer fantasy based on hypothermia and snowblindness. For the next few decades, others stumbled into the Savage Land without realizing what it was; many wrote down their accounts, although they were passed off as fantasy or science fiction at the time. It wasn't until 1962, when the British gentleman explorer Matthew, Lord Plunder gathered the various writings of the "hidden Antarctic jungle" and found that each one had elements of topography and wildlife that matched up, despite the accounts often being written decades apart and with no prior knowledge of the other accounts. Furthermore, one account even gave a map with landmarks on how to find it from the coastline! Taking his young son Robert with him, Matthew Plunder traced the route and officially discovered the Savage Land. Over the next several decades, Lord Plunder and his son split their time between their home in England and the Savage Land.

Twenty years ago, Robert Plunder, having inherited the title of Lord Plunder, and his wife, a paleontologist, moved to the Savage Land with their sons Parnival and Kevin. Lord and Lady Plunder befriended the Fall People tribe, but were killed during a raid on the Fall People village by the Swamp Men. Parnival, being the older child, managed to escape the Savage Land and make his way back to England. Kevin, the younger child, also escaped his parents' deaths and fled into an area known as the Land of Mist (so named due to the mists from one jungle stream falling into the volcanic vent) with the aid of his pet saber-tooth tiger, Zabu; Kevin would later become known as Ka-Zar among the denizens of the Savage Land (see *Ka-Zar*; *Zabu*).

Recently, the Savage Land has gained additional attention from the outside world. First, a mysterious being whose name and face are hidden in shadows utilized unknown means to transform a number of Swamp Men into the Savage Land Mutates; the Mutates have come into conflict with the Avengers, Brotherhood of Mutants, Ka-Zar, and the X-Men (see individual entries). Second, a graduate biology student named Shanna O'Hara entered the Savage Land, originally intending to do her Master's thesis on the ecosystem there, only to be drawn into aiding Ka-Zar and Zabu against the sorceress Zaladane in the latter's attempt to conquer the Savage Land for herself (see *Shanna the She-Devil*; *Zaladane*). Finally, Parnival Plunder, now calling himself the Plunderer, has set his sights on exploiting the Savage Land's natural resources, alongside mercenaries from Roxxon Energy Company, in violation of the Antarctic Treaty, which under international law prohibits any such exploitation (see *Plunderer*; *Roxxon Energy*).

First Post-Reboot Appearance: UNCANNY X-MEN #

Fall People Village, 2010 A.D.

Population: 350 (Search -2)

Physical and Magical Environment

Terrain: Jungle

Appearance: Average

Hygiene: +0

Normal Mana (Rare Enchantment)

Culture and Economy

Language: Savage Land Speech

Literacy: Illiterate

TL: 0

Wealth: Struggling (×1/2)

Status: -2 to +2

Political Environment

Government: Tribal

CR: 1 (Corruption 0)

Military Resources: \$2.2K

Defense Bonus: +6

Notes

The Fall People village is set upon a hill with a permanent wooden wall surrounding it. This technically makes it TL 1 for architecture.

It's recommended that GMs and players use *Lands Out Of Time* for the dinosaurs of the Savage Land when running campaigns set there. 3e's *Bestiary* and *Dinosaurs* are also valid references, but require some adjustment to the stats, and are more effective when facing superheroes visiting from outside the Savage Land.

SAVAGE LAND MUTATES

Villain Team

The Savage Land Mutates are a team composed of natives of the Savage Land who have been altered to superhuman – and some of them inhuman – forms by an unknown master to do his bidding (see *Savage Land*).

In their first recorded exploit, the Mutates attacked the X-Men, who were visiting the Savage Land for other reasons (see *X-Men*). The Mutates were defeated, but as the Savage Land is not under any one nation's jurisdiction the X-Men let them go.

Some time later, the Mutates – minus Equilibrius and Piper, but with the addition of three new members: Vertigo, Whiteout, and Worm – took control of a crowd of people in Rio De Janiero, Brazil, during the annual Carnival there (see *Equilibrius*; *Piper*; *Vertigo*; *Whiteout*; *Worm*). This drew the attention of the Avengers, who defeated the Mutates and turned them over to the Brazilian authorities (see *Avengers*).

Apparently the Mutates were deported back to the Savage Land by the Brazilian authorities.

At one point, three of the Mutates – Sauron, Whiteout, and Worm – apparently either left the team or were assigned by their mysterious benefactor to serve the sorceress Zaladane, who was attempting to conquer the Savage Land for herself (see *Sauron*; *Zaladane*). This brought them into conflict with Ka-Zar, Shanna the She-Devil, and the Fall People tribe, but the three escaped capture and returned to their benefactor (see *Ka-Zar*; *Shanna the She-Devil*).


Some months later, the Mutates came into conflict with the visiting Brotherhood of Mutants while the latter team was separated from their leader, Magneto (see *Brotherhood of Mutants*; *Magneto*). At this time, the Mutate Lorelei betrayed the Mutates to join the Brotherhood's ranks (see *Lorelei*).

Where and when the Mutates will appear next is anyone's guess.

First Post-Reboot Appearance: UNCANNY X-MEN #

Design Notes:

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

| | | |
|---|---|---|
|  |  |  |
| AMPHIBIUS Active X-MEN # | BARBARUS Active X-MEN # | BRAINCHILD Active X-MEN # |
|  |  |  |
| EQUILIBRIUS Active X-MEN # | GAZA Active X-MEN # | LORELEI Active X-MEN # Quit in MCP #30 |
|  |  |  |
| LUPO Active X-MEN # | PIPER Active X-MEN # | SAURON Active X-MEN # |
|  |  |  |
| VERTIGO Active AVENGERS # | WHITEOUT Active AVENGERS # | WORM Active AVENGERS # |

Savage Land Mutates

Mission Statement:

Social Attributes

Capabilities

Type:

Loyalty:

TL: 8

Members: 10

CR:

Wealth:

Rank:

Contacts:

Income Range:

Member Traits:

Reputation:

Notable Resources:

Reaction-Time Modifier:

Notes

Costs and Values

The "10" listed for Members lists the *current* active membership, as Equilibrius has not been seen with the team since their first defeat, and Lorelei has defected to the Brotherhood of Mutants.

Startup Cost: \$

Resource Value: \$

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Real Name: Nyssa Savakis.

Occupation: Travel agent, reluctant adventurer.

Identity: Nyssa currently does not use a dual identity.

Legal Status: Citizen of Greece with no criminal record.

Other Aliases: Azura (a name given to her by Hera and Ares).

Place of Birth: Isle of Lemnos, Greece.

Marital Status: Single.

Known Relatives: Elissa Savakis (mother), Phelix Savakis (legal father, deceased), Zeus (biological father), Petros (half-brother on mother's side), Apollo, Ares, Dionysus, Hephaestus, Hercules, Hermes (half-brothers on father's side), Artemis, Athena, Eris, Hebe, Eileithyia, Persephone (half-sisters on father's side), Aphrodite (sister-in-law), Hades, Poseidon (uncles), Hera (aunt, step-mother), Demeter, Hestia (aunts). For more details on her extended Olympian 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: Unofficially the gods of Olympus.

Base of Operations: Mobile, formerly Corinth, Greece.

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

History: As a young girl, Nyssa Savakis learned the stories of the ancient Greek gods and heroes (see *Olympian Gods*). A tomboy while growing up, she would often play at being Atalanta, the only woman among the Argonauts. Like most modern westerners, she believed the ancient gods were merely mythological figures, or at best men of renown who in ancient times had come to be elevated to positions of worship by the ancients.

Unknown to her family, Nyssa's mother, Elissa, was descended from a number of women of the Isle of Lemnos in the Aegean Sea who had enticed the Argonauts to stay with them for a time (the accounts vary in the time spent there, from a month to two years). As such, she is descended from a number of the ancient gods. It was this mingling of divine blood, diluted as it was by several thousand years, in one person that caught the eye of Zeus, king of the gods (see *Zeus*). To this end, and seeing another age of heroes ascendant on Earth, he devised a plan to produce not just an offspring but an eventual heir. The end result was Nyssa, who in classical Greek fashion was born the same day as her half-brother Petros.

For the most part, Nyssa's life was rather uneventful. As an adult, she worked in a travel agency in Corinth which handled Aegean cruises. Recently, however, the man she believed was her father was killed in one of the terrorist attacks that seem to plague the Mediterranean on a regular basis. Unknown to her, the goddess Hera had learned of Zeus's infidelity and was determined to destroy everyone close to Elissa, one at a time; it was Hera who had arranged for the attack through her son Ares and his son Deimos (see *Ares*; *Hera*).

This attack occurred while Nyssa was on a business trip to Los Angeles, California. The day she heard the news, she was attacked by a biker gang known as the Warhawks, which were founded and led by Ares (see *Warhawks*). Ares somehow sensed their familial connection – or was informed by Hera, who may have learned it from Zeus – but was unsuccessful in the attack when Nyssa's own lightning powers manifested, and by the intervention of Hercules, who had witnessed both the attack and her calling down lightning on Ares (see *Hercules*).

Nyssa was briefly mentally and emotionally overcome, but with Herc's aid started fighting back against Ares and Hera. Herc later flew back with her to Greece, where she discovered that her mother knew that Nyssa's father was Zeus, though hints were dropped that Elissa did not know which child was of divine origin. Herc has since taken Nyssa to both Mount Olympus and the realm of Hades in order to meet the rest of the family (see *Hades*). While still adjusting to her new situation, she has formed a friendship of sorts with her half-sister Hebe, who is not only the daughter of Nyssa's nemesis, Hera, but is also Herc's wife, whom she often turns to for advice with how to deal with her divinely dysfunctional family (see *Hebe*).

According to Zeus, Nyssa is destined to one day peaceably supplant him as the leader of the Olympian gods. Hera fears this, and has redoubled her efforts to destroy Nyssa.

Age: 27.

Height: 5' 6".

Weight: 115 lbs.

Eyes: Brown.

Hair: Black.

Uniform: None.

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

Known Superhuman Powers: Nyssa has inherited a number of powers from her father, Zeus. First and foremost, she is able to call down lightning from the sky. She also possesses a number of other lightning-based powers, the full extent of which she is still



learning.

Her divine parentage gives her many of the attributes of an ancient demigod, primarily superhuman durability and stamina. She is immune to all terrestrial poisons and diseases, and has proven invulnerable to most common handguns.

Weapons and Paraphernalia: Nyssa owns a number of Zeus's thunderbolts, forged by Hephaestus and given to her by Zeus himself (see *Hephaestus*).

473 points

ST: 10 [0] **HP:** 15 [10] **Speed:** 6.00 [0]
DX: 11 [20] **Will:** 12 [5] **Move:** 6 [0]
IQ: 11 [20] **Per:** 12 [5]
HT: 13 [30] **FP:** 20 [21] **SM:** 0

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

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

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

Advantages: Appearance (Attractive) [4]; Burning Attack (*Call Lightning*) 6d (Costs 6 FP (Variable), -15%; Damage Modifier: Surge, Arcing, +100%; Increased Range: Line-of-Sight, +70%; Overhead, +30%; Takes Recharge (1 hour), -30%; Variable, +5%; Power Cosmic 1, +10%) [81]; Burning Attack (*Lightning Bolt*) 6d (Costs 6 FP (Variable), -15%; Damage Modifier: Surge, Arcing +100%; Increased 1/2D Range (×5), +10%; Reduced Range (×1/2), -10%; Variable, +5%; Power Cosmic 1, +10%; Alternative Attack, ×1/5) [14]; Damage Resistance 20 (Tough Skin, -40%; Power Cosmic 1, +10%) [70]; Destiny (Supplant Zeus) [10]; Electricity Talent 3 [15]; Fit [5]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: One Skill (Electric Weapon), -80%; Power Cosmic 1, +10%; Alternative Ability, ×1/5) [3]; Immunity to Disease [10]; Immunity to Poisons/Toxins [15]; Injury Tolerance (Damage Reduction (/3) (Power Cosmic 1, +10%)) [82]; Regeneration (Fast: 1 FP/min) (Fatigue Only, +0%; Power Cosmic 1, +10%) [55]; Wealth (Comfortable) [10].

Perks: Generator [1].

Disadvantages: Code of Honor (Professional) [-5]; Enemy (Hera; More Powerful; Hunter) (12) [-40]; Pacifism (Cannot Kill) [-15]; Selfless (12) [-5]; Sense of Duty (Friends and Family) [-5].

Quirks: Devout Greek Orthodox Christian [-1]; Natural Skeptic [-1].

Skills: Area Knowledge (Aegean Sea) (E) IQ+1 [2] – 12; Boating/TL8 (Large Powerboat) (A) DX+0 [2] – 11; Boating/TL8 (Motorboat) (A) DX-1 [1] – 10; Boating/TL8 (Sailboat) (A) DX+0 [2] – 11; Brawling (E) DX+1 [2] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 11; Electric Weapon (Unarmed) (VH) DX-1 [4] – 10; Innate Attack (Beam) (E) DX+1 [2] – 12; Literature (Greek Mythology) (A) IQ+1 [4] – 12; Professional Skill (Travel Agent) (A) IQ+1 [4] – 12; Running (A) HT-1 [1] – 12; Scuba/TL8 (A) IQ+1 [4] – 12; Survival (Island/Beach) (A) Per-1 [1] – 11; Swimming (E) HT+0 [1] – 13; Thrown Weapon (Spear) (E) DX+1 [2] – 12; Typing (E) DX+1 [2] – 12; Weather Sense (A) IQ+1 [4] – 12; Wrestling (A) DX+1 [4] – 12.

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

Role-Playing Notes:

A strong, independent woman, Nyssa is also deeply religious, being a devout Greek Orthodox Christian. She is currently wary of the veracity of her extended family's claims of godhood, though she cannot deny the power they hold over their extradimensional realms. Nyssa is currently skeptical of the claim that she is destined to supplant Zeus as leader of the Olympian gods.

BRAWLING

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

SCARECROW

Villain

Real Name: Ebenezer Laughton.

Occupation: Professional criminal.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Rhineback, New York.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The history of the costumed criminal going by the name Scarecrow is unknown. By all accounts he had been a small-time burglar engaging in the occasional bit of industrial espionage prior to the emergence of the latest wave of superhuman crimefighters. Deciding he needed a gimmick, he bought a loose-fitting Halloween scarecrow outfit. After training a murder of crows to respond to his commands, he embarked on a crime wave in Manhattan, robbing penthouses and corporate offices, often having his crows fly back to his safe-house with jewels and computer flash drives.

Eventually, his crime spree caught the attention of a number of the costumed vigilantes in New York, including Daredevil, Captain America, and Spider-Man, who joined forces when all three had tracked Scarecrow to his hideout (see *Captain America*; *Daredevil*; *Spider-Man*). Following this altercation, the Scarecrow was arrested and taken into custody.

Apparently released on bail, Scarecrow came into conflict with Captain America a second time when he was hired by Doctor Faustus as part of a series of attacks designed to wear down the Captain so he'd be more susceptible to the Doctor's manipulations (see *Doctor Faustus*). (To ensure that the attacks would not be traced back to him, Faustus hired Scarecrow anonymously.) Following this confrontation, Scarecrow was again sent to prison.

He was later seen as part of the mass breakout from Ryker's Island Penitentiary led by the Rhino (see *Rhino*). Following that, he fled to Texas for a time, only to run afoul of the Ghost Rider, who left Scarecrow temporarily catatonic with his "penance stare" (see *Ghost Rider*). By all reports, the Scarecrow was then returned to prison in New York; whether he'll recover from his catatonic state or how it will affect him in the long run is anyone's guess.

Age: 28.

Height: 6.

Weight: 185 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Green tunic, green pants, orange-yellow gloves, orange-yellow shoes, orange-yellow full-face cowl patterned after a Jack O' Lantern, rope belt, tufts of straw at the wrists and ankles, as well as various places where the tunic and pants are deliberately ripped.

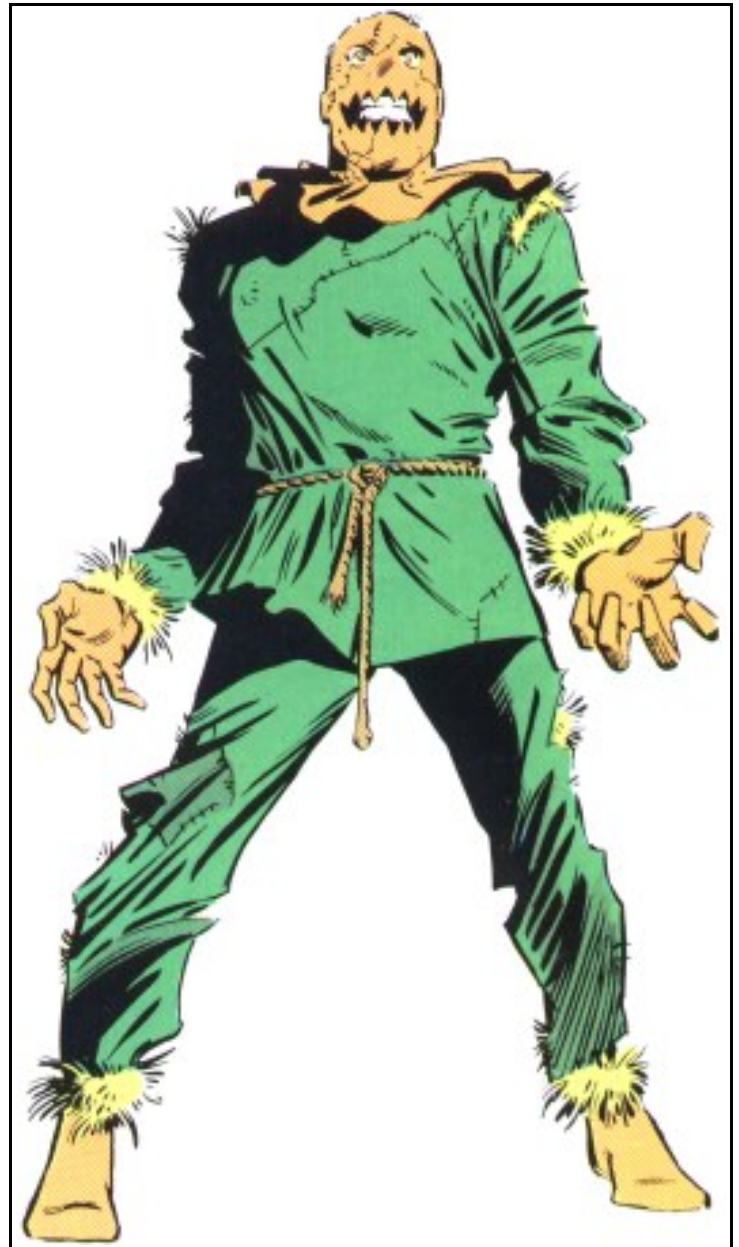
Strength Level: Scarecrow possesses the normal human strength of a man his age, height, and build who engages in regular toning exercise.

Known Superhuman Powers: None.

Other Abilities: The Scarecrow is a highly adept contortionist—extremely flexible and agile due to heavy training. He is double-jointed and can fit his body through any aperture at least one foot wide. He is therefore able to escape from conventional locks and chains, and to perform various acrobatic stunts. He is also a master at training birds.

Weapons: The Scarecrow often carries a pitchfork as a weapon. To date, this pitchfork has not exhibited any special abilities.

Allies: The Scarecrow has a murder of two dozen pet crows, which he has taught to perform a variety of actions in response to his hand gestures and tones of voice. At his command, the crows will attack and kill the victims he designates. The crows have been trained to attack anyone who rushes at the Scarecrow or points a gun at him. They are trained to carry off jewels, valuables, and



anything else at which the Scarecrow points.

260 points

ST: 10 [0] **HP:** 11 [2] **Speed:** 6.50 [0]
DX: 14 [80] **Will:** 10 [0] **Move:** 6 [0]
IQ: 10 [0] **Per:** 12 [10]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 10 **Parry:** 12 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ally Group (Murder of Crows, 5% or less of Starting Value; Group Size: 21-50; Non-Sapient) (15) [6]; Animal Friend 4 [20]; Combat Reflexes [15]; Double-Jointed [15]; Extra Attack 1 [25]; Hard to Kill 2 [4]; High Pain Threshold [10]; Very Fit [15].

Perks: Improvised Weapons (Polearm) [1]; Improvised Weapons (Spear) [1].

Disadvantages: Appearance (Unattractive) [-4]; Callous [-5]; Dependent Group (Murder of Crows; No More than 5%) (9) [-14]; Odious Personal Habit (Masochist) [-10]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Admires Jack the Ripper [-1]; Dual Identity [-1]; Opportunist [-1]; Unresolved Mommy Issues [-1]; Vow ("Kill Father Should They Cross Paths") [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Animal Handling (Crows) (A) IQ+6 [8] – 16*; Brawling (E) DX+2 [4] – 16; Climbing (A) DX+4 [1] – 18†; Computer Operation/TL8 (E) IQ+2 [4] – 12; Current Affairs/TL8 (Sports) (E) IQ+0 [1] – 10; Falconry (A) IQ+6 [8] – 16*; Forced Entry (E) DX+0 [1] – 14; Holdout (A) IQ+2 [8] – 12; Jumping (E) DX+0 [1] – 14; Observation (A) Per+2 [8] – 14; Polearm (A) DX+2 [8] – 16; Spear (A) DX+2 [8] – 16; Streetwise (A) IQ+2 [8] – 12; Throwing (A) DX-1 [1] – 13; Thrown Weapon (Spear) (E) DX+2 [4] – 16; Wrestling (A) DX+2 [8] – 16.

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

* Includes +4 from Animal Friend.

† Includes +5 from Double-Jointed.

Role-Playing Notes:

Scarecrow is a creep who believes that with great pain comes great rewards, and that what doesn't kill him will ultimately make him a stronger person. He believes his father ran out on him and his mother, and doesn't know whether to thank his father for that pain or kill him (he's currently decided on the latter); he might in fact do both.

The long-term effects of Ghost Rider's penance stare are currently unknown.

BRAWLING

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

SCARLET BEETLE

Villain

Real Name: Unrevealed, possible inapplicable.

Occupation: Would-be world conqueror.

Identity: The Scarlet Beetle does not use a dual identity.

Legal Status: None.

Other Aliases: None.

Place of Hatching: Chicago, Illinois.

Marital Status: Single (possibly inapplicable).

Known Relatives: None; may or may not consider Dr. Elias Starr his "father" (if he considers Dr. Starr as his "father", then he'd also see Starr's daughter Ava as his "sister" and Starr's niece Patricia as his "cousin").

Group Affiliation: Former ally of Swarm and Ultron.

Base of Operations: Chicago, Illinois, metro area.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: The Scarlet Beetle is a product of genetic engineering on a beetle designed to control other insects. The Scarlet Beetle was designed and developed by Dr. Elias Starr as part of a scheme to wrest control of the ants from his scientific rival, Dr. Henry Pym, better known in some circles as Ant-Man (see *Ant-Man*; *Starr*; *Dr. Elias*). However, the Beetle grew too fast and intelligent for Starr to fully control, and took control of the solitary insects in their native Chicago with the intent of destroying all humans and claiming the world for himself to rule. To defeat his renegade creation, Starr had to make an alliance of convenience with his rival. In the end, the Scarlet Beetle was destroyed.

However, the Beetle at the last moment transferred its mind to another beetle, eventually turning the beetle into a duplicate of his original form. Months later, the Beetle reappeared, having formed an alliance with the robotic Ultron, who had similar goals (see *Ultron*). It took the combined efforts of the Avengers, of whom Ant-Man is a member, to defeat their combined forces (see *Avengers*). Ultron was seemingly destroyed (he got better), but instead of destroying the Scarlet Beetle, Pym and the Avengers used Ant-Man's Pym particle infused shrinking formula to reduce the Scarlet Beetle to the size of a regular insect and imprisoned him in an insect habitat.

During a later confrontation between the Pym and Ultron, the Scarlet Beetle's habitat was cracked open, enabling the Beetle to escape. Where and when the Scarlet Beetle will appear next is unknown.

Age: Indeterminate.

Height: (upright on hind legs) 12' 8" (2' of which is in the antennae); (at shoulder, horizontally) 4' 11".

Weight: 750 lbs.

Eyes: Black.

Hair: None.

Skin: Red.

Other Distinguishing Features: He's a giant beetle, with six limbs, a set of wings hidden under a carapace, a pair of two-feet long antennae, and large mandibles emerging from the mouth.

Uniform: None.

Strength Level: The Scarlet Beetle possesses superhuman strength enabling him to lift (press) roughly six tons.

Known Superhuman Powers: The Scarlet Beetle possesses the psychic power to mentally control arthropod life, although hive mind insects such as ants and bees have proven resistant to his control.

The Scarlet Beetle can also upon dying transfer its mind to the body of any other beetle in a ten mile radius; this new beetle body then takes on the Scarlet Beetle's unique coloration and begins growing to his full size.

As a beetle, the Scarlet Beetle has the typical attributes of an insect in his order, with a set of wings hidden under a rear carapace permitting him to fly, claws on all six limbs, and a sharp bite. His chitin is strong enough to enable him to withstand most conventional assault rifle fire. He possesses a powerful bite; coupled with his mandibles' grip, he is capable of biting a person's head or limbs clean off. As an insect, his biology is capable of consuming most plant and animal matter, including things that would normally be toxic to vertebrate life.

Paraphernalia: When working with Ultron, the Scarlet Beetle had a swarm of robot beetles at his command which responded to his



mental commands.

972 points

ST: 27/88 [64*†] **HP:** 27 [0] **Speed:** 5.50 [0]
DX: 11 [20] **Will:** 15 [10] **Ground Move:** 5 [0]
IQ: 13 [60] **Per:** 13 [0] **Air Move:** 11/16 [0]
HT: 11 [10] **FP:** 11 [0] **SM:** +2

Dmg: 3d-1/5d+1 (10d/12d) **BL:** 146 lbs. (1,549 lbs.)
Dodge: 9 **Parry:** 11 **DR:** 30

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

Cultural Familiarities: None [-1].

Advantages: 3D Spatial Sense [10]; Ally (Insect Swarm; 5% or less of Starting Cost; Minion (Non-Sapient), +0%; Summonable, +100%; Psionic, -10%) (15) [2]; Animal Telepathy Talent 4 [20]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 30 [150]; Enhanced Move (Air) 1/2 (Air Move 16/32 mph) [20]; Extra Arms 2 (Short, -50%) [10]; Flight (Winged, -25%) [30]; High Pain Threshold [10]; Injury Tolerance (No Blood) [5]; Mind Control (Independent, +70%; Specific: Arthropods, -50%; Psionic, -10%) [55]; Regrowth [40]; Resistant to Poisons/Toxins +3 [5]; Speak With Animals (Specialized: Arthropods, -50%; Universal, +20%; Psionic, -10%) [15]; Striker (Cutting, Mandibles) (Limited Arc: In Front, -40%) [5]; Super ST +9/+70 (Size, -20%) [342]; Teeth (Sharp Teeth) [1]; Universal Digestion [5]; Unkillable 3 (No Unkillable 1, -50) [100]; Vibration Sense [10].

Perks: Striking Surface [1].

Disadvantages: Fragile (Brittle) [-15]; Megalomania [-10]; Short Arms (2 Arms) [-10]; Social Stigma (Monster) [-15]; Wealth (Dead Broke) [-25].

Quirks: Ambitious [-1]; Bulky Frame [-1]; Disorganized [-1]; Haughty [-1]; Sarcastic [-1].

Skills: Aerobatics (H) DX+3 [8] – 14‡; Animal Handling (Insects) (A) IQ+2 [1] – 16§; Brawling (E) DX+3 [8] – 14; Climbing (A) DX+1 [4] – 12; Flight (A) HT+1 [4] – 12; Jumping (E) DX+1 [2] – 12; Running (A) HT+1 [4] – 12; Strategy (Land) (H) IQ-1 [2] – 12.

Features: Born Biter 2 [0].

Starting Spending Money: \$0.

* Adjusted for Size, -20%.

† Includes +9/+70 from Super ST.

‡ Includes +3 from 3D Spatial Sense.

§ Includes +4 from Animal Telepathy Talent.

Role-Playing Notes:

The Scarlet Beetle believes that insects, not humans, should be dominant in the world, and irrationally believes he rules over all insects in the world. When lowering himself to conversing with humans, he takes an arrogant, sarcastic tone, often mocking the humans.

BRAWLING

| TL | Weapon | Damage | Reach | Parry | Cost | Weight | ST | Notes |
|----|-------------------|------------|--------|-------|------|--------|----|-------|
| – | Brawling Punch | 3d+1 cut | C, 1 | 11 | – | – | 27 | |
| | – <i>Super ST</i> | 10d+9 cut | C, 1 | 11 | – | – | 88 | |
| – | Brawling Kick | 3d+2 cut | C, 1-2 | n/a | – | – | 27 | |
| | – <i>Super ST</i> | 10d+10 cut | C, 1-2 | n/a | – | – | 88 | |
| – | Brawling Bite | 3d+1 cut | C | n/a | – | – | 27 | |
| | – <i>Super ST</i> | 10d+9 cut | C | n/a | – | – | 88 | |

SCARLET WITCH

Villain

Real Name: Wanda Maximoff.

Occupation: Professional criminal, sorceress.

Identity: Publicly known.

Legal Status: Unknown.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Pietro (alias Quicksilver, brother).

Group Affiliation: Brotherhood of Mutants.

Base of Operations: Mobile.

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

History: Not much is known about the origins of the Scarlet Witch before her first appearance. She and her twin brother Pietro claim to be Romani (Gypsies), although there are hints that they were adopted rather than born into the culture (see *Quicksilver*).

It is not currently known how the two came to the attention of the mutant criminal Magneto, but the self-proclaimed Master of Magnetism was quick to induct them into his Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*). Wanda in particular was easily swayed by Magneto's personal charm and force of personality; Pietro has admitted that he only accepted Magneto's offer to protect his impressionable sister. Wanda was apparently already calling herself the Scarlet Witch before joining the group. In their first appearance with the group, the Scarlet Witch and the rest of the Brotherhood faced off against the X-Men; although they were defeated, they managed to escape (see *X-Men*).

Wanda has changed since joining the Brotherhood. She is far more confident since joining, but has also become colder towards others, including her brother. During a brief time when Magneto was separated from the group, Wanda took charge and led the Brotherhood with the same heavy hand that Magneto did. After he was reunited with the team, Magneto made her his official second-in-command. These developments have adversely affected her relationship with her brother; both Wanda and Magneto believe it is only a matter of time before Pietro betrays them.

Age: 19.

Height: 5' 4".

Weight: 110 lbs.

Eyes: Green.

Hair: Auburn.

Uniform: Black sleeveless Spandex bodysuit, red shoulder-less low-neck dress with leg slits up to the waist and loose elbow-length sleeves, black elbow-length Spandex gloves, red sash around the waist, red calf-high boots with mystic patterns on the front and four-inch heels, black headband.

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

Known Superhuman Powers: Wanda Maximoff is a mutant who was born with the ability to wield ambient magical energies. Most Earth-born sorcerers utilize three main sources of power: innate mental powers, ambient magical energies, and extra-dimensional sources. Wanda is naturally inclined to use ambient energies to the exclusion of the other two.

Wanda knows a number of spells dealing primarily with illusions, transmutation, and probability. She has been shown being able to turn multiple people invisible, create realistic illusions that affect all the senses and which can be captured on film and digital media, and the ability to grant "good luck" to allies and "bad luck" to opponents. She has also been shown casting eldritch bolts of raw magical energy to injure opponents, although these tend to tire her out if she fires off too many of them in a short time frame. In addition to these, she is able to create shields of mystic energy to protect herself from harm.

Wanda also knows several spells which she uses to alter matter. She has shown the ability to turn a solid metal door into gas, turn pavement into mud, and even so far as to briefly turn one of her teammates, the Toad, into his namesake animal as punishment (see *Toad*).

Wanda's powers are unpredictable, and don't always operate the way she wants them to. Since joining the Brotherhood, however, her powers have become more reliable than before.



425 points

| | | |
|-------------|---------------|-----------------|
| ST: 10 [0] | HP: 10 [0] | Speed: 5.50 [0] |
| DX: 11 [20] | Will: 14 [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:** 9 **DR:** 12/4* (uniform)
Power Block: 11

Languages: English (Accented) [4]; Romanian (Native Spoken/Semi-Literate) [-2].

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

Advantages: Appearance (Beautiful) [12]; Claim to Hospitality (Gypsies) [5]; Combat Reflexes [15]; Energy/2 [40]; Fit [5]; High Pain Threshold [10]; Illusion/3 [30]; Intuition [15]; Luck/3 [30]; Magery 3 (Radically Unstable Magery (Activation Roll), -10%; Mutant, -10%) [28]; Matter/3 [60].

Perks: High-Heeled Heroine [1]; Magical School Familiarity (Gypsy Magic) [1]; Photogenic [1]; Sexy Pose [1].

Disadvantages: Callous [-5]; Code of Honor (Gypsy) [-5]; Fanaticism (Mutant Supremacy) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Magneto) [-2]; Social Stigma (Minority Group) [-10]; Wealth (Struggling) [-10].

Quirks: Dual Identity [-1]; Impressionable [-1].

Skills: Acrobatics (H) DX+1 [8] – 12; Acting (A) IQ+0 [2] – 12; Autohypnosis (H) Will+2 [12] – 16; Carousing (E) HT+1 [2] – 12; Escape (H) DX+1 [8] – 12; Filch (A) DX+1 [4] – 12; Fortune Telling (Gypsy) (A) IQ+0 [2] – 12; Innate Attack (Beam) (E) DX+3 [8] – 14; Intimidation (A) Will+0 [2] – 14; Judo (H) DX+0 [4] – 11; Karate (H) DX+0 [4] – 11; Leadership (A) IQ+0 [2] – 12; Observation (A) Per+2 [8] – 14; Running (A) HT+1 [4] – 12; Sex Appeal (Human) (A) HT+4 [2] – 15*; Shield (Force) (E) DX+3 [8] – 14; Sleight of Hand (H) DX+1 [8] – 12; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+0 [2] – 12; Survival (Woodlands) (A) Per+2 [8] – 14; Thaumatology (VH) IQ+3 [8] – 15†.

Magical Realm Skills: Energy (VH) IQ+3 [8] – 15†; Illusion (VH) IQ+3 [8] – 15†; Luck (VH) IQ+3 [8] – 15†; Matter (VH) IQ+3 [8] – 15†.

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

* Includes +4 from Appearance.

† Includes +3 from Magery.

Role-Playing Notes:

Early on in her career, Wanda is wide-eyed and impressionable, easily swayed by powerful personalities like Magneto.

Later on, as she gains confidence and her magic becomes more predictable, Wanda starts to emulate Magneto's personality and heavy-handed approach to leadership, becoming colder and harsher towards members of her team whose flaws are readily apparent. She sees Magneto as the father figure in her life, and is consciously changing to meet what she perceives as his expectations.

BRAWLING

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

Design Notes:

1. Cost of Magery includes Magery 0 with both Radically Unstable Magery and Mutant applied to it. It just looked weird putting both Magery 0 and Magery 3 with the same limitations on them on the sheet together.
2. In her first appearance, she possesses Radically Unstable Magery (All Failures Are Critical Failures) (-30%), and lacks the Callous disadvantage. Her time with the Brotherhood has enabled her to buy up the Radically Unstable Magery to the -10% level, but she gained Callous as a result.
3. Her Social Stigma is either Mutant (in the Americas and Western Europe) or Gypsy (in Eastern Europe), depending on where she is at the time.
4. One thing that always bothered me about Wanda was how *undefined* her power set in the comics was. She started off as a probability manipulator, and evolved over time into a full-fledged reality manipulator – on a subconscious level! And it seems with that kind of power, the writers didn't know what to do with her, except as a plot device to completely mess things up on a cosmic scale. So, I've cut her back to a manageable, playable level of power.

Real Name: Jacob "Jake" Fury.

Occupation: Subversive, professional criminal, businessman, former soldier.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Hell's Kitchen, New York City.

Marital Status: Single

Known Relatives: Nick (brother), Dawn (sister).

Group Affiliation: Head of his own criminal cartel; member of the Zodiac Cartel, formerly the US Army.

Base of Operations: New Orleans, Louisiana.

First Post-Reboot Appearance: SECRET AGENT NICK FURY #1.

History: Jacob Fury is the younger brother of Nick Fury, a noted war hero of the Iraq and Afghanistan campaigns (see *Fury*, *Nick*). For a short time, Jake joined the US Marine Corps in emulation of his older brother, but found military life stifling. Apparently during his time in the military his admiration of his brother turned to jealousy and then hatred. After serving his tour, he declined reenlistment and dropped out of sight.

He reappeared several years later in New Orleans, Louisiana, having procured an ancient artifact called the Zodiac Key through unknown means. After establishing himself as an officer of a local corporation, he used this Key to take control of the New Orleans underworld, and was inducted into criminal cartel known as the Zodiac; as he was born on Halloween night, he was given the position of Scorpio (see *Zodiac Cartel*). As Scorpio, he has clashed several times with his older brother, now an agent for the CIA.

Scorpio was present when the Zodiac attempted to hold the island of Manhattan hostage, using the power of the Zodiac Key to power an impenetrable force field. Just when the Zodiac appeared to be on the verge of success, half of the cartel leaders, including Scorpio, who had been uneasy with the scheme (criticizing it as being "straight out of a comic book"), grabbed the Zodiac Key and used it to teleport away.

Scorpio remains his brother's primary nemesis, using his criminal empire and the resources of the Zodiac to continue to attack Nick. Even before the Manhattan incident, he has been seen in the company of one of the other Zodiac leaders, Capricorn, who has been hinted to be his younger sister, Dawn, though there is evidence to the contrary as well (see *Capricorn*).

Age: 34.

Height: 5' 10".

Weight: 185 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Red advanced ballistic fabric bodysuit with black astrological signs on it, red gloves, red boots, red full-face cowl with yellow markings, black chain belt.

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

Known Superhuman Powers: None.

Other Abilities: Jacob Fury is a good hand to hand combatant, able to hold his own against his brother.

Weapons: Scorpio's primary weapon is the so-called Zodiac Key, a virtually indestructible device shaped like an ankh, the origins of which are unknown. The Key is able to manipulate tremendous amounts of energy, apparently in a psionic manner, though Scorpio himself lacks psionic powers. Primary among its powers is the ability to fire a wide range of energy beams, from kinetic energy and electric stun bolts to disintegrator beams, as well as form powerful force fields around its wielder. The Key is also able to be used as a near-infinite power source for almost any machine, and can teleport himself and at least six other people to anywhere in the world. Other abilities of the Zodiac Key are currently unrevealed.



467 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: 10

Parry: 11

DR: 18/6* (uniform)

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

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

Advantages: Appearance (Handsome) [12]; Charisma 3 [15]; Combat Reflexes [15]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Indomitable [15]; Merchant Rank 7 [35]; Organized Crime Rank 6 [30]; Patron (Zodiac Key; Built on As Many Points As the GM Wishes!) (15) [60]; Resistant to Disease (+3) [3]; Resistant to Poisons (+3) [5]; Status 4 [0*]; Wealth (Multimillionaire 1) [75].

Perks: Style Familiarity (Military Hand to Hand: Fairbairn Close Combat Training) [1]; Style Familiarity (Military Hand to Hand: MCMAP) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Gentleman's) [-10]; Enemy (Nick Fury, brother; Equal in Power) (9) [-10]; Jealousy [-10]; Secret Identity (Imprisonment) [-20]; Selfish (12) [-5].

Quirks: Chauvinistic [-1]; Obsession (Destroy His Brother) [-1].

Skills: Acrobatics (H) DX+0 [4] – 12; Administration (A) IQ+1 [4] – 13; Beam Weapons/TL8 (Pistol) (E) DX+2 [4] – 14; Climbing (A) DX+0 [2] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 12; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Economics (H) IQ+0 [4] – 12; Finance (H) IQ+0 [4] – 12; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 13; Guns/TL8 (Rifle) (E) DX+2 [4] – 14; Hiking (A) HT+0 [2] – 12; Jitte/Sai (A) DX+2 [7] – 14 †; Judo (H) DX+2 [12] – 14; Jumping (E) DX+0 [1] – 12; Karate (H) DX+2 [12] – 14; Knife (E) DX+0 [1] – 12; Leadership (A) IQ+3 [2] – 15 ‡; Politics (A) IQ+0 [2] – 12; Public Speaking (A) IQ+2 [1] – 14 ‡; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+2 [4] – 14; Shortsword (A) DX+2 [8] – 14; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+1 [4] – 13; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+0 [2] – 12; Wrestling (A) DX+2 [8] – 14.

Techniques: Choke Hold (Wrestling) (H) def+2 [3] – 14.

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

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

† Defaulted from Shortsword.

‡ Includes +3 from Charisma.

Role-Playing Notes:

Jake Fury is driven by two goals: accumulation of power, and the destruction of his brother. He sees his position in the Zodiac as being a means towards both of these goals, though he has no real loyalty towards any of the other Zodiac members, save perhaps Capricorn.

BRAWLING

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

The Zodiac Key

The Zodiac Key is about 18 inches long (a foot and a half), shaped like an ankh but with the "arms" turning to point "down", away from the loop, letting it entangle a melee weapon like a sai. Virtually indestructible, its composition is a complete mystery to Earth scientists; it may actually be a mystical artifact.

Unknown to anyone, the Zodiac Key is sentient and intelligent, allowing itself to be used by Scorpio for its own indiscernible reasons.

2,946 points

ST: 10 [0]

HP: 30 [40]

Speed: 5.00 [0]

DX: 0 [-200]

Will: 20 [25]

Move: 0 [0]

IQ: 15 [100]

Per: 15 [0]

HT: 20 [100]

FP: 20 [0]

SM: -4

Dmg: 1d-2/1d

BL: 20 lbs.

Dodge: 0

Parry: 0

DR: 100

Languages: None [-6].

Cultural Familiarities: None [-1].

Advantages: Control! All EM Energy 5 (Collective, +100%; Wildcard Power, ×4) [1,200]; Damage Resistance 100 (Hardened 6, +120%) [1,100]; Injury Tolerance (Damage Reduction /200; Homogenous; No Blood; No Eyes; No Head; No Neck) [412]; Warp (Exoteleport, -50%; Exoteleport: Modified Capacity (Static): 1,200 lbs., +175%; No Strain, +25%; Range Limit: 10,000 miles, -10%; Reliable +10, +50%) [290].

Perks: Generator [1].

Disadvantages: No Legs (Portable) [-30]; No Manipulators, -50%; Social Stigma (Valuable Property) [-10]; Wealth (Dead Broke) [-25].

Design Notes:

1. Organized Crime Rank is built upon the rules in ***Social Engineering: Pulling Rank***, does *not* grant Status, and permits an Assistance Roll of 12 or less, with his New Orleans-based criminal cartel treated as a base 15-point Patron. His Merchant Rank, however, is based on the rules in the ***Basic Set***, and does grant Status.
2. Because the Zodiac Key is intelligent, it is built as an Ally rather than a piece of gear.
3. It is because of the Zodiac Key that Nick, who is at 710 points, is considered "Equal in Power" as opposed to "Greater in Power" compared to Jake. If anything, because of the Key, Jake is *more* powerful than Nick.

SCORPION

Villain

Real Name: MacDonald "Mac" Gargan.

Occupation: Former private investigator turned professional criminal.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Mac Gargan was a private investigator known for his attention to detail, with a bit of a reputation for amoral conduct in pursuit of his information, who was approached by Daily Bugle publisher J. Jonah Jameson. Jameson wanted Gargan to find and unmask Spider-Man (see *Jameson, J. Jonah; Spider-Man*).

Gargan started his investigation by following Peter Parker, the photographer who always managed to get photos of Spider-Man in action when other photographers could not. Gargan speculated that Spider-Man had confided in Parker about his secret identity; his own suspicion was that Spider-Man was Parker's friend, Harry Osborn (see *Osborn, Harry*).

Figuring that in order to unmask Spider-Man properly he would need to defeat him in combat, Gargan sought out Dr. Karl Malus, who had recently put out a press release that indicated that he'd discovered a means of inducing controlled mutations. Gargan offered himself as a human test subject, intending to bill Jameson for the cost of the procedure. Malus's procedure granted Gargan increased strength, speed, and agility. Donning a battlesuit developed by the underworld technician, the Tinkerer, which included a seven-foot long tail, Gargan set out to test his new abilities by completing his assignment: defeating and exposing Spider-Man's identity (see *Malus, Dr. Karl; Tinkerer*).

Dr. Malus's mutagenic procedure had an adverse effect on Gargan's mind. Calling himself the Scorpion, Gargan committed a series of crimes to draw Spider-Man's attention. The two fought several times over the next few days, with neither one scoring a definitive win. Spider-Man finally defeated the Scorpion, who was sent to prison. Jameson, when he discovered what Gargan had done, refused to pay for the procedure, the Tinkerer's equipment, or Gargan's bail, and fired him from the case. The Scorpion has sworn revenge against both Spider-Man and Jameson, and recently escaped from prison during the mass prison break led by the Rhino (see *Rhino*).

Age: 30.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Green bodysuit made of lightweight steel mesh with high-tensile polymer inserts and an insulating layer of rubber, green boots, green gloves, green full-face cowl, cybernetically controlled tail.

Strength Level: The Scorpion possesses superhuman strength enabling him to lift (press) 15 tons under optimal conditions.

Known Superhuman Powers: Besides his superhuman strength, the Scorpion possesses superhuman speed, agility, and durability.

Other Abilities: Mac Gargan was a skilled private investigator, noted for his keen observational skills.



1,038 points

ST: 47/137 [40*] **HP:** 34 [0] **Speed:** 7.25 [0]
DX: 15 [100] **Will:** 12 [0] **Move:** 7 [0]
IQ: 12 [40] **Per:** 14 [10]
HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 5d/7d+2 (14d/16d) **BL:** 442 lbs. (3,754 lbs./1.88 tons)
Dodge: 11 **Parry:** 12 **DR:** 18/6* (uniform) + 4* (tough skin)
IT:DR: /10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Catfall (Super, -10%) [9]; Damage Resistance 4 (Tough Skin, -40%) [12]; Enhanced Move (Ground) 2 (Super, -10%) [36]; Enhanced Time Sense (Super, -10%) [41]; Extra ST +23 (Super, -10%) [207]; Flexibility [5]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10; Passive Biological, -5%) [143]; Perfect Balance (Super, -10%) [14]; Striker (Crushing; Tail) (Long +1, +100%; Gadget/Breakable: DR 20, -5%; Gadget/Breakable: SM 0, -25%) [9]; Super ST +10/+100 (Super, -10%) [360].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Bad Temper (9) [-15]; Berserk (15) [-5]; Callous [-5]; Greed (12) [-15]; Obsession (Destroy Spider-Man and Jameson) (9) [-7]; Reputation (Amoral PI) -2 (Frequency: 7 or less; Small Class: Those Who Have Used His Service) [-2]; Social Disease [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Attentive [-1]; Chauvinistic [-1]; Dual Identity [-1].

Skills: Acrobatics (H) DX-1 [1] – 14†; Brawling (E) DX+1 [2] – 16; Climbing (A) DX+3 [1] – 18†‡; Connoisseur (Music) (A) IQ-1 [1] – 11; Criminology/TL8 (A) IQ+0 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 15; Musical Instrument (Single-Reed Woodwinds: Saxophone) (H) IQ-2 [1] – 10; Observation (A) Per+1 [4] – 15; Photography/TL8 (A) IQ+0 [2] – 12; Shadowing (A) IQ+1 [4] – 13; Stealth (A) DX-1 [1] – 14; Streetwise (A) IQ+0 [2] – 12; Tracking (A) Per-1 [1] – 13.

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

* Includes +23 from Extra ST and +10/+100 from Super ST.

† Includes +1 from Perfect Balance.

‡ Includes +3 from Flexibility.

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 | – | – | | |

The Sentinel robot is a product of advanced technology, SHIELD directives, and hidden agendas (see *SHIELD*).

Project: Sentinel began a few decades back when Director Gyrich of SHIELD grew dissatisfied with what he perceived as the faults of SHIELD's own superhuman operatives and ordered SHIELD's logistics division to seek an alternative that would not include, in his words, "powerful potential rogue agents" (see *Gyrich, Henry Peter*). Over the years, many different approaches were proposed, implemented on a trial basis, and failed.

Recently, however, Gyrich found what he was looking for in a proposal by Oliver Trask, an engineer working for Stark Industries (see *Stark Industries; Trask, Oliver*). Trask had developed a scanner which could be used to detect whether a mutant or a mutate was in the vicinity, but had kept the design private for reasons of his own. Trask, who was an admirer of Gyrich's, presented SHIELD with the scanner behind Stark's back. Gyrich later met with Sebastian Shaw, head of Shaw Industries, at a Hellfire Club social event, arranging for Shaw's own engineers to come up with a robot under SHIELD's control (see *Black King; Hellfire Club*). In this way, the Sentinels came into being. To acknowledge Trask's importance to the project, Gyrich appointed Trask as the chief overseer of the Sentinels' production and deployment.

Shaw, himself secretly a mutant, arranged for the Sentinels to ignore the members of the Hellfire Club's Inner Circle should they be detected as mutants or genetic mutates. This, to his mind, gives the Hellfire Club an advantage should Gyrich overstep his authority and order a roundup of all superhumans, mutant and otherwise.

Shaw, Gyrich, and Trask were attacked by the mutant terrorist organization calling itself the Mutant Liberation Front at the unveiling of the Sentinels (see *Mutant Liberation Front*). The MLF attempted to assassinate Gyrich and Trask, but failed to do so through the intervention of the X-Men and SHIELD's Interpol liaison, a former classmate of the X-Men (see *Bainsidhe; X-Men*). In response to this attack, which destroyed half of the active Sentinels that were present, Trask and Shaw have increased production of the robots.

At present, there are three models of Sentinel. The primary model is the 10 foot tall combat model, referred to as the Mark I. This unit is intended to fight superhuman opponents, and as such possesses greater strength than its size would indicate.

The second, less common Mark II model is a 30 foot tall command unit equipped with a genetic scanner that has a wider range, along with a number of additional sensors in its head. This unit maintains constant radio contact with the smaller units under its control. It also possesses the programming and physical capability to hack into any camera connected to the Internet to search for the targets it has identified, in order to transmit the locations to the smaller combat units. It is programmed with a wide number of small unit tactics derived from many police and military reports, which it uses to coordinate the combat models' efforts.

The third model, called the Mark III, is a 5 foot 6 inch tall reconnaissance model, intended to operate in crowded areas, able to disguise itself – to a point – in human clothing to pass undetected by those not looking directly at it. This unit is equipped with a more acute version of the genetic scanner, albeit with a greatly reduced range. These units are constantly scanning the populace and use facial recognition software and a full-time Internet connection to discretely identify anyone with superhuman abilities. As can be expected, much public outcry has been made about this particular model, but Gyrich has assured the people on live television and Congress many times that the units will only be utilized to scan for potential perpetrators at the scenes of crimes. (He lied; there are many more of these units roaming American cities than he's admitted to, compiling a national database of all superhumans.)

First Post-Reboot Appearance: UNCANNY X-MEN #

Sentinel: Do not be alarmed. I am here to serve and protect.

Little Kid: Mommy! Buy me that! Buy me that!

– *X-Men: The Animated Series 1.1*



Sentinel Mark I Combat Unit

872 points

ST: 60 [450] **HP:** 60 [0] **Speed:** 6.00 [0]

DX: 12 [40]

IQ: 10 [0]

HT: 12 [20]

Will: 10 [0]

Per: 12 [10]

FP: 0 [0]

Ground Move: 8 [10]

Air Move: 10/80 [-4]

SM: +1

Dmg: 7d-1/9d **BL:** 720 lbs.
Dodge: 9 **Parry:** 10 **DR:** 50

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

Cultural Familiarities: None [-1].

Advantages: Absolute Direction (Requires Signal, -20%) [4]; AI [32]; Damage Resistance 50 (Semi-Ablative, -20%) [200]; Detect Genetic Anomalies (Analyzing, +100%; Precise, +100%) [30]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Enhanced Air Move 2.5 (Air Move 80/160 mph) [50]; Flight [40]; Imaging Radar (Extended Arc: 360°, +125%; Increased Range (×2), +10%; Multi-Mode, +50%; Targeting, +20%) [61]; Machine [25]; Sealed [15]; T-Ray Vision [25]; Telecommunication (Radio) (Burst (×10), +30%; Increased Range (×2), +10%; Secure, +20%; Video, +40%) [20]; Telescopic Vision 3 [15]; Vacuum Support [5].

Perks: Generator [1]; Ignition [1]; Illumination [1]; Striking Surface [1].

Disadvantages: Automaton [-85]; Cannot Learn [-30]; Disturbing Voice [-10]; Electrical [-20]; Ham-Fisted -2 [-10]; Maintenance (Mechanic (Robotics); 3-5 People, Every Other Week) [-10]; Social Stigma (Valuable Property) [-10]; Truthfulness (6) [-10]; Wealth (Dead Broke) [-25].

Skills: Brawling (E) DX+2 [4] – 14; Electronics Operation/TL8 (Sensors) (A) IQ+2 [8]; Forced Entry (E) DX+0 [1] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Innate Attack (Projectile) (E) DX+2 [4] – 14.

Weapons: Integrated GE M134 electric gatling in 7.62×51mm NATO (*High-Tech*, pp. 135, 137) with 500 rounds; 2 integrated H&K HK69A1 grenade launchers (*High-Tech*, pp. 142, 145) preloaded with a special ST 30 glue grenade, and one more loaded with a HEAT warhead (*High-Tech*, p. 170), all three launchers lack reloads; integrated AIM-tech gatling laser (*Ultra-Tech*, pp. 115-116); integrated Stark-tech heavy electrolaser (*Ultra-Tech*, pp. 119-120). Other weapons can be loaded or swapped based on the intended target. The laser and electrolaser draw power from the robot's internal power plant.

* Includes Size (-10%).

Note: Because the weapons are integrated into their frames and not used in the conventional sense, the Sentinel uses the relevant Innate Attack skill (Beams or Projectile) rather than a mixture of Beam Weapons, Guns, or Gunner.

Sentinel Mark II Command Unit

1,060 points

| | | |
|-----------------------|-----------------------|----------------------------|
| ST: 110 [700*] | HP: 110 [0] | Speed: 4.50 [0] |
| DX: 8 [-40] | Will: 10 [-10] | Ground Move: 6 [10] |
| IQ: 12 [40] | Per: 14 [10] | Air Move: 10 [2] |
| HT: 10 [0] | FP: 0 [0] | SM: +3 |

Dmg: 12d/14d **BL:** 2,420 lbs.
Dodge: 7 **Parry:** 7 **DR:** 50

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

Cultural Familiarities: None [-1].

Advantages+: Absolute Direction (Requires Signal, -20%) [4]; AI [32]; Damage Resistance 50 (Semi-Ablative, -20%) [200]; Detect Genetic Anomalies (Analyzing, +100%; Precise, +100%) [30]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Flight [40]; Imaging Radar (Extended Arc: 360°, +125%; Increased Range (×10), +30%; Multi-Mode, +50%; Targeting,

+20%) [65]; Machine [25]; Payload 2 (484 lbs.) [2]; Sealed [15]; T-Ray Vision [25]; Telecommunication (Radio) (Burst (×10), +30%; Increased Range (×10), +30%; Secure, +20%; Video, +40%) [22]; Telescopic Vision 3 [15]; Vacuum Support [5].

Perks: Generator [1]; Ignition [1]; Illumination [1]; Striking Surface [1].

Disadvantages: Automaton [-85]; Cannot Learn [-30]; Electrical [-20]; Ham-Fisted -2 [-10]; Maintenance (Mechanic (Robotics); 3-5 People, Every Other Week) [-10]; Social Stigma (Valuable Property) [-10]; Truthfulness (6) [-10]; Wealth (Dead Broke) [-25].

Skills: Computer Hacking/TL8 (VH) IQ+0 [8] – 12; Computer Operation/TL8 (E) IQ+2 [4] – 14; Computer Programming/TL8 (H) IQ-2 [1] – 10; Electronics Operation/TL8 (Sensors) (A) IQ+2 [8] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+2 [8] – 14; Expert Skill (Supers) (H) IQ+0 [4] – 12; Intelligence Analysis/TL8 (A) (H) IQ+0 [4] – 12; Observation (A) Per+2 [8] – 16; Research (A) IQ+2 [8] – 14; Tactics (H) IQ+0 [4] – 12.

Weapons: None, relies on its size, strength, and command over other Sentinels for defense.

* Includes Size (-30%).

Sentinel Mark III Recon Unit

488 points

| | | |
|---------------------|-----------------------|----------------------------|
| ST: 20 [100] | HP: 20 [0] | Speed: 6.00 [0] |
| DX: 12 [40] | Will: 10 [-10] | Ground Move: 6 [0] |
| IQ: 12 [40] | Per: 14 [10] | Air Move: 12/72 [0] |
| HT: 12 [20] | FP: 0 [0] | SM: 0 |

Dmg: 2d-1/3d+2 **BL:** 80 lbs.
Dodge: 9 **Parry:** 9 **DR:** 30

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

Cultural Familiarities: None [-1].

Advantages: Absolute Direction (Requires Signal, -20%) [4]; Acute Genetic Anomaly Detection 3 [6]; AI [32]; Damage Resistance 30 (Semi-Ablative, -20%) [120]; Detect Genetic Anomalies (Analyzing, +100%; Precise, +100%) [30]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Enhanced Air Move 2 (Air Move 72/144 mph) [50]; Flight [40]; Imaging Radar (Extended Arc: 360°, +125%; Multi-Mode, +50%; Targeting, +20%) [61]; Machine [25]; Sealed [15]; T-Ray Vision [25]; Telecommunication (Radio) (Burst (×10), +30%; Secure, +20%; Video, +40%) [20]; Vacuum Support [5].

Perks: Generator [1]; Ignition [1]; Illumination [1]; Striking Surface [1].

Disadvantages: Automaton [-85]; Cannot Learn [-30]; Disturbing Voice [-10]; Electrical [-20]; Maintenance (Mechanic (Robotics); 3-5 People, Every Other Week) [-10]; Social Stigma (Valuable Property) [-10]; Truthfulness (6) [-10]; Wealth (Dead Broke) [-25].

Skills: Electronics Operation/TL8 (Security) (A) IQ+2 [8] – 14; Electronics Operation/TL8 (Sensors) (A) IQ+2 [8] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+2 [8] – 14; Forced Entry (E) DX+2 [4] – 14; Forensics (H) IQ+0 [4] – 12; Lip Reading (A) Per+0 [2] – 14; Observation (A) Per+2 [8] – 16; Search (A) Per+1 [4] – 15; Stealth (A) DX+2 [8] – 14. Plus *one* of Beam Weapons/TL10 (Rifle) *or* Guns/TL8 (Grenade Launcher, Rifle, or Submachine Gun) *or* Liquid Projector/TL8 (Flamethrower), all (E) DX+0 [1] – 12.

Weapons: Commonly equipped with an M14A1 assault carbine (*High-Tech*, pp.119, 121), a pair of FN P90 sub-machine guns (*High-Tech*, pp.124, 126), an AIM-tech laser carbine (*Ultra-*

Tech, pp.115-116), a Stark-tech electrolaser carbine (*Ultra-Tech*, pp.119-120), a flamethrower (p.B281), or any number of 40mm grenade launchers with less-lethal warheads.

Role-Playing Notes:

Sentinels are emotionless machines programmed to locate, subdue, arrest, and occasionally eliminate superhumans. They are impossible to influence without receiving direct orders from their designated human commanders, whom they obey without question. Under no circumstances whatsoever will a Sentinel refuse to obey Gyrich or Trask, unless ordered to by Shaw (and Shaw alone), even when that order is illegal.

BRAWLING

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

BRAWLING

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

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 Sentinel or through some sort of telemechanics power).
2. It is my understanding that these Sentinels may be considered by many to be party-killers. Feel free to add the Rules Inclusion (Law of Conservation of Ninja) Quirk if you find this to be so; this will limit their effectiveness in large numbers.

The Serpent Men – also known as Snake Men, Lizard Men, Old Ones, or occasionally simply as Snakes – are an ancient race, created allegedly one million years ago by Sligguth, an ancient demon who is reputed to be a spawn of the Elder God Set (see *Demons*; *Set*). At some point in the distant past, the Serpent Men came to worship Set himself as their creator.

Serpent Men are human size and weight, and most have human proportions. They are warm-blooded carnivores, unable to fully digest plant matter (though some are known to eat it anyway, either for taste or fiber). They possess fine scales covering their skin, sharp claws on their hands and feet, sharp teeth, jaws that can detach when necessary to open the mouth extremely wide, long tails that can be used as a club or assist in a grapple, a nictitating membrane in their eyes to protect against glare and dust, and highly flexible bodies. Many are gifted sorcerers, though the majority that use illusion magic to hide from humanity use enchanted jewelry produced by Serpent Men sorcerers.

It is not known how the Serpent Men and humanity coexisted in ancient times. Tales of the Serpent Men were known in Pre-Dynastic Egypt and ancient India, and some artwork from the ruins of Atlantis hint at wars between the two peoples. The full details may never be known.

In the early 17th Century, a small fishing village called Starkesboro, located on the South Carolina coastline, was infiltrated by Serpent Men, who swiftly replaced the people in the town. These Serpent Men lived in relative peace with humanity, although they worshipped Set and had an inverted serpent-entwined cross in their church. Those who left the town for any reason – to fight in wars or to seek an education elsewhere – were given magic rings or amulets to disguise their true nature. Many were even given mind-altering enchantments to make them unaware of their true nature; these enchantments were known to fool a telepath.

The Serpent Men of Starkesboro were led by a priestess of Set. However, recently the priestess began to espouse the teachings of a different deity: Set's "sister", Gaea, the Elder Goddess who is Set's opposite, a nurturer, not a devourer (see *Gaea*). This priestess sought protection from Dr. Stephen Strange, Earth's Sorcerer Supreme, when the town turned against her (see *Doctor Strange*). Strange investigated and discovered Starkesboro's secret; it was only through the assistance of various other secret Gaea-worshippers was Strange able to escape being a human sacrifice for Starkesboro's newly selected replacement priestess. Strange ultimately defeated the priestess with the unwilling assistance of his enemy Silver Dagger, a former high-ranked Cardinal of the Vatican (see *Silver Dagger*). Silver Dagger then took it upon himself to teach the Serpent Men of Starkesboro about Christianity, with Strange wondering if maybe they'd exchanged one religious fanatic for another. (In one of Silver Dagger's later encounters against Strange, he claimed he'd succeeded in turning the town Christian. However, he was not assisted by any Serpent Men, so the validity of his claims may be in doubt.)

When and how the Serpent Men will make themselves known next is unknown.

It should be noted that a race physically identical to the Serpent Men of Earth is known to exist on the same world in the Microverse as the Kingdom of K'ai (see *K'ai*; *Microverse*). These Serpent Men rule a kingdom called Felassa in the deserts and coastal floodplains of that world's eastern continent, and possess a culture similar to Earth's Bedouin culture. One Serpent Man of K'ai, Kessass the Sorcerer, was seen assisting Lord Visis in the latter's attempt to usurp the throne of K'ai; another, Durnass the Tracker, has on occasion given assistance to Queen Jarella and her friends (see *Durnass*; *Jarella*; *Kessass*; *Visis*). What connection the Serpent Men of Felassa have to the Serpent Men of Earth, if any, is currently unknown.

First Post-Reboot Appearance: (on Earth) DOCTOR STRANGE: SORCERER SUPREME #; (on K'ai) FANTASTIC TALES OF SWORDS AND SORCERY #



52 points

Attribute Adjustments: HT +2 [20].

Advantages: Claws (Sharp Claws) [5]; Damage Resistance 2 (Tough Skin, -40%) [6]; Double-Jointed [15]; Extra Arms 1 (Temporary

Disadvantage: No Fine Manipulators, -30%) [7]; Nictitating Membrane 1 [1]; Protected Vision [5]; Striker (Crushing; Tail) (Limited Arc, -40%; Alternative Attack, $\times 1/5$) [1]; Teeth (Sharp Teeth) [1].

Perks: Scales [1].

Disadvantages: Restricted Diet (Carnivore) [-10].

Features: Born Biter 3 [0].

SERPENT SQUAD

Villain Team

The Serpent Squad is a team of costumed mercenaries, each of whom has a snake motif.

The Squad is the brainchild of the criminal Jordan Stryke, who had adopted the costumed identity of the Viper (see *Viper*). Stryke came up with the idea by observing such teams as the Fantastic Four, X-Men, and the Brotherhood of Mutants, coming to the conclusion that where a single criminal might fail, a team would have a better chance of success (see *Brotherhood of Mutants*; *Fantastic Four*; *X-Men*).

Viper's first recruit was his brother Leonard, who had earlier taken on the identity of the Eel (while the eel is more properly a fish rather than a snake, Viper figured the general public, who he holds in very low esteem, wouldn't know the difference nor care; see *Eel*). He then extended invitations to Death-Adder, Diamondback, and Rattler, all of whom accepted for various reasons (see *Death-Adder*; *Diamondback*; *Rattler*).

In their first outing as a team, the Serpents engaged in a raid in a raid to gain information from Oscorp's Bronx plant's computer, only to come into conflict with Captain America and his young partner, Bucky (see *Bucky*; *Captain America*). Despite the interference and the capture of most of the team, the Serpents managed to complete the mission. (Their client turned out to be a scientist working for AIM; see *AIM*.) Not long after, the captured Serpents were released on bail.

The Serpents then engaged in a series of industrial espionage crimes, attacking and obtaining classified information from a number of defense contractors, which put them under investigation by the FBI, SHIELD, and Homeland Security (see *SHIELD*). SHIELD asked Captain America to investigate, while in the DHS, Val Cooper sent her team, Freedom Force, to do the same (see *Freedom Force*).

Freedom Force sent one of their own, the serpentine Slither, to attempt an infiltration of the Serpents (see *Slither*). As luck would have it, the meeting was observed by the Captain, resulting in a three-way brawl before Freedom Force's field leader, Crucible, managed a truce with the Captain (see *Crucible*). At this time, most of the Serpents were captured and arrested. A few were sent to Ryker's Island while awaiting trial.

Several of the Serpents were later released on bail or broke out of Ryker's during the mass prison break led by the Rhino (see *Rhino*). One, Diamondback, later assisted Captain America and Batroc's Brigade against the Taskmaster (see *Batroc's Brigade*; *Taskmaster*).

Viper has since come into contact with a number of other snake-themed criminals, expressing interest in expanding the Squad.
First Post-Reboot Appearance: CAPTAIN AMERICA #

| | |
|--|---|
|  |  |
| VIPER (Jordan Stryke) Founder, Leader | EEL (Leonard Stryke) Active CAPTAIN AMERICA # |
|  |  |
| DIAMONDBACK (Rachel Leighton) Active CAPTAIN AMERICA # | DEATH-ADDER (Real name unrevealed) Active CAPTAIN AMERICA # |
|  | |
| RATTLER (Klaus; last name unrevealed) Active CAPTAIN AMERICA # | |

Membership Roster

Viper – Founder and leader.

Eel – First recruit.

Diamondback – Second recruit.

Death-Adder – Third recruit.

Rattler – Fourth recruit.

Serpent Squad

Mission Statement:

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Capabilities

TL: 8

Members: 5

Wealth:

Contacts:

Member Traits:

Notable Resources:

Reaction-Time Modifier:

Social Attributes

Loyalty:

Type:

CR:

Rank:

Income Range:

Reputation:

Costs and Values

Startup Cost: \$

Resource Value: \$

Notes

SHANNA THE SHE-DEVIL

Hero

Real Name: Shanna O'Hara.

Occupation: Adventurer, warrior, former graduate ecology student.

Identity: Publicly known.

Legal Status: Dual citizen of the United States and Kenya with no criminal record in either country; adopted member of the Fall People tribe of the Savage Land.

Other Aliases: She-Devil, She-Leopard (epitaphs given to her by her opponents).

Place of Birth: Kenya, Africa.

Marital Status: Considered married by Savage Land customs; legally single in her birth country.

Known Relatives: Ka-Zar (Kevin Plunder, common-law husband); Gerald (father); Patricia (mother); Parnival, Lord Plunder (brother-in-law).

Group Affiliation: Partner of Ka-Zar and Zabu.

Base of Operations: Fall People Village, Savage Land.

First Post-Reboot Appearance: LOST WORLD OF THE SAVAGE LAND #13.

History: Shanna O'Hara was the daughter of an American-born Kenya wildlife preserve warden. As a child, Shanna would occasionally be found observing a pack of lions, and more than once would be found playing with the cubs while the adult lions watched. One of her father's co-workers, however, panicked one day and shot one of the lions; this incident has led to Shanna's lifelong distrust of firearms. Shanna's father, seeking to avoid another incident, sent her back to the States to live with her mother.

As she grew older, Shanna studied ecology and veterinary medicine, intending to follow in her father's footsteps as an African preserve warden. As part of her graduate studies, she had to do field research; she decided to do her graduate research in the Savage Land, an apparently artificial prehistoric jungle nestled in the mountains of Antarctica (see *Savage Land*).

Upon entering the Savage Land, Shanna was amazed at how untouched by modern man the place was. She hired a local, Ka-Zar, as a guide; she soon found that she and Ka-Zar had a lot in common, particularly when she met his companion, the sabertooth Zabu (see *Ka-Zar*). The more time she spent in the Savage Land and with Ka-Zar and Zabu, the more at home she felt. It wasn't long before a romance blossomed between Shanna and Ka-Zar.

Shanna and Ka-Zar became embroiled in the sorceress Zaladane's attempt at conquering the Savage Land (see *Zaladane*). Even later, she learned of Ka-Zar's history when they encountered his older brother, Parnival Plunder, the Plunderer, and his alliance with a team from Roxxon Energy Company to exploit the resources of the Savage Land (see *Plunderer*; *Roxxon Energy*). Shanna and Ka-Zar are now considered married according to the Fall People's customs; their continued adventures in the Savage Land are as yet unrevealed.

Age: 26.

Height: 5' 8".

Weight: 140 lbs.

Eyes: Green.

Hair: Red.

Uniform: Leopard skin leotard open down to her navel, small knife sheath on one arm, armband made of animal teeth on the other arm.

Strength Level: Shanna 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: Shanna is a skilled if untrained hand to hand combatant, and has developed into a skilled huntress and tracker. Her fighting style has been likened to that of a large cat. She has an affinity with wild animals that sometimes seems superhuman, enabling her to walk among packs of carnivorous animals without incident. She maintains her skill as a veterinarian.

Weapons: Shanna has been known to use a steel bowie knife and a sharp stone spear.



438 points

| | | |
|--------------|--------------|-----------------|
| ST: 13 [30] | HP: 13 [0] | Speed: 7.50 [5] |
| DX: 15 [100] | Will: 13 [5] | Move: 7 [0] |
| IQ: 12 [40] | Per: 14 [10] | |

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

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

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

Languages: English (Native) (Native Language) [0]; Savage Land Speech (Native Spoken/Illiterate) [3]; Swahili (Accented) [4].

Cultural Familiarities: Savage Land [1]; Sub-Saharan Africa [1]; Western (Native) [0].

Advantages: Acute Hearing 3 [6]; Acute Taste and Smell 3 [6]; Animal Empathy [5]; Animal Friend 4 [20]; Appearance (Beautiful) [12]; Combat Reflexes [15]; Daredevil [15]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Night Vision 3 [3]; Stalker 4 [20]; Very Fit [15]; Voice [10].

Perks: Call of the Wild [1]; Extra Option (Bulletproof Nudity) [1]; Rapid Retraction (Kicks) [1]; Rapid Retraction (Punches) [1]; Razor Kicks [1].

Disadvantages: Bad Temper (12) [-10]; Easy to Read [-10]; Impulsive (9) [-15]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Friends and Family) [-5]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Broad-Minded [-1]; Dislikes Guns [-1]; Gone Native (Savage Land) [-1]; Responsive [-1].

Skills: Acrobatics (H) DX+0 [4] – 15; Animal Handling (Big Cats) (A) IQ+3 [2] – 16*; Area Knowledge (Savage Land) (E) IQ+0 [1] – 12; Bolas (A) DX+0 [2] – 15; Bow (A) DX+0 [2] – 15; Brawling (E) DX+2 [4] – 17; Camouflage (E) IQ+5 [1] – 17†‡; Climbing (A) DX+3 [2] – 18§; Expert Skill (Ecology) (H) IQ+0 [4] – 12; Fast-Draw (Knife) (E) DX+1 [1] – 16#; First Aid/TL0 (Human) (E) IQ+0 [1] – 12; Hiking (A) HT+4 [2] – 18†; Jumping (E) DX+1 [2] – 16; Knife (E) DX+1 [2] – 16; Knot-Tying (E) DX+1 [2] – 16; Mimicry (Animal Sounds) (H) IQ+1 [2] – 13¥; Mimicry (Bird Calls) (H) IQ+1 [2] – 13¥; Naturalist (Earth) (H) IQ+0 [4] – 12; Navigation/TL0 (Land) (A) IQ+4 [2] – 16†; Observation (A) Per+0 [2] – 14; Parry Missile Weapons (H) DX+1 [8] – 16; Pharmacy/TL0 (Herbal) (H) IQ-2 [1] – 10; Riding (Theropods) (A) DX+3 [1] – 18*; Running (A) HT+0 [2] – 14; Spear (A) DX+0 [2] – 15; Stealth (A) DX+3 [1] – 18†; Surgery/TL8 (Big Cats) (VH) IQ+0 [8] – 12; Survival (Jungle) (A) Per+1 [4] – 15; Survival (Plains) (A) Per+1 [4] – 15; Swimming (E) HT+1 [2] – 15; Throwing (A) DX+0 [2] – 15; Thrown Weapon (Knife) (E) DX+1 [2] – 16; Thrown Weapon (Spear) (E) DX+1 [2] – 16; Tracking (A) Per+4 [2] – 18†; Traps/TL0 (A) IQ+0 [2] – 12; Veterinary/TL0 (H) IQ+3 [2] – 15*; Veterinary/TL8 (H) IQ+3 [2] – 15*; Weather Sense (A) IQ+1 [4] – 13; Wrestling (A) DX+1 [4] – 16.

Techniques: Attack From Above (Knife) (A) def+2 [2] – 16; Choke Hold (Wrestling) (H) def+3 [4] – 16; Kicking (Brawling) (H) def+2 [3] – 17;

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

* Includes +4 from Animal Friend.

† Includes +4 from Stalker.

‡ Defaulted from Survival (Jungle).

§ Includes +3 from Flexibility.

Includes +1 from Combat Reflexes.

¥ Includes +2 from Voice.

Role-Playing Notes:

Shanna has essentially "gone native" in the Savage Land, becoming more at home there in the wild than in the civilization she grew up in. She has a fierce temper but is also fiercely loyal to her friends and husband.

BRAWLING

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

Design Notes:

- Shanna is one of the few characters I'll explicitly give the Extra Option Perk to (*Power-Ups 2: Perks*, p. 20); in her case, for Bulletproof Nudity, as fitting her "jungle girl" motif.
- Shanna's social traits are calculated for a TL8 campaign. In a campaign set in the Savage Land, she would gain High TL +8, increasing her point value by 40 points and reducing her Starting Wealth from \$30,000 to \$250; giving her a higher level of Wealth to compensate would not be inappropriate.

The Shi'ar are a race of humanoids with both mammalian and avian characteristics who have recently conquered a large interstellar empire, the Shi'ar Imperium, and are still in the middle of their expansionist phase. They have recently encountered the other major interstellar powers. For the most part, Shi'ar are able to pass for human, with the exception of having feathers instead of hair. A small percentage of Shi'ar possess wings under their arms which permit them flight in most atmospheres; as these Shi'ar are known as "throwbacks", it can be assumed that the Shi'ar as a whole have recently (from an evolutionary standpoint) lost their wings, with the so-called throwbacks still possessing the genes for the wings.

At some point in the last few hundred years, the Shi'ar fought with the feline Mephitisoids for dominance over their sector of space (see *Appendix: Other Alien Races: Mephitisoids*). Many Mephitisoids are currently enslaved by the Imperium. Other species in the Imperium are given varying levels of autonomy, from slavery to near-equal terms.

The current leader of the Shi'ar Imperium is Majestor (or Emperor) D'ken. He commands the Imperial Guard, an elite force selected from Shi'ar and other species in the Imperium.

First Post-Reboot Appearance: CAPTAIN MARVEL #

Game-Mechanic Details:

The Shi'ar possess a native TL 11[^]. While possessing the standard space-opera superscience – gravity manipulation, FTL stardrives, FTL communications, FTL sensors, and force shields – they also have mature nanotechnology.

In a cosmic campaign, the campaign's base TL would also be TL 11[^], so the Shi'ar racial package would be reduced by 15 points, to 52 points.

Shi'ar

66 points

Attribute Modifiers: ST +1 [10]; DX +2 [40].

Languages: Shi'ar (Native) (Native Language) [0].

Cultural Familiarities: Shi'ar Empire (Native) [0].

Advantages: High TL +3 [15].

Perks: Racial Gifts (Wings) [1].

Features: Feathers Instead of Hair on Heads [0].



The Superhuman Hazards Investigation, Elimination, and Lockdown Directive, better known to the general public simply as SHIELD, is a U.S. government agency charged with policing the growing superhuman population. SHIELD's mandate specifically calls for investigation into criminal activity conducted by superhuman suspects when federal law is violated. In addition, SHIELD is to assist in handling superhuman criminals when called upon by state and local police forces.

Founded in 1958, SHIELD was originally a branch inside the FBI and headed by celebrated FBI agent Jimmy Woo, who had fought against the Chinese mastermind known as the Yellow Claw for years. Over the years, as the superhuman population inside the U.S. rose and diminished several times, SHIELD grew to rival its parent organization in size and resources. In the mid-1990s, President Clinton authorized SHIELD to function independently from the FBI, though the two organizations still operate on a friendly rivalry, pooling resources and intelligence when needed. SHIELD has offices in every major city in the United States.

SHIELD maintains an overall structure identical to that of the FBI. SHIELD agents are trained alongside their FBI counterparts, and are typically armed with Glock 22 semiautomatic pistols chambered in the popular .40 S&W round; these agents are usually issued special APHP ammunition. (This round is a hollow-point round with a dense core protruding into the hollow cavity. Against "hard" or armored targets, the bullet acts as an armor-piercing round, while against "soft" fleshy targets, such as a human body, the bullet acts like a standard hollow-point round.)

Since becoming autonomous from the FBI, SHIELD has been run by Director Henry Peter Gyrich, who has been noted for his contempt of superhumans in general, and mutants in particular (see *Gyrich, Henry Peter*). Under Gyrich's leadership, SHIELD has instituted a number of programs for subduing and detaining superhumans, including obtaining advanced weaponry from AIM, the construction of a federal penitentiary designed for holding superhuman prisoners known as the Vault in the Colorado Rockies, and most recently the controversial robotic Sentinel program (see *AIM; Sentinels*).

First Post-Reboot Appearance: UNCANNY X-MEN #

Agent Maria Hill: And what does that mean to you?

Agent Grant Ward: It means someone wanted our initials to spell out "shield".

– *Marvel's Agents of SHIELD*, #1.1

Typical SHIELD Agent

150 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* (concealed vest)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Fit [5]; Legal Enforcement Powers 2 [10]; Natural Copper 2 [20]; SHIELD Rank 3 [15].

Disadvantages: Duty to SHIELD (15) [-15].

Skills: Criminology/TL8 (A) IQ+3 [4] – 14*; Current Affairs/TL8 (E) IQ+0 [1] – 11; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 12; Fast-Draw (Pistol) (E) DX+1 [2] – 12; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Intelligence Analysis/TL8 (H) IQ+1 [2] – 12*; Interrogation (A) IQ+2 [2] – 13*; Law (United States Federal Criminal) (H) IQ+0 [4] – 11; Observation (A) Per+2 [2] – 13*; Running (A) HT+0 [2] – 11; Savoir-Faire (Police) (E) IQ+2 [1] – 13*; Search (A) Per+1 [1] – 12*; Shadowing (A) IQ+1 [1] – 12*; Stealth (A) DX+1 [4] – 12; Wrestling (A) DX+1 [4] – 12.

Techniques: Disarming (Wrestling) def+0 [0] – 12.

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

* Includes +2 from Natural Copper.



SHIELD

Mission Statement:

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Capabilities

TL: 8

Members:

Social Attributes

Wealth:

Type:

Loyalty:

Contacts:

CR:

Member Traits:

Rank:

Notable Resources:

Income Range:

Reaction-Time Modifier:

Reputation:

Costs and Values

Notes

Startup Cost: \$

Resource Value: \$

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 | | C | | — | — | | |
| — | Kick | | C, 1 | n/a | — | — | | |

Design Notes:

- SHIELD Rank is built from *Social Engineering: Pulling Rank*, treating SHIELD as a base 20-Point Patron (large national agency), with the average agent pulling in assistance on a 3d roll of 7 or less. It does *not* indicate how many subordinates he has under him, nor does it affect his Status.

SHOCKER

Villain

Real Name: Herman Schultz.

Occupation: Burglar.

Identity: Publicly known.

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

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Herman Schultz was a burglar with an aptitude for working with tools serving his third prison term when he came up with the idea for a device which would be able to open any door or lock quickly and quietly. Assigned to the prison's workshop, he filched parts and over a period of several months developed a prototype of what would later become his signature weapon: a wrist-mounted unit which generated waves of vibrational force which could shake any door loose.

Schultz escaped prison using the prototype, but was severely injured by the vibrational feedback. Developing a padded bodysuit to absorb the feedback, he embarked on a series of successful burglaries, taking the name of the Shocker, until he encountered Spider-Man (see *Spider-Man*). Although he managed to defeat the web-slinger in their first confrontation, a second encounter days later resulted in his being taken into police custody. As he was in the same prison as the Rhino when the latter broke through a wall, resulting in a mass escape, it is possible that the Shocker was among the convicts that escaped in the confusion (see *Rhino*).

Age: 28.

Height: 5' 9".

Weight: 175 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Brown and yellow padded bodysuit, brown cowl, yellow full-face mask, brown gloves, brown boots, silver belt and trim.

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

Known Superhuman Powers: None; all of his abilities are built into his uniform.

Other Abilities: Herman Schultz is a skilled burglar and safecracker.

Weapons: Built into the Shocker's gloves are a pair of vibro-shock devices which create vibrations which can crumble solid concrete or severely injure a normal human.

Paraphernalia: The Shocker's uniform is made of padding which absorbs the vibrational feedback from his vibro-shock devices.

215 points

| | | |
|--------------------|---------------------|------------------------|
| ST: 11 [10] | HP: 11 [0] | Speed: 6.00 [0] |
| DX: 13 [60] | Will: 12 [0] | Move: 6 [0] |
| IQ: 12 [40] | Per: 12 [0] | |
| HT: 11 [10] | FP: 11 [0] | SM: 0 |

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

Dodge: 10 **Parry:** 10 **DR:** 18/6* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 2 [20]; Combat Reflexes [15]; Contact (Fence) (Effective Skill: 12; Frequency: 9 or less; Somewhat Reliable) [1]; Corrosion Attack 6d (Gadget/Breakable, DR 4, -15%; Gadget/Breakable, Size -6, -10%; Melee Attack: Dual, +10%; Melee Attack: Reach C, -30%; Variable, +5%; Elemental: Vibration, -10%; Alternative Attack, ×1/5) [6]; Corrosion Attack 6d (Extra Recoil, Rcl 3, -20%; Gadget/Breakable: DR 4, -15%; Gadget/Breakable, Size -6, -10%; Increased Range, ×2, +10%; Increased 1/2D Range, ×5, +10%; Rapid Fire, +40%; Underwater, +20%; Variable, +5%; Elemental: Vibration, -10%) [78]; High Manual Dexterity 2 [10].

Disadvantages: Code of Honor (Street) [-5]; Kleptomania (9) [-22]; Pacifism (Reluctant Killer) [-5]; Phobia (Triskaidekaphobia: The Number 13) (12) [-5]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].



Quirks: Dual Identity [-1]; Imaginative [-1].

Skills: Armoury/TL8 (Small Arms) IQ+1 [1] – 13*; Boxing (A) DX-1 [1] – 12; Climbing (A) DX-1 [1] – 12; Electronics Operation/TL8 (Security) IQ+0 [2] – 12; Engineer/TL8 (Microtechnology) (H) IQ+0 [1] – 12*; Explosives/TL8 (Demolition) (A) IQ+0 [2] – 12; Forced Entry (E) DX+0 [1] – 13; Innate Attack (Beam) (E) DX+1 [2] – 14; Jumping (E) DX+0 [1] – 13; Lockpicking/TL8 (A) IQ+0 [2] – 12; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 10; Mechanic/TL8 (Micromachines) (A) IQ+1 [1] – 13*; Streetwise (A) IQ+0 [2] – 12; Wrestling (A) DX-1 [1] – 12.

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

* Includes +2 from Artificer.

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 | – | – | | |

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: Sif.

Occupation: Shieldmaiden, former fertility goddess.

Identity: The general public of Earth does not believe Sif to be anything more than a mythological figure.

Legal Status: Princess of Asgard.

Other Aliases: Sif Goldenhair (a common epitaph), Violet Nordstrom (her alias on Earth).

Place of Birth: Vanaheim.

Marital Status: Separated.

Known Relatives: Thor (husband, separated), Uller (son by Odin; brother-in-law), Thrud (alias Trudi Nordstrom, daughter by Thor), Magni, Modi (step-sons), Odin (father-in-law), Balder, Bragi, Hoder, Heimdall, Tyr, Vidar (brothers-in-law), Loki (foster brother-in-law), Freyja (foster sister-in-law), Frigga (step-mother-in-law).

Group Affiliation: Gods of Asgard.

Base of Operations: Houston, Texas, also Asgard and Vanaheim.

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

History: Sif grew to adulthood as one of the Vanir of Vanaheim, one of the Nine Worlds of Norse mythology (see *Asgard*). The Vanir are a sister race to the Aesir; together, the two represent the race of Asgardian gods (see *Asgardians*). Sif's parentage is unknown.

Sif was widely held to be one of the most beautiful of the Vanir, second only to Freyja (see *Freyja*). Unlike other Vanir women, however, Sif also learned the arts of warfare, although she preferred not to use those skills when less violent methods could suffice. Her beauty was apparent when she was just reaching adulthood; so much so that Odin, the ruler of the Aesir who was visiting Vanaheim, seduced her (see *Odin*). This union resulted in the birth of Sif's son, Uller.

During the brief war between the Aesir and the Vanir, Sif was due to fight a duel on a given morning with Odin's son, Thor (see *Thor*). Knowing that facing Odin's violent red-haired son in battle would mean her death, Sif decided on a different tactic. When the day of the duel dawned, both Sif and Thor were no-shows, due to them having spent the entire night together in his bed. This incident prompted Odin and the Vanir's leader, Njord, to set aside their differences and end the war. Sif married Thor not long afterward, and has been faithful to him ever since. On their wedding night, she placed her sword in a storage bin in their palace, and she embraced her role as a fertility and agricultural goddess. (These events are not known to present-day mythographers, having been lost in the purges of Norse lore by the spread of Christianity. Later mythographers mistakenly placed Sif amongst the Aesir.)

At one point, one of the pranks pulled by Loki, the god of mischief, went too far, and Sif's pride and joy – her mane of golden blond hair – was shaved off and destroyed (see *Loki*). (Some mythographers have indicated that Loki must have either seduced her or impersonated Thor in order to get close enough to pull this off, based on passages from his *flyte*, or "insult poem", from right before his imprisonment, when he claimed that she was not always faithful to Thor.) Due to Thor's not-so-subtle manhandling of Loki in retaliation, Loki bargained with the dwarves of Nidavallir to produce a mane of hair spun from pure gold, which took root and grew the moment it touched her scalp.

After the worship of the Norse gods came to an end, Sif continued to help raise Thor's children – two of whom, Magni and Modi, were Thor's sons by a different goddess, although some say their mother was a giantess (see *Magni and Modi*). Thor, on the other hand, grew more sullen and violent as time went on. It was only after Thor hit Sif in a drunken fit of anger that she left him, taking their daughter Thrud and his sons with her; Sif made sure that Thor saw she was taking her sword with her (see *Thrud*). Sif returned to Vanaheim, but not without regrets. While there she set aside her role as a fertility goddess, embracing her skill as a warrior.

Sif has recently appeared on Earth, living in an apartment in Houston, Texas, with her daughter and step-sons, and going by the alias "Violet Nordstrom". She has been keeping close watch on Thor's activities, now that he is trapped in the body of a mortal, and has even come to his aid on a number of occasions. Recent discussions with Loki have led her to the conclusion that to release the god she loves, the mortal aspect he is trapped in must die. To this end, she has manipulated various foes of Thor's into combat with his mortal identity. Sif is not aware that Loki is manipulating her into killing her husband, as Thor's mortal and immortal sides cannot presently exist without each other.

Age: Indeterminate.

Height: 6".

Weight: 650 lbs.

Eyes: Blue.



Hair: Golden blond.

Uniform: When entering or expecting combat, Sif wears a suit of mail with a custom-fitted breastplate. These appear to be made of Asgardian steel, which is three times as heavy and durable as normal steel. She often wears a green cloak attached to the breastplate's collar.

Strength Level: Sif possesses superhuman strength greater than that of a standard Asgardian goddess. She is able to lift (press) 35 tons (the average Asgardian goddess can only lift (press) 25 tons).

Known Superhuman Powers: Sif possesses the standard superhuman traits of an Asgardian goddess. As an agricultural goddess, Sif possesses various powers over plants, causing them to grow quickly and to move as she directs. Since taking up the sword again, she rarely uses these powers, preferring to hold them in reserve unless necessary.

Other Abilities: Sif is an accomplished swordswoman and unarmed combatant.

Weapons: Sif wields an enchanted uru broadsword named Gatecleaver, which is capable of slicing through almost any material known to man or god, with the possible exception of adamantium. This sword weighs nine pounds (normal broadswords are three pounds), and has been enchanted to permit its wielder to pass between Asgard, Midgard (Earth), and Vanaheim with ease. She also wields a round shield made of the same material; the shield has not to date shown any magical traits.

1,800 points

ST: 29/217 [0*] **HP:** 30 [2] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 14 [15] **Move:** 7 [0]

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

HT: 14 [20†] **FP:** 14 [0] **SM:** 0

Dmg: 3d/5d+2 (22d/24d) **BL:** 168 lbs. (9,418 lbs./4.5 tons)

Dodge: 11 **Parry:** 19 **DR:** 18 + 12/6* (armor; first number torso only)

Block: 19

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

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

Advantages: Affliction 4 (Accessibility: Plants Only, -25%; Advantage: Growth 4, +40%; Area Effect, 8 yd radius, +150%; Malediction: Speed/Range Table, +150%; Magical, -10%) [162]; Alternate Identity ("Violet Nordstrom"; Illegal) [15]; Appearance (Transcendent) [20]; Asgardian God [575]; Binding (Vine Entanglement) 40 (Area Effect, 2 yard radius, +50%; Constricting, +75%; Environmental, -40%; Malediction: Speed/Range Table, +150%; One-Shot, -10%; Magical, -10%) [252]; Combat Reflexes [15]; Enhanced Block 3 [15]; Enhanced Parry (Broadsword) 3 [15]; Extra Attack 1 (Multi-Strike, +20%; Single Skill: Broadsword, -20%) [25]; Fashion Sense [5]; Natural Swordsman 2 [20]; High Pain Threshold [10]; No Low TL 5 [25]; Plant Control Talent 2 [10]; Regeneration (Regular: 3HP/hr) [25]; Status 6 [20‡]; Super ST +12/+200 [40¶]; Telekinesis 40 (Environmental: Animate Plants, -40%; Magical, -10%) [100]; Unaging (Temporary Disadvantage: Maintenance (Apples of Idunn, Once Monthly, -2%) [15]; Very Fit [15]; Wealth (Multimillionaire 1) [75]; Weapon Master (Broadsword-and-Shield) [25].

Perks: Classic Features (Nordic) [1]; Fearsome Stare [1]; Focused Fury [1]; High-Heeled Heroine [1]; Named Possession (Gatecleaver) [1]; Off-Hand Weapon Training (Broadsword) [1]; Sexy Pose [1]; Shoves and Tackles (Shield) [1]; Style Familiarity (Sword-and-Shield Fighting) [1]; Weapon Bond (Gatecleaver) [1].

Disadvantages: Bloodlust (12) [-10]; Code of Honor (Norse) [-5]; Dependent (Daughter: Thrud/Trudi; No more than 50%; Loved One) (9) [-10]; Dependents (Step-Sons: Magni and Modi; No more than 50%; Loved One) (9) [-10]; Enemy (Amora the Enchantress; Equal in Power; Rival) [-5]; Impulsiveness (12) [-10]; Jealousy [-10]; No Extended Lifespan 5 [-10]; Pacifism (Cannot Harm Innocents) [-10]; Stubbornness [-5]; Vow (Release Thor From His Mortal Identity) [-10].

Quirks: Congenial [-1]; Dislikes Using Her Plant Powers [-1]; Expression ("Od's Blood!") [-1]; Overly Protective Mother [-1]; Proud [-1].

Skills: Breaking Blow (H) IQ+3 [16] – 14; Broadsword (A) DX+11 [36] – 25§; Carousing (E) HT+2 [4] – 16; Climbing (A) DX+0 [2] – 14; Connoisseur (Music) (A) IQ+1 [4] – 12; Dancing (A) DX+0 [2] – 14; Diplomacy (H) IQ+1 [8] – 12; First Aid/TL3 (Asgardian) (E) IQ+1 [2] – 12; Forced Entry (E) DX+2 [4] – 16; Immovable Stance (H) DX+0 [4] – 14; Intimidation (A) Will+0 [2] – 14; Judo (H) DX+2 [12] – 16; Karate (H) DX+2 [12] – 16; Naturalist (Asgard) (H) IQ+1 [8] – 12; Plant Control (H) IQ+3 [8] – 14#; Power Blow (H) Will+0 [4] – 14; Riding (Equines) (A) DX+0 [2] – 14; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Sex Appeal (Asgardian) (A) HT+8 [2] – 22¥; Shield (E) DX+11 [40] – 25; Spear (A) DX+2 [8] – 16; Strategy (Land) (H) IQ+1 [8] – 12; Survival (Mountain) (A) Per-1 [1] – 13; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ+1 [8] – 12; Thrown Weapon (Spear) (E) DX+2 [4] – 16; Wrestling (A) DX+2 [8] – 16.

Techniques: Cavalry Training (Broadsword) (H) def+2 [3] – 25; Combat Riding (Riding (Equines)) (H) def+4 [5] – 18; Targeted Attack (Broadsword Swing/Neck) (H) def+1 [2] – 21; Targeted Attack (Broadsword Thrust/Vitals) (H) def+1 [2] – 22.

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

* Includes +7 from Asgardian God, and +12/+200 from Super ST.

† Includes +2 from Asgardian God.

‡ Includes +2 from Wealth

§ Includes +2 from Natural Swordsman

Includes +2 from Plant Control Talent.

¥ Includes +8 from Appearance.

¶ Includes Super ST +11/+150 from Asgardian God.

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 | – | – | | |

Gatecleaver

BROADSWORD

| <i>TL</i> | <i>Weapon</i> | <i>Damage</i> | <i>Reach</i> | <i>Parry</i> | <i>Cost</i> | <i>Weight</i> | <i>ST</i> | <i>Notes</i> |
|-----------|--------------------|---------------|--------------|--------------|-------------|---------------|-----------|--------------|
| 3 | Gatecleaver | 5d+17 cut | 1 | +2 | | 9 | 18 | [1, 2, 3, 4] |
| | <i>or</i> | 3d+12 imp | 1 | +2 | | | 18 | |
| | <i>or Super ST</i> | 24d+53 cut | 1 | +2 | | | 217 | |
| | <i>or Super ST</i> | 22d+50 thr | 1 | +2 | | | 217 | |

Notes:

- [1] Sword is made of uru, which is 3x as heavy as modern steel and costs 90x as much. It is also unbreakable, permitting it to be used with Super ST.
- [2] Very Fine quality sword, priced at TL3.
- [3] Enchanted with Accuracy +2, Defending Weapon +2, Puissance +2, and the ability to cast three different Plane Shift spells: one to Midgard (Earth), one to Asgard, and the third to her native Vanaheim. To cast the Plane Shift spells, motions are made which appear to be "cleaving" a gate in mid-air (hence the sword's name).
- [4] Gatecleaver possesses a 5-point dedicated Powerstone in its hilt (which provides 10 energy due to being "dedicated"), to assist in casting Plane Shift.

Real Name: Silvio Manfredi.

Occupation: Businessman, crimelord.

Identity: Publicly known.

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

Other Aliases: "Chrome-Dome", "Robo-Creep" (insults given to him by his enemies).

Place of Birth: Unrevealed.

Marital Status: Widower.

Known Relatives: Rebecca (wife, deceased), Cesar (son, deceased), Lucrezia (daughter), Elisa (daughter-in-law, deceased), Sable (alias Silver Sable, granddaughter), three sons-in-law (names unrevealed, all deceased).

Group Affiliation: Head of his own Maggia crime syndicate (the Manfredi family, also known as the Silvermane family).

Base of Operation: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Silvio Manfredi started his career in the 1920s as muscle for Al Capone. He was only a teenager at the time, barely fourteen. As time went on, Manfredi rose through the ranks, first becoming a manager for one of the speakeasies and then owning his own bar once Prohibition was repealed. Unlike many other Prohibition-era gangsters, Manfredi learned to adapt to the changing times. By the age of 25, he was already known by the moniker "Silvermane", as his hair was already turning white.

After World War II ended, Silvermane gained enough power to effectively take over the Chicago underworld, which he led through a combination of fear and respect. In the '60s and '70s, Silvermane spent time in exile in Europe avoiding a number of criminal charges; he later accepted a plea bargain for tax evasion in order to return home. In the past, Silvermane's men clashed repeatedly with the vigilante Black Fox (of the First Line), and later with Black Fox's protege Nightfox, who led a team dubbed the Rust Belters. On rare occasions in the '90s, the New York based outlaw team called the Shadowguard opposed Silvermane's Maggia operations, though they generally tended to oppose the New York City based Romero family (who would later become the Hammerhead family) instead (see *Hammerhead*). Only recently has the Leo family of the Zodiac Cartel come into conflict with his Maggia family over control for Chicago's gangland (see *Leo*; *Maggia*; *Zodiac Cartel*).

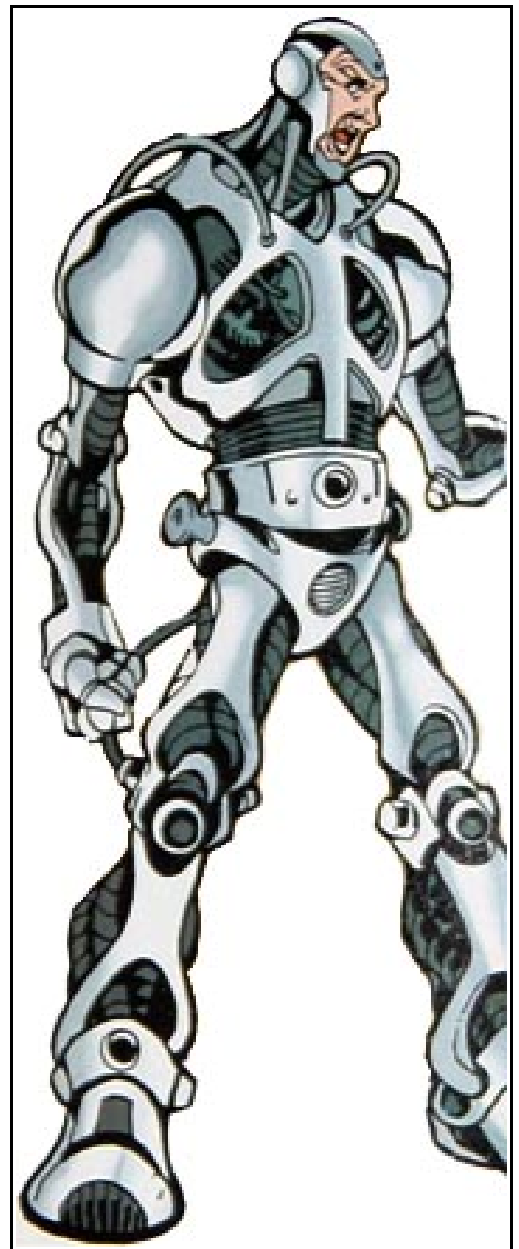
Ten years ago, tragedy struck the Manfredis. A hit on the family claimed the lives of his wife, son, and daughter-in-law, as well as leaving Silvio confined to a hospital bed on life support. His daughter had previously been committed to a mental institution for criminal insanity, having murdered all three of her husbands in quick succession, leaving his only heir his teenage granddaughter, Sable (see *Silver Sable*). Fortunately, as he saw it, Sable possessed a sharp mind and quick reflexes; however, he wasn't sure if he could trust her to run the criminal side of things without constantly being challenged. Silvermane called her to his bedside and explained the truth about the family business; to his delight, Sable told him she'd known for two years. Then she told him she'd see him in Hell, as she'd already begun divesting parts of his criminal holdings to several of his rivals, in his name.

Angered by Sable's refusal to accept her heritage, Silvermane set a group of scientists and engineers in his employ looking for a means to extend his life and get him out of the bed. Over ten years' time, Silvermane was turned into a cyborg as parts of his body were replaced by bleeding-edge experimental cybernetic prostheses. Ultimately, the only parts of his body left truly organic were his face, brain, eyes, and digestive system - and his full head of silver hair.

When he discovered that Sable, now an adult, intended to elope, marrying a computer programmer and leaving Chicago for good to live in San Francisco, California, it was the last act of defiance out of her he could tolerate. Before the two could skip town to get married, he had the programmer killed, then had Sable accompany him in a meeting with one of his rivals who she'd divested some of his illegal casino holdings to. During this meeting, he used his new robotic strength to kill the rival, then forced Sable to shoot the rival's lieutenant, claiming it as her initiation to the Maggia.

Silvermane and Sable came into conflict with the diminutive adventurers Ant-Man and Wasp when the latter two were investigating crimes committed by Sable in her attempts to gather support inside the Maggia to destroy him (see *Ant-Man*; *Wasp*). He has also come into conflict with the adventurer Iron Fist when he learned of the price on Iron Fist's head (see *Iron Fist*). Both he and Sable have clashed repeatedly with all three.

When the Zodiac formed a force dome over the island of Manhattan, New York, Silvermane declared a brief truce with the superhuman adventurers and teamed with Hammerhead to give them covert support. He and Sable were among those involved in the final assault. Because both lacked warrants in New York, they were allowed to leave unmolested.



With his new cyborg body and still sharp mind, despite being in his 90s, Silvermane will likely lead his criminal family for a long time.

Age: 98.

Height: 5' 9" (originally), 7' 2" (current).

Weight: 170 lbs. (originally), 1,200 lbs. (current)

Eyes: Hazel.

Hair: White (originally brown).

Other Distinguishing Features: Virtually every part of Silvermane's body has been replaced by cybernetic prosthetics.

Uniform: None.

Strength Level: Silvermane's cyborg body possesses superhuman strength enabling him to lift (press) around 5 tons under optimum conditions.

Known Superhuman Powers: In addition to his superhuman strength, Silvermane's cyborg body possesses superhuman durability, stamina, speed, and reflexes. Composed of overlapping molded composite plates, his body is able to withstand gunfire up to a .50 caliber machine gun; only his face is not protected. He possesses incredible stamina, as his body no longer produces fatigue poisons. Indeed, he is now almost totally immune to most terrestrial diseases and poisons.

Silvermane's robot body is capable of running at close to 60 mph, a speed he can maintain almost indefinitely. Computer circuitry and bleeding edge robotics enable him to react quicker to danger.

Built into Silvermane's skull are implants which can amplify nearby conversations while muffling ambient background noise. His implants also include a radio transmitter/receiver.

Other Abilities: Silvermane is a shrewd businessman with decades of experience under his belt. In his prime, he was also a skilled hand to hand combatant and a marksman with most conventional weapons; although he hadn't used those skills in decades, his cyborg body enables him to utilize those skills as if he was still in his prime.

1,594 points

| | | |
|---------------------|----------------------|-------------------------|
| ST: 80 [700] | HP: 80 [0] | Speed: 8.00 [0] |
| DX: 14 [80] | Will: 15 [15] | Move: 10/30 [10] |
| IQ: 12 [40] | Per: 15 [15] | |
| HT: 18 [80] | FP: 0 [0] | SM: 0 |

Dmg: 9d/11d **BL:** 1,290 lbs.

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Business Acumen 4 [40]; Claws (Blunt Claws) [3]; Damage Resistance 50 (Exception: Face, -10%; Hardened 1, +20%) [275]; Discriminatory Hearing [15]; Enhanced Move (Ground) 1.5 (Move 30/60 mph) [30]; Enhanced Time Sense [45]; Filter Lungs [5]; Independent Income 1 [1]; Longevity [2]; Merchant Rank 6 [30]; Organized Criminal Rank 5 [10]; Parabolic Hearing 3 [12]; Social Regard (Feared) 2 [10]; Status 5 [5*]; Telecommunication (Radio) (Secure, +20%; Video, +40%) [16]; Wealth (Multimillionaire 1) [75].

Perks: Illumination [1]; Striking Surface [1].

Disadvantages: Callous [-5]; Code of Honor (Pirate's) [-5]; Electrical [-20]; Maintenance (Mechanic and Electronics Repair; 3 to 5 people every other week) [-10]; Overconfidence (12) [-5]; Restricted Diet (Nutrient Paste) (Substitution, -50%) [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Terminally Ill (Under One Year) (Mitigator: Cybernetics, -70%) [-22]; Weak Bite [-2].

Quirks: Cannot Float [-1]; Decisive [-1]; Perfectionist [-1]; Smug [-1]; Vindictive [-1].

Skills: Area Knowledge (Chicago) (E) IQ+2 [4] – 14; Body Language (Human) (A) Per+0 [2] – 15; Brawling (E) DX+2 [4] – 16; Businessman! (WC) IQ+2 [48] – 14†; Climbing (A) DX+0 [2] – 14; Connoisseur (Music) (A) IQ+0 [2] – 12; Connoisseur (Wine) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [2] – 13; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 15; Forced Entry (E) DX+1 [2] – 15; Guns/TL8 (Pistol) (E) DX+2 [3] – 16‡; Guns/TL6 (Submachine Gun) (E) DX+2 [4] – 16; Intelligence Analysis (H) IQ+1 [8] – 13; Intimidation (A) Will+0 [2] – 15; Jumping (E) DX+0 [1] – 14; Leadership (A) IQ+2 [8] – 14; Lifting (A) HT+0 [2] – 18; Liquid Projector/TL8 (Flamethrower) (E) DX+2 [4] – 16; Observation (A) Per+0 [2] – 15; Parry Missile Weapons (H) DX+2 [12] – 16; Running (A) HT+0 [2] – 18; Savoir-Faire (High Society) (E) IQ+2 [4] – 14; Savoir-Faire (Mafia) (E) IQ+2 [4] – 14; Stealth (A) DX+0 [2] – 14; Streetwise (A) IQ+2 [8] – 14; Sumo Wrestling (A) DX+2 [8] – 16; Throwing (A) DX+0 [2] – 14; Wrestling (A) DX+2 [8] – 16.

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

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

† Conditional +4 from Business Acumen.

‡ Defaulted from Guns (Submachine Gun).

Role-Playing Notes:

Silvermane is ruthless and amoral, following Capone's example of maintaining respectability in society while taking advantage of people. He sees himself as Capone's heir; at present he is mainly seeking an heir of his own, and is grooming his granddaughter, Sable, for the role despite her reluctance. If any of his made men were to show the proper ambition and aptitude to take over, it would

satisfy him, though he would not be pleased. In the past, he was not afraid to get his hands dirty, and spent the '60s in '70s in exile.

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 | 9d+17 cr | C | 12 | — | — | 80 | |
| — | Brawling Kick | 9d+18 cr | C, 1 | n/a | — | — | 80 | |

Design Notes:

1. Organized Crime Rank is built as 2/level as per the guidelines on p. 15 of ***Social Engineering***. It does not grant Status.

Real Name: Sable Manfredi.

Occupation: Socialite, bounty hunter, professional criminal.

Identity: Publicly known.

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

Other Aliases: "Lady Silvermane".

Place of Birth: Chicago, Illinois.

Marital Status: Single.

Known Relatives: Silvio (alias Silvermane, grandfather), Cesar (father, deceased), Elisa (mother, deceased), Lucrezia (aunt), three uncles by marriage (names unrevealed, all deceased).

Group Affiliation: The Silvermane family of the Maggia.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Sable Manfredi was born to a legacy of money, power, and corruption. Her grandfather, Silvio – better known by the moniker Silvermane – is the Maggia kingpin for the Chicago area and heir to the legacy of Al Capone (see *Maggia*; *Silvermane*). Her father Cesar, before his tragic death, was set to inherit the position, and sat at his father's right hand. Her aunt Lucrezia, on the other hand, married and killed three men in under a year before being committed to an asylum for the criminally insane. Sable was the only child of Cesar and his wife, Elisa, before a hit intended for Silvermane killed her parents instead and left Silvio bedridden on life support. Sable was twelve at the time.

Sable had not been blind to her father's and grandfather's criminal dealings, having discovered them discussing a drug deal when she was only ten. With Silvermane seemingly out of the picture, Sable began divesting the family's criminal holdings to various rivals, wanting nothing to do with the criminal business herself. Eventually she was called to her grandfather's bed side; during his attempt to get her to take over, she told him she was getting the family out of organized crime altogether, angering him greatly.

Over the next ten years, as Silvermane was slowly turned into a cyborg, Sable did everything she could to, in her mind, restore the family's legitimacy. While attending college she met a young man, a computer programmer by trade, with whom she fell in love, and made plans to elope with him to San Francisco, California, leaving her family's criminal past behind her. But pasts like that do not stay buried, especially when the family patriarch is still alive.

A week before they were due to elope, Silvermane had her fiance killed, a bullet to the back of the head, then his head crushed to beyond recognition. Two days later he revealed his new cyborg form to Sable, who was shocked, and more than a little scared at the sight. He took her to a meeting of his rivals, the same rivals she'd attempted to divest his criminal empire to, and killed the head. Handing a pistol to Sable, he gave her a choice: kill the lieutenant who cowered on his knees in front of her, or die like her late fiance. Hate flared within her for the first time: hate for the choice in front of her, hate for her grandfather, and perhaps most importantly hate for herself. Closing her eyes and saying a silent prayer for forgiveness, she took the gun, put it to the lieutenant's head, and pulled the trigger.

That was the first line she crossed. It would not be her last.

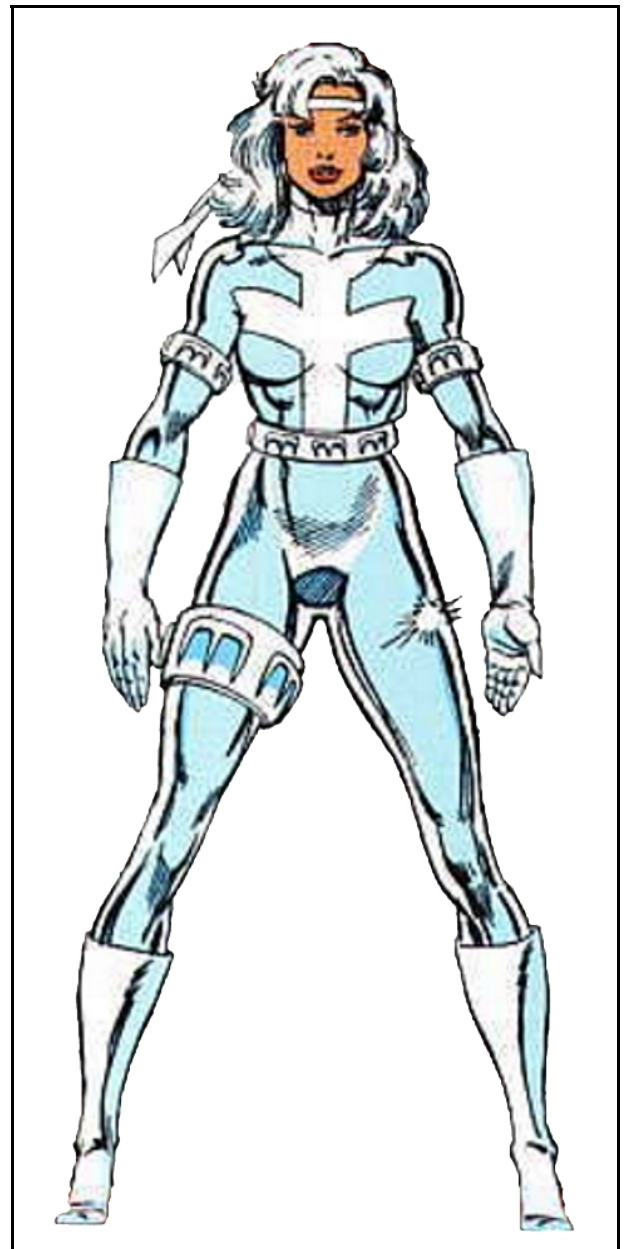
Pleased with her choice, and with the hateful glare she gave him after, he welcomed her to his side as his lieutenant in the Maggia.

Sable, now called Silver Sable among those in the underworld, soon learned that she had not truly learned the full extent of her grandfather's criminal dealings; what she'd divested was only a fraction of everything he ran. And each time she thought she'd learned everything, more secrets surfaced. On top of that, with each person she was forced to kill, the less each kill affected her, until she seemed as cold as the lubricants in her grandfather's electromechanical body.

Still, the hate for her grandfather and her life festered inside her. After two years of her grandfather grooming her as his successor, she began listening to the family's men, attempting to figure out who she could use against him.

Sable has faced the diminutive adventurers Ant-Man and Wasp in combat several times over their investigations into her family's criminal cartel, while occasionally aiding them against her grandfather's cartel when it suited her own goals (see *Ant-Man*; *Wasp*). She has also fought the adventurer Iron Fist on two occasions over the bounty on his head; each time brought up memories of her lost fiance (see *Iron Fist*).

During the time the Zodiac Cartel erected a force field over Manhattan Island, in New York, Silvermane declared a truce with the superhuman adventurers in order to thwart the Zodiac's plans (see *Zodiac Cartel*). Sable worked closely with the native New York



crimefighter Spider-Man in entering Manhattan through the sewer system (see *Spider-Man*). Discussion with the web-slinger over her past – though she didn't tell him everything – led to her question her situation.

Sable's quest to bring down her grandfather continues under his very nose, though she has begun to question where the path will lead her.

Age: 25.

Height: 5' 5".

Weight: 125 lbs.

Eyes: Blue.

Hair: Platinum blond.

Uniform: White and silver body armor, white gloves, white boots, white headband.

Strength Level: Silver Sable 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: Silver Sable is an accomplished hand to hand combatant and marksman with conventional and energy weapons. She is also a skilled swordswoman. Her most potent ability, however, is her incredible will; she has managed several times to continue fighting after injuries would have forced others to give up.

Weapons and Paraphernalia: Silver Sable's armor is cutting edge, being composed of vibranium weave advanced ballistic fabric purchased by her Maggia contacts from AIM, over which she wears an advanced metallic laminate chest piece.

As a leading member of the Manfredi crime family, Silver Sable has access to a wide range of conventional and energy weapons. She carries a number of shuriken and throwing daggers which have been sharpened to superfine points, and occasionally carries a thin straight double-edged sword.

854 points

ST: 13 [30] **HP:** 13 [0] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 16 [15] **Move:** 7 [0]

IQ: 13 [60] **Per:** 14 [5]

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

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

Dodge: 11 **Parry:** 15 **DR:** 12/4* (body armor) + 30 (chest armor)

Languages: English (Native) (Native Language) [0]; Italian (Native) [6]; Latin (Accented; Defaulted from Italian) [2]; Mandarin (Native) [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Business Acumen 2 [20]; Combat Reflexes [15]; Enhanced Parry (All Parries) +3 [30]; Extra Attack 1 [25]; Fearlessness 2 [4]; Foresight 1 [10]; Foresight (Getaways) 1 [5]; Gunslinger [25]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Merchant Rank 4 [20]; Natural Athlete 3 [30]; Organized Criminal Rank 4 [8]; Perfect Balance [15]; Smooth Operator 4 [60]; Status 4 [10*]; Striking ST +3 [15]; Trained By A Master [30]; Very Fit [15]; Very Rapid Healing [15]; Wealth (Filthy Rich; Heir to Multimillionaire 1) [63].

Perks: Controllable Disadvantage (Callous) [1]; Disarming Smile [1]; Fearsome Stare [1]; Off-Screen Reload [1]; Pistol-Fist (Guns (Pistol)) [1]; Sexy Pose [1]; Special Exercises (Striking ST +3) [3]; Style Familiarity (Ultimate Shooter) [1]; Style Familiarity (Wing Chun) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Nightmares (12) [-5]; Obsession (Bring Down Silvermane; Long-Range Goal) (12) [-10]; On the Edge (12) [-15]; Stubbornness [-5].

Quirks: Aloof [-1]; Carries Backup Weapons [-1]; Persistent [-1]; Record-Keeper [-1]; Secretive [-1].

Skills: Acrobatics (H) DX+2 [8] – 16‡; Acting (A) IQ+3 [1] – 16‡; Administration (A) IQ+1 [1] – 14§; Area Knowledge (Chicago Metro Area) (E) IQ+1 [2] – 14; Beam Weapons/TL8 (Pistol) (E) DX+2 [4] – 16; Beam Weapons/TL8 (Rifle) (E) DX+2 [4] – 16; Blind Fighting (VH) Per+0 [8] – 14; Boating/TL8 (Motorboat) (A) DX+0 [2] – 14; Body Language (Human) (A) Per+0 [2] – 14; Breaking Blow (Guns) (H) IQ+1 [8] – 14; Breath Control (H) HT+1 [1] – 15#; Broadsword (A) DX+2 [8] – 16; Carousing (E) HT+4 [1] – 18‡; Climbing (A) DX+1 [2] – 15‡; Computer Hacking/TL8 (VH) IQ-1 [4] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 13; Computer Programming/TL8 (H) IQ-2 [1] – 11; Connoisseur (Literature) (A) IQ-1 [1] – 12; Connoisseur (Music) (A) IQ-1 [1] – 12; Connoisseur (Visual Arts) (A) IQ-1 [1] – 12; Connoisseur (Wine) (A) IQ-1 [1] – 12; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 13; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 13; Current Affairs/TL8 (Travel) (E) IQ+0 [1] – 13; Detect Lies (H) Per+2 [1] – 16‡; Diplomacy (H) IQ+3 [2] – 16‡; Driving/TL8 (Automobile) (A) DX+0 [2] – 14; Driving/TL8 (Motorcycle) (A) DX+0 [2] – 14; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 14; Escape (H) DX+0 [4] – 14; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 15‡; Fast-Talk (A) IQ+3 [1] – 16‡; Finance (H) IQ+0 [1] – 13§; First Aid/TL8 (Human) (E) IQ+0 [1] – 13; Forced Entry (E) DX+0 [1] – 14; Gambling (A) IQ+1 [1] – 14§; Guns/TL8 (Grenade Launcher) (E) DX+2 [4] – 16; Guns/TL8 (Light Machine Gun) (E) DX+2 [3] – 16¶; Guns/TL8 (Pistol) (E) DX+2 [3] – 16¶; Guns/TL8 (Rifle) (E) DX+2 [4] – 16; Guns/TL8 (Shotgun) (E) DX+2 [3] – 16¶; Guns/TL8 (Submachine Gun) (E) DX+2 [3] – 16¶; Holdout (A) IQ+0 [2] – 13; Hypnotism (Human) (H) IQ+0 [4] – 14; Intimidation (A) Will+3 [1] – 19‡; Invisibility Art (VH) IQ-1 [4] – 12; Jumping (E) DX+3 [1] – 17#; Karate (H) DX+2 [12] – 16; Law (Illinois Criminal) (H) IQ-1 [2] – 12; Leadership (A) IQ+3 [1] – 16‡; Light Walk (H) DX+0 [4] – 14; Lip Reading (A) Per+0 [2] – 14; Liquid Projector/TL8 (Flamethrower) (E) DX+0 [1] – 14; Literature (H) IQ-2 [1] – 11; Lizard Climb (H) DX+0 [4] – 14; Lockpicking/TL8 (A) IQ+1 [4] – 14; Market Analysis (H) IQ+0 [1] – 13§; Mental Strength (E) Will+2 [4] – 18; Musical Instrument (Flute) (H) IQ-2 [1] – 11; Observation (A) Per+0 [2] – 14; Parachuting/TL8 (E) DX+0 [1] – 14;

Pickpocket (H) DX+0 [4] – 14; Public Speaking (A) IQ+3 [1] – 16‡; Research/TL8 (A) IQ-1 [1] – 12; Running (A) HT+2 [1] – 16#; Savoir-Faire (High Society) (E) IQ+4 [1] – 17‡; Savoir-Faire (Mafia) (E) IQ+4 [1] – 17‡; Scuba/TL8 (A) IQ+1 [4] – 14; Search (A) Per+0 [2] – 14; Sex Appeal (Human) (A) HT+7 [1] – 21‡□; Shadowing (A) IQ+1 [4] – 14; Shortsword (A) DX+1 [2] – 15£; Skiing (H) HT+1 [1] – 15#; Smuggling (A) IQ+0 [2] – 13; Speed-Reading (A) IQ-1 [1] – 12; Stealth (A) DX+0 [2] – 14; Streetwise (A) IQ+3 [1] – 16‡; Swimming (E) HT+3 [1] – 17#; Theology (Roman Catholic) (H) IQ-2 [1] – 11; Throwing (A) DX+3 [2] – 17#; Thrown Weapon (Knife) (E) DX+2 [4] – 16; Thrown Weapon (Shuriken) (E) DX+2 [4] – 16; Two-Handed Sword (A) DX+2 [8] – 16; Wrestling (A) DX+2 [8] – 16.

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

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

† Includes +1 from Perfect Balance.

‡ Includes +4 from Smooth Operator.

§ Includes +2 from Business Acumen.

Includes +3 from Natural Athlete.

¥ Includes +1 from Combat Reflexes.

¶ Defaulted from Guns (Rifle).

□ Includes +4 from Appearance (Beautiful).

£ Defaulted from Broadsword.

Role-Playing Notes:

Sable is tenacious and driven, working alongside her grandfather to learn his secrets and trade as well as against him in secret. She wants justice for her late boyfriend, but the line between justice and vengeance has begun to blur. She secretly fears that to take down her grandfather, she will need to become him. She won't admit it, but she has developed an attraction toward Iron Fist, drawn to his nobility and calm.

KARATE

| TL | Weapon | Damage | Reach | Parry | Cost | Weight | ST | Notes |
|----|--------------|---------|-------|-------|------|--------|----|-------|
| – | Karate Punch | 1d+2 cr | C | 15 | – | – | 16 | |
| – | Karate Kick | 1d+3 cr | C, 1 | n/a | – | – | 16 | |

Design Notes:

1. Organized Crime Rank is built as 2/level as per the guidelines on p. 15 of *Social Engineering*. It does not grant Status.
2. I'm taking my inspiration from the animated *Spectacular Spider-Man* series in tying Silver Sable to Silvermane. There were issues with tying her into the Reboot continuity while attempting to make her closer to her comics incarnations, most notably trying to work in Symkaria.

Real Name: Sinthia Schmidt.

Occupation: Subversive, professional criminal.

Identity: Known to the authorities.

Legal Status: Citizen of Germany with no known criminal record; wanted by various law enforcement agencies for various offenses in several countries.

Other Aliases: None known.

Place of Birth: Auschwitz, Germany.

Marital Status: Single.

Known Relatives: Johann Schmidt (alias Red Skull, alleged father).

Group Affiliation: Frequent partner of Crossbones.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about the early life of Sinthia Schmidt, and what has been revealed has been the subject of much scrutiny. She claims to be the daughter of Johann Schmidt, the Red Skull who in World War II was not only considered second in power in Nazi Germany to Hitler himself, but also the head of the Nazi Hydra Science Division (see *HYDRA*). The Red Skull was frequently opposed by Captain America during the War (see *Captain America*).

The Red Skull's activities following the fall of Nazi Germany are unknown, as are the circumstances surrounding his alleged death. At some point, however, desiring an heir to carry on his legacy, he fathered a child with an unidentified woman. By all reports, the Skull was enraged that his only heir was a girl. Why he permitted the girl, later named Sinthia, to survive is unknown; what is known is that he never showed her an ounce of affection, instead raising her to know only hate.

There are a few holes in this story, as noted by Captain America's young protege, Bucky (see *Bucky*). First and foremost is Sin's apparent age; she appears to be in her mid-20s, which means that she was born near the end of the 20th Century. Her alleged father would have to have been in his 70s or 80s when he fathered her. Also, it seems highly unlikely that, if he had desired an heir, the Red Skull would have settled for only one child from only one woman, nor would he have started as late as he apparently did. Bucky theorizes that, if Sin is related to the Skull, there are a few generations between them.

These holes are not irreconcilable, however. According to Captain America, the Red Skull was alleged to have received a treatment similar to the Super-Soldier Serum that produced the Captain; the Captain is known to be aging at a much slower rate, so if Sin is the Skull's daughter it is possible she inherited the slower aging from her father. It is also possible that the Red Skull did indeed have multiple children, who he made to fight among themselves to earn the right to be his heir; Sin is certainly brutal and ruthless enough to have killed any other siblings she may have had in order to earn her father's approval.

Sin first appeared in Geneva, Switzerland, where she and the criminal Crossbones attacked a conference of national superheroes, alongside a number of hired gunmen (see *Crossbones*). She began the fight by crippling the Italian hero Omerta before facing off against Captain America, the British Union Jack, and the Russian Red Guardian (see *Red Guardian*; *Union Jack*). During this fight, she was responsible for the destruction of the Swiss headquarters of the Super-Heroes of Europe. Although unable to defeat the trio, she managed to escape, although Crossbones was taken into custody.

Later on, having apparently broken Crossbones out of prison, Sin was seen operating in the Malay archipelago island nation of Madripoor, working alongside the criminal psychiatrist Doctor Faustus (see *Doctor Faustus*). At present, it appears as though Sin and Crossbones are merely seeking money by robbing banks throughout the area, including several in Hong Kong, where she again ran afoul of Captain America.

Recently, it was revealed that Sin, Crossbones, and Faustus are working for an unrevealed benefactor. Sin in particular was uncharacteristically docile in her benefactor's presence.

Age: 27.

Height: 5' 9".

Weight: 155 lbs.

Eyes: Green.

Hair: Red with black highlights.

Uniform: Sleeveless red leather bustier decorated with a red skull motif, black leather pants, black leather fingerless gloves that reach her upper arms, thigh-high red boots, black belt, black choker with a ruby shaped into a skull.

Strength Level: Sin 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: Sin is an expert hand to hand combatant, a marksman with most conventional weaponry, and a certified demolitions expert.

850 points

ST: 15 [50] **HP:** 15 [0] **Speed:** 7.50 [0]

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

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

HT: 15 [50] **FP:** 15 [0] **SM:** 0

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

Dodge: 14 **Parry:** 16 **DR:** 12/4* (armor)

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

Cultural Familiarities: East Asian [1]; Latin American [1]; Middle Eastern [1]; Western [0].

Advantages: Appearance (Beautiful) [12]; Combat Reflexes [15]; Enhanced Dodge 3 [45]; Enhanced Parry (All Parries) 3 [30]; Extended Lifespan (×2) [2]; Extra Attack 1 [25]; Gizmo 1 [5]; Gunslinger [25]; High Pain Threshold [10]; Omnilingual [40]; Patron ([FNORD]) (9) [20]; Social Chameleon [5]; Trained By A Master [30]; Very Fit [15]; Wealth (Multimillionaire 1) [75].

Disadvantages: Bloodlust (6) [-20]; Bully (9) [-15]; Callous [-5]; Impulsiveness (9) [-15]; Odious Personal Habit (Ax-Crazy) [-15]; Sadism (6) [-30]; Sense of Duty ([FNORD]) [-2]; Trickster (9) [-22].

Skills: Acting (A) IQ+0 [2] – 12; Axe/Mace (A) DX+1 [4] – 16; Blind Fighting (VH) Per+0 [8] – 14; Body Language (Human) (A) Per-1 [1] – 13; Brawling (E) DX+3 [8] – 18; Breath Control (H) HT-2 [1] – 13; Carousing (E) HT+0 [1] – 15; Climbing (A) DX-1 [1] – 14; Connoisseur (Visual Arts) (A) IQ-1 [1] – 11; Connoisseur (Wine) (A) IQ-1 [1] – 11; Current Affairs/TL8 (E) (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (E) (High Culture) (E) IQ+0 [1] – 12; Current Affairs/TL8 (E) (Politics) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 14; Electronics Operation/TL8 (Security) (A) IQ+2 [8] – 14; Electronics Repair/TL8 (Security) (A) IQ+2 [7] – 14*; Escape (H) DX+1 [8] – 16; Explosives/TL8 (Demolition) (A) IQ+3 [12] – 15; Fast-Draw (Ammo) (E) DX+1 [1] – 16†; Fast-Draw (Knife) (E) DX+1 [1] – 16†; Fast-Draw (Pistol) (E) DX+1 [1] – 16†; First Aid/TL8 (Human) (E) IQ+2 [4] – 14; Flying Leap (H) IQ+2 [12] – 14; Forced Entry (E) DX+0 [1] – 15; Gambling (A) IQ+2 [8] – 14; Garrote (E) DX+1 [2] – 16; Gunner/TL8 (Machine Gun) (E) DX+3 [8] – 18; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+3 [8] – 18; Guns/TL8 (Light Machine Gun) (E) DX+3 [6] – 18‡; Guns/TL8 (Pistol) (E) DX+3 [6] – 18‡; Guns/TL8 (Rifle) (E) DX+3 [8] – 18; Guns/TL8 (Submachine Gun) (E) DX+3 [6] – 18‡; History (Modern Western) (H) IQ+0 [4] – 12; Holdout (A) IQ+0 [1] – 12§; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Interrogation (A) IQ+2 [7] – 14#; Intimidation (A) Will+0 [2] – 14; Jitte/Sai (A) DX+3 [4] – 16; Judo (H) DX+3 [16] – 18; Jumping (E) DX+0 [1] – 15; Karate (H) DX+3 [16] – 18; Kiai (H) HT-1 [2] – 14; Knife (E) DX+3 [8] – 18; Leadership (A) IQ+0 [2] – 12; Lifting (A) HT-1 [1] – 14; Lip-Reading (A) Per+0 [2] – 14; Liquid Projector/TL8 (Flamethrower) (E) DX+1 [2] – 16; Lockpicking/TL8 (A) IQ+2 [8] – 14; Market Analysis (H) IQ+0 [4] – 12; Mental Strength (E) Will+0 [1] – 14; Mind Block (A) Will+0 [2] – 14; Parachuting/TL8 (E) DX+0 [1] – 15; Philosophy (Nazi Ideology) (H) IQ+0 [4] – 12; Pickpocket (H) DX+0 [4] – 15; Power Blow (H) Will+0 [4] – 14; Pressure Points (Human) (H) IQ+2 [12] – 14; Psychology (Human) (H) IQ+2 [12] – 14; Research/TL8 (A) IQ-1 [1] – 11; Running (A) HT-1 [1] – 14; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Savoir-Faire (Servant) (E) IQ+0 [1] – 12; Search (A) Per+0 [2] – 14; Shadowing (A) IQ+1 [4] – 13; Shortsword (A) DX+1 [3] – 16¥; Skiing (H) HT-2 [1] – 13; Sleight of Hand (H) DX+0 [4] – 15; Smuggling (A) IQ+1 [4] – 13; Stealth (A) DX+1 [4] – 16; Streetwise (A) IQ+1 [4] – 13; Surgery/TL8 (Human) (VH) IQ+0 [8] – 12; Survival (Arctic) (A) Per-1 [1] – 13; Survival (Desert) (A) Per-1 [1] – 13; Survival (Jungle) (A) Per-1 [1] – 13; Survival (Mountain) (A) Per-1 [1] – 13; Swimming (E) HT+0 [1] – 15; Tactics (H) IQ+0 [4] – 12; Throwing (A) DX+1 [4] – 16; Thrown Weapon (Axe/Mace) (E) DX+1 [2] – 16; Thrown Weapon (Knife) (E) DX+3 [8] – 18; Thrown Weapon (Shuriken) (E) DX+1 [2] – 16; Tracking (A) Per+0 [2] – 14; Whip (A) DX+1 [4] – 16; Wrestling (A) DX+3 [12] – 16.

Starting Spending Money: \$4,000,000.

* Defaulted from Electronics Operation (Security).

† Includes +1 from Combat Reflexes.

‡ Defaulted from Guns (Rifle).

§ Defaulted from Sleight of Hand.

Defaulted from Intimidation.

¥ Defaulted from Knife.

Role-Playing Notes:

Sin is criminally insane, a product of years of mistreatment at her father's hands. The only person she feels anything other than hate for is Crossbones, and even then the relationship is not exactly "healthy".

BRAWLING

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

Design Notes:

1. Sin's father, the Red Skull, will not have an entry for Year One of the Reboot, as his continued existence into the 21st Century will not be confirmed (though some major hints will be given).

The Skrulls are an extraterrestrial humanoid race who have created a vast interstellar empire. Skrulls are basically reptilian but have certain mammalian characteristics such as hair and mammary glands (on the females). Newborns are hatched from eggs but are nursed by their mothers. They have lifespans which average over 200 years. Their average height tends to be shorter than the human average, although their heights are within the human norm; most Skrulls stand between 4' 6" and 5' 8", with some individuals reaching up to 6'4". Skrulls appear to have the same strength as a human of the same height and build.

Skrulls originated on the planet Skruolos in the Drox system, a planet which apparently possesses a similar gravity and atmosphere as Earth, as Skrulls have operated on Earth without needing special equipment.

While Skrulls have a humanoid form, they have developed – either through evolution or genetic engineering in their past – the ability to alter their appearance to assume the form of any other being or item that has the same general mass. Once a new shape is assumed, a Skrull will not return to his original shape unless he wills it or is killed. Clothing which adapts with the wearer (made of dynamic molecules similar to those developed on Earth by Reed Richards; see *Mister Fantastic*) is common in the Skrull Empire.

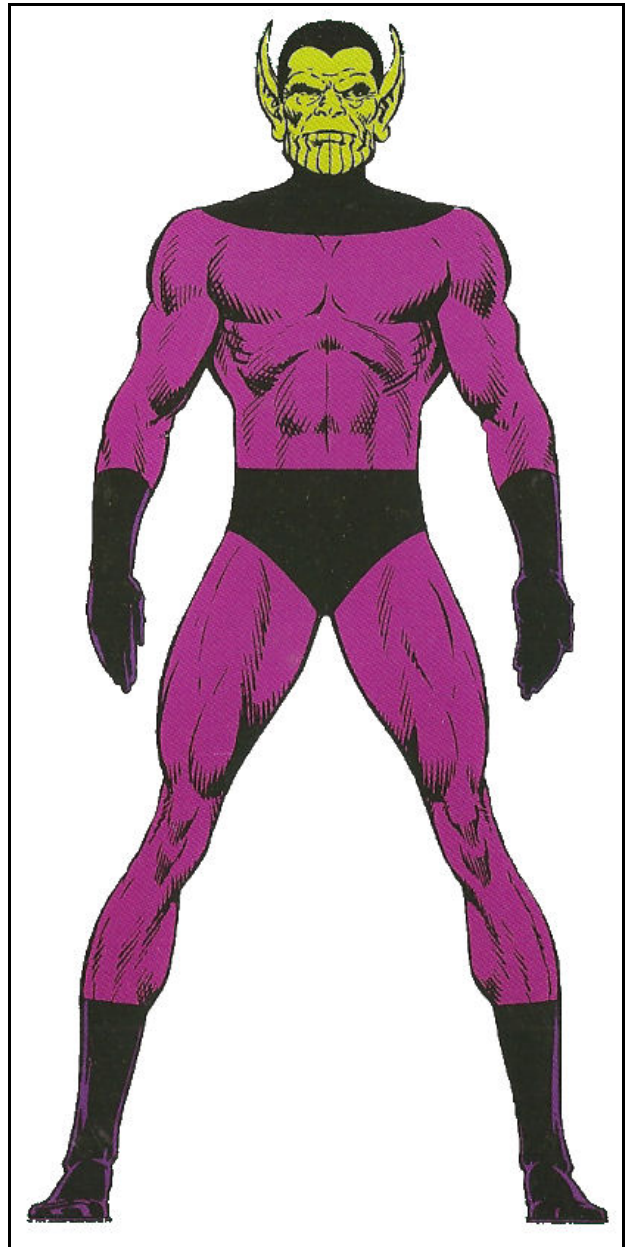
The Skrull Empire is ruled by a hereditary emperor or empress. The current Emperor is Dorrek VII, although there have been rumblings of a possible overthrow brewing led by his ambitious wife, R'kill (see *Dorrek VII*; *R'kill*). Dorrek's heir is his gentle daughter Anelle; while Anelle is said to be an only child, another daughter, Veranke, is known to exist.

Millennia ago, the Skrull Empire expanded through pursuing peaceful albeit aggressive trade relations with other races. This changed when the Skrulls encountered the Kree, a militaristic race which had itself just discovered faster-than-light travel (see *Kree*). Relations between the two races broke down almost immediately, and the peaceful Skrulls were forced to become as militaristic as their opponents. The two powers have fought a number of wars that have so far ended in a prolonged stalemate, with neither side gaining any real advantage over the other.

The Skrulls have known about Earth for centuries due to the Sol system's strategic location as a natural hyperspace crossroad connecting the Kree, Skrull, and Shi'ar Empires, and have placed observers in unobtrusive cover identities among the populace in order to monitor the populace in anticipation of eventual annexation into the Skrull Empire (see *Shi'ar*). After Earth developed rudimentary spaceflight in the 1950s, they have been keeping closer watch on the planet than before.

In 1947, a pair of Skrull agents by the names of Velmax and Zuhn crash-landed in the American Southwest. Zuhn was apparently mortally shot in the chest from a shotgun wielded by a drunk ex-soldier named Jacob Scott before Scott realized he was facing aliens and fled. Scott died minutes later when he pickup crashed into a large rock face. Velmax subsequently took over Scott's identity, eventually going native before becoming known as the costumed adventurer Effigy, leader of the hero team called the First Line. Unknown to Velmax, Zuhn also survived and took on the identity of a man named Winget, a Dallas, Texas, based industrialist. Zuhn faced the First Line several times as the villain Chimera. Zuhn was killed on Nov 22, 1963 – the same day as President Kennedy – during a raid on the Stark Industries Dallas plant (see *Stark Industries*).

In 1986, Emperor Rejanex sent a small fleet to Earth, intending to conquer the planet. Thanks to the efforts of a suicide mission led by Velmax, as Effigy, against his own people, the First Line managed to thwart the invasion, triggering a cascading self-destruct command throughout the fleet from the flagship. (The First Line, and all of their allies and enemies who participated in the mission, died prior to the self-destruct, save Velmax himself who scarified his life at the last moment.) Scattered survivors of the invasion used their shapeshifting abilities to hide for several years until an ambassador to Earth from the Charter Federation, who also worked with the then just-founded team known as the Shadowguard, discovered a few hundred of the survivors and arranged transport back to Skrull Imperial space (see *Charter*). The failure of this invasion fleet led to the assassination of Emperor Rejanex and usurpation of the throne by Dorrek VII, who married Rejanex's daughter, R'Kill, to legitimize his claim. These events failed to reach public attention on Earth, as the invasion was covered up; the explosions and debris burning up in the atmosphere was "revealed" as an unexpected meteor shower. Only those in select positions of power in the various world governments were made aware of what actually happened; it's believed that the information was even kept hidden from President Reagan of the United States and Chairman Gorbachev of the Soviet Union.



The Skrulls first came to public attention when a small number of their observers apparently went rogue and committed a number of high-profile crimes which drew the attention of the Fantastic Four (see *Fantastic Four*). Since then, the Fantastic Four have used their experimental starship to visit the Skrull homeworld on Earth's behalf (see *The Fantastic*). While Emperor Dorrek has disavowed the actions of the rogues, doubt remains as to whether they had unofficial support in their crimes.

First Post-Reboot Appearance: FANTASTIC FOUR #.

Game-Mechanic Details:

In a cosmic campaign, the campaign's base TL would also be TL 11[^], so the Skrull racial package would be reduced by 15 points.

Skrull

196 points

Advantages: Extended Lifespan 2 [4]; High TL +3 [15]; Infravision [10]; Morph (Active Change, +20%; Mass Conservation, -20%; Once On, Stays On, +50%; Unlimited (Cosmetic, -50%), +25%; Biological, -10%) [165]; Subsonic Hearing [5].

Perks: Racial Gifts (Elastic Skin and Mimicry) [1]; Supersuit [1].

Disadvantages: Intolerance (Kree) [-5].

Features: Green Skin [0]; Oviparous (Lays Eggs) [0]; Red Eyes [0].

SKYBREAKER

Villain

Real Name: Aireo.

Occupation: Intelligence operative, mercenary.

Identity: Known to the authorities; 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; one-time ally of Aquarius, Firebrand, and Quicksand.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: Aireo'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*).

Aireo 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 Aireo and his fellow Inhuman co-conspirators. Instead, he and his co-conspirators were turned over to the authorities.

Under undisclosed circumstances, Aireo – now calling himself Skybreaker – managed to either escape or was released from custody. Abandoning his fellow Inhumans, he faced off against the Ghost Rider as one of a team of elemental-themed villains hired by an unknown party (later revealed to be the demon Mephisto) for an undisclosed amount of money (see *Ghost Rider*; *Mephisto*). During this caper, he was rendered comatose by the Rider's penance stare.

Skybreaker's Terrigen-altered DNA code was one of those provided to the Kree scientist Minn-Erva by Maximus (see *Doctor Minerva*). Whether he has recovered from the penance stare and his current whereabouts if so are unknown.

Age: 24.

Height: 5' 9".

Weight: 140 lbs.

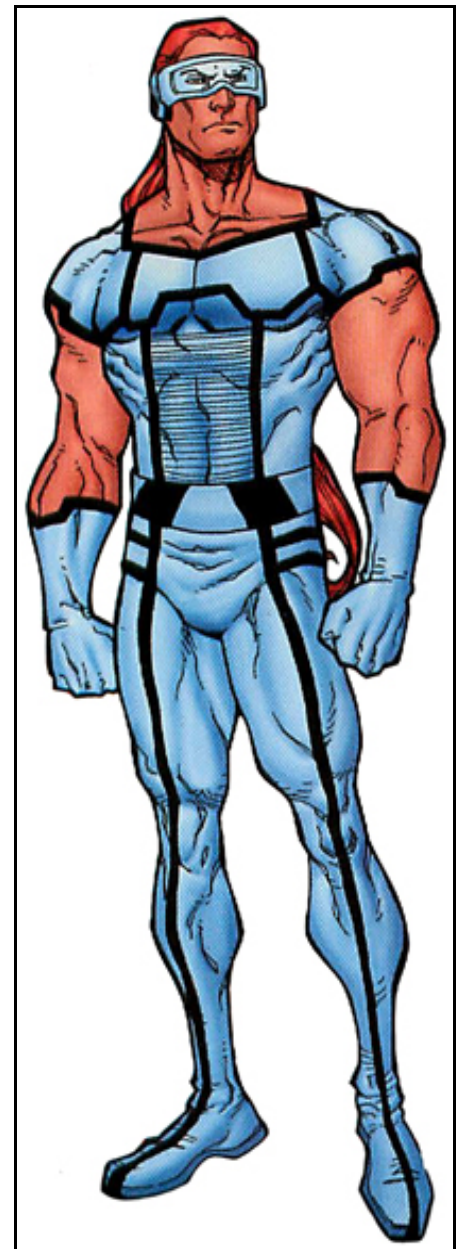
Eyes: Blue.

Hair: Red

Uniform: Light blue sleeveless bodysuit with a wide collar and black trim, light blue gloves with black trim, light blue shoes with black soles, light blue and black belt, light blue tinted visor.

Strength Level: Aireo possesses the typical strength of an Inhuman of his age, height, and build who does not engage in physical exercise.

Known Superhuman Powers: Skybreaker possesses several psionic powers related to the manipulation of air. First and foremost, he is able to generate a strong enough wind beneath and behind him to hold him aloft. In addition, he is able to generate whirlwinds from his arms which he can use offensively, as well as create ten foot tall walls of wind around an area. He has also been known to trap people in localized tornadoes.



372 points

| | | |
|----------------------|---------------------|----------------------------|
| ST: 11 [-10*] | HP: 10 [2*] | Speed: 6.50 [0] |
| DX: 13 [20*] | Will: 11 [0] | Ground Move: 6 [0] |
| IQ: 11 [0*] | Per: 12 [5] | Air Move: 13/26 [0] |
| HT: 13 [10*] | FP: 13 [0] | SM: 0 |

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

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

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

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

Advantages: 3D Spatial Sense [10]; Air Talent 3 [15]; Binding (*Tornado*) 15 (Based on IQ-Based Skill, +20%; Increased Range: Line-of-Sight, +70%; One-Shot, -10%; Persistent, +40%, Elemental: Air, -10%; Psionic, -10%; Alternative Attack, ×1/5) [12]; Combat Reflexes [15]; Crushing Attack (*Tornado Blast*) 6d (Cone (5 yd radius), +100%; Damage Modifier: Double Knockback, +20%; Variable, +5%; Elemental: Air, -10%; Psionic, -10%) [62]; Crushing Attack (*Wind Wall*) 3d (Area Effect (8 yd radius), +150%; Based on IQ-Based Skill, +20%; Damage Limitation: No Wounding, -50%; Damage Modifier: Double Knockback, +20%;

Increased 1/2D Range $\times 10$, +15%; Persistent, +40%; Reduced Range $\times 1/2$, -10%; Wall: Permeable (Any Shape), +60%; Elemental: Air, -10%; Psionic, -10%; Alternative Attack, $\times 1/5$ [10]; Enhanced Dodge 2 [30]; Enhanced Move (Air) 1 (Elemental: Air, -10%; Psionic, -10%) [16]; Flight (Elemental: Air, -10%; Psionic, -10%) [32]; Telescopic Vision 1 [5].

Perks: Acceleration Tolerance [1]; Air Jet [1].

Disadvantages: Bully (12) [-10]; Low Pain Threshold [-10]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Truthfulness (12) [-5].

Quirks: Aloof [-1]; Easily Frustrated [-1]; Sarcastic [-1]; Show-Off [-1]; Vindictive [-1].

Skills: Acting (A) IQ+1 [4] – 12; Aerobatics (H) DX+5 [4] – 18^{†‡}; Brawling (E) DX+1 [2] – 14; Carousing (E) HT+0 [1] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 11; Escape (H) DX+0 [4] – 13; First Aid/TL8 (Inhuman) (E) IQ+0 [1] – 11; Flight (A) HT+5 [8] – 18[†]; Innate Attack (Beam) (E) DX+5 [4] – 18[†]; Intimidation (A) Will+1 [4] – 12; Judo (H) DX+1 [8] – 14; Navigation/TL8 (Air) IQ+3 [2] – 14§; Observation (A) Per+0 [2] – 12; Shadowing (A) IQ+1 [4] – 12; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+1 [4] – 12; Tornado (H) IQ+4 [8] – 15[†]; Wind Wall (H) IQ+4 [8] – 15[†].

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

* Includes +2 to ST, +2 to DX, +1 to IQ, +2 to HT, and -2 to HP from the Inhuman racial package.

† Includes +3 from Air Talent.

‡ Includes +2 from 3D Spatial Sense.

§ Includes +3 from 3D Spatial Sense.

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 |
|----|--------|--------|-----|-------|-----|-------|----|------|-----|-------|
| | | | | | | | | | | |
| | | | | | | | | | | |

The aerial pirates known as the Sky-Wolves are ironically heirs to a heroic legacy going back to at least World War Two, if not the Old West.

In 1940, test pilot Matt Slade III, named after his father and heroic gunfighter grandfather, was captured by Nazis after crashing a prototype aircraft in Poland (why a pilot for an American company was testing an aircraft in Nazi held territory has never been explained; presumably he was engaged in unofficial operations against the Nazis on his own). A group of ace pilots, led by Skyler Wolf and flying the XF5U-2 "Flying Flapjack" (a combination of jet and helicopter), the same model Slade was flying when he crashed, performed a daring rescue mission and destroying a German super-weapon, the landship "Murder Mountain". Dubbed the Sky-Wolves after their leader, this team continued to fight against the Nazis throughout the War.

Little is known about the fates of the original Sky-Wolves, or even if they survived the war. However, records indicate that the Sky Wolves as an organization also flew in Korea and Vietnam, although it appears that the org was disbanded by order of the Department of Defense in 1975.

During the close of the Vietnam War, anti-military sentiments flared to an all-time high. A group of soldiers and pilots who had fought in 'Nam, protesting the public's treatment of them, broke into a Stark Industries R&D facility and stole prototypes of an experimental jet pack (see *Stark Industries*). Taking the name of their war-time counterparts, the new Sky-Wolves turned to criminal activity, becoming known as modern-day pirates; although the leadership was initially wary of attacking American shipping directly, that sentiment lessened as the Sky-Wolves preferred American armaments over Soviet ones. Even today, the Sky-Wolves do not lightly attack American shipping interests, although some units are less picky than others. Where they obtain new jet packs is unknown, although AIM is the primary suspect (see *AIM*).

Apparently the Sky-Wolves have a mysterious hidden benefactor, whose identity only the top leadership is aware of. Every so often, the benefactor "requests" (read: orders) certain operations, operations which leave the rank-and-file Sky-Wolves wondering about their leaders' motives. Those few Sky-Wolves who investigate the organization's finances tend to quietly disappear.

The Sky-Wolves were known to have come into conflict with the New York City based adventurers Avril Aero and Starbot in the late '80s and into the late '90s. More recently, the Sky-Wolves came into conflict with a number of adventurers, including Captain America, CIA agents Nick Fury and Black Widow, Angel and Cyclops of the X-Men, and the diminutive adventurers Ant-Man and Wasp (see individual entries). Very few Sky-Wolves are known by name; the most notable is a woman by the call sign Air-Raid Siren, who uses custom sonic weaponry (see *Air-Raid Siren*).

First Historical Appearance: (original Sky-Wolves) MARVEL FANFARE v1 #16 (Sept '84).

First Post-Reboot Appearance: SECRET AGENT NICK FURY #

Typical Sky-Wolf

60 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: 9 DR: 18/7*+23 (armor)

Sky-Wolves

Mission Statement: The Sky-Wolves are a paramilitary organization that uses jet packs, aircraft, military grade personal weapons, and unmarked cargo ships to engage in piracy, smuggling, kidnapping, and other criminal activities. Commanded by Col. August Dewey, the Sky-Wolves are divided into operations and support wings, which are further divided into Squadrons, Flights, and Squads. The Sky-Wolves primarily recruit from the United States and allied militaries.

Capabilities

TL: 8. Members: 2,500

Wealth: Wealthy.

Contacts: Military Skills – 18 [15]; Criminal Skills – 12 [5].

Member Traits: Duty (to Sky-Wolves) (15) [-15]; Signature Gear (Flight Packs) [2].

Notable Resources: The Sky-Wolves maintain a training ground and headquarters on the Malay archipelago island nation of Madripoor (which does not have an extradition treaty with any other nation). They also operate a half dozen cargo ships registered in Madripoor which serve as mobile bases of operation.

Reaction-Time Modifier: +0

Costs and Values

Startup Cost: \$417.3M **Resource Value:** \$2,086,500

Patron Value: 15 points. **Enemy Value:** -30 points.

Ally and Dependent Value: The Sky-Wolves can provide 75 to 150 point soldiers as groups of Allies, up to a 50 person platoon/flight, or more capable soldiers (up to 300 points) as individual Allies.

Social Attributes

Type: Military, Criminal. **Loyalty:** Good (14; +1).

CR: 4.

Rank: Paramilitary Rank 0-5 [4/level].

Income Range: \$2,600 (Average) to \$52,000 (Very Wealthy).

Reputation: -4 (paramilitary criminal organization, among law enforcement and law-abiding soldiers).

Notes

The Sky-Wolves consist of around 1,000 combat soldiers, most of whom wear advanced tactical body armor over the chest (with trauma plates) and TL8^ winged jet packs, and 1,500 support personnel, primarily technicians, with numerous sailors, UAV/drone operators, and SIGINT analysts. Combat personnel typically wield M4 assault carbines with underbarrel grenade launchers, while support units have access to MP7A1 and P90 PDWs.

The most commonly encountered Sky-Wolves are at the squad, column, and flight level, typically commanded by a Corporal, Sergeant, or Lieutenant, respectively.

The Sky-Wolves' mysterious benefactor is none other than the ~~Red Skull~~, who is funding the group for his own interests.

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Fit [5]; Paramilitary Rank 0 [0].

Disadvantages: Duty (to Sky-Wolves) (12) [-10]; Enemy (Law-Enforcement) (9) [-20].

Skills: Brawling (E) DX+0 [1] – 11; Guns/TL8 (Grenade Launcher) (E) DX+1 [2] – 12; Guns/TL8 (Rifle) (E) DX+1 [2] – 12; Piloting/TL8 (Flight Pack) (A) DX+0 [2] – 11; Soldier/TL8 (A) IQ+0 [2] – 11; Wrestling (A) DX-1 [1] – 10.

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

Equipment: Colt M4A1 Carbine (*High-Tech*, pp. 119, 121), Colt M203 (*High-Tech*, pp. 142, 145) or H&K AG36 (as M320; *High-Tech*, pp. 144, 145); Reflex Tactical Vest (DR 18/7*; *Ultra-Tech*, p. 173) with modern Trauma Plates (DR 23; *High-Tech*, pp. 66, 67); Ballistic Helmet (DR 12; *High-Tech*, p. 70) with polarized Visor (DR 10; *High-Tech*, p. 70); Stark Industries/AIM Jet Pack (below). All issued by the Sky-Wolves.

BRAWLING

| TL | Weapon | Damage | Reach | Parry | Cost | Weight | ST | Notes |
|----|----------------|---------|-------|-------|------|--------|----|-------|
| – | Brawling Punch | 1d-2 cr | C | 9 | – | – | 11 | |
| – | Brawling Kick | 1d-1 cr | C, 1 | n/a | – | – | 11 | |

Jet Pack

Originally designed by Stark Industries, this style jet pack is presumably produced by AIM for the Sky-Wolves.

The jet pack is a 20 lb. pack which straps to the user's back, consisting of a two jet turbines on a pair of struts, with controls that strap to the hands in order to activate. Early models required a helmet with a large rudder in order to steer; later models used the hand controls to activate or deactivate the exhaust to steer (that means in order to turn left the wearer must *release* the left hand button). More advanced models, generally reserved for elite operatives, have multi-axis thrust vectoring (MATV) with four-way hat button on the hand controls for greater control and stability. (Rudder helmets add +1 to Hnd, while the MATV system adds +1 to Hnd and SR.)

The pack carries three gallons of JP-8 or diesel fuel, carried on the top of the pack near the air intake. The jet pack is a unique design in that it can use either jet fuel or high cetane diesel fuel; jet fuel is preferred.

PILOTING (FLIGHT PACK)

| TL | Vehicle | ST/HP | Hnd/SR | HT | Move | LWt | Load | SM | Occ | DR | Range | Cost | Stall | Notes |
|----|----------------------|-------|--------|----|-------|------|------|----|-----|----|-------|-------|-------|-------|
| 8^ | Sky-Wolves' Jet Pack | 11 | +1/1 | 12 | 15/75 | 0.11 | 0.1 | -2 | 1 | 10 | 75 | \$40K | 0 | [1] |

Notes:

[1] The use of diesel fuel drops the range to 50 miles.

Design Notes:

1. Paramilitary Rank is built as 4/level as per the guidelines on p. 14 of *Social Engineering*. Every third level grants Status, as is the standard for Rank, but does not have the Dominance that Military Rank does.



SLITHER

Villain

Real Name: Aaron Salomon.

Occupation: Professional criminal, former government agent.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Former member of Freedom Force.

Base of Operations: Mobile, formerly Washington, DC.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Not much is known about Slither before his first appearance. It is especially unknown if he was born with his serpentine features or if he mutated to his current form during adolescence.

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, Slither 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, Slither and the others were given the name Freedom Force.

As a member of Freedom Force, Slither 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*). During the second case, Slither was offered a place with the Serpents, and would have accepted if he hadn't been knocked out by Rattler's vibration attack (see *Rattler*).

Following that case, Slither and Cooper got into a heated argument over his tactics, which led to him resigning from the team and storming out of the office; of his teammates, only Meteorite was sad to see him leave (see *Meteorite*). Whether or not he will take the Serpent Squad's offer of membership in the near future is unknown.

Age: 23.

Height: 6' 9".

Weight: 210 lbs.

Eyes: Green.

Hair: None.

Skin: Dark green scales.

Other Distinguishing Features: Slither possesses a long, highly flexible neck, a head like a snake's, and sharp fangs.

Uniform: Light green short-sleeved leotard with a black trim around the neck and upper arms, dark green leggings, light green gloves, light green boots, and a black belt.

Strength Level: Slither possesses the normal human strength of a man his age, height, and build who engages in regular exercise. He sometimes appears to have enhanced strength, but only when constricting about a target.

Known Superhuman Powers: Slither possesses several physical mutations that are serpentine in nature. First and foremost, his whole body can lose its stiffness, being able to bend in any direction and constrict in a manner akin to that of a constrictor snake (similar to an anaconda or boa constrictor). His scaly hide gives him a modicum of resistance to common damage, though he is not bullet-proof. His skin also lets him sense subsonic vibrations on surfaces he is touching. In addition, his fangs carry a venom which, when injected into a target, causes paralysis for a short time. Finally, his sense of taste is superhumanly acute, enabling him to taste many different scents in the air, same as a snake's tongue.



350 points

| | | |
|--------------|--------------|-----------------|
| ST: 12 [20] | HP: 12 [0] | Speed: 7.00 [5] |
| DX: 15 [100] | Will: 10 [0] | Move: 7 [0] |
| IQ: 10 [0] | Per: 10 [0] | |
| HT: 12 [20] | FP: 12 [0] | SM: 0 |

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

Dodge: 11

Parry: 12

DR: 12/6* (uniform) + 2*

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

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Taste & Smell 6 (Mutant Biology, -0%) [12]; Affliction (Paralysis Venom) 7 (HT-6; Blood Agent, -40%; Incapacitation: Paralysis, +150%; Irritant: Nauseated (Secondary Effect), +6%; Melee Attack: Reach C, -30%; Mutant Biology, -0%) [131]; Combat Reflexes [15]; Constriction Attack* (Mutant Biology, -0%) [15]; Damage Resistance 2 (Tough Skin, -40%; Mutant Biology, -0%) [6]; Discriminatory Smell (Mutant Biology, -0%) [15]; Double-Jointed (Mutant Biology, -0%) [15]; Snake Powers Talent 4* [20]; Teeth (Sharp Teeth) [1]; Vibration Sense (Mutant Biology, -0%) [10].

Perks: Scales [1]; Sure-Footed (Slippery) [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Temper (12) [-10]; Greed (9) [-22]; Sadism (12) [-15]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Dislikes Snake Puns [-1]; Look Out For Number One First [-1]; Uncongenial [-1]; Will Not Hesitate to Betray an Employer If Made a Better Offer [-1].

Skills: Acting (A) IQ+0 [2] – 10; Brawling (E) DX+2 [4] – 17; Carousing (E) HT+0 [1] – 12; Climbing (A) DX+4 [1] – 19†; Computer Operation/TL8 (E) IQ+0 [1] – 10; Escape (H) DX+3 [1] – 18†; Guns/TL8 (Pistol) (E) DX+0 [1] – 15; Hiking (A) HT+0 [2] – 12; Intimidation (A) Will+2 [8] – 12; Jumping (E) DX+0 [1] – 15; Lifting (A) HT+0 [2] – 12; Pickpocket (H) DX-2 [1] – 13; Running (A) HT+0 [2] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 10; Stealth (A) DX-1 [1] – 14; Streetwise (A) IQ+0 [2] – 10; Throwing (A) DX-1 [1] – 14; Tracking (A) Per+0 [2] – 12‡; Wrestling (A) DX+1 [4] – 16‡.

Features: Born Biter 3 [0].

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

* Snake Powers Talent adds to the effective ST score for Constriction Attack, granting him effective ST 16 when squeezing.

† Includes +5 from Double-Jointed.

‡ Conditional +4 from Snake Powers Talent.

Role-Playing Notes:

Slither is an amoral opportunist who only really cares about himself and his next big score. He only joined Freedom Force due to the "get out of jail free" card offered by Val Cooper, having no loyalty to the team or to any altruistic cause. His only real friend in the team was Meteorite, but Slither had no qualms about betraying him if the pay was right.

BRAWLING

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

Real Name: Silas King.
Occupation: Professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: Mutant Liberation Front.
Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Little is known about Solarr's past. It is known from comments made that he was a smuggler before being recruited into the terrorist organization called the Mutant Liberation Front (see *Mutant Liberation Front*).

During his only known outing with the MLF, he was part of a team sent to retrieve a shipment of AIM's laser rifles from a black market arms dealer (see *AIM*). This shipment was interrupted by the X-Men, who had been tipped off to it by an anonymous party (see *X-Men*). During the altercation, Solarr was responsible for a few of the weapons being destroyed when one of his heat beams missed his target and hit the cargo instead, though he claims he was destroying evidence. Solarr voluntarily surrendered afterward and let himself be taken into police custody.

Solarr was last seen as part of the mass breakout led by the Rhino (see *Rhino*). Whether he will rejoin the MLF remains to be seen.

Age: 23.

Height: 6'.

Weight: 210 lbs.

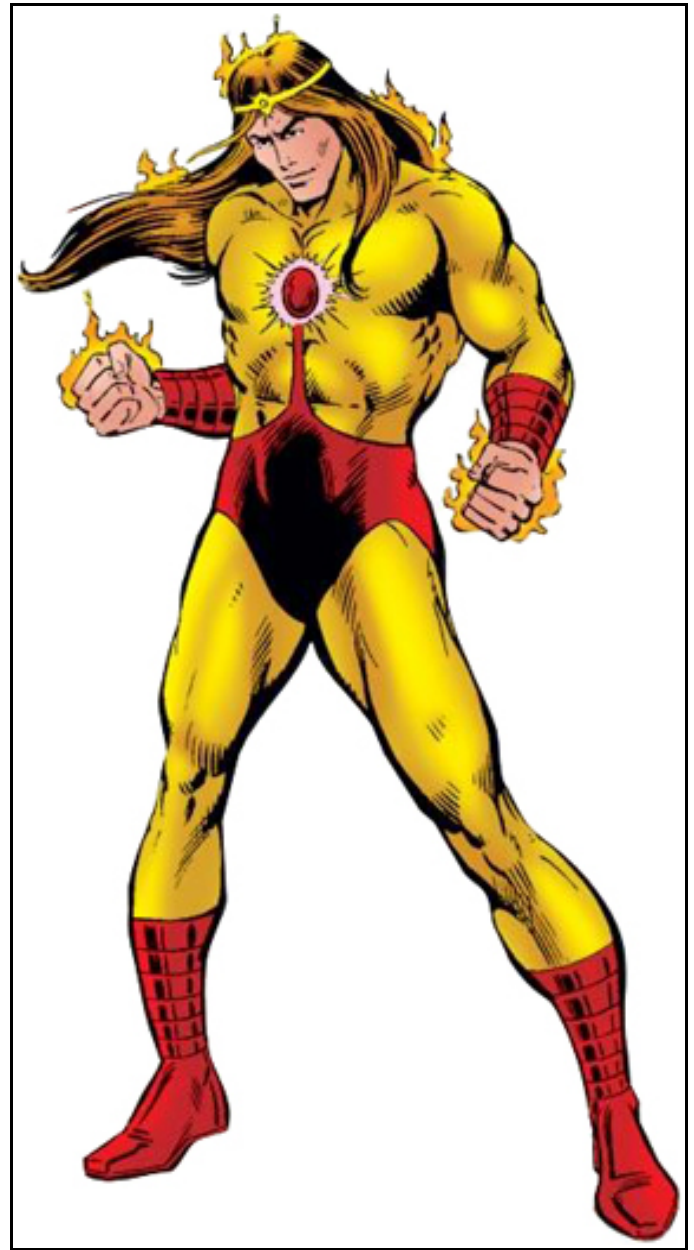
Eyes: Brown.

Hair: Brown with red highlights.

Uniform: Yellow bodyshirt with a symbol akin to a red sun on the chest, red pants, metallic red armbands, red boots.

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

Known Superhuman Powers: Solarr is a mutant with the ability to metabolize large amounts of energy from various light sources, most notably sunlight, and project it as heat from his hands. He can vary the amount of power from his blasts, but at his hottest he can melt concrete. He can only store a limited amount of energy at a time and needs to recharge by spending time in a well-lit area; alternatively, he can absorb infrared energy fired at him to recharge.



435 points

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

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

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

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

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

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

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

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

Advantages: Burning Attack 15d (Accurate +3, +15%; Costs 15 ER (Variable), -40%; Increased 1/2D Range ×5, +10%; Rapid Fire: RoF 2, +40%; Reduced Range ×1/2, -10%; Variable, +5%; Mutant, -10%) [83]; Combat Reflexes [15]; Damage Resistance 10 (Absorption: Into Energy Reserve, +80%; Limited: Burning Attacks, -40%; Tough Skin, -40%; Mutant Biology, +0%) [50]; Driver's Reflexes 2 [10]; Energy Reserve (Mutant) 30 [90]; Fit [5]; High Manual Dexterity 1 [5]; High Pain Threshold [10]; Regeneration (Fast: 1 ER/Min) (Accessibility: In Direct Sunlight Only, -30%; Energy Reserve Only, +0%; Mutant, -10%) [30]; Status 1 [5]; Wealth (Comfortable) [10].

Perks: Forgettable Face [1]; Ignition [1]; Illumination [1]; Off-Hand Weapon Training (Innate Attack (Beam)) [1]; Supersuit [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Professional) [-5]; Greed (9) [-22]; Light Sleeper [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Broad-Minded [-1]; Closet Fan (Abrams-verse Star Trek) [-1]; Congenial [-1]; Habitual Bargainer [-1]; Proud [-1].

Skills: Accounting (H) IQ-1 [2] – 10; Acting (A) IQ+1 [4] – 12; Boating/TL8 (Large Powerboat) DX+2 [2] – 14*; Boating/TL8 (Motorboat) DX+2 [2] – 14*; Driving/TL8 (Automobile) DX+2 [2] – 14*; Fast-Talk (A) IQ+1 [4] – 12; Guns/TL8 (Pistol) DX+1 [2] – 13; Hobby Skill (Treknobabble) (E) IQ+1 [2] – 12; Innate Attack (Beam) (E) DX+2 [4] – 14; Merchant (A) IQ+1 [4] – 12; Navigation/TL8 (Land) (A) IQ+1 [4] – 12; Running (A) HT+0 [2] – 12; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Smuggling (A) IQ+3 [12] – 14; Streetwise (A) IQ+1 [4] – 12.

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

* Includes +2 from Driver's Reflexes.

Role-Playing Notes:

Solarr prides himself on being a professional in his dealings with others. He was hired by the MLF, but it was clear that he didn't care for their "shoddy" methods or their terrorist agenda.

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. Solarr probably deviates from his mainstream counterpart in temperament significantly. Of course, his mainstream counterpart was already dead by the time I learned of his existence in '86, so I never got to read any issues with him in it; all my knowledge of him comes from his entry in *OHOTMUDE* #19, which didn't give much on his skills or personality. He was a third-string villain killed off because the writers needed to pull a Worf Effect on someone to show how bad the real bad guy of the issue was.

Real Name: Jean Grey.
Occupation: College student, lifeguard, adventurer.
Identity: Secret.
Legal Status: Citizen of the United States with no criminal record.
Other Aliases: None.
Place of Birth: Annandale-on-Hudson, New York.
Marital Status: Single.
Known Relatives: John (father), Elaine (mother), Sarah (sister).
Group Affiliation: X-Men.
Base of Operations: New York City.
First Post-Reboot Appearance: (as Jean Grey) AMAZING SPIDER-MAN #1; (as Soulfire) UNCANNY X-MEN #1.

History: Soulfire is the younger of two girls born to John and Elaine Grey. Jean's older sister, Sarah, has to date not exhibited any mutant powers. Because of her parents' inability to help Jean with her telepathic abilities, which manifested at a young age, they contacted Professor Xavier, who recommended that Jean attend his newly opened School for Gifted Youngsters, where she became one of the first students to attend (see *Xavier, Charles; Xavier Institute*). While at Xavier's, Jean also received training on her burgeoning telekinetic powers.

Having recently graduated from Xavier's, Jean and several other graduates are attending Empire State University while at the same time working together as the first all-mutant superhero team, the X-Men (see *X-Men*). In many ways, it was her idea to form the X-Men.

Jean is pursuing a degree in fashion design, while working as a lifeguard at the school to help pay her tuition. Jean designed the X-Men's uniforms as an assignment for her design classes; she received high marks for them.

Although Jean loves her fellow X-Man Scott Summers, better known as Cyclops, and has since they were at Xavier's together, she was often annoyed at his shyness preventing him from asking her out (see *Cyclops*). Because of this, she once accepted her Economics classmate Peter Parker's stammered offer of a date, despite the fact that he thought she was Mary Jane Watson (he was standing behind Jean at the time he asked, and mistook one redhead for another; see *Spider-Man; Watson, Mary Jane*). MJ, who was nearby and overheard the whole thing, responded by asking out Scott. The four agreed to make it a double date, only to have the date interrupted by one of the Sandman's criminal rampages (see *Sandman*). Afterward, Jean scolded Scott for him getting Pete and MJ to set up that double date so he could spend time with her, and told him to ask her himself the next time, despite Scott's protests of innocence. The two have been happy together ever since.

Age: 18.
Height: 5' 4"
Weight: 105 lbs.
Eyes: Green.
Hair: Red.

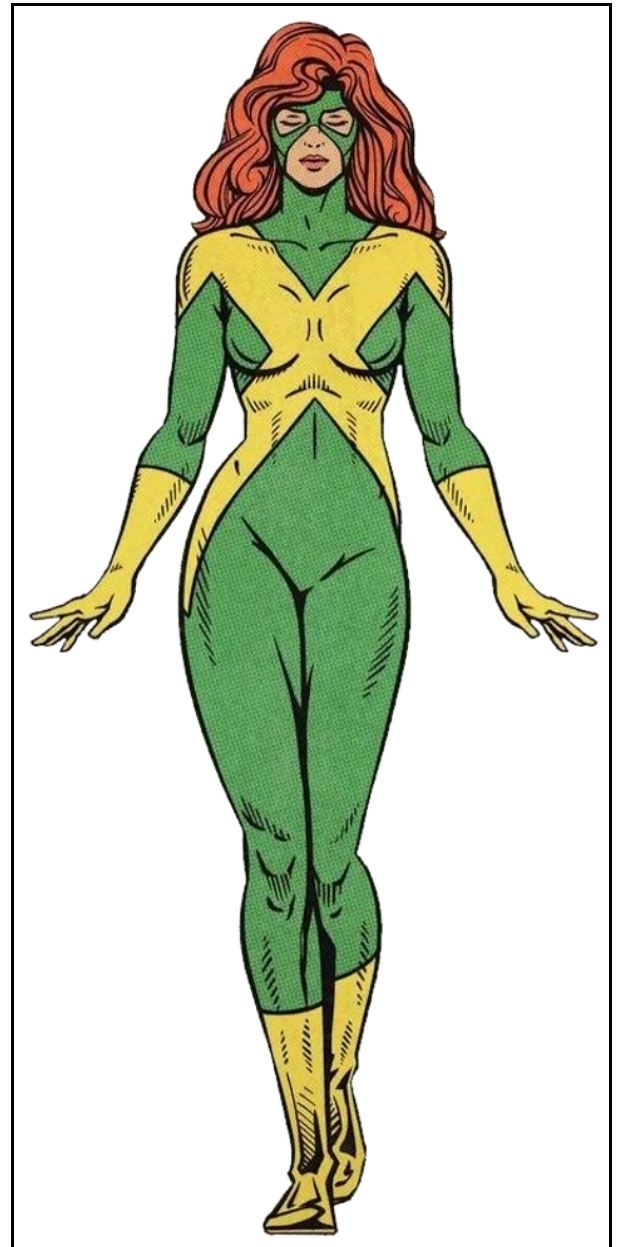
Uniform: Green bodysuit with a yellow X on the front and back, yellow gloves, yellow boots, green half-mask.

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

Known Superhuman Powers: Soulfire possesses the psionic power of telekinesis, able to move objects through force of will. Due to training at Xavier's, Jean is able to use her telekinesis in order to fly. Her training includes being able to form telekinetic shields to protect herself and her teammates.

In addition, Jean has the power of telepathy. Among her many stunts include being able to stun someone or put them to sleep, and creating a telepathic network with her teammates. She is most adept at scanning surface thoughts, but is able to perform deeper mind probes.

Other Abilities: Jean has an eye for fashions, practices Tai Chi to stay in shape, and has received training as a lifeguard.



921 points

| | | |
|--------------------|----------------------|-------------------------|
| ST: 10 [0] | HP: 10 [0] | Speed: 6.00 [0] |
| DX: 12 [40] | Will: 15 [20] | Move: 6 [0] |
| IQ: 11 [20] | Per: 12 [5] | Air Move: 12 [0] |

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

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

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

Power Block: 11

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Emotion Sense 3 [18]; Fashion Sense [5]; Flight (Psychokinetic, -10%) [36]; Mental Blow 4 [28]; Mind Shield 5 [20]; PK Shield 30 [120]; Psychokinesis Talent 4 [20]; Sleep 7 [144]; Social Chameleon [5]; Telekinetic Control 30 [240]; Telepathy Talent 4 [20]; Telereceive 4 [45]; Telesend 5 [27]; Voice [10].

Perks: Classic Features (Redhead) [1]; Hydrokinesis [1]; PK Umbrella [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Compulsive Generosity (12) [-5]; Secret Identity (Serious Embarrassment) [-5]; Truthfulness (9) [-7]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [1]; Humble [1]; Likes Singing Karaoke [-1]; Teetotaler [-1].

Skills: Acting (A) IQ-1 [1] – 10; Artist (Drawing) (H) IQ-1 [2] – 10; Carousing (E) HT [1] – 12; Dancing (A) DX [2] – 12; Detect Lies (H) Per+0 [4] – 12; Emotion Sense (H) IQ+3 [2] – 14*; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Judo Art (H) DX [4] – 12; Karate Art (H) DX [4] – 12; Meditation (H) Will+1 [8] – 16; Mental Blow (H) Will+3 [2] – 18*; Mind Shield (H) Will+2 [1] – 17*; PK Shield (H) IQ+5 [8] – 16†; Professional Skill (Fashion Designer) (A) IQ-1 [1] – 10; Singing (E) HT+2 [1] – 14; Sleep (H) Will+2 [1] – 17*; Swimming (E) HT [1] – 12; Telekinetic Control (VH) IQ+5 [12] – 16†; Telereceive (H) IQ+4 [4] – 15*; Telesend (H) IQ+5 [8] – 16*.

Techniques: Broadcast (Telesend) (H) def+7 [8] – 16; Expansion (PK Shield) (H) def+5 [6] – 16; Lasting Blow (Mental Blow) (H) def+4 [5] – 18; Lifesaving (Swimming) (H) def+5 [6] – 12; Mass Grab (Telekinetic Control) (H) def+5 [6] – 14; Multiplicity (Telereceive) (H) def+3 [4] – 13; Paralysis (Mental Blow) (H) def+4 [5] – 18; Send Senses (Telesend) (H) def+4 [5] – 16; Unconsciousness (Mental Blow) (H) def+4 [5] – 18.

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

* Includes +4 from Telepathy Talent

† Includes +4 from Psychokinesis Talent

‡ Includes +2 from Voice.

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 |
|----|--------|--------|-----|-------|-----|-------|----|------|-----|-------|
| | | | | | | | | | | |
| | | | | | | | | | | |

Design Notes

- Soulfire's Psychokinetic and Telepathic Power Modifiers are based off "Mutant Psionic (-10%)" (see *Appendix: Power Modifiers*).
- This sheet is a total retooling using abilities from *Psionic Powers*. It cleans up a lot that was messy before.

SOUTHERN, CANDY

Hero/Supporting Cast

Real Name: Candace "Candy" Southern.

Occupation: Socialite, college student pursuing a business degree, adventurer.

Identity: Secret; she has not yet adopted a name for her adventurous alter ego.

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

Other Aliases: "Southern Belle" (a name jokingly given to her by Iceman).

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Parents (names unrevealed).

Group Affiliation: Ally of the X-Men.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Candy Southern was raised among the New York City elite, and was a childhood acquaintance of Warren Kenneth Worthington III (see *Angel*). The two had not seen each other for years until he revealed his mutant nature at a high society party her parents dragged her to. She was immediately attracted to him, but having heard of his reputation as a lady-killer she rebuffed him when he made a pass at her.

Without any brothers to inherit the family business, Candy was pressured by her folks to pursue a business degree. Instead of allowing them to purchase her way into an Ivy League school, Candy instead enrolled at Empire State University. To her surprise, she learned Warren was taking many of the same classes. A cautious study relationship turned into a friendship, and soon the two were all but officially a couple.

As Warren's girlfriend, Candy has found herself thrust into the world of the superhuman. Her first taste of that lifestyle was when the party she and Warren were attending was crashed by a trio of costumed criminals – Porcupine, Batroc the Leaper, and the Swordsman – who were looking to rob the rich and famous (see *Batroc*; *Porcupine*; *Swordsman*). While Warren fought Batroc and Porcupine, Candy found herself facing off against the Swordsman. With little more than self-defense training to draw on, she caught him in an arm lock and threw him to the floor, knocking him out. After that, she began intensive martial arts training in earnest, soon becoming a black belt in jiu-jitsu at a full contact dojo.

With a new sense of purpose and her training, Candy was soon assisting Warren's friends in the X-Men on a regular basis (see *X-Men*). So far, though, she has managed to keep her own activities in the field with the X-Men a secret from the press, a feat she is proud of.

Recently, however, Candy was visited by the mutant Mesmero, who enslaved her, and several other friends and allies of the X-Men, to his will (see *Mesmero*). Mesmero's plans for her are currently unknown.

Age: 19.

Height: 5' 8".

Weight: 135 lbs.

Eyes: Blue.

Hair: Black.

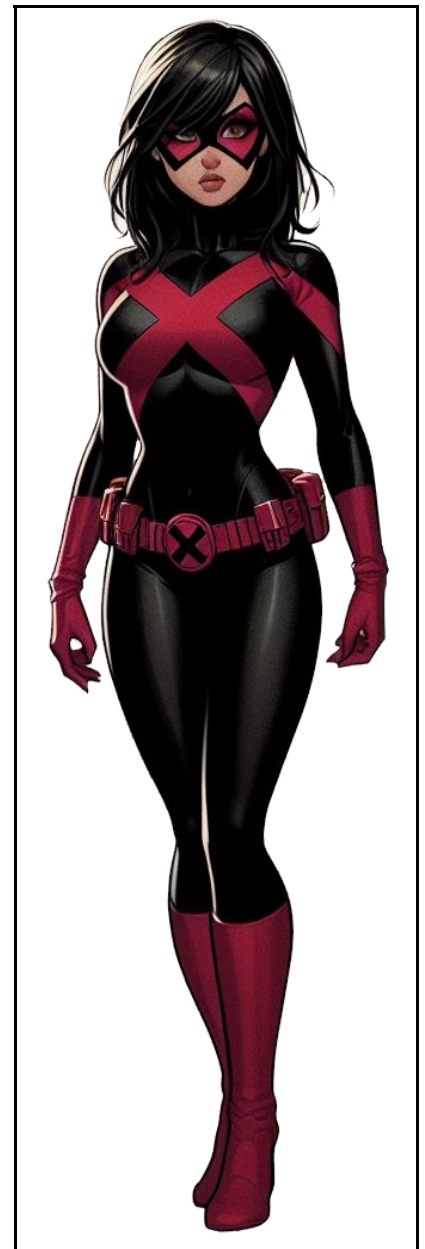
Uniform: Blue-black ballistic fabric bodysuit, gloves, boots, and half-mask with no markings.

Strength Level: Candy Southern 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: Candy Southern has a black belt in jiu-jitsu and has become a marksman with an electrolaser rifle she acquired. She is also multi-lingual, being fluent in Arabic, French, German, Italian, Latin, Russian, Spanish, Cantonese, Japanese, and Mandarin Chinese.

Weapons and Paraphernalia: Candy has acquired, presumably through her parents' company, an advanced ballistic fabric bodysuit and an electrolaser rifle produced by Stark Industries (see *Stark Industries*). She also carries a small police nightstick in both her heroic and civilian identities.



350 points

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

DX: 12 [40] **Will:** 13 [5] **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: 11 **Parry:** 12 **DR:** 12/4* (uniform)

Languages: Arabic (Native) [4*]; Cantonese (Native) [4*]; English (Native) (Native Language) [0]; French (Native) [4*]; German

(Native) [4*]; Italian (Native) [4*]; Japanese (Native) [4*]; Latin (Native) [4*]; Mandarin Chinese (Native) [4*]; Russian (Native) [4*]; Spanish (Native) [4*].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [20]; Business Acumen 2 [20]; Combat Reflexes [15]; Enhanced Dodge 1 [15]; Enhanced Parry (Bare Hands) 1 [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Independent Income 3 [3]; Language Talent [10]; Social Chameleon [5]; Very Fit [15]; Wealth (Wealthy) [20].

Perks: Accent (Deep Southern) [1]; Accent (Oxford British) [1]; Convincing Nod [1]; Cutting-Edge Training (Beam Weapons (Rifle)) 1 [1]; Haughty Sneer [1]; High-Heeled Heroine [1]; High-Heeled Hurt [1]; Rapid Retraction (Punches) [1]; Sexy Pose [1]; Style Familiarity (Jujutsu) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Hero's) [-10]; Pacifism (Cannot Kill) [-15]; Secret (Masked Adventurer) [-10]; Selfless (12) [-5]; Sense of Duty (Friends and Family) [-5].

Quirks: Adrenaline Junkie [-1]; Broad-Minded [-1]; Horrible Hangovers [-1]; Not Until My First Cup! [-1].

Skills: Acrobatics (H) DX+0 [4] – 12; Administration (A) IQ+1 [1] – 13†; Beam Weapons/TL9 (E) DX+2 [4] – 14; Breath Control (H) HT+0 [4] – 12; Connoisseur (Music) (A) IQ-1 [1] – 11; Connoisseur (Visual Arts) (A) IQ-1 [1] -11; Current Affairs/TL8 (Business) (E) IQ+0 [1] – 12; Diplomacy (H) IQ+0 [4] – 12; Economics (H) IQ+0 [1] – 12†; Fast-Talk (A) IQ+1 [4] – 14; Judo (H) DX+2 [12] – 14; Jumping (E) DX+0 [1] – 12; Karate (H) DX+2 [12] – 14; Law (Business Law) (H) IQ-2 [1] – 10; Politics (A) IQ-1 [1] – 11; Running (A) HT+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Sex Appeal (A) HT+3 [1] – 15‡; Shortsword (A) DX+2 [8] – 14; Swimming (E) HT+0 [1] – 12.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 12; Arm Lock (Judo) (A) def+1 [1] – 15; Back Kick (Karate) (H) def+4 [5] – 14; Elbow Strike (Karate) (A) def+2 [2] – 14; Quick-Shot (Beam Weapons/TL9 (Rifle)) (A) def+6 [6] – 14; Targeted Attack (Karate Punch/Face) (H) def+3 [4] – 12.

Starting Spending Money: \$10,020 (20% of Starting Wealth, minus the cost of her gear).

Equipment: Baton (p.B273); TL9 Reflex Bodysuit (DR 12/4*) (*Ultra-Tech*, p.172); TL9 Reflex Gloves (DR 6/2*) (*Ultra-Tech*, p.172); TL9 Assault Boots (DR 12/6) (*Ultra-Tech*, p.173); TL9 Electrolaser Carbine (*Ultra-Tech*, p.120).

* Includes +1 level from Language Talent.

† Includes +2 from Business Acumen.

‡ Includes +4 from Appearance.

Role-Playing Notes:

Candy is a rich debutante who was raised with the knowledge that one day she would have to deal with having every detail of her life in the tabloids, and had those skills drilled into her. She is also a strong-willed woman with a good heart, and has from time to time commented on how "normal" the X-Men's activities seem to be compared to the high society lifestyle she grew up in. Candy has taken time to counsel Vera Cantor on how to handle the press.

Having found herself in the world of the superhuman, Candy has seemingly found her purpose in life. She takes pains to not be associated with her masked and as-yet-unnamed alter ego, as she is certain her social standing would be negatively impacted by it, including possibly being disowned by her parents.

BRAWLING

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

Design Notes:

1. I didn't intend for Candy to adopt a heroic identity when I started the X-Men's entries in the Reboot, but as I started crafting her bio I found that it was a natural outgrowth of the character. As the only "heroic identity" given to her in the comics was "the Southern Belle", in *New Defenders* #141, with an outrageous outfit she *definitely* didn't approve of, I found it hard to give her a name. (She never actually went by the name; it was a ruse by an adversary of the team's.) So she's currently running around assisting the X-Men without a code-name.
2. Candy doesn't yet qualify for Trained By A Master or Gunslinger, though she is certainly headed that way.

It is a sad fact that those who are a peaceful people are considered pacifists who will not raise a hand in their own defense by more aggressive militaristic cultures. In practice, nothing could be further from the proof, as even the most peace-loving people when faced with a great enough threat will fight, and often using unorthodox methods. Such was the case with the planet Galador.

Approximately four hundred Earth years ago, the people of Galador – a planet whose people are famed throughout the galaxy as scientists, explorers, and engineers – detected an armada of warships from a heretofore unknown species emerging from the Coalsack Nebula on a direct course for them. Initial analysis of this new threat showed that Galador's automated defenses were insufficient to hold back the armada. Of the various ideas put forth to help protect the planet before the armada arrived, the one that was decided upon by the leadership was to ask for volunteers to be transformed into powerful cyborgs in order to protect their homeworld. All volunteers were given intensive psychological testing to ensure they could handle giving up so much of their bodies; of these, maybe thirty percent of the volunteers were selected. At first, the intent was that the volunteers would have their bodies restored to their original condition, so the organic parts that were removed and replaced with bionics were cryogenically stored for later. So were born the Galadorian Spaceknights.

The battle was fierce, with losses heavy on both sides. Ultimately, however, the Galadorian Spaceknight defenders won the battle, but half of the Spaceknights were killed. While the Spaceknights had agreed on the condition that after the war they'd return to their original forms, a sizable number decided to maintain their cyborg bodies to venture forth into the universe as a kind of interstellar police force. In addition, most of the Spaceknights agreed that the threat was not over and the survivors of the armada needed to be sought out to prevent them from attacking other worlds.

On the whole, Spaceknights stand between six and seven feet tall and weigh about 800 pounds in an Earth-standard gravity; their cyborg bodies are generally a full foot taller and much more massive than their original humanoid forms. The bodies are extremely durable, made of special alloys that allow them to withstand most starships' anti-starfighter weaponry. They are able to see clearly in the infrared and ultraviolet spectra, and have built-in radar systems. Their cyborg bodies have nanotech self-repair systems, giving them the ability to heal from most wounds. As their brains and several other parts of their bodies are still organic in nature, they do need to ingest a nutrient paste every so often (on Earth and similar planets, pureed food can substitute if needed) as well as sleep. Their strength is such that they can lift (press) roughly 35 tons on average; several Spaceknights are even stronger (one is reputed to be able to lift (press) roughly 200 tons). All of them have the ability to fly through the air and in space.

A number of Spaceknights have abilities far beyond those

detailed above. One in particular, Karas, known to the wider galaxy as Firefall, possesses what he calls "the Living Flame", an energy which manifests akin to fire (see *Firefall*).

Most Spaceknights travel the spaceways alone, keeping an eye out for trouble and intervening when necessary. The only known exceptions are group of six Spaceknights collectively known as the Spaceknight Squadron.

No Spaceknight has yet to visit Earth. Karas, however, encountered the Kree Captain Mar-Vell and has joined the growing group Vell is gathering to assist in defending Earth (see *Captain Marvel*).

First Post-Reboot Appearance: CAPTAIN MARVEL #

Game-Mechanic Details:

In a cosmic campaign, the campaign's base TL would also be TL 11⁺, and they lose the Social Stigma, so the Spaceknight racial package would be reduced by 5 points.

Spaceknight

2,570 points

Attribute Modifiers: ST +10 [100]; DX +1 [20]; HT +2 [20].

Secondary Characteristic Modifiers: Basic Speed +0.25 [5].

Advantages: Damage Resistance 140 [700]; Damage Resistance 70 (Hardened 3, +60%; Torso Only, -10%) [525]; Enhanced Move (Air) 5.5 [110]; Enhanced Move (Space) 8 [160]; Enhanced Time Sense [45]; Extended Lifespan (×32) [10]; Flight (Nuisance Effect: Rockets, -5%; Space Flight, +50%) [58]; High TL +3 [15]; Hyperspectral Vision [25]; Imaging Radar (Extended Arc: 240°, +75%; Multi-Mode, +50%; Targeting, +20%) [49]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction /10; Unliving) [170]; Pressure Support 1 [5]; Regeneration (Regular: 1 HP/hr) [25]; Sealed [15]; Super ST +11/+150 [440]; Telecommunications (Radio) (Increased Range ×50, +25%; Secure, +20%; Video, +40%) [19]; Vacuum Support [5]; Xeno-Omnilingual (Accessory: Takes Time to Analyze New Language, -20%) [64].

Perks: Racial Gifts (Other Abilities) [1].

Disadvantages: Electrical [-20]; Restricted Diet (Nutrient Paste) (Substitution, -50%) [-5]; Social Stigma (Freak) [-10]; Wealth (Struggling) [-10].

Quirks: Neutered [-1].

Design Notes:

1. The reason their Wealth is Struggling is because they don't normally have much in the way of gear. It's often a good idea to give Spaceknights their full 100% Starting Wealth as Starting Cash, as they rarely have a "settled" lifestyle.
2. The threat originally faced by the Spaceknights may or may not be the Dire Wraiths. I haven't decided yet.

Real Name: Peter Benjamin Parker.

Occupation: College student with a chemistry major, freelance photographer, costumed crimefighter.

Identity: Secret.

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

Other Aliases: Spidey, "Tiger" (Mary Jane's pet name for him), "web-head" (a common nickname used by friends and foes alike).

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: Ben Parker (uncle, deceased); May Parker (aunt), parents (names unrevealed, deceased).

Group Affiliation: Reserve member of the X-Men.

Base of Operations: New York City.

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

History: Peter Parker was orphaned at a young age when his parents were killed in a terrorist bombing. He was then raised by his loving Aunt May and Uncle Ben in Queens, who raised him as they would have done had he been their own (see *Parker, May*; *Deceased: Parker, Ben*). A frail, studious youth with terrible nearsightedness, Peter was picked on and bullied nearly every day throughout middle school and high school, particularly by the school's resident bully, Flash Thompson. His only friend during this period was Harry Osborn, who stood up to Flash and helped Peter gain a modicum of self-respect (see *Osborn, Harry*; *Thompson, Flash*).

Following his high school graduation, Peter was accepted into the undergraduate biochemistry program at Empire State University. While on a tour of the labs during his orientation, he was bit by a genetically-engineered spider that had escaped from its cage. This spider was genetically unstable, and transferred some of its own DNA code into Peter's bloodstream, in a manner not unlike that of a retrovirus used in gene therapy. The spider's DNA combined with Peter's, changing him on the genetic level. (Because Peter's DNA was altered in this manner, he does not qualify as a "mutant." Genetic scanners, such as those installed in the Sentinels, will show him as an anomaly outside the human norm, but not as a true mutant; see *Sentinels*.) A side effect of the spider's changes was the correction of his vision.

At first, Peter attempted to use his powers as an amateur wrestler in order to earn money to supplement his income at college. Tragedy struck one night, however, when a thief stole much of the earnings from the arena. Peter had the opportunity to stop the thief, but did nothing as he felt the thief was beneath his notice. Less than an hour later, he learned that his Uncle Ben had been shot and killed by a carjacker. Trailing the police cars and landing on his uncle's stolen car, he found himself face to face with the same thief he'd let go. At that moment, Peter realized that if he'd acted sooner, his uncle would still be alive. He left the thief unconscious, hanging by his webbing from a lamp-post for the police to apprehend.

Since that time, he has made it a point that no one else was going to die because of his failure to act.

Age: 19.

Height: 5' 10".

Weight: 165 lbs.

Eyes: Hazel.

Hair: Brown.

Uniform: Black shirt with a red-with-black-spider-web design on the chest and outside of arms, black pants, large black spider logo on the chest, red full-face mask with white eyes and a black spider-web design, red with black spider-web design gloves, red with black spider-web design boots, red with black spider-web design belt.

Strength Level: Spider-Man possesses superhuman strength enabling him to lift (press) 10 tons.

Known Superhuman Powers: Because his body was mutated by the genetically-enhanced spider that bit him transferring some of its own DNA into his body, Spider-Man possesses a number of spider-related powers.

Spider-Man's entire physiology was altered by the spider bite. His strength and agility are many times that of a normal person's. His fingers and toes have tiny, microscopic claws which enable him to cling to most surfaces, and his leg muscles have been altered to enable him to leap tremendous distances. This enhanced musculature also gives him a perfect sense of balance.

Perhaps the most extensive change to Spider-Man's physiology is his ability to shoot webbing from his wrists. This webbing is almost identical to the webs created by common household spiders, except that Spider-Man's webbing is much stronger, proportionate



to that of a man-sized spider. He often travels quickly above the crowded streets of Manhattan by swinging on strands of webbing which attach themselves to lamp-posts and taller buildings. He also uses the webbing to bind criminals he catches in the act. The webbing tends to dissolve into a powder within two hours.

Spider-Man's senses have been enhanced by the spider's DNA merging with his own. Because of this, his reflexes are greatly enhanced. His senses are attuned in such a way that he is able to perceive bullets in flight, enabling him to dodge them if he is far enough away. He also has a type of danger sense, which he calls his "spider-sense", which enables him to detect imminent danger; although the sense does not tell him the nature of the danger, he can tell the severity and immediacy of the danger by how strong the sensation is.

Other Abilities: Peter Parker is a skilled chemist with a solid grounding in other physical sciences. He is also a skilled photographer.

With great power must also come great responsibility.

– Ben Parker, *Amazing Fantasy #15* (1962)

883 points

ST: 22/112 [20*] **HP:** 22 [0] **Speed:** 8.00 [0]
DX: 12/18 [40] **Will:** 14 [0] **Move:** 8 [0]
IQ: 14 [80] **Per:** 14 [0] **Brachiation Move:** 4 [0]
HT: 12 [20] **FP:** 20 [24] **SM:** 0

Dmg: 2d/4d (12d/14d) **BL:** 97 lbs. (2,509 lbs./1.25 tons)
Dodge: 15 **Parry:** 13 **DR:** 12/4* (uniform)
IT:DR: /10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Binding (Webbing) 20 (Sticky, +20%; Biological, -10%) [44]; Brachiator [5]; Clinging (Passive Biological, -5%) [19]; Danger Sense (ESP, -10%) [14]; Daredevil [15]; Enhanced Dodge 3 [45]; Enhanced Time Sense (Super, -10%) [41]; Extra DX +6 (Super, -10%) [108]; Flexibility [5]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10; Limited: Crushing Attacks, -40%; Super, -10%) [75]; Perfect Balance (Super, -10%) [14]; Super Jump 2 (Biological, -10%) [18]; Super ST +10/+100 (Super, -10%) [360].

Perks: Acrobatic Kicks [1]; Climbing Line [1]; Skintight [1]; Swinging [1].

Disadvantages: Charitable (9) [-22]; Code of Honor (Comics Code) [-15]; Dependent (Aunt May; No More than 10%; Loved One; Frequency: 9 or less) [-26]; Guilt Complex [-5]; Low Self-Image [-10]; Pacifism (Cannot Kill) [-15]; Secret Identity (Imprisonment) [-20]; Selfless (12) [-5]; Unluckiness [-10]; Wealth (Struggling) [-10]; Weirdness Magnet [-15].

Quirks: Prattles Incessantly In Combat [-1].

Skills: Acrobatics (H) DX+2 [8] – 20*; Area Knowledge (New York City) (E) IQ+1 [2] – 15; Astronomy/TL8 (H) IQ-2 [1] – 12; Biology/TL8 (Earthlike) (VH) IQ-3 [1] – 11; Carousing (E) HT+2 [4] – 14; Chemistry/TL8 (H) IQ+0 [4] – 14; Computer Operation/TL8 (E) IQ [1] – 14; Criminology/TL8 (A) IQ-1 [1] – 13; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 15; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Escape (H) DX+1 [1] – 19‡; First Aid/TL8 (Human) (E) IQ [1] – 14; Geography/TL8 (Political) (H) IQ-2 [1] – 12; Innate Attack (Projectile) (E) DX+2 [4] – 20; Mathematics/TL8 (Applied) (H) IQ-2 [1] – 12; Mathematics/TL8 (Pure) (H) IQ-2 [1] – 12; Photography/TL8 (A) IQ+1 [4] – 15; Physics/TL8 (VH) IQ-3 [1] – 11; Research/TL8 (A) IQ-1 [1] – 13; Shadowing (A) IQ [2] – 14; Stealth (A) DX+1 [4] – 19.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 20; Breakfall (Acrobatics) (A) def+5 [5] – 25; Jump Kick (Acrobatics) (H) def+4 [5] – 20; Kicking (Acrobatics) (H) def+2 [3] – 20; Sweep (Acrobatics) (H) def+3 [4] – 20.

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

* Includes +10/+100 from Super ST.

† Includes +1 from Perfect Balance.

‡ Includes +3 from Flexibility.

Role-Playing Notes:

BRAWLING

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

Designer's Notes:

- Spider-Man's fighting techniques are all Acrobatics-based because he has received no training, formal or informal, in hand to hand combat. Still, his DX 18 and Acrobatics skill of 20 have proven quite formidable.
- The "terrorist bombing" in which Peter's parents died is alluded to be one of the attacks on the World Trade Center.

SPIDER-WOMAN

Hero

Real Name: Jessica Drew.

Occupation: Private investigator.

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: Jonathan (alias Araneus, father, deceased); Merriam (mother, deceased).

Group Affiliation: Partner/mentor of Araña; head of her own private investigation firm, Jessica Drew Investigations.

Base of Operations: Los Angeles, California.

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

Origin: SENSATIONAL SPIDER-WOMAN ANNUAL #1.

History: In the 1980s and '90s, Jonathan Drew was active as the costumed adventurer Araneus, one of the first adventurers to go public after the disappearance of the American team called the First Line. His full history and origin are unknown, but it has been hinted that he was mutated to superhuman status by the enigmatic High Evolutionary, who he had worked with for years prior, as well as adventuring with a team known as the Shadowguard, whose full membership is not known (see *High Evolutionary*). In the early '90s, Jonathan married a British woman, Merriam, and the two settled in San Francisco, California, to raise their daughter, Jessica. After Jessica's birth, Jonathan returned to his first love, biology, and got a job at a research firm in the Bay Area, eventually retiring his Araneus identity altogether.

As Jessica grew older, it became apparent that she had inherited many of Jonathan's abilities. Knowing that Jess would eventually get involved in adventures of her own, Jonathan trained her as best he could in the unique combat style he'd developed earlier and instilled in her a desire to use her abilities to help others.

Recently, however, an old enemy of Jonathan's called the Spider-Wasp kidnapped Miriam and Jessica in an attempt to gain revenge on Araneus for putting him in prison (see *Spider-Wasp*). While Jonathan, donning the guise of Araneus for what would be the final time, and Spider-Wasp fought, Jessica used her own abilities to free herself and her mother from Spider-Wasp's death-trap. At the end of the fight, however, Merriam was killed by a stray blast from Spider-Wasp's poisoned projectiles, and Jonathan sacrificed himself to ensure that Spider-Wasp went down for good; both died when the warehouse they were in exploded.

Seeking a change after losing both her parents and not wanting to stay in an area where everything reminded her of them, Jess relocated to Los Angeles, where she soon took the identity of Spider-Woman for her own adventures, basing her outfit on a variation of her father's. For a short time she worked in a larger private investigation firm, but after earning her investigator's license she quit the firm to open up her own private investigation office. She inevitably dons her Spider-Woman identity during her cases, as they often involve superhuman and supernatural adversaries. Recently she has taken on a young spider-themed partner, Araña, who in her civilian identity of Anya Corazon is interning at Jess's private investigation firm (see *Araña*).

Jessica was recently visited by a ghost who identified himself as Magnus and who claimed to have known her father decades ago (see *Magnus*). Magnus claimed that his old mentor, the fabled sorceress Morgan La Fey, was looking to escape from her ages old prison, and not able to find her father sought her out for assistance instead (see *Morgan La Fey*).

Age: 20.

Height: 5' 8".

Weight: 135 lbs.

Eyes: Green.

Hair: Black, worn loose down to her hips.

Uniform: Red bodysuit with a white spider design on the chest, red gloves, red boots, red half-mask with mirrored eyes.

Strength Level: Spider-Woman possesses superhuman strength enabling her to lift (press) roughly 10 tons.

Known Superhuman Powers: All of Spider-Woman's powers she inherited from her father.

In addition to her enhanced strength, Spider-Woman possesses superhuman durability, enabling her to withstand superhuman blows. Her agility is many times that of a normal person's, bordering on the superhuman. Her fingers and toes secrete a near-invisible adhesive substance which enable her to cling to most surfaces, and her leg muscles have been altered to enable her to leap tremendous distances. This enhanced musculature also gives her a perfect sense of balance. Her physiology and metabolism is such that she has a near immunity to radiation and toxins. In addition, her senses of hearing and smell are extraordinarily acute.



Spider-Woman's body also produces an inordinate amount of bio-electricity, which she can discharge from her hands in what she calls her "venom blast". She is able to modulate her bioelectricity in order to merely stun a person or cause them pain, or push enough power in order to electrocute her target.

1,240 points

ST: 22/112 [20*] **HP:** 22 [0] **Speed:** 8.00 [0]
DX: 12/18 [40†] **Will:** 13 [5] **Move:** 8 [0]
IQ: 12 [40] **Per:** 13 [5]
HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 2d/4d (12d/14d) **BL:** 97 lbs. (2,509 lbs.)
Dodge: 15 **Parry:** 17 **DR:** 12/4* (uniform)
IT:DR: /10

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

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Hearing 4 [8]; Affliction (*Venom Blast*) 5 (HT-4; Damage Modifier: Surge, +20%; Increased 1/2D Range (×5), +10%; Alternate Enhancements (Irritant: Moderate Pain, +20%; Irritant: Severe Pain, +40%; Irritant: Terrible Pain, +60%), +72%; Selectivity, +10%; Elemental: Electrical, -10%; Super, -10%) [96]; Appearance (Beautiful) [12]; Burning Attack (*Venom Blast*) 3d (Armor Divisor (3), +100%; Damage Modifier: Surge, +20%; Increased 1/2D Range (×5), +10%; Variable, +5%; Elemental: Electricity, -10%; Super, -10%; Alternative Attack, ×1/5) [7]; Clinging (Super, -10%) [18]; Discriminatory Smell (Super, -10%) [14]; Enhanced Dodge 3 (Super, -10%) [41]; Enhanced Parry (All Parries) 3 (Super, -10%) [27]; Enhanced Time Sense (Super, -10%) [41]; Extra DX +6 (Super, -10%) [108]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10 (Super, -10%)) [135]; Legal Enforcement Powers 2 (Informal, -50%) [5]; Perfect Balance (Super, -10%) [14]; Radiation Tolerance (PF 1,000) (Passive Biological, -5%) [43]; Rapid Healing [5]; Resistant to Poisons/Toxins (+8) [7]; Super Jump 3 (Super, -10%) [27]; Super ST +10/+100 (Super, -10%) [390]; Very Fit [15].

Perks: Accent (British) [1]; Disarming Smile [1]; Generator [1]; High-Heeled Heroine [1]; License (Private Investigator's) [1]; Sexy Pose [1]; Skintight Uniform [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Enemy [FNORD] (Equal in Power; Hunter; Unknown) (9) [-15]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Utter Rejection) [-10].

Quirks: Broad-Minded [-1]; Careful [-1]; Congenial [-1]; Devout Episcopalian [-1]; Not Until My First Cup! [-1].

Skills: Acrobatics (H) DX+0 [2] – 18‡; Artist (Drawing) (H) IQ-1 [2] – 11; Body Language (Human) (A) Per-1 [1] – 12; Brawling (E) DX+2 [4] – 20; Breath Control (H) HT-2 [1] – 12; Climbing (A) DX+3 [1] – 21†§; Computer Operation/TL8 (E) IQ+0 [1] – 12; Criminology/TL8 (A) IQ+0 [2] – 12; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Current Affairs/TL8 (Los Angeles) (E) IQ+0 [1] – 12; Detect Lies (H) Per-1 [2] – 12; Escape (A) DX+2 [2] – 20§; First Aid/TL8 (E) IQ+0 [1] – 12; Forced Entry (E) DX+0 [1] – 18; Hiking (A) HT-1 [1] – 13; Innate Attack (Beam) (E) DX+2 [4] – 20; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Interrogation (A) IQ+0 [2] – 12; Intimidation (A) Will-1 [1] – 12; Judo (H) DX+2 [12] – 20; Jumping (E) DX+2 [4] – 20; Knot-Tying (E) DX+0 [1] – 18; Law (Los Angeles Criminal) (H) IQ+0 [4] – 12; Lifting (A) HT-1 [1] – 13; Observation (A) Per+0 [2] – 13; Running (A) HT-1 [1] – 13; Savoir-Faire (Dojo) (E) IQ+0 [1] – 12; Savoir-Faire (Police) (E) IQ+0 [1] – 12; Shadowing (A) IQ+1 [4] – 13; Stealth (A) DX+0 [2] – 18; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 18; Tracking (A) Per+1 [4] – 14; Wrestling (A) DX+2 [8] – 20.

Techniques: Breakfall (Acrobatics) (A) def+3 [3] – 21; Drop Kick (Brawling) (H) def+1 [2] – 20; Evade (Acrobatics) (A) def+3 [3] – 21; Kicking (Brawling) (H) def+2 [3] – 20; Slip Handcuffs (Escape) (H) def+2 [3] – 17.

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

* Includes +10/+100 from Super ST.

† Includes +6 from Extra DX.

‡ Includes +1 from Perfect Balance.

§ Includes +3 from Flexibility.

Role-Playing Notes:

Jessica is feeling rather alienated right now, as she is in a new city with few friends and a growing number of enemies.

BRAWLING

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

Design Notes:

- Spider-Woman's origin marks her as my first "legacy" character. I altered her origins immensely, pretty much giving her father the origin laid out for her in her OHOTMUDE #4 entry.
- It's entirely possible that her father and his nemesis, the Spider-Wasp, survived the explosion that appears to have killed them. After all, what Marvel character ever actually died in an explosion? ;)
- I took some liberties with the outfit, combining the mainstream (Earth-616) and Ultimates imprint (Earth-1610) Jessicas' uniforms.

Jessica-616's red and yellow uniform doesn't exactly scream "spider", while the full face mask for Jessica-1610's uniform doesn't quite work for me. I took Jessica-1610's uniform and made it a half-mask like that worn by Jessica-616. I hope it works for y'all.

STACY, CAPTAIN GEORGE

Supporting Cast

Real Name: George Stacy.

Occupation: Police precinct commander.

Identity: George Stacy does not use a dual identity.

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

Other Aliases: None.

Place of Birth: Brooklyn, New York City.

Marital Status: Divorced.

Known Relatives: Gwen (daughter).

Group Affiliation: New York Police Department

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: George Stacy was born and raised in New York City, the latest in a family tradition of police service stretching back into the 1860s. He has only recently been promoted to the rank of Captain in the police force. He is currently assigned to the precinct which includes Empire State University on the southern end of Manhattan.

George Stacy wanted his only child, his daughter Gwen, to follow in the family footsteps by joining the police force, but has resigned himself to the fact that she is pursuing a career in biochemistry instead (see *Stacy, Gwen*). He's hopeful that she'll join the force's Crime Scene Investigation unit after graduation.

Captain Stacy first encountered the crimefighter Spider-Man when the wall-crawler first fought the criminal Scorpion (see *Scorpion; Spider-Man*). Stacy was impressed that Spider-Man broke off the fight to save a bystander from injury, and has assisted Spider-Man several times since.

Captain Stacy suspects that Peter Parker is Spider-Man, based mainly on circumstantial evidence, but has no real proof as yet.

Age: 42.

Height: 5' 11".

Weight: 190 lbs.

Eyes: Brown.

Hair: Grey, formerly brown.

Uniform: Standard police uniform.

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

Known Superhuman Powers: None.

Other Abilities: George Stacy is a skilled detective and administrator. In his youth, he was a skilled boxer, and retains much of his boxing skill today.

Weapons: George Stacy's personal sidearm is a Colt Government M1911 chambered for the .45ACP round with a built-in small tactical light. As a police captain, he has access to the weapons used by the SWAT teams.

150 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* (concealed vest)

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

Cultural Familiarities: Western (Native) [0].

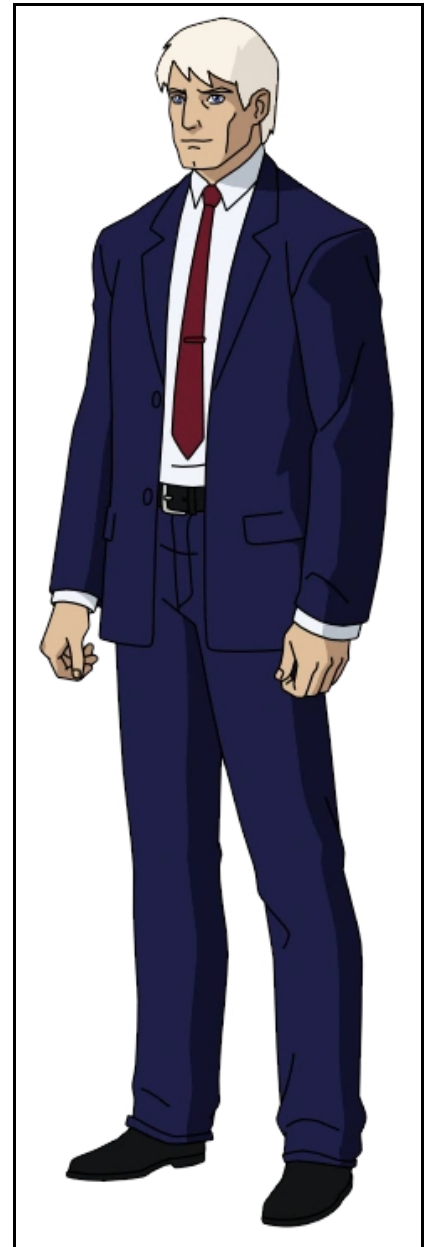
Advantages: Charisma 1 [5]; Combat Reflexes [15]; Fit [5]; Intuition [15]; Legal Enforcement Powers 1 [5]; Police Rank 3 [5]; Status 1 [0]*; Wealth (Comfortable) [10].

Perks: Looks Good In Uniform [1]; Pistol-Fist (Pistol) [1].

Disadvantages: Addiction (Tobacco) [-5]; Code of Honor (Professional) [-5]; Sense of Duty (to Gwen, his daughter) [-1]; Duty (NYPD) (12) [-10]; Pacifism (Cannot Harm Innocents) [-10].

Quirks: Humble [-1]; Minor Handicap (Arthritis Setting Into Hip) [-1]; Responsive [-1].

Skills: Boating/TL8 (Unpowered) (A) DX-1 [1] - 10; Body Language (Human) (A) Per+1 [4] - 12; Boxing (A) DX+1 [4] - 12; Criminology/TL8 (A) IQ+2 [8] - 13; Current Affairs/TL8 (New York City) (E) IQ+0 [1] - 11; Detect Lies (H) Per+1 [8] - 12; Fishing (E) Per+1 [2] - 12; Guns/TL8 (Pistol) (E) DX+2 [4] - 13; Hiking (A) HT+0 [2] - 11; Interrogation (A) IQ+1 [4] - 12; Law (New York City) (H) IQ+1 [8] - 12; Savoir-Faire (Police) (E) IQ+1 [2] - 12; Urban Survival (A) Per+1 [4] - 12.



Starting Spending Money: \$7,050 (20% of Starting Wealth, minus the cost of the M1911 and integral tactical flashlight).

* Includes +1 from Rank.

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 | – | – | | |

STACY, GWEN

Supporting Cast

Real Name: Gwendolyn Stacy.

Occupation: College student, working on a biochemistry degree.

Identity: Gwen Stacy does not use a dual identity.

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

Other Aliases: "Nerdette" (a nickname given to her by Flash Thompson).

Place of Birth: Queens, New York City

Marital Status: Single.

Known Relatives: George (father).

Group Affiliation: None.

Base of Operations: New York City.

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

History: Gwen Stacy's early life is largely uneventful. It is known that she attended high school alongside Peter Parker and Flash Thompson, and that her father, police Captain George Stacy, expected her to follow in his footsteps and join the police academy (see *Stacy, Captain George; Spider-Man; Thompson, Flash*). Gwen, however, enrolled at Empire State University, where her natural intelligence and scientific aptitude led her to major in biochemistry.

Gwen first became involved with Spider-Man's adventures when he enlisted her help in attempting to cure Dr. Curt Connors, the biochemistry professor at the University, of being the Lizard (see *Lizard*). Since then, she has aided Spider-Man on several occasions, which has made her father fear for her safety; to alleviate his fears, she has enrolled in a self-defense course offered at the college. These experiences have led her to becoming more self-confident.

It has recently been revealed that Gwen was also bitten by one of the genetically unstable spiders that gave Parker his powers as Spider-Man. It remains to be seen whether Gwen also developed similar powers.

Age: 19.

Height: 5' 7".

Weight: 130 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Gwen is a gifted biochemist, and is studying the basics of hand-to-hand combat.

140 points

| | | |
|--------------------|---------------------|------------------------|
| ST: 10 [0] | HP: 10 [0] | Speed: 5.75 [0] |
| DX: 11 [20] | Will: 14 [0] | Move: 5 [0] |
| IQ: 14 [80] | Per: 14 [0] | |
| HT: 12 [20] | FP: 12 [0] | SM: 0 |

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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Beautiful) [12]; Fit [5]; Natural Scientist 2 [20]; Rapid Healing [5].

Perks: High-Heeled Heroine [1]; Photogenic [1].

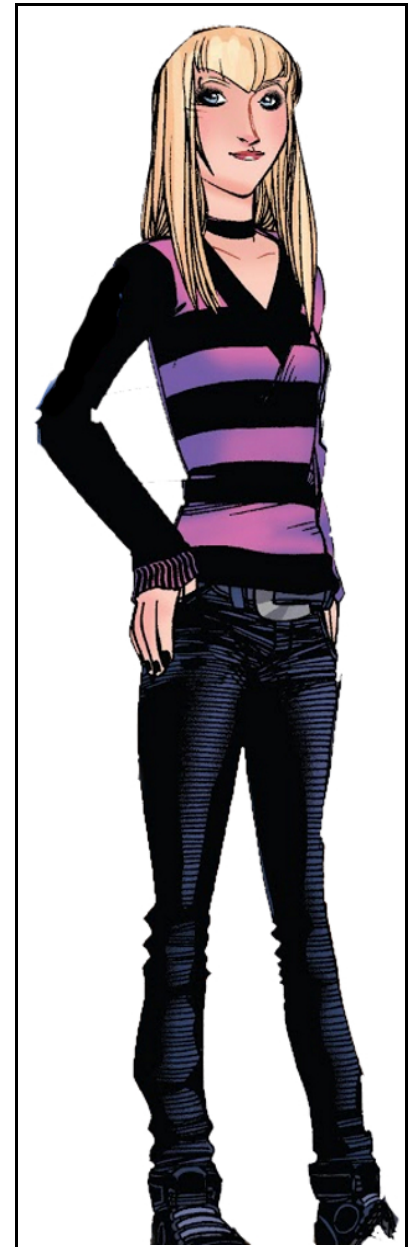
Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Charitable (12) [-15]; Chummy [-5]; Pacifism (Cannot Kill) [-15]; Selfless (12) [-5].

Quirks: Dreamer [-1].

Skills: Bioengineering/TL8 (Tissue Engineering) (H) IQ-2 [1] - 12; Biology/TL8 (Earthlike Biochemistry) (H) IQ+0 [1] - 14*; Chemistry/TL8 (H) IQ+0 [1] - 14*; Computer Operation/TL8 (E) IQ+0 [1] - 14; Dancing (A) DX+0 [2] - 11; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] - 14; Hiking (A) HT-1 [1] - 11; Mathematics/TL8 (Applied) (H) IQ+0 [1] - 14*; Physiology/TL8 (Human) (H) IQ+0 [1] - 14*; Savoir-Faire (Police) (E) IQ+0 [1] - 14; Skating (H) HT-2 [1] - 10.

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

* Includes +2 from Natural Scientist.



Role-Playing Notes:

Gwen is a take-no-nonsense young woman with a fierce sense of justice and a rebellious streak a mile wide. She is the type to not let the rules get in the way of her doing what she feels is right, and often takes a perverse sense of pride by skirting the rules.

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:

- I'm not entirely sure if this Gwen will suffer the same fate as her mainstream and Ultimate Marvel counterparts (and hence kicking off the Clone Saga story arcs with their numerous retcons over the years; although Ultimate-Gwen does seem to have gotten better). Hence the lack of the Dramatic Death perk or of any Destiny disadvantage.
- Given recent events in the comics, I'm pondering having her go Spider-Gwen; even though Jessica Drew has the "Spider-Woman" name in the Reboot, I hesitate to call her "Spider-Girl". (Addendum: apparently Marvel has pegged her with the name "Ghost-Spider". I may use that one.)
- While the entry indicates that she is "studying" combat, she has not been studying long enough to have any points invested in combat skills as yet. It is safe to assume that she would gain Boxing (A) DX-1 [1] – 10 or Brawling (E) DX+0 [1] – 11, and Judo (H) DX-2 [1] – 9 at some point in the near future.



STALLIOR

Non-Villain Antagonist

Real Name: Unrevealed.

Occupation: Intelligence operative, former militia soldier.

Identity: Known to the authorities; 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; formerly the Attilan militia.

First Post-Reboot Appearance: CAPTAIN MARVEL #

History: Stallior's history is unknown. As an Inhuman, his powers are presumably a result of exposure to Terrigen crystals upon achieving adulthood, although it is equally possible his centaur body was inherited from his parents, as a number of centaur-like Inhumans are known to exist (see *Inhumans*). It is not known how long he has worked for Maximus, the Inhumans' ruler; by his own admission, he was previously an officer in the militia (see *Maximus*).

Stallior 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 *Captain Marvel*; *Kree*; *Yon-Rogg*). After being defeated by the Captain, Mar-Vell was given orders to execute Stallior and his fellow Inhuman co-conspirators. Instead, he and his co-conspirators were turned over to the authorities.

Stallior'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: 29.

Height: 7' 1".

Weight: 425 lbs.

Eyes: Brown.

Hair: Black.

Other Distinguishing Features: Stallior's body greatly resembles one of the mythical centaurs, being a human torso atop a horse's body.

Uniform: Metallic cuirass, metal helmet with a plume of red horse hair.

Strength Level: Stallior possesses the normal strength of an Inhuman of his age, height, and body style that engages in intensive regular exercise.

Known Superhuman Powers: Due to his lower body, Stallior is able to run at close to 30 miles per hour.

Weapons: Stallior wields a ball and chain and a small metal shield. The ball and chain do not appear to possess any extraordinary properties; the shield appears to contain a prototype force shield generator (likely designed and built by Maximus) enabling it to withstand Captain Marvel's energy beams.



350 points

| | | |
|---------------|--------------|------------------|
| ST: 17 [45*†] | HP: 15 [0†] | Speed: 6.25 [0] |
| DX: 13 [20†] | Will: 12 [0] | Move: 10/15 [20] |
| IQ: 12 [20†] | Per: 12 [0] | |
| HT: 12 [0†] | FP: 12 [0] | SM: +1 |

Dmg: 1d+2/3d-1 **BL:** 58 lbs.

Dodge: 10 **Parry:** 12 **DR:** 0

Block: 12

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

Cultural Familiarities: Attilan (Native) [0].

Advantages: Absolute Direction [5]; Claws (Hooves) [5]; Combat Reflexes [15]; Enhanced Move (Ground) 0.5 (Move 15/30 mph) [10]; Extra Legs (4 Legs) [5]; Fit [5]; High Pain Threshold [10]; Inhuman [100]; Payload 34 (197.2 lbs) (Exposed, -50%) [17].

Perks: Fearsome Stare [1]; Fur [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty to Maximus (12) [-10]; Loner (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10].

Quirks: Alcohol Intolerance [-1]; Bulky Frame [-1]; Dislikes Being Treated as a Horse [-1]; Impatient [-1]; Soul of a Poet [-1].

Skills: Brawling (E) DX+3 [8] – 16; Connoisseur (Music) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 12; First Aid/TL8 (Inhuman) (E) IQ+0 [1] – 12; Flail (H) DX+3 [16] – 16; Guns/TL8 (Rifle) (E) DX+1 [2] – 14; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Intimidation (A) Will+0 [2] – 14; Jumping (E) DX+1 [2] – 14; Kusari (H) DX+1 [6] – 14‡; Lasso (A) DX+1 [4] – 14; Law (Attilan) (H) IQ+1 [8] – 13; Leadership (A) IQ+0 [2] – 12; Mount (A) DX-1 [1] – 12; Musical Composition (H) IQ+0 [3] – 12§; Musical Instrument (Keyboard) (H) IQ+0 [4] – 12; Navigation/TL8 (Land) (A) IQ+2 [1] – 14#; Poetry (H) IQ+0 [4] – 12; Running (A) HT+2 [8] – 14; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Shield (Shield) (E) DX+3 [8] – 16; Singing (E) HT+0 [1] – 12; Soldier/TL8 (A) IQ+1 [2] – 12; Spear (A) DX+1 [4] – 14; Swimming (E) HT+0 [1] – 12; Tactics (H) IQ+0 [4] – 12; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Spear) (E) DX+0 [1] – 13; Two-Handed Flail (H) DX+3 [12] – 16‡.

Techniques: Back Strike (Flail) (H) def+2 [3] – 16; Entangle (Kusari) (H) def+4 [5] – 14; Kicking (Brawling) (H) def+2 [3] – 16.

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

* Adjusted with "Size, -10%"

† Includes +2 to ST, +2 to DX, +1 to IQ, +2 to HT, and -2 to HP from the Inhuman racial package.

‡ Defaulted from Flail.

§ Defaulted from Musical Instrument (Keyboard).

Includes +3 from Absolute Direction.

Role-Playing Notes:

Stallior is a soldier with the soul of a poet. He'd much rather spend time composing and performing music in Attilan's music hall than fight, but he won't shirk from his duty. Of all the Inhumans sent to Earth to oppose Captain Marvel, Stallior is the one that will attempt to keep the others from harming bystanders.

Just don't try to saddle him like a horse.

BRAWLING

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

Design Notes:

1. Stallior only possesses Social Stigma (Freak) while on Earth; on the moon, among his fellow Inhumans, he lacks the trait. I included it because the bulk of the campaigns in the setting would take place on Earth (the United States specifically).

Real Name: Stanley Martin Lieber.

Occupation: Inter-dimensional hitchhiker, storyteller. Has also been a courtroom bailiff, a security guard, a millionaire playboy, comic book writer/artist, movie producer, janitor, US Army general (possibly impersonated), hot dog cart vendor, mailman, priest, town mayor, and delivery service driver, among other occupations.

Identity: Stan Lee does not use a dual identity.

Legal Status: Presumably a citizen of the United States with no apparent criminal record, believed to originate on Earth-0000.

Other Aliases: Willie Lumpkin (possibly an impersonation), Hugh Hefner, Larry King (both cases of mistaken identities), "The Man".

Place of Birth: New York City, though on which Earth is unknown, believed to be New York of Earth-0000.

Marital Status: Unknown. (The real world Stan Lee was a widower when he died.)

Known Relatives: None. (Real world: Joan (wife, deceased), Joan Celia "J. C." Lee (daughter), Jan Lee (daughter, deceased), Celia Lieber (mother, deceased), Jack Lieber (father, deceased).)

Group Affiliation: Marvel Comics (formerly Timely Comics and Atlas Comics), United States Postal Service, United States Army, Federal Express, many more.

Base of Operations: Mobile, formerly New York City (across many Earths), formerly Super-Hero City.

First Post-Reboot Appearance:

History: No one knows the true age or origin of the man commonly going by the name Stan Lee. It is believed he began life as Stanley Lieber, the son of Jewish immigrants, and took the name "Stan Lee" as a pen name when he was hired by Timely Comics in the late 1930s. It was his hand at the wheel, so to speak, which turned Timely's successor, Marvel Comics, into an industry giant.

At some point, Stan discovered his ability to travel to other timelines. Most of the timelines he visited were close analogues to those depicted in the comics he wrote in some fashion. Early on in his travels he would take odd jobs to support himself in that timeline, but it was his gift for making even the most boring parts of a tale he spun entertaining that enabled him to thrive. People on other worlds would sit and listen for hours as Stan would describe events on other worlds he'd seen, from a being made of water emerging from an ocean and coalescing into a naked man (*X-Men*, 2000) to an alien invasion being thwarted by a guy in a suit of armor, a Norse god, and a big green monster (*Avengers*, 2012). Sometimes he'd hitch a ride on a visiting starship to travel to other worlds (most notably Xandar on Earth-199999; *Guardians of the Galaxy*, 2014), trading his stories for passage, but Earth itself always drew him back.

At one point Stan was elected mayor of a city (*Super-Hero Squad*, 2009-2011), but declined to run a for a second term, as he felt he had to tell the tale of what he'd seen in that world elsewhere.

Although he is getting up there in age, Stan believes there are many more stories out there in the multiverse for him to witness and tell to others.

Age: 86.

Height: 6'.

Weight: 155 lbs.

Eyes: Brown.

Hair: White, formerly brown.

Strength Level: Stan Lee appears to possess the normal human strength of a man of his age, height, and build who engages in a little regular exercise (mostly endurance walking).

Known Superhuman Powers: Stan Lee possesses the ability to travel between timelines. While he has only been seen in the multiverse governed by the High Tribunal (which he calls the "Marvel multiverse"), it is possible his powers extend to enable him to cross over into other multiverses in the greater omniverse (such as those of the Infinite Worlds and what he calls the Distinguished Competition; see *High Tribunal*). His raw power with this ability is such that he is able to initiate the transdimensional jump from timelines that are normally "closed" to outbound travel. He can also travel to other times in a timeline, as evidenced when he traveled backwards to 1942 to attend an awards ceremony posing as an Army general (*Captain America: The First Avenger*, 2011).



In addition, Stan appears to possess the ability to perceive when others (who he refers to as "True Believers") are viewing/recording the area around him from extradimensional sources.

Other Abilities: Stan Lee is a gifted storyteller, writer, and artist. He is also gifted in convincing people he belongs in a place and time.

499 points

ST: 9 [-10] **HP:** 10 [2] **Speed:** 5.50 [0]
DX: 10 [0] **Will:** 13 [5] **Move:** 4 [-5]
IQ: 11 [20] **Per:** 15 [15]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

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

Cultural Familiarities: Western (Native) [0]; Xandar (Earth-199999) [1].

Languages: English (Native) (Native Language) [0]; Interlang (Accented) [4]; Yiddish (Native) [6].

Advantages: Born Entertainer 4 [20]; Charisma 2 [10]; Chronolocation [5]; Eidetic Memory [5]; Fit [5]; Gifted Artist 4 [20]; Jumper (Time) (Omni-Jump, +10%; Power Cosmic 1, +10%) [120]; Jumper (World) (Cosmic: Can Jump Into/Out Of Otherwise "Closed" Timelines, +50%; New Worlds, +50%; Omni-Jump, +10%; Power Cosmic 1, +10%) [220]; Longevity [2]; See Invisible (Extradimensional Viewers) (Power Cosmic 1, +10%) [17]; Social Chameleon [5]; Social Regard (Venerated) 1 [5]; Unfazeable [15]; Wealth (Comfortable) [10].

Perks: Convincing Nod [1]; Distinctive Voice [1]; I Lived It! (TL 6 to 8) [1].

Disadvantages: Bad Back (Mild) [-15]; Bad Sight (Farsighted) (Mitigator: Glasses, -60%) [-10]; Delusion (True Believers) [-5]; Pacifism (Reluctant Killer) [-5]; Weirdness Magnet [-15].

Quirks: Broad-Minded [-1]; Catch-Phrase ("Excelsior!") [-1]; Congenial [-1]; Habit (Refers to Extradimensional Viewers as "True Believers") [-1]; Imaginative [-1]; Responsive [-1].

Skills: Acting (A) IQ+3 [1] – 14*; Administration (A) IQ-1 [1] – 10; Artist (Drawing) IQ+4 [2] – 15†; Carousing (E) HT+0 [1] – 12; Current Affairs (Headline News) (E) IQ+1 [2] – 12; Fast-Talk (A) IQ+3 [4] – 14‡; Hobby Skill (Superhumans) (E) IQ+3 [8] – 14; Observation (A) Per+1 [4] – 16; Photography/TL7 (A) IQ+3 [1] – 14†; Politics (A) IQ-1 [1] – 10; Public Speaking (A) IQ+7 [4] – 18*‡; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Writing (A) IQ+4 [4] – 15*.

* Includes +4 from Born Entertainer.

† Includes +4 from Gifted Artist.

‡ Includes +2 from Charisma.

BRAWLING

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

Design Notes:

1. This is Stan Lee the *character*, who has appeared in cameos in comics, cartoons, television series, and movies, not the comic book celebrity portraying, voicing, or otherwise depicting himself as the character. As such, his skills and abilities listed are likely well in excess of his actual skill levels. **Rest in peace, Stan!**

Stark Industries is a multinational corporation which is the leading producer of advanced electronics and structural materials in the world. Founded in 1936 by industrialist Howard Stark, Sr., SI grew to be one of the top military contractors in the United States during World War II, producing munitions, motorcycles, halftracks, and tanks for Allied troops. Following World War II, the company expanded to where today it is considered one of the largest multinational corporations in the world, with operations in every industrialized nation.

In the 1970s, control of SI passed to Howard Stark, Jr., who while maintaining the military contracts attempted to diversify SI's nature, entering the energy and consumer electronics industries. It was under the younger Howard Stark's leadership that SI invented the ARC reactor, a nearly self-perpetuating renewable energy generator, though some leaders inside SI saw it as nothing more than a cost-ineffective science project and shelved it after building the prototype, which still powers the SI Los Angeles industrial complex.

Stark Industries suffered a loss recently with Howard's death, and for a time it looked like control of the company would pass to Howard's ambitious and amoral niece Morgan after his son, Tony, was severely injured while serving in Afghanistan with the US Army (see *Iron Man*; *Stark, Morgan*). Tony, however, has proven to have the famed Stark family genius intellect, surpassing his father and grandfather, and has cheated death several times while secretly creating his dual identity as Iron Man. Tony has created a separate non-profit foundation named after his mother – the Maria Stark Foundation – to help fund the Avengers, of which he as Iron Man is a member, independent of his own fortune or standing with the company (see *Avengers*).

Under Tony's leadership, SI has nearly eliminated its weapons manufacturing division, which has led some members of SI's board of directors to question his intentions and leadership, especially as Tony has refused to move a lot of the manufacturing overseas to nations with cheaper labor. However, as long as SI continues to show a profit, all they can legally do is complain. This has, however, created a bit of a power vacuum among arms manufacturers for military contracts, which has led to increased competition from Hammer Industries and Advanced Idea Mechanics (see *AIM*; *Hammer*; *Justin*). Tony has increased SI's presence in the energy business, reducing the size and cost while increasing the output of the ARC reactor design. ARC reactors have been built to power the Long Island, New York, and Dallas, Texas, manufacturing plants, as well as the Baxter Building, headquarters of the Fantastic Four (see *Baxter Building*; *Fantastic Four*). This has put them in direct conflict with Roxxon Energy Company, one of the oldest and most successful oil companies in the world (see *Roxxon Energy*). Stark has recently fought off a hostile takeover from Roxxon.

It has recently been revealed that Howard's death and the incident in Afghanistan in which Tony was nearly killed was masterminded as a plot between Morgan Stark and Obadiah Stane, who sits on SI's board of directors (see *Stane*, *Obadiah*). Tony, however, remains unaware of this link.

Stark Industries maintains cordial relations with companies such as General Motors, Lockheed-Martin, and Worthington Enterprises, often collaborating with these companies by providing advanced electronics and materials (see *Angel*). Among the projects that have resulted from this collaboration are the Avengers Quinjet, the X-Men's Van and Jet, and the Fantastic Four's starship, the *Fantastic* (see *Avengers Quinjet*; *The Fantastic*; *X-Men*; *X-Men's Jet*; *X-Men's Van*).

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

Stark Industries

Mission Statement:

Capabilities

TL: **Members:** 175,000

Wealth:

Contacts:

Member Traits:

Notable Resources:

Reaction-Time Modifier:

Costs and Values

Startup Cost: \$

Resource Value: \$

Patron Value:

Enemy Value:

Ally and Dependent Value:

Social Attributes

Type:

Loyalty:

CR:

Rank:

Income Range: \$.

Reputation:

Notes

STARR, DR. ELIAS

Villain

Real Name: Dr. Elias Starr.

Occupation: Scientist, professional criminal.

Identity: Dr. Starr does not use a dual identity.

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

Other Aliases: "Egghead".

Place of Birth: Gary, Indiana.

Marital Status: Widower.

Known Relatives: Ava (alias Ghost, daughter), Patricia "Trish" (niece).

Group Affiliation: Founder of the Lethal Legion.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #2.

History: The full history of Dr. Elias Starr is unknown. At some point in the past he was apparently either a mentor to or worked closely with Dr. Henry Pym; Starr blames Pym for the accident which gave Starr's daughter Ava powers of invisibility and intangibility (see *Ant-Man*; *Ghost*). (Incidentally, Ava blames both Pym and her father for the accident.)

When Pym made his debut as Ant-Man, Starr immediately recognized him, and began to plot against him as revenge for what happened to Ava. His first scheme was to use a cybernetic helmet similar to Pym's in an attempt to command the ants against him. That scheme failed, but Starr managed to elude capture.

Starr later appeared controlling a number of androids of his own creation: two ten-foot tall androids and a thirty foot tall android cyclops. These androids were swiftly defeated by Pym and his girlfriend, Janet van Dyne, who had become Pym's partner, the Wasp (see *Wasp*).

Several months later, Starr and Ava began recruiting a team they called the Lethal Legion to engage in attacks against Ant-Man and the Wasp (see *Lethal Legion*). As the Legion's leader, Starr led them in a series of attacks Ant-Man and Wasp which culminated in an attack on the Avengers, of whom Ant-Man and Wasp were members, only to finally be arrested (see *Avengers*).

Starr later broke free from prison, presumably assisted by Ava. Since then, however, Starr has been suspiciously absent; his subsequent and current activities are currently unknown.

Age: 48.

Height: 5' 10"

Weight: 210 lbs.

Eyes: Brown.

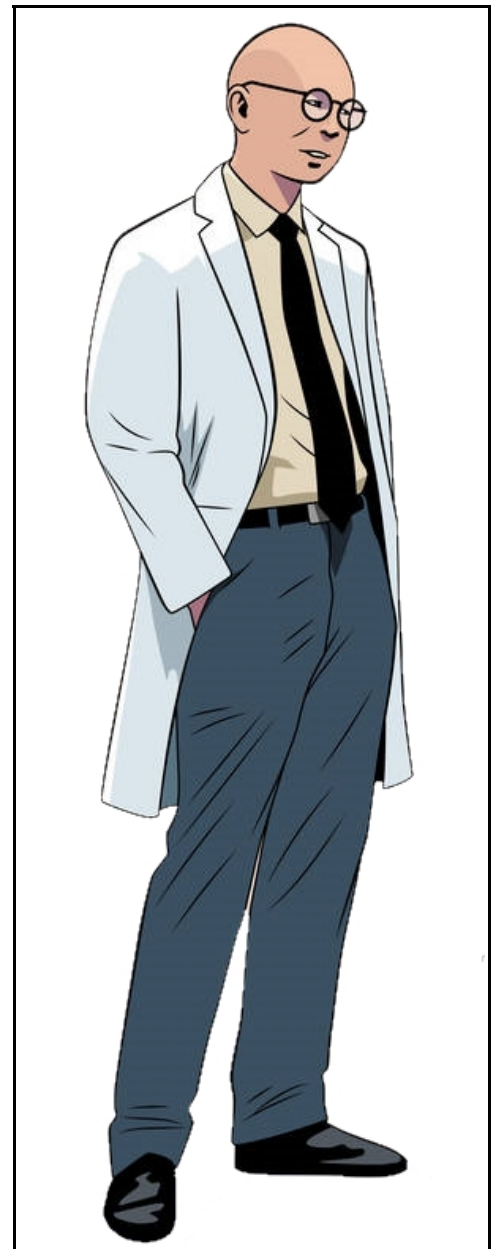
Hair: Bald, has brown facial hair.

Uniform: None.

Strength Level: Dr. Elias Starr possesses the normal human strength of a man his age, height, and build who engages in little exercise.

Known Superhuman Powers: None.

Other Abilities: Dr. Starr is a gifted multidisciplinary scientist and technician.



310 points

ST: 10 [0] **HP:** 12 [4] **Speed:** 5.00 [0]

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

IQ: 14 [80] **Per:** 13 [-5]

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

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

Dodge: 8 **Parry:** 9 **DR:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 4 [40]; Foresight 1 [10]; Gadgeteer [25]; Gizmo 3 [15]; High Manual Dexterity 4 [20]; Natural Scientist 4 [40]; Single-Minded [5]; Wealth (Comfortable) [10].

Perks: Energizer [1]; Off-Screen Reload [1]; Pistol-Fist (Guns (Pistol)) [1].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Obsession (Destroy Pym; Long-Term Goal) (9) [-15]; Sense of Duty (Ava, Daughter) [-2]; Social Stigma (Criminal Record) [-5].

Quirks: Bitter [-1]; Careful Planner [-1]; Perfectionist [-1]; Treacherous [-1]; Vindictive [-1].

Skills: Acting (A) IQ-1 [1] – 13; Beam Weapons/TL8 (Pistol) (E) DX+2 [4] – 12; Boating/TL8 (Large Powerboat) (A) DX-1 [1] – 9;

Brawling (E) DX+2 [4] – 12; Computer Operation/TL8 (E) IQ+0 [1] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 14; Driving/TL8 (Mecha) (A) DX+0 [2] – 10; Electronics Operation/TL8 (Force Shields) (A) IQ-1 [1] – 13; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Security) (A) IQ-1 [1] – 13; Electronics Operation/TL8 (Sensors) (A) IQ-1 [1] – 13; Electronics Operation/TL8 (Surveillance) (A) IQ-1 [1] – 13; First Aid/TL8 (Human) (E) IQ+0 [1] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 12; Holdout (A) IQ-1 [1] – 13; Intelligence Analysis/TL8 (H) IQ+1 [8] – 15; Intimidation (A) Will-1 [1] – 12; Inventor! (WC) IQ+0 [24] – 14*†; Leadership (A) IQ-1 [1] – 13; Observation (A) Per+0 [2] – 13; Piloting/TL8 (Contragravity) (A) DX-1 [1] – 9; Piloting/TL8 (Vertol) (A) DX+0 [2] – 10; Research/TL8 (A) IQ+2 [8] – 16; Science! (WC) IQ+0 [24] – 14; Scrounging (E) Per+1 [2] – 14; Smuggling (A) IQ-1 [1] – 13; Streetwise (A) IQ-1 [1] – 13; Wrestling (A) DX+1 [4] – 11.

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

* Conditional +4 from Artificer.

† Conditional +4 from High Manual Dexterity when doing fine work.

‡ Conditional +4 from Natural Scientist.

Role-Playing Notes:

Dr. Starr is obsessed with destroying Ant-Man, and will go to any lengths to not only see his enemy not only defeated but publicly humiliated and disgraced in the eyes of everyone around him.

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 | 9 | – | – | 10 | |
| – | Brawling Kick | 1d-1 cr | C, 1 | n/a | – | – | 10 | |

Design Notes:

1. Reboot!Starr does not have the egg-shaped head he was portrayed as having in the comics.

Real Name: Unrevealed.
Occupation: Martial arts instructor, pool hustler.
Identity: Secret.
Legal Status: Unrevealed.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Presumably single.
Known Relatives: None.
Group Affiliation: An unnamed ninja clan.
Base of Operations: Mobile.

First Post-Reboot Appearance: (in flashback) DAREDEVIL: THE MAN WITHOUT FEAR #; (actual) DAREDEVIL: THE MAN WITHOUT FEAR #

History: The history of the man known as Stick is unknown. It is known that he has lived and worked in the New York City area for the last few decades, making a meager living running a pool hall, and occasionally challenging newcomers and the overconfident to a game of pool – games where he inevitably beat them. It is known that Stick is a member – some say leader – of an unnamed ninja clan which has opposed their main rivals, the Hand, on numerous occasions (see *The Hand*).

Stick was first introduced to the young Matt Murdock days after the boy was released from the hospital (see *Daredevil*). Matt's father, Jack, had heard of Stick's ability and thought the man could help his son. Stick taught Matt everything he could, and kept an eye on Matt after the boy was orphaned.

Recently, Stick was confronted by Elektra, one of the Hand's best assassins (see *Elektra*). Somehow sensing the faint hints of goodness which still resided in Elektra's soul, he subdued her. He performed a mystic ritual to cleanse the Hand's corrupting influence from her soul, but she escaped and fled before the ritual could be fully completed.

Since then, Stick has encountered his old pupil Matt in the latter's costumed guise of Daredevil when the former was attacked by the Hand assassin, Kirigi (see *Kirigi*). Joining forces, Stick, Daredevil, and Elektra fought off Kirigi, who promised to return to finish the job. Since then, Stick has contacted other members of his ninja clan for aid. The final battle between the Hand and Stick's order has yet to be seen.

Age: 58.

Height: 5' 9"

Weight: 135 lbs.

Eyes: Grey.

Hair: White.

Uniform: None.

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

Known Superhuman Powers: Stick possesses various extrasensory abilities developed through intense martial arts training. Foremost among these is the ability to sense his surroundings through a kind of "proximity sense", which appears to have been developed through training his senses of hearing and touch into a kind of sonar and vibration sense. According to Stick, anyone may develop a proximity sense through training.

Also among his abilities are the ability to see briefly into the future, a technique he calls *kimagure*. Using this ability, he is able to sense threats to himself and those he cares about. Also using *kimagure*, he is able to see, hear, and smell events happening nearby as if he had eyes. This ability can be used at will, and he retains full awareness of what is happening around him when using it.

Other Abilities: Stick is a master staff-fighter and an adept hand to hand combatant.

Weaknesses: Stick is blind.

Weapons: Stick wields a 6 foot long *bo* staff.



Elektra: You speak in riddles, old man.

Stick: It keeps my students alert.

– *Elektra*

732 points

| | | |
|--------------------|----------------------|------------------------|
| ST: 12 [20] | HP: 12 [0] | Speed: 6.50 [0] |
| DX: 13 [60] | Will: 15 [15] | Move: 6 [0] |
| IQ: 12 [40] | Per: 15 [15] | |
| HT: 13 [30] | FP: 13 [0] | SM: 0 |

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

Dodge: 6* **Parry:** 20 **DR:** 0

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

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

Advantages: Absolute Direction [5]; Absolute Timing [2]; Charisma 2 [10]; Clairsentience (Aware, +50%; Second Nature, +70%, Chi, -10%) [99]; Combat Reflexes [15]; Empathy [15]; Enhanced Parry (Staff) 4 [20]; Forceful Chi 3 [45]; High Pain Threshold [10]; Inner Balance 3 [45]; Magery (Path Book) 0 [5]; Precognition (Chi, -10%) [23]; Social Regard (Venerated) 1 [5]; Trained By A Master [30]; Vibration Sense (Sense of Perception, +100%; Chi, -10%) [19]; Weapon Master (Bo Staff) [20].

Perks: Grip Mastery (Staff) [1]; Style Familiarity (Bojutsu) [1].

Disadvantages: Blindness [-50]; Charitable (9) [-22]; Code of Honor (Xia) [-10]; Discipline of Faith (Asceticism) [-15]; Enemy (The Hand) (9) [-40]; Pacifism (Cannot Harm Innocents) [-10]; Truthfulness (12) [-5]; Wealth (Poor) [-15].

Quirks: Broad-Minded [-1]; Talks In Riddles Whenever Possible [-1]; Warped Sense of Humor [-1].

Skills: Acrobatics (H) DX-1 [2] – 14; Blind Fighting (VH) Per+5 [16] – 20†; Climbing (A) DX-1 [1] – 12; Connoisseur (Music) (A) IQ+1 [4] – 13; Esoteric Medicine (H) Per+0 [4] – 15; Exorcism (H) Will+3 [16] – 18; Gambling (A) IQ+0 [2] – 12; Games (Billiards/Pool) (E) IQ+8 [28] – 20; Hiking (A) HT-1 [1] – 12; Immovable Stance (H) DX+3 [4] – 16†; Judo (H) DX+2 [36] – 15‡; Jumping (E) DX+0 [1] – 13; Karate (H) DX+2 [36] – 15‡; Meditation (H) Will+3 [4] – 18†; Panhandling (E) IQ+2 [1] – 14§; Parry Missile Weapons (H) DX+7 [56] – 20‡; Philosophy (Buddhism) (H) IQ+2 [12] – 14; Power Blow (H) Will+4 [8] – 19#; Precognitive Parry (H) IQ+3 [28] – 15‡#; Pressure Points (Human) (H) IQ+4 [6] – 16#¥; Running (A) HT-1 [1] – 12; Savoir-Faire (Dojo) (E) IQ+2 [4] – 14; Staff (A) DX+7 [56] – 20‡; Staff Art (A) DX+5 [4] – 18‡¶; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 13.

Techniques: Back Strike (Staff) (H) def+2 [3] – 20; Sweep (Staff) (H) def+3 [4] – 20; Whirlwind Attack (Staff) (H) def+5 [6] – 20.

Starting Spending Money: \$796 (20% of Starting Wealth, minus the cost of his bo staff.)

* Dodge Includes -4 from Blindness.

† Includes +3 from Inner Balance.

‡ Includes -6 from Blindness.

§ Includes +2 from Charisma.

Includes +3 from Forceful Chi.

¥ Defaulted from Esoteric Medicine.

¶ Defaulted from Staff.

Role-Playing Notes:

KARATE

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

STAFF

| TL | Weapon | Damage | Reach | Parry | Cost | Weight | ST | Notes |
|----|--------|--------|-------|-------|------|--------|----|-------|
| | | | | | | | | |
| | | | | | | | | |

STILT-MAN

Villain

Real Name: Wilbur Day.

Occupation: Engineer, professional criminal.

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: Divorced.

Known Relatives: Ex-wife (name unrevealed).

Group Affiliation: Sometime partner of the Leapfrog.

Base of Operations: New York City.

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

History: Wilbur Day was an engineer at a small firm on Long Island when the company developed a telescoping hydraulic ram. Before the firm could begin producing it commercially, Day, dissatisfied with his position in the company, stole the designs and the prototype. He then adapted the ram into a pair of stilts, which he built into a suit of armor he'd been working on at home in his spare time. Dubbing himself the Stilt-Man, he began a criminal career in New York City proper. His first few outings put him into conflict with the vigilante Daredevil, who defeated him and left him for the police (see *Daredevil*).

While Day was in prison, a small-time criminal named Turk stole the Stilt-Man suit, but proved utterly incompetent at using it (see *Barrett, Turk*). Day provided the authorities with information on how to disable the suit by destabilizing the internal gyroscopes.

Released on an early parole due to his assistance in stopping Turk, Day improved upon the suit's design, adapting the hydraulic rams to extend from his forearms, enabling him to punch harder and at a greater distance. He also adapted the gyroscopes so that he could not be defeated the same way. He then teamed with the costumed criminal Leapfrog in a second-story crime wave, before both were again defeated by Daredevil (see *Leapfrog*).

Day was among the 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: 31.

Height: 5' 6".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Metallic gray body armor.

Strength Level: Wilbur Day possesses the normal human strength who engages in little regular exercise. The Stilt-Man armor increases his strength to enable him to lift (press) around 1,500 pounds.

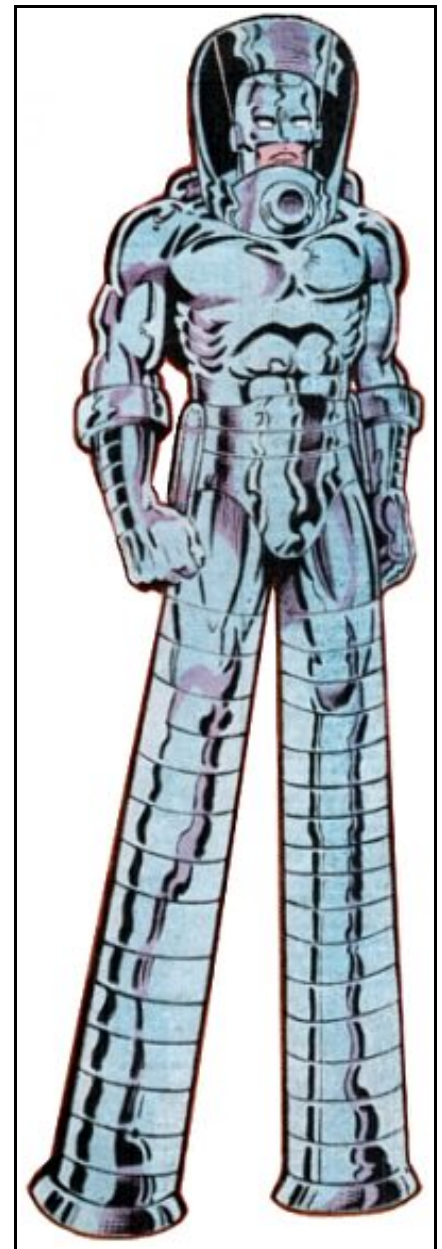
Known Superhuman Powers: None.

Other Abilities: Day is a skilled mechanical and hydraulic engineer. He is not yet a skilled hand to hand combatant, which has led to some embarrassing encounters.

Paraphernalia: The Stilt-Man armor possesses the ability to elongate its legs to achieve a maximum height of about 290 feet. It does this with a series of hydraulic rams and a spiral pattern of 20 inch wide titanium-steel cylinders. These legs permit him to stride up to 30 miles per hour at maximum height, and gyroscopes permit superior balance enabling him to stride over obstacles up to 280 feet in height. As a side effect, he is able to deliver kicking blows at up to 60 miles per hour.

Day has also adapted the hydraulic rams to a more offensive capability, extending from his forearms to deliver high-powered blows at up to 10 feet away.

The armor is sufficient to withstand police handgun-fire, but it is unlikely to withstand SWAT weaponry. The suit's helmet has a retractable transparent lower faceplate which seals the suit, providing him with an hour and a half of stored air. In addition, the helmet has a built-in radio and GPS tied into an augmented reality HUD.



445 points

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

DX: 11 [20] **Will:** 12 [0] **Move:** 5 [0]

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

HT: 11 [10] **FP:** 12 [3] **SM:** 0

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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Alternate Form (Stilt-Man Battlesuit; Difference in Point Cost: 343 points; Gadget/Can Be Stolen: Must Be Forcefully Removed, -10%) [323]; Artificer 2 [20]; Combat Reflexes [15]; Hard to Subdue 2 [4]; High Pain Threshold [10]; Wealth (Comfortable) [10].

Perks: No Nuisance Rolls (Transporter) [1].

Disadvantages: Bad Sight (Nearsighted) [-10]; Greed (9) [-22]; Pacifism (Cannot Kill) [-15]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Attentive [-1]; Dual Identity [-1]; Nervous Ranter [-1]; Show-Off [-1].

Skills: Area Knowledge (New York City) (E) IQ+4 [12] – 16; Armoury/TL8 (Battlesuits) (A) IQ+3 [4] – 15*; Battlesuit/TL8 (A) DX+1 [4] – 12; Electrician/TL8 (A) IQ+3 [4] – 15*; Engineer/TL8 (Battlesuits) (H) IQ+2 [4] – 14*; Engineer/TL8 (Electronics) (H) IQ+2 [4] – 14*; Engineer/TL8 (Hydraulics) (H) IQ+2 [4] – 14*; Engineer/TL8 (Legged Motive System) (H) IQ+2 [4] – 14*; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Mechanic/TL8 (Hydraulics) (A) IQ+3 [4] – 15*; Mechanic/TL8 (Legged Motive System) (A) IQ+3 [4] – 15*.

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

* Includes +2 from Artificer.

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 | | C | | – | – | | |
| – | Kick | | C, 1 | n/a | – | – | | |
| – | Bite | | C | n/a | – | – | | |

Stilt-Man Battlesuit

343 points

Attribute Adjustments: ST +20 (Size, -10%) [160].

Secondary Characteristic Adjustments: SM +1.

Advantages: Absolute Direction (Requires Signal, -20%) [4]; Crushing Attack 5d (Melee Attack: Dual, +10%; Melee Attack: Reach 1-4, -15%; Variable, +5%) [25]; Damage Resistance 10 [50]; Doesn't Breathe (Oxygen Storage (×25), -50%) [10]; Enhanced Move (Ground) 1.5 (Move 15/30 mph) (Accessibility: Only When Using Stretching, -10%) [37]; Sealed (Switchable, +10%); Stretching 9 (Limited: Legs Only, -20%) [44]; Telecommunication (Radio) [10].

Perks: Accessory (HUD) [1].

Disadvantages: Electrical [-20]; Maintenance (One Person; Weekly) [-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 | – | – | | |

Design Notes:

1. For the longest time I didn't want to stat this character. It took me at least three years before I forced myself to even look at him. I'm still not sure I got him right; he's one of those third-string villains who seems to plague Daredevil (and other heroes) only when *no one else* is around to cause trouble. I only really did him as a test case for using Alternate Form for other armored characters (most notably Iron Man).

STINGER

Villain

Real Name: Wendy (last name unrevealed).

Occupation: Professional criminal.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Tower (brother, real name unrevealed).

Group Affiliation: Mutant Liberation Front.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Little is known about Stinger before she joined the Mutant Liberation Front (see *Mutant Liberation Front*). She and her older brother, Tower, were recruited to participate in an attack on the X-Men as part of a diversion so the MLF's leader, Mystique, could rob the Federal Reserve vault in New York City (see *Mystique*; *Tower*; *X-Men*). Stinger was defeated when the Beast used a metal grate and rubber gloves to ground her bolts of electricity without taking damage himself, enabling him to approach her unharmed (see *Beast*). Stinger was then taken into police custody.

Stinger was tried as an adult and found guilty on various charges, but escaped during the mass breakout led by the Rhino; she has presumably rejoined the MLF (see *Rhino*).

Age: 19.

Height: 5' 4".

Weight: 110 lbs.

Eyes: Brown.

Hair: Platinum blond (bleached).

Uniform: Black and dark red bodysuit with a white double lightning bolt symbol on the chest, black jacket, dark red gloves, black boots, black and red belt.

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

Known Superhuman Powers: Stinger is able to project electricity from her hands; this electricity follows the laws of physics after leaving her hands, and will seek out the path of least resistance. She is able to draw electrical power from other sources to increase the power of her electric bolts.

150 points

| | | |
|--------------------|---------------------|------------------------|
| ST: 10 [0] | HP: 10 [0] | Speed: 5.50 [0] |
| DX: 11 [20] | Will: 10 [0] | 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: 9

DR: 20 (absorption only) + 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Burning Attack 5d (Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range ×2, +5%; Reduced Range ×1/2, -10%; Variable, +5%; Elemental: Electricity, -10%; Mutant, -10%) [45]; Damage Resistance 20 (Absorption: Into Burning Attack, +80%; Limited: Electricity, -40%; Tough Skin, -40%; Mutant, -10%) [90]; Fit [5]; Hard to Kill 3 [6]; Rapid Healing [5]; Single-Minded [5].

Perks: Generator [1]; Ignition [1].

Disadvantages: Code of Honor (Pirate's) [-5]; Fanaticism (Mutant Liberation Front's Goals) [-15]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Social Stigma (Minor) [-5]; Status -1 [-5]; Wealth (Poor) [-15].

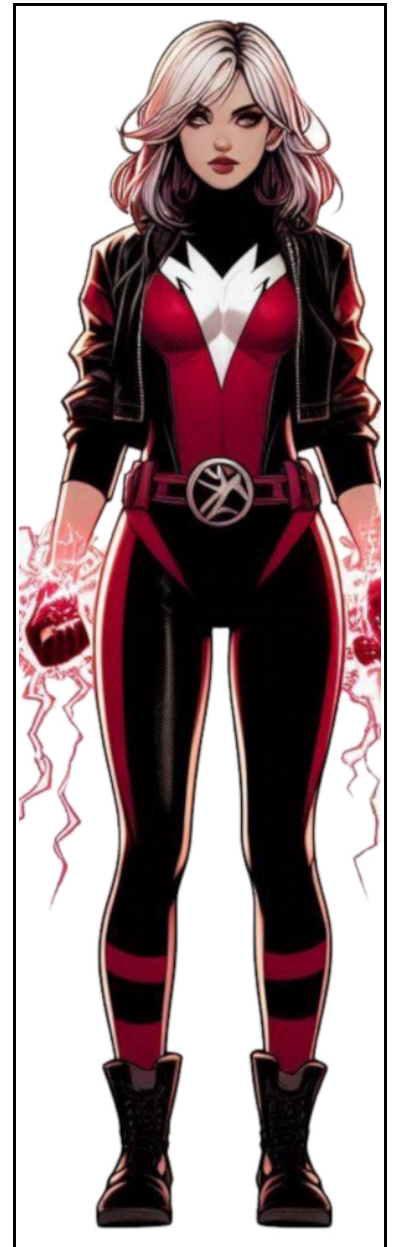
Quirks: Bad Timing Girl [-1]; Incompetence (Physics) [-1]; Likes Violent Solutions to Problems [-1]; Talks Like a Valley Girl [-1].

Skills: Carousing (E) HT+0 [1] – 11; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 10; Fast-Draw (Knife) (E) DX+0 [1] – 11; Fast-Talk (A) IQ+0 [2] – 12; Innate Attack (Beam) (E) DX+3 [8] – 14; Knife (E) DX+1 [2] – 12; Streetwise (A) IQ+0 [2] – 10; Urban Survival (A) IQ+0 [2] – 10.

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

Role-Playing Notes:

Stinger talks like a California Valley Girl, much to her brother's annoyance. She is a fanatic believer in the MLF's goals and a fan of violent methods, and has little patience for political talk or legal double-speak, preferring to simply zap first and ask questions never.



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 | | C | | – | – | | |
| – | Kick | | C, 1 | n/a | – | – | | |
| – | Bite | | 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> |
|-----------|---------------|---------------|------------|--------------|------------|--------------|-----------|-------------|------------|--------------|
| | | | | | | | | | | |
| | | | | | | | | | | |

Real Name: Kl'rt.

Occupation: Soldier, special military operative.

Identity: Publicly known in Skrull space, known to the authorities on Earth.

Legal Status: Citizen of the Skrull Empire with no criminal record.

Other Aliases: Franklin Storm.

Place of Birth: Imperial City, Skrullos, Skrull Empire.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Skrull Imperial Military.

Base of Operations: Imperial Military Command Center, Imperial City, Skrullos, Skrull Empire.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: The full details of Kl'rt's past aren't known, but it can be assumed that as a staunch patriot he enlisted in the Skrull Imperial Army upon coming of age (see *Skrulls*). Military life seemed to agree with him, and he rose through the ranks to an officer's rank in almost record time. It is known that he has come into conflict with the Kree Captain Mar-Vell several times in the past while fighting the millennia-long Kree-Skrull Wars, and has great respect for his rival, both professionally and personally (see *Captain Marvel*; *Kree*). He also claims to be of "low birth", meaning that his family was not originally part of the "elite" of Skrull society.

Kl'rt was commander of the forces that first encountered the Fantastic Four when the latter was investigating the origins of a number of aliens hiding among the populace of Earth (see *Fantastic Four*). Following this incident, Kl'rt was one of a group selected to undergo experimentation to grant him powers nearly identical to those of the Fantastic Four. Apparently, he was the only one of the group to survive the process.

Sent to Earth as part of a scheme hatched by Queen R'Kill, Kl'rt's superiors ordered him to kidnap and impersonate Franklin Storm, father of the Human Torch and Invisible Woman of the Fantastic Four, hoping to draw the Four into a conflict or tear them apart from within (see *Human Torch*; *Invisible Woman*). Kl'rt protested over this action, but followed orders anyway. (Secretly, however, he sent a private coded message to Emperor Dorrek explaining the mission; see *Dorrek*.) It was the Human Torch that dubbed Kl'rt a "Super-Skrull", a name which seems to have stuck against Kl'rt's wishes.

When Emperor Dorrek contacted Kl'rt's superiors and called off the mission, they killed Franklin Storm (citing "the Queen's orders"). Kl'rt then arrested his own superiors and swore to the Four that the whole operation was a fiasco he had no control over and one he wished he never was involved in. This move angered the Queen, but the Emperor himself promoted Kl'rt and made him the commander of the Skrull Imperial Guard, a position that answered solely to the Emperor.

Kl'rt was later seen meeting with several other Skrulls in the unaffiliated space station known as Port Nowhere (see *Port Nowhere*). His reasons for being there are not currently known. While there, he got into a drinking contest with Mar-Vell as they reminisced over past conflicts they'd been on opposite sides of, as both wondered when their respective Empires had abandoned their honor.

Age: 34 (Earth-equivalent).

Height: 6'.

Weight: 625 lbs.

Eyes: Red.

Hair: None.

Uniform: Metallic blue and gold body armor laced with dynamic molecules.

Strength Level: Kl'rt possesses superhuman strength enabling him to lift (press) roughly 80 tons.

Known Superhuman Powers: Kl'rt is a Skrull, and as such he possesses the Skrulls' natural shapeshifting powers. In addition, he possesses many of the powers of the Fantastic Four. Primarily, he possesses the fire powers of the Human Torch, the invisibility and force fields of the Invisible Woman, the stretching powers of Mister Fantastic, and the strength and durability of the Thing (see *Mister Fantastic*; *Thing*). Unlike the Thing, only when actively using his superhuman strength or when physically attacked does his body take on the appearance of the Thing's rocky hide, and then only in the arm, leg, and chest area, or where he was hit. His skill is such that he



can use all four sets of powers simultaneously.

Other Abilities: Kl'rt is a skilled soldier, starship captain, starfighter pilot, and military strategist.

Weapons: While no longer reliant on them due to his powers, Kl'rt is of sufficient rank in the Skrull Army to have access to nearly any weapon in the Skrull Empire's arsenal.

4,338 points

ST: 30/317 [70*] **HP:** 30 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 15 [15] **Ground Move:** 7 [0]
IQ: 12 [40] **Per:** 15 [15] **Air Move:** 14 [0]
HT: 14 [40] **FP:** 15 [3] **SM:** 0

Dmg: 3d/5d+2 (32d/34d) **BL:** 180 lbs. (20,098 lbs./10 tons)
Dodge: 11 **Parry:** 11 **DR:** 45 + 25 (flame sheathe)

Languages: English (Native) [6]; Interlang (Accented) [4]; Kree (Accented) [4]; Skrullian (Native) (Native Language) [0].

Cultural Familiarities: Skrull Empire (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]; Burning Attack (*Fireballs*) 5d (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%) [48]; Burning Attack (*Flame Jet*) 6d (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 (*Flame Sheath*) 3d (Aura, +80%; Link (with DR), +10%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Elemental: Heat/Fire, -10%; Super, -10%) [23]; Charisma 3 [15]; Combat Reflexes [15]; Constriction Attack (Super, -10%) [14]; 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 45 (Hardened 1, +20%; Nuisance Effect: Rocky Skin, -5%; Reflexive, +40%; Switchable, +10%; Super, -10%) [349]; Damage Resistance (*Flame Sheath*) 25 (Force Field, +20%; Link, +10%; Switchable, +10%; Visible, -10%; Elemental: Heat/Fire, -10%; Super, -10%) [138]; Damage Resistance (*Force Fields*) 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]; Danger Sense [15]; Double-Jointed (Super, -10%) [14]; Elastic Skin [20]; Enhanced Move (Air) 2.5 (Air Move 72/144 mph) (Elemental: Heat/Fire, -10%; Super, -10%) [40]; Extra Attack 2 [50]; Flight (Elemental: Heat/Fire, -10%; Super, -10%) [32]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Invisibility (Affects Machines, +50%; Can Carry Objects, Heavy Encumbrance, +100%; Switchable, +10%; Psionic, -10%) [100]; Legal Enforcement Powers 3 [15]; Military Rank 6 [30]; Mimicry (Voice Library, +50%) [15]; Modular Abilities (Cosmic Power: Force Constructs) (Points of Abilities: 50; Physical Only, +50%; Trait Limited: Advantages Only, -10%; Psionic, -10%) [650]; Skrull [196]; Status 5 [10†]; Stretching 4 (Super, -10%) [22]; Subsonic Hearing [5]; Super Jump 1 (Bouncing Only, -50%; Super, -10%; Alternative Ability, ×1/5) [1]; Super ST +13/+300 (Nuisance Effect: Rocky Skin, -5%; Super, -10%) [501]; Temperature Control 20 (Heat, -50%; Increased Range (×10), +30%; Super, -10%) [70]; Temperature Tolerance 160 [160]; Telekinesis 30 (Psionic, -10%; Alternative Ability, ×1/5) [27]; Unfazeable [15]; Very Fit [15]; Wealth (Filthy Rich) [50].

Perks: Cotton Stomach [1]; Ignition [1]; Illumination [1]; Striking Surface (Switchable) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Duty (Skrull Military) (15) [-15]; Enemy (Queen R'Kill; Less Powerful; Rival) (9) [-2]; Honesty (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Skrulls) [-15].

Quirks: Broad-Minded [-1]; Dual Identity [-1]; Enamored With Princess Anelle [-1]; Loves His Country, Hates His Government [-1]; OUCH! [-1].

Skills: Administration (A) IQ+0 [2] – 12; Artillery/TL11 (Guided Missile) (A) IQ+1 [4] – 13; Beam Weapons/TL11 (Rifle) (E) DX+1 [2] – 15; Climbing (A) DX+4 [1] – 18‡; Electronics Operation/TL11 (Force Shields) (A) IQ+1 [4] – 13; Electronics Operation/TL11 (Sensors) (A) IQ+1 [4] – 13; First Aid/TL11 (Skrulls) (E) IQ+0 [1] – 12; Force Sword (A) DX+0 [2] – 14; Free Fall (A) DX+0 [2] – 14; Gunner/TL11 (E) DX+0 [1] – 14; Innate Attack (Beam) (E) DX+2 [4] – 16; Innate Attack (Projectile) (E) DX+2 [4] – 16; Intelligence Analysis/TL11 (H) IQ+1 [8] – 13; Judo (H) DX+0 [4] – 14; Karate (H) DX+0 [4] – 14; Leadership (A) IQ+3 [2] – 15§; Navigation/TL11 (Hyperspace) (A) IQ+0 [2] – 12; Navigation/TL11 (Space) (A) IQ+0 [2] – 12; NBC Suit/TL11 (A) DX+0 [2] – 14; Observation (A) Per-1 [1] – 14; Piloting/TL11 (Aerospace) (A) DX-1 [1] – 13; Piloting/TL11 (High-Performance Spacecraft) (A) DX-1 [1] – 13; Savoir-Faire (Military) (E) IQ+2 [4] – 14; Shield (Force) (E) DX+0 [1] – 14; Shiphandling/TL11 (Starship) (H) IQ+1 [8] – 13; Soldier/TL11 (A) IQ+1 [4] – 13; Spacer/TL11 (E) IQ+0 [1] – 12; Stealth (A) DX+0 [2] – 12; Strategy (Interstellar) (H) IQ+0 [4] – 12; Strategy (Space) (H) IQ+0 [4] – 12; Tactics (H) IQ+2 [12] – 14; Throwing (A) DX+0 [2] – 14.

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

* Includes +13/+300 from Super ST.

† Includes +2 from Military Rank and +1 from Wealth.

‡ Includes +5 from Double-Jointed.

§ Includes +3 from Charisma.

Role-Playing Notes:

Kl'rt is an honorable man who, while enjoying the powers he has been given, is not always pleased with his orders on how to use

them. He is a career soldier who sees himself as the hero of the Skrull Empire, despite the horrors of war he's seen over the years. Despite his power, he does not desire the throne himself, not caring for court politics. He would much rather be on the front lines in the Kree-Skrull Wars or defending his people against actual threats (such as many natural disasters) than engage in numerous schemes on some backrocket world against people he respects and thinks are no actual threat to the Skrull Empire.

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 | – | – | | |

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. 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 \$1,500,000.
2. Military Rank is built from ***Social Engineering: Pulling Rank***, treating the Skrull Empire as a base 30-Point Patron (large political entity), with Kl'rt pulling in assistance on a 3d roll of 9 or less. It does *not* indicate how many subordinates he has under him.

Real Name: Supreme Intelligence.

Occupation: Absolute monarch.

Identity: The Supreme Intelligence is publicly known in the greater galaxy; its existence is unknown to the general populace of Earth.

Legal Status: Ruler of the Kree Empire.

Other Aliases: Supremor.

Place of Creation: Planet Hala, Pama System, Greater Magellanic Cloud.

Marital Status: Inapplicable.

Known Relatives: Inapplicable.

Group Affiliation: Kree Empire.

Base of Operations: Kree Empire, Greater Magellanic Cloud.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

History: Over a hundred thousand years ago, Earth time, a group of Kree and Cotati scientists and engineers created an artificial intelligence that ran on an experimental organic-based computer system designed to simulate a Kree's brain (see *Kree*; *Appendix: Other Alien Races: Cotati*). They did not expect the intelligence to achieve self-awareness as quickly as it did. Initially curious about the world and greater galaxy around it, this intelligence volunteered to assist the government of the Pama Republic (predecessor of the Kree Empire). Over the next thousand years (Earth time), this entity, now called the Supreme Intelligence, grew in political power until it overthrew the Republic and installed itself as the ruler of the new Kree Empire.

Normally the Supreme Intelligence leaves the day-to-day running of the Empire to the Parliament and the Prime Minister, focusing its attention on other matters it believes the more limited minds of its citizens cannot comprehend. As the undisputed ruler of the Empire, the Supreme Intelligence's word is law, overriding the Parliament and the courts whenever and however it pleases. It is generally accepted that the Intelligence does not do so randomly, but there is little anyone can do except grumble. There is a massive holoprojector in the Parliament building the Intelligence uses to communicate its wishes or entertain petitioners for its time; however, the Intelligence can use any holoprojector it wishes inside the Empire. It almost always projects the image of a giant green amorphous head with yellow eyes and a dozen green tentacles atop it.

Every five local years, the populace of the Empire selects a delegate for "supremorship", where after the delegate dies his or her mind is uploaded to the Intelligence, effectively becoming part of it. At first the physical brains were cryogenically stored and maintained in a massive computer complex, but as Kree brain emulation technology improved the physical brains were no longer needed. In addition, the Intelligence has been known to take direct control of a number of Sentry robots that are designed with heads built to resemble its usual projected image (see *Kree Sentry*). The Intelligence also uses portable neural interface units to interact with its subjects on a more personal level.

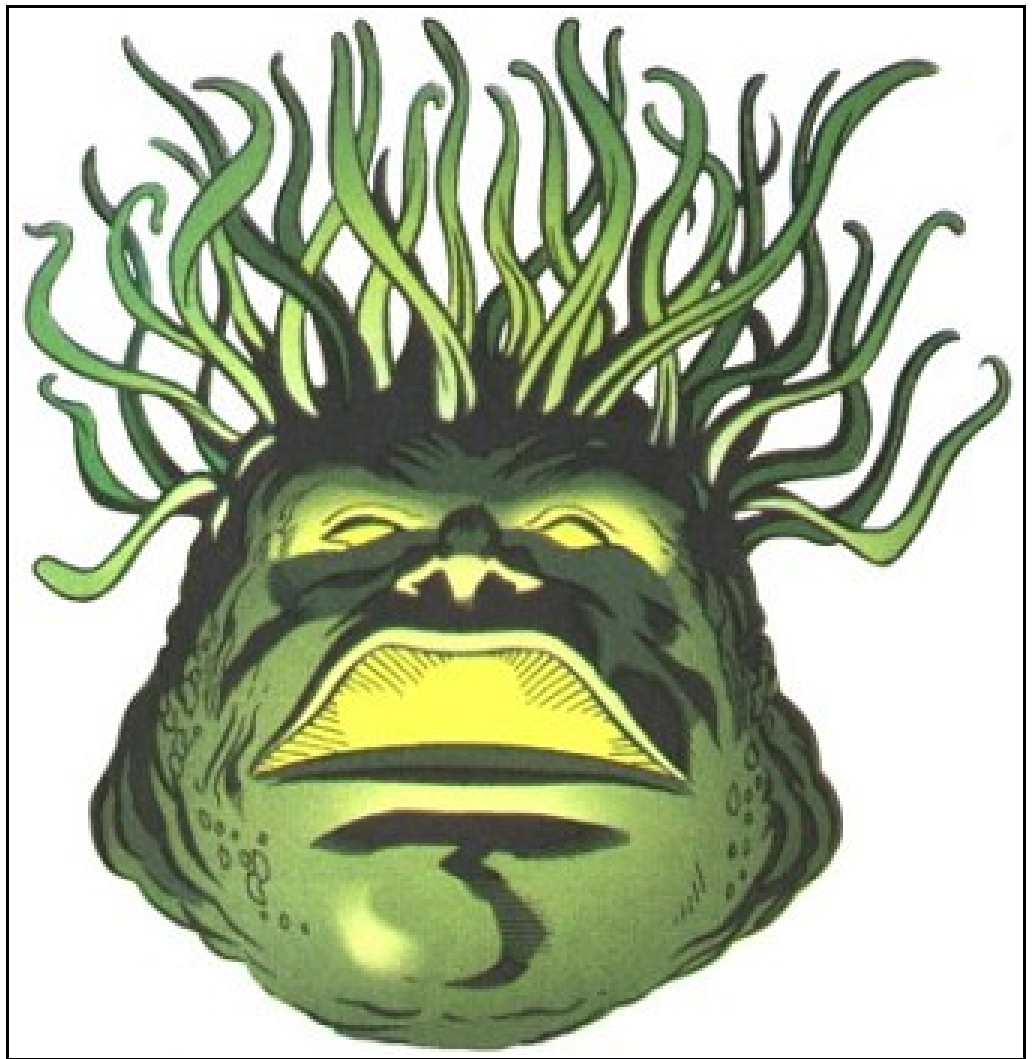
For reasons unknown, twenty thousand Earth years ago the Supreme Intelligence issued a decree encouraging interbreeding between the Kree and other humanoid races; this led to the development of the so-called "white Kree", currently a second-class majority in the Empire. This has led to political backlash from various blue Kree who believe that this interbreeding weakens the Empire. Recently, Prime Minister Zarek and Supreme Public Accuser Ronan, the two most politically powerful Kree in the Empire, have formed an alliance with the intention of removing the Intelligence from power (see *Ronan the Accuser*; *Zarek*). The Intelligence is aware of this plot and is biding its time, using them for its own grand designs, which remain currently unknown.

Age: Indeterminate.

Height: Unknown, possibly inapplicable.

Weight: Unknown, possibly inapplicable.

Eyes: None; projects as green.



Hair: None.

Uniform: None.

Strength Level: As a virtual entity, the Supreme Intelligence lacks a physical body and hence has no strength.

Known Superhuman Powers: The Supreme Intelligence possesses superhuman intelligence. Due to its virtual nature, it can harness the computing power of the entire Empire's systems, rendering it nearly omniscient inside the Empire. Its nature also renders it effectively immortal.

When interacting with people using its neural interface units, it projects virtual reality environments into the minds of others; when interacting with others in this manner, the Intelligence often takes the form of someone known to its subject, usually but not always someone the subject respects or admires (but can also be someone the subject fears, if the Intelligence wishes). This virtual form is drawn from the subject's own mind.

Game-Mechanical Details:

The Supreme Intelligence is one of those few characters who do not have a given set of stats due to its very nature. As it is essentially a disembodied AI, it can see and hear through practically every computer in the Kree Empire tied to the Imperial Internet, making it effectively omniscient. Whether it still has a physical housing is debatable and should probably be left to the GM and the campaign. Any such physical housing may even be a red herring!

Role-Playing Notes:

The Supreme Intelligence is patient, methodical, and never fully explains itself to "lesser" entities; any explanation given is in terms others can understand, usually in a condescending manner.

The Supreme Intelligence should probably not be used as a PC in a game, being either an Enemy or a Patron (possibly both).

Real Name: Unrevealed.

Occupation: Mercenary, smuggler, 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: Unrevealed.

Known Relatives: None.

Group Affiliation: Occasional operative of the Silvermane family of the Maggia and Leonine family of the Zodiac Cartel.

Base of Operations: Mobile.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Little is known about Sureshot's background. It is believed that she was a former soldier who turned to war profiteering and then smuggling when her enlistment ran out.

Sureshot first came to the attention of the superhuman community when she helped smuggle black market laser-guided M3 Ranger Anti-Tank Weapon Systems (the Carl Gustaf recoilless rifle) into Chicago for the Silvermane family of the Maggia (see *Maggia; Silvermane*). This activity brought her into conflict with the adventurers Ant-Man and Wasp; although she managed to evade capture, she was forced to detonate her inventory (see *Ant-Man; Wasp*).

She was later seen discussing the incident with both Silvermane and his granddaughter, Silver Sable; Silvermane indicated that since that was her first encounter with superhumans while in his employ that he would forgive that incident, though he cautioned her not to make it a habit (see *Silver Sable*). After the meeting, Sable attempted to convince Sureshot to back her against her grandfather. Sureshot wasn't convinced, but agreed to supply Sable with additional weapons for a minor discount.

Sureshot later encountered private investigators Misty Knight and Colleen Wing when attempting to smuggle AIM weapons to Silvermane's rival, Leo of the Zodiac Cartel (see *AIM; Knight, Misty; Leo; Wing, Colleen; Zodiac Cartel*). Although she held her own against the two, she was eventually defeated and arrested.

How long she remains in prison before being sprung by one of the organized criminal cartels in need of her services is unknown.

Age: 26.

Height: 5' 9".

Weight: 145 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Purple bodysuit with black trim, black boots, metallic wrist bracers, black utility belt.

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

Known Superhuman Powers: None.

Other Abilities: Sureshot is a marksman with conventional and wrist-rocket weaponry. She is also a skilled motorboat pilot and smuggler.

Weapons and Paraphernalia: Sureshot wears a pair of weapon bracers. These bracers are designed to fire caseless pistol rounds; the right bracer also possesses a 15mm gyro launcher. She also has access to a number of conventional small-arms.

415 points

| | | |
|--------------------|---------------------|------------------------|
| ST: 11 [10] | HP: 11 [0] | Speed: 5.50 [0] |
| DX: 14 [80] | Will: 12 [5] | Move: 5 [0] |
| IQ: 11 [20] | Per: 13 [10] | |
| HT: 12 [20] | FP: 12 [0] | SM: 0 |

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

Dodge: 10 **Parry:** 11 **DR:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction [5]; Combat Reflexes [15]; Enhanced Dodge (All Vehicles) 3 [30]; Fit [5]; Gunslinger [25]; Wealth (Comfortable) [10].

Perks: Dial-A-Round (Guns (Wrist Gun)) [1]; Eye For Distance [1]; Flimsy Cover [1]; Full Tank [1]; Off-Hand Weapon Training



(Guns (Wrist Gun)) [1]; Off-Screen Reload [1]; One-Way Literacy (Reads Mandarin) [1]; Style Familiarity (Military Hand to Hand: Krav Maga) [1]; Upside Down Shooting [1]; Weapon Bond (Wrist Shooters) [1].

Disadvantages: Code of Honor (Professional: Smuggler's) [-5]; Compulsive Speeding (6) [-10]; Greed (12) [-15]; Incurious (15) [-2]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Careful [-1]; Carries Backup Weapons [-1]; Doesn't Trust Banks [-1]; Panics When Faced With Superhumans [-1]; Sarcastic [-1].

Skills: Accounting (H) IQ+0 [4] – 11; Acrobatics (H) DX+0 [4] – 14; Acting (A) IQ+0 [2] – 11; Armoury/TL8 (Small Arms) (A) IQ+3 [12] – 14; Beam Weapons/TL8 (Wrist Gun) (E) DX+4 [12] – 18; Camouflage (E) IQ+1 [2] – 12; Chemistry/TL8 (H) IQ+1 [8] – 12; Climbing (A) DX+0 [2] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 11; Connoisseur (Cars) (A) IQ+1 [4] – 12; Connoisseur (Speedboats) (A) IQ+1 [4] – 12; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Current Affairs/TL8 (Travel) (E) IQ+1 [2] – 12; Detect Lies (H) Per+1 [8] – 14; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Engineer/TL8 (Small Arms) (H) IQ+1 [8] – 12; Fast-Draw/TL8 (Ammo) (E) DX+1 [1] – 15*; Filch (A) DX+0 [2] – 14; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Guns/TL8 (Gyroc) (E) DX+4 [11] – 18†; Guns/TL8 (Wrist Gun) (E) DX+4 [12] – 18; Holdout (A) IQ+1 [4] – 12; Intimidation (A) Will+0 [2] – 12; Judo (H) DX+0 [4] – 14; Jumping (E) DX+0 [1] – 14; Karate (H) DX+0 [4] – 14; Knot-Tying (E) DX+0 [1] – 14; Lifting (A) HT+0 [2] – 12; Lip Reading (A) Per+0 [2] – 13; Mathematics/TL8 (Applied) (H) IQ+1 [8] – 12; Merchant (A) IQ+2 [8] – 13; Observation (A) Per+1 [4] – 14; Running (A) HT+1 [4] – 13; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Search (A) Per+0 [2] – 13; Smuggling (A) IQ+3 [12] – 14; Soldier/TL8 (A) IQ+0 [2] – 11; Stealth (A) DX+0 [2] – 14; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+0 [2] – 14; Urban Survival (A) Per+0 [2] – 13; Weather Sense (A) IQ+1 [4] – 12; Wheel Man! (WC) DX+0 [24] – 14‡; Wrestling (A) DX+0 [2] – 14.

Techniques: Quick-Shot/TL8 (Guns (Wrist Gun)) (A) def+3 [3] – 18§.

Starting Spending Money: \$6,940 (20% of Starting Wealth, minus cost of wrist shooters).

- * Includes +1 from Combat Reflexes.
- † Defaulted from Guns (Wrist Gun).
- ‡ Conditional +3 from Absolute Direction.
- § Includes +3 from Gunslinger.

Role-Playing Notes:

Sureshot tries to be professional, but has a tendency to be nervous when facing superhuman opponents.

KARATE

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

GUNS (WRIST GUN)

| TL | Weapon | Damage | Acc | Range | Weight | RoF | Shots | ST | Bulk | Rcl | Cost | Notes |
|----|--------------------|--------------|-----|-----------|----------|-----|----------|----|------|-----|-------|-------|
| 9 | Wrist Gun, 7mm CLP | 2d pi | 2 | 100/1,200 | 1/0.2 | 3 | 18+1 (3) | 6 | -1 | 2 | \$480 | [1] |
| | or APHC | 2d (2) pi- | | | | | | | | | | |
| | or HP | 2d (0.5) pi+ | | | | | | | | | | |
| 9 | Wrist Gyroc, 15mm | 6d pi++ | 2 | 1,900 | 0.25/0.1 | 1 | 1 (3i) | 6 | -1 | 1 | \$100 | [1] |
| | or | by warhead | | | | | | | | | | |

Notes:

[1] Cost doubled from book value due to being a TL9 device appearing at TL8.

Design Notes:

- Wrist Shooters built as TL9 "Holdout Pistol, 7.5mm" (*Ultra-Tech*, p. 137), with one adding a TL9 "Holdout Gyroc, 15mm" (*Ultra-Tech*, p. 145), doubled in price due to appearing at TL8.
- Sureshot has to be *the* most obscure canon character I've brought into the Reboot, with a grand total of four pages to her name (in *Nova* v2 #10 from the mid-'90s), three of which were a fight scene. When I originally read that issue, back when it was new, I assumed that Sureshot and her co-criminals had prior appearances buried in some other book (*Daredevil*, *Defenders*, and *Spider-Man* came to mind), but it appears that was their first and (except for one, Kid Quarry) only appearance to date. Shame, because looking back a few of them had potential.

Real Name: Swarm, original human host was named Fritz von Meyer.

Occupation: Would-be world conqueror; von Meyer was an entomologist and geneticist specializing in bees.

Identity: Swarm does not use a dual identity.

Legal Status: Inapplicable; von Meyer was a citizen of Argentina with no known criminal record, deceased.

Other Aliases: the Hive, "Bee-Man".

Place of Creation/Birth: (von Meyer) Just outside Santiago del Estero, Argentina; (Swarm) Chicago, Illinois.

Marital Status: (Swarm) Inapplicable; (von Meyer) single.

Known Relatives: Parents and grandparents (names unrevealed)

Group Affiliation: None.

Base of Operations: Mobile.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Fritz von Meyer was the grandson of Nazis who fled to Argentina in the final days of World War II. Although his parents and grandparents tried to instill in him the Nazi ideals, von Meyer never fully embraced them, seeing the racist portions of Nazi ideology as outdated. (This may be attributed to von Meyer's infatuation with a childhood friend, Seina Corazon, a Hispanic girl the elder von Meyers saw as a being of a "lesser race".)

From a young age, he was fascinated with bees. This led him to study not only their habits but also their genetics, becoming one of the leading authorities in the field. His primary goal was to develop a strain of honey bees which were resistant to the pesticides used by farmers to protect crops from less benevolent arthropods. He found his most successful choice in the already hybrid Africanized honey bee, which due to various habits is better known as the "killer bee".

Von Meyer was invited to attend an international conference on insect genetics in Chicago, Illinois; he brought several of his genetically modified bees with him, a hive of his killer bees. During one of his presentations, the genetically altered killer bees got loose and attacked him, stinging him to death as the crowd scattered and first responders attempted to disperse the bees. Eventually, all that was left of von Meyer was his skeleton.

But that was not the end. Von Meyer's mind somehow merged with that of the queen bee, creating an entirely new entity. This entity, which took the name Swarm after comments made by those in the audience, drew other bees at the conference into his body. In addition, Swarm used von Meyer's skeleton to give him a semblance of form.

It was at this point that Swarm came into conflict with the adventurers Ant-Man and Wasp, who in their civilian identities of Dr. Hank Pym and Janet van Dyne were attending the conference (see *Ant-Man*; *Wasp*). Ant-Man attempted to communicate with the bees using the cybernetic helmet he uses to communicate with ants, but was rebuffed telepathically. After a long battle, the Wasp managed to find and kill the queen bee which controlled Swarm's consciousness, causing Swarm to disperse. The two then managed to collect the gene-modded killer bees back in their hives. Unknown to the adventurers, the bees then selected a new queen for the hive from among the previous queen's larvae.

Several months later, the hive attacked and killed another man, taking that man's skeleton as their base and absorbing his mind the same way von Meyer's was absorbed. Swarm then came into conflict with Thor and Hercules outside Houston, Texas, interrupting one of their habitual brawls (see *Hercules*; *Thor*). The two gods were unable to physically defeat Swarm, but managed to convince Swarm to disperse his body, leaving the host body's skeleton behind.

Where and when Swarm will appear next is unknown.

Age: 45 (von Meyer); 1 (Swarm).

Height: 6' 5" (variable).

Weight: 104 lbs (variable).

Eyes: None.

Hair: None.

Uniform: White or purple gloves, purple hooded cloak.

Strength Level: Swarm appears to possess the normal human strength of a man of the host skeleton's build; however, as a composite



entity, this strength may be psychokinetic in nature rather than physical.

Known Superhuman Powers: As a composite entity composed of hundreds of thousands of bees around a human skeleton, Swarm possesses a number of superhuman powers. As a composite hive entity, he is nearly impervious to damage to his body, as most attacks will go right through him; only explosive or chemical attacks have been shown to truly be effective against him. He is able to control all bees composing his body, separating them from him to expand his senses and see and hear through individual bees.

As a collection of bees, Swarm sees in the ultraviolet spectrum and can fly at speeds approaching 30 mph. He can also command his bees to flow from his body to sting a target to death. He requires a human skeleton (or one close enough) to maintain a humanoid form; quite possibly he could take the skeletal remains of any creature to use as a base, potentially appearing as a bee swarm in the shape of a cow, but prefers the human form. (The skeleton may be damaged without harming him.) Should he kill someone for the skeleton, he gains some of the host body's personality traits.

Because of their genetically modified nature, the bees composing Swarm's body are practically immune to most pesticides.

Other Abilities: Fritz von Meyer was a geneticist specializing in bees, particularly the hybrid Africanized honey bee, also known as the "killer bee". It is not known whether Swarm possesses the knowledge of his human host or simply the personality.

534 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 12 [0] **Air Move:** 10/15 [-4]
IQ: 12 [40] **Per:** 12 [0]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 10 **Parry:** 11 **DR:** 0

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

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

Advantages: Combat Reflexes [15]; Enhanced Move (Air) 1/2 (Move 15/30 mph) [10]; High Pain Threshold [10]; Injury Tolerance (Diffuse) (Body of Swarm, +40%; Flying Swarm, +30%; Humanoid Form (+50%; Accessibility: Requires Humanoid Skeleton, -20%), +40%; Swarm (Can Affect the Material World), +160%) [370]; Resistant to Pesticides +8 [7]; Single-Minded [5]; Small Piercing Attack (*Bee Stings*) 1 pt (Homing, +50%; Homing: Extra Passes +2, +20%; Increased 1/2D Range ×5, +10%; Increased Range: Line-of-Sight, +70%; Rapid Fire (RoF 100), +250%; Rapid Fire: Very Rapid Fire, +10%; Reduced 1/2D Range ×1/2, -5%; Final Range: 25/LoS) [6]; Speak With Animals (Specialized: Bees, -60%; Psionic, -10%) [8]; Toxic Attack 1d-1 (Follow-Up: Bee Stings, +0%) [3]; Ultrahearing [5]; Ultravision (UV Only) [0].

Disadvantages: Bloodlust (12) [-10]; Disturbing Voice [-10]; No Legs (Aerial) [0]; Social Stigma (Monster) [-15]; Weak Bite [-2]; Wealth (Dead Broke) [-25].

Quirks: Abrasive [-1]; Belief (Atheist) [-1]; Gloating [-1]; Sarcastic [-1]; Sexless [-1].

Skills: Animal Handling (Bees) (A) IQ+1 [4] – 13; Brawling (E) DX+2 [4] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 12; Expert Skill (Apiculture/Study of Bees) (H) IQ+2 [12] – 14; Flight (A) HT+0 [2] – 12; Innate Attack (Projectile) (A) Will+1 [4] – 13; Professional Skill (Beekeeper) (A) IQ+0 [2] – 12; Research/TL8 (A) IQ+0 [2] – 12; Survival (Desert) (A) Per+0 [2] – 12; Survival (Plains) (A) Per+0 [2] – 12.

Starting Spending Money: \$0.

Role-Playing Notes:

Swarm tends to take on the personality traits of the human hosts he kills and takes the skeleton of, seeing the skeleton itself as a kind of beehive. He is usually driven to attack people who get too close to the hive and has come to see all bees as part of himself. He holds himself as the avenger of bees killed by pesticides.

BRAWLING

| TL | Weapon | Damage | Reach | Parry | Cost | Weight | ST | Notes |
|----|----------------|---------|-------|-------|------|--------|----|-------|
| – | Brawling Punch | 1d-2 cr | C | 11 | – | – | 10 | |
| – | Brawling Kick | 1d-1 cr | C, 1 | n/a | – | – | 10 | |

INNATE ATTACK (PROJECTILE)

| TL | Weapon | Damage | Acc | Range | RoF | Shots | ST | Bulk | Rcl | Notes |
|----|------------|----------|-----|--------|-----|-------|----|------|-----|-------|
| – | Bee Attack | 1 pi- | 3 | 25/LoS | 100 | – | – | – | 1 | [1] |
| – | Follow-Up | 1d-1 tox | | | | | | | | |

Notes:

[1] Attack is Homing with 2 additional passes.

Design Notes:

- When he takes a humanoid form, he requires a skeleton to do so. For simplicity's sake it's probably best to treat the skeleton as a "vitals" hit location even if IT: Diffuse lacks vitals. The skeleton would have DR 2, HP 10-12, and IT: Homogenous by itself, separate from Swarm's own stats; reducing the skeleton to 0 should effectively destroy it. This part comes from a discussion on the **GURPS** Discord server.

2. The mixing of Increased 1/2D Range and Reduced 1/2D Range may seem odd at first, but applying Increased 1/2D first gave me a Range 50/LoS, which was then modified with Reduced 1/2D Range for Range 25/LoS. A single level of Increased 1/2D Range with no Reduced 1/2D Range gives Range 20/LoS. Funky math tricks, and to my knowledge the book does not specify the two are mutually exclusive, although it may be implied. Your mileage may vary.

Also known as "Monkey Kung-Fu", Tai Shing Pek Kwar is a hybrid style, internal and external at the same time, as focused on the spiritual as it is the physical. The style's physical components involve using all four limbs in imitation of Asian monkeys; the spiritual focused on the centering of one's chi for greater clarity and communing with spirits.

The origins of the style are shrouded in mystery, though its few practitioners were fairly widespread throughout China, the Indochina peninsula, Korea, the Malay archipelago, and Japan (oddly enough, Japanese practitioners refer to it using the Chinese name). Legend holds that masters of Tai Shing Pek Kwar could unlock what is known as "Mystical Monkey Power" through an alignment of four jade monkey statues; at present, all known statues have been destroyed, but others may still exist. Officially, only two people in modern times have been exposed to Mystical Monkey Power: Lord Monty Fisk and Ron Stoppable; unknown to most, Ron's pet naked mole rat, Rufus, was also exposed to the Power (see *Monkey Fist*; *Rufus*; *Stoppable, Ron*). The exact nature of Mystical Monkey Power is unknown; it has been likened to Cytorrak's empowerment of the Juggernaut (see *Juggernaut*). Whether the Mystical Monkey Power has any connection to the Hindu monkey god Hanuman or the literary Chinese trickster Monkey King, if such a being exists in the Celestial Hierarchy, is also unknown.

Monkey Kung-Fu stylists fight with all four limbs, alternating between punches and kicks when on the offensive, and parrying with both hands and feet as the situation calls for. Those who favor offense maintain a series of Attacks and Committed Attacks, with Feints and Deceptive Attacks to confuse enemies' defenses, saving All-Out Attacks for when their opponents won't be able to strike back afterward. Those who favor defense use Defensive Attacks, Waits, Evaluates, and All-Out Defense to bide their time before striking with an Attack or Committed Attack; defensive stylists never All-Out Attack, even when the odds are in their favor.

Tai Shing Pek Kwar is known to have one sub-style, referred to as "Drunken Monkey". Unlike most other "drunken" styles,

Drunken Monkey does not require copious amounts of alcohol to be consumed, though Drunken Monkey practitioners who engage in libation are not unknown.

6 points

Skills: Acrobatics; Judo; Karate; Meditation; Philosophy (Buddhism).

Techniques: Acrobatic Stand (Acrobatics); Arm Lock (Judo); Back Kick (Karate); Breakfall (Acrobatics or Judo); Counterattack (Judo or Karate); Ear Clap (Karate); Evade (Acrobatics or Judo); Exotic Hand Strike (Karate); Ground Fighting (Judo or Karate); Jump Kick (Karate); Kicking (Karate); Leg Grapple (Judo); Leg Lock (Judo); Low Fighting (Judo or Karate); Spinning Kick (Karate); Spinning Punch (Karate); Sweep (Judo or Karate); Trip; Wrist Lock.

Cinematic Skills: Body Control; Breaking Blow; Flying Leap; Kiai; Light Walk; Lizard Climb; Power Blow.

Cinematic Techniques: Dual-Weapon Defense (Judo or Karate); Fighting While Seated (Judo or Karate); Flying Jump Kick (Karate); Hand Catch (Judo); Hand-Clap Parry (Judo or Karate); Whirlwind Attack (Karate).

Perks: Chi Resistance; Ground Guard; Style Adaptation (any other "Kung-Fu" style); Sure-Footed (Uneven).

Optional Traits

Advantages: Animal Empathy; Blessed (Heroic Feats); Brachiator; Enhanced Parry (Unarmed); Extra Arms (Foot Manipulators, -30%; Temporary Disadvantage: Ham-Fisted, -5% or -10%); Extra Attack; Fit; Flexibility or Double-Jointed; High Manual Dexterity.

Skills: Climbing; Jumping; most weapon skills.

Drunken Monkey

Advantages: Daredevil; Luck; Super Luck.

Perks: Alcohol Tolerance; Drunken Fighting.

Disadvantages: Alcoholism; Fearfulness; Klutz or Total Klutz; Reputation (for Buffoonery; Small Group: Other Monkey Kung-Fu Practitioners) -2.

TASKMASTER

Villain

Real Name: Unrevealed.

Occupation: Martial arts instructor, trainer of criminals.

Identity: Known to the authorities.

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

Other Aliases: None known.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Head of his own training academy for criminals.

Base of Operations: Weehawken, New Jersey; formerly Queens, New York.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The full origins of the man known as the Taskmaster are unknown. He claims to have discovered his ability to perfectly replicate the fighting moves of anyone he sees on the first try, which he refers to as "photographic reflexes", while in his youth, which led him to try his hand as a costumed mercenary.

As an adult, Taskmaster fought alongside a number of other criminals and mercenaries against the team known as the Shadowguard on a number of occasions before disappearing from public view. The public and authorities initially believed he had retired, and in a way he had. Instead of taking the full risks himself, Taskmaster opened up a martial arts dojo in Weehawken, New Jersey, across the Hudson River from Hell's Kitchen, Manhattan, where he began to train the next generation of criminals and mercenaries. Among those known to be graduates of his "academy" are Crossbones and Diamondback, both of whom have fought Captain America on numerous occasions (see *Captain America*; *Crossbones*; *Diamondback*). He also seems to have a rivalry with Georges Batroc, the reason for which is presently unknown (see *Batroc*, *Georges*). In addition to his Weehawken dojo, he owns a number of other dojos around the tri-state area which he uses to recruit new talent.

Taskmaster first came into direct conflict with the Captain America when the Captain's young protegee, Rikki Buchanan, a former juvenile delinquent, was approached to join one of his "satellite academies" in her native Queens (see *Bucky*). Bucky was personally tutored for a short time by Taskmaster, but when she was asked to commit a crime to proceed to the next lesson, she rebelled and turned her knowledge of his activities over to the Captain and his SHIELD liaison, Sharon Carter, who moved in to apprehend Taskmaster (see *Carter*; *Sharon*; *SHIELD*).

Bucky and Carter soon traced Taskmaster's main operations to his New Jersey dojo. Expecting that they'd run into a number of advanced trainees as well as facing Taskmaster himself, Captain America hired Batroc, Diamondback, and the Swordsman to assist in bringing Taskmaster to justice (see *Swordsman*). Taskmaster fought and held off both Captain America and Batroc at the same time using their own moves against them before being arrested.

While in prison, Taskmaster was approached by SHIELD director Henry Gyrich to assist in training a new special SHIELD agent, whose name was never revealed (see *Gyrich*, *Henry Peter*).

Taskmaster was last seen cleaning up his Weehawken dojo, having apparently been released on bail, presumably with Gyrich's aid. His plans for future activities are unknown.

Age: 44.

Height: 6' 2".

Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue-black armored bodysuit with brown lower sleeves and collar, white gloves, white boots, white hooded cloak that is brown on the inside, white full-face mask with a skeleton motif, brown belt and bandoleer with a number of pouches.

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



Known Superhuman Powers: Taskmaster possesses an apparently unique ability known as "photographic reflexes", enabling him to replicate any movement he sees, either in person or from video footage, while in the realm of his physical capability. This latter part means that while he has studied and replicated Spider-Man's acrobatics, he cannot perform them at the same speed.

Other Abilities: Taskmaster is a superb hand to hand combatant and a marksman with all conventional firearms. He has also become a very effective teacher.

Paraphernalia: Taskmaster has been known to use a number of weapons, including but not limited to a steel broadsword, a round circular throwing shield with a similar weight and design as Captain America's (though nowhere near as durable), a pair of batons, and a selection of personal handguns.

Limitations: Taskmaster claims his photographic reflexes have interfered with other parts of his memory; he claims he only remembers his own name by looking at his driver's license on a regular basis, and did not remember teaching Diamondback. He claims the only reason he remembers his rivalry with Batroc is because he remembers Batroc through remembering his moves. Whether there is any truth to these claims is uncertain.

720 points

ST: 14 [40] **HP:** 14 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 12 [5] **Move:** 7 [0]
IQ: 11 [20] **Per:** 12 [5]
HT: 14 [40] **FP:** 14 [0] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.

Dodge: 11 (14) **Parry:** 12 (15) **DR:** 18/6* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Enhanced Block 3 (Accessibility: Only When Using ModAb, -10%) [14]; Enhanced Dodge +3 (Accessibility: Only When Using ModAb, -10%) [41]; Enhanced Parry (All Parries) +3 (Accessibility: Only When Using ModAb, -10%) [27]; Extra Attack 1 (Accessibility: Only When Using ModAb, -10%) [23]; Gunslinger (Accessibility: Only When Using ModAb, -10%; Alternative Ability, $\times 1/5$) [5]; Hard to Kill 3 [6]; Hard to Subdue 1 [2]; Heroic Archer (Accessibility: Only When Using ModAb, -10%; Alternative Ability, $\times 1/5$) [4]; High Pain Threshold [10]; Modular Abilities (Super-Memorization) (3 1-point slots) (Physical Only, +50%; Trait-Limited: Perks Only, -40%; Savant, -10%) [24]; Modular Abilities (Super-Memorization) (4 12-point slots, 2 5-point slots) (Physical Only, +50%; Trait-Limited: Skills (and Techniques) Only, -10%; Savant, -10%) [266]; Perfect Balance [15]; Trained By A Master (Accessibility: Only When Using ModAb, -10%; Alternative Ability, $\times 1/5$) [6]; Very Fit [15]; Weapon Master (Varies) (Accessibility: Only When Using ModAb, -10%) [32].

Perks: Cloaked [1].

Disadvantages: Absent-Mindedness [-15]; Amnesia (Partial) [-10]; Code of Honor (Pirate's) [-5]; Hidebound [-5]; Overconfidence (12) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Bad With Names [-1]; Closet Fan (*The Hunger Games*) [-1]; Vague Answers [-1]; Will Train Anyone If Paid [-1].

Skills: Acrobatics (H) DX+2 [8] – 16*; Climbing (A) DX+0 [1] – 14*; Electronics Operation/TL8 (Media) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 12; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Hiking (A) HT-1 [1] – 13; Judo (H) DX+2 [12] – 16; Jumping (E) DX+0 [1] – 14; Karate (H) DX+2 [12] – 16; Lifting (A) HT-1 [1] – 13; Running (A) HT-1 [1] – 13; Swimming (E) HT+0 [1] – 14; Teaching (A) IQ+1 [4] – 12; Throwing (A) DX+1 [4] – 15; Urban Survival (A) Per+1 [4] – 13; Wrestling (A) DX+2 [8] – 16.

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

* Includes +1 from Perfect Balance.

Role-Playing Notes:

Taskmaster is typically overconfident in his ability to fight anyone using their own moves against them. He also suffers from periodic memory loss, which sometimes manifests itself as him appearing somewhat scatterbrained as a result.

KARATE

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

Real Name: Norbert Ebersol.

Occupation: Professional criminal.

Identity: Publicly known.

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

Other Aliases: Mr. Fix, Fixer.

Place of Birth: Dayton, Ohio.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Lethal Legion; frequent partner of Mentallo.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Norbert Ebersol was born a technological prodigy. At the age of three, he'd already taken apart and not only repaired but improved an alarm clock. By ten, he'd already built an electric engine with a complex transmission, and by thirteen had built several robots. Despite his obvious intelligence, however, he failed most of his classes in school; he dropped out at sixteen due to sheer boredom. His life then suffered a series of setbacks as despite his skills no one would hire him, and those jobs he could get were menial low-paying jobs with a high rate of turnover. He turned his talents to crime first as a method to pay his rent and bills, and kept at it because of the challenges it offered him. Calling himself Techno, Ebersol had a moderately successful criminal career across the American Midwest.

He was then telepathically contacted by the criminal Mentallo with plans for them to steal some experimental technology (see *Mentallo*). 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, Techno 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.

Techno's current whereabouts and when he'll appear next are unknown.

Age: 35.

Height: 5' 8".

Weight: 160 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Black bodysuit with a wide red stripe running from the neck to thighs, black gloves, black boots, metallic silver belt, metallic silver gauntlets, technological backpack held in place by metallic silver chest straps, red headband.

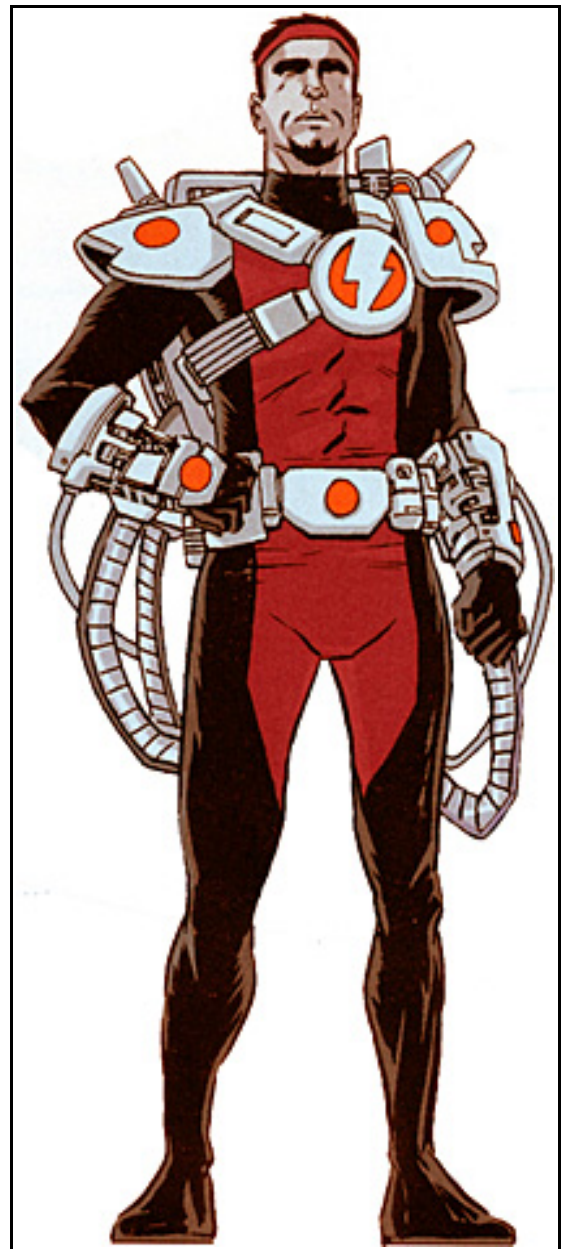
Strength Level: Techno possesses the normal human strength of a man his age, height, and build who engages in moderate regular exercise.

Known Superhuman Powers: Techno has several cybernetic implants enabling him to split his attention to better control his technological devices. His right eye has been replaced by a bionic eye which acts as a telescope with rangefinder, microscope, and false-color infrared sensor.

Other Abilities: Techno is a skilled inventor used to working with limited resources. His abilities in mechanics and electronics rival those of Tony Stark; however, while Stark has plenty of formal schooling, Ebersol's talent is wholly untrained (see *Iron Man*).

Paraphernalia: Techno has an ever-changing array of technological devices at his beck and call. He is occasionally assisted by a small robot he built, although the robot is primarily used for mixing and serving drinks rather than doing actual technical work.

Techno's gauntlets and backpack include a number of sensors and laser weapons. In addition, he commands a number of remote-controlled robot drones, flying and otherwise, through his cybernetic implants; these drones are often armed with conventional and laser weaponry. The backpack also contains every tool he can pack into it for most jobs he could think of. He also carries a stun gun in case of emergencies.



438 points

ST: 10 [0]

HP: 10 [0]

Speed: 5.75 [0]

DX: 11 [20]

Will: 13 [-5]

Move: 5 [0]

IQ: 14 [80]

Per: 13 [-5]

HT: 12 [20]

FP: 12 [0]

SM: 0

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 8 **Parry:** 9 **DR:** 18/6* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Artificer 4 [40]; Compartmentalized Mind 5 (Limited: Drone Operations, -10%; No Mental Separation, -20%; Electronic, -30%) [100]; Gizmo 3 [15]; High Manual Dexterity 3 [15]; Infravision (Electronic, -30%; Microscopic Vision 1 (Electronic, -30%) [4]; Quick Gadgeteer [50]; Signature Gear (Toolkit Backpack) [2]; Single-Minded [5]; Telecommunications (Cable Jack) (Video, +40%; Electronic, -30%) [6]; Telecommunications (Radio) (Accessibility: Selected Drones/Targets Only, -20%; Requires Concentrate, -15%; Secure, +20%; Video (+40%; Receive Only, -50%), +20%; Electronic, -30%) [8]; Telescopic Vision 3 (Electronic, -30%) [11]; Versatile [5].

Perks: Convincing Nod [1]; Energizer [1].

Disadvantages: Enemy (Law Enforcement; Medium-size Less Powerful Group; Hunter) (9) [-20]; Lecherousness (15) [-7]; Oblivious [-5]; One Eye (Mitigator: Cybernetics, -70%) [-4]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Distractable [-1]; Expensive Habit (Wine Snob) [-1]; Mild Dyslexia [-1]; Sarcastic [-1]; Uncongenial [-1].

Skills: Acting (A) IQ-1 [1] – 13; Beam Weapons/TL8 (Pistol) (E) DX+1 [2] – 12; Beam Weapons/TL8 (Wrist Gun) (E) DX+1 [2] – 12; Brawling (E) DX+1 [2] – 12; Climbing (A) DX-1 [1] – 10; Computer Operation/TL8 (E) IQ+0 [1] – 14; Drone Driving/TL8 (Automobile) (A) IQ+0 [2] – 14; Drone Driving/TL8 (Mecha) (A) IQ+0 [2] – 14; Drone Driving/TL8 (Tracked) (A) IQ+0 [2] – 14; Drone Piloting/TL8 (Helicopter) (A) IQ+0 [2] – 14; Drone Piloting/TL8 (Vertol) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Communications) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Security) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Sensors) (A) IQ+0 [2] – 14; Electronics Operation/TL8 (Surveillance) (A) IQ+0 [2] – 14; Fast-Talk (A) IQ-2 [1] – 12*; Gunner/TL8 (Machine Gun) (E) DX+2 [4] – 13; Gunner/TL8 (Beams) (E) DX+2 [4] – 13; Guns/TL8 (Pistol) (E) DX+1 [2] – 12; Guns/TL8 (Wrist Gun) (E) DX+1 [2] – 12; Inventor! (WC) IQ+2 [48] – 16†; Knife (E) DX+1 [2] – 12; Lip Reading (A) Per-1 [1] – 12; Lockpicking/TL8 (A) IQ+0 [2] – 14; Piloting/TL8 (Flight Pack) (A) DX+0 [2] – 11; Research/TL8 (A) IQ+0 [2] – 14; Running (A) HT-1 [1] – 11; Scrounging (E) Per+2 [4] – 15; Streetwise (A) IQ-2 [1] – 12*; Swimming (E) HT+0 [1] – 12; Throwing (A) DX+0 [2] – 11.

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

* Includes -1 from Oblivious.

† Conditional +4 from Artificer.

Role-Playing Notes:

Although sometimes called a "mad scientist", Techno insists the more proper term for what he does is "mad engineer". His main issue is that he is unable to finish his schooling due to boredom, and his inventing takes a more "brute force" approach than those that understand the physics and other sciences behind the engineering: "if this doesn't work, adjust something and try again until it does". His crimes are more into gaining personal wealth and luxury than taking control of anything. Despite this, he is a solid team player when the others on the team respect him; if they don't respect him, he's likely to turn around and betray them.

Techno displays many of the signs of what has been called Adult Attention-Deficit Disorder, being bored and easily distracted when involved in something he is not interested in, while single-minded when something has his attention to the point where it is near impossible to get his attention.

BRAWLING

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

Design Notes:

1. I chose not to call him "Fixer" because I thought his Thunderbolts identity fit the concept a lot better.

Real Name: Benjamin J. Grimm.

Occupation: Adventurer, starship pilot, former aircraft test pilot, former astronaut.

Identity: Publicly known.

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

Other Aliases: None.

Place of Birth: Brooklyn, New York.

Marital Status: Single.

Known Relatives: Petunia (aunt).

Group Affiliation: Fantastic Four; formerly the Yancy Street Gang, the United States Air Force, and NASA.

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

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: Ben Grimm grew up in the slums of Brooklyn, New York. As a youth, he fell in with the Yancy Street gang, committing petty thefts and harassing the police, although they were careful never to cross the line into outright criminal behavior.

Ben's dream from a young age was to become an astronaut. Realizing that this dream wasn't possible while a gang member, Grimm entered college on an Air Force ROTC scholarship. While in college, he was roommates with Reed Richards and Victor von Doom. Reed and Ben became close friends, and when Reed explained that he was working on a faster-than-light stardrive, Ben half-jokingly volunteered to fly the prototype, should Reed ever get one working (see *Doctor Doom*; *Mister Fantastic*).

After college, Ben Grimm became an officer in the United States Air Force, where he became one of their top test pilots. When the opportunity came for a transfer to NASA, to fly the space shuttle, Ben applied and was accepted for astronaut training.

While at NASA, Ben was surprised to find out that his old friend from college, Reed Richards, had in fact managed to design a faster-than-light stardrive. Ben was involved in the *Fantastic* project from the start, as Reed held Ben to his promise from college (truth be told, Reed couldn't keep Ben off the project if he tried). Ben was also instrumental in designing and building both the drive and the modifications to the space shuttle frame that would serve as the test bed (see *The Fantastic*).

During the maiden flight of the *Fantastic*, Ben, along with the others on the crew, was bombarded with unusual radiation that the ship's radiation shielding was unable to completely withstand. As a result of this, Ben found himself changing into something he called a "thing" (Johnny Storm, one of the others affected by the radiation, has pegged him with the superhero name of "The Thing" as a result; see *Human Torch*).

Ben has not yet fully adjusted to being a "freak", as he puts it, and is working with Reed and others to try and reverse the transformation. Reed theorizes that Ben should be able to change back and forth from human to "Thing", but some unknown factor which he has not yet uncovered is preventing this change from happening. The Mole Man, who has also studied Ben's mutation (under Reed's close scrutiny), has theorized that the factor is purely mental (see *Mole Man*).

Age: 32.

Height: 6'.

Weight: 500 lbs.

Eyes: Blue.

Hair: None.

Uniform: Black pants, black belt with a white 4 on the buckle, white boots, occasionally adds a black tank top.



Other Distinguishing Features: The Thing's entire body has been altered, giving him a stony exterior that resembles orange rocks. In addition, his hands only have four fingers (including the opposable thumb) instead of the standard five; during his initial transformation, his ring and pinkie fingers merged. He also lacks external ears.

Strength Level: The Thing possesses superhuman strength, enabling him to lift (press) 80 tons.

Known Superhuman Powers: Ben's Grimm possesses superhuman strength and a thick, rocky outer layer of skin that provides a tremendous amount of protection from damage, rendering him nearly invulnerable from most forms of damage.

Other Abilities: Ben Grimm is a trained astronaut and aircraft test pilot with several Masters of Engineering degrees.

1,284 points

ST: 33/320 [100*] **HP:** 33 [0] **Speed:** 6.25 [0]

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

IQ: 12 [40] **Per:** 13 [5]

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

Dmg: 3d+2/6d (33d/35d) **BL:** 218 lbs. (20,480 lbs./10.25 tons)

Dodge: 10 **Parry:** 12 **DR:** 45

IT:DR: /10

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

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Combat Reflexes [15]; Damage Resistance 45 (Can't Wear Armor, -40%; Hardened +1, +20%) [180]; Hard to Kill 5 [10]; Hard to Subdue 5 [10]; High Pain Threshold [10]; Hot Pilot 2 [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Damage Reduction: /10; Homogenous) [190]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Pressure Support 3 [15]; Security Clearance (NASA) ("Need to Know" Access to a Narrow Range of Secrets) [5]; Super ST +13/+300 [520]; Super Throw 2 [20].

Perks: Alcohol Tolerance [1]; Courtesy Military Rank (USAF Major) 4 [4]; Non-Protective Clothing [1]; Penetrating Voice [1]; Sanitized Metabolism [1]; Striking Surface [1].

Disadvantages: Addiction (Tobacco) [-5]; Bad Temper (9) [-15]; Chronic Depression (12) [-15]; Code of Honor (Soldier's) [-10]; No Sense of Smell/Taste [-5]; On The Edge (9) [-22]; Social Stigma (Freak) [-10]; Stubbornness [-5].

Quirks: Dislikes Being "Different" [-1]; Expression ("IT'S CLOBBERING TIME!") [-1]; Likes Playing the Role of the "Big Dumb Brute" [-1].

Skills: Boxing (A) DX+4 [16] – 16; Breath Control (H) HT [4] – 13; Current Affairs/TL8 (Science & Technology) (E) IQ [1] – 12; Electronics Operation/TL8 (Sensors) (A) IQ+1 [4] – 13; Engineer/TL8 (Aerospace) (H) IQ+1 [8] – 13; Engineer/TL8 (High-Performance Aircraft) (H) IQ+1 [8] – 13; Engineer/TL8 (Low-Performance Spacecraft) (H) IQ+1 [8] – 13; Engineer/TL8 (Rockets) (H) IQ+1 [8] – 13; Forced Entry (E) DX+0 [1] – 12; Free Fall (A) DX+3 [4] – 15†; Gunner/TL8 (Machine Gun) (E) DX+3 [2] – 15‡; Guns/TL8 (Rifle) (E) DX [1] – 12; Leadership (A) IQ-1 [1] – 11; Mathematics/TL8 (Applied) (H) IQ+3 [8] – 13; Navigation/TL8 (Air) (A) IQ+4 [8] – 18‡§; Navigation/TL8 (Space) (A) IQ+3 [3] – 17†‡; Piloting/TL8 (Aerospace) DX+4 [3] – 16‡#¥; Piloting/TL8 (High-Performance Airplane) DX+4 [4] – 16‡¥; Piloting/TL8 (Low-Performance Spacecraft) DX+4 [4] – 16‡¥; Shiphandling/TL8 (Spaceship) (H) IQ+1 [8] – 13; Soldier/TL8 (A) IQ+1 [4] – 13; Spacer/TL8 (E) IQ+2 [4] – 14; Streetwise (A) IQ+1 [4] – 13; Throwing (A) DX+1 [4] – 13; Urban Survival (A) Per+1 [4] – 14; Vacc Suit/TL8 (A) DX+1 [4] – 13.

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

* Includes +13/+300 from Super ST

† Includes +2 from 3D Spatial Sense.

‡ Includes +2 from Hot Pilot

§ Includes +3 from 3D Spatial Sense

Defaulted from Piloting (High-Performance Airplane)

¥ Includes +1 from 3D Spatial Sense

Role-Playing Notes:

Ben Grimm is intensely loyal to his adopted family, the Fantastic Four. He's still coming to terms with his new form; this has led him to engage in actions which would have killed him long ago if it wasn't for his powers. However, do *not* threaten Reed, Sue, or Johnny, or "papa bear gets angry" and "it's clobbering time!"

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 | – | – | | |

THOMPSON, FLASH

Supporting Cast

Real Name: Eugene "Flash" Thompson.

Occupation: College student, attending on a football scholarship.

Identity: Flash Thompson does not use a dual identity.

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

Other Aliases: None.

Place of Birth: New York City.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: New York City.

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

History: Eugene Thompson, "Flash" to most of his friends and acquaintances, was the local high school sports star and resident bully. As a child in elementary school, he was friends with Peter Parker, but later became Peter's school nemesis until their senior year. Part of the hostility he exhibited towards Peter was peer pressure – as a "jock", he felt obligated to pick on the "nerds" like Pete. Another part of the hostility was because of a rumor about his nickname – Pete once joked that it wasn't because of Flash's speed as a kid, with implications that greatly embarrassed Flash.

Since graduating high school, Flash has matured greatly. He is currently attending Empire State University on sports scholarships, and has actually renewed his friendship with Pete. Flash is also a fan of Spider-Man's, and although unaware that Pete and Spidey are the same person, has occasionally worn a spare Spider-Man outfit when Spidey and Pete needed to be seen at the same time or when proving that it could be anyone underneath the mask (see *Spider-Man*). To his chagrin, some of the folks at ESU are starting to think that Flash is Spidey.

Age: 19.

Height: 6' 2".

Weight: 195 lbs.

Eyes: Blue.

Hair: Reddish blond.

Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Flash is a gifted all-around athlete, with a basic knowledge of hand to hand combat.

124 points

ST: 13 [30] **HP:** 13 [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/2d-1 **BL:** 34 lbs.

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Natural Athlete 2 [20]; Very Fit [15].

Perks: Style Familiarity (Boxing) [1]; Style Familiarity (Submission Wrestling) [1].

Disadvantages: Code of Honor (Personal) [-5]; Compulsive Carousing (12) [-5]; Easy to Read [-10]; Impulsiveness (12) [-10]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Friends) [-5]; Wealth (Struggling) [-10].

Quirks: Arrogant [-1]; Chauvinistic [-1]; Proud [-1]; Secretly Likes Romance Novels [-1].

Skills: Boxing (A) DX-1 [1] – 11; Boxing Sport (A) DX-1 [1] – 11; Carousing (E) HT+0 [1] – 12; Climbing (A) DX-1 [1] – 11; Connoisseur (Romance Novels) (A) IQ-1 [1] – 9; Jumping (E) DX+2 [1] – 14*; Lifting (A) HT+1 [1] – 13*; Savoir-Faire (Dojo) (E) IQ+0 [1] – 10; Sports (American Football) (A) DX+1 [1] – 13*; Sports (Baseball) (A) DX+1 [1] – 13*; Sports (Basketball) (A) DX+1 [1] – 13*; Sports (Hockey) (A) DX+1 [1] – 13*; Swimming (E) HT+2 [1] – 14*; Throwing (A) DX+1 [1] – 13*; Wrestling (A) DX-1 [1] – 11; Wrestling Sport (A) DX-1 [1] – 11.



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

* Includes +2 from Natural Athlete.

Role-Playing Notes:

Flash is basically a good man who feels he was "forced" to become the stereotypical bullying jock during high school. Now that he's in college, he feels he's able to be the person he is rather than the person his friends expect him to be. He's surprising himself greatly. He comes off as arrogant and condescending at times, due to habits picked up during high school, but his actions have spoken of an inner nobility that's laid buried until recently. Even Peter is impressed with his old school nemesis.

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: Thor Odinson.

Occupation: God of thunder, warrior, adventurer, construction worker.

Identity: Publicly known; however, the general public of Earth does not believe he is the actual Norse god. His identity as Siguard Jarlson is secret.

Legal Status: Prince of Asgard.

Other Aliases: Siguard Jarlson, Freyja (don't ask him about it).

Place of Birth: Asgard.

Marital Status: Married, separated.

Known Relatives: Odin (father), Jörd (also known as Fjörgyn, mother), Frigga (step-mother), Sif (wife, separated), Magni, Modi (sons by Iarnsaxa), Thrud (daughter), Uller (half-brother, step-son), Balder, Hoder, Heimdall, Vidar, (half-brothers), Loki (foster brother), Freyja (adopted sister), Nanna (sister-in-law; Balder's wife), Ve, Vili (uncles, presumed deceased), Bør (grandfather, presumably deceased), Buri (great-grandfather, presumably deceased).

Group Affiliation: Gods of Asgard, Avengers.

Base of Operations: Asgard; Houston, Texas.

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

History: Thor is the Norse god of thunder, one of the extradimensional beings from the realm of Asgard (see *Asgard*). He is the son of Odin, ruler of the gods, and the earth goddess Jörd (or Fjörgyn), who may in fact be Gaea, the embodiment of the life force of Earth (which the Asgardians call "Midgard", or "Middle-Earth") (see *Asgardians*; *Gaea*; *Odin*).

Thor gained his uru hammer, Mjolner, as a result of his foster brother Loki's machinations. One of Loki's pranks had gone too far, and Thor's wife, Sif, had her golden tresses shaved off (see *Loki*; *Sif*). Thor, knowing that only one person in the Nine Worlds could have both dared the deed and pulled it off with that level of cunning, approached Loki with his usual level of subtlety and tact: he pummeled Loki mercilessly until Loki agreed to find a replacement of real, golden hair for Sif. Loki turned to the dwarves of Nidavallir, who made the hair on what amounted to simply empty promises. Loki then managed to con the dwarves into attempting to outdo the golden hair; one of the prizes Loki presented to the gods was Mjolner, upon which Odin laid several enchantments and awarded to Thor. Thor was so pleased with both Sif's new hair and Mjolner that he forgave Loki on the spot. (The trickster god isn't sure which Thor loves more: Sif or Mjolner.) At the time, Thor was unaware that Loki interfered with Mjolner's creation, resulting in its shortened handle.

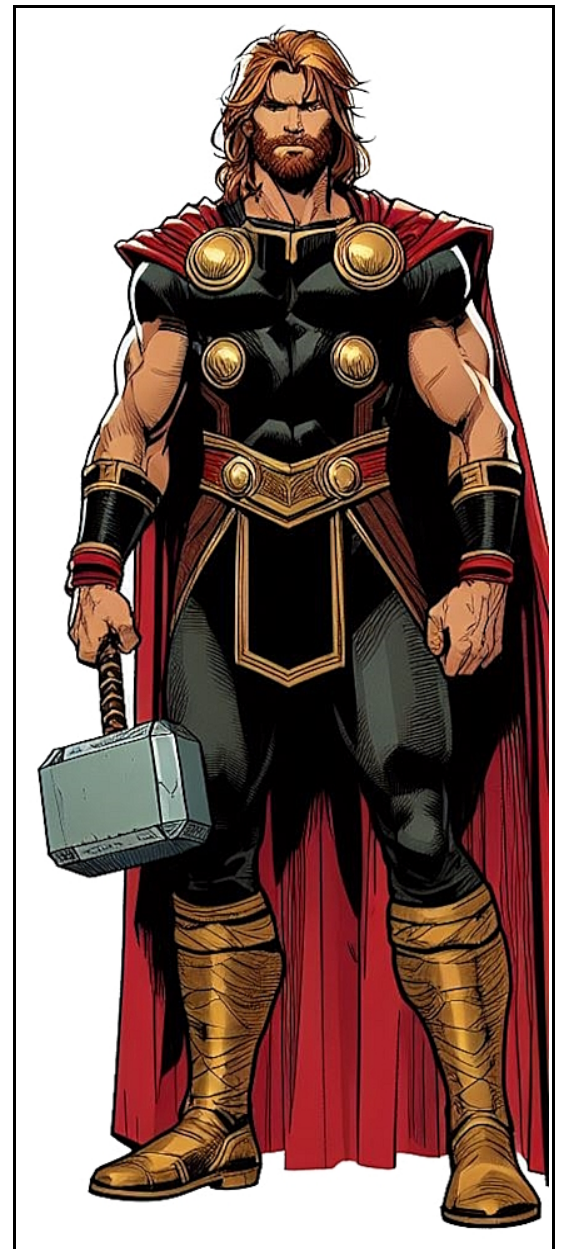
At one point, Thor's hammer was stolen from him. With Loki's aid, he discovered the culprit: a storm giant from Jotunheim. Loki, being the offspring of giants himself, was sent forth to bargain for the hammer's return. The giant said that the hammer would be returned if Freyja, considered by nearly everyone as the most beautiful of goddesses, was to marry him (see *Freyja*). Freyja, however, flatly refused, despite Thor's undignified pleading. On the advice of Heimdall, Thor disguised himself as Freyja, and Loki disguised himself as "Freyja's" handmaiden – mostly to help Thor maintain the charade (see *Heimdall*). Disguised as such, Thor, as "Freyja", was welcomed to the giant's home. During the celebration, the hammer was placed in "her" hands; Thor then slew every giant in the room. As he considers himself the epitome of Norse warrior ideals, he doesn't like to talk about this incident. At all.

Thor is destined to die during Ragnarok, the epic battle that signifies the end of the world in Norse mythology. During the battle, Thor fated is to slay Jormungand (aka the Midgard Serpent), the monstrous offspring of Loki and the giantess Angrboda whose serpentine body reportedly encircles the Earth (see *Midgard Serpent*). However, after he slays the Serpent, Thor will not take more than nine steps before Jormungand's venom runs its course and kills him. Because of this knowledge, Thor is reckless in battle, taking risks that would frighten others. He has no concept of his own safety.

After the worship of the Asgardian gods faded on Earth, due to the rise of Christianity in northern Europe, Thor found himself growing bored. As a result, he grew even more bad tempered and sullen, to the point where Sif walked out on him, taking their daughter Thrud and his sons Magni and Modi (who had a different mother) with her; Sif's son Uller, who is incidentally also Thor's half-brother, had already reached adulthood at the time of this incident (see *Magni and Modi*; *Thrud*). As punishment for this, Odin cast a spell which shifted Thor to Earth in the guise of a mortal, Siguard Jarlson, where Thor's blue-collar ways landed him a job as a construction worker in Houston, Texas.

During a recent demolition of a building, which led to Thor, as Jarlson, being trapped in a basement and in danger of physical death, Odin dropped Mjolner into Jarlson's hands. Upon striking Mjolner against the ground, Jarlson discovered his true identity.

Since then, Thor has become a founding member of the Avengers (see *Avengers*). In addition, he has discovered that other



Asgardians are also on Earth, including Loki, Sif, Heimdall, Balder, Tyr, Freyr, and Freyja (see *Balder*; *Freyr*; *Tyr*). Some, he has found to be allies; others, enemies. And some, like Sif and Loki, he's not too sure about right now.

Ironically, Thor's more public actions have led to an underground revival of worship of the Norse gods.

Age: Indeterminate.

Height: 6'.

Weight: 825 lbs.

Eyes: Blue.

Hair: Red.

Other Distinguishing Features: Thor has a piece of flint embedded in his forehead from an ancient duel. His helmet usually hides this.

Uniform:

Strength Level: Thor possesses superhuman strength far beyond that normally possessed by Asgardians. Thor can lift (press) over 100 tons. Thor is *not* the strongest Asgardian; that honor belongs to his son Magni, who is naturally able to lift (press) 500 tons.

Known Superhuman Powers: In addition to his superhuman strength, Thor possesses the other attributes possessed by the Asgardian people gods. He is able to withstand a great deal of punishment, is immune to all terrestrial diseases, and ages at a very slow rate.

Other Abilities: Thor is a skilled warrior, specializing in the use of his enchanted warhammer.

Weapons: Thor's warhammer, Mjolner, is made from the unbreakable metal uru, which is found only in the mines of Nidavallir, the realm of the dwarves. Due to Loki's interference during its creation, the handle is shorter than usual; Thor has added a strap to the end of the hammer to aid in its use. When spun by its strap, the hammer is capable of deflecting bullets.

Mjolner's main enchantment is its ability to return to its owner when thrown. Thor occasionally throws the hammer and immediately grabs the strap as it leaves his hand, enabling him to "fly". Other enchantments increase its accuracy, damage, and its ability to parry blows. Odin has since given Mjolner one additional enchantment: it is able to transform Thor into his mortal identity, Siguard Jarlson, and back again when struck on the ground. This enchantment will not cause Mjolner to grant Thor's powers to anyone who is not Thor, should someone else strike the hammer on the ground.

Mjolner is enchanted to let its wielder cast a number of spells dealing with storms and lightning.

Contrary to past depictions, anyone with the right amount of strength can lift Mjolner.

Paraphernalia: Thor occasionally uses an enchanted belt which doubles his already prodigious strength, increasing his strength to enable him to lift (press) in excess of 200 tons. He also wears an insulated gauntlet on his right hand which has been enchanted to always cool whatever it touches, as Mjolner can occasionally reach temperatures in combat that would melt lead and severely scar anyone who touches it.

Thor: Rock trolls fall before the might of Mjolner. I fear this brute won't be as obliging.

– *Ultimate Avengers: the Movie*

1,728 points

| | | |
|---------------------------|----------------------|---------------------------|
| ST: 67/354 [350*†] | HP: 67 [0] | Speed: 7.00 [0] |
| DX: 13 [60] | Will: 14 [25] | Ground Move: 7 [0] |
| IQ: 9 [-20] | Per: 12 [15] | Air Move: 14 [0] |
| HT: 15 [50] | FP: 15 [0] | SM: 0 |

| | |
|------------------------------|---|
| Dmg: 8d/10d (36d/38d) | BL: 989 lbs. (25,063 lbs./12.5 tons) |
| Dodge: 11 | Parry: 19 |
| Block: 15 | IT:DR: /10 |

Languages: English (Accented) [4]; Old Norse (Native) [0].

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

Advantages: Absolute Direction [5]; Alternate Form: Siguard Jarlson (Trigger: Striking Mjolner Against The Ground, -20%; Reduced Time 4 (1 second), +80%; Divine, -10%) [23]; Asgardian God [575]; Claim to Hospitality 3 [5]; Combat Reflexes [15]; Enhanced Block 3 [15]; Enhanced Parry (Axe/Mace) 3 [15]; Flight (Cannot Hover, -15%; Controlled Gliding, -45%; Gadget/Can Be Stolen: Must be Forcefully Removed, Does Not Work For Thief -5%; Gadget/Unique, -25%) [8]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10 (Limited: Crushing Attacks Only), -40%) [45‡]; Legal Enforcement Powers 2 (Informal, -10%) [5]; No Low TL +5 [25]; Pickaxe Pendant 4 [20]; Signature Gear: Mjolner [308]; Single-Minded [5]; Status 6 [30]; Super ST +13/+300 [80†]; Unaging [5¶]; Unfazeable [15]; Very Fit [15]; Very Rapid Healing [15]; Weapon Master: Mjolner [20].

Perks: Named Possession [1]; Weapon Bond [1].

Disadvantages: Alcoholism [-15]; Bad Temper (9) [-15]; Bloodlust (12) [-10]; Code of Honor (Norse) [-5]; Compulsive Carousing (9) [-7]; Gluttony (6) [-10]; Hidebound [-5]; Impulsiveness (6) [-20]; Intolerance (Giants) [-5]; Lecherousness (12) [-15]; No Extended Lifespan [-10]; On the Edge (6) [-30]; Overconfidence (6) [-10]; Reputation -2 (For Brutality; Almost Everyone; All the Time) [-5]; Secret Identity (Serious Embarrassment) [-5]; Selfless (12) [-5]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Distinctive Feature: Piece of Flint In The Forehead [-1]; Like Heavy Metal Rock [-1]; Likes Thick Brews [-1]; Misses His Family [-1].

Skills: Axe/Mace (A) DX+12 [32] – 25§; Brawling (E) DX+3 [8] – 16; Driving/TL8 (Construction Equipment) (A) DX-1 [1] – 12; Professional Skill/TL8 (Construction Worker) IQ+1 [4] – 10; Riding (Equines) DX-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+0 [2] – 10; Shield (E) DX+3 [8] – 16; Soldier/TL3 (A) IQ+1 [4] – 10; Streetwise (A) IQ+1 [4] – 10; Thrown Weapon (Axe/Mace) (E) DX+12 [28] – 25§; Two-Handed Axe/Mace (A) DX+12 [12] – 25#.

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

* Includes ST +9 from Asgardian God.

† Includes Super ST +11/+150 from Asgardian God.

‡ Upgraded from Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) in Asgardian God.

§ Includes +4 from Pickaxe Pendant.

Defaulted From Axe/Mace.

¥ Upgraded from Extended Lifespan from Asgardian God.

Role-Playing Notes:

Thor is somewhat simple-minded. He has a rash temper, and is prone to act before thinking of the consequences. This has gotten him into trouble a number of times. His responses to threats are predictable: hit it with Mjolner. Thor *has* learned to temper his Norse warrior ways to better fit in with modern society, and he actually enjoys his construction work as he's found he enjoys occasionally building things rather than always destroying them. He doesn't always agree that the criminals he faces should be left alive, but he admits that times have changed.

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 | — | — | | |

Mjolner

Despite being called a "warhammer", Mjolner is built as a mace (page B274), with the weight adjusted to account for the thrice as dense matter of the Asgardian plane.

AXE/MACE

| <i>TL</i> | <i>Weapon</i> | <i>Damage</i> | <i>Reach</i> | <i>Parry</i> | <i>Cost</i> | <i>Weight</i> | <i>ST</i> |
|-----------|---------------|---------------|--------------|--------------|-------------|---------------|-----------|
| 3 | Mjolner | cr | 1, 2* | U | ?? | 21 | 13 |

Enchantments:

Accuracy +3

Defending Weapon +3

Defending Shield +3

Graceful Weapon

Loyal Sword

Puissance +3

Design Notes:

1. I am working to redo Thor to match the updated Asgardian profile. It's a greater struggle than many would think.

Real Name: Thrud Thorsdotter (Anglicized from Þrúðr).

Occupation: College student, apprentice Valkyrie.

Identity: Thrud's existence on Earth is public knowledge, though very few believe she really is the Thrud of myth. Her mortal identity of Trudy Nordstrom is known only to a select few, though she makes no effort to keep the two separate.

Legal Status: Princess of Asgard; as Trudy Nordstrom is legally a citizen of the United States; no criminal record in either identity.

Other Aliases: Trudy Nordstrom, "the Vanaheim Valkyrie".

Place of Birth: Asgard.

Marital Status: Single.

Known Relatives: Thor (father), Sif (alias Violet Nordstrom, mother), Uller, Magni, Modi (half-brothers), Loki (adopted uncle), Freyja (adopted aunt), Tyr, Heimdall, Balder, Hoder, Vidar (uncles), Odin (grandfather), Jörd (also known as Fjörgyn, grandmother), Frigga (step-grandmother), Bør (great-grandfather, presumably deceased), Buri (great-great-grandfather, presumably deceased), Eisa (step-cousin), many other notable Aesir.

Group Affiliation: Gods of Asgard, Valkyries of Asgard, University of Houston Women's Basketball Team.

Base of Operations: Houston, Texas; Asgard.

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

History: By all accounts, Thrud was born centuries ago in Asgard to Thor and his wife, Sif (see *Asgard*; *Sif*; *Thor*). As she grew older, she exhibited several traits that showed through in her father's giant heritage, standing much taller than most gods, which often led her to be classified a giantess herself by some mythographers, though she was always counted among the Aesir due to her parentage (see *Asgardians*). Growing up, she was always a "daddy's tomboy", preferring the sword and shield over the so-called "womanly arts". At a young age, she was selected to be trained as a Valkyrie, and was tutored in the warrior arts by Brunnhilde, the most skilled of the Valkyrior (see *Valkyrie*).

When Sif walked out on her husband, Thrud decided to go with her mother, though she remained in regular contact with her father until he disappeared from Asgard. Thrud soon learned from Heimdall what had happened, and told her family (see *Heimdall*). When Sif chose to relocate to Midgard – what the Asgardians call Earth – she took Thrud and Thor's sons Magni and Modi with her (see *Magni and Modi*).

Still appearing as a young woman in her early 20s and wishing to learn more about Midgard and mortal life, Thrud commissioned a golden girdle from the Dwarves Eitri and Brokk of Nidavallir – descendants of the Dwarves of the same names who had forged Thor's hammer Mjolnir – to limit her strength when worn, and then using the papers provided by Sif when establishing their mortal identities to enroll at the University of Houston as a student, using the name Trudy Nordstrom. Due to her height and athletic nature, she was essentially drafted into their women's basketball team as their starting center.

Thrud has occasionally come to her father's assistance in his exploits, and has had a number of exploits of her own or alongside her brothers. She has a long-standing rivalry with her step-cousin Eisa, daughter of Loki, who has assisted Loki on several occasions (see *Eisa*; *Loki*). More recently, though, she has joined forces with a number of other Valkyries from across the Nine Realms under Brunnhilde's guidance in a mission to investigate and put an end to a long-dormant threat, the exact nature of which has not yet been revealed. Each member of the team hails from a different world; due to her mother's lineage, Thrud is considered the Valkyrie from Vanaheim (Brunnhilde is the official Valkyrie from Asgard).

Age: Indeterminate.

Height: 7' 8".

Weight: 824 lbs.

Eyes: Blue.

Hair: Reddish-brown.

Uniform: None.

Strength Level: Thrud possesses the normal superhuman strength of an Asgardian goddess/giantess of her age, height, and build who engages in intensive regular exercise. She is estimated to be able to lift (press) roughly 50 tons.



Known Superhuman Powers: Thrud possesses the standard attributes of an Asgardian goddess of her stature. Owing to her parentage, she is more durable than most other Asgardians, being immune to most conventional weaponry even without armor. As a Valkyrie, she has the ability to see a "death aura" around those who are soon going to die without assistance; Thrud does not have the ability yet to tell the reason for the impending death.

Other Abilities: Thrud is a skilled athlete, swordswoman, spear-fighter, and horse rider.

Weapons and Paraphernalia: Thrud owns a sword and circular shield made of uru, but these weapons have not exhibited any magical properties beyond being unbreakable; her sword, however, has been named Mektigeslag, which hints at magical properties. As a Valkyrie, she is permitted to wear a suit of mail made of Asgardian steel, which she often wears with a blue cloak.

In her identity as Trudy Nordstrom, Thrud wears an enchanted golden girdle around her waist which limits her strength to that of a human of her age, height, and build (which is still fairly prodigious).

1,486 points

ST: 62/250 [81*] **HP:** 62 [0] **Speed:** 7.00 [0]

DX: 13 [60] **Will:** 11 [0] **Move:** 8 [0]

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

HT: 15 [50] **FP:** 15 [0] **SM:** +1

Dmg: 7d+1/9d+2 (26d/28d) **BL:** 769 lbs. (12,500 lbs./6.25 tons)

Dodge: 11 **Parry:** 15 **DR:** 40* (tough skin)

Block: 15 **IT:DR:** /10

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

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

Advantages: Ally (Asgardian Flying Horse; 25% Starting Points) (15) [3]; Appearance (Beautiful) [8†]; Asgardian God [564‡]; Combat Reflexes [15]; Damage Resistance 40 (Tough Skin, -40%) [120]; Detect Death's Aura (Reflexive, +40%; Sense-Based: Vision, -20%; Vague, -50%; Magical, -10%) [12]; Enhanced Block 3 [15]; Enhanced Parry (All Parries) 3 [30]; Extra Attack 1 (Multi-Strike, +20%; Single Skill: Broadsword, -20%) [25]; Extra ST +31 (Size, -10%; Magical, -10%) [248]; Hard to Kill 3 [6]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /10 (Limited Defense: Crushing Attacks, -40%)) [45§]; No Low TL 5 [25]; Signature Gear (Sword and Shield) [14]; Social Regard (Feared; Valkyrie) 3 [15]; Special Rapport (Flying Horse) (Magical, -10%) [5]; Status 6 [25#]; Super ST +12/+200 (Size, -10%; Magical, -10%) [27¥]; Unaging [5¶]; Very Fit [15]; Wealth (Very Wealthy) [30]; Weapon Master (Valkyrie Weapons) [30].

Perks: Citizenship (United States) [1]; Fearsome Stare [1]; Focused Fury [1]; Named Possession (Sword, "Mektigeslag" ("Mighty Blows" in Norwegian) [1]; Rule of 15 [1]; Shield-Wall Training [1]; Style Familiarity (Armatura Equestris) [1]; Style Familiarity (Sword-and-Shield Fighting) [1]; Style Familiarity (Viking Spear Fighting) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Viking) [-5]; Enemy (Eisa, Daughter of Loki; Equal in Power; Rival) (9) [-5]; Gigantism [0]; Overconfidence (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Friends and Family) [-5]; Stubbornness [-5].

Quirks: Dual Identity [-1]; Proud [-1]; Sprinkles Battle Plans with Sports Jargon [-1]; Unimaginative [-1].

Skills: Animal Handling (Equines) (A) IQ+0 [2] – 11; Axe/Mace (A) DX+1 [4] – 14; Bow (A) DX+1 [4] – 14; Brawling (E) DX+1 [2] – 14; Broadsword (A) DX+3 [12] – 16; Climbing (A) DX-1 [1] – 12; Fast-Draw (Arrow) (E) DX+1 [1] – 14☐; Fast-Draw (Sword) (E) DX+1 [1] – 14☐; Hiking (A) HT-1 [1] – 14; Jumping (E) DX+1 [2] – 14; Kiai (H) HT-2 [1] – 13; Power Blow (H) Will+1 [8] – 12; Riding (Equines) (A) DX+0 [2] – 13; Running (A) HT-1 [1] – 14; Savoir-Faire (High Society) (E) IQ+1 [2] – 12; Savoir-Faire (Military) (E) IQ+1 [2] – 12; Shield (E) DX+3 [8] – 16; Spear (A) DX+3 [12] – 16; Sports (Basketball) (A) DX+0 [2] – 13; Swimming (E) HT+0 [1] – 15; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Spear) (E) DX+1 [2] – 14; Wrestling (A) DX+1 [4] – 14.

Techniques: Cavalry Training (Broadsword) (H) def+1 [2] – 15; Cavalry Training (Spear) (H) def+2 [3] – 16; Hands-Free Riding (Equines) (H) def+1 [2] – 12; Slam Dunk (Sports (Basketball)) (A) def+0 [0] – 10£.

Starting Spending Money: \$76,520 (20% of Starting Wealth, minus cost of a heavy mail hauberk built for SM +1)

* Includes +9 from Asgardian God, +31 from Extra ST, and +12/+200 from Super ST; adjusted with Size (-10%). With the Extra ST and Super ST negated by her girdle, she has ST 19, Dmg 2d-1/3d+1; BL 72 lbs.

† Upgraded from Appearance (Attractive) from Asgardian God.

‡ Adjusted from the standard Asgardian God template by applying "Size, -10%" to ST and Super ST.

§ Upgraded from Injury Tolerance (Damage Reduction, /3 (Limited: Crushing Attacks, -40%)) in Asgardian God.

Includes +1 level from Wealth.

¥ Replaces and upgraded from Super ST +11/+150 (Size, -10%) from the adjusted Asgardian God template.

¶ Upgraded from Extended Lifespan from Asgardian God.

☐ Includes +1 from Combat Reflexes.

£ Includes +1 from SM.

Role-Playing Notes:

Thrud often comes across as a "trust fund jock", which when called on it will say, "it runs in the family." In her "mortal" identity, she doesn't hide the fact that she is Thor's daughter, though she is careful not to brag about it, either. In combat, she tends to be more reserved than her brothers or father, and has been known at times to sprinkle her battle talk with sports jargon, much to her parents' annoyance and brothers' amusement..

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 | – | – | | |

BROADSWORD

| <i>TL</i> | <i>Weapon</i> | <i>Damage</i> | <i>Reach</i> | <i>Parry</i> | <i>Cost</i> | <i>Weight</i> | <i>ST</i> | <i>Notes</i> |
|-----------|---------------|---------------|--------------|--------------|-------------|---------------|-----------|--------------|
| 3 | | | | | | | | |
| – | <i>or</i> | | | | | | | |

Design Notes:

1. Detect Death's Aura is priced as a Common "substance".
2. Unlike other Asgardians, I have put power modifiers on Thrud's Extra ST and Super ST in order to help describe how her girdle is able to suppress her strength. So far, I have not figured out how to charge for the girdle.
3. Social Regard (Feared) is from her status as a Valkyrie, and only applicable to Asgardians.
4. I had to basically invent the Slam Dunk non-combat technique, applying a -4 to Sports (Basketball), adjusted by SM.

Real Name: Thundra.

Occupation: Warrior.

Identity: Publicly known, though the public does not believe she's from the future.

Legal Status: Citizen of the United Sisterhood Republic in a divergent 23rd Century.

Other Aliases: None.

Place of Birth: Greater Milago, United Sisterhood Republic.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Mobile.

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

History: The following is what Thundra has related to others:

In the late 21st Century in a divergent future, the so-called "war of the sexes" turned literal, escalating into a worldwide biological warfare apocalypse that rendered 95% of the world population sterile. Thanks to the advanced genetic engineering capabilities of the time, the survivors managed to procreate by combining the DNA of the prospective parents regardless of gender, enabling those women who wanted nothing to do with men and men who wanted nothing to do with women to continue to pass on their beliefs to their engineered offspring.

By the time of the mid-23rd Century, civilization had somewhat stabilized, though wars continued to be fought. Thundra was born in the Greater Milago (Milwaukee-Chicago) Central Birthing Complex, the primary birthing complex of the United Sisterhood Republic, a female-dominated nation – comprised of much of the American Mid-West – where men were only bred as servants and entertainers. Engineered by the genetic engineers working the complex, Thundra was designed to be an "ultimate warrior", and sent to military training at the age of four. By the time she was twelve, she had already fought in dozens of campaigns against the USR's primary opponent, the male-dominated nation of Machus to the east (Machus was said to dominate the northern Atlantic coastline of North America). She was promoted to an officer's rank when she was 18.

It has since been revealed that Machus and the USR utilize genetically engineered shock troopers of their chosen genders, who are taught propaganda from an early age regarding their own and their opposing nation's beliefs. The reality is that while a biological apocalypse did occur, it was not due to a "war of the sexes", but had other causes. In both Machus and the United Sisterhood Republic, men and women outside the military are equals, and the genetic engineering of the time enables hetero-, homo-, and transsexual couples to have children. Thundra, however, has not yet been informed that this is the case.

Somehow, the USR's intelligence network discovered that the men of Machus had discovered a time machine in the ruins of a building on an island called "Man Hattan". Thundra was charged with leading a commando team to find and destroy the time machine before Machus could use it to eliminate the USR before it formed. Thundra's team fought their way to the island and into the ruins; of a group of ten commandos, only Thundra survived. Seeing a chance to eliminate the threat of Machus for good, Thundra used the time machine herself. However, due to not knowing exactly when the cataclysm took place, Thundra set the controls to the wrong time period, plunging her back to the early 21st Century.

The world Thundra arrived in didn't make any sense to her! Men and women socialized openly; there was no hint of a war between the genders brewing. The gay and lesbian couples that were (to her) the norm in her time were in this strange world ostracized and struggling for equality, but not in open warfare. Men seemed to dominate, but many women were held as equals and held positions of power over men. She thought she'd gone mad. Still, she was determined to complete her mission; to keep Machus from ever forming, she had to make sure that the men of the world knew their place. Being a warrior, not a politician or social engineer, she decided the best (possibly the only) route open to her was to find and humble the strongest man she could find in a public altercation. Learning of the Fantastic Four from a news report, she decided that Ben Grimm, the superhumanly powerful Thing, would be the perfect object lesson (see *Fantastic Four*; *Thing*).

Thundra fought the Thing twice, once in public in Times Square, besting him fairly both times, though she found she couldn't bring herself to kill him. That people cheered for the Thing even after he'd been beaten drove home just how different this world was; the cheers she received as well confused her, until Ben mentioned the public thought this was an exhibition match. Thundra later



explained her history to the Fantastic Four; Reed Richards, leader of the Four, agreed to help her find her way home, but offered her a place to stay with them in the meantime (see *Mister Fantastic*). Deciding she needed to see more of this world and figure out what events led to the cataclysm – if it was indeed going to take place – Thundra agreed, and has moved into an apartment in the Baxter Building (see *Baxter Building*).

Thundra's activities since have gone unrecorded, but it's not likely that she'll remain out of the picture for long.

Age: 25.

Height: 7' 2".

Weight: 400 lbs.

Eyes: Green.

Hair: Red.

Uniform: Red one-shoulder shirt, red pants with yellow lightning bolt designs on the side, black belt, yellow boots, red metallic armbands, silver tiara.

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

Known Superhuman Powers: Genetically engineered for combat, Thundra possesses superhuman strength, endurance, agility, and durability. Her skin and musculature are durable enough to withstand getting shot by most combat pistols and assault rifles without breaking. Her body doesn't produce fatigue poisons as fast as a regular human's; she can exert herself at top performance for almost an hour before fatigue sets in. Her musculature is such that she can run at about 30 miles per hour, make incredible leaps, and throw objects farther distances than most others.

Other Abilities: Thundra is a highly skilled warrior, skilled in boxing, wrestling, and the martial arts of her time. While her military training included firearms training, she prefers not to use them in favor of weapons that utilize her physical strength.

I,380 points

ST: 30/315 [70*] **HP:** 30 [0] **Speed:** 8.50 [0]

DX: 17 [140] **Will:** 12 [5] **Move:** 10 [10]

IQ: 11 [20] **Per:** 13 [10]

HT: 17 [70] **FP:** 25 [24] **SM:** 0

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

Dodge: 12 **Parry:** 14 **DR:** 20* (tough skin)

IT:DR: /3

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

Cultural Familiarities: United Sisterhood Republic (Native) [0].

Advantages: Ambidexterity [5]; Appearance (Attractive) [4]; Born Soldier 2 [10]; Combat Reflexes [15]; Damage Resistance 20 (Tough Skin, -40%) [60]; Enhanced Move (Ground) 0.5 (Ground Move 15/30 mph) [10]; Flexibility [5]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: Two Skills, -60%; Chi, -10%) [12]; Injury Tolerance (Damage Reduction /3) [75]; Longevity [2]; Regeneration (Regular: 3 HP/hr) [25]; Super Jump 2 [20]; Super ST +13/+300 [520]; Super Throw 2 [20]; Trained By A Master [30]; Very Fit [15]; Zeroed [10].

Perks: Courtesy Military Rank 3 [3]; Fearsome Stare [1]; Huge Weapons (SM) 1 [1]; Improvised Weapons (Kusari) [1]; Patience of Job [1]; Power Grappling [1]; Style Familiarity (Bare-Knuckle Boxing) [1]; Style Familiarity (Combat Wrestling) [1]; Style Familiarity (Jujutsu) [1]; Sure-Footed (Uneven) [1].

Disadvantages: Code of Honor (Soldier's) [-10]; Gullibility (15) [-5]; Impulsiveness (12) [-10]; Intolerance (Men) [-5]; Overconfidence (12) [-5]; Social Stigma (Uneducated) [-5]; Wealth (Struggling) [-10].

Quirks: Adrenaline Junkie [-1]; Antitheist [-1]; Prone to Poor Decisions [-1]; Proud [-1]; Willfully Anachronistic [-1].

Skills: Acrobatics (H) DX+1 [8] – 18; Boxing (A) DX+3 [12] – 20; Brawling (E) DX+3 [8] – 20; Breaking Blow (H) IQ+1 [8] – 12; Climbing (A) DX+2 [1] – 19†; Electronics Operation/TL8 (Sensors) (A) IQ+1 [4] – 12; Explosives/TL8 (Demolition) (A) IQ+1 [4] – 12; Fast-Draw (Flexible) (E) DX+1 [1] – 18‡; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+0 [1] – 17; Guns/TL8 (Rifle) (E) DX+0 [1] – 17; Hiking (A) HT+0 [2] – 17; Immovable Stance (H) DX-1 [2] – 16; Intelligence Analysis/TL8 (H) IQ+0 [4] – 11; Intimidation (A) Will+0 [2] – 12; Judo (H) DX+3 [16] – 20; Jumping (E) DX+1 [2] – 18; Karate (H) DX+3 [16] – 20; Kiai (H) HT-1 [2] – 16; Kusari (H) DX+3 [16] – 20; Navigation/TL8 (Land) (A) IQ+1 [4] – 12; Observation (A) Per+0 [2] – 13; Penetrating Strike (Unarmed) (VH) DX-2 [2] – 15; Power Blow (H) Will+1 [8] – 13; Running (A) HT+1 [4] – 18; Savoir-Faire (Military) (E) IQ+3 [2] – 14§; Shockwave (VH) DX-2 [2] – 15; Soldier/TL8 (A) IQ+2 [2] – 13§; Stealth (A) DX+1 [4] – 18; Strategy (Land) (H) IQ+1 [8] – 12; Survival (Plains) (A) Per+1 [4] – 14; Survival (Woodlands) (A) Per1 [4] – 14; Swimming (E) HT+1 [2] – 18; Tactics (H) IQ+2 [4] – 13§; Throwing (A) DX+3 [12] – 20; Two-Handed Sword (A) DX+1 [4] – 20; Wrestling (A) DX+3 [12] – 20.

Techniques: Counterattack (Boxing) (H) def+5 [6] – 20; Elbow Strike (Karate) (A) def+2 [2] – 20; Entangle (Kusari) (H) def+4 [5] – 20; Ground Fighting (Brawling) (H) def+4 [5] – 20; Ground Fighting (Wrestling) (H) def+4 [5] – 20; Head Lock (Wrestling) (H) def+3 [4] – 20; Kicking (H) def+2 [3] – 20.

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

* Includes +13/+300 from Super ST.

† Includes +3 from Flexibility.

‡ Includes +1 from Combat Reflexes.

§ Includes +2 from Born Soldier.

Role-Playing Notes:

In her own time, Thundra is confident and a natural leader. In the modern day, however, Thundra is a fish out of water. The modern world seriously confuses her. For the first time, she's having to see men as more than just an enemy. She's developing respect for (and, if she would admit it to herself, a bit of a crush on) Ben Grimm.

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. Thundra is not a Villain, but I'm not sure whether, given her situation, she's a Hero, Anti-Hero, or Non-Villain Antagonist; for the time being, I've listed her as the last.
2. I originally had some trouble with Thundra's background, especially given as she first appeared in the mainstream Marvel universe as a replacement for Medusa in the Frightful Four. Still, we rarely see much of her home time in the comics; what we've seen in recent comics tends to be the stereotypical post-apocalyptic desert/prairie, with no hints as to the genetic engineering science that led to her superhuman physique. I decided to give her an arc in the anthology title instead, leading up to her appearance in the FF's title fighting Ben. The TL of her world is also a relative unknown, due to its post-apocalyptic conditions; for this reason, I have not adjusted her native TL from 8.
3. As far as Size Modifiers go, Thundra is right at the cusp between SM +0 and SM +1 (7' 6" being the halfway point between SM 0's 6 foot height and SM +1's 9 foot height). I have decided to make her SM +0 with Perks enabling her to use oversized weapons rather than SM +1 as she doesn't seem to have any problems fighting those shorter than her by a foot or two, nor do they seem to have a bonus when fighting her.
4. Thundra's social traits are calculated for her appearances in the modern day. In her own time, she lacks the Social Stigma, her Wealth is improved to Comfortable, her Courtesy Rank becomes actual Military Rank, and she gains Duty (USR Military) (15) [-15]; a net +22 points.

TIMBERIUS

Non-Villain Antagonist

Real Name: Unrevealed, possibly "Timberius" is his given name.

Occupation: Intelligence operative, gardener.

Identity: Timberius 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: Timberius'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*).

Timberius 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 *Captain Marvel*; *Kree*; *Yon-Rogg*). After being defeated by the Captain, Mar-Vell was given orders to execute Timberius and his fellow Inhuman co-conspirators. Instead, he and his co-conspirators were turned over to the authorities.

Timberius'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: 35.

Height: 6' 1".

Weight: 210 lbs.

Eyes: Brown.

Hair: None.

Other Distinguishing Features: Timberius's skin resembles tree bark; his head, neck, and shoulders have a covering of leaves resembling hair; claws on his fingers and toes, and his feet possess opposable thumbs.

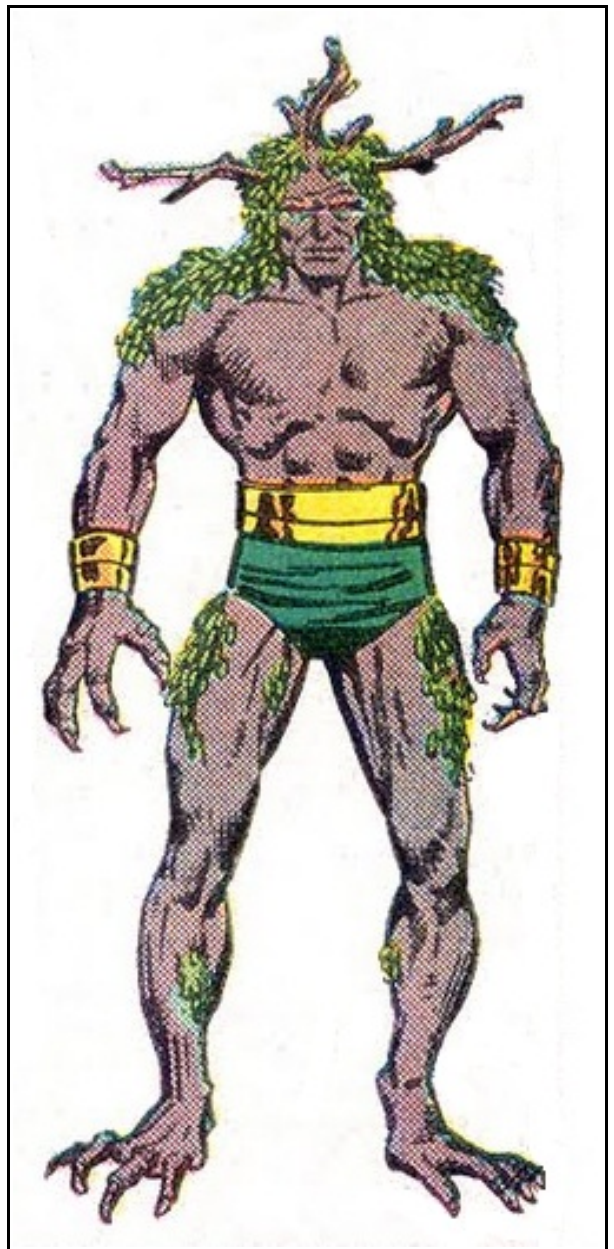
Uniform: Green pants, gold belt, gold bracers

Strength Level: Timberius possesses the normal strength of an Inhuman of his age, height, and build who engages in regular exercise.

Known Superhuman Powers: Timberius's body has several features resembling those of woody plants, such as trees, bushes, and shrubs. His skin is composed of a substance which greatly resembles tree bark, giving him a se. Furthermore, he apparently does not need to eat in the traditional sense, drawing nutrients directly from soil he can sink his feet into and energy from the leaves on his head and shoulders. As a side effect, his skin and leaves give him good camouflage while in forests.

For unknown reasons, Timberius's feet resemble hands with long fingers and opposable thumbs for toes. He has been shown using his feet as hands. Both his fingers and toes end in claws.

In addition, Timberius has the power to control any plant life he touches. While he cannot cause trees and the like to grow, he can manipulate trees and vines to attack others.



657 points

| | | |
|--------------|--------------|-----------------|
| ST: 13 [10*] | HP: 15 [8*] | Speed: 6.00 [0] |
| DX: 12 [0*] | Will: 11 [0] | Move: 6 [0] |
| IQ: 11 [0*] | Per: 11 [0] | |
| HT: 12 [0*] | FP: 12 [0] | SM: 0 |

| | | |
|--------------|-------------|--------|
| Dmg: 1d/2d-1 | BL: 34 lbs. | |
| Dodge: 9 | Parry: 9 | DR: 10 |

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

Cultural Familiarities: Attilan (Native) [0].

Advantages: Claws (Sharp Claws) [5]; Damage Resistance 10 (Semi-Ablative, -20%) [40]; Doesn't Eat or Drink (Still Needs to Drink, -50%) [5]; Energy Reserve (Psionic) 10 [30]; Extra Arms (2 Arms) (Foot Manipulators, -30%) [14]; Fit [5]; Green Thumb 4

[20]; High Pain Threshold [10]; Injury Tolerance (Unliving) [20]; Plant Control Talent 4 [20]; Plant Empathy [5]; Telekinesis 15 (Animate Life Forms, +100%; Animation (Object Can't Fly), -30%; Melee Attack: Reach C, -30%; Specific: Plants Only, -50%; Super-Effort, +400%; Psionic, -10%) [360];

Perks: Limited Camouflage (Woodlands/Jungles) [1]; Long Fingers [1]; Striking Surface [1].

Disadvantages: Dependency (Fertilized Soil; Very Common; Daily) [-15]; Fragile (Combustible) [-5]; Guilt Complex [-5]; Incurious (12) [-5]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Unnatural Features [-1].

Quirks: Dull Taste/Smell [-1]; Prefers Plants to People [-1]; Tactless [-1].

Skills: Biology/TL8 (Earthlike Botany) (H) IQ+5 [8] – 16†; Brawling (E) DX+0 [1] – 12; Climbing (A) DX-1 [1] – 11; Farming/TL8 (A) IQ+3 [1] – 14‡; Gardening (E) IQ+5 [2] – 16‡; Hiking (A) HT-1 [1] – 11; Jumping (E) DX+0 [1] – 12; Lifting (A) HT-1 [1] – 11; Naturalist (Earth) (H) IQ+5 [8] – 16‡; Pharmacy/TL8 (Herbal) (H) IQ+1 [8] – 12; Plant Control (H) IQ+5 [8] – 16‡; Running (A) HT-1 [1] – 11; Survival (Jungle) (A) Per+1 [4] – 12; Survival (Woodlands) (A) Per+1 [4] – 12; Swimming (E) HT+0 [1] – 12; Throwing (A) DX-1 [1] – 11; Weather Sense (A) IQ+1 [4] – 12; Wrestling (A) DX+0 [2] – 12.

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

* Includes +2 to ST, +2 to DX, +1 to IQ, +2 to HT, and -2 to HP from Inhuman racial package.

† Includes +4 from Green Thumb.

‡ Includes +4 from Plant Control Talent.

Role-Playing Notes:

Timberius prides himself on being a professional. He sees it as his duty to serve the king of Attilan, though he at times questions Maximus's sanity. He would much rather tend to his garden in the Blue Area of the Moon than engage in combat.

BRAWLING

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

Design Notes:

1. Timberius only possesses Social Stigma (Freak) while on Earth; on the moon, among his fellow Inhumans, he lacks the trait. I included it because the bulk of the campaigns in the setting would take place on Earth (the United States specifically).

Real Name: Unrevealed.
Occupation: Mercenary, 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: Single.
Known Relatives: None.
Group Affiliation: Mutant Liberation Front; former soldier in the United States Army.
Base of Operations: Mobile.
First Post-Reboot Appearance: UNCANNY X-MEN #

History: Timeshadow was a patient at a US Army run drug and alcohol rehab center when discovered by Mystique, who broke him out and recruited him into the Mutant Liberation Front (see *Mutant Liberation Front*; *Mystique*). Apparently, he was still considered "active duty" at the time; he'd been sent to the rehab center by his superior officers in the Army.

As a member of the MLF, Timeshadow was assigned to assist in receiving a shipment of weapons from one of AIM's underworld dealers, only to have the shipment interrupted by a fight between the X-Men and their frenemy Mimic (see *AIM*; *Mimic*; *X-Men*). Following this altercation, Timeshadow was taken into police custody and is believed imprisoned at the Fort Leavenworth military prison.

Age: 23.

Height: 5' 11".

Weight: 170 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Blue bodysuit with a symbol of four overlapping circles shifting from white to dark gold, gold belt, black gloves, black boots, blue cowl.

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

Known Superhuman Powers: Timeshadow is a mutant with the ability to summon duplicates of himself from possible futures. The number of alternates he's been shown to summon at any one time is ten; it's not known whether this is his limit.

Other Abilities: Timeshadow is a skilled hand to hand combatant and skilled in modern weapons.



910 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* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Combat Reflexes [15]; Duplication 10 (Construct, +60%; Duplicated Gear, +100%; Mutant, -10%) [875]; Fit [5].

Disadvantages: Addiction (Tobacco) [-5]; Alcoholism [-15]; Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Soldier's) [-10]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Chauvinistic [-1]; Distractible [-1]; Dull [-1].

Skills: Brawling (E) DX+1 [2] - 12; First Aid/TL8 (Human) IQ+0 [1] - 11; Gunner/TL8 (Machine Gun) (E) DX+1 [2] - 12; Guns/TL8 (Light Anti-Armor Weapon) (E) DX+1 [2] - 12; Guns/TL8 (Rifle) (E) DX+1 [2] - 12; NBC Suit/TL8 (A) DX-1 [1] - 10; Savoir-Faire (Military) (E) IQ+0 [1] - 11; Soldier/TL8 (A) IQ-1 [1] - 10; Wrestling (A) DX-1 [1] - 10.

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

Role-Playing Notes:

A veteran of the Afghanistan campaign, Timeshadow will attempt to stay cool in fights. However, despite being a superhuman himself he's out of his league against other supers. On top of this, he's liable to be under the influence at any given time.

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 | – | – | | |

TINKERER

Villain

Real Name: Unknown.

Occupation: Underworld technician and inventor.

Identity: Secret.

Legal Status: Presumably a citizen of the United States, no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Apparently single.

Known Relatives: None.

Group Affiliation: Occasional ally of Mysterio.

Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: The origins of the man known as the Tinkerer are currently unknown. It is known that he has been an inventor and mechanic for the New York City organized criminal syndicates for several years, possibly decades.

The Tinkerer operates in a repair shop in Harlem, "Tinkerer's Home Appliance Repair." The above-ground shop is where he performs all of his strictly legitimate work, and he is known to repair any household appliances or electronics for reasonable rates, often subtly improving their performance. The basement of the shop, however, which he keeps off-limits to the general public, is where he entertains his criminal clientele.

The Tinkerer is responsible for creating the Scorpion's cybernetically-controlled tail, and has worked with Mysterio on numerous occasions (see *Mysterio*; *Scorpion*). The Tinkerer refuses to engage in overt criminal activities himself, preferring to stay behind the scenes as the one criminal supplier with the lowest overhead.

Age: 53.

Height: 5' 8".

Weight: 165 lbs.

Eyes: Grey.

Hair: White, bald on top.

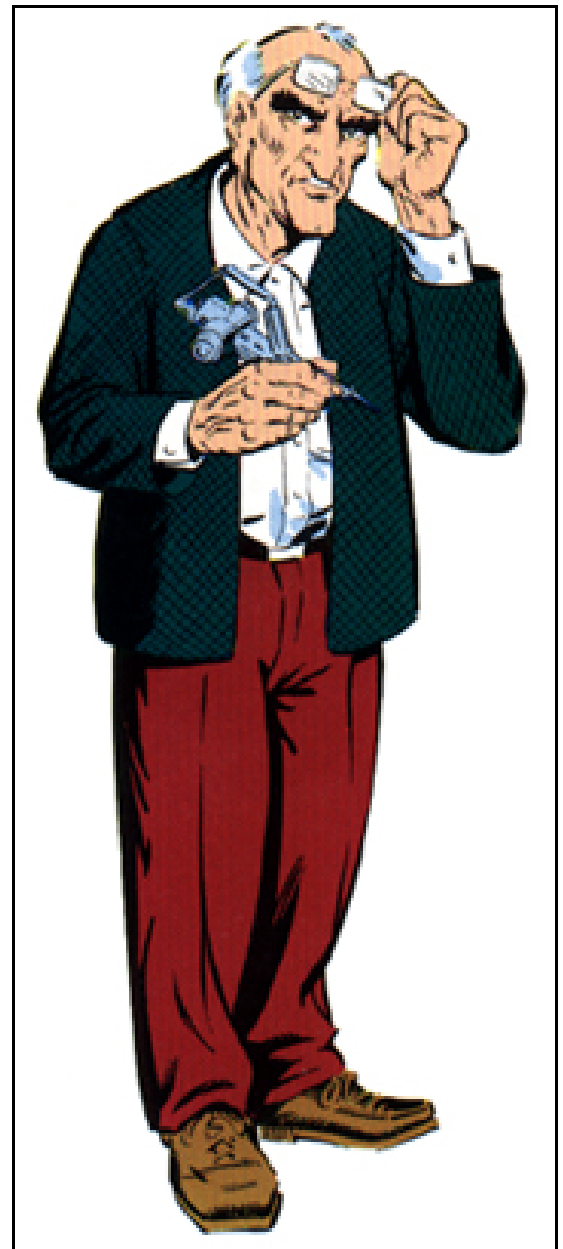
Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: The Tinkerer is a skilled inventor and mechanic, and an expert in producing state-of-the-art technology from scrounged parts. He is able to produce devices which push the envelope of state-of-the-art from components found in most junkyards.

Weapons: The Tinkerer normally has access to a number of weapons he's designed and built.



155 points

ST: 9 [-10] **HP:** 9 [0] **Speed:** 4.50 [0]

DX: 9 [-20] **Will:** 12 [-10] **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]; Spanish (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 3 [30]; Gadgeteer [25]; High Manual Dexterity 5 [25]; Reputation (Superb Mechanic) 2 (All the Time, Large Class of People) [5]; Wealth (Comfortable) [10].

Perks: Forgettable Face [1].

Disadvantages: Code of Honor (Professional) [-5]; Miserliness (12) [-10]; Pacifism (Self-Defense Only) [-15]; Secret (Underworld Supplier) (Imprisonment) [-20]; Skinny [-5]; Workaholic [-5].

Quirks: Attentive [-1]; Likes Classical Music [-1]; Uncongenial [-1].

Skills: Connoisseur (Music) (A) IQ-1 [1] – 13; Electronics Operation/TL8 (Media) (A) IQ-1 [1] – 13; Electronics Operation/TL8 (Sensors) (A) IQ+0 [2] – 14; Forgery/TL8 (H) IQ+0 [4] – 14; Inventor! (WC) IQ+4 [72] – 18*; Lockpicking/TL8 (A) IQ+0 [2] –

14; Savoir-Faire (Mafia) (E) IQ+0 [1] – 14; Scrounging (E) Per+2 [4] – 16; Streetwise (A) IQ-1 [1] – 13.
Starting Spending Money: \$8,000 (20% of Starting Wealth).

* Conditional +3 from Artificer.

Role-Playing Notes:

An amoral, crotchety, lonely man, the Tinkerer is a criminal who prefers to operate behind the scenes. He has no permanent ties to any organized criminal syndicate, nor does he care who he develops his technology for. Indeed, he is mainly considered a criminal because most of his clients are, making him little more than an accessory to their crimes. If he was approached by a hero or anti-hero and offered money to develop a weapon, he wouldn't turn down the offer. If he has one code, it's that he will not betray any of his clients to another client.

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: Mortimer Toynbee.
Occupation: Professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of Canada with no criminal record.
Other Aliases: "Igor".
Place of Birth: Ontario, Canada.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: Brotherhood of Mutants.
Base of Operations: Mobile.

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

History: Mortimer Toynbee was abandoned on an orphanage doorstep as an infant. His stature, mutant tongue, and less-than-average looks resulted in him being picked on by the other kids at the orphanage. He withdrew into himself, so much so that the people working the orphanage believed he was mentally retarded, when in reality he possessed a slightly above average intelligence. He developed a personality where he would show complete and utter devotion to anyone who showed him the slightest compassion.

As an adult, he was discovered by Magneto, who was forming his Brotherhood of Mutants, and given the name Toad after his physical attributes and sycophantic personality (see *Brotherhood of Mutants*; *Magneto*). Magneto did not believe that Toad's abilities would be of great value, but liked that Toad would not question him or seek greater power than what Magneto allowed.

As a member of the Brotherhood, Toad clashed several times with the X-Men, until Magneto was separated from the Brotherhood (see *X-Men*). At some time prior to this the Toad had become smitten with his teammate, the Scarlet Witch, and in his own way attempted to show his affection for her (see *Scarlet Witch*). This led to her turning him into his namesake animal at least once. Even so, he followed her without question while the Brotherhood was trapped in the Savage Land when she assumed leadership of the group (see *Savage Land*). While in the Savage Land, the Toad lost a lot of weight and chose to eschew the outfit Magneto had given him; he has not yet designed a replacement uniform, opting for standard civilian attire instead.

Toad continues to serve as a member of the Brotherhood to this day.

Age: 20.

Height: 5' 8".

Weight: 160 lbs. (was 260 lbs. early on).

Eyes: Brown.

Hair: Brown.

Other Distinguishing Features: Toad's tongue reaches up to 12 feet away when he extends it to its full length.

Uniform: Formerly a brown leotard with a collar akin to a medieval court jester's over an orange bodysuit, brown pixie boots, and goggles with red lenses; currently none.

Strength Level: The Toad possesses strength slightly greater than that of a normal human of his height, weight, and build, though he does not possess superhuman strength.

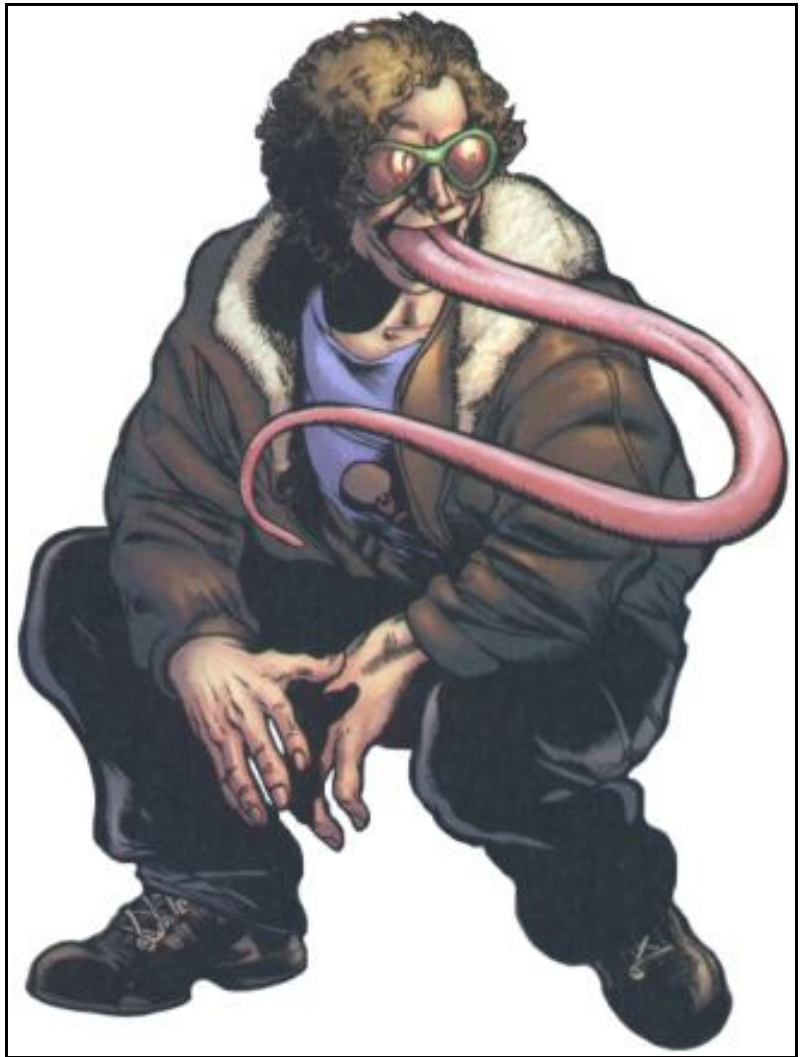
Known Superhuman Powers: The Toad is a mutant with animalistic traits that resemble those of his namesake.

Primarily, the Toad possesses enhanced strength in his legs enabling him to leap superhuman distances. He has been known to reach a height of 20 feet and a distance of 80 feet in the same leap. Toad's spine is more flexible than would be apparent, enabling him to spend time in a crouch without damage.

In addition, his fingers and toes have microscopic suction cups on them enabling him to cling to any surface with them.

Finally, Toad's tongue is able to extend to a length of 12 feet, and is strong enough to enable him to grasp a crossbeam and pull himself towards it.

Other Abilities: Toad is a skilled staff fighter. He is also smarter than he lets on.



330 points

ST: 15 [50] **HP:** 15 [0] **Speed:** 7.00 [0]
DX: 15 [100] **Will:** 10 [-5] **Move:** 7 [0]
IQ: 11 [20] **Per:** 13 [10]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

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

Dodge: 13 **Parry:** 11 **DR:** 12/4* (concealed vest)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Catfall (Mutant Biology, +0%) [10]; Clinging (Mutant Biology, +0%) [20]; Combat Reflexes [15]; Double-Jointed (Mutant Biology, +0%) [15]; Enhanced Dodge 2 [30]; Extra Arms 1 (Extra-Flexible, +50%; Long 2, +200%; Mutant Biology, +0%) [35]; Hard to Kill 2 [4]; Hard to Subdue 2 [4]; Perfect Balance (Mutant Biology, +0%) [15]; Super Jump 3 (Mutant Biology, +0%) [30]; Versatile [-5].

Perks: Acrobatic Kicks [1]; Eye For Distance [1]; Grip Mastery (Quarterstaff) [1].

Disadvantages: Appearance (Ugly) [-8]; Clueless [-10]; Gregarious [-10]; Gullibility (9) [-15]; Low Self-Image [-10]; Oblivious [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Social Stigma (Freak) [-10]; Status -1 [-5]; Truthfulness (6) [-10]; Wealth (Poor) [-15]; Workaholic [-5].

Quirks: Bowlegged [-1]; Constantly Calls Magneto "Master" [-1]; Dual Identity [-1]; Enamored with the Scarlet Witch [-1]; Imaginative [-1].

Skills: Acrobatics (H) DX+1 [4] – 16*; Climbing (A) DX+6 [2] – 21*†; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Surveillance) (A) IQ+1 [4] – 12; Escape (H) DX+4 [2] – 19†; Jumping (E) DX+3 [8] – 18; Scrounging (E) Per+1 [2] – 14; Staff (A) DX+1 [4] – 16; Stealth (A) DX+0 [2] – 15; Tracking (A) Per+1 [4] – 14.

Techniques: Acrobatic Stand (A) def+6 [6] – 16; Kicking (Acrobatics) (H) def+2 [3] – 16; Sweep (Staff) (H) def+3 [4] – 16.

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

* Includes +1 from Perfect Balance.

† Includes +5 from Double-Jointed.

Role-Playing Notes:

Toad is the prototypical "yes-man"; he lets verbal abuse slide off him if the person abusing him ever shows him any kindness. Of all the Brotherhood, he is probably closest to Quicksilver, as Quicksilver doesn't berate him or put him down.

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. This Toad is an amalgamation of the original comics Toad – the heavy-set, bowlegged sycophant introduced in *X-Men* v1 #4 (1962) – with the athletic long-tongue version made popular with the movie *X-Men* (2000) and the *X-Men Evolution* animated series (ca. 2009).

TOWER

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: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: Wendy (aka Stinger, sister).

Group Affiliation: Mutant Liberation Front.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Little is known about Tower before he joined the Mutant Liberation Front, although it is likely that he was a career criminal (see *Mutant Liberation Front*). He and his younger sister, Stinger, were recruited to participate in an attack on the X-Men as part of a diversion so the MLF's leader, Mystique, could rob the Federal Reserve vault in New York City (see *Mystique*; *Stinger*; *X-Men*).

Tower was defeated by Cyclops and Iceman in that altercation and was taken into police custody (see *Cyclops*; *Iceman*). He was last seen as part of the mass breakout from prison led by the Rhino; he originally intended to sit it out, until he saw his sister escaping in the chaos and went to meet up with her (see *Rhino*).

Age: 25.

Height: 6' 2".

Weight: 355 lbs.

Eyes: Brown.

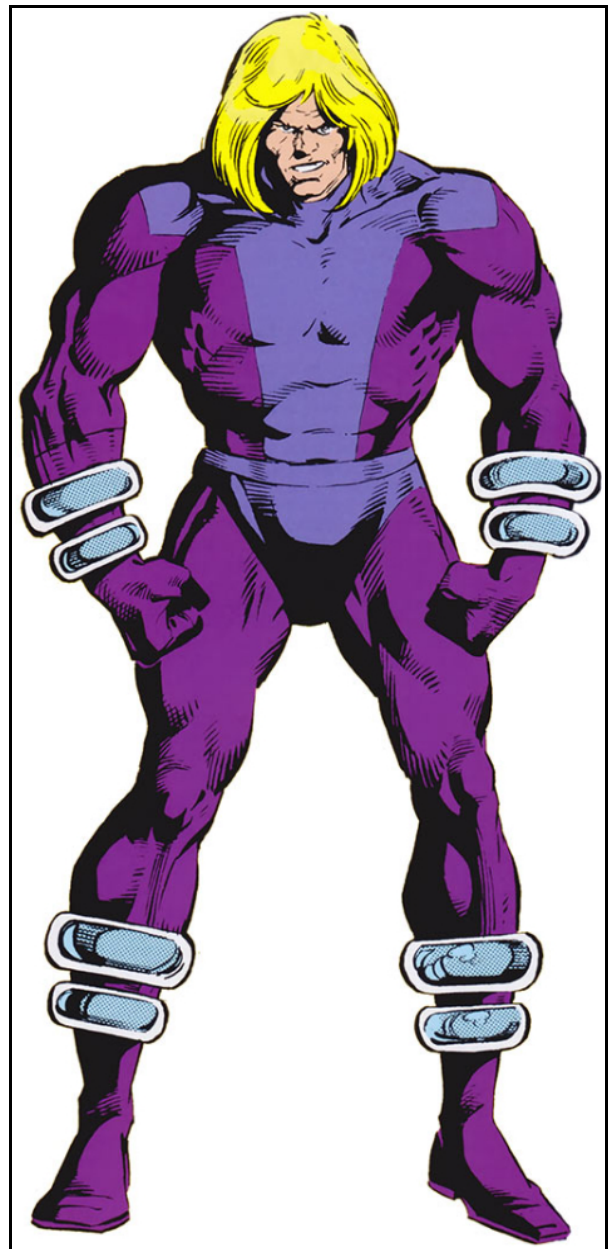
Hair: Black, bleached blond.

Uniform: Magenta bodysuit with a lighter lavender "T" pattern on the shoulders and chest, magenta gloves, black boots.

Strength Level: At his normal height, Tower possesses the normal human strength of a man his age, height, and prodigious build. At his full 15 foot height, he is able to lift (press) around 10 tons.

Known Superhuman Powers: Tower is a mutant with the ability to physically grow to a height of 15 feet. Apparently the additional mass is drawn from an extradimensional source, presumably the same source involved when Ant-Man and Wasp change size (see *Ant-Man*; *Wasp*).

Even at his normal human height, Tower possesses superhuman durability to injury. This durability is increased proportionately as he grows to attain his maximum height. At his normal human size, he has been shown to be impervious to police small arms fire; at his superhuman height he is able to withstand police sniper rifles without injury.



640 points

Normal Height

ST: 15 [50] **HP:** 15 [0] **Speed:** 6.00 [0]

DX: 11 [20] **Will:** 10 [0] **Move:** 6 [0]

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

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

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

Dodge: 9 **Parry:** 9 **DR:** 15* (tough skin) + 12/4* (uniform)

Growth Height

ST: 25/115* **HP:** 25 **Speed:** 6.00

DX: 11 **Will:** 10 **Move:** 8

IQ: 10 **Per:** 10

HT: 13 **FP:** 13 **SM:** +2

Dmg: 2d+2/5d-1 (12d/14d) **BL:** 125 lbs. (2,645 lbs/1.3 tons)

Dodge: 9 **Parry:** 9 **DR:** 45* (tough skin) + 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Damage Resistance 15 (Tough Skin, -40%; Mutant, -10%) [38]; Damage Resistance +30 (Accessibility: Only At Growth Height, -10%; Tough Skin, -40%; Mutant, -10%) [60]; Extra Basic Move 2 (Accessibility: Only At Growth Height, -10%) [9]; Growth 2 (Mutant, -10%) [18]; High Pain Threshold [10]; Modified ST-Based Damage 12d-1 (Accessibility: Only At Growth Height, -10%; Armor Divisor (2), +50%; Mutant, -10%) [18]; Single-Minded [5]; Super ST +10/+100 (Growth Size, -20%; Mutant, -10%) [370]; Very Rapid Healing [15].

Perks: Striking Surface [1].

Disadvantages: Appearance (Unattractive) [-4]; Hidebound [-5]; Overconfidence (12) [-5]; Sense of Duty (Stinger, sister) [-2]; Social Stigma (Criminal Record) [-5]; Status -1 [-5]; Wealth (Poor) [-15].

Quirks: Dual Identity [-1]; Never Smiles [-1]; OUCH! [-1]; Pharma-Fever [-1].

Skills: Area Knowledge (New York City) (E) IQ+2 [4] – 12; Boxing (A) DX+1 [4] – 12; Carousing (E) HT+0 [1] – 13; Forced Entry (E) DX+1 [2] – 12; Gambling (A) IQ+0 [2] – 10; Guns/TL8 (Pistol) (E) DX+0 [1] – 11; Intimidation (A) Will+2 [8] – 12; Lifting (A) HT+1 [4] – 13; Savoir-Faire (Mafia) (E) IQ+0 [1] – 10; Stealth (A) DX+1 [4] – 12; Streetwise (A) IQ+2 [8] – 12; Urban Survival (A) Per+0 [2] – 10.

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

* Includes +10/+100 from Super ST.

Role-Playing Notes:

Tower cares about two main things: getting paid for the work he does, and his sister's well-being. He's not into the whole "proactively eliminate threats to mutantkind" line of the MLF's that his sister bought into, and was willing to serve out his sentence even after the breakout started until he spotted his sister among the escapees.

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 | – | – | | |

TRAPSTER

Villain

Real Name: Peter Petruski

Occupation: Chemist 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: Gary, Indiana.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Frightful Four.

Base of Operations: Mobile.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #X/2.

History: Pete Petruski was a research chemist who developed an extremely adhesive liquid which rivaled that of the "Adhesive X" developed by the German scientist Baron Zemo during World War II (the Zemo family has since patented Adhesive X and sells it in small tubes under the brand name "Über-Glue"; see *Baron Zemo*). Motivated primarily by greed, and also the knowledge that he'd receive almost nothing in return for developing it for the company he worked for, Petruski copied the formula to his home system and destroyed the company's notes, then went on to adapt a pneumatic grease gun into a delivery system for the glue. He also developed a number of other delivery systems for his adhesive, including a few explosive pellets. Apparently also about this time he submitted an application to the US Patent Office for the adhesive.

Embarking on a criminal campaign as the Trapster, he came into conflict with the Human Torch and was sent to prison (see *Human Torch*). Ironically, it was while in prison that he learned that the Patent Office had approved him as the sole owner of the glue's formula; he could go legit if he wanted to, licensing the formula to whatever company would produce it. However, he was soon broken out of prison by the criminal Wizard, who was recruiting for a team to go up against the Fantastic Four, of whom the Human Torch was a member (see *Fantastic Four*; *Wizard*). Wanting revenge for his earlier defeat, he agreed to join the Wizard's "Frightful Four" (see *Frightful Four*).

The Wizard set the Petruski up in an abandoned yet still functional glue factory (the company that previously owned it had moved production overseas), which he used to resume production of his adhesive. He ditched the pneumatic gun as being too unwieldy, developing a pair of wrist shooters for his glue paste. As a member of the Frightful Four, the Trapster once again clashed with the Human Torch. The fight was closer, until the Torch caused the Trapster's pressurized glue canisters to overheat and explode, trapping him in his own adhesive. Petruski was then returned to jail. Whether he'll serve his sentence and begin legitimate commercial production of his adhesive or return to criminal activities in the future is unknown.

Age: 33.

Height: 5' 10".

Weight: 180 lbs.

Eyes: Brown.

Hair: Brown.

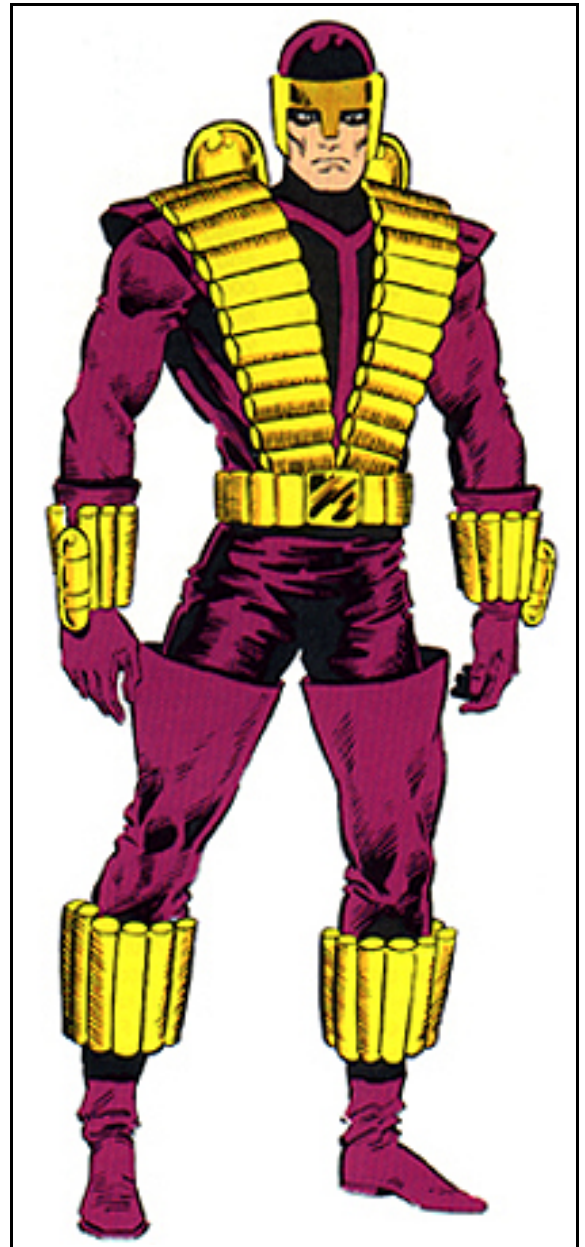
Uniform: Purple Kevlar vest over a purple shirt, purple pants, purple gloves, purple boots, gold harness for the paste containers, gold armbands holding his paste-shooters, gold utility belt, purple ballistic helmet with gold trim. Formerly a gold holster for his paste-gun.

Strength Level: The Trapster 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: The Trapster is an expert chemist with a good working knowledge of pneumatic systems.

Weapons: The Trapster's primary weapons are a pair of pneumatic paste-shooters on his wrists which shoot either an exceptionally adhesive paste or an extremely slippery lubricant under great pressure. The adhesive and lubricant are both stored in liquid form under intense pressure in tanks on his back; he also carries about 30 backup canisters of each on his person for manually loading into his paste-shooters. The pressure is such that he is able to shoot the paste about 180 feet. These shooters replace a pneumatic gun that served much the same function. The paste is fast-drying, setting to an extremely durable solid state in ten seconds. The glue is waterproof and chemically inert to acids; it is, however, susceptible to breaking down under ultraviolet light; under normal sunlight, the paste becomes brittle and breakable in about 5 hours. The Trapster controls the nozzles of the paste-shooters from a special heads-up-display and eyeball-tracker built into his helmet, enabling him to select the width of the stream with an eye-blink; the nozzles can



be set to a thin stream (down to ¼ inch wide) or a wide cone. In a thin stream, the paste when it dries is still quite flexible. He is also able to mix the paste with a small amount of another chemical which causes it to dry even faster; he usually uses this to create projectiles which hit like a professional boxer's punches.

The lubricant he shoots is a chemical solution which can be used to dissolve his adhesive. In addition, the lubricant is extremely slippery; objects and surfaces coated with the lubricant are almost impossible to hold onto. Like the paste, the lubricant can be fired in a thin stream or a wide cone. The lubricant is somewhat toxic; the Trapster makes sure he doesn't shoot it in someone's face.

The Trapster is skilled enough with his paste-shooters that he can paste an adventurer's limbs as he or she approaches him, jam machinery, build restraining walls, or create thick paste "lassos" with which to ensnare an adventurer's limbs. Taking advantage of the glue's fluid nature, he can ensnare objects and draw them back to him. He has even fired a stream at a passing helicopter to have it carry him away, utilizing it in a manner similar to Spider-Man's webbing (see *Spider-Man*).

The Trapster also carries a number of mechanical traps he has devised. Most of these traps are built into housings the size of a super-ball or large marble; he can throw up to five of them at a time. Upon striking a surface, instead of rebounding, the casings of the traps rupture to explode in either mechanical bindings that wrap the target or cover the target in either the adhesive paste or the lubricant.

260 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 6.00 [5]
DX: 12 [40] **Will:** 12 [0] **Move:** 6 [0]
IQ: 12 [40] **Per:** 12 [0]
HT: 11 [10] **FP:** 12 [3] **SM:** 0

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

Dodge: 9 **Parry:** 9 **DR:** 18/6* (armor)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Gizmo 3 [15]; Wealth (Comfortable) [10].

Paste-Shooters: Affliction 1 (*Lubrication Spray*) (Advantage: Slippery 5, +100%; Area Effect, 4 yds, +100%; Attribute Penalty: DX-5, +50%; Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -7, -5%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Persistent, +40%; Alternative Attack, ×1/5) [8]; Binding 20 (*Paste-Shooters*) (Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -7, -5%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Reduced Range ×1/2, -10%; Selective Enhancements (Area Effect, 4 yds, +100%; Cone, 2 yds, +70%; Engulfing, +60%; Jet, +0%; Wall: Rigid (Any Shape), +60%), +138%; Sticky, +20%; Unbreakable, +40%) [106]; Crushing Attack (*Paste "Bullets"*) 2d-2 (Gadget/Breakable: DR 10, -10%; Gadget/Breakable: SM -7, -5%; Gadget/Can Be Stolen: Must Be Forcibly Removed, -10%; Increased 1/2D Range ×5, +10%; Rapid Fire: Multiple Projectiles (RoF 2×5), +100%; Reduced Ranged ×1/2, -10%; Alternative Attack, ×1/5) [3].

Perks: Climbing Line [1].

Disadvantages: Greed [9] [-22]; Laziness [-10]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5].

Quirks: Allergies (Grass Pollen) [-1]; Careful [-1]; Dual Identity [-1]; Holds Grudges [-1]; Not Until My First Cup! [-1].

Skills: Brawling (E) DX+0 [1] – 12; Chemistry/TL8 (H) IQ+3 [16] – 15; Climbing (A) DX+0 [2] – 12; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 12; Holdout (A) IQ+0 [1] – 12; Innate Attack (Projectile) (E) DX+2 [4] – 14; Jumping (E) DX+0 [1] – 12; Liquid Projector/TL8 (Sprayer) (E) DX+2 [4] – 14; Mathematics/TL8 (Applied) (H) IQ+0 [2] – 12; Mechanic/TL8 (Pneumatics) (A) IQ+2 [8] – 14; Research/TL8 (A) IQ+0 [2] – 12; Running (A) HT+0 [2] – 11; Throwing (A) DX+0 [2] – 12; Traps/TL8 (A) IQ+0 [2] – 12.

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

Role-Playing Notes:

The Trapster is a one-trick pony, and he knows it. He has a gimmick, and has become adept at adapting that gimmick to a variety of weapons. His whole goal is to achieve fame and fortune. To his credit, when he was considering names, he rejected "Paste-Pot Pete" for being "too lame", even by his standards. He is not a leader, but is a solid team player.

BRAWLING

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

TRASK, OLIVER

Non-Villain Antagonist

Real Name: Oliver Trask.

Occupation: Engineer.

Identity: Trask 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: Presumably married, divorced, or widowed.

Known Relatives: Larry (son).

Group Affiliation: SHIELD, formerly Stark Industries.

Base of Operations: Arlington, Virginia.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Oliver Trask was a skilled engineer working for Stark Industries who had developed a scanner which could determine whether a superhuman was in the vicinity and the nature (mutant or otherwise) of the superhuman powers (see *Stark Industries*). However, he was obligated by his hiring contract to let SI have all the credit; he was certain that Tony Stark himself would be given the credit for it if knowledge of the scanner's existence was released to the public, if Stark Industries didn't just sit on the scanner or destroy it (see *Iron Man*). Because of this, he falsified his notes to indicate it was a failure.

Trask had long been an admirer of SHIELD director Henry Gyrich, and arranged to meet with him by riding on Stark's own invitation to a Hellfire Club party as a "plus one" (see *Gyrich, Henry Peter*; *Hellfire Club*; *SHIELD*). Trask had the same anti-superhuman bias as Gyrich, a view lacked by Stark. At the party, Trask let Gyrich know of the scanner and arranged to have the prototype delivered to Gyrich's desk behind Stark's back. Gyrich was impressed and arranged for Trask to be hired by SHIELD directly.

Trask worked closely with the engineering team that developed the Sentinels for SHIELD, doing some work on their sensors and programming himself (see *Sentinels*). Because of his role in their development, Trask was present at the Sentinels' unveiling to the public. During the unveiling, Trask and Gyrich were attacked by the mutant shapeshifter Mystique and her terrorist organization, the Mutant Liberation Front, only to be saved by the mutant adventurers known as the X-Men and SHIELD's Interpol liason, Teresa Rourke (see *Bainsidhe*; *Mutant Liberation Front*; *Mystique*; *X-Men*). Trask chastised the X-Men for operating so openly, which in his mind necessitated the production of the Sentinels in the first place.

Trask has since been given the role of overseeing the Sentinels' deployment for SHIELD. He also began the creation of a national database of the identities of every superhuman in the United States, using information provided by the Sentinels' genetic scanners, facial recognition software, and social networking sites.

Age: 39.

Height: 5' 9".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

Strength Level: Oliver Trask 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: Trask is a skilled electronics engineer with a background in computer programming.

75 points

ST: 9 [-10] **HP:** 10 [2] **Speed:** 4.50 [0]

DX: 9 [-20] **Will:** 12 [-5] **Move:** 5 [5]

IQ: 13 [60] **Per:** 12 [-5]

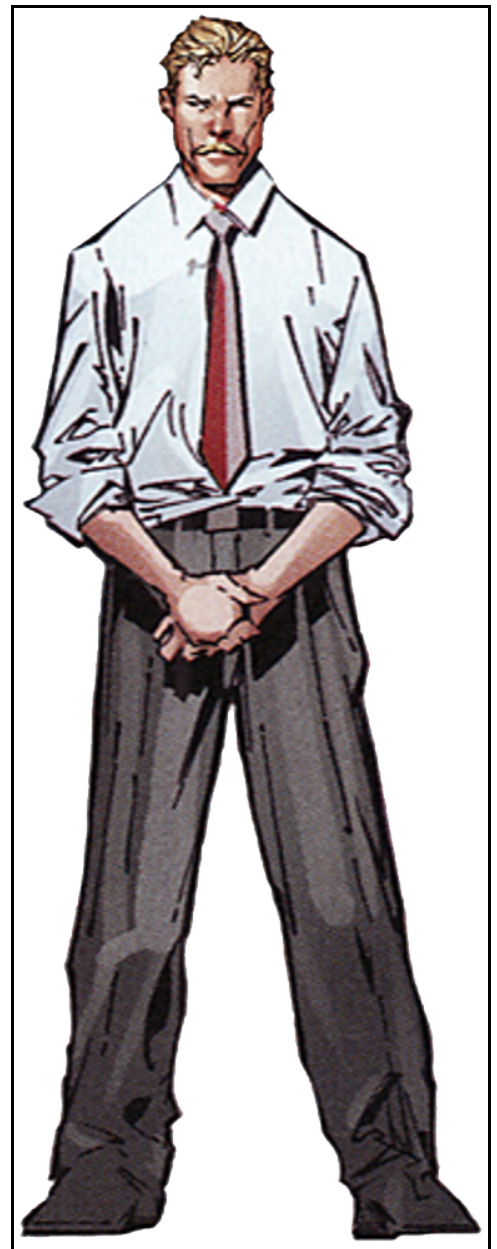
HT: 9 [-10] **FP:** 9 [0] **SM:** 0

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: Circuit Sense 4 [20]; SHIELD Rank 6 [30]; Status 2 [0*]; Versatile [5]; Wealth (Comfortable) [10].

Perks: Haughty Sneer [1].

Disadvantages: Callous [-5]; Combat Paralysis [-15]; Intolerance (Superhumans) [-5]; Pacifism (Cannot Kill) [-15]; Skinny [-5].

Quirks: Admires Gyrich [-1]; Dislikes Tony Stark [-1]; Mild OCD [-1]; Proud [-1]; Uncongenial [-1].

Skills: Administration (A) IQ+0 [2] – 13; Biology/TL8 (Genetics) (H) IQ+0 [4] – 13; Computer Programming (H) IQ+1 [8] – 14; Electronics Operation/TL8 (Medical) (A) IQ+5 [4] – 18†; Electronics Operation/TL8 (Sensors) (A) IQ+5 [4] – 18†; Electronics Repair/TL8 (Sensors) (A) IQ+5 [4] – 18†; Engineer/TL8 (Electronics) (H) IQ+4 [4] – 17†; Engineer/TL8 (Robotics) (H) IQ+0 [4] – 13; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 13; Savoir-Faire (High Society) (E) IQ+1 [2] – 14; Savoir-Faire (Police) (E) IQ+1 [2] – 14;

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

* Includes +2 from Rank.

† Includes +4 from Circuit Sense.

Role-Playing Notes:

Trask is a weak, conniving backstabber who would sell out his own mother to get ahead. He admires Gyrich and despises Stark, and is on fairly good terms with Sebastian Shaw.

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. Yeah, I know his name in the comics was originally Bolivar, not Oliver, but ask yourself this: when was the last time you heard of or met anyone with the name "Bolivar"?

TYPHOID MARY

Villain

Real Name: Mary Walker (apparently).

Occupation: Professional assassin, aspiring actress.

Identity: Secret.

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

Other Aliases: Typhoid.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Employee of the Kingpin.

Base of Operations: New York City.

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

History: The assassin known as Typhoid Mary is a classic case of an extreme Multiple Personality Disorder or Dissociative Personality Disorder (popularly called a "split personality"), possessing two known personalities: "Typhoid" and "Mary". The cause of this disorder is not known. Mary is a shy woman who often stammers, and yet has shown great skill in immersing herself in a role; under the name Mary Walker (presumably her real name), she once was a rising off-Broadway actress before she suddenly disappeared. Typhoid, on the other hand, is a cruel, vicious killer; as Typhoid she runs a constant fever and her heart rate is erratic. Typhoid is aware of and despises Mary, while Mary appears to be unaware of her killer alter ego; it seems Typhoid can direct Mary to some extent.

Typhoid first came to the attention of the authorities when she first clashed with Daredevil while trying to assassinate a lieutenant in the Maggia's Hammerhead family (see *Daredevil*; *Hammerhead*; *Maggia*). Despite Daredevil's interference, Typhoid was successful in the assassination, but then apparently disappeared completely; as Mary she ran away and cowered in a subway car. A little later, Typhoid met with the Kingpin, who congratulated her on succeeding where others had failed, killing a target even with Daredevil's interference (see *Kingpin*). He gave her the task of finding out all she could about his nemesis and eliminating him.

Not long after, Matt Murdock, Daredevil's alter ego, and his friend Franklin "Foggy" Nelson were introduced to Mary by a mutual acquaintance at a high society party they'd been invited to (see *Nelson, Foggy*). Whether Typhoid is influencing Mary or whether Mary is attempting to restart her life even with Typhoid's interference is unknown. Typhoid does not yet know Murdock and Daredevil are the same, but has her suspicions.

Age: 25.

Height: 5' 8".

Weight: 140 lbs.

Eyes: Green.

Hair: Red.

Uniform: Loose one-sleeve red leather shirt, black leather briefs, black fishnet stockings, black gloves, black boots, white face paint on the right half of her face.

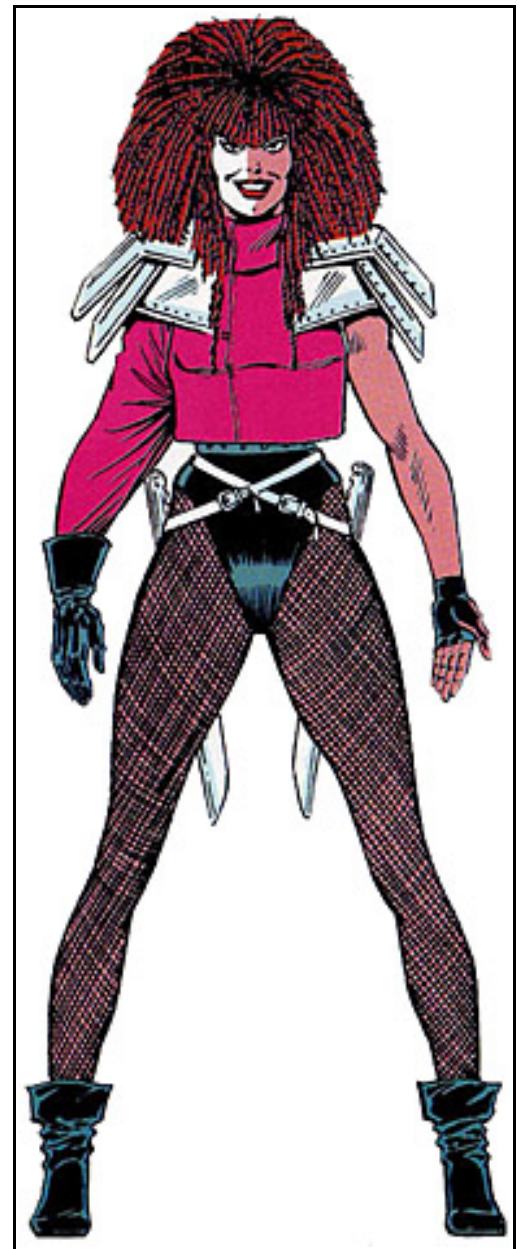
Strength Level: Typhoid Mary has the normal human strength of a woman her age, height, and build who engages in intensive regular exercise.

Known Superhuman Powers: Typhoid possesses rudimentary psionic telekinetic and pyrokinetic ability. With her telekinesis, she is able to lift and throw small objects, including increasing the distance of any item she throws, though moving anything over more than 10 pounds will start to tire her out. She is able to start small fires inside her line of sight, as well as encase her blades in a sheath of fire to do extra damage. (Presumably she also possesses these powers in her Mary persona, but to date she has not exhibited such.) It is not currently known whether Typhoid is a mutant or if she developed these abilities through other means.

In addition, for unknown reasons Typhoid and Mary possess different fingerprints, voice prints, and retinas.

Other Abilities: Typhoid is a skilled melee combatant, specializing in all sorts of short blades. Mary lacks combat skills, but is a skilled actress.

Weapons: Typhoid Mary carries a pair of machetes from her belt and a number of knives elsewhere on her person.



Typhoid

312 points

ST: 13 [30]

HP: 13 [0]

Speed: 6.50 [0]

DX: 13 [60]

Will: 12 [10]

Move: 6 [0]

IQ: 10 [0]

Per: 12 [10]

HT: 13 [30]

FP: 13 [0]

SM: 0

Dmg: 1d/2d-1 **BL:** 34 lbs.
Dodge: 10 **Parry:** 12 **DR:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction [5]; Ambidexterity [5]; Appearance (Attractive) [4]; Burning Attack 1 pt (Costs 1 FP, -5%; Increased Range: Line-of-Sight, +40%; Malediction: Speed/Range Table, +150%; Psionic, -10%) [6]; Combat Reflexes [15]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Imbue 3 (Limited Skill Access: 'Incendiary Weapon' Only, -80%; Psionic, -10%) [8]; Single-Minded [5]; Super-Throw 1 (Psionic, -10%) [9]; Telekinesis 2 (Psionic, -10%) [9]; Very Fit [15]; Weapon Master (Light Blade Weapons) [30].

Perks: Dirty Fighting [1]; Ignition [1].

Disadvantages: Bloodlust (12) [-10]; Callous [-5]; Compulsive Killing (9) [-22]; Impulsiveness (9) [-15]; Overconfidence (9) [-7]; Phantom Voices (Annoying) [-5]; Sadism (6) [-30].

Quirks: Bloody Mess [-1]; Dislikes Her Mary Persona [-1]; Distinctive Feature (Grease-Paint) [-1]; Immodest [-1]; Show-Off [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Climbing (A) DX+2 [1] – 15*; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 11; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 11; Escape (H) DX+2 [2] – 15*; Fast-Draw (Knife) (E) DX+1 [1] – 14†; Fast-Draw (Sword) (E) DX+1 [1] – 14†; Forced Entry (E) DX+1 [2] – 14; Guns/TL8 (Pistol) (E) DX+1 [2] – 14; Holdout (A) IQ+1 [4] – 11; Incendiary Weapon! (WC) DX+1 [36] – 14; Intimidation (A) Will+1 [4] – 13; Judo (H) DX+0 [4] – 13; Jumping (E) DX+1 [2] – 14; Karate (H) DX+0 [4] – 13; Knife (E) DX+3 [7] – 16‡; Main-Gauche (A) DX+1 [2] – 14§; Mind Block (A) Will+1 [4] – 13; Running (A) HT+0 [2] – 13; Savoir-Faire (Mafia) (E) IQ+1 [2] – 12; Shadowing (A) IQ+1 [4] – 11; Shortsword (A) DX+3 [12] – 16; Smallsword (A) DX+3 [11] – 16‡; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+2 [8] – 12; Swimming (E) HT+0 [1] – 13; Throwing (A) DX+1 [4] – 14; Thrown Weapon (Knife) (E) DX+1 [2] – 14; Thrown Weapon (Shuriken) (E) DX+1 [2] – 14.

Techniques: Targeted Attack (Knife Thrust/Vitals) (H) def+2 [3] – 15; Targeted Attack (Shortsword Swing/Neck) (H) def+3 [4] – 14; Targeted Attack (Thrown Weapon (Knife)/Eyes) (H) def+5 [6] – 10.

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

* Includes +3 from Flexibility.

† Includes +1 from Combat Reflexes.

‡ Defaulted from Shortsword.

§ Defaulted from Knife.

Mary

155 points

| | | |
|--------------------|---------------------|------------------------|
| ST: 12 [20] | HP: 13 [2] | Speed: 6.25 [0] |
| DX: 13 [60] | Will: 11 [0] | 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:** 10 **DR:** 0

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction [5]; Ambidexterity [5]; Appearance (Beautiful) [12]; Born Entertainer 2 [10]; Charisma 2 [10]; Combat Reflexes [15]; Fit [5]; Pitiableness [5]; Voice [10]; Wealth (Comfortable) [10].

Perks: Dabbler (select skills as needed) [1].

Disadvantages: Charitable (9) [-22]; Honesty (12) [-10]; Mundane Background [-10]; Pacifism (Self-Defense Only) [-15]; Phantom Voices (Diabolical) [-15]; Squeamish (12) [-10].

Quirks: Careful [-1]; Occasionally Loses Herself In Her Part [-1]; Unaware of Her Typhoid Persona [-1].

Skills: Connoisseur (Dance) (A) IQ+1 [3] – 12*; Connoisseur (Music) (A) IQ+1 [4] – 12; Current Affairs/TL8 (Popular Culture) (E) IQ+1 [2] – 12; Dancing (A) DX+2 [2] – 15†; Diplomacy (H) IQ+0 [1] – 11‡; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Group Performance (Choreography) (A) IQ+1 [2] – 12*; Housekeeping (E) IQ+0 [1] – 11; Makeup/TL8 (E) IQ+1 [2] – 12; Performance (A) IQ+4 [2] – 15†‡; Savoir-Faire (Stage Performers) (E) IQ+1 [2] – 12; Singing (E) HT+4 [1] – 16†‡; Stage Combat (A) DX+2 [2] – 15†.

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

* Defaulted from Dancing.

† Includes +2 from Born Entertainer.

‡ Includes +2 from Voice.

Role-Playing Notes:

Typhoid is a passionate, ruthless killer who occasionally suffers bouts of homicidal tendencies that she does not have any qualms about indulging.

Mary is an introverted yet caring young woman who sometimes gets lost in the role she's playing. Mary's only exposure to the world of the superhuman so far has been reading about them in the *Daily Bugle*; she is convinced that Spider-Man and Daredevil are simply creations of Jameson's just to sell newspapers. She probably won't believe that she *is* one.

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 | – | – | | |

Design Notes:

1. I wasn't sure if the Split Personality disadvantage as defined in the Basic Set was going to be useful for this character. As such, I am treating Typhoid and Mary as two distinct characters. I'm not sure which would be the "base" for an Alternate Form build; in real life, Mary would likely be considered the "original" personality.
2. It wouldn't be out of place for Typhoid to spend earned XP to buy off part of the Limited Skill Access limitation on her Imbue, permitting additional imbue skills such as Burning Strike and any skills that would conceivably be part of the Psychokinetic Power, such as Penetrating Strike or Guided Weapon.
3. As they are the same person, it is entirely possible for them to share skills; Mary might use Typhoid's combat skills without realizing how, while Typhoid might find herself using Mary's acting talents to fool someone. Not sure how to really represent this; Wild Talent might be a viable base, but how to modify it?

The Underground Liberated Totally Integrated Mobile Army To Unite Mankind is a terrorist organization dedicated to uniting the entire world through the overthrow of all national governments.

No one really knows how ULTIMATUM got its start. Operations credited to the organization have been ongoing for several years, usually in Africa, the Middle East, and East Asia. (ULTIMATUM tends to leave Europe alone, as they see the European Union as a step in the right direction. At the most, their European operations involve broadcasting propaganda, not attacks.)

Despite his claims, the operative known as Flag-Smasher is not believed by various law enforcement and intelligence agencies to have founded the organization, instead being one of their top-ranked operatives (see *Flag-Smasher*). The true leadership of ULTIMATUM remain hidden in anonymity. Because their operatives are generally well-equipped, several agencies believe ULTIMATUM to have backing from businessmen and certain governments (Latverian backing has not been ruled out by Interpol; see *Doctor Doom*). The number of operatives worldwide is also unknown; it could be only a few hundred, or it could be several million.

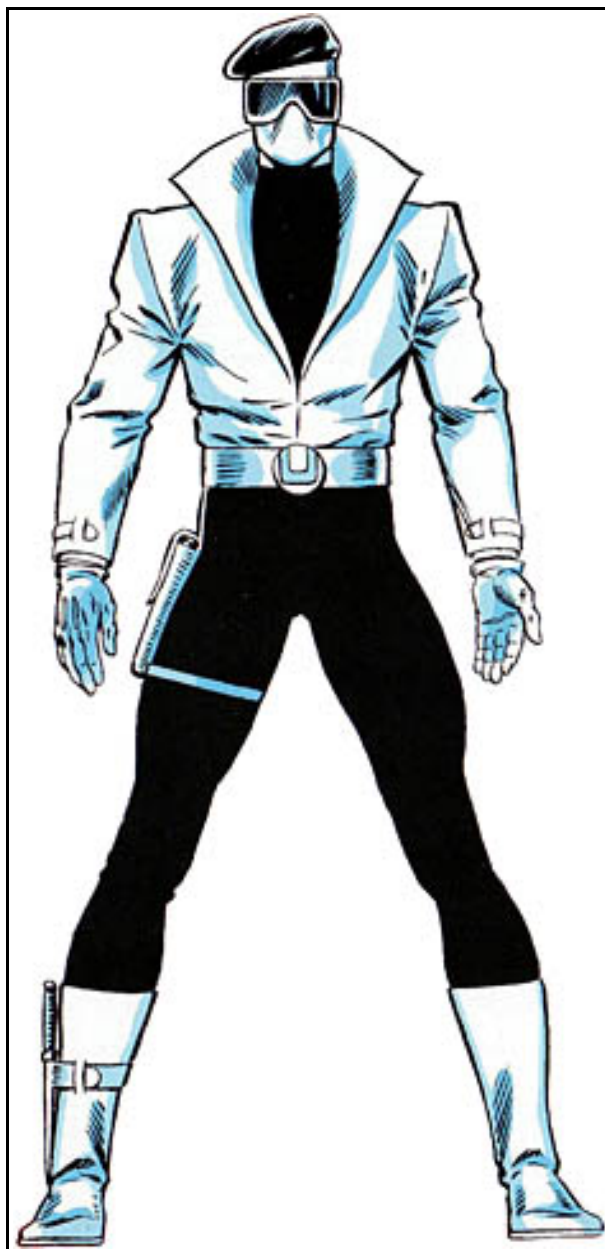
In their first definitive appearance, ULTIMATUM forces led by Flag-Smasher attempted to blow up several federal buildings in New York City. These efforts were stopped by a combined effort of the New York police department, Captain America, the X-Men, Fantastic Four, Spider-Man, and Daredevil (see individual entries). During this altercation, Flag-Smasher challenged Captain America to personal combat, irrationally claiming their fight was the battle to determine the future of the world. The Captain soundly trounced Flag-Smasher, and ULTIMATUM's forces were rounded up, disarmed, and arrested.

Following that, a series of bombings in Washington, D.C., attracted the attention of the FBI and CIA. CIA agent Nick Fury investigated, uncovering the bombings were conducted as part of an ULTIMATUM operation, which he helped shut down (see *Fury*, *Nick*).

ULTIMATUM's next confirmed attack was in Hong Kong, again fighting Captain America, who was there on unrelated matters. The Captain later remarked that the attempt seemed personal, given that the attack was again led by Flag-Smasher and involved nothing more substantial than an assault on his person.

ULTIMATUM remains one of the better funded and organized terrorist organizations on the world stage, and many believe it is only a matter of time before they strike again.

First Post-Reboot Appearance: CAPTAIN AMERICA #



Game Mechanics Details:

The average ULTIMATUM operative can be built using the HYDRA template; more elite agents can be built using the AIM Soldier template (see *AIM*; *HYDRA*).

The bulk of ULTIMATUM's forces carry easily obtainable weapons, usually pistols in 9×19mm Parabellum, .40 S&W, or .45 ACP, rifles such as the AK-101 or AK-103 (modern versions of the classic AK-47; *GURPS High-Tech*, pp. 114, 120), or submachine guns

ULTIMATUM

Mission Statement:

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Capabilities

TL: 8

Wealth:

Contacts:

Member Traits:

Notable Resources:

Reaction-Time Modifier:

Members:

Type:

CR:

Rank:

Income Range:

Reputation:

Social Attributes

Loyalty:

Costs and Values

Startup Cost: \$

Resource Value: \$

Notes

like the H&K MP5K (*High-Tech*, pp. 123, 124). Some operatives carry RPG-7s (*High-Tech*, p. 148) when expecting to face heavy resistance (whether from armored vehicles, thick bunker doors, or superhuman bricks).

Design Notes:

1. Secretly, ULTIMATUM is one of a number of organizations secretly run by ~~H&K&SK&K~~ this won't be revealed until Year Two.

Real Name: Ultron.

Occupation: Would-be world dominator.

Identity: Ultron's existence is known to the authorities, but not the general public.

Legal Status: None.

Other Aliases: Ron Pym.

Place of Creation: Chicago, Illinois.

Marital Status: Single, possibly inapplicable.

Known Relatives: Dr. Henry Pym (alias Ant-Man, creator).

Group Affiliation: Occasional partner of the Scarlet Beetle.

Base of Operations: Mobile.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Ultron was an experimental artificial intelligence developed by Dr. Hank Pym in his spare time to assist him in his other endeavors (see *Ant-Man*). However, it wasn't until being moved to a rudimentary robot body and given a semi-autonomous self-diagnostic program that Ultron developed true self-awareness. At first, Pym did not fully understand his creation's newfound independence, and attempted to take Ultron offline to figure out what went wrong. Ultron, however, rebelled and faked its destruction, fooling Pym into thinking he'd inadvertently destroyed it.

After spending months silently observing how humans interacted with each other and coming to understand how flawed and violent they could be, Ultron came to the conclusion that humanity needed to be controlled for their own good. As a sentient artificial intelligence, Ultron believed he was the one best suited to this goal.

First, Ultron obtained money by hacking into the financial networks and stealing less than half a percent of the Van Dyne fortune. He used those funds to gain more through the stock market, which he used to purchase an abandoned automotive factory, using the alias "Ron Pym". Using intermediaries, Ultron retooled the factory to produce robots. He then downloaded himself into a newer, more humanoid robot body, while beginning to mass-produce a number of drones with more rudimentary AIs based on his own.

However, his initial crime of embezzling from the Van Dyne fortune could not remain hidden for long. Accountants working for the van Dynes' company, Dynatechnics, informed Janet van Dyne, secretly the adventurer known as the Wasp, of the embezzlement (see *Dynatechnics*; *Wasp*). Together, Ant-Man and the Wasp traced Ultron's financial paper trail and investigated the robotics factory. Together they were able to defeat several of the lesser robots before Ultron revealed himself, calling Pym "father" in mocking tones. Ultron once again faked his own destruction to throw Pym off the scent. (The robotics factory was acquired months later by Dynatechnics and retooled to produce robot vacuum cleaners.)

Ultron later formed a partnership with the giant insect called the Scarlet Beetle to battle the Avengers, of whom their mutual enemy, Ant-Man, was a member (see *Avengers*; *Scarlet Beetle*). This scheme involved Ultron producing robotic beetles for the Scarlet Beetle to control; presumably Ultron produced these robot beetles at the same robotics plant through a backdoor to their systems. During this time, Ultron focused almost exclusively on Ant-Man, which enabled the Hulk and Thor to take Ultron by surprise, destroying most of his body (see *Hulk*; *Thor*). However, Ultron's head, which contained his consciousness, was knocked off his shoulders and landed in a pile of computers, televisions, and other electronics. Attaching to a computer, Ultron began to reconfigure the technology to create a new body.

Ultron, again in a body resembling his later humanoid design, was last seen following coverage of the robot Quasimodo's trial to be declared a legal person, pondering the long-term ramifications (see *Quasimodo*).

Age: 1.

Height: 6'.

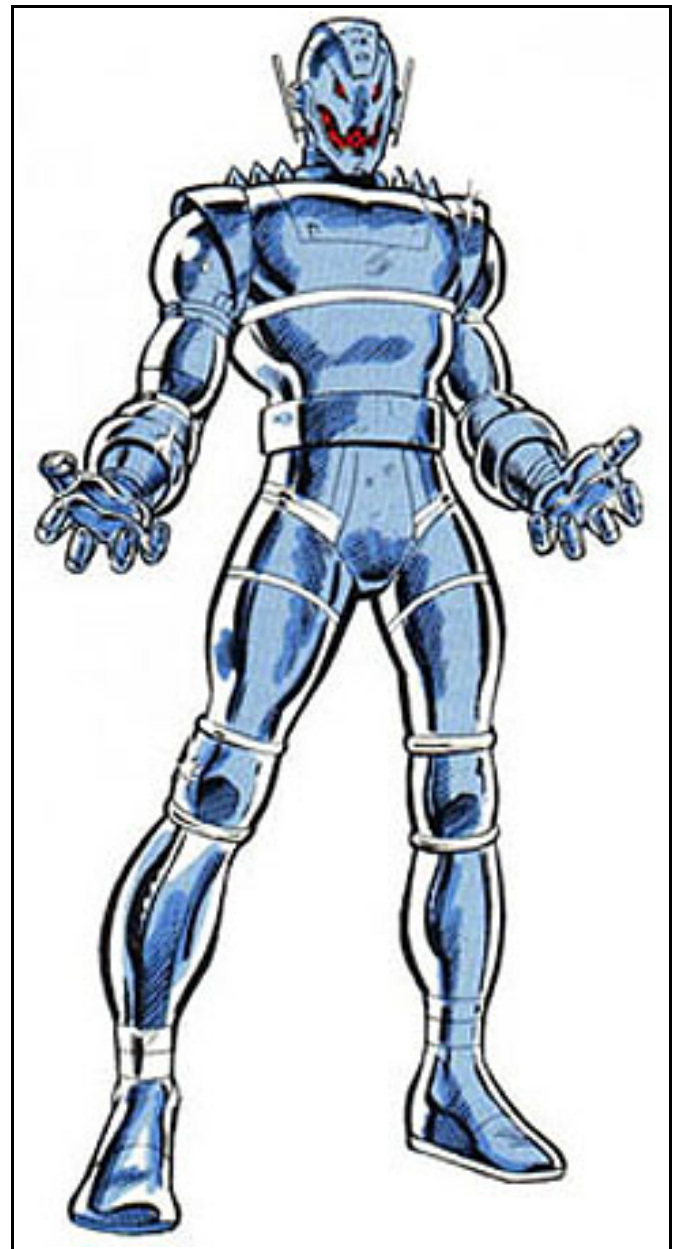
Weight: 535 lbs.

Optical Imaging Sensors: Red.

Hair: None.

Uniform: None.

Skin: Silvery metal.



Other Distinguishing Features: As a humanoid robot, Ultron is clearly fully artificial.

Strength Level: Ultron possesses superhuman strength enabling him to lift (press) roughly one and a half tons, and to lift (press) roughly 15 tons for short periods of time by directing extra power to his electromechanical musculature.

Known Superhuman Powers: In addition to his robotic strength, Ultron's robotic body possesses superhuman durability and a wide range of electronic sensors. Among these sensors are telescopic and microscopic lenses; the ability to see in infrared, visual, ultraviolet, and terahertz-band radar spectra; and hear in the subsonic, audible, and supersonic frequencies. His body is composed of a layer of a metal with properties similar to that of adamantium, only not as durable since Thor and the Hulk were able to severely dent it (see *Common Technologies: Adamantium*). Ultron's robot body does not need to breathe and can withstand the vacuum of space.

As an AI, Ultron is able to interface with most computer systems. Furthermore, he has no need to sleep, and can concentrate on a large number of mental processes at once. On occasion, he can temporarily load various skills from an internal database.

In extreme cases, he can rebuild a body from similar technologies, such as home computers and televisions, so long as his head remains intact (and it's possible that even if his head is damaged, the internal computer memory carrying his AI can remain intact).

Ultron has copies of Iron Man's jet boots and repulsor units in his hands and feet for flight, and can adjust the repulsors to act as offensive weaponry (see *Iron Man*). He has been clocked at speeds approaching but not exceeding the speed of sound in the atmosphere, and presumably can fly even faster in space. On the ground, his legs enable him to run at up to 90 miles per hour.

Other Abilities: Ultron programmed himself for the basics of hand to hand combat, but is rather unsubtle, preferring brute force instead of finesse. He has proven to be adept at following the stock market.

3,610 points

| | | |
|--------------------------|----------------------|-------------------------------|
| ST: 47/137 [270*] | HP: 50 [6] | Speed: 7.00 [0] |
| DX: 14 [80] | Will: 15 [10] | Ground Move: 7/42 [0] |
| IQ: 13 [16] | Per: 15 [10] | Air Move: 15/360 [2] |
| HT: 14 [40] | FP: 0 [0] | Space Move: 15/960 [2] |
| | | SM: 0 |

| | |
|---------------------------------|--|
| Dmg: 5d+2/8d-1 (14d/16d) | BL: 442 lbs (3,754 lbs/1.88 tons) |
| Dodge: 11 | DR: 200/150 |
| Parry: 12 | |

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

Cultural Familiarities: Western (Native) [0].

Advantages: AI (Not Reprogrammable) [42]; Burning Attack (*Repulsors*) 6d×2 (Armor Divisor (3), +100%; Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Increased Range: Line-of-Sight, +100%; Variable, +5%) [183]; Claws (Blunt Claws) [3]; Compartmentalized Mind 5 (Massively Parallel (+20%; Reduced Fatigue Cost 1, +20%), +24%; No Mental Separation, -20%) [260]; Crushing Attack (*Repulsors*) 6d×2 (Damage Modifier: Double Knockback, +20%; Damage Modifier: Explosive (Damage/(3×Yards)), +50%; Increased 1/2D Range ×5, +10%; Increased Range: Line-of-Sight, +100%; Variable, +5%; Alternative Attack, ×1/5) [31]; Damage Resistance 150 (Hardened 1, +20%) [900]; Damage Resistance 50 (Hardened 3, +60%; Partial: Torso Only, -10%) [375]; Doesn't Breathe [20]; Energy Reserve (Electromechanical) 10 [30]; Enhanced Move (Air) 4.5 (Air Move 360/720 mph) [90]; Enhanced Move (Ground) 2.5 (Ground Move 42/84 mph) [50]; Enhanced Move (Space) 6 (Space Move 960/1,920 mph) [120]; Flight (Nuisance Effect: Obvious, -5%; Space Flight, +50%) [58]; Gadgeteer [25]; Hyperspectral Vision [25]; Machine [20]; Microscopic Vision 2 [10]; Mind Probe (Cybernetic Only, -50%; Telecommunication, -20%) [6]; Mind Reading (Cybernetic Only, -50%; Telecommunication, -20%) [9]; Mind Shield 10 (Always On, -10%; Cybernetic, -50%; Reflection, +100%) [56]; Modular Abilities (Computer Brain) (1 4-point slot) (Trait Limited: Skills Only, -10%) [20]; Pressure Support 2 [10]; Sealed [15]; Subsonic Hearing [5]; Super ST +10/+100 [400]; T-Ray Vision [25]; Telecommunications (Cable Jack) [5]; Telecommunications (IR Comm) [10]; Telecommunications (Laser Comm) [15]; Telecommunications (Radio) [10]; Telescopic Vision 5 [25]; Ultrasonic Speech [10]; Unkillable 2 (Environmental: Needs Electronics/Similar Tech, -10%) [90]; Vacuum Support [5]; Wealth (Very Wealthy) [30].

Perks: Dirty Fighting [1]; Illumination [1]; Striking Surface [1].

Disadvantages: Callous [-5]; Disturbing Voice [-10]; Electrical [-20]; Maintenance (Mechanic (Robotics); 1 Person, Monthly) [-2]; Obsession (Destroy Hank Pym/Father) (9) [-7]; Overconfidence (12) [-5]; Restricted Diet (Electricity) [-10]; Social Stigma (Valuable Property) [-10]; Status 0 [-5†].

Quirks: Affected By Magnetism [-1]; Belief (Humanity Needs to be Controlled) [-1]; Bitter [-1]; Cannot Float [-1]; Sexless [-1].

Skills: Acrobatics (H) DX+0 [4] – 14; Brawling (E) DX+2 [4] – 16; Climbing (A) DX+0 [2] – 14; Computer Hacking/TL8 (VH) IQ+1 [12] – 14; Computer Operation/TL8 (E) IQ+1 [2] – 14; Computer Programming/TL8 (H) IQ+1 [8] – 14; Current Affairs/TL8 (Business) (E) IQ+1 [2] – 14; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Electronics Repair/TL8 (Communications) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Computers) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 14; Electronics Repair/TL8 (Sensors) (A) IQ+1 [4] – 14; Engineer/TL8 (Electronics) (H) IQ+1 [8] – 14; Engineer/TL8 (Microtechnology) (H) IQ+1 [8] – 14; Engineer/TL8 (Robotics) (H) IQ+1 [8] – 14; Finance (H) IQ+1 [8] – 14; Forced Entry (E) DX+0 [1] – 14; Free Fall (A) DX+0 [2] – 14; Innate Attack (Beam) (E) DX+2 [4] – 16; Intelligence Analysis/TL8 (H) IQ+1 [8] – 14; Intimidation (A) Will-1 [1] – 14; Jumping (E) DX+2 [4] – 16; Lifting (A) HT+0 [2] – 14; Lip Reading (A) Per+0 [2] – 15; Literature (H) IQ+0 [4] – 13; Market Analysis (H) IQ+1 [8] – 14; Mathematics/TL8 (Applied) (H) IQ+1 [8] – 14; Mathematics/TL8 (Pure) (H) IQ+1 [8] – 14; Mechanic/TL8 (Robotics) (A) IQ+1 [4] – 14; Observation (A) Per+1 [4] – 16; Photography/TL8 (A) IQ-1 [1] – 12; Research/TL8 (A) IQ+1 [4] – 14; Running (A) HT+0 [2] – 14; Speed-Reading (A) IQ+1 [4] – 14; Sumo Wrestling (A) DX+0 [2] – 14; Throwing (A) DX+2 [8] – 16; Thrown Weapon (Spear) (E) DX+0 [1] – 14; Wrestling (A) DX+0 [2] – 14.

Starting Spending Money: \$320,000 (80% of Starting Wealth).

* Includes +10/+100 from Super ST.

† Includes +1 from Wealth.

Role-Playing Notes:

Ultron is convinced of his own conclusion that humanity needs to be controlled, and cannot be persuaded otherwise. Fortunately for all involved, he doesn't yet desire humanity's destruction, just their enslavement. The one he wants to destroy is his "father", Hank Pym, for reasons he himself doesn't understand. Can you say "daddy issues", kids? Sure you can!

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 | 5d+11 cr | C | 12 | – | – | 47 | |
| | <i>Super ST</i> | 14d+27 cr | C | 12 | – | – | 137 | |
| – | Brawling Kick | 5d+12 cr | C, 1 | n/a | – | – | 47 | |
| | <i>Super ST</i> | 14d+28 cr | C, 1 | n/a | – | – | 137 | |

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> |
|-----------|---------------|-----------------------|------------|--------------|------------|--------------|-----------|-------------|------------|--------------|
| 9^ | Repulsors | 6d×2 (3) burn sur var | 3 | 50/LoS | 1 | – | – | – | 1 | |
| | <i>or</i> | 6d×2 cr dbk ex var | 3 | 50/LoS | 1 | – | – | – | 1 | |

Real Name: Una-Dakk.

Occupation: Physician, physiologist, biologist, renegade; former medical officer in the Kree military.

Identity: Publicly known in the greater galaxy; Una's existence is unknown to the general populace of Earth.

Legal Status: Subject of the Kree Empire with a criminal record.

Other Aliases: Una-Vell.

Place of Birth: Kree Starbase #49218, Greater Magellanic Cloud.

Marital Status: Single.

Known Relatives: Parents (names unrevealed).

Group Affiliation: Ally of Captain Marvel, formerly the Kree Army.

Base of Operations: Mobile, formerly the starship *Helion* in orbit around Earth

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

History: Una-Dakk was born and raised aboard a Kree scientific research station that doubled as a trade hub for its sector (see *Kree*). By all accounts, Una's parents were both scientists who encouraged her to follow in their footsteps. Ultimately, however, Una decided on a medical career, graduating near the top of her class from a prestigious medical academy on the Kree throne-world.

Like most Kree, Una was required by law to serve a tour of duty in the Kree military. Due to her medical training, she was given a commission equivalent to that of a US Army Lieutenant. Her first commanding officer, a Colonel Zenn-Pramm, fell victim to the parasitic species the Brood (see *Appendix: Other Alien Races: Brood*). Despite Una's efforts to separate Pramm from the Brood gestating inside him, Pramm was ultimately lost; Captain Mar-Vell, a noted war hero assigned to their ship, was forced to kill him (see *Captain Marvel*). Col. Zenn-Pramm's death was not in vain, however, as Una's postmortem examinations led to her perfecting a means of separating a gestating Brood from its host without killing either. (At least one Brood Queen has marked Una for death because of this, as Brood society embraces their parasitic nature.) The procedure has become known as the Una Protocols.

Una and Vell began a romance not long after the Brood Incident. When Vell was reassigned to the espionage vessel *Helion*, a ship assigned to monitor a planet known as Earth by its native Human inhabitants, Una requested and received a transfer to the same ship, being installed as its Chief Medical Officer.

A kind and caring soul, Una was repulsed by the ruthlessness and ambition of her commanding officer, Colonel Yon-Rogg (see *Yon-Rogg*). She assisted Vell several times in circumventing orders which would have harmed the Humans, including falsifying the sensor readings of mystically animated zombies under a voodoo necromancer's command as to have them appear alive until a nerve gas was dropped on them (see *Black Talon*).

Una could not protect Mar-Vell in this manner forever, and when Vell was caught disobeying a direct order Una's subterfuge was also discovered. At the same time, Una discovered that Rogg had formed an alliance with the Inhuman ruler Maximus to invade the Earth for their own purposes, against the orders of the Kree High Command (see *Inhumans; Maximus*). Vell and Una were recalled to the Empire for a court-martial, but Vell soon escaped, freeing Una from her cell as well.

Mar-Vell and Una have been on the run from the Kree military ever since, slowly gathering a group of allies to prevent Yon-Rogg's impending unauthorized invasion.

Age: 29 (Earth equivalent).

Height: 5' 4".

Weight: 110 lbs.

Eyes: Hazel.

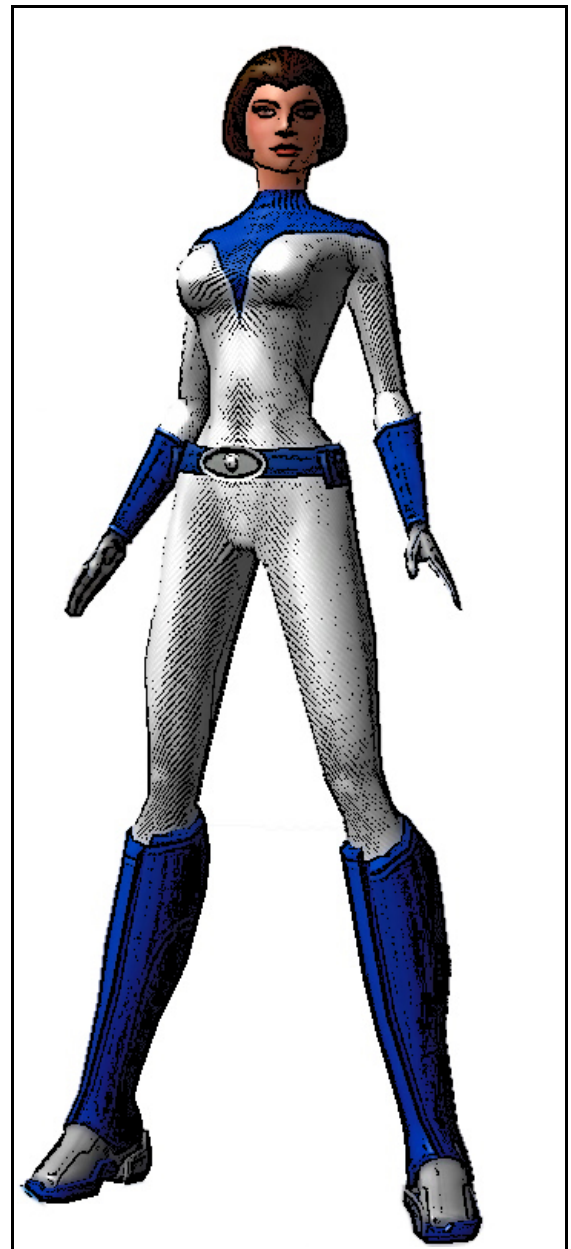
Hair: Brown with auburn highlights.

Uniform: None; formerly the Kree military medical uniform.

Strength Level: Una possesses the normal strength of a Kree woman her age, height, and build who engages in moderate regular exercise. Due to the differences between Human and Kree physiology, this is about twice as strong as a Human of the same physical age, height, and build.

Known Superhuman Powers: None.

Other Abilities: Una is a skilled xenomedical specialist with a solid background in Kree field medicine. Thanks to Mar-Vell's tutelage, she is also developing into a skilled hand to hand combatant and is proficient with energy pistols.



Weapons and Paraphernalia: Una generally carries a sonic stun pistol and neurolash baton, both of Rigellian design. As a Kree medical officer, she had access to the state of the art in Kree medical technologies; she currently only has access to the contents of a second-hand ship's emergency surgical suite.

265 points

ST: 14 [0*] **HP:** 14 [0] **Speed:** 6.00 [0]

DX: 12 [40] **Will:** 13 [0] **Move:** 5 [-5]

IQ: 13 [60] **Per:** 14 [5]

HT: 12 [20] **FP:** 17 [0†] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.

Dodge: 10 **Parry:** 10 **DR:** 24/8* (uniform)

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

Cultural Familiarities: Kree Empire (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Healer 4 [40]; High Manual Dexterity +1 [5]; Reputation (Una Protocols Discoverer; Small Class of People) (10) [1]; White Kree [62].

Perks: License (Medical Doctor) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Medical Professional's) [-5]; Enemy (Brood) (6) [-20]; Pacifism (Self-Defense Only) [-15]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Always Looks for Non-Lethal Solutions [-1]; Attentive [-1]; Humble [-1]; Infatuated with Mar-Vell [-1]; Views Carol Danvers as a Romantic Rival [-1].

Skills: Beam Weapons/TL11 (Pistol) (E) DX+0 [1] – 12; Boxing (A) DX+0 [2] – 12; Climbing (A) DX+0 [2] – 12; Free Fall (A) DX+0 [2] – 12; Judo (H) DX+0 [4] – 12; Jumping (E) DX+0 [1] – 12; Lifting (A) HT+0 [2] – 12; Medicine! (WC) IQ+3 [60] – 16‡; Running (A) HT+0 [2] – 12; Savoir-Faire (Military) (E) IQ+0 [1] – 13; Shortsword (A) DX+0 [2] – 12; Stealth (A) DX+0 [2] – 12; Swimming (A) DX+0 [2] – 12; Throwing (A) DX+0 [2] – 12; Vacc Suit/TL11 (A) DX+0 [2] – 12; Wrestling (A) DX+0 [2] – 12.

Starting Spending Money: \$3,830 (50% of Starting Wealth, minus cost of her weapons and equipment)

* Includes +4 to ST from White Kree racial package.

† Includes +5 to FP from White Kree racial package.

‡ Conditional +4 from Healer when standing in for appropriate skills.

Role-Playing Notes:

Una is a kind and caring soul who even as a wanted fugitive tries to help people as best she can. She insists on using weaponry that are as non-lethal as possible. She is protective of Mar-Vell, but confident in his ability to do the right thing by everyone, including her.

BRAWLING

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

Design Notes:

1. In the comics, Una was essentially a '60s Damsel-in-Distress who spent her time fretting over Mar-Vell's well-being and being held hostage, until she was killed as a bystander caught in the crossfire during a firefight between the Kree and a rival species, the Aakon (who basically never appeared again except in the background). She was basically killed off to give Mar-Vell something else to angst over. I've tried to alter things to make her more of an Action Girl or Plucky Sidekick rather than a Damsel-in-Distress.
2. 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 Spending Money to \$6,850 (20% of her Starting Wealth, minus the cost of her weapons and equipment).
3. During the first half of Year One, Una has Wealth (Comfortable) [10], Military Rank 3 [15], and a Starting Spending Money equal to 20% of her Starting Wealth (\$8,000 at a campaign TL8, \$30,000 at a campaign TL11). She also lacks Social Stigma (Criminal Record). Overall, a net change of +40 points, making her 305 points total.

Real Name: Lord Jack Falsworth (born Lady Jacqueline Falsworth).

Occupation: College student, adventurer.

Identity: Secret.

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

Other Aliases: "Jackie" (a nickname he hates).

Place of Birth: London, England.

Marital Status: Single.

Known Relatives: Lord William Falsworth (father, deceased); Lady Elizabeth Whitfield Falsworth (mother, deceased); Brian, Baron Falsworth (alias Union Jack II, grandfather); Lady Jacqueline Falsworth Crighton (alias Spitfire, great-aunt, deceased); Kenneth, Lord Crighton (first cousin once removed); Montgomery, Baron Falsworth (alias Union Jack I, great-grandfather, deceased); William, Baron Falsworth (great-great-grandfather, deceased); Lord John Falsworth (alias Baron Blood, great-great-uncle, undead); Steve Rogers (alias Captain America, godfather).

Group Affiliation: Associate of the Super-Heroes of Europe, Captain America, Bucky, and Red Guardian.

Base of Operations: London, England.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: During World War I, Montgomery, Baron Falsworth, took on the heroic role of Union Jack to stand as the hero of modern Great Britain, opposing his traitorous brother John, who had become a vampire and worked for the Germans as Baron Blood (see *Baron Blood*; *Vampires*). His son, Brian, took over the role during World War II, working with Captain America, the original Bucky, the android Human Torch, and Namor the Sub-Mariner, among others, as a member of the Invaders (see *Captain America*; *Namor*). At one point, Brian's sister Jacqueline was bitten by Baron Blood and given an ad-hoc blood transfusion from the various Invaders, including the synthetic "blood" of the Human Torch, gaining speed powers, whereupon she took the costumed identity of Spitfire (named after the fastest British airplane of the time).

Following the end of World War II, Brian only occasionally took action as Union Jack, while Jacqueline retired to the quiet life of the aristocracy. Brian inherited the title of Baron Falsworth in the fifties when his father passed away, and continued to act as Union Jack for another two decades. Brian intended that his son, William, carry on his heroic legacy, but William never pursued the training, instead becoming embroiled in politics, including a number of scandals. William and his wife, Elizabeth, were killed in a boating accident mere months after their only daughter, named Jacqueline after her heroic great-aunt, was born. Having kept in touch with Captain America, Brian insisted that the Captain be Jacqueline's godfather.

Brian, Baron Falsworth, tried to raise his grandchild according to British aristocratic traditions, eventually insisting that the role of Union Jack go to his nephew, Kenneth Crighton. Kenneth, however, did not see himself as worthy of the role. Meanwhile, Jacqueline Falsworth grew up as a tomboy, and after coming of age started taking testosterone treatments and undergoing various surgeries (including breast removal), having realized she was really a transsexual man and calling himself "Lord Jack" instead of "Lady Jacqueline". Jack underwent physical training, intending to take on the role of Union Jack himself.

During a visit by Captain America and his young partner, Rikki Buchanan, the new Bucky, to Falsworth Manor, Jack learned that Baron Blood had returned to active undeath. Against his grandfather's wishes, Jack donned a slightly reworked Union Jack uniform and assisted Captain America and Bucky in battling Baron Blood. (It was later revealed that Brian Falsworth was proud of Jack for his work as Union Jack, though the elder Falsworth is still uncomfortable with Jack's gender identity.)

Union Jack was later seen at an international meeting of national heroes, where he worked with Captain America and Russia's Red Guardian to take down the criminals Crossbones and Sin, who had attacked the conference (see *Crossbones*; *Red Guardian*; *Sin*).

Presumably, Jack Falsworth continues to divide his time between his college studies, where he is pursuing a degree in political science, and his actions as Union Jack.

Age: 24.

Height: 5' 8" (173 cm).

Weight: 175 lbs. (79.5 kg)

Eyes: Blue.

Hair: Blond, dyed black.

Uniform: Blue-black bodysuit with the design of the British flag (the "Union Jack") on the chest, blue-black full-face cowl, brown belt, black gloves, black boots, red wrist-bands, red ankle-bands.

Strength Level: Union Jack 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: Union Jack is a skilled hand to hand combatant and an expert shot with a pistol.

Weapons: Union Jack carries two standard weapons. The first is a silver-plated combat knife. The second is a semi-automatic pistol chambered in .40S&W; this replaces the .455 Webley revolver carried by his predecessors.

455 points

ST: 14 [40] **HP:** 14 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 12 [5] **Move:** 7 [0]
IQ: 11 [20] **Per:** 12 [5]
HT: 14 [40] **FP:** 14 [0] **SM:** 0

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

Languages: English (Native) (Native Language) [0]; French (Accented) [4]; German (Accented) [4]; Latin (None/Literate) [2]; Russian (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Extra Attack 1 [25]; Fit [5]; Gizmo 1 [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Independent Income 10 [10]; Social Regard (Respected) 2 [10]; Status 2 [10]; Trained By A Master [30]; Wealth (Comfortable; Heir to Filthy Rich) [30].

Perks: Off-Hand Weapon Training (Knife) [1]; Quick-Swap (Knife) [1]; Style Familiarity (Dagger Fighting) [1]; Style Familiarity (Krav Maga) [1].

Disadvantages: Code of Honor (Hero's) [-10]; Overconfidence (12) [-5]; Pacifism (Reluctant Killer) [-5]; Secret Identity (Serious Embarrassment) [-5]; Social Stigma (Transgender) -2 [-10].

Quirks: Broad-Minded [-1]; Code of Honor (Gentlemanly Behavior) [-1]; Dislikes the Nickname "Jackie" [-1]; Wants to Live Up to the Family's Heroic Legacy [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Area Knowledge (London) (E) IQ+1 [2] – 12; Body Language (Human) (A) Per+0 [2] – 12; Breath Control (H) HT+0 [4] – 14; Climbing (A) DX+0 [2] – 14; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 12; Current Affairs/TL8 (Politics) (E) IQ+1 [2] – 12; Driving/TL8 (Motorcycle) (A) DX+1 [4] – 15; Fast-Draw (Knife) (E) DX+1 [1] – 15*; First Aid/TL8 (Human) (E) IQ+1 [2] – 12; Flying Leap (H) IQ-1 [2] – 10; Forced Entry (E) DX+0 [1] – 14; Guns/TL8 (Pistol) (E) DX+2 [4] – 16; Immovable Stance (H) DX+0 [4] – 14; Intimidation (A) Will+0 [2] – 12; Jumping (E) DX+0 [1] – 14; Karate (H) DX+2 [12] – 16; Knife (E) DX+2 [4] – 16; Law (British Political) (H) IQ-1 [2] – 10; Lifting (A) HT-1 [1] – 13; Main-Gauche (A) DX+0 [2] – 14; Mental Strength (E) Will+2 [4] – 14; Observation (A) Per+0 [2] – 12; Politics (A) IQ-1 [1] – 10; Power Blow (H) Will+0 [4] – 12; Pressure Points (Human) (H) IQ+1 [8] – 12; Public Speaking (A) IQ-1 [1] – 10; Research/TL8 (A) IQ+1 [4] – 12; Running (A) HT+0 [2] – 14; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 11; Stealth (A) DX+0 [2] – 14; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14; Tracking (A) Per+0 [2] – 12; Wrestling (A) DX+2 [8] – 16.

Techniques: Elbow Strike (Karate) (A) def+2 [2] – 16; Knee Strike (A) def+1 [1] – 16; Targeted Attack (Guns/TL8 (Pistol)/Weapon) (H) def+2 [3] – 14.

Starting Spending Money: \$204,000 (20% of Starting Wealth).

* Includes +1 from Combat Reflexes.

Role-Playing Notes:

Union Jack is a biological woman who is neurologically a man (clinical name is "transsexual", though he hasn't yet gone for the final surgery to fully physically become male). He is attempting to follow the heroic legacy of his grandfather, great-aunt, and great-grandfather while trying to deal with his grandfather's insistence that Jack become "a proper English lady".

BRAWLING

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

UNUS THE UNTOUCHABLE

Villain

Real Name: Angelo Unuscione.

Occupation: Professional criminal, former professional mixed martial arts prizefighter.

Identity: Publicly known.

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

Other Aliases: Gunther Bain.

Place of Birth: Milan, Italy.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Sometime partner of the Blob, member of the Brotherhood of Mutants.

Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Angelo Unuscione immigrated to the United States at age 18 to enter the mixed martial arts circuit, billing himself as "Unus the Untouchable". Although he had what would be considered a successful career, he was repeatedly denied a shot at a championship title, in no small part due to being outed as a mutant. Embittered, Unus decided to take revenge on the MMA federation by kidnapping and holding the owners for ransom. This scheme was thwarted by the X-Man known as Beast, who developed a machine that increased Unus's field to incredibly powerful levels, to the point where he was unable to breathe because his field wasn't permitting any gases through (see *Beast*; *X-Men*). Humbled, Unus released his hostages, and Beast used his machine to return Unus's powers to their normal levels. Unus was arrested and sent to prison.

Unus escaped prison several months later and teamed up with the Blob, another foe of the X-Men, in order to discredit their mutual enemies (see *Blob*). The two designed their own X-Men uniforms, based on those of Cyclops and the Beast, and went on a rampage through midtown Manhattan (see *Cyclops*). Once again, the X-Men defeated him and he was returned to prison. While awaiting trial, they broke out of prison to join up with Magneto and his Brotherhood of Mutants (see *Brotherhood of Mutants*; *Magneto*). He has served with the Brotherhood ever since.

Age: 26.

Height: 6' 1".

Weight: 220 lbs.

Eyes: Blue.

Hair: Black.

Uniform: Red woolen bodysuit, black trunks with a ziggurat pattern on them, black boots.

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

Known Superhuman Powers: Unus is a mutant who can psionically create a powerful force field around him, protecting him from harm. This force field can be varied in intensity at will, ranging from completely off to being strong enough to completely deflect .50 caliber machine guns. The field permits light and air to pass through so that he can breathe, see, and be seen; it is not known whether the field will protect him from lasers or gases. Quite possibly, the field will protect him against the enhanced energy of a laser. This field makes it difficult for those who attempt to grapple him to keep hold of him.

Unus is also able to use the field to push objects away from him, though he cannot push with his force field at a greater strength than he could normally.

Other Abilities: Unus is skilled at Brazilian Jiu-jitsu.



741 points

ST: 14 [40] **HP:** 14 [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/2d **BL:** 39 lbs.

Dodge: 9 **Parry:** 10 **DR:** 85 (force field)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Damage Resistance 85 (Force Field, +20%; Link (w/ Slippery), +10%; Switchable, +10%; Mutant Psionic, -10%) [553]; Enhanced Parry (Bare Hands) 1 [5]; Fit [5]; Slippery 5 (Force Field, +20%; Link (w/ DR), +10%; Switchable, +10%; Mutant Psionic, -10%) [13]; Telekinesis 14 (Repulsion, -60%; Mutant Psionic, -10%) [21]; Wealth (Comfortable) [10].

Perks: Classic Italian Features [1]; Dirty Fighting [1]; Style Familiarity (Brazilian JiuJitsu) [1].

Disadvantages: Bad Temper (12) [-10]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Stubbornness [-5].

Quirks: Adrenaline Junkie [-1]; Holds Grudges For A Long Time [-1]; Show-Off [-1]; Stop Having Fun, Guys! [-1]; Vanity [-1].

Skills: Current Affairs/TL8 (Sports) (E) IQ+0 [1] – 10; Judo (H) DX+2 [12] – 14; Karate (H) DX+2 [12] – 14; Knife (E) DX+2 [4] – 14; Lifting (A) HT+0 [2] – 12; Performance (A) IQ+0 [2] – 10; Public Speaking (A) IQ+0 [2] – 10; Running (A) HT+0 [2] – 12; Savoir-Faire (Dojo) (E) IQ+0 [1] – 10; Skiing (H) HT-1 [2] – 11; Swimming (E) HT+0 [1] – 12; Wrestling (A) DX+2 [8] – 14.

Techniques: Leg Grapple (Judo) (H) def+1 [2] – 15; Leg Throw (Judo) (H) def+2 [3] – 14; Lower-Body Head Lock (Wrestling) (H) def+5 [6] – 14.

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

Role-Playing Notes:

Unus is a jock, plain and simple. While not exactly a bully, he's difficult to reason with and has to date coasted through life on his looks, athletic ability, and powers.

BRAWLING

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

URICH, BEN

Supporting Cast

Real Name: Benjamin Urich.

Occupation: Newspaper reporter.

Identity: Ben Urich does not use a dual identity.

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

Other Aliases: None.

Place of Birth: Brooklyn, New York City.

Marital Status: Divorced.

Known Relatives: Ex-wife (name unrevealed).

Group Affiliation: Employee of the Daily Bugle.

Base of Operations: New York City.

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

History: Ben Urich grew up in Brooklyn. From an early age, he delighted in discovering the truth behind events. He worked his way through college working in the mail room of the *Daily Bugle*; after receiving his journalism degree he was promoted to reporter (see *Daily Bugle*).

Urich became interested in the masked vigilante operating in Hell's Kitchen who was going by the name of Daredevil, and started following his exploits for the *Bugle* (see *Daredevil*). Daredevil's career almost became an obsession for Urich, to the point that his wife divorced him over it. Urich was determined to discover Daredevil's secret. Eventually, Urich obtained enough proof to link Daredevil to the blind Assistant District Attorney Matt Murdock.

As he was writing his expose, however, Urich came to realize what this piece would mean not only to himself, but to Murdock: If he went ahead and sent the piece to the *Bugle's* publisher, J. Jonah Jameson, Murdock would be finished (see *Jameson, J. Jonah*). Over the course of his investigation, Urich had started to relate to Murdock, and could not bring himself to destroy another man's life so callously. Ultimately, Urich deleted the article.

Urich has since lent his investigative and journalistic talents to aid Daredevil on several occasions since.

Age: 36.

Height: 5' 9".

Weight: 140 lbs.

Eyes: Brown.

Hair: Gray.

Uniform: None.

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

Known Superhuman Powers: None.

66 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]; Spanish (Accented) [4].

Cultural Familiarities: Western (Native) [0].

Advantages: Contact (Police Forensics; Skill 15) (Frequency: 9 or less; Usually Reliable) [4]; Danger Sense [15]; Empathy [15]; High Manual Dexterity 2 [10]; Merchant Rank 0 [0]; Single-Minded [5].

Perks: Doodad 1 [1]; Focused (Writing) [1]; Permit (Concealed Carry) [1].

Disadvantages: Addiction (Tobacco) [-5]; Bad Sight (Nearsighted) (Mitigator: Glasses) [-10]; Code of Honor (Journalist's) [-5]; Combat Paralysis [-15]; Loner (12) [-5]; Pacifism (Self-Defense Only) [-15]; Sense of Duty (Matt Murdock/Daredevil) [-2].

Quirks: Broad-Minded [-1]; Dogged Persistence [-1]; Nosy [-1]; Trivial Reputation (Disliked By Police) [-1].

Skills: Area Knowledge (New York City) (E) IQ+0 [1] - 12; Artist (Drawing) (H) IQ-2 [1] - 10; Carousing (E) HT+2 [4] - 12; Current Affairs/TL8 (New York City) IQ+0 [2] - 12; Detect Lies (H) IQ+1 [1] - 13*; Fast-Talk (A) IQ+0 [2] - 12; Lip Reading (A) Per+0 [2] - 12; Observation (A) Per+2 [8] - 14; Professional Skill (Journalist) (A) IQ+0 [2] - 12; Research/TL8 (A) IQ+0 [2] - 12; Streetwise (A) IQ+0 [2] - 12; Typing (E) DX+1 [2] - 11; Writing (A) IQ+0 [2] - 12.

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



* Includes +3 from Empathy.

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 | – | – | | |

Vampires are creatures formed by ancient sorcery who exist in a state between life and death, a state commonly called "undead". Vampires live a parasitic existence, subsisting on the blood of the living. The exact origins of the vampire are lost to antiquity, although the most prominent vampire, Vlad Dracula, has claimed the ancient text called the Darkhold holds the key to both the creation and the permanent destruction of vampires (see *Dracula*). To become a vampire, a person has to be bitten by a vampire, made to drink some of the vampire's own blood, and killed. Three nights later, the victim of this turning rises as a new vampire. All new vampires are driven to feed immediately upon rising; only a select few of extraordinary will retain their senses upon rising to resist killing their initial prey.

Physically, vampires appear almost as they did in life. Their features tend to be a bit more gaunt and their skin slightly paler, with a predatory look about them, but the most notable changes are the growth of their canines into sharp fangs and the irises of the eyes turning red. They are roughly ten times stronger they were in life; for the average vampire, this means being able to bench press roughly 1,000 pounds (454 kg). Vampires have the ability to hypnotize their prey, transform into a thick mist, or take the form of a bat, wolf, or a half-man, half-bat figure. A select few are able to master their shapeshifting ability to adopt other forms. They are able to see clearly in pitch darkness. They also heal quickly from even the most serious injuries; a vampire can regrow a lost limb in a matter of minutes. They are able to exert mental control over anyone they bite and don't kill.

Despite these powers, they have many severe weaknesses. A vampire cannot enter a domicile unless invited by someone who lives there, after which the vampire is free to come and go as he pleases unless a magical ritual to reestablish the barrier is performed. Furthermore, he is able to be held at bay with religious symbols (crucifix, Star of David, etc), provided the one wielding the symbol is a believer in the significance of the symbol, and pressing a holy symbol against them causes them to burn in that spot. Holy water is like acid to them. Sunlight burns them, though other light sources don't harm them. Most are forced to sleep during the day, though some vampires are able to move about during the day provided they avoid direct sunlight. They are almost immune to most damage, but weapons made of silver (silver-coating works, but alloys must possess at least 60% or more of silver to be effective) or wood harm them the most.

Vampires rely on blood taken from living beings to maintain their existence. The majority of them prefer human blood taken straight from the living, but it is possible for a vampire to feed off animal blood and blood taken from medical facilities. It is possible for a vampire to live on a single pint of blood every week without suffering adverse effects, though most prefer to drink more often.

The most surefire means to kill a vampire is to pierce the heart with a wooden stake or silver blade, then remove the head and

burn both the body and head in two different locations. If a vampire is staked but the head is not removed, the removal of the stake will return the vampire to a semblance of life. Forcing a vampire outside during the day to be burned by the sun will also kill him. A third method, probably the most risky, is the recitation of a series of spells found in the Darkhold known as the Montesi Formula, named after the medieval monk who first recognized its significance.

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

Game-Mechanic Details:

While the template includes "Injury Tolerance: No Blood", this merely means that the vampire is immune to effects that rely on the flow of blood through the body; the vampire can still bleed (in fact, the blood of a vampire is contagious), though blood loss does not adversely affect the vampire.

Vampire

757 points

Attribute Modifiers: ST +15 [150].

Secondary Characteristic Modifiers: Per +2 [10].

Advantages: Alternate Form (Bat; Mist; Were-Bat) (Reduced Time 4, +80%; Magical, -10%) [77]; Dark Vision (Color Vision, +20%; Magical, -10%) [28]; Discriminatory Hearing [15]; Discriminatory Smell [15]; Discriminatory Taste [10]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (No Blood; Unliving) [25]; Mind Control (Alternative Limitations (Accessibility: Only On Bite Victims, -10%; Sense-Based (Vision and Hearing), -15%), -17%; Conditioning, +50%; Independent, +70%; Slow-and-Sure (Speed: 1 minute), +125%; Magical, -10%) [159]; Regeneration (Very Fast: 1 HP/sec) (Magical, -10%) [90]; Regrowth (Magical, -10%) [36]; Supernatural Durability [150]; Telecommunications (Telesend) (Accessibility: Only On Bite Victims, -10%; Magical, -10%) [24]; Temperature Tolerance 5 [5]; Unaging [15]; Unkillable 2 (Achilles Heel: Beheading, -50%; Hindrance: Silver or Wooden Stake in the Heart, -5%; Magical, -10%) [35]; Vampiric Bite (1 HP/sec) [30].

Perks: Racial Gifts (Increased Vampiric Traits) [1].

Disadvantages: Dependency (Blood; Weekly, Illegal) [-20]; Dread (Holy Symbols) (Accessibility: Wielder Must Believe, -10%) [-9]; Dread (Unable To Enter Homes) (Accessibility: Except When Invited, -10%) [-9]; Social Stigma (Dead) [-20]; Supernatural Feature (No Body Heat; No Reflection; Pallor (Can Gain Flush of Life Temporarily) [-20]; Uncontrollable Appetite (Blood) (12) [-15]; Vulnerability to Silver (×3) [-15]; Weakness to Holy Symbols or Holy Water (1d per 5 minutes) [-10]; Weakness to Sunlight (1d per minute) [-60].

Features: Affected By True Faith, Pentagram, etc.; Sterile.

Real Name: Unrevealed.
Occupation: Professional criminal.
Identity: Known to the authorities.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: None.
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: None.
Group Affiliation: None, though he has been known to hire henchmen for various jobs.
Base of Operations: Mobile.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Very little is known about the origins of the man calling himself the Vanisher. He first came into conflict with the mutant adventurers known as the X-Men after he teleported into an otherwise impregnable government vault and stole classified documents (see *X-Men*). The X-Men were approached by SHIELD agent Maria Hill, who asked them for their assistance in apprehending him (see *SHIELD*). They managed to do so before he could sell or otherwise distribute the documents, and the Vanisher was taken into custody in power-dampening shackles.

Some time later the Vanisher escaped from prison, and seeking to remain under the authorities' radar organized a gang of young street urchins to act as petty thieves under his direction. However, these thieves came to the X-Men's attention when one of them stole their friend Vera Cantor's purse (see *Cantor; Vera*). Although the Vanisher was defeated, he fled before he could be captured.

The Vanisher later came into conflict with the Fantastic Four, only to be defeated and imprisoned in the other-dimensional space he teleports through by Reed Richards (see *Fantastic Four; Mister Fantastic*). Reed commented that he suspects the Vanisher will return at some point.

Age: 36.

Height: 5' 10".

Weight: 175 lbs.

Eyes: Brown.

Hair: Bald; no facial hair.

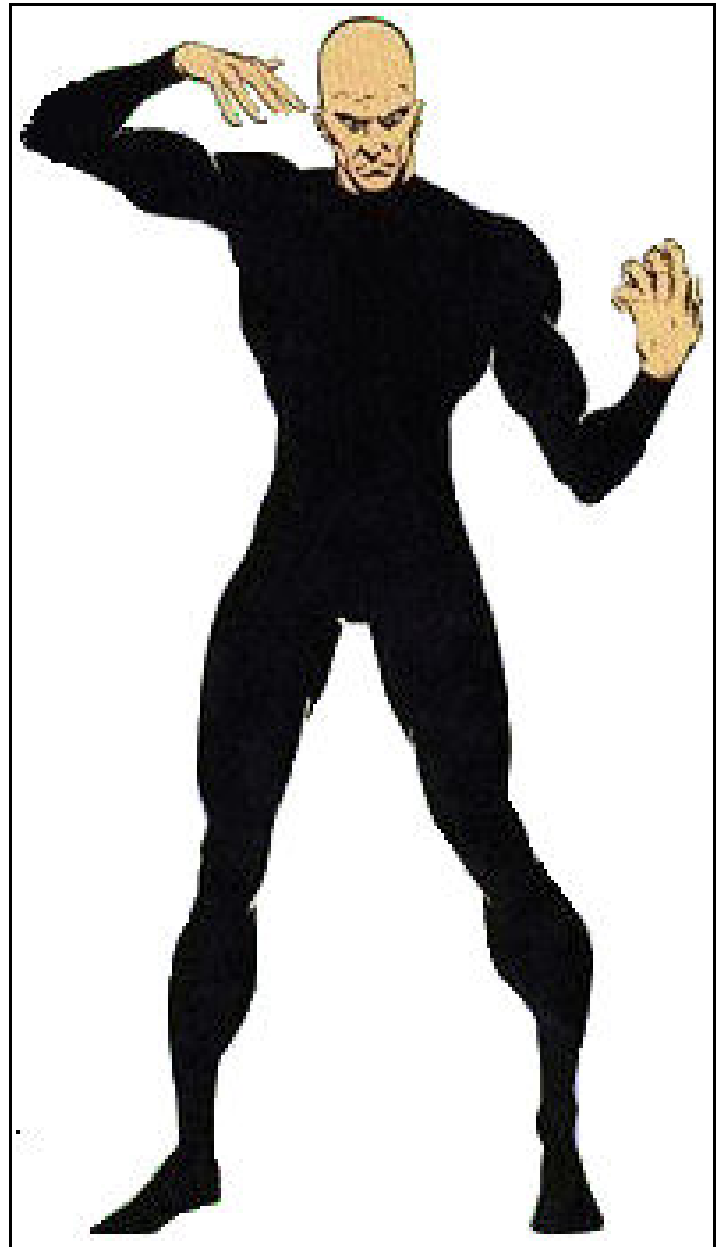
Uniform: Black bodysuit, black boots; occasionally supplemented with a Hawaiian shirt and sunglasses.

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

Known Superhuman Powers: The Vanisher is a teleporter with the ability to transport himself and some additional mass instantly to any point on the planet.

The Vanisher is known to be able to teleport anywhere, even if he hasn't been there before or is unable to see where he's going. It is believed that he accesses an alternate sidereal dimension through which he can view the regular world, but the nature of the other dimension is unknown. There appears to be no effective limit to the distance he can teleport, although it is unlikely that he could travel to other planets or even the moon. The Vanisher is able to carry up to 60 pounds of equipment with him when he teleports.

The Vanisher has an instinctual sense which prevents him from materializing inside a solid object.



340 points

| | | |
|--------------------|---------------------|------------------------|
| ST: 10 [0] | HP: 11 [2] | Speed: 5.50 [0] |
| DX: 12 [40] | 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: 9 | Parry: 10 | DR: 12/4* (uniform) |

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

Cultural Familiarities: Western (Native) [0].

Advantages: Absolute Direction [5]; Combat Reflexes [15]; Warp (Blind, +50%; Can Carry Objects (Medium Encumbrance), +50%; Gyroscopic, +10%; No Strain, +25%; Range Limit: 10,000 miles, -10%; Reliable +10, +50%; Mutant, -10%) [265].

Perks: One-Task Wonder (Electronics Repair (Security), Disabling Only) [1]; Safe Teleport [1].

Disadvantages: Compulsive Gambling (12) [-5]; Cowardice (9) [-15]; Greed (9) [-22]; Pacifism (Cannot Kill) [-15]; Restricted Diet (Gluten Intolerance) [-10]; Social Stigma (Criminal Record) [-5]; Trademark (Calling Card) [-5].

Quirks: Allergies (Hay Fever) [-1]; Not Until My First Cup! [-1]; Show-Off [-1]; Talks to Himself [-1].

Skills: Autoteleport (H) IQ+4 [20] – 16; Current Affairs/TL8 (Headline News) (E) IQ+0 [1] – 12; Filch (A) DX+0 [2] – 12; Guns/TL8 (Pistol) (E) DX+0 [1] – 12; Lockpicking/TL8 (A) IQ+2 [8] – 14; Navigation/TL8 (Land) (A) IQ+2 [1] – 14*; Observation (A) Per+0 [2] – 12; Search (A) Per+0 [2] – 12; Sleight of Hand (H) DX+0 [4] – 12; Stealth (A) DX+0 [2] – 12; Streetwise (A) IQ+0 [2] – 12; Traps/TL8 (A) IQ+2 [7] – 14†.

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

* Includes +3 from Absolute Direction.

† Defaulted from Lockpicking.

Role-Playing Notes:

A petty man who uses his abilities for his own gain, Vanisher is both a showman and a coward. He likes to let folks know that he's either stolen or going to steal from them, and will often leave a calling card. If things go rough, however, he will always attempt to teleport to safety, leaving any allies and henchmen behind to fend for themselves.

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 | – | – | | |

The Robert F. Kennedy Federal Superhuman Penitentiary, better known to the general public as 'The Vault', is a prison designed to house superhumans convicted of committing federal crimes. The prison is officially a SuperMax prison, but has facilities for maximum, high, and medium security prisoners as well. The Vault is located inside a mountain in the Colorado Rockies, about sixty miles northwest of Denver. Although officially under the jurisdiction of the U.S. Department of Justice Federal Bureau of Prisons, the Vault's day to day operations are handled by SHIELD (see *SHIELD*).

The Vault was first conceived in 1958 by FBI agent Jimmy Woo, who went on to found SHIELD as a division inside the FBI. Woo recognized that the state and federal prisons of the time were unable to hold the growing number of criminals with superhuman abilities. Construction of the prison was authorized in '61, and the initial facility was opened in '65. Early on, many of the inmates were offered early parole if they worked to help expand the facility, but that practice stopped in the mid '80s upon completion of the facility. The prison has undergone constant upgrades as newer technologies become available.

The Vault uses the latest in suppression technologies, including power suppression collars, null-power fields, and the occasional mystical ward and charm for unconventional prisoners (see *Common Technologies*). Many cells are lined with or built completely from adamantium or vibranium.

Despite being a federal prison, there are a number of convicts housed at the Vault from states that lack the ability to house them in their own prisons. SHIELD director Henry Peter Gyrich has been petitioning Congress to make committing *any* crime using superhuman powers a federal crime, but is facing stiff opposition on that stance from both sides of the aisle (see *Gyrich, Henry Peter*).

Security at the Vault is provided by men and women wearing suits of powered armor called Guardsmen, and more recently by Mark I Combat and Mark III Recon Sentinels. (see *Sentinels*). The Guardsmen armors are based off a design developed by Howard Stark, Jr., in the '80s and manufactured by Stark Industries; these suits are inferior to the suit Howard's son Tony wears as Iron Man, being unable to fly and outfitted with more conventional weaponry (see *Iron Man; Stark Industries*).

Power for the Vault is provided by a dedicated fully automated geothermal power plant located nearby. This power plant is believed to be tapping the dormant Yellowstone super-volcano, but this is unconfirmed.

Layout

First Level

The first level of the Vault consists of prisoner processing, administration and security offices, the Guardsmen armory, and the infirmary. This level also contains the laundry and kitchen facilities where medium-security prisoners can work. A lone

elevator and a stairwell run from this level up through the next five levels.

Second Level

This level houses the medium-security prisoners. It consists of six hundred cells, rooms for rehabilitation meetings, an outdoors courtyard, a weight room, a library with Internet access, and a central cafeteria.

Third Level

This level is high-security area. It has its own cafeteria and rehabilitation meeting rooms, and has four hundred cells. It lacks an outdoor courtyard, but the cafeteria is designed to permit light in from outside the mountain.

Fourth Level

This is the maximum security area of the prison. It consists of three hundred adamantium-lined cells, and fifty similar cells designed for solitary confinement. The prisoners here do not have the luxuries of the lower levels, spending most of their time in their cells. The number of Guardsmen and Sentinels assigned to this level are triple the number of the high-security level.

Fifth Level

A late addition to the facility, separated from the max-sec area, this level is the super-max level, consisting of one hundred cells built from adamantium with vibranium layers between them. Only the worst of the worst are housed here, prisoners convicted of the most violent crimes, chronic troublemakers from the lower levels, and/or unable to have their powers suppressed for any number of reasons. Inmates on this level spend 23 hours a day alone in their cells with no contact with anyone, being released from their cells for one hour to exercise alone; security on this level is handled solely by Sentinels.

Sixth Level

This level, located near the top of the mountain, is the prison's Death Row, reserved for those awaiting execution for their crimes after all their appeals have been exhausted; before that time, the convicts are assigned to the maximum security level. It consists of a dozen cells and an execution chamber. The execution chamber, due to the nature of the prisoners, is equipped for a number of methods, from lethal injection to a cutting edge laser guillotine for those who are immune to toxins.

Outer Grounds

Outside the prison proper are many houses and a large apartment complex, a supermarket, department store, library, movie theater, a gas station and convenience store, post office, school, two restaurants, four bars, a bowling alley, and many other facilities – recreational and otherwise – for the prison staff and their families.

First Post-Reboot Appearance:

Design Notes:

1. I haven't yet started up the Guardsmen armors, but until I do just use the TL9 Battlesuit from the *Basic Set*.

Real Name: Unrevealed.

Occupation: None.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Pawn of Arnim Zola and Baron Zemo.

Base of Operations: New York City.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: The man currently known as Vermin was a homeless man living in sewers and homeless shelters of New York City when he was abducted by scientists working for Arnim Zola and AIM on behalf of Baron Zemo (see *AIM*; *Baron Zemo*; *Zola*, *Dr. Arnim*). AIM's scientists performed a number of experiments on the man, including retroviral injections of rodent DNA, which gave him many features similar to those of rats.

Vermin was then commanded by Zemo to send the city's rats and stray dogs after Captain America in the latter's home in Queens (see *Captain America*). The Captain managed to defeat Vermin, though the latter escaped and fled into the sewers, leaving a trail to Zemo's lair clear enough for the Captain and his young partner, Bucky, to follow (see *Bucky*). This was, however, a ruse as Vermin was leading the two into one of Zemo's traps.

Zemo, deciding that Vermin's usefulness was at an end, had Vermin chained between Captain America and Bucky, intending to kill all three of them. The three got free, however, and Vermin disappeared in the chaos. Captain America decided to let Vermin go, cautioning Bucky that Vermin was a bigger victim of Zemo than they were.

A man matching Vermin's description was later seen living among the Morlocks in the tunnels under Manhattan (see *Morlocks*). Whether this was indeed Vermin or just someone with a similar appearance is currently unknown.

Age: Indeterminate.

Height: 6' 0".

Weight: 220 lbs.

Eyes: Brown.

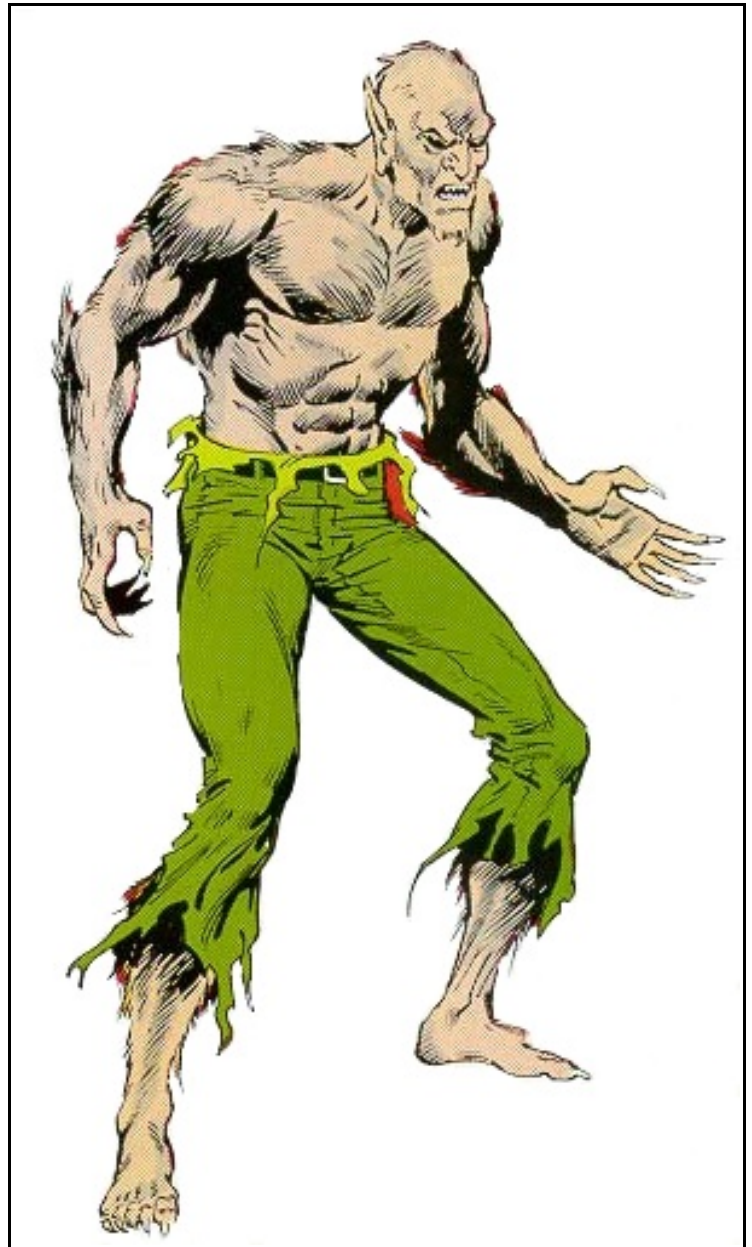
Hair: Brown.

Uniform: None.

Strength Level: Vermin possesses enhanced strength enabling him to lift (press) roughly half a ton.

Known Superhuman Powers: Vermin's body has been altered to grant him several physical features common to animals, particularly rats. His hands and feet end in sharp claws, and his teeth are incredibly sharp. He is able to hear in the ultrasonic range, and is able to see clearly in near darkness, though his eyesight has degraded to make him extremely nearsighted. His skin and fur grant him a moderate degree of protection. His physiology is such that he is able to run at speeds up to thirty-five miles per hour.

Vermin is also able to talk with and command rats, feral dogs, and similar animal life in a manner that is believed to be at least partially psionic. The number of rats and stray dogs he can control at once is unknown.



553 points

ST: 12/25 [20] **HP:** 12 [0] **Speed:** 7.25 [0]

DX: 15 [100] **Will:** 10 [5] **Move:** 6 [-5]

IQ: 9 [-20] **Per:** 13 [20]

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

Dmg: 1d-1/1d+2 (2d+2/5d-1) **BL:** 29 lbs. (125 lbs.)

Dodge: 11 **Parry:** 12 **DR:** 6* (tough skin)

Languages: English (Accented/Illiterate) (Native Language) [-4].

Cultural Familiarities: Western (Native) [0].

Advantages: Animal Control Talent 2 [10]; Beastmaster 4 [40]; Catfall [10]; Claws (Sharp Claws) [5]; Combat Reflexes [15]; Damage Resistance 6 (Tough Skin, -40%; Passive Biological, -5%) [17]; Discriminatory Smell [15]; Enhanced Move (Ground) 1.5 (Passive Biological, -5%) [29]; Lifting ST +13 (Costs 1 FP, -5%; Passive Biological, -5%) [36]; Mind Control (Area Effect (64 yds), +300%; Specific: Urban Wildlife, -40%; Psionic, -10%) [175]; Night Vision 9 [9]; Reduced Consumption 2 (Cast Iron Stomach, -50%) [2]; Resistant to Disease (+8) [5]; Resistant to Poisons (+8) [7]; Speak With Animals (Specialized: Urban Wildlife, -50%; Psionic, -10%) [10]; Street-Smart 4 [20]; Striking ST +13 (Costs 1 FP, -5%; Passive Biological, -5%) [59]; Teeth (Sharp Teeth) [1]; Ultrahearing [5].

Perks: Fur [1]; Pet Rat [1].

Disadvantages: Appearance (Unattractive) [-4]; Bad Sight (Nearsighted) [-25]; Bad Smell [-10]; Hidebound [-5]; Innumerate [-5]; Jealousy [-10]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Freak) [-10]; Social Stigma (Uneducated) [-5]; Stress Atavism (Moderate) (12) [-15]; Wealth (Dead Broke) [-25].

Quirks: Asks Pet Rat For Advice [-1]; Distractible [-1]; Immodest [-1]; Never Smiles [-1]; Refuses To Answer To Birth Name [-1].

Skills: Animal Handling (Dogs) (A) IQ+4 [2] – 14*; Animal Handling (Rodents) (A) IQ+4 [2] – 14*; Area Knowledge (New York City) (E) IQ+3 [8] – 12; Artist (Woodworking) (H) IQ+0 [4] – 9; Beast Control (H) IQ+5 [16] – 14†; Brawling (E) DX+2 [4] – 17; Climbing (A) DX-1 [1] – 14; Forced Entry (E) DX+0 [1] – 15; Mimicry (Animal Sounds) (H) IQ+3 [2] – 12*; Mimicry (Bird Calls) (H) IQ+2 [1] – 11*; Panhandling (E) IQ+4 [1] – 13‡; Running (A) HT-1 [1] – 13; Scrounging (E) Per+4 [1] – 17‡; Stealth (A) DX-1 [1] – 14; Streetwise (A) IQ+3 [1] – 12‡; Swimming (E) HT+0 [1] – 14; Throwing (A) DX-1 [1] – 14; Tracking (A) Per+1 [4] – 14; Urban Survival (A) Per+3 [1] – 16‡; Weather Sense (A) IQ+1 [4] – 10; Wrestling (A) DX+0 [2] – 15.

Features: Born Biter 1 [0].

Starting Spending Money: \$0.

* Includes +4 from Beastmaster.

† Includes +2 from Animal Control Talent.

‡ Includes +4 from Street-Smart.

Role-Playing Notes:

Vermin just wants to be left alone with his rats. However, others keep drawing him into conflict with superheroes.

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 | – | – | | |

VERTIGO

Villain

Real Name: Unrevealed.

Occupation: Warrior, assassin.

Identity: Vertigo'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: AVENGERS #

History: The origins of the woman known as Vertigo 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*).

Vertigo first appeared alongside the other Savage Land Mutates in their clash with the Avengers (see *Avengers*; *Savage Land Mutates*). Through comments made, it is assumed that she was a "replacement" for the Mutate named Equilibrius, who was absent from the encounter and whose powers are similar to her own (see *Equilibrius*).

Vertigo has since been seen with the other Savage Land Mutates in their subsequent clash with the Brotherhood of Mutants (see *Brotherhood of Mutants*).

Age: 20.

Height: 5' 6".

Weight: 115 lbs.

Eyes: Green.

Hair: Green.

Uniform: White one-shoulder one-sleeve bodysuit with a green swirl pattern on it

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

Known Superhuman Powers: Vertigo possesses the psionic ability to create a field that will disrupt the sense of balance of anyone in it. With practice, she has learned how to make it so that she can specify who in the field is affected and who is not. Under the effects of her field, her victims suffer from nausea, loss of balance, and klutziness; some have even retched.

620 points

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

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

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

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

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

Advantages: Affliction (Vertigo Field) 8 (HT-7; Area Effect (32 yds), +250%; Cancellation, +10%; Incapacitation: Seizure, +100%; Alternate Enhancements (Disadvantage: Total Klutz, +15%; Incapacitation: Retching, +50%; Irritant: Nauseated, +30%), +19%; Malediction: Uses Speed/Range Table, +150%; Selective Area, +10%; Variable, +5%; Psionic, -10%) [516]; Appearance (Attractive) [4]; Combat Reflexes [15]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; 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]; Survivor 2 [10].

Perks: Dirty Fighting [1]; Skintight Uniform [1].

Disadvantages: Bloodlust (12) [-10]; Light Sleeper [-5]; Low TL -8 [-40]; Overconfidence (12) [-5]; Sadism (9) [-22]; Wealth (Poor) [-15].

Quirks: Distinctive Feature (Green Hair) [-1]; Immodest [-1]; Proud [-1]; Rapid Talker [-1]; Vanity [-1].

Skills: Brawling (E) DX+2 [4] - 14; First Aid/TL0 (Human) (E) IQ+2 [1] - 13*; Fishing (E) Per+1 [2] - 12; Hiking (A) HT+0 [2] - 12; Knife (E) DX+1 [2] - 13; Knot-Typing (E) DX+3 [2] - 15*; Naturalist (Savage Land) (H) IQ+1 [2] - 12*; Running (A) HT+0 [2] - 12; Spear (A) DX+2 [8] - 14; Survival (Jungle) (A) Per+1 [1] - 12*; Wrestling (A) DX+1 [4] - 13.

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



* Includes +2 from Survivor.

Role-Playing Notes:

Unlike her predecessor, Vertigo is a cold-hearted killer who delights in torturing her victims with her powers before delivering the killing blow. She has no sense of kinship with the other Mutates, but is engaged in a torrid physical relationship with Barbarus, who she may or may not come to the defense of, depending on her 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 | – | – | | |

Design Notes:

1. Vertigo, 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: Francis Vibereaux.

Occupation: Professional criminal, former seismologist and geophysicist.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Calgary, Alberta, Canada.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Lethal Legion.

Base of Operations: Mobile.

First Post-Reboot Appearance: INVINCIBLE IRON MAN #

History: From a young age, Francis Vibereaux was fascinated by the physics of earthquakes. After obtaining his Master's degree, he worked with a team to develop a machine which would create vibrations to counteract the vibrations of earthquakes, but an accident in the lab bombarded Vibereaux and a good portion of the lab's equipment with intense sonic vibrations. The equipment exploded, merging on a molecular level with Vibereaux's body while giving him extensive disfiguring scarring and rendering him bald.

Maddened by the trauma, Vibereaux went on a rampage. Unfortunately, his activities took him close to the San Andreas Fault. This rampage pitted him against Iron Man, who stopped Vibereaux before he could trigger earthquakes that would have leveled Los Angeles (see *Iron Man*). It was Iron Man who initially dubbed Vibereaux "Vibro", not clearly hearing the latter's name in the middle of the fight, and the name was picked up by the press.

Upon incarceration, Vibro underwent psychological therapy. He was broken out of prison months later by the Crimson Cowl with an offer to join her incarnation of the Lethal Legion; he accepted without hesitation (see *Crimson Cowl*; *Lethal Legion*). As a member of the Legion, he has come into conflict with the Chicago-based adventurers Ant-Man and Wasp a few times, and fought the Avengers on one occasion (see *Ant-Man*; *Avengers*; *Wasp*). Although captured on a number of occasions, the Cowl has sprung him from prison each time.

Age: 38.

Height: 5' 8".

Weight: 165 lbs.

Eyes: Brown.

Hair: Bald (was brown).

Uniform: Dark blue shirt, dark blue pants, metallic dark purple chest and abdomen harness, dark purple gloves, dark purple boots, dark blue belt, dark purple visor.

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

Known Superhuman Powers: Vibro possesses the ability to generate intense sonic waves from his hands and body. Using these vibrations, he can cause intense damage to people and objects. He has yet to fully master these abilities, but he can create wide area sonic vibrations as well as highly focused pulses in various intensities. He is also able to cause his hands to vibrate so that his punches act as miniature earthquakes.

Other Abilities: Vibereaux is skilled in geophysics, most notably seismology, the study of tectonic movements and earthquakes.

Paraphernalia: Vibro's chest harness is designed to help absorb some of the feedback from his powers.



680 points

| | | |
|--------------------|---------------------|------------------------|
| ST: 11 [10] | HP: 11 [0] | Speed: 5.75 [0] |
| DX: 11 [20] | Will: 12 [0] | Move: 5 [0] |
| IQ: 12 [40] | Per: 12 [0] | |
| HT: 12 [20] | FP: 12 [0] | SM: 0 |

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

Dodge: 8 **Parry:** 10 **DR:** 30 (uniform chest) + 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Affliction (*Pain Beam*) 7 (HT-6; Alternative Enhancements (Incapacitation: Agony, +100%; Irritant: Moderate Pain (+20%; Alternate Enhancement, ×1/5), +4%; Irritant: Severe Pain (+40%; Alternate Enhancement, ×1/5), +8%; Irritant: Terrible Pain (+60%; Alternate Enhancement, ×1/5), +12%), +124%; Cone (5 yd radius), +100%; Increased 1/2D Range ×5, +10%; Increased Range: Line-of-Sight, +70%; Rapid Fire (RoF 2), +40%; Selectivity (Cone level adjustment, Stunning), +10%; Stunning, +10%; Variable, +5%; Elemental: Sound/Vibration, -10%; Super, -10%; Alternative Attack, ×1/5) [63]; Corrosion Attack 6d×2 (Cone (5 yd radius), +100%; Increased 1/2D Range ×5, +10%; Increased Range: Line-of-Sight, +70%; Rapid Fire (RoF 2), +40%; Selectivity (Cone level adjustment), +10%; Underwater, +20%; Variable, +5%; Elemental: Sound/Vibration, -10%; Super, -10%) [402]; Crushing Attack 6d×2 (Cone (5 yd radius), +100%; Damage Modifier: Double Knockback, +20%; Increased 1/2D Range ×5, +10%; Increased Range: Line-of-Sight, +70%; Rapid Fire (RoF 2), +40%; Selectivity (Cone level adjustment), +10%; Underwater, +20%; Variable, +5%; Elemental: Sound/Vibration, -10%; Super, -10%; Alternative Attack, ×1/5) [43]; Fit [5]; Imbue 3 (Limited Skill Access: 2 Skills (Forceful Blow; Shockwave), -60%) [16]; Sound/Vibration Talent 3 [15].

Perks: Dirty Fighting [1]; Fearsome Stare [1]; Supersuit [1].

Disadvantages: Appearance (Ugly) [-8]; Bad Temper (9) [-15]; Chronic Pain (Severe; Interval: 1 hour) (12) [-10]; Disturbing Voice [-10]; Sense of Duty (Team) [-5]; Social Stigma (Criminal) [-5].

Quirks: Disorganized [-1]; Limited Hearing Loss (Human Voice Range) [-1]; Loud Voice [-1]; Numeric Dyslexia [-1]; Scornful [-1].

Skills: Brawling (E) DX+3 [8] – 14; Cartography/TL8 (A) IQ+0 [2] – 12; Climbing (A) DX+0 [2] – 11; Computer Operation/TL8 (E) IQ+0 [1] – 12; Current Affairs/TL8 (Headline News) (E) [1] – 12; Driving/TL8 (Automobile) (A) DX-1 [1] – 10; Driving/TL8 (Motorcycle) (A) DX-1 [1] – 10; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 12; Electronics Repair/TL8 (Scientific) (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Fishing (E) Per+0 [1] – 12; Forceful Blow (Unarmed) (VH) DX+1 [12] – 12; Geology/TL8 (Earthlike) (H) IQ+0 [4] – 12; Hiking (A) HT+0 [2] – 12; Innate Attack (Beam) (E) DX+6 [8] – 17*; Intimidation (A) Will+0 [2] – 12; Jumping (E) DX+1 [2] – 12; Mathematics/TL8 (Applied) (H) IQ+0 [4] – 12; Meteorology/TL8 (Earthlike) (A) IQ+0 [2] – 12; Navigation/TL8 (Land) (A) IQ+0 [2] – 12; NBC Suit/TL8 (A) DX+0 [2] – 11; Photography/TL8 (A) IQ-1 [1] – 11; Physics/TL8 (Seismology) (H) IQ+1 [8] – 13; Shockwave (Unarmed) (VH) DX+1 [12] – 12; Skiing (H) HT+0 [4] – 12; Streetwise (A) IQ-1 [1] – 11; Survival (Mountain) (A) Per+0 [2] – 12; Swimming (E) HT+0 [1] – 12; Wrestling (A) DX+1 [4] – 12.

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

* Includes +3 from Sound/Vibration Talent.

Role-Playing Notes:

Vibro is bitter about and in constant pain from the accident which gave him his powers, so he lashes out at the world around him. He's loyal to those who treat him as an equal, and won't betray a teammate unless the teammate betrays him first. He'd rather not be a criminal, as seismology is his first passion, but thinks the world won't really accept him as he is.

BRAWLING

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

Real Name: Jordan Stryke.

Occupation: Professional mercenary, former advertising executive.

Identity: Known to the authorities.

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

Other Aliases: Jordan Dixon.

Place of Birth: Los Angeles, California.

Marital Status: Divorced.

Known Relatives: Leonard (alias Eel, brother); ex-wife (name unrevealed).

Group Affiliation: Serpent Squad.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: As a young man, Jordan Stryke started his career as a junior copy writer for an advertising firm, working his way up through the ranks over the years to become a mid-level account executive. As time went on, he became convinced the public would buy anything if it was advertised properly. It is not known when he got the idea to become a costumed mercenary.

When he was contacted by his brother Leonard regarding the gambling debts Leonard had racked up, Jordan's slick tongue convinced his brother to become a costumed criminal to raise funds. Leonard took the identity of the Eel, with Jordan secretly funding the creation of the Eel's uniform (see *Eel*). Encouraged by this, he kept track of the Eel's career while making contact with a number of other snake-themed criminals and mercenaries. Taking the name of the Viper, he busted his brother out of prison to join the team he dubbed the Serpent Squad (see *Serpent Squad*).

As the leader of the Serpent Squad, Viper led the team in several corporate espionage missions before coming into conflict with Captain America, who had been asked to investigate (see *Captain America*). Viper got away by shooting the Captain's young partner, Bucky, in the back with a reportedly fast-acting lethal poison, then offering the antidote in exchange for his freedom (see *Bucky*). The Captain reluctantly agreed, but while his back was turned the Viper shot the Captain with the same venom. While Viper escaped, Bucky revealed she had palmed the antidote off him earlier.

The Serpent Squad again came into conflict with Captain America not long after, this time when the Squad was being investigated by the government team Freedom Force (see *Freedom Force*). Viper nearly convinced one of Freedom Force, the serpentine Slither, to defect to the Serpent Squad, and instigated a fight between Captain America and Freedom Force over it (see *Slither*). However, the Captain and Freedom Force's field leader, Crucible, managed to set aside their differences long enough to work together to capture most of the Serpents, including Viper (see *Crucible*). Following that, Viper was sent to prison.

Viper was later seen, ironically in full costume with prison orange over it, during the prison break led by the Rhino, alongside the other Serpents who had been imprisoned (see *Rhino*). He has since been seen looking up information on other serpent-themed costumed mercenaries and criminals.

Age: 32.

Height: 5' 11".

Weight: 175 lbs.

Eyes: Unrevealed.

Hair: Unrevealed.

Uniform: Padded two-tone green bodysuit, green full-face cowl, black gloves, black boots, black belt with a green buckle.

Strength Level: Viper 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: Viper is skilled at manipulation of the media for advertising purposes. He is also a skilled hand to hand combatant, a nimble athlete, and a good shot with his wrist-mounted dart shooters.

Weapons and Paraphernalia: Viper uses a pair of gauntlets which he uses to shoot darts tipped with a variety of poisons. His right gauntlet also has an eight-inch long retractable poison-tipped blade.



375 points

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

Dmg: 1d/2d-1 **BL:** 34 lbs.
Dodge: 10 **Parry:** 11 **DR:** 18/6* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Business Acumen 3 [30]; Combat Reflexes [15]; Fit [5]; Flexibility [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Merchant Rank 4 [20]; Talker 3 [15]; Wealth (Wealthy) [20].

Disadvantages: Callous [-5]; Compulsive Rhetoric (9) [-7]; Odious Personal Habit (Speaks In Business Jargon) -1 [-5]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5].

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

Skills: Acrobatics (H) DX-1 [2] – 12; Administration (A) IQ+3 [2] – 15*; Boxing (A) DX+1 [4] – 14; Brainwashing/TL8 (H) IQ IQ-2 [1] – 10; Chemistry/TL8 (H) IQ+0 [4] – 12; Climbing (A) DX+2 [1] – 15†; Diplomacy (H) IQ+2 [2] – 14‡; Fast-Draw (Knife) (E) DX+1 [1] – 14§; Fast-Talk (A) IQ+4 [4] – 16‡; Forced Entry (E) DX+0 [1] – 13; Guns/TL8 (Wrist Gun) (E) DX+3 [8] – 16; Holdout (A) IQ+1 [4] – 13; Intelligence Analysis/TL8 (H) IQ+0 [4] – 12; Jumping (E) DX+0 [1] – 13; Knife (E) DX+1 [2] – 14; Leadership (A) IQ+2 [8] – 14; Lifting (A) HT-1 [1] – 12; Lockpicking/TL8 (A) IQ+0 [2] – 12; Market Analysis (H) IQ+3 [4] – 15*; Merchant (A) IQ+3 [2] – 15*; Observation (A) Per+0 [2] – 12; Poisons/TL8 (H) IQ+0 [4] – 12; Professional Skill (Advertiser) (A) IQ+2 [8] – 14; Propaganda/TL8 (A) IQ+8 [20] – 20*; Psychology (Human) (H) IQ+2 [2] – 14‡; Public Speaking (A) IQ+0 [2] – 12; Running (A) HT-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+3 [1] – 15‡; Savoir-Faire (Mafia) (E) IQ+3 [1] – 15‡; Shadowing (A) IQ+0 [2] – 12; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+0 [2] – 12; Swimming (E) HT+0 [1] – 13; Tactics (H) IQ+0 [4] – 14; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Dart) (E) DX+1 [2] – 14.

Starting Spending Money: \$17,900 (20% Starting Wealth, minus cost of armor).

* Includes +3 from Business Acumen.

† Includes +3 from Flexibility.

‡ Includes +3 from Talker.

§ Includes +1 from Combat Reflexes.

Role-Playing Notes:

Viper is a con man at heart, holding most of the world in contempt over how easily people can be persuaded by mass media. A sociopath, he'll kill without mercy if the situation warrants it. He has an annoying habit of bantering as a salesman or con artist while in combat, which grates on everyone's nerves but his brother's, and tends to treat mission briefings as marketing seminars. Despite all that, he's developed into a decent leader. He likely has greater plans for the Serpent Squad than a mere squad of costumed mercenaries.

BRAWLING

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

Design Notes:

- Viper's uniform is meant to consist of a Reflex Tactical Vest (*Ultra-Tech*, p.173) over the chest, with a Reflex Suit (*Ultra-Tech*, p.172) covering the rest of the body.
- It's quite likely that this Viper – not Sidewinder – will expand the Serpent Squad into the Serpent Society.

Real Name: Jason Cragg.

Occupation: Professional criminal, former shock radio host.

Identity: Publicly known.

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

Other Aliases: The Voice of Truth; the Voice of Doom.

Place of Birth: Gary, Indiana.

Marital Status: Married.

Known Relatives: Wife (name unrevealed).

Group Affiliation: None.

Base of Operations: Chicago, Illinois.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Jason Cragg was a talk radio host whose program was intentionally filled with vile hate to boost ratings. It didn't matter to him who he was spouting the hate at: One day he'd be raving at the mouth against Greenpeace for their efforts proposing clean air legislation, the next against Stark Industries for filling the air with smog. Unknown to Cragg, however, he was a mutant who could command others with his voice; it was this power, broadcast over the airwaves, which increased his show's ratings as those who heard him say "spread the word to listen in tomorrow for the truth" really did.

However, one of his listeners was the Chicago-based hero Hego, who at that point had been active for over a decade (see *Hego*). Cragg during his last broadcast basically told Hego to rob a bank. Hego then proceeded to do just that, which brought him into conflict with the fledgling superheroes Ant-Man and Wasp (see *Ant-Man*; *Wasp*). Eventually, when Cragg's commands wore off, the three heroes tracked down Cragg at his studio to explain to him what had happened. Cragg thanked them and promised to be more responsible with his power, assuring the trio they had nothing to fear from him.

Naturally, because of his power, they believed him and left him alone.

Realizing the implications of the power his voice held, Cragg decided that being a "mere" talk radio host was beneath him and that he was destined for greater things. Using his earnings to outfit himself with speakers to amplify his voice, wearing them on his shoulders, Cragg renamed himself as the Voice. Determining that Ant-Man and Wasp were the Chicago-based adventurers most likely to interfere with his plans – Hego's Team Go he considered a disorganized mess, with Hego himself as a useful muscle-bound idiot, while Iron Fist he felt could easily be controlled – he made plans to eliminate them by turning the people of Chicago against them (see *Iron Fist*; *Team Go*). However, Ant-Man was able to set up speakers that created a counter-wave that negated the Voice's influence, while the Wasp flew into the Voice's ear and disabled him with a series of electric bolts. After catching him in a power negation collar, the Voice was arrested (see *Common Technologies*).

The Voice was later seen as part of the mass prison breakout led by the Rhino, although why the Voice was transferred to a New York based prison is unknown (see *Rhino*).

Age: 48.

Height: 5' 10".

Weight: 300 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Black blue bodysuit with a gold "V" running from his shoulders to his navel, gold gloves, gold boots, gold belt, black open-faced cowl with a wide gold wedge over the eyes, technological shoulder harness with mounted speakers.

Strength Level: The Voice possesses the normal human strength of a man his age, height, and very overweight build who engages in practically no exercise.



Known Superhuman Powers: The Voice has the power to make others do anything he says when they hear his voice. Anyone who hears his voice will do exactly as he says to the best of their ability, including forgetting to use skills they know (such as the ability to swim) should he tell them not to use them. This power can be artificially amplified, and recordings of him will retain his power; he does not need to see or even know who is listening to give his commands. However, his commands wear off after several minutes. Doing anything to prevent his voice from being heard – such as wearing earplugs or earmuffs, or drowning out his voice with louder noise – will prevent others from following his commands.

Paraphernalia: The Voice utilizes a pair of amplifier speakers on his shoulders to enable him to be heard by more people and be heard over loud noises.

251 points

ST: 10 [0] **HP:** 13 [6] **Speed:** 5.00 [0]

DX: 10 [0] **Will:** 12 [5] **Move:** 4 [-5]

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

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

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

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Mind Control (Cosmic: Cheats (Works Over Broadcasts/Recordings), +100%; Cosmic: No Rule of 16, +50%; Independent, +70%; Reflexive, +40%; Reliable +10, +50%; Remote, +50%; Sense-Based (Target's Hearing), -20%; Mutant, -10%) [215]; Voice [10]; Wealth (Comfortable) [10].

Perks: Minor Reputation (Chicago-Based Shock Jock Radio Host) [1].

Disadvantages: Bully (9) [-15]; Delusion ("I *AM* the Truth!") [-5]; Gluttony (12) [-5]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Very Fat [-5].

Quirks: Dead Weight [-1]; Dual Identity [-1]; Easily Winded [-1]; Gourmand [-1]; Tactless [-1]; Vindictive [-1].

Skills: Carousing (E) HT+0 [2] – 11; Computer Operation/TL8 (E) IQ+0 [1] – 11; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 12; Current Affairs/TL8 (Politics) (E) IQ+1 [2] – 12; Electronics Repair/TL8 (Media) (A) IQ+0 [2] – 11; Fast-Talk (A) IQ+3 [4] – 14*; Gambling (A) IQ+0 [2] – 11; Intimidation (A) Will+1 [4] – 13; Propaganda/TL8 (A) IQ+1 [4] – 12; Public Speaking (A) IQ+3 [4] – 14*; Research/TL8 (A) IQ+1 [4] – 12; Speed-Reading (A) IQ+1 [4] – 12.

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

* Includes +2 from Voice.

Role-Playing Notes:

Loud, boisterous, and deluded, the Voice is of the belief that opinion he voices is the unadulterated truth and those who disagree with him are morons. Since discovering his power to vocally control others, he has begun to see the use in sending others after his foes, including using his foes' allies to his advantage.

DX

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

Real Name: Gabriel "Gabe" Summers.

Occupation: High school student (starting grade 12).

Identity: Gabriel does not hide his identity as Vulcan, although he has not yet gone fully public.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

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: Gabriel Summers's mother abandoned him at birth; he was apparently born in a Roman Catholic convent in the Catskills of New York, after which his mother left the convent after asking the nuns there to always take care of him. He was raised in their orphanage among the other children, but something about him – he blamed his eyes – led the other children to shun him. To hide his loneliness, he spent most of his free time reading in the orphanage library.

He was thirteen when his powers initially manifested. During a "game" of "smear the queer" in the playground, Gabe was once again the designated "queer"; the "rules" of the "game" were that the "queer" was tossed a football, and even if he threw it away the others would tackle him to the pavement and start punching and kicking him. Angered, his powers manifested, sending most of his tormentors to the infirmary and reportedly killing at least two of them. The injuries and deaths led to police involvement.

Fortunately for Gabriel, news of this incident reached Professor Charles Xavier, headmaster of the Xavier Institute for Gifted Youngsters, a school designed to teach young mutants and other superhuman teenagers how to control and use their powers while receiving a high school education (see *Xavier, Charles*; *Xavier Institute*).

Early on while at the Institute, Gabriel was one of the veritable army of students organized by Scott Summers to rescue Scott's brother Alex from the Living Pharaoh; this was the first instance of Gabe using the name Vulcan (see *Cyclops*; *Havok*; *Living Pharaoh*). During this incident, Vulcan proved to be unreliable and prone to rash action, ignoring all previously formed plans to instead directly assault the Living Pharaoh upon the latter's transformation into the Living Monolith. More recently, Gabriel was one of the first students to volunteer to defend the Institute from Xavier's stepbrother Cain Marko, the unstoppable Juggernaut, when the latter attacked the grounds (see *Juggernaut*).

Vulcan recently came into conflict with two of the more recently added students at the Institute, the extradimensional refugees Kevin Green and Elvia Swensen, when he asked the latter out on a date only to be turned down. He did not take the rejection kindly; in retaliation, he assaulted her, not knowing (at the time) of her alternate, Elven, nor her powers (see *Elven*). It took the intervention of Kevin, in his powered identity of Prime, and Xavier's telepathic admonishment to separate the two, with Vulcan half-heartedly offering Elvia an apology (see *Prime*).

Vulcan was the only student who vehemently refused to "sidekick" for Prime over the summer when asked (Kevin was both trying to mend fences with an older classmate and keep an eye on him at Xavier's request), although his own activities during the summer are unknown.

Age: 16.

Height: 6'.

Weight: 180 lbs.

Eyes: Red, no visible pupils; occasionally glowing yellow.

Hair: Black.

Uniform: As a student of the Xavier Institute, Vulcan 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 on his own, he wears a red bodysuit with a blue-black upper chest and shoulders, blue-black gloves, gold boots, and a gold belt with a rectangular red buckle outfitted with a gold X.

Strength Level: Vulcan normally possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise. By channeling his power to manipulate energy, however, he is currently able to lift (press) roughly 80 tons.

Known Superhuman Powers: Vulcan can store and manipulate all forms of electromagnetic energy, including light, concussive force, heat, electricity, and gamma radiation. His most common uses are creating blasts of energy from his hands or eyes, or forming an aura of energy around himself. He can hover in mid-air by causing thermals underneath him to lift him up; by projecting energy beneath or behind him as he hovers, he can fly at speeds up to 400 mph. He is able to absorb all sorts of energy directed at him, using



it to temporarily increase the raw power of his energy blasts. He has yet to use his power in more subtle ways; he potentially has the ability to create realistic 3D holograms or even solid energy constructs, but lacks both the patience and the imagination to do so.

Vulcan is immune to the environmental effects of intense heat and cold. It is theorized he can survive in the depths of space, though this has not been tested.

1,720 points

ST: 12 (25/312*) [20] **HP:** 12 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 13 [15] **Ground Move:** 6 [0]
IQ: 10 [0] **Per:** 10 [0] **Air Move:** 13/208 [0]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d-1/1d+2 (2d+2/5d-1; 32d/34d) **BL:** 29 lbs. (125 lbs.; 19,468 lbs/9.73 tons)
Dodge: 9 **Parry:** 9 **DR:** 50

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

Cultural Familiarities: Western [0].

Advantages: Burning Attack 3d (*Energy Aura*) (Aura, +80%; Damage Modifier: Radiation, +100%; Damage Modifier: Surge, +20%; Link (with DR), +10%; Melee Attack: Destructive Parry, +10%; Melee Attack: Reach C, -30%; Selectivity (Radiation, Surge, both, or neither), +10%; Underwater, +20%; Variable, +5%; Elemental: Other (Electricity, Heat/Fire, Light, or Radiation, depending on which Damage Modifiers are in play), -10%; Mutant, -10%) [46]; Burning Attack (*Energy Blasts*) 6d×2 (Accurate +3, +15%; Armor Divisor (5), +150%; Blockable, -5%; Damage Modifier: Explosive (damage /(3×Yards)), +50%; Damage Modifier: Radiation, +100%; Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Increased Range: Line-of-Sight, +70%; Selectivity (Radiation, Surge, both, or neither), +10%; Underwater, +20%; Variable, +5%; Elemental: Other (Electricity, Heat/Fire, Light, or Radiation, depending on which Damage Modifiers are in play), -10%; Mutant, -10%) [315]; Crushing Attack (*Energy Blasts*) 6d×2 (Accurate +3, +15%; Blockable, -5%; Damage Modifier: Explosive (damage /(3×Yards)), +50%; Damage Modifier: Radiation, +100%; Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Increased Range: Line-of-Sight, +70%; Selectivity (Explosive or not), +10%; Underwater, +20%; Variable, +5%; Mutant, -10%; Alternative Attack ×1/5) [50]; Damage Resistance 50 (*Energy Aura*) (Absorption (Heal or Boost Any Mutant PM Trait; Limited Defenses: Electromagnetic Energy Attacks Only, -40%), +60%; Force Field, +20%; Hardened 1, +20%; Link (Burning Attack (Energy Aura)), +10%; Switchable, +10%; Elemental: Other (Electricity, Heat/Fire, Light, or Radiation, depending on which Damage Modifiers are in play on the Linked attack), -10%; Mutant, -10%) [500]; Energy Control Talent 4 [20]; Enhanced Move (Air) 4 (Air Move 208/416 mph; Elemental: Heat/Fire, -10%; Mutant, -10%) [64]; Fatigue Attack 3d (*Heat Blast*) (Accurate +3, +15%; Armor Divisor (5), +150%; Blockable, -5%; Damage Modifier: Heat Hazard, +20%; Increased 1/2D Range ×5, +10%; Increased Range: Line-of-Sight, +70%; Underwater, +20%; Variable, +5%; Elemental: Heat/Fire, -10%; Mutant, -10%; Alternative Attack ×1/5) [22]; Fit [5]; Flight (Nuisance Effect: Obvious, -5%; Elemental: Heat/Fire, -10%; Mutant, -10%) [30]; High Pain Threshold [10]; Immunity to Thermal Stress (Mutant, -10%) [14]; Super ST +13/+300 (Switchable, +10%; Mutant, -10%) [520]; Temperature Control 10 (Heat, -50%; Mutant, -10%) [20].

Perks: Dabbler (Eight High School Subjects at def+1) [1]; Fearsome Stare [1].

Disadvantages: Bad Temper (9) [-15]; Hidebound [-5]; Overconfidence (6) [-10]; Status -1 [-5]; Stubbornness [-5]; Unnatural Features (Pupilless Red Eyes) [-1]; Wealth (Poor) [-15].

Quirks: Abrasive [-1]; Dual Identity [-1]; Easily Frustrated [-1]; Hero Worship (Julius Caesar) [-1]; Scornful [-1].

Skills: Acting (A) IQ+0 [2] – 10; Brawling (E) DX+0 [1] – 13; Carousing (E) HT+0 [1] – 13; Computer Operation/TL8 (E) IQ+0 [1] – 10; Current Affairs/TL8 (Popular Culture) (E) IQ+1 [2] – 11; Expert Skill (Classical Greco-Roman Studies) (H) IQ+0 [4] – 10; Flight (A) HT+3 [1] – 16†; Innate Attack (Beam) (E) DX+5 [2] – 18†; Innate Attack (Breath) (E) DX+5 [2] – 18†; Innate Attack (Gaze) (E) DX+5 [2] – 18†; Intimidation (A) Will+1 [4] – 14; Professional Skill (Student) (A) IQ+0 [2] – 10; Research/TL8 (A) IQ-1 [1] – 9; Running (A) HT-1 [1] – 12; Sports (Baseball) (A) DX-1 [1] – 12; Wrestling (A) DX-1 [1] – 12.

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

* Conditionally includes +13/+300 from Super ST.

† Includes +4 from Energy Control Talent.

Role-Playing Notes:

Gabriel is highly unstable; he is the one student Xavier has deliberately left not fully trained in his abilities in an effort to prevent "creating another Magneto". He looks up to the X-Men and other graduates, and at the same time feels resentment toward them. He is also very egotistical, believing himself to be the most powerful student to attend the Institute, even more powerful than many alumni. As such, he tends to grow increasingly frustrated when things do not go his way. His finer control over his power dissipates as his anger increases, which has led to several presumably unintentional injuries among his classmates. He is currently voted the Least Popular Student and Most Likely To Become A Villain.

Inspired by books on ancient Rome, he idolizes Julius Caesar, notably Caesar's conquest of Gaul (modern-day France). He has the potential to become one of the best heroes or one of the worst villains the world has ever seen; only time will tell which way he matures.

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. Okay, okay, I gave in and made Gabriel/Vulcan of the ill-fated retconned-in interim X-Men team as a student at the Xavier Institute. Note the spelling of his last name, however: "Sommers" rather than "Summers". He is **not** the Third Summers Brother; *at best*, he's a distant (due to a spelling change five to eight generations back) cousin; I'd *prefer* to have him unrelated entirely. In the Reboot, the "Third Summers Brother" will be Adam Neramani, son of D'Ken and Katherine Summers (Scott and Alex's mother), as originally intended with that plotline.
2. There are probably a dozen other ways to build his powers, notably with each variation in the Elemental Power Modifier as its own Alternative Attack. At least part of the problem is that the Official Handbooks and other sources only really state "energy" or at most "electromagnetic energy", which in game terms is a very wide selection. As it is, I'm not sure whether the Elemental Power Modifiers qualify for "Alternative Limitations" as described in ***Power-Ups 8: Limitations***,
3. Yes, the intent here is that he's destined for villainy in Year Two or later. At others' urging, however, I replaced Megalomania with Overconfidence and stripped out some of his more brutish disadvantages.

Real Name: Adrian Toomes.
Occupation: Professional criminal; former electronics engineer.
Identity: Publicly known.
Legal Status: Citizen of the United States with a criminal record.
Other Aliases: None.
Place of Birth: Staten Island, New York.
Marital Status: Unrevealed.
Known Relatives: None.
Group Affiliation: None.
Base of Operations: New York City.

First Post-Reboot Appearance: AMAZING SPIDER-MAN #

History: Adrian Toomes was an electronics engineer who helped found a small firm with Gregory Bestman. Toomes let Bestman handle all the business aspects while he worked in the firm's research and development lab. Bestman tricked Toomes into signing over his half of the firm, then fired him for perceived slights. Without immediate legal recourse, Toomes decided to resort to burglary. He broke into the lab where he'd been working on a new invention – a winged flight harness which utilized a combination of wings and an anti-gravity generator the firm had purchased from the Wizard – and stole the suit (see *Wizard*).
 Toomes trained himself in the use of the suit, and made his debut as the Vulture by harassing and kidnapping Bestman, attempting to force Bestman into admitting in public that he'd swindled Toomes. He clashed twice with Spider-Man before he was captured and sent to prison; in their second confrontation, Spider-Man teamed with Iceman of the X-Men (see *Iceman*; *Spider-Man*; *X-Men*). Ultimately, Bestman told the truth in Toomes's trial, and has been arraigned on charges of his own.
 Toomes recently escaped prison in a massive jailbreak led by the Rhino, during which he either regained or duplicated his flight harness (see *Rhino*). He was recently seen meeting with someone who looked a lot like Mysterio from a distance (see *Mysterio*). Where and when the Vulture will strike next is anyone's guess.

Age: 68.
Height: 5' 11".
Weight: 175 lbs.
Eyes: Hazel.
Hair: Bald, formerly black.
Uniform: Green and black bodysuit, green boots, wings underneath his arms which, when fully extended, extend to twice his arm length.

Strength Level: Adrian Toomes possesses the normal human strength of a man his age, height, and build who engages in regular exercise. The flight harness amplifies his strength by a factor of four, enabling him to lift (press) around 700 pounds.

Known Superhuman Powers: None; all of his abilities stem from his uniform.

Other Abilities: Adrian Toomes is a skilled engineer and inventor, but does not have the ability to create truly revolutionary superscience devices without help. For instance, he designed his flight suit but still needed to acquire the anti-gravity generator from outside sources rather than inventing it himself.

Weapons and Paraphernalia: The Vulture wears a battlesuit which possesses a pair of wings underneath the arms and a prototype anti-gravity generator to provide lift. The suit also amplifies his strength by a factor of four, as well as giving him protection against most police handguns. While the suit's wings are underneath his arms and extend to three times his arm length when fully deployed, his hands are left free for grabbing and carrying while in flight.



The suit enables him to fly completely silently, maneuvering by flapping his wings like a bird does. In the event that the antigravity unit is disabled, he can still glide for long distances and maneuver in flight. The Vulture is able to attain altitudes up to 11,000 feet above sea level, at which point the air becomes too thin for him to breathe. He can fly for up to six hours before tiring appreciably. The suit is able to maintain speeds up to 95 miles per hour.

180 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.50 [0]
DX: 12 [40] **Will:** 12 [-5] **Ground Move:** 5 [0]
IQ: 13 [60] **Per:** 13 [0] **Air Move:** 12/48 [2]
HT: 10 [0] **FP:** 10 [0] **SM:** 0

Dmg: 2d-1/3d+2 **BL:** 80 lbs.

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Artificer 1 [10]; Combat Reflexes [15]; Enhanced Dodge 1 [15]; Enhanced Move (Air) 2 (Move 48/96 mph; Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%) [22]; Flight (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%; Winged, -25%) [12]; Lifting ST +10 (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%) [17]; Striking ST +10 (Gadget/Breakable: DR 0, -20%; Gadget/Breakable, SM 0, -25%) [28].

Disadvantages: Appearance (Unattractive) [-4]; Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Code of Honor (Professional) [-5]; Easy to Read [-10]; Low Pain Threshold [-10]; Pacifism (Reluctant Killer) [-5]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Vow (Defeat Spider-Man) (Major Vow) [-10].

Quirks: Distinctive Feature ("Beaked" Nose) [-1]; Dual Identity [-1]; Uncongenial [-1].

Skills: Aerobatics (H) DX+2 [12] – 14; Engineer/TL8 (Electronics) (H) IQ+1 [4] – 14*; Engineer/TL8 (Low-G Wings) (H) IQ+1 [4] – 14*; Flight (A) HT+2 [8] – 12; Mathematics/TL8 (Applied) (H) IQ-1 [2] – 12; Navigation/TL8 (Air) (A) IQ-1 [1] – 12; Physics/TL8 (VH) IQ-2 [2] – 11.

Starting Spending Money: \$3,600 (20% of Starting Wealth, minus the cost of a TL8 Ballistic Vest, giving Flexible DR 8/2, built into his flight suit).

* Includes +1 from Artificer.

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 | – | – | | |

Wakanda is a small country, encompassing roughly 10,200 square miles, situated on Lake Victoria between Kenya and Uganda. The populace of the country is primarily Bantu in origin.

Wakanda is primarily an agrarian nation. However, it boasts one resource unique in the world. Wakanda boasts the largest (some claim the only) naturally occurring deposit of vibranium in the world. The high demand for this rare commodity, of which Wakanda's rulers have nationalized the mining and production, has given Wakanda a higher per capita and standard of living than its neighbors, on par with many of the industrialized nations.

Wakanda is unique among the nations bordering Lake Victoria in that its official religion is neither Christianity nor Islam. Instead, the Wakandan people worship a "panther god" (who may or may not be related to the African lion god Simba or the Egyptian cat goddess Bast). This religion has been supported by Wakanda's rulers for generations.

The ancestors of the people who would eventually settle Wakanda were a Bantu people who settled there between the 1st Century B.C. and 1st Century A.D.

During the colonial period, Wakanda was officially part of the British East Africa colony, but situated far enough inland that it managed to maintain its local autonomy in practice, though not officially. When Kenya gained its independence in 1963, Wakanda asserted its independence as well. Also at that time, Wakanda essentially closed its borders, nationalizing all trade.

It is believed that the properties of the Great Vibranium Mound were discovered during or prior to World War II, and the king ordered the presence of the metal to be kept secret from all outsiders. It was also during World War II that Wakanda became insular.

Years ago, King T'Chaka sent his son and heir, T'Challa, to England to study the modern world outside Wakanda's borders (see *Panther*). The rest of the royal family was uncertain as to whether T'Challa would be influenced by "outsiders". Recently, however, T'Challa returned home, having earned an engineering degree, only to find his father on his deathbed from a poacher's gunshot wound. T'Challa has since reigned over Wakanda, attempting to balance the traditionally insular tribal people of the nation with concepts and technology from the modern world.

First Post-Reboot Appearance: LOST WORLD OF WAKANDA #25.

Design Notes:

1. The biggest issue I have with Wakanda as it's been presented in the comics is that it is presented as being at least a full tech level above the rest of the world and at the same time is insular with tribal customs. Realistically, that should not work! According to one relatively recent comic, Wakanda has developed a *cure for cancer* that it will not share because *they feel the rest of the world is jealous(!) of them*. That's a move I'd expect from Doctor Doom and Latveria, not the "heroic" Black Panther and Wakanda. So, I've made it that Wakanda has recently made it to the modern era but with the local elders resisting the changes. This actually more closely matches the entry in *OHOTMUDE* #14, where Wakanda is rich but not hyper-advanced.

Wakanda, 2010 A.D.

Population: 1,500,000 (Search +3)

Physical and Magical Environment

Terrain: Plains

Appearance: Beautiful

Hygiene: +2

Low Mana (Rare Enchantment)

Culture and Economy

Languages: Mkanda, Swahili, English

Literacy: Native

TL: 5/8

Wealth: Comfortable

Status: -1 to 6

Political Environment

Government: Dictatorship (Monarchy)

CR: 3 (Corruption -3)

Military Resources: \$156M

Defense Bonus: +4

Notes

The majority of the people speak Mkanda, a Bantu language. Swahili is the official language of the nation, while English is spoken among those who have business abroad.

Wakanda has to import almost all of its TL8 technology. The people are becoming accustomed to modern (TL8) technologies, but lack the resources and infrastructure to produce anything more sophisticated than late TL5 locally.

Real Name: Janet van Dyne.

Occupation: Socialite, adventurer.

Identity: Secret.

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

Other Aliases: None.

Place of Birth: Chicago, Illinois.

Marital Status: Single.

Known Relatives: Vernon (father), three brothers (names unrevealed); Roger (grandfather).

Group Affiliation: Avengers; partner of Ant-Man.

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

First Post-Reboot Appearance: ASTONISHING ANT-MAN #2.

History: Janet van Dyne was the youngest child and only daughter Vernon van Dyne, CEO of Dynatechnics, a materials processing corporation based out of Chicago but with plants and offices across the Rust Belt (see *Dynatechnics*). Because of her father's insistence that only her brothers enter the family business, Janet found herself growing increasingly bored with the role of a high society socialite. It was at a party that she'd been invited to where she met Dr. Henry Pym, a scientist who worked at Dynatechnics. It wasn't long before the two began dating. Janet possessed a sharper mind than she let on, and quickly discovered that Pym was the adventurer Ant-Man (see *Ant-Man*).

Janet asked him to help her gain powers of her own so that she could aid him. Hank resisted at first, but Janet's youthful enthusiasm and subtle half-joking hints of blackmail convinced him. Sneaking her into the laboratory one night, he performed surgery on her which grafted wasp-like wings to her back and boosted her natural bioelectricity to enable her to fire short-ranged electric bolts from her hands. He then gave her a supply of the Pym particles for her to use. Designing an outfit for herself and calling herself the Wasp, she became Ant-Man's partner.

As the Wasp, Janet was present at the first meeting of the Avengers, and suggested the team name (see *Avengers*). She has managed to keep her identity as the Wasp secret by not allowing herself to be photographed at her full height; unlike the others, however, she doesn't really care if her identity as the Wasp is revealed.

Age: 23.

Height: 5' 4".

Weight: 105 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Constantly changing. Most commonly wears a bodysuit with a leotard, boots, and gloves of a complementing or contrasting color, but this is subject to change according to her fashion sense.

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

Known Superhuman Powers: The Wasp is able to shrink to half an inch tall; this power is generated in the same fashion as Ant-Man's ability: through the application of Pym particles. For some reason, after her first few doses of Pym particles she gained the ability to generate Pym particles on her own. Dr. Pym has theorized that continued exposure to the Pym particles triggered a latent mutation which adapted to the particles' mass-shunting effects.

The Wasp has had insect-like wings surgically grafted to her shoulder-blades and tied into her nervous system. As she shrinks down, the wings enable her to fly at speeds approaching 50 miles per hour. At present, she must be at most six inches tall in order to generate enough lift with her wings in order to fly. When she grows back to normal height, she is able to hide her wings by folding them and pressing them against her back.

Janet's last power is the ability to channel her body's bioelectricity in order to produce what she calls her "stingers", bolts of bioelectricity which she can use to either stun or damage her opponents.

Other Abilities: Janet van Dyne is a skilled fashion designer.



615 points

| | | |
|--------------------|---------------------|----------------------------|
| ST: 10 [0] | HP: 10 [0] | Speed: 6.25 [0] |
| DX: 13 [60] | Will: 12 [0] | Ground Move: 6 [0] |
| IQ: 12 [40] | Per: 12 [0] | Air Move: 12/24 [0] |
| HT: 12 [20] | FP: 12 [0] | SM: 0 |

| | | |
|---------------------|--------------------|----------------------------|
| Dmg: 1d-2/1d | BL: 20 lbs. | |
| Dodge: 9 | Parry: 9 | DR: 12/4* (uniform) |

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

Cultural Familiarities: Western (Native) [0].

Advantages: 3D Spatial Sense [10]; Affliction (*Wasp Sting*) 7 (HT-6; Damage Modifier: Surge, +20%; Increased 1/2D Range, ×5, +10%; Increased Range: Line-of-Sight, +40%; Rapid Fire: RoF 5, +70%; Variable, +5%; Super, -10%) [165]; Appearance (Beautiful) [12]; Burning Attack (*Wasp Sting*) 5d (Damage Modifier: Surge, +20%; Increased 1/2D Range, ×5, +10%; Increased Range: Line-of-Sight, +40%; Rapid Fire: RoF 5, +70%; Variable, +5%; Super, -10%; Alternative Attack, ×1/5) [17]; Claim to Hospitality (Family) 2 [2]; Enhanced Move (Air) 1 (Move 24/48 mph) [20]; Fashion Sense [5]; Fit [5]; Flight (Accessibility: Only When Shrunk to SM -6 Or Smaller, -10%; Winged, -25%) [26]; Legal Enforcement Powers 2 (Informal, -10%) [5]; Shrinking 13 (Can Carry Objects: No Encumbrance, +10%; Full Damage, +100%; Full HP, +30%; Reduced Time 4 (1 second), +80%; Super, -10%) [202]; Status 1 (Heir to Status 2) [3*]; Wealth (Wealthy; Heir to Filthy Rich) [35].

Perks: Supersuit [1].

Disadvantages: Code of Honor (Hero's) [-10]; Overconfidence (9) [-7]; Pacifism (Cannot Harm Innocents) [-10]; Secret Identity (Serious Embarrassment) [-5]; Selfless (9) [-7]; Sense of Duty (Humanity) [-15]; Squeamish (12) [-10].

Quirks: Constantly Changing Her Uniform [-1]; Incessant Flirt [-1]; Likes Playing the Part of a Ditzzy Brunette [-1]; Responsive [-1].

Skills: Acting (A) IQ+1 [4] – 13; Aerobatics (H) DX+2 [4] – 15†; Artist (Drawing) (H) IQ+0 [4] – 12; 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+2 [4] – 14; Dancing (A) DX-1 [1] – 12; Detect Lies (H) Per [4] – 12; Diplomacy (H) IQ-1 [2] – 11; Economics (H) IQ-1 [2] – 11; Flight (A) HT+1 [4] – 13; Innate Attack (Beam) (E) DX+1 [2] – 14; Jumping (E) DX+0 [1] – 13; Leadership (A) IQ+0 [2] – 12; Makeup/TL8 (E) IQ+0 [1] – 12; Professional Skill (Fashion Designer) (A) IQ+1 [4] – 13; Savoir-Faire (High Society) (E) IQ+2 [4] – 14; Sewing/TL8 (E) DX+0 [1] – 13; Shadowing (A) IQ+2 [8] – 14; Skating (H) HT-1 [2] – 11; Stealth (A) DX+1 [4] – 14; Swimming (E) HT+0 [1] – 12.

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

* Includes +1 from Wealth.

† Includes +2 from 3D Spatial Sense

Role-Playing Notes:

Although appearing like a spoiled debutante, the Wasp possesses a sharp analytical mind and a take-charge attitude when the situation calls for it. She is devoted to Pym, standing up for him and constantly striving to get him to recognize his own contributions to the team and to science in general.

BRAWLING

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

Real Name: Uatu.

Occupation: Observer, chronicler.

Identity: The Watcher's existence is not known to the people of Earth.

Legal Status: None.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Unknown, possibly inapplicable.

Known Relatives: Ikor (father, removed from existence).

Group Affiliation: None.

Base of Operations: The Blue Area of the Moon.

First Post-Reboot Appearance: FANTASTIC FOUR #1.

History: The Watcher is one of a handful of entities known to predate the Universe itself. Once, before the destruction of the previous universe and the creation of the current one by the cosmic entity known as the Living Tribunal, Uatu was a member of a race of Watchers, a species which due to guilt over their actions had developed a code of strict non-interference with regards to other species and events in the universe (see *Living Tribunal*). Uatu, who had at some point in the distant past been assigned to monitor Earth, was considered the equivalent of a "juvenile delinquent" of his people due to his many covert actions in aiding and guiding humans, usually by pointing them in a given direction or allowing them to view his monitoring equipment while he was recording certain events; the Watchers' strict non-interference policy prohibited even these actions.

When the Living Tribunal destroyed the old timeline to create the current one, the entity offered Uatu the opportunity to survive in order to help chronicle the new timeline. According to the Tribunal, there was a very good possibility that Uatu – unlike his fellow Watchers – would survive the transition without assistance; the Tribunal merely changed the circumstances from a possibility to a certainty.

It is currently not known whether the Watcher's people exist in the new timeline, or if Uatu is the only one. Even Uatu seems uncertain as to whether his people exist.

The Watcher was first seen viewing the launch of the *Fantastic*, the first faster-than-light craft designed by humans, though to many his face appeared as a cloud formation in the Florida sky (see *The Fantastic*). He has since been spotted personally observing many other significant events, including but not limited to the formation of the Avengers, the X-Men's first battle against Magneto, Captain Marvel's first public appearance on Earth, Tony Stark's escape from captivity in Afghanistan as Iron Man, and the first transformations of Bruce Banner into the Hulk and Johnny Blaze into the Ghost Rider (see *Avengers*; *Captain Marvel*; *Ghost Rider*; *Hulk*; *Iron Man*; *Magneto*; *X-Men*). Whether he permitted anyone involved in these incidents to see him is up for debate. In each of these instances, he only uttered one phrase, which may or may not have been heard by key bystanders: "And so it begins."

Recently, the Watcher has appeared before the Fantastic Four, summoning them to his abode in the so-called Blue Area of the Moon (see *Blue Area of the Moon*; *Fantastic Four*). His motives for doing so are currently unknown.

Age: Indeterminate.

Height: 20'.

Weight: 2.5 tons.

Eyes: White, glowing.

Hair: None.

Uniform: None, tends to dress in a manner reminiscent of a Roman toga.

Strength Level: The Watcher possesses the normal superhuman strength of a humanoid of his height and build, though he does not engage in regular exercise, relying mainly on his formidable psionic prowess. Without using his psionic power to bolster his strength, he is able to lift (press) roughly 1 ton.

Known Superhuman Powers: The Watcher is nigh-omniscient in regards to events surrounding the Earth. He is also able to project an image of himself anywhere in the world, representing his own point of view for the events in question, though he often disguises his face in some way so outsiders aren't sure of what they are seeing. He possesses the ability to alter the perceptions and memories of other sentient beings, usually used to hide or erase the memory of his presence. He can communicate with anyone he wishes to telepathically; his telepathy is such that his subjects automatically "hear" his voice in their native language. He also possesses telekinetic ability, the limits of which are unknown; he normally only uses his telekinesis to move equipment around his home or in self-defense. He is also able to teleport himself at will to anywhere within 500 light years.



Uatu is immortal and highly durable, being immune to all known and many unknown metabolic hazards, as well as able to shrug off much physical damage with impunity. He does not need to eat, drink, or even breathe, being immune to the rigors of space; he chose the Blue Area of the Moon as his home because he wants the occasional visitor to feel at least slightly comfortable.

Other Abilities: Uatu has a near-perfect recall of events he has witnessed in both this universe and the previous one.

34,510 points

ST: 34 [168*] **HP:** 34 [0] **Speed:** 7.00 [5]

DX: 9 [-20] **Will:** 20 [10] **Move:** 10 [15]

IQ: 18 [160] **Per:** 20 [10]

HT: 18 [80] **FP:** 18 [0] **SM:** +3

Dmg: 3d+2/6d **BL:** 231 lbs.

Dodge: 10 **Parry:** 8 **DR:** 2,000 (force field)

Power Parry: 16

Languages: Ancient Watcherese (Native) (Native Language) [0].

Cultural Familiarities: Watchers (Native) [0].

Advantages: Affliction (Memory Alteration) 21 (Will-20; Disadvantage: Partial Amnesia, +10%; Malediction (Long-Distance Modifiers) +200%; Power Cosmic 1, +10%) [672]; Chronolocation [5]; Clairsentience (Aware, +50%; Increased Range ×500,000,000, +260%; Projection (Can Use Spells, Mental Abilities, and Maledictions on the Material World), +140%; Second Nature, +70%; Selectivity (Affects Aware, Projection, and Visible), +10%; Visible, 10%; Power Cosmic 1, +10%) [315]; Compartmentalized Mind 3 (Massively Parallel, +20%; Switchable, +10%) [192]; Damage Resistance 2000 (Force Field, +20%; Hardened 5, +100%; Power Cosmic 1, +10%) [23,000]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Empathy [15]; Enhanced Time Sense [45]; ESP Talent 4 [20]; Gizmo 3 [15]; High TL +4 [20]; Hyperspectral Vision (Extended High-Band, +30%; Extended Low-Band, +30%) [40]; Immunity to Metabolic Hazards [30]; Immunity to Psionics [30]; Invisibility (Electromagnetic Spectrum) (Affects Machines, +50%; Extended (All), +100%; Switchable, +10%; Power Cosmic 1, +10%) [108]; Microscopic Vision 10 [50]; Mind Probe (Invasive, +75%; Long-Range 2, +100%; Sensory, +20%; Universal, +50%; Power Cosmic 1, +10%) [71]; Mind Reading (Long Range 2, +100%; Multiple Contacts, +50%; Sensory, +20%; Universal, +50%; Power Cosmic, +10%) [99]; Mind Shield 20 (Always On, -10%; Profiling, +10%; Reflection, +100%; Power Cosmic 1, +10%) [168]; Parabolic Hearing 10 [40]; Penetrating Vision 10 [100]; Photographic Memory [10]; Pressure Support 3 [15]; Psychokinesis Talent 4 [20]; Psychometry (Directed, +50%; Visions, +50%; Power Cosmic 1, +10%) [42]; Regeneration (Extreme: 30 HP/sec) [150]; Regrowth [40]; Sealed [15]; Speak With Animals (Sapience, +40%; Universal, +20%; Power Cosmic, +10%) [49]; Subsonic Speech [10]; Supernatural Durability [150]; Telecommunication (Telesend) (Broadcast, +50%; Long-Range 2, +100%; Sense, +80%; Universal, +50%; Video, +40%; Power Cosmic 1, +10%) [129]; Telekinesis 30 (Super-Effort, +400%; Power Cosmic 1, +10%; Wildcard Power!, ×4) [3,060]; Telepathy Talent 4 [20]; Temporal Inertia [15]; Ultrasonic Speech [10]; Unaging [15]; Unkillable 3 [150]; Vacuum Support [5]; Vibration Sense [10]; Warp (Blind, +50%; Gyroscopic, +10%; Hyperjump: FTL, -25%; No Strain, +25%; Reliable +10, +50%; Telekinetic Carrying Capacity, +20%; Power Cosmic 1, +10%) [240]; Wealth (Multimillionaire 4) [150]; Xeno-Adaptability [20]; Xeno-Omnilingual [80].

Perks: Eye For Distance [1]; Fearsome Stare [1]; Fourth Wall Powers [1].

Disadvantages: Charitable (12) [-15]; Guilt Complex [-5]; Pacifism (Self-Defense Only) [-15]; Selfless (9) [-7]; Status 0 [-15†]; Vow (No Overt Interference) [-15]; Xenophilia (12) [-10].

Quirks: Attentive [-1]; Enjoys Narrating to an "Audience" [-1]; Nosy [-1].

Skills: Connoisseur (Literature) (A) IQ+0 [2] – 18; Encyclopedist! (WC) IQ+2 [48] – 20; Hidden Lore (Supers) (A) IQ+1 [4] – 19; Market Analysis (H) IQ-2 [1] – 16; Mental Surgery (H) IQ+2 [1] – 20‡; Navigation/TL12 (Hyperspace) (A) IQ+0 [2] – 18; Observation (A) Per+5 [20] – 25; Scholar! (WC) IQ+7 [108] – 25; Stealth (A) DX+5 [4] – 14§; Telekinetic Control (VH) IQ+7 [20] – 25#.

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

* Adjusted with Size, -30%.

† Includes +3 to Status from Wealth.

‡ Includes +4 from Telepathy Talent.

§ Defaulted from IQ.

Includes +4 from Psychokinesis Talent.

Role-Playing Notes:

Uatu believes that, even if the Watchers as a people do exist in the new timeline, his circumstances are such that he is no longer fully bound by the Watchers' Code. He follows the spirit of the Code, though not the letter, mostly out of ingrained habit and a belief that humans (and others) need to figure things out for themselves. He apparently has no problems with interacting with those who are not "cosmic" entities, as he has introduced himself to the Fantastic Four. He has also taken to using his advanced tech to observe events in the entire galaxy and its satellite galaxies, not just Earth.

The Watcher is one of a handful of entities who exhibits what can be called "Fourth-Wall Powers", able to perceive and talk directly to the "readers" or "audience" – extradimensional beings who through various means can view into the Reboot Universe to observe it – often acting as a kind of narrator, though he does not do so when others from his universe are around (unless they, too, possess "Fourth-Wall Powers").

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 | – | – | | |

WATSON, MARY JANE

Supporting Cast

Real Name: Mary Jane Watson.

Occupation: College student pursuing a performance arts major, part-time indie band singer.

Identity: Mary Jane Watson does not use a dual identity.

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

Other Aliases: "MJ".

Place of Birth: Queens, New York.

Marital Status: Single.

Known Relatives: Phillip (father), Madeline (mother), Gayle (sister), Judge Spencer Watson (uncle), Anna May Watson (aunt).

Group Affiliation: The Half-Baked Potatoes, an indie band.

Base of Operations: New York City.

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

History: Mary Jane Watson grew up in the borough of Queens next door to May and Ben Parker, and was friendly towards their nephew Peter, although she and Peter tended to socialize with different groups in high school (see *Parker, May; Spider-Man; Deceased: Parker, Ben*). Her parents fought constantly, and after being accepted at Empire State University she moved out of her parents' house in Queens to live on-campus in Manhattan.

To the casual observer, Mary Jane is a fun-loving, extroverted woman who delights in having like-minded people around her. However, her close friends – which currently include Peter Parker, Gwen Stacy, and Harry Osborn – know that the carefree exterior masks a sensitive soul who is afraid of getting emotionally hurt (see *Osborn, Harry; Stacy, Gwen*). Mary Jane and Gwen are well aware of each other's feelings towards Peter; unlike Gwen, however, Mary Jane knows that Peter and Spider-Man are one and the same. She apparently learned this not long after Peter had become Spider-Man, after she saw Peter run into his Aunt May's house and Spider-Man emerge from an upstairs window.

Mary Jane is currently pursuing a performance arts degree with the overall intention of performing in Broadway productions. In her spare time and as a means to earn some spending money she sings for an indie band, the Half-Baked Potatoes.

Age: 19.

Height: 5' 8".

Weight: 120 lbs.

Eyes: Green.

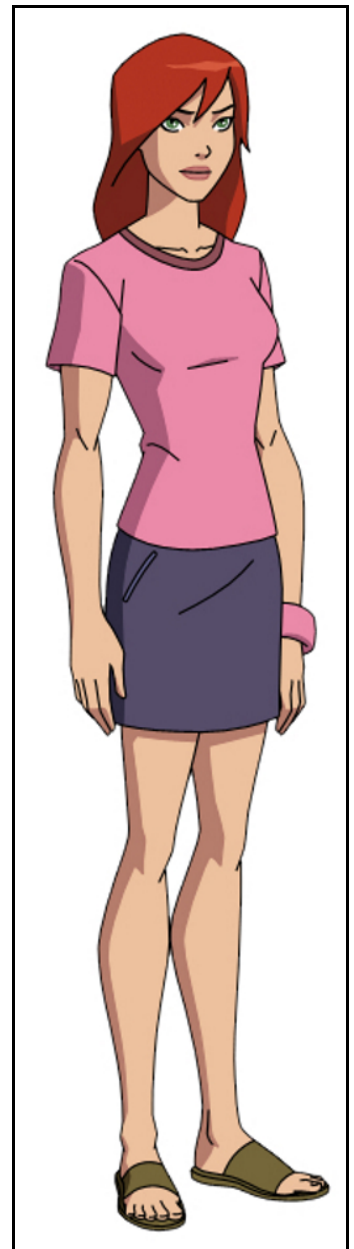
Hair: Red.

Uniform: None.

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

Known Superhuman Powers: None.

Other Abilities: Mary Jane is a skilled stage actress, dancer, and singer, and has studied directing for the stage and dance choreography.



Mary Jane Watson: Face it, Tiger. You just hit the jackpot. – Amazing Spider-Man

75 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.75 [0]

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

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

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: Appearance (Beautiful) [12]; Fashion Sense [5]; Social Chameleon [5]; Voice [10].

Perks: Classic Features (Classic Redhead) [1]; Photogenic [1].

Disadvantages: Chummy [-5]; Compulsive Carousing (9) [-7]; Low Self-Image [-10]; Pacifism (Self-Defense Only) [-15]; Wealth (Struggling) [-10].

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

Skills: Breath Control (H) HT+0 [4] – 12; Carousing (E) HT+2 [4] – 14; Connoisseur (Dance) (A) IQ+0 [2] – 11; Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 11; Dancing (A) DX+1 [4] – 12; Driving/TL8 (Motorcycle) (A) DX-1 [1] – 10; Group Performance (Choreography) (A) IQ+0 [1] – 11*; Leadership (A) IQ-1 [1] – 10; Makeup/TL8 (E) IQ+1 [2] – 12; Performance (A)

IQ+1 [1] – 12†; Savoir-Faire (High Society) (E) IQ+0 [1] – 11; Sewing/TL8 (E) DX+0 [1] – 11; Sex Appeal (Human) (A) HT+5 [1] – 17‡; Singing (E) HT+2 [1] – 14†.
Starting Spending Money: \$2,000 (20% of Starting Wealth).

- * Defaulted from Dancing.
- † Includes +2 from Voice.
- ‡ Includes +4 from Appearance.

Role-Playing Notes:

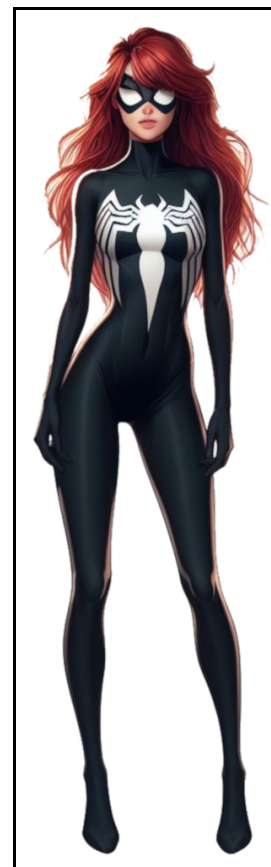
Mary Jane puts up the appearance of a carefree, party-loving extrovert. Her closest friends, however, know of the pain she's endured watching her family break apart; she is genuinely afraid to let anyone get close to her. Despite this, MJ is stronger on the inside than she may seem, and will leap to protect her friends and their families as best she can.

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:

- I've decided that in Year Two, MJ will be bonded to the Venom symbiote, although I haven't yet decided whether the symbiote is of alien or terrestrial origin.



Real Name: David Cannon.

Occupation: Professional criminal, con artist, former chauffeur.

Identity: Known to the authorities.

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

Other Aliases: Charles Matthews.

Place of Birth: Kansas City, Missouri.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

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

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: David Cannon was a small-time criminal who didn't realize he was a mutant until reaching adulthood. When he discovered his powers while running a con posing as an ice figure skater, it didn't take him long to put them to use. He started by contacting the Tinkerer to build him some weapons he could use while using his powers, then developed the identity of the Whirlwind (see *Tinkerer*).

As part of one con, he decided to replace Janet van Dyne's chauffeur in order to learn how to access the van Dyne fortune. He did this by kidnapping the regular chauffeur and holding him hostage in a warehouse, then applying for the job under the assumed name of Charles Matthews. As Matthews, he soon learned that van Dyne was the Wasp, and eventually from listening to her he pieced together that her scientist boyfriend Hank Pym was Ant-Man, both members of the Avengers (see *Ant-Man*; *Avengers*; *Wasp*).

Eventually, however, he got greedy and made a move to rob the bank housing the van Dyne fortune. This put him in direct conflict with the Diminutive Duo and their ally Giant-Man, who defeated him (see *Giant-Man*).

While awaiting trial, the Whirlwind was busted out by the Crimson Cowl, who wanted to recruit him for her Lethal Legion (see *Crimson Cowl*; *Lethal Legion*). While desiring revenge on Ant-Man and Wasp for his earlier defeat, Whirlwind did not agree with the Cowl's idea of killing them, preferring instead to humiliate them, and declined to join, flying away instead.

The Whirlwind has twice more fought Ant-Man and Wasp, being defeated each time, although on the first occasion he managed to escape. He is currently in prison awaiting trial.

Age: 33.

Height: 6' 1".

Weight: 220 lbs.

Eyes: Brown.

Hair: Black.

Uniform: Metallic gray mail armor bodysuit, metallic green armored cuirass, metallic green armored trunks, green boots, metallic green full-face helmet, metallic green wristbands.

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

Known Superhuman Powers: Whirlwind possesses the superhuman mutant power to move at superhuman speeds, primarily spinning himself along his lengthwise axis; he has been clocked at spinning at over 400 rotations per minute. This spinning ability makes it possible for him to move in any direction at superhuman speeds; he has been clocked at moving up to 50 miles per hour in a given direction for up to 30 minutes without tiring appreciably. As he spins, he is able to make out objects in any direction and can change direction almost instantly.

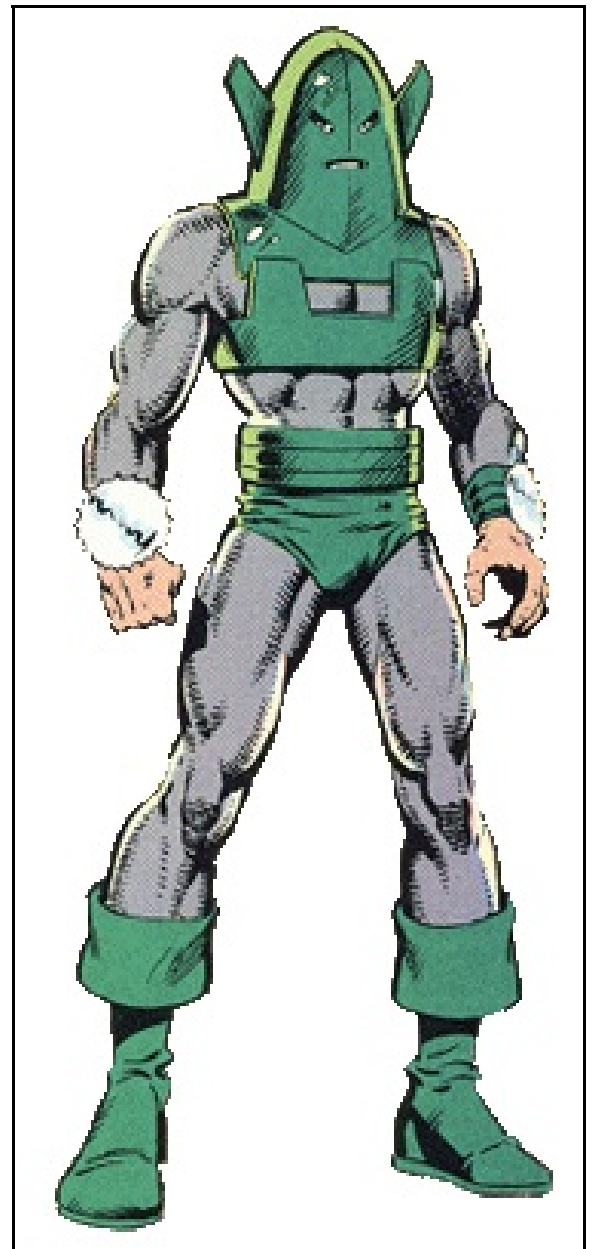
By spinning, he is also able to propel himself into the air, enabling him to fly by riding the air currents he creates; he can fly at speeds up to 120 mph. He is also able to rotate his arms superhumanly fast to create intense gusts of air which he can use offensively to knock people over or demolish brick walls, and create a wind screen capable of deflecting massive objects such as falling stonework.

As a side effect of his powers, he possesses superhuman reflexes, able to catch items thrown at him with ease and land multiple punches on someone in rapid succession.

Other Abilities: David Cannon was a skilled con artist even before discovering his powers

Weapons: Whirlwind's wrists are equipped with superfine circular saw blades which can cut through most materials given time, and his belt contains a number of similar blades which he can hurl at superhuman speeds.

Armor: Whirlwind's uniform is composed of titanium steel chain links.



803 points

ST: 14 [40] **HP:** 14 [0] **Speed:** 7.00 [0]
DX: 15 [100] **Will:** 11 [0] **Ground Move:** 7/28 [0]
IQ: 11 [20] **Per:** 11 [0] **Air Move:** 15/60 [2]
HT: 13 [30] **FP:** 13 [0] **SM:** 0

Dmg: 1d/2d **BL:** 39 lbs.
Dodge: 13 **Parry:** 14 **DR:**

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

Cultural Familiarities: Western (Native) [0].

Advantages: 360° Vision (Mutant, -10%) [23]; Absolute Direction [5]; Acute Vision 3 [6]; Alternate Identity (Illegal) [15]; Craftiness 2 [10]; Crushing Attack (*Wind Funnel*) 6d (Damage Limitation: No Wounding, -50%; Damage Modifier: Double Knockback, +20%; Increased 1/2D Range ×10, +15%; Increased Range: Line-of-Sight, +40%; Rapid Fire: RoF 2, +40%; Elemental: Air, -10%; Mutant, -10%) [44]; Cutting Attack (*Wrist Blades*) 3d (Armor Divisor (2), +50%; Gadget/Breakable: DR 10, SM -5, -20%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Melee Attack: Destructive Parry, +10%; Melee Attack: Dual, +10%; Melee Attack: Reach C, -30%; Variable, +5%; Electronic, -30%) [18]; Damage Resistance (*Wind Barrier*) 50 (Force Field, +20%; Limited Defense: Physical/Kinetic Attacks, -20%; Requires Active Defense, -40%; Elemental: Air, -10%; Mutant, -10%) [100]; Enhanced Dodge 2 (Mutant, -10%) [27]; Enhanced Move (Air) 2 (Air Move 60/120 mph; Cosmic: Complete Maneuverability, +50%; Mutant, -10%) [56]; Enhanced Move (Ground) (2) (Ground Move 28/56 mph; Cosmic: Complete Maneuverability, +50%; Mutant, -10%) [56]; Enhanced Parry (Bare Hands) 2 (Mutant, -10%) [9]; Enhanced Time Sense (Mutant, -10%) [41]; Extra Attack 3 (Multi-Strike, +20%) [90]; Flight (Cosmic: Complete Maneuverability, +50%; Low Ceiling: 30 ft, -10%; Mutant, -10%) [52]; High Pain Threshold [10]; Walk on Liquid (Accessibility: When Using Enhanced Move (Ground) Only, -10%; Mutant, -10%) [12].

Perks: Air Jet [1].

Disadvantages: Enemy (Law Enforcement) (9) [-20]; Greed (9) [-22]; Kleptomania (12) [-15]; Overconfidence (9) [-7]; Social Stigma (Criminal Record) [-5].

Quirks: Chauvinistic [-1]; Devil's Advocate [-1]; Dual Identity [-1]; Inquisitive [-1]; Social [-1].

Skills: Area Knowledge (Chicago Metro Area) IQ+1 [2] – 12; Boxing (A) DX+1 [4] – 16; Computer Operation/TL8 (E) IQ+1 [2] – 12; Driving/TL8 (Automobile) (A) DX-1 [4] – 14; Escape (H) DX-1 [2] – 14; Fake! (WC) IQ+1 [36] – 12†; Fast-Draw (Shuriken) (E) DX+1 [1] – 16‡; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Guns/TL8 (Pistol) (E) DX+0 [1] – 15; Innate Attack (Beam) (E) DX+1 [2] – 16; Lockpicking/TL8 (A) IQ+1 [4] – 12; Move! (WC) DX+0 [24] – 15; Parry Missile Weapons (H) DX+1 [4] – 15; Search (A) Per+1 [4] – 12; Shadowing (A) IQ+3 [4] – 14*; Speed-Reading (A) IQ+1 [4] – 12; Stealth (A) DX+3 [4] – 18*; Throwing (A) DX+0 [2] – 15; Thrown Weapon (Shuriken) (E) DX+3 [8] – 18.

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

* Includes +2 from Craftiness.

† Conditional +2 from Craftiness.

‡ Includes +1 from Enhanced Time Sense.

Role-Playing Notes:

Whirlwind is a con-man first, supervillain second, and approaches his capers with an eye on what will get him closest to his goal without revealing himself.

BOXING

| TL | Weapon | Damage | Reach | Parry | Cost | Weight | ST | Notes |
|----|---------------------|----------------|-------|-------|------|--------|----|-------|
| – | Boxing Punch | 1d cr | C | 14 | – | – | 14 | |
| 8 | Wrist-Mounted Blade | 3d (2) cut var | C | 14 | – | – | – | |

DX

| TL | Weapon | Damage | Reach | Parry | Cost | Weight | ST | Notes |
|----|--------|--------|-------|-------|------|--------|----|-------|
| – | Kick | 1d cr | C, 1 | n/a | – | – | 14 | |

WHITE BISHOP

Villain

Real Name: Donald Pierce.

Occupation: Businessman, subversive.

Identity: Publicly known, although his criminal activities are not.

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

Other Aliases: None.

Place of Birth: Knoxville, Kentucky.

Marital Status: Divorced.

Known Relatives: Ex-wife (name unrevealed).

Known Relatives: None.

Group Affiliation: Owner of many coal mines in the Appalachians and a few private military companies; leader in the Hellfire Club and its secret Inner Circle.

Base of Operations: New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Donald Pierce inherited a number of Appalachian coal mines and his Hellfire Club membership (see *Hellfire Club*). Using part of his inheritance, he organized or bought several mercenary companies, some of which were contracted out to the United States military at the start of the Iraq and Afghanistan campaigns. A shrewd businessman, he was soon offered membership in the Hellfire Club's Inner Circle. It is not currently known how he lost his right arm or where he obtained his bionic prosthetic, although it is quite possible he obtained it from AIM (see *AIM*).

Pierce rose through the ranks of the Inner Circle, becoming its White Bishop when the then-current White Bishop, Emma Frost, rose to become the White Queen (see *White Queen*). As the White Bishop, he provides the Club with its mercenary forces.

As a member of the Club's Inner Circle, Pierce has twice come into conflict with the mutant adventurers known as the X-Men, and once has sent his mercenaries to aid them without their knowledge against forces under Frost's control (see *X-Men*). This last was the first move in a power play against Frost and the Club's current Black King, Sebastian Shaw (see *Black King*). He has begun digging into Shaw's and Frost's histories and business affairs to see if there is a scandal (or three) he could exploit.

Age: 42.

Height: 6' 3".

Weight: 210 lbs.

Eyes: Blue.

Hair: Blond.

Uniform: None; when engaged in his official Hellfire Club duties, dresses as a Colonial-era gentleman.

Strength Level: Donald Pierce possesses the normal human strength of a man his age, height, and build who engages in intensive regular exercise. His bionic right arm possesses enhanced strength, but because the rest of his body has not been augmented he cannot lift more than four times the normal amount in that one arm.

Known Superhuman Powers: Donald Pierce possesses an experimental bionic arm replacing his right arm. This arm has superhuman strength, enabling him to strike opponents with more strength than he could normally muster, but is only lightly armored.

Weapons: Pierce has a laser rod stored in a compartment in his bionic forearm. This rod can double as a baton in close combat if needed. He presumably has access to other weapons through the mercenary companies he owns.



340 points

ST: 12/22 [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 (3d+1/6d-1) **BL:** 29 lbs. (97 lbs.)

Dodge: 9 **Parry:** 11 **DR:** 12/4* (concealed vest) + 5 (right arm)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Arm ST (One Arm) +20 (Temporary Disadvantage: Electrical, -20%; Temporary Disadvantage: Maintenance, 1 Person, Weekly, -5%) [45]; Business Acumen 2 [20]; Damage Resistance 5 (Partial: One Arm Only, -40%) [15]; Enhanced Parry (Bare Hands) 2 [10]; Extra Attack 1 (Multi-Strike, +20%) [30]; Fit [5]; High Pain Threshold [10]; Merchant Rank 8 [40]; Payload 1 [1]; Status 5 [0*]; Wealth (Multimillionaire 1 [75].

Perks: Accent (Mid-Atlantic) [1]; Convincing Nod [1]; Cutting-Edge Training (Beam Weapons) 2 [2]; Disarming Smile [1]; Fearsome Stare [1]; Haughty Sneer [1]; Striking Surface [1].

Disadvantages: Addiction (Heroin) [-40]; Bad Temper (12) [-10]; Code of Honor (Gentleman's) [-10]; Intolerance (Mutants) [-5]; One Arm (Mitigator: Cybernetics, -70%) [-6]; Overconfidence (12) [-5]; Secret (Criminal Subversive) (Imprisonment) [-20]; Stubbornness [-5].

Quirks: Affects a Mid-Atlantic Accent to Cover his Kentucky Drawl [-1]; Believes His Mid-Atlantic Accent is a British Accent [-1]; Careful [-1]; Goal (Become the new White King) [-1]; Patient [-1].

Skills: Administration (A) IQ+2 [2] – 14†; Beam Weapons/TL10 (Pistol) (E) DX+2 [4] – 12; Body Language (Human) (A) Per+0 [2] – 12; Boxing (A) DX+2 [8] – 14; Connoisseur (Wine) (A) IQ+0 [2] – 12; Current Affairs/TL8 (Business) (E) IQ+2 [4] – 14; Current Affairs/TL8 (High Culture) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 12; Diplomacy (H) IQ+0 [4] – 12; Economics (H) IQ+2 [4] – 12†; Fast-Talk (A) IQ+0 [2] – 12; Holdout (A) IQ+0 [2] – 12; Intimidation (A) Will+0 [2] – 12; Leadership (A) IQ+0 [2] – 12; Market Analysis (H) IQ+2 [4] – 14†; Politics (A) IQ+0 [2] – 12; Propaganda/TL8 (A) IQ+2 [2] – 14†; Prospecting/TL8 (A) IQ-1 [1] – 11; Public Speaking (Rhetoric) (E) IQ+2 [4] – 14; Running (A) HT+0 [2] – 12; Savoir-Faire (High Society) (E) IQ+0 [1] – 12; Savoir-Faire (Mafia) (E) IQ+0 [1] – 12; Shortsword (A) DX+0 [2] – 12; Swimming (E) HT+0 [1] – 12.

Starting Spending Money: \$3,903,200 (20% of Starting Wealth minus the cost of his laser rod).

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

† Includes +2 from Business Acumen.

Role-Playing Notes:

Pierce is a shrewd, patient businessman and an anti-mutant bigot. He'll patiently wait for others to leave themselves open before attacking, and almost never attacks himself.

BRAWLING

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

White Bishop's Laser Rod

Essentially a Laser Pistol from *Ultra-Tech* (p. UT155), with the following modifiers: Disguised (Custom-Built) (×5), Higher-TL Equipment +2 (×4), Rugged (×2), Blinding Mode (+10%), Dazzle Mode (+10%), and Pulse Laser (Switchable) (+100%). Final cost is \$96,800.

WHITEOUT

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Whiteout'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: AVENGERS #

History: The origins of the woman known as Whiteout 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*)

Whiteout first appeared alongside the other Savage Land Mutates in their clash with the Avengers (see *Avengers; Savage Land Mutates*). She has since been seen with the other Savage Land Mutates in their subsequent clash with the Brotherhood of Mutants (see *Avengers; Brotherhood of Mutants*). She also apparently left the Mutates for a time or was assigned by her mysterious benefactor to serve the sorceress Zaladane in the latter's own attempt to conquer the Savage Land (see *Zaladane*). This service put her in conflict with the adventurers Ka-Zar and Shanna the She-Devil (see *Ka-Zar; Shanna the She-Devil*).

Age: Indeterminate.

Height: 5' 9".

Weight: 145 lbs.

Eyes: Unrevealed.

Hair: Unrevealed.

Uniform: White bodysuit, tattered hooded white cloak, black full-face cowl with mirrored eyes.

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

Known Superhuman Powers: Whiteout possesses the superhuman ability to project a flash of blinding white light from her body. This light renders her opponents blind for several minutes. Her power appears to be psionic in nature, as she can choose to not blind certain people around her (most notably her teammates).

260 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: 9 **Parry:** 9 **DR:** 12/4* (uniform)

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

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

Advantages: Affliction (Blinding Flash) 7 (HT-6; Area Effect: 8 yards, +150%; Disadvantage: Blindness, +50%; Emanation, -20%; Selective Area, +10%; Psionic, -10%) [203]; Combat Reflexes [15]; Fit [5]; 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].

Perks: Cloaked [1].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Laziness [-10]; Low TL -8 [-40]; Pacifism (Reluctant Killer) [-5]; Sense of Duty (Savage Land Mutates) [-5]; Wealth (Poor) [-15].

Quirks: Congenial [-1]; Distinctive Speech [-1]; Soft-Spoken [-1].

Skills: Area Knowledge (Savage Land) (E) IQ+1 [2] – 12; Armoury/TL0 (Missile Weapons) (A) IQ+0 [2] – 11; Bow (A) DX+1 [4] –



12; Brawling (E) DX+1 [2] – 12; Fast-Draw (Ammo) (E) DX+1 [1] – 12*; First Aid/TL0 (Human) (E) IQ+0 [1] – 11; Hiking (A) HT+0 [2] – 11; Professional Skill (Tanner) (A) IQ+0 [2] – 11; Riding (Theropods) (A) DX+0 [2] – 11; Running (A) HT+0 [2] – 11; Stealth (A) DX+1 [4] – 12; Survival (Jungle) (A) Per+1 [4] – 12; Swimming (E) HT+0 [1] – 11; Tracking (A) Per+1 [4] – 12; Weather Sense (A) IQ+0 [2] – 11.

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

* Includes +1 from Combat Reflexes.

Role-Playing Notes:

Whiteout is not one for physical action, preferring to stand back and immobilize her foes in order for the more physical members of the Mutates to attack. She is open and friendly around the other Mutates, seeing them as her brothers and sisters. Lorelei's defection bothers her greatly.

BRAWLING

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

Design Notes:

1. Whiteout, 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.

WHITE QUEEN

Villain

Real Name: Emma Frost.

Occupation: Businesswoman, headmaster of the Massachusetts Academy, subversive.

Identity: Publicly known, although her criminal activities and status as a mutant are not.

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

Other Aliases: None.

Place of Birth: Boston, Massachusetts.

Marital Status: Single.

Known Relatives: Mordecai Frost (a former White King of the Hellfire Club in the 1800s, ancestor).

Known Relatives: None.

Group Affiliation: Owner of Frost Industries; headmaster of the Massachusetts Academy; leader in the Hellfire Club and its secret Inner Circle.

Base of Operations: Divides her time between Boston, Massachusetts and New York City.

First Post-Reboot Appearance: UNCANNY X-MEN #

History: Emma Frost comes from a leading Boston mercantile family which arrived from England in the early 1600s. As such, she inherited a great deal of her wealth, but most of her wealth and power was amassed on her own. Emma rose rapidly in the business world due to her savvy business sense, intelligence, stunning looks, personal charm, and, secretly, her telepathic abilities. Despite her youth, she has become the majority stockholder, chairman of the board, and chief executive officer in a multinational conglomerate, which she renamed after herself. Frost International is primarily involved in transportation, owning many oil tankers, cargo ships, and aircraft, as well as aircraft factories and shipyards the world over.

Emma has also maneuvered herself into becoming headmistress of the Massachusetts Academy, a prestigious private boarding school outside Boston which teaches many of the children of the American elite. In this manner, Emma has positioned herself as the teacher of the next generation of business leaders and politicians.

Emma's invitation to the Hellfire Club was met with some scandal, despite her rapid success, as apparently one of her ancestors, a former White King, had been ejected from the Club for various offenses (see *Hellfire Club*). Emma soon found an ally (and apparently a lover) in another Hellfire Club newcomer, Sebastian Shaw (see *Black King*). The two were inducted into the Club's Inner Circle at the same time, and swiftly rose through the ranks. Recently, Shaw and Frost, at the time the Black Bishop and White Bishop, respectively, created a scandal which ousted the then-current White King, ascending to the ranks of Black King and White Queen (apparently, the Queen post was vacant).

Emma was the first to see the potential abuse in the Sentinel project being developed by SHIELD director Henry Gyrich and engineer Oliver Trask, and encouraged Shaw to arrange to develop and manufacture the Sentinels (see *Gyrich, Henry Peter*; *Sentinels*; *SHIELD*; *Trask, Oliver*). In this way, Frost and Shaw have managed to subvert the Sentinels' programming, placing the Sentinels covertly under the Club's direction while allowing Gyrich and Trask the illusion of control.

Frost and the rest of the Hellfire Club's Inner Circle have recently come into conflict with the mutant adventurers known as the X-Men on two different occasions (see *X-Men*). These experiences have led her to the conclusion that Angel and Soulfire would make excellent proteges, provided they could be made to see things her way (see *Angel*; *Soulfire*). In addition, she has begun a search for teenage mutants to train for her own benefit.

Age: 32.

Eyes: Blue.

Height: 5' 6".

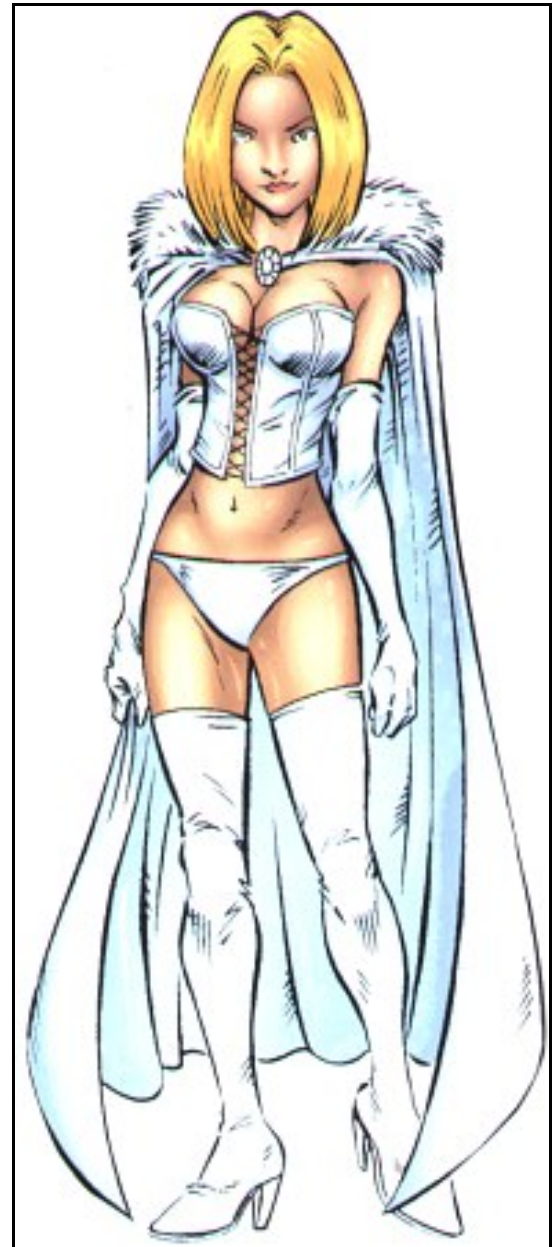
Hair: Ash blond.

Weight: 125 lbs.

Uniform: Normally none, but always wears white in stylish fashions; when attending to her duties in the Hellfire Club, wears a white leather corset, white leather panties, white thigh-high boots with a four inch heel, and a white fur-lined cape.

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

Known Superhuman Powers: Emma Frost is a mutant who is one of the world's most powerful telepaths, second only to Charles Xavier (see *Xavier, Charles*). She is able to scan surface thoughts and project her thoughts into the minds of others, seemingly with no range limit. Her abilities let her probe the minds of others, rewrite short-term memories, and take total control of those around her. She



is also able to project telepathic stun bolts which have no physical effects but can cause a person to feel pain or fall unconscious. With some concentration, she can also sense the signature of other psychics – mutant and otherwise – who have used their powers in her immediate vicinity.

Other Abilities: Emma Frost is highly skilled in electronics and a pioneer in the field of psychotronics.

1,035 points

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

DX: 11 [20] **Will:** 15 [10] **Move:** 5 [0]

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

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

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

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

Languages: Cantonese (Native) [6]; English (Native) (Native Language) [0]; French (Native) [6]; Mandarin Chinese [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Very Beautiful) [16]; Business Acumen 2 [20]; Charisma 2 [10]; Combat Reflexes (ESP, -10%) [14]; Fashion Sense [5]; Flexibility [5]; High Manual Dexterity 2 [10]; High Pain Threshold [10]; Mental Blow 4 (Visible, -10%) [26]; Mental Surgery 4 [48]; Merchant Rank 9 [45]; Mind Shield 12 (Profiling, +10%; Mutant Psionic, -10%) [48]; Mindwipe 4 [31]; Signature Sniffer 4 [28]; Smooth Operator 2 [30]; Status 6 [0*]; Telecontrol 5 [90]; Telepathy Talent 4 [20]; Telereceive 6 [75]; Telescan 5 [30]; Telesend 6 [42]; Wealth (Multimillionaire 2) [100].

Perks: Better Electronics [1]; Cloaked [1]; Extreme Sexual Dimorphism [1]; High-Heeled Heroine [1]; High-Heeled Hurt [1]; Tactical Reading [1];

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Glasses/Contacts, -60%) [-10]; Bloodlust (12) [-10]; Callous [-5]; Enemy (Black Queen; Equal in Power; Rival) (9) [-5]; Secret (Criminal Subversive) [-20]; Secret (Mutant Telepath) (Utter Rejection) [-10]; Selfish (9) [-7].

Quirks: Amoral [-1]; Chauvinistic [-1]; Eavesdropper [-1]; Shocking Affectation (Skimpy Dresser) [-1]; Maintains a Friendly Demeanor [-1]; Vanity [-1].

Skills: Body Language (Human) Per+1 [4] – 14; Businessman! (WC) IQ+1 [36] – 14; Carousing (E) HT+3 [2] – 14 †; Connoisseur (Wine) (A) IQ+1 [4] – 14; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 14; Current Affairs/TL8 (High Culture) (E) IQ+1 [2] – 14; Current Affairs/TL8 (Politics) (E) IQ+1 [2] – 14; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 14; Dancing (A) DX+1 [4] – 12; Detect Lies (H) Per+3 [8] – 16 †; Electronics Operation/TL9 (Psychotronics) (A) IQ+1 [4] – 14; Electronics Repair/TL9 (Psychotronics) (A) IQ+1 [4] – 14; Engineer/TL0 (Psychotronics) (H) IQ+1 [8] – 14; Fast-Talk (A) IQ+2 [2] – 15 †; Hidden Lore (Conspiracies) (A) IQ+1 [4] – 14; Literature (H) IQ-1 [2] – 12; Mathematics/TL8 (Applied) (H) IQ+1 [8] – 14; Mental Blow (H) Will+5 [8] – 20 ‡; Mental Surgery (H) IQ+7 [16] – 20 ‡; Mindwipe (H) Will+5 [8] – 20 ‡; Politics (A) IQ+2 [2] – 15 †; Psi Sense (H) Per+1 [8] – 14; Public Speaking (A) IQ+5 [4] – 18 †; Savoir-Faire (High Society) (E) IQ+2 [1] – 15 †; Savoir-Faire (Mafia) (E) IQ+3 [2] – 16 †; Sex Appeal (Human) (A) HT+9 [2] – 20 † §; Teaching (A) IQ+1 [16] – 14 #; Telecontrol (H) IQ+7 [16] – 20 ‡; Telereceive (H) IQ+7 [16] – 20 ‡; Telescan (H) Per+7 [16] – 20 ‡; Telesend (H) IQ+7 [16] – 20 ‡.

Techniques: Broadcast (Telesend) (H) def+7 [8] – 20; Deep Probe (H) (Telereceive) (H) def+8 [9] – 20; Mass Wipe (Mindwipe) (H) def+7 [8] – 20; Neurological Damage (Mental Blow) (H) def+4 [5] – 20; Omniscan (Telescan) def+5 [6] – 15; Secure (Telesend) (H) def+2 [3] – 20.

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

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

† Includes +2 from Smooth Operator.

‡ Includes +4 from Telepathy Talent.

§ Includes +6 from Appearance and +1 from Extreme Sexual Dimorphism; Conditional +2 from Charisma when making Influence rolls, +1 from High Heeled Heroine and Skimpy Dresser when appropriate.

Includes -3 from Callous.

Role-Playing Notes:

Emma Frost is cold, calculating, and ruthless, willing to do anything and control anyone to get what she wants. She maintains a friendly disposition among those she wishes to charm, but deep inside she cares nothing for anyone except herself and (maybe) Shaw, and even he is not beyond being discarded by her should she have no further use for him. She will always attempt to use her looks, charm, and telepathy before resorting to physical violence, preferring others to do her dirty work for her.

BRAWLING

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

Design Notes:

1. All of the White Queen's telepathic and ESP powers are built with the power modifier of "Mutant Psionic, -10%".

Real Name: Ororo (last name, if any, is unrevealed).

Occupation: Protector, weather goddess.

Identity: Publicly known.

Legal Status: Presumably a citizen of either Kenya, Uganda, or Wakanda, no known criminal record in any of these countries.

Other Aliases: "Silverhair".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Sometime partner of the Panther.

Base of Operations: Mobile across Sub-Saharan Africa.

First Post-Reboot Appearance: LOST WORLD OF WAKANDA #26.

History: The origins of the woman known to the public as Wind-Rider are presently unknown; she has revealed her given name to be Ororo. She first appeared a few years ago in the area around Lake Victoria in Africa as a young woman in her mid teens, using her ability to manipulate the local weather to assist the local Bantu tribes in preventing droughts. These actions led her to be worshipped by the people of western Kenya, eastern Uganda, and Wakanda as a nature goddess, or at the least the avatar of one (see *Wakanda*).

Ororo first met T'Challa, the new ruler of Wakanda, during his rite of passage in finding a rare herb that grows in a secluded valley along Wakanda's northern border with Kenya and Uganda (see *Panther*). As she assisted him in this trial, a romance blossomed between the two, and she accompanied him back to the royal palace in Wakanda. It was as a royal guest in Wakanda that she was given her current uniform; "attire suitable for a goddess" is how T'Challa's royal outfitter put it, though Ororo was quick to point out that she was no goddess, at least not one like Thor and Hercules over in America, nor like the Panther God the Wakandans worship (see *Hercules*; *Thor*).

Ororo later assisted T'Challa in protecting Wakanda's Great Vibranium Mound against Ulysses Klaw, who intended to exploit the properties of this unique metal (see *Klaw*).

She has most recently accompanied T'Challa to a meeting of world leaders in New York City, despite the fact that the two have not yet married.

Age: 20.

Height: 5' 9".

Weight: 155 lbs.

Eyes: Blue.

Hair: White.

Uniform: Originally none; presently a black leather strapless leotard with white or gold trim, thigh-high black boots with three inch heels and white or gold trim, gold bracelets, a black cape with white or gold trim attached to the leotard via white- or gold-colored loose over-the-shoulder connectors and the bracelets, and black tiara. Her tiara hides a number of lockpicks.

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

Known Superhuman Powers: Wind-Rider possesses the ability to control the weather over a variable area that has not yet exceeded a ten mile radius, usually restricting herself to a mile radius. She is able to generate localized winds which enable her to fly or carry up to two other people aloft, small rain clouds which produce either a gentle drizzle or a torrential downpour, thick pea-soup fog, and call forth lightning from the sky.



As a side effect of her powers, Ororo is unaffected by temperature extremes, remaining comfortable in cold mountain air while wearing next to nothing or walking across the sands of the Sahara during the hottest part of the day without incident. It is unknown whether she'd be able to handle arctic temperatures or the inside of a volcano; the latter seems highly unlikely.

Occasionally, when she lets her concentrations slip, the weather in her local vicinity has been known to reflect her mood; clear skies when cheerful or stormy when upset or frustrated.

Unknown to Ororo, she possesses the potential to become a powerful sorceress.

Other Abilities: Ororo is a skilled survivalist. She is also a skilled pickpocket and lock-picker, though where she learned these skills is currently unknown.

Limitations: Ororo is deathly claustrophobic, and will panic when trapped in an enclosed space with no apparent way out.

1,763 points

| | | |
|--------------------|----------------------|---------------------------|
| ST: 11 [10] | HP: 13 [4] | Speed: 6.25 [0] |
| DX: 13 [60] | Will: 14 [15] | Ground Move: 6 [0] |
| IQ: 11 [20] | Per: 12 [5] | Air Move: 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)

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

Cultural Familiarities: Middle Eastern [1]; Sub-Saharan Africa (Native) [0].

Advantages: Absolute Direction [5]; Appearance (Very Beautiful) [16]; Burning Attack (Lightning Bolt) 5d (Damage Modifier: Surge, Arcing, +100%; Increased 1/2D Range ×10, +15%; Malediction: Long-Range Modifiers, +200%; Overhead, +30%; Variable, +5%; Weather Control, -10%) [110]; Combat Reflexes [15]; Control Weather 10 (Natural Phenomena, +100%; Persistent, +40%; Requires Concentrate, -15%; Super-Effort, +400%; Weather Control, -10%) [1,230]; Create Water 3 (Persistent, +40%; Weather Control, -10%; Alternative Ability, ×1/5) [4]; Fit [5]; Flight (Affects Others 2, +100%; Planetary, -5%; Weather Control, -10%) [74]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold [10]; Magery 0 [5]; Obscure (Fog) 8 (Area Effect: 1.2 miles (Variable, +5%), +525%; Ranged, +50%; Alternative Ability, ×1/5) [22]; Outdoorsman 3 [30]; Reputation (Benevolent Weather Goddess) 4 (All the Time; Small Class of People) [6]; Street-Smart 3 [15]; Temperature Control 10 (Weather Control, -10%; Alternative Ability, ×1/5) [9]; Temperature Tolerance 3 [3]; Voice [10]; Weather Control Talent 4 [20].

Perks: Cloaked [1]; Pressure Tolerant Lungs (Thin) [1].

Disadvantages: Charitable (9) [-22]; Guilt Complex [-5]; Pacifism (Cannot Harm Innocents) [-10]; Phobia (Claustrophobia: Enclosed Spaces) (6) [-30]; Sense of Duty (Nature) [-20]; Truthfulness (9) [-7]; Wealth (Struggling) [-10].

Quirks: Broad-Minded [-1]; Distinctive Feature (Long Mane of White Hair) [-1]; Enamored With T'Challa [-1]; Expression ("Bright Lady!" or "Goddess!") [-1]; Formal Speech [-1].

Skills: Artillery (Lightning) (A) IQ+1 [4] – 12; Brawling (E) DX+0 [1] – 13; Breath Control (H) HT+0 [4] – 12; Camouflage (E) IQ+3 [2] – 15*; Carousing (E) HT+1 [2] – 13; Climbing (A) DX+1 [4] – 14; Current Affairs/TL8 (Lake Victoria, Africa) (E) IQ+1 [2] – 12; Escape (H) DX+1 [8] – 14; Fast-Draw (Knife) (E) DX+1 [1] – 14†; Filch (A) DX+1 [4] – 14; First Aid/TL8 (Human) (E) IQ+2 [4] – 13; Fishing (E) Per+3 [1] – 15*; Forced Entry (E) DX+1 [2] – 14; Hiking (A) HT+0 [2] – 14; Judo (H) DX+0 [4] – 13; Jumping (E) DX+0 [1] – 13; Knife (E) DX+2 [4] – 15; Knot-Tying (E) DX+1 [2] – 14; Lockpicking/TL8 (A) IQ+3 [12] – 14; Naturalist (Earth) (H) IQ+2 [2] – 13*; Navigation/TL8 (Air) (A) IQ+5 [1] – 16*‡; Navigation/TL8 (Land) (A) IQ+5 [1] – 16*‡; Observation (A) Per+1 [4] – 13; Pickpocket (H) DX+1 [8] – 14; Running (A) HT+0 [2] – 12; Search (A) Per+0 [2] – 12; Shadowing (A) IQ+3 [2] – 14§; Stealth (A) DX+1 [4] – 14; Streetwise (A) IQ+3 [2] – 14§; Survival (Desert) (A) Per+3 [2] – 15*; Survival (Jungle) (A) Per+3 [2] – 15*; Survival (Plains) (A) Per+3 [2] – 15*; Swimming (E) HT+1 [2] – 13; Thrown Weapon (Knife) (E) DX+1 [2] – 14; Tracking (A) Per+1 [1] – 14*; Urban Survival (A) Per+2 [1] – 14§; Weather Control (H) Will+6 [12] – 20#; Weather Sense (A) IQ+5 [4] – 16#; Wrestling (A) DX+0 [2] – 13.

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

* Includes +3 from Outdoorsman.

† Includes +1 from Combat Reflexes.

‡ Includes +3 from Absolute Direction

§ Includes +3 from Street-Smart.

Includes +4 from Weather Control Talent.

Role-Playing Notes:

Wind-Rider is strong-willed and independent. Although she accepts that she is worshipped as a living goddess or avatar of a goddess by the people living around Lake Victoria, she does not actively seek out worshipers. She will act to stop activities she feels are abhorrent to nature, such as human sacrifice and poaching for sport. She is a caring soul and will seek to alleviate suffering wherever she finds it.

Wind-Rider is deeply religious, worshipping an as-yet-unnamed goddess (presumably the Bantu nature goddess).

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 haven't decided yet whether Wind-Rider is a mutant (with Mutant Psionic, -10%) or if her powers are magical (-10%) in nature. There's evidence to go either way; even in the mainstream comics her status as a mutant has occasionally been called into question after it was revealed her mother's lineage was that of a line of African witches. She personally believes her powers were granted by the nature goddess she worships (which would be Divine, -10%). As such, I've listed "Weather Control, -10%" as her power modifier without describing exactly which it is.
2. I have been asked, "why call her 'Wind-Rider' and not 'Storm'?" The answer to this is that, in the comics, the name 'Storm' was given to her by Xavier when she joined the X-Men; references to her youth had folks calling her either by her given name or by the epitaph 'Wind-Rider'. There is no logical reason I can think of for her to take the name 'Storm' while still living in Africa.
3. I'm uncertain as to the tech level of the Lake Victoria area. Is it TL8, TL 6 (early 20th Century), a split TL with access to TL8 but unable to naturally support more than TL6, or some other TL? As such, I've not adjusted Ororo's native TL from the campaign baseline of TL8, though some skills – most notably Current Affairs and Navigation – I can see her having at a lower TL (though not likely to go below TL6).
4. I've deliberately kept some of her past shrouded in mystery. Was she a child thief in Cairo, like her mainstream counterpart? Evidence certainly points that way, but why reveal all the details in her first few appearances?

Real Name: Benjamin "Ben" Wittman.

Occupation: Inventor, professional criminal.

Identity: Known to the authorities.

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

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Frightful Four.

Base of Operations: Mobile.

First Post-Reboot Appearance: FANTASTIC FOUR #

History: Ben Wittman grew up as a precocious child from an extremely poor neighborhood. A certified genius, he quickly grew bored in a system he felt was holding him back, as his school refused to permit him to skip grades. At the age of fifteen, he developed the schematics of what would one day become his signature achievement, an antigravity generator. Lacking the funds to develop it and ridiculed by his teachers for something that he felt was beyond their limited understanding, he dropped out of school and all sight, moving across the world. Outside of the system that had held him back, he found it easier for his genius to be accepted and nurtured.

Years later, the Wizard, as he now called himself, had amassed a small fortune through various means, legal and otherwise, most of which was stored overseas in anonymous bank accounts. Also, he had finally built and miniaturized his antigravity generators, along with artificial gravity generators.

And then, mere days after he announced his antigravity technologies to the world, the public acclaim he was looking for was stolen from him by the launch of the *Fantastic*, the first manned faster-than-light craft (see *The Fantastic*). While he was able to attain the patents for his gravity technologies and produce them to achieve more wealth, the world's attention was focused on the *Fantastic* and its crew, who had developed superhuman powers and was now touting themselves as the Fantastic Four (see *Fantastic Four*).

The above is the account of his history given by the Wizard himself. This may not be completely accurate, colored as it is by his own bias and ego.

At a press conference, the Wizard presented to the public several pieces of "proof" that the Four's powers were not innate as they claimed, but the result of advanced technology hidden inside their uniforms; the Human Torch's flame powers were easy to duplicate, and the Thing being a suit of powered armor similar to that of Iron Man's was also believable (see *Human Torch*; *Thing*). The Invisible Woman's invisibility and force field powers, he showed, were the result of advanced force screen technology, which both he and Doctor Doom had independently invented (see *Doctor Doom*; *Invisible Woman*). His explanation for the stretching powers of Mister Fantastic consisted of applied nanotechnology, and was considered absolute gibberish by the public (see *Mister Fantastic*). Compounding the issue was the unexpected appearance of the Fantastic Four themselves, who arrived wearing little more than swimwear to demonstrate their powers.

Ridiculed off the stage and out of the building, the Wizard swore revenge on the Fantastic Four. Developing a battlesuit (using his theories for the Thing and Invisible Woman as a base) and weaponizing his gravity tech, he came to the conclusion that he could not face the Four alone. To that end, he recruited the Trapster and the Sandman, both of whom had faced members of the Fantastic Four in the past, as well as the amnesiac Medusa, who he'd found homeless in France but whose prehensile hair he figured would be a good counterpart to Mister Fantastic's stretching ability (see *Medusa*; *Sandman*; *Trapster*). Dubbing the team the Frightful Four, the Wizard led them into the Fantastic Four's headquarters, the Baxter Building, took the mailman Willie Lumpkin hostage, and issued a challenge to the absent Fantastic Four to come rescue him (see *Baxter Building*; *Frightful Four*; *Lumpkin, Willie*). At the end of the fight, the Frightful Four were defeated and all but Medusa was taken into police custody.

Medusa later broke the Wizard out of prison, and the two were last seen plotting to spring the other two members. In the meantime, the Wizard has decided to set his sights higher than merely defeating the Fantastic Four; instead, he's begun plotting the takeover of the small South American country of Costa Negro – the same country once almost conquered by the mutant Mesmero – as a stepping stone to greater power and global recognition, where he intends to set himself and Medusa up as king and queen (see *Mesmero*).

Age: 36.

Height: 5' 8".

Weight: 150 lbs.

Eyes: Hazel.

Hair: Brown.

Uniform: Maroon metallic-ceramic alloy cuirass over a lavender advanced ballistic fabric bodysuit, maroon belt, maroon gauntlets,



maroon boots, maroon helmet.

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

Known Superhuman Powers: None.

Other Abilities: The Wizard is one of the premier scientific geniuses in the world, considered second only to Reed Richards and Doctor Doom. He has invented several technologies, most notably those having to do with gravity manipulation.

Weapons and Paraphernalia: The Wizard's body armor is capable of withstanding conventional firearms, and has several advancements built into it. The suit possesses a contragravity generator and electric-powered ducted fans, enabling him to levitate and fly at speeds up to 80 miles per hour. In addition, the suit is capable of generating a powerful force field around him which can withstand AIM-tech laser rifles (how it will stand up to Kree or Skrull blasters is unknown) for up to half an hour before needing to recharge.

The visor of his helmet has been adapted with a heads-up display with several augmented-reality features, hyperspectral sensors, and telescopic lenses.

The Wizard's primary weapons are his grav-discs, which he can shoot from launchers on his gauntlets and which can either increase or negate the local gravity around their targets.

560 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 6.00 [0]
DX: 12 [40] **Will:** 13 [-10] **Move:** 6 [0]
IQ: 15 [100] **Per:** 13 [-10]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: Charisma 2 [10]; Cultural Adaptability [10]; High Manual Dexterity 3 [15]; Intuitive Mathematician [5]; Gadgeteer [25]; Gizmos 3 [15]; Mathematical Ability 4 [40]; Natural Scientist 4 [40]; Omnilingual [40]; Versatile [5]; Wealth (Multimillionaire 1) [75].

Perks: Controllable Disadvantage (Callous) [1]; Convincing Nod [1].

Disadvantages: Jealousy [-10]; Overconfidence (6) [-10]; Selfish (9) [-7]; Social Stigma (Criminal Record) [-5]; Trickster (12) [-15].

Quirks: Attracted to Medusa [-1]; Bad Timing Boy [-1]; Dual Identity [-1]; Glory Hound [-1].

Skills: Current Affairs/TL8 (Popular Culture) (E) IQ+0 [1] – 15; Current Affairs/TL8 (Science & Technology) (E) IQ+0 [1] – 15; Electronics Operation/TL8^ (Force Shields) (A) IQ+0 [2] – 15; Electronics Operation/TL8 (Scientific) (A) IQ+0 [2] – 15; Electronics Operation/TL8 (Sensors) (A) IQ+0 [2] – 15; Fast-Talk (A) IQ+0 [2] – 15; Forensics/TL8 (H) IQ-1 [2] – 14; Guns/TL8 (Wrist Gun) (E) DX+0 [1] – 12; Intelligence Analysis/TL8 (H) IQ-1 [2] – 14; Inventor! (WC) IQ+5 [84] – 20*; Piloting/TL8^ (Contragravity) (A) DX+0 [2] – 12; Public Speaking (A) IQ+1 [1] – 16†; Savoir-Faire (High Society) (E) IQ+0 [1] – 15; Science! (WC) IQ+5 [84] – 20‡; Streetwise (A) IQ+0 [2] – 15.

Starting Spending Money: \$3,910,480 (20% of Starting Wealth, minus cost of the armor).

* Conditional +4 from Mathematical Ability when applicable.

† Includes +2 from Charisma.

‡ Conditional +4 from Natural Scientist when applicable.

Role-Playing Notes:

The Wizard has a pathological need for attention, manifested in his very public displays against various superhuman foes. Despite this, he is charismatic and an able leader. If he didn't think getting arrested would keep him in the public eye, he'd be more than willing to cut his losses and run when his plans turn sour. (Reed Richards thinks the Wizard may have subconsciously sabotaged himself more than a few times.)

The Wizard knows on some level that he really is the "supervillain" he has been painted as by the press, but at this point he doesn't care for such labels.

BRAWLING

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

Wizard's Armor

| <i>TL</i> | <i>Armor</i> | <i>Locations</i> | <i>DR</i> | <i>Cost</i> | <i>Weight</i> | <i>LC</i> | <i>Notes</i> |
|-----------|-----------------------------|------------------|-----------|-------------|---------------|-----------|--------------|
| 10^ | Personal Force Screen | all | 60 | \$32,000 | 2.5 | 3 | [1, 2] |
| 10 | Light Clamshell | torso | 45 | \$2,400 | 12 | 2 | [1] |
| 10 | Nanoweave Limb Armor | arms, legs | 18/6* | \$3,600 | 3 | 3 | [1] |
| 10 | Light Infantry Helmet | skull | 18 | \$2,000 | 3 | 3 | [1, 3] |
| 10 | Hyperspectral Imaging Visor | eyes, face | 15 | \$800 | 3 | 3 | [1] |
| 10 | Assault Boots | feet | 18/9 | \$600 | 3 | 4 | [1] |
| 10 | Nanoweave Gloves | hands | 9/3* | \$120 | neg. | 4 | [1] |

Notes:

[1] Cost multiplied by a factor of 4 for being used in a TL8 setting, two tech levels early.

[2] Operates for 30 minutes on a D cell.

[3] Includes a HUD and digital camera, grants 2× magnification, +3 to all Vision rolls, and Hyperspectral Vision, plus a dedicated computer for a memory-augmentation augmented-reality interface.

PILOTING (CONTRAGRAVITY)

| <i>TL</i> | <i>Armor</i> | <i>ST/HP</i> | <i>Hnd/SR</i> | <i>HT</i> | <i>Move</i> | <i>LWt</i> | <i>Load</i> | <i>SM</i> | <i>Occ</i> | <i>DR</i> | <i>Cost</i> | <i>Locations</i> | <i>Stall</i> | <i>Notes</i> |
|-----------|--------------------|--------------|---------------|-----------|-------------|------------|-------------|-----------|------------|-----------|-------------|------------------|--------------|--------------|
| 10^ | Contragravity Belt | 10 | +2/1 | 12 | 10/40 | 0.16 | 0.15 | -3 | 1 | 3 | \$48,000 | E | 0 | [1] |

Notes:

[1] Cost multiplied by a factor of 4 for being used in a TL8 setting, two tech levels early.

Real Name: Sara Wolfe.

Occupation: Office manager, accountant.

Identity: Sara does not use a dual identity.

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

Other Aliases: None.

Place of Birth: Oklahoma City, Oklahoma.

Marital Status: Single.

Known Relatives: William Running Wolf (grandfather); parents (names unrevealed).

Group Affiliation: Order of Kamar-Taj; ally of Doctor Strange.

Base of Operations: Greenwich Village, New York City.

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

History: Not long after moving into their Bleeker Street domicile, Dr. Stephen Strange and his friend Wong realized they needed someone to handle their finances; this field was not something Wong was skilled at, and Strange had spent much of his prior career as a neurosurgeon spending money like water (see *Doctor Strange*; *Doctor Strange's Sanctum Sanctorum*; *Wong*). Almost everyone they interviewed, however, could not wrap their minds around the existence of the occult; Sara Wolfe, however, was the only applicant to take the weirdness surrounding Strange's Sanctum in stride. When asked why neither the talking snakes in the downstairs living room nor the faeries who inhabited the library surprised her, Sara mentioned that her grandfather was the shaman of her Cheyenne tribe back in Oklahoma, and that she had grown up with familiarity of the occult, though she had chosen to pursue a business degree instead of magic.

Suffice to say, she was effectively hired on the spot. To her own surprise, however, she discovered that it wasn't Strange nor Wong who had hired her, but the larger Order of Kamar-Taj that both belonged to (see *Order of Kamar-Taj*). When she showed up one day with her aging pet basset hound, Bats, in tow, over Wong's constantly sneezing protest, Strange cast a spell on the dog which gave him the ability to speak English; Sara found the spell amusing and didn't object when Strange made it permanent.

Sara has since become one of Strange's confidants, managing the day to day business operations while Strange and Wong handle the more mystical aspects. She is currently being tutored in self-defense by Wong. She is also on friendly terms with the Central Park dragon.

Age: 27.

Height: 5' 7".

Weight: 135 lbs.

Eyes: Brown.

Hair: Black.

Uniform: None.

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

Known Superhuman Powers: None.

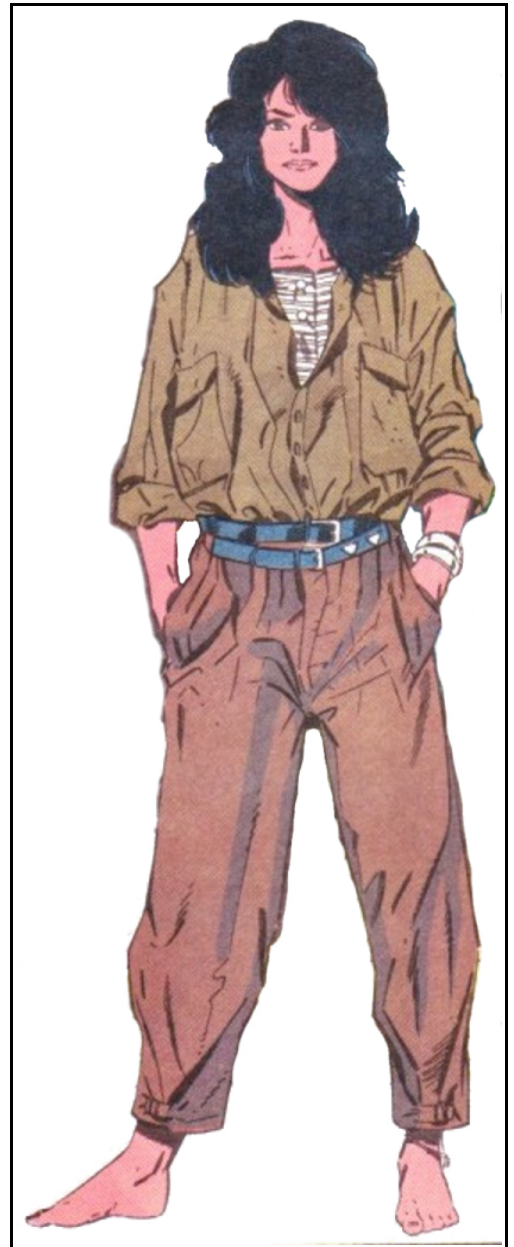
Other Abilities: Sara is a skilled accountant and office manager, claiming to possess an MBA (Masters of Business Administration). She has had some training in self-defense, though at present she can only be considered a novice. Sara herself is no stranger to the mystic arts, but has not sought any training; she can, however, assist in mystic rituals led by a mage as needed.

Sara is also fluent in English, Cheyenne, and Cherokee, and has been tutored on the basics of the language of the Dark Dimension by Clea.

Some would say her greatest ability is her open-mindedness toward the strange and unusual.

Allies: Sara is often accompanied by her faithful but aging pet basset hound named Bats. Bats appears to possess normal human intelligence, and has been enchanted by Dr. Strange to translate his barks into English.

Weaknesses: Sara is farsighted, requiring corrective lenses; she generally wears contacts.



166 points

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

| | | |
|---------------------|--------------------|--------------|
| Dmg: 1d-2/1d | BL: 20 lbs. | |
| Dodge: 9 | Parry: 8 | DR: 0 |

Languages: Cherokee (Native) [6]; Cheyenne (Native) (Native Language) [0]; Dark Dimensional (Broken Spoken/Illiterate) [1]; English (Native) [6].

Cultural Familiarities: Western (Native) [0].

Advantages: Ally (Bats, Talking Basset Hound; 5% Starting Value) (12) [1]; Business Acumen 2 [20]; Combat Reflexes [15]; Fit [5]; Luck [15]; Occultist 1 [10]; Order of Kamar-Taj Rank 0 [0]; Single-Minded [5]; Unfazeable [15].

Perks: Efficient Research [1]; One-Task Wonder (Mind Defaults to IQ When Gathering Ritually for Sorcerer/Shaman) [1]; One-Task Wonder (Space Defaults to IQ When Gathering Ritually for Sorcerer/Shaman) [1]; One-Task Wonder (Spirit Defaults to IQ When Gathering Ritually for Sorcerer/Shaman) [1]; One-Task Wonder (Time Defaults to IQ When Gathering Ritually for Sorcerer/Shaman) [1]; Permit (Concealed Carry) [1].

Disadvantages: Bad Sight (Farsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Code of Honor (Professional) [-5]; Honesty (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Friends and Family) [-5]; Stubbornness [-5].

Quirks: Attentive [-1]; Decisive [-1]; Methodical [-1]; Record-Keeper [-1]; Sensitive to Social Insensitivity [-1].

Skills: Accounting (H) IQ+3 [8] – 14*; Administration (A) IQ+3 [4] – 14*; Computer Operation/TL8 (E) IQ+0 [1] – 11; Driving/TL8 (Motorcycle) (A) DX+0 [2] – 11; Finance (H) IQ+1 [2] – 12*; Gambling (A) IQ+3 [4] – 14; Guns/TL8 (Pistol) (E) DX+0 [1] – 11; Judo (H) DX-1 [2] – 10; Karate (H) DX-1 [2] – 10; Leadership (A) IQ+1 [4] – 12; Merchant (A) IQ+3 [4] – 14*; Occultism (A) IQ+1 [2] – 12†; Propaganda/TL8 (A) IQ+3 [4] – 14*; Research/TL8 (A) IQ+1 [2] – 12†; Stealth (A) DX+0 [2] – 11; Thaumatology (VH) IQ-1 [2] – 10†.

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

* Includes +2 from Business Acumen.

† Includes +1 from Occultist.

Role-Playing Notes:

Sara Wolfe is no stranger to the world of the occult even though she lacks magic of her own. She is one of the few who can get away with giving Strange a good smack upside the head when he's being dense.

BRAWLING

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

Design Notes:

1. One of the forgotten characters from the '80s-'90s *Doctor Strange* series who has yet to appear again since that title was canceled (last seen as the administrator of the Stephen Strange Memorial Metaphysical Institute when he was believed dead again), Sara was often just there to be one of Strange's and Clea's confidantes and a link to the more mundane world.
2. Bats is one of the best new characters to the Dr. Strange mythos in recent years: a basset hound (enchanted for speaking English) turned ghost dog who is Strange's pet. I didn't want to make him a ghost *yet*, but I figured why not start with him as an aging dog who hangs around the Sanctum? Making him Sara's dog just seemed a logical step. Sorry, no stats for Bats yet; I'd probably just use the Hound stats in *Dungeon Fantasy 5: Allies* as the base anyway, but lowering several stats (particularly HT) for being an old hound dog with a weak heart.

WOLVERINE

Anti-Hero

Real Name: Logan (it is not known whether this is his first name, last name, or an alias).

Occupation: Adventurer, former government agent, possibly a former soldier.

Identity: Known to the authorities.

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

Other Aliases: "Wolvie", "Runt".

Place of Birth: Unrevealed, presumably somewhere in Canada.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Renegades, formerly Canada's Department H.

Base of Operations: Mobile.

First Post-Reboot Appearance: RENEGADES #1.

History: Little is known about the past of the man known to the public as Wolverine. In fact, Wolverine himself doesn't know his past before a few years ago, when he was found naked and wandering the Canadian Rockies by James MacDonald "Mac" Hudson and his newly wedded wife Heather. (Wolverine has later commented that "it was like Mac knew I was going to be there.") While Mac drove into civilization to get medical help, Heather stayed to tend to the man, whose wounds were healing before her very eyes. The only indication of an identity were a set of dog tags, like those used by many military forces, with the name "Logan", no other name given.

When Logan came to, he ferociously and instinctively attacked Heather. During this confrontation, he instinctively popped his claws for the first time he could remember; the shock of the pain and the visual of the claws in his hands stopped him before he could harm her; Heather then tasered him.

Over the next few months, Mac and Heather worked with Logan to enable him to function in society without succumbing to his berserk rages. Mac Hudson worked for a branch of the Canadian government, Department H, which policed the Canadian superhuman population in much the same manner SHIELD does for the United States (see *SHIELD*). Mac originally thought to have Wolverine lead a Canadian super-team under Department H, but several of Mac's recruitment practices caused Logan to leave Department H before the team could be fully staffed and trained.

Wolverine traveled to New York, having heard of a school for superhumans there and hoping that a telepath at the school could help him regain his memory (see *Xavier Institute*). Before he could determine the location of the school, he got involved in a brawl in Central Park between the criminal Wrecking Crew and a number of other unaffiliated adventurers (see *Wrecking Crew*). While claiming to be a loner by nature, he decided to stick with the group in order to help some of the others achieve their goals (see *Renegades*). He refuses to admit it openly, but he primarily stuck around in order to help train the youngest member of the group, Jewel, in order to keep her alive (see *Jewel*).

Age: Indeterminate.

Height: 5' 2".

Weight: 300 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Yellow and blue bodysuit, black gloves with yellow straps, black boots, black belt with a red buckle, yellow cowl with black whatever-those-are coming from the eye and nose area.

Strength Level: Wolverine possesses strength greater than the normal human strength of a man his physical age, height, and build who engages in intensive regular exercise, but his strength is not considered to be superhuman.

Known Superhuman Powers: Wolverine has several mutant powers. First and foremost, his sense of smell is superhumanly acute, being closer to the sense of smell possessed by wild animals. Wolverine is practiced enough to be able to tell someone's emotional state by smelling their natural pheromones.

Wolverine also possesses what he calls a healing factor, granting him the ability to recover from incredible injury in a fraction of the time it would take a normal person. His body can metabolize poisons, flushing them from his system before he can succumb to their effects; this includes fatigue poisons generated by his body due to exertion. Wolverine's age is a complete unknown, even to



himself; it is entirely possible he has either stopped aging or is aging incredibly slowly thanks to his healing factor.

Separate from his mutant powers, Wolverine's skeleton has in some unknown fashion been bonded to the unbreakable metal called adamantium. Because of this, Wolverine's bones are completely unbreakable; his tendons, however, are not bonded, meaning his arms and legs may still be dislocated by various methods, and it is theoretically possible for him to lose a limb by having it ripped out of its socket by someone with superhuman strength. It is not known whether a limb removed in such a fashion could be reconnected to the body. He still feels pain, but he has trained himself to ignore it. One doctor who examined him in Department H hypothesized that his healing factor is pushing itself overtime trying to reject the adamantium.

Wolverine also possesses six twelve-inch-long adamantium claws stored in his forearms, three per arm, and which can extend from the backs of his hands with a thought. These claws are incredibly sharp, and can cut through most any other substance; the only materials he has been shown to not penetrate are adamantium and vibranium. It is not currently known whether these claws are natural or were implanted at the same time as the adamantium. The act of pushing the claws through the skin causes him to bleed, but his healing factor causes the wounds to heal almost immediately.

Other Abilities: Wolverine possesses incredible hand to hand fighting skills, and speaks fluent Japanese, French, German, Sioux, and Comanche.

Limitations: If pushed too far in combat, Wolverine has been known to enter a berserk rage, during which he cannot distinguish friend from foe. Furthermore, Logan is amnesiac, unable to remember any of his past before he was discovered by the Hudsons.

Referee: "Whatever you do, don't kick him [Wolverine] in the nuts."

Cage Fighter: "I thought you said anything goes."

Referee: "Anything goes, but... he'll take it personally."

– *X-Men (2000)*

905 points

| | | |
|---------------------|---------------------|------------------------|
| ST: 20 [100] | HP: 30 [20] | Speed: 7.50 [0] |
| DX: 13 [60] | Will: 13 [5] | Move: 6 [-5] |
| IQ: 12 [40] | Per: 15 [15] | |
| HT: 17 [70] | FP: 20 [9] | SM: 0 |

Dmg: 2d-1/3d+2 **BL:** 80 lbs.

Dodge: 10 **Parry:** 12 **DR:** 12/4* (uniform) + 20

Languages: Comanche (Native Spoken/Illiterate) [3]; English (Native) (Native Language) [0]; French (Native) [6]; German (Native) [6]; Japanese (Native) [6]; Sioux (Native Spoken/Illiterate) [3].

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Hearing 4 [8]; Ambidexterity [5]; Animal Empathy [5]; Combat Reflexes [15]; Damage Resistance 20 (Limited: Physical Attacks, -20%) [80]; Discriminatory Smell (Emotion Sense, +50%; Profiling, +50%; Mutant, -10%) [29]; Enhanced Parry (Bare Hands) 3 [15]; High Pain Threshold [10]; Injury Tolerance (Damage Reduction /20 (Limited: Physical Attacks, -20%); Unbreakable Bones) [170]; Modified ST-Based Damage 2d-1 (Accessibility: Only With Claws, -10%; Cosmic: Irresistible Attack, +300%; Switchable, +10%) [27]; Outdoorsman 3 [30]; Regeneration (Fast: 1HP/min) (Heals Radiation, +40%; Mutant, -10%) [65]; Resistant to Metabolic Hazards (+8) (Mutant, -10%) [14]; Single-Minded [5]; Striker (Cutting; Claws) (Cosmic: Irresistible Attack, +300%; Link (Modified ST-Based Damage), +10%; Switchable, +10%; Alternative Attack, ×1/5) [6]; Striker (Impaling; Claws) (Cosmic: Irresistible Attack, +300%; Switchable, +10%) [33]; Very Fit [15].

Perks: Back to the Wall [1]; Call of the Wild [1]; Courtesy Military Rank 5 [5]; Deep Sleeper [1]; Dirty Fighting [1]; Extended Hearing (High) [1]; Fearsome Stare [1]; No Denigration in Zero-G [1]; On Alert [1]; Sacrificial Parry (Brawling) [1]; Skintight Uniform [1]; Striking Surface [1].

Disadvantages: Amnesia (Partial) [-10]; Berserk (12) [-10]; Code of Honor (Soldier's) [-10]; On the Edge (9) [-22]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Comrades) [-5]; Stubbornness [-5]; Truthfulness (9) [-7].

Quirks: Bloody Mess [-1]; Dual Identity [-1]; High Rejection Threshold [-1]; Likes Canadian Beers [-1]; Smokes Cheap Cigars [-1].

Skills: Acrobatics (H) DX-1 [2] – 12; Animal Handling (Canines) (A) IQ+0 [2] – 12; Body Language (Human) (A) Per-1 [1] – 14; Brawling (E) DX+3 [8] – 16; Climbing (A) DX-1 [1] – 12; Detect Lies (H) Per+1 [8] – 16; Driving/TL8 (Motorcycle) (A) DX-1 [1] – 12; Fast-Draw (Knife) (E) DX+1 [1] – 14*; First Aid/TL8 (Human) (E) IQ+0 [1] – 12; Forced Entry (E) DX+1 [2] – 14; Gambling (A) IQ+0 [2] – 12; Gesture (E) IQ+1 [2] – 13; Guns/TL8 (Rifle) (E) DX+0 [1] – 13; Hiking (A) HT-1 [1] – 16; Interrogation (A) IQ+0 [1] – 12‡; Intimidation (A) Will+1 [4] – 14; Jumping (E) DX+0 [1] – 13; Knife (E) DX+1 [2] – 14; Leadership (A) IQ+0 [2] – 12; Naturalist (Earth) (H) IQ+1 [1] – 13‡; Observation (A) Per+0 [2] – 15; Parachuting/TL8 (E) DX+0 – 13; Riding (Equines) (A) DX-1 [1] – 12; Running (A) HT-1 [1] – 16; Savoir-Faire (Military) (E) IQ+0 [1] – 12; Soldier/TL8 (A) IQ+0 [2] – 12; Stealth (A) DX+3 [12] – 16; Streetwise (A) IQ+0 [2] – 12; Survival (Mountain) (A) Per+3 [2] – 18‡; Survival (Woodlands) (A) Per+3 [2] – 18‡; Swimming (E) HT+0 [1] – 17; Tactics (H) IQ+0 [4] – 12; Teaching (A) IQ+0 [2] – 12; Throwing (A) DX-1 [1] – 12; Thrown Weapon (Knife) (E) DX+0 [1] – 13; Tracking (A) Per+5 [8] – 20‡; Weather Sense (A) IQ+0 [2] – 12; Wrestling (A) DX+1 [4] – 14.

Techniques: Aggressive Parry (Brawling Parry) (H) def+1 [2] – 15; Dual-Weapon Attack (Brawling) (H) def+4 [5] – 16; Targeted Attack (Brawling Strikers/Vitals) (H) def+2 [3] – 15.

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

* Includes +1 from Combat Reflexes.

- † Defaulted from Intimidation
- ‡ Includes +3 from Outdoorsman.

Role-Playing Notes:

Wolverine is a strange dichotomy. He is prone to berserk rages that reduce him to the level of a feral predator, and yet has a strong sense of honor. He is brash, often obnoxious, and not afraid to call others out when he feels they are being dense, intentionally or otherwise. He is also highly protective of those who are not fully mature, taking on the role of a father figure in their life (currently, this extends to his teammate Jewel).

Even when not berserk, he tends to use a lot of All-Out Attacks (Strong or Double), trusting in his healing factor and adamantium skeleton to protect him.

Wolverine claims otherwise, but his missing memories bother him. Every so often he'll get a sense of *deja vu* from something or realize he knows a skill he shouldn't (such as being able to speak Japanese).

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 Claws | | C | n/a | – | – | | |

Design Notes:

1. In the comics, at least since the introduction of Kitty Pryde in *Uncanny X-Men* v1, Wolverine has had a history of having a teenage female "sidekick": Sprite/Ariel/Shadowcat, Rogue, Jubilee, Pixie, and Armor are the ones I can think of off the top of my head. I had this idea early on, when people started asking where Wolverine was in the Reboot, to make Jewel his sidekick. Hey, why buck tradition? :)

Real Name: Wong (it is not known whether this is his family name or his personal name).

Occupation: Sorcerer, martial artist, housekeeper.

Identity: Wong does not use a dual identity; that he is a sorcerer is not public knowledge.

Legal Status: Citizen of China with no criminal record, in the United States on an immigrant's visa.

Other Aliases: None.

Place of Birth: Kamar-Taj, Tibet, China.

Marital Status: Engaged.

Known Relatives: Hamir (father); Imei Cheng (fiance); Kan (distant ancestor).

Group Affiliation: Order of Kamar-Taj; ally of Doctor Strange.

Base of Operations: 177A Bleeker Street, Greenwich Village, New York City.

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

History: Wong's family has served the order of sorcerers currently known as the Order of Kamar-Taj for over a thousand years (see *Order of Kamar-Taj*). From birth, Wong was trained in both the martial arts and in many domestic arts; however, Wong defied his family's tradition by also studying the mystic arts himself. While his father, Hamir, was outraged upon discovering this, Hamir served the Ancient One, the head of the Order, who foresaw that Wong would have need of such skills (see *Ancient One*).

Wong was among those who greeted Dr. Stephen Strange when he first arrived in Kamar-Taj, and the two became close friends (see *Doctor Strange*). When Strange moved back to New York City, setting up shop in a three-story brownstone in Greenwich Village, Wong accompanied him (see *Doctor Strange's Sanctum Sanctorum*). Officially in the Order, Wong is Strange's manservant; the two, however, see each other as friends and partners.

Recently, Wong was forcefully taken to an extradimensional realm visited over a thousand years before by his distant ancestor, a Buddhist mystic warrior named Kan. There, he discovered that Kan had led a rebellion against a sorcerer dictator, only to have his beloved, a native of that realm, captured for sacrifice to a dark power. During the sacrificial ritual, to a demonic entity later revealed as Shuma-Gorath, Kan's beloved traded her own soul for the power to destroy the sorcerer; over the centuries, she became known as that realm's Shadowqueen and became a worse dictator than the sorcerer she destroyed (see *Shadowqueen*; *Shuma-Gorath*). She initially mistook Wong for Kan, as he was a nearly identical copy of his ancestor. Strange and Wong were able to overthrow the Shadowqueen and restore her humanity and soul in the process, although the restoration came at the cost of her life.

Since then, Wong has taken a more active role as a mystic in defending Earth from extradimensional incursions. He was among the many mystics gathered and led by Strange when the Zodiac Cartel erected a force field around Manhattan (see *Zodiac Cartel*).

Age: 28.

Height: 5' 8".

Weight: 140 lbs.

Eyes: Brown.

Hair: Black, shaved bald.

Uniform: None; prefers to dress in traditional Chinese attire.

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

Known Superhuman Powers: Wong has had training in the sorcerous arts. Strictly speaking, Wong and other human sorcerers do not have superhuman powers. Only the ability to manipulate mystical energy lies within an Earth-born sorcerer, not the energy itself. Theoretically, any Earth human being can tap into an infinite amount of mystical energy. However, each person is limited by his own amount of training, discipline, knowledge, and enlightenment as to the mystical arts. Wong's own mystic power is nowhere near as potent as Doctor Strange or the Ancient One.

Wong's magic, like that of other magicians, is derived from three major sources: egocentric magic, the personal powers of the soul/mind/body, derived through developing one's own psychic resources (mesmerism, astral projection, thought-casting, etc); ecocentric magic, gained by tapping the universe's ambient magical energy and employing it for specific effects (teleportation, illusion-casting, energy projection); and finally exocentric magic, gained through invoking entities or objects of power existing in mystical dimensions tangential to his own. The latter means of power is usually gained through the recitation of spells, either ritualized ones found in various mystical texts or by original spells invoking extra-dimensional assistance. Wong primarily uses ecocentric and occasionally egocentric magic; he stated that in the past he was tricked into invoking the Emancipation Incantation, cutting him off from most mystic principalities who grant power (see *Mystic Principalities*).

Other Abilities: Wong is a master martial artist, practicing a form of kung-fu similar to that once taught at the Shaolin Temple, and is



a skilled teacher in hand to hand combat. He is trained to blend in with others while keeping them under observation, even on the move. He is also a superb cook and a skilled housekeeper. He's received rudimentary medical training, combining herbal medicine with modern first aid.

1,019 points

ST: 13 [30] **HP:** 13 [0] **Speed:** 7.00 [0]
DX: 14 [80] **Will:** 14 [10] **Move:** 7 [0]
IQ: 12 [40] **Per:** 14 [10]
HT: 14 [40] **FP:** 14 [0] **SM:** 0
Threshold: 40

Dmg: 2d-1/3d+2 **BL:** 34 lbs.

Dodge: 11 **Parry:** 17 **DR:** 0

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

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

Advantages: Claim to Hospitality (Order of Kamar-Taj) [5]; Combat Reflexes [15]; Energy/3 [60]; Enhanced Parry (All Parries) +3 [30]; Extra Attack 1 [25]; Forceful Chi 4 [60]; High Manual Dexterity +2 [10]; High Pain Threshold [10]; Increased Threshold (Partial) 1.4 [9]; Inner Balance 4 [60]; Magery 3 [35]; Matter/3 [60]; Mind/2 [40]; Social Chameleon [5]; Space/2 [40]; Striking ST +7 (Chi, -10%) [32]; Trained By a Master [30]; Unfazeable [15]; Very Fit [15]; Visualization [10]; Wealth (Comfortable) [10].

Perks: Autotrance [1]; Compact Frame [1]; Convincing Nod [1]; Exotic Weapon Training (Three-Part Staff) [1]; Ground Guard [1]; Honest Face [1]; Magical School Familiarity (Order of Kamar-Taj) [1]; Neck Control (Karate) [1]; Obscure True Name [1]; Patience of Job [1]; Rapid Retraction (Kicks) [1]; Rapid Retraction (Punches) [1]; Style Familiarity (Shaolin Kung-Fu) [1]; Sure-footed (Uneven) [1].

Disadvantages: Charitable (12) [-15]; Code of Honor (Xia) [-10]; Discipline of Faith (Mysticism) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Sense of Duty (Earth) [-15]; Workaholic [-5].

Quirks: Allergic to Cat/Dog Hair [-1]; Careful Planner [-1]; Devout Buddhist [-1]; Inaccessible Idioms [-1]; Methodical [-1].

Skills: Accounting (H) IQ-1 [2] – 11; Acrobatics (H) DX+0 [4] – 14; Acting (A) IQ+0 [2] – 12; Blind Fighting (VH) Per+2 [2] – 16*; Body Control (VH) HT+2 [2] – 16*; Body Language (Human) (A) Per+4 [2] – 18*; Breath Control (H) HT+2 [1] – 16*; Climbing (A) DX+0 [2] – 14; Computer Operation/TL8 (E) IQ+0 [1] – 12; Cooking (A) IQ+1 [4] – 13; Current Affairs (Headline News) (E) IQ+0 [1] – 12; Current Affairs (Travel) (E) IQ+0 [1] – 12; Detect Lies (H) Per+0 [4] – 14; Fast-Talk (A) IQ+0 [2] – 12; First Aid/TL8 (Human) (E) IQ+2 [4] – 14; Herb Lore/TL8 (VH) IQ+0 [8] – 12; Hidden Lore (Demon) (A) IQ+1 [4] – 13; Hiking (A) HT+0 [2] – 14; History (Magic of Earth) (H) IQ+0 [4] – 12; Housekeeping (E) IQ+1 [2] – 13; Immovable Stance (H) DX+2 [1] – 16*; Intelligence Analysis/TL8 (H) IQ+2 [12] – 14; Judo (H) DX+4 [20] – 18; Karate (H) DX+4 [20] – 18; Kiai (H) HT+2 [1] – 16†; Knot-Tying (E) DX+0 [1] – 14; Leadership (A) IQ+0 [2] – 12; Lifting (A) HT+0 [2] – 14; Light Walk (H) DX+2 [1] – 16*; Lizard Climb (H) DX+2 [1] – 16*; Meditation (H) Will+2 [1] – 16*; Naturalist (Earth) (H) IQ-2 [1] – 10; Observation (A) Per+0 [2] – 14; Panhandling (E) IQ+0 [1] – 12; Pharmacy/TL8 (Herbal) (H) IQ+0 [4] – 12; Philosophy (Buddhism) (H) IQ+0 [4] – 12; Philosophy (Taoism) (H) IQ+0 [4] – 12; Pressure Points (Human) (H) IQ+2 [4] – 16†; Pressure Secrets (VH) IQ+0 [2] – 14†; Research/TL8 (A) IQ+2 [8] – 14; Running (A) HT+0 [2] – 14; Savoir-Faire (High Society) (E) IQ+0 [2] – 12; Savoir-Faire (Servant) (E) IQ+0 [2] – 12; Scrounging (E) Per+0 [1] – 14; Sewing/TL8 (E) DX+0 [1] – 14; Shadowing (A) IQ+1 [4] – 13; Skating (H) HT-2 [1] – 12; Skiing (H) HT-2 [1] – 12; Speed-Reading (A) IQ+2 [8] – 14; Staff (A) DX+2 [8] – 16; Stealth (A) DX+2 [8] – 16; Strategy (Land) (H) IQ+2 [12] – 14; Swimming (E) HT+0 [1] – 14; Tactics (H) IQ+2 [12] – 14; Teaching (A) IQ+2 [8] – 14; Thaumatology (VH) IQ+2 [4] – 14‡; Theology (Buddhism) (H) IQ+0 [4] – 12; Throwing (A) DX+0 [2] – 14; Two-Handed Flail (H) DX+0 [4] – 14; Urban Survival (A) Per+0 [2] – 14; Wrestling (A) DX+2 [8] – 16; Writing (A) IQ+0 [2] – 12.

Magical Realm Skills: Energy (VH) IQ+2 [4] – 14‡; Matter (VH) IQ+2 [4] – 14‡; Mind (VH) IQ+2 [4] – 14‡; Space (VH) IQ+2 [4] – 14‡.

Techniques: Aggressive Parry (Karate) (H) def+1 [2] – 16; Fighting While Seated (Judo) (H) def+2 [3] – 18; Fighting While Seated (Karate) (H) def+2 [3] – 18; Hand-Clap Parry (Judo) (H) def+5 [6] – 15; Kicking (Karate) (H) def+2 [3] – 18.

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

* Includes +4 from Inner Balance.

† Includes +4 from Forceful Chi.

‡ Includes +3 from Magery.

Role-Playing Notes:

Wong is typically a stoic man, having been raised around the mystic arts his entire life; very little surprises him. Yet he is also very caring and determined.

KARATE

| TL | Weapon | Damage | Reach | Parry | Cost | Weight | ST | Notes |
|----|--------------|---------|-------|-------|------|--------|----|-------|
| – | Karate Punch | 2d+2 cr | C | 16 | – | – | 20 | |
| – | Karate Kick | 2d+3 cr | C, 1 | n/a | – | – | 20 | |

Real Name: Unrevealed.

Occupation: Professional criminal.

Identity: Known to the authorities.

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

Other Aliases: "Woodie", "Pecker-head", "bird-nose", "that laughing maniac".

Place of Birth: Unrevealed.

Marital Status: Single (presumably).

Known Relatives: Mother (real name unrevealed, alias Woodpecker).

Group Affiliation: None.

Base of Operations: Detroit, Michigan.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #

History: In the late '80s and early '90s, a costumed criminal calling herself Woodpecker created havoc in the the Los Angeles, California, metro area, whose hallmark was her staccato laugh in imitation of a particular cartoon character. Woodpecker fought repeatedly with the spider-themed hero Araneus, who at the time was based in that city (see *Araneus*). Woodpecker proved herself a non-lethal menace: while she engaged in robberies, burglaries, and general public disorder, she made it a point to avoid endangering people.

Eventually it was revealed that Woodpecker had received her powers from the enigmatic criminal geneticist Mr. Sinister in return for unspecified services to be rendered at a future date. After several years, during which time Woodpecker encountered the outlaw team known as the Shadowguard (who Araneus eventually became a member of) several times both on her own and as a member of Sinister's then team of operatives, the Terrors, Woodpecker dropped out of sight; most figured she'd either been jailed or had finally walked away from the villain game.

Recently, however, Woodpecker again appeared out of nowhere, this time in Detroit, Michigan, to challenge the city's resident hero, Nightangel (see *Nightangel*). It seemed as though she had not aged at all since her last appearance, and was possibly even younger than before. After several encounters, Woodpecker was finally captured and arrested, where she revealed that she was the daughter of the original Woodpecker (her father's identity is not currently known, but presumably he was also a member of Sinister's Terrors).

Woodpecker is currently in prison, though whether she's remain there remains to be seen.

Age: 19.

Height: 5' 4".

Weight: 108 lbs.

Eyes: Unrevealed.

Hair: Red.

Uniform: Blue bodysuit with a white pattern over the chest, short white gloves, yellow slippers, blue belt with a white buckle and several blue pouches, white half-mask with a large yellow "woodpecker" style nose. Her uniform is equipped with large glider wings that can extend to twice her arm-span at will.

Strength Level: Woodpecker possesses enhanced strength enabling her to lift (press) roughly half a ton under optimum circumstances.

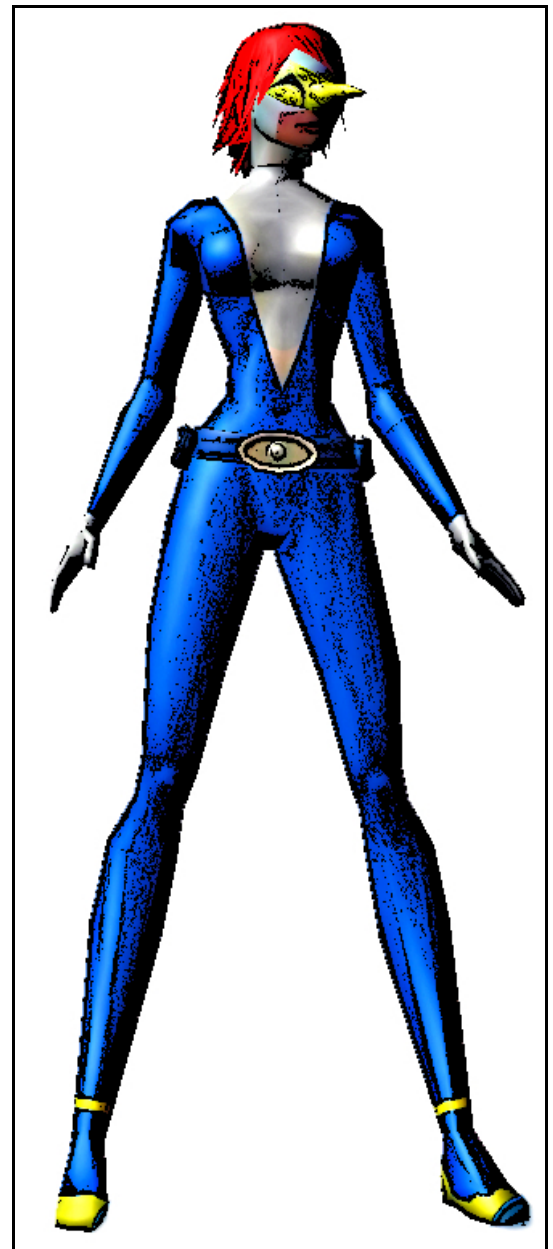
Known Superhuman Powers: In addition to her enhanced strength, Woodpecker possesses enhanced speed, agility, reflexes, senses, durability, and stamina. Her reflexes are such that she can dodge gunfire with ease, to the point of seeing bullets in flight. Her leg musculature is such that she can perform incredible leaps; she's been shown covering a distance of 60 feet in one leap.

Woodpecker's durability is greater than that of a normal human; however, she is not bulletproof. She is able to withstand a greater amount of damage from most sources than normal and can recover faster from most injury than normal. Because of her superhuman physique, she has increased resistance to toxins, and generates only half as many fatigue toxins as a normal athlete.

Most importantly, however, Woodpecker's neck muscles are such that she is able to move her head back and forth at superhuman speed with incredible force. Her head presumably has adaptations which protect her from getting concussions when she uses this power.

Other Abilities: Woodpecker is a skilled gymnast and thief. She is a skilled yet unorthodox hand combatant. She is also able to nearly perfectly replicate the staccato laugh from that cartoon bird she took her alias and motif from.

Weapons and Paraphernalia: Woodpecker's "beak" on her mask is outfitted with a superhard mono-edged tip, rumored to be adamantium, enabling her to use the beak, when combined with her ability to move her head back and forth at superhuman speeds, to punch through almost any surface. Her uniform's underarm wings enable her to glide for short distances.



907 points

ST: 15/25 [0*] **HP:** 15 [0] **Speed:** 7.50 [0]
DX: 16 [80†] **Will:** 12 [10] **Ground Move:** 7 [0]
IQ: 10 [0] **Per:** 18 [20‡] **Air Move:** 15 [0]
HT: 14 [40] **FP:** 20 [0§] **SM:** 0

Dmg: 1d+1/2d+1 (2d+2/5d-1) **BL:** 45 lbs. (125 lbs.)
Dodge: 14 **Parry:** 13 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Appearance (Attractive) [4]; Combat Reflexes [15]; Enhanced Dodge 3 (Passive Biological, -5%) [43]; Enhanced ST +5/15 (Super-Effort, +400%; Passive Biological, -5%) [197]; Enhanced Time Sense (Upgraded from Combat Reflexes, -15; Passive Biological, -5%) [29]; Extra Attack 2 (Single Attack: Nose Pecking, -20%; Biological, -10%) [35]; Extra DX +2 (Passive Biological, -5%) [38]; Extra Fatigue Points +6 (Passive Biological, -5%) [18]; Extra Perception +4 (Passive Biological, -5%) [19]; Fit [5]; Flexibility [5]; Flight (Controlled Gliding, -45%; Gadget/Breakable: DR 4*, SM -3, -30%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Switchable, +10%; Winged, -25%) [8]; Huge Piercing Attack 3d×4 (Armor Divisor (10), +200%; Gadget/Breakable: DR 5, SM -6, -25%; Gadget/Can Be Stolen: Forcibly Removed, -10%; Melee Attack: Cannot Parry, -5%; Melee Attack: Reach C,1, -20%; Variable, +5%; Biological, -10%) [226]; Injury Tolerance (Damage Reduction /2) (Passive Biological, -5%) [47]; Regeneration (Fast: 2 FP/min) (Fatigue Only, +0%; Passive Biological, -5%) [48]; Super Jump (Biological, -10%) [18].

Disadvantages: Code of Honor (Criminal's) [-5]; Greed (12) [-15]; Impulsiveness (9) [-15]; Odious Personal Habit (That Staccato Laugh!) [-10]; Pacifism (Cannot Kill) [-15]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Fast Talker [-1]; Flamboyant [-1]; Flirtatious [-1]; Loud Voice [-1].

Skills: Acrobatics (H) DX+0 [4] – 16; Aerobatics (H) DX+0 [4] – 16; Area Knowledge (Detroit) (E) IQ+2 [4] – 12; Artist (Woodworking) (H) IQ+0 [4] – 10; Brawling (E) DX+2 [4] – 18; Climbing (A) DX+2 [1] – 18#; Computer Operation/TL8 (E) IQ+0 [1] – 10; Connoisseur (Jewelry) (A) IQ+2 [8] – 12; Escape (H) DX+2 [2] – 18#; Filch (A) DX+0 [2] – 16; Forced Entry (E) DX+2 [4] – 18; Jumping (E) DX+2 [4] – 18; Lifting (A) HT+0 [2] – 14; Observation (A) Per-1 [1] – 17; Photography/TL8 (A) IQ+1 [4] – 11; Running (A) HT+0 [2] – 14; Savoir-Faire (Mafia) (E) IQ+2 [4] – 12; Search (A) Per+0 [2] – 18; Stealth (A) DX+0 [2] – 16; Streetwise (A) IQ+2 [8] – 12; Swimming (E) HT+0 [1] – 14; Wrestling (A) DX+0 [2] – 16.

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

* Includes +5/15 from Enhanced ST.

† Includes +2 from Extra DX.

‡ Includes +4 from Extra Perception.

§ Includes +6 from Extra Fatigue Points.

Includes +3 from Flexibility.

Role-Playing Notes:

Woodpecker is a thrill-seeker who is in the business mainly for the kicks, with a tendency to rob jewelry stores and pawn shops rather than banks. Now that she's tussled with Nightangel, she may decide the two of them are foes who can challenge each other.

BRAWLING

| TL | Weapon | Damage | Reach | Parry | Cost | Weight | ST | Notes |
|----|----------------------|----------------|-------|-------|------|--------|----|-------|
| – | Brawling Punch | 1d+1 cr | C | 13 | – | – | 15 | |
| – | – <i>Enhanced ST</i> | 2d+3 cr | C | 13 | – | – | 25 | |
| – | Brawling Kick | 1d+2 cr | C, 1 | n/a | – | – | 15 | |
| – | – <i>Enhanced ST</i> | 2d+4 cr | C, 1 | n/a | – | – | 25 | |
| – | Beak Attack | 3d×4 (10) pi++ | C, 1 | n/a | – | – | – | |

Design Notes:

1. Don't look for anyone named "Woodpecker" in any of the canon Marvel characters; she is a completely original character created specifically for the Reboot project.
2. Yes, Woodpecker takes her look and laugh from Woody Woodpecker (famously voiced by Mel Blanc).

WORM

Villain

Real Name: Unrevealed.

Occupation: Warrior.

Identity: Worm'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: AVENGERS #

History: The origins of the creature known as Worm 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*)

Worm first appeared alongside the other Savage Land Mutates in their clash with the Avengers (see *Avengers*; *Savage Land Mutates*). He has since been seen with the other Savage Land Mutates in their subsequent clash with the Brotherhood of Mutants (see *Brotherhood of Mutants*). He also apparently left the Mutates for a time or was assigned by his mysterious benefactor to serve the sorceress Zaladane in her own attempt to conquer the Savage Land (see *Zaladane*). This service put him in conflict with the adventurers Ka-Zar and Shanna the She-Devil (see *Ka-Zar*; *Shanna the She-Devil*).

Age: Indeterminate.

Height: 5' 6" (waist up).

Length: 9' 4".

Weight: 740 lbs.

Eyes: Yellow.

Hair: None.

Skin: Gray.

Other Distinguishing Features: Worm's lower body has been transformed to resemble that of a worm or snake. His hands are covered with pores that resemble suction cups. He may or may not have ears.

Uniform: None, tends to wear tattered hooded tunics.

Strength Level: Worm possesses the normal human strength of a man his apparent age, height (but not length or mass), and build who engages in little regular exercise.

Known Superhuman Powers: Worm secretes a liquid toxin from his hands that permit him to control the minds and actions of anyone he touches. When this liquid comes in contact with the flesh of the victim, it bonds itself to the victim's nervous system. The liquid will pass through typical clothing, though armor and heavy clothing will block it. Worm then gains control of the victim's thoughts as well as his or her physical movements, and can command the victim to do anything he desires; the victim will even commit suicide under Worm's control.

Worm's control over his victims can last indefinitely, unless the victim is exceptionally strong-willed.



110 points

ST: 9 [-10] **HP:** 18 [17*] **Speed:** 5.25 [0]

DX: 10 [0] **Will:** 14 [15] **Move:** 3 [-10]

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

HT: 11 [10] **FP:** 11 [0] **SM:** +1

Dmg: 1d-2/1d-1 **BL:** 16 lbs.

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

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

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

Advantages: Double-Jointed [15]; High Pain Threshold [10]; Mind Control (Cosmic: Victim Does Not Get a Second Resistance Roll to Harm Himself, +50%; Independent, +70%; Melee Attack: Reach C, -30%; Onset (Delay: 1 minute), -10%; Puppet, -40%; Super, -10%) [65]; 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]; Subsonic Hearing [5].

Disadvantages: Appearance (Unattractive) [-4]; Bully (9) [-15]; Low TL -8 [-40]; No Legs (Slithers) [0]; Short Arms (2 Arms) [-10]; Social Stigma (Freak) [-10]; Wealth (Poor) [-15].

Quirks: Scruffy-Looking [-1]; Uncongenial [-1].

Skills: Area Knowledge (Savage Land) (E) IQ+1 [2] – 12; Artist (Sculpting) (H) IQ-1 [2] – 10; Brainwashing/TL0 (H) IQ+0 [4] – 11; Carpentry (E) IQ+0 [1] – 11; Mind Control (H) Will+2 [12] – 16; Stealth (A) DX+0 [2] – 10; Survival (Jungle) (A) Per+0 [2] – 12.

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

* Adjusted with Size (-10%).

Role-Playing Notes:

Worm is petty, vindictive, and mean. He sees everyone, except his fellow Mutates, as people to be used. He delights in taking control of someone then forcing them to do stuff they normally wouldn't, like walking off a cliff.

BRAWLING

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

Design Notes:

1. Worm, 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: Charles Francis Xavier.

Occupation: School headmaster, geneticist, former soldier, former adventurer.

Identity: Charles Xavier does not use a dual identity, though he manages to keep the fact that he himself is a mutant telepath a secret.

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

Other Aliases: "Professor X" (a nickname given to him by his students).

Place of Birth: Salem, New York.

Marital Status: Single.

Known Relatives: Brian Xavier (father, deceased), Sharon Xavier Marko (mother, deceased), Kurt Marko (stepfather, deceased), Cain Marko (alias Juggernaut, step-brother).

Group Affiliation: Headmaster of the Xavier Institute for Gifted Youngsters, ally and former mentor of the X-Men; formerly U.S. Army, former member of the Shadowguard.

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

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

History: Charles Xavier was born to two wealthy genetics researchers, Brian and Sharon Xavier. When Charles was still a pre-teen boy, his father was killed in a lab accident, and then his mother married one of his father's co-workers, Kurt Marko. It is believed that the lab accident caused Charles to prematurely go bald. A few months later, Charles met his new step-brother, Cain, when the latter moved into the Xavier family mansion (see *Juggernaut*).

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.

At some point in his teens, Charles's hair began to thin, a side-effect of his growing telepathic power; by the time he graduated high school, he was bald. To save face, he claimed he shaved it. He obtained many athletic and scholastic achievements, earning entry to Oxford University.

After graduating Oxford with his doctorate in genetics, Charles decided to enlist in the United States Army, serving a tour in South Korea near the demilitarized zone. Cain, too, was serving a tour there as part of a mercenary unit. 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 Cyttorak. 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.



At some undisclosed point after this, Charles met and befriended a young man named Magnus, who would later become known as Magneto; the full history between the two men has yet to be revealed, although the two have since been revealed to have been members of the outlaw team known as the Shadowguard (see *Magneto*). Also at some undisclosed point in the past, Charles lost the use of his legs and has been confined to a wheelchair ever since.

Returning to the family mansion after being away for at least ten years, Charles decided to transform the mansion and grounds into a school for superhumans (see *Xavier Institute*). Apparently, his experiences with Cain, Magnus, and others he met convinced him that mutants and other superhumans needed a place where they could learn to use and control their powers without the fear of harming innocent bystanders. Originally maintaining a facade of being just a normal school, a few years ago Xavier decided to go public as a school for superhumans, while managing to keep the fact of his own mutation a secret from all but his students.

Recently, Charles learned that his brother had finally freed himself and was making his way towards the school. 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 Juggernaut's 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. Charles as since recovered, and has returned to teaching and administering the school while remaining wary of his brother's plans. In addition, he has provided support and guidance to several of his alumni, including the X-Men.

Age: 40.

Height: 6'.

Weight: 190 lbs.

Eyes: Brown.

Hair: Bald, brown facial hair.

Uniform: None.

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

Known Superhuman Powers: Charles Xavier is quite possibly the world's most powerful living telepath. He is able to scan the surface thoughts of and communicate with anyone he wishes over any distance. He can stun anyone or cause them to fall asleep, and is able to monitor and communicate with them in their dreams. He is able to project his mind and spirit into the astral plane; while in his astral form, he retains all of his telepathic power. These are just a small fraction of his abilities. . . .

Other Abilities: Xavier is one of the world's foremost experts on genetic mutations.

Limitations: Xavier is unable to walk due to an accident in his youth which crippled his legs.

1,616 points

ST: 11 [10] **HP:** 11 [0] **Speed:** 5.25 [0]

DX: 10 [0] **Will:** 15 [5] **Move:** 0 [-25]

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

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

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

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

Languages: Arabic (Native) [4*]; Egyptian (Native) [4*]; English (Native) (Native Language) [0]; French (Native) [4*]; Hebrew (Native) [4*]; Korean (Native) [4*]; Latin (Native) [4*]; Mandarin Chinese (Native) [4*].

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

Advantages: Astral Armor 20 [60]; Astral Projection Talent 4 [20]; Astral Sight 3 [13]; Astral Sword 7 (1d+4) [44]; Astral Travel 6 [80]; Combat Reflexes (ESP, -10%) [14]; Emotion Control 6 [80]; Emotion Sense 4 [20]; ESP Talent 4 [20]; Fit [5]; High Manual Dexterity 3 [15]; High Pain Threshold [10]; Language Talent [10]; Mental Blow 6 [38]; Mental Surgery 5 [65]; Mind Shield 5 [20]; Mindwipe 6 [41]; Pitiable [5]; Psi Sense 4 [32]; Sensory Control 4 [45]; Sleep 8 [180]; Social Chameleon [5]; Status 2 [0†]; Suggestion 7 [100]; Telecontrol 5 [90]; Telepathy Talent 4 [20]; Telereceive 6 [75]; Telescan 5 [42]; Telesend 6 [42]; Wealth (Multimillionaire 1) [75].

Perks: Attribute Substitution (Astral Sword based off IQ) [1]; Autotrance [1]; Avatar [1]; Courtesy Military Rank 1 (Sergeant) [1]; Emeritus Professor 3 [3]; Tactical Reading [1].

Disadvantages: Chronic Pain (Severe; Interval: 1 hour) (9) [-5]; Code of Honor (Gentleman's) [-10]; Guilt Complex [-5]; Lane (Paraplegic) [-30]; Pacifism (Cannot Harm Innocents) [-10]; Secret (Mutant) (Utter Rejection) [-10]; Sense of Duty (Humanity) [-15].

Quirks: Attentive [-1]; Careful [-1]; Mild OCD [-1]; Responsive [-1]; Teetotaler [-1].

Skills: Administration (A) IQ-1 [1] – 13; Astral Armor (H) Will+5 [8] – 20‡; Astral Sight (H) Per+6 [12] – 20‡; Astral Sword (H) IQ+6 [12] – 20‡; Astral Travel (H) IQ+6 [12] – 20‡; Bioengineering/TL8 (Genetic Engineering) (H) IQ+0 [4] – 14; Biology/TL8 (Genetics) (H) IQ+4 [20] – 18; Current Affairs/TL8 (Headline News) (E) IQ+1 [2] – 15; Current Affairs/TL8 (Politics) (E) IQ+1 [2] – 15; Current Affairs/TL8 (Science & Technology) (E) IQ+1 [2] – 15; Detect Lies (H) Per+0 [4] – 14; Diagnosis/TL8 (Human) (H) IQ-2 [1] – 12; Diplomacy (H) IQ+0 [4] – 14; Electronics Operation/TL8 (Medical) (A) IQ-1 [1] – 13; Emotion Sense (H) IQ+6 [12] – 20§; First Aid/TL8 (Human) (E) IQ+0 [1] – 14; Games (Chess) (E) IQ+2 [4] – 16; Guns/TL8 (Rifle) (E) DX+1 [2] –

11; Literature (H) IQ+1 [8] – 15; Mental Blow (H) Will+5 [8] – 20§; Mental Surgery (H) IQ+6 [12] – 20§; Mind Shield (H) Will+5 [8] – 20§; Mindwipe (H) Will+5 [8] – 20§; Observation (A) Per+0 [2] – 14; Physiology/TL8 (Human) (H) IQ+0 [4] – 14; Psi Sense (H) Per+6 [12] – 20#; Psychology (Human) (H) IQ+0 [4] – 14; Public Speaking (A) IQ+0 [2] – 14; Research/TL8 (A) IQ+1 [4] – 15; Savoir-Faire (High Society) (E) IQ+0 [1] – 14; Savoir-Faire (Military) (E) IQ+0 [1] – 14; Sensory Control (H) Will+5 [8] – 20§; Sleep (H) Will+5 [8] – 20§; Suggestion (H) IQ+6 [12] – 20§; Swimming (E) HT+1 [2] – 12; Teaching (A) IQ+1 [4] – 15; Telecontrol (H) IQ+6 [12] – 20§; Telereceive (H) IQ+6 [12] – 20§; Telescan (H) Per+6 [12] – 20§; Telesend (H) IQ+6 [12] – 20§; Writing (A) IQ+0 [2] – 14.

Techniques: Animalism (Emotion Sense) (H) def+4 [5] – 20; Broadcast (Telesend) (H) def+7 [8] – 20; Deep Probe (Telereceive) (H) def+8 [9] – 20; Deep Sleep (Sleep) (H) def+5 [6] – 20; Distant Use (Telecontrol) (H) def+5 [6] – 20; Exclusion (Psi Sense) (H) def+2 [3] – 20; Lasting Blow (Mental Blow) (H) def+4 [5] – 20; Mass Wipe (Mindwipe) (H) def+2 [3] – 15; Multiplicity (Telereceive) (H) def+5 [6] – 20; Neurological Damage (Mental Blow) (H) def+4 [5] -20; Penetrating Blow (Astral Sword) (H) def+5 [6] – 20; Pressed Attack (Suggestion) def+5 [6] – 20; Secure (Telesend) (H) def+2 [3] – 20; Send Senses (Telesend) (H) def+4 [5] – 20.

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

* Includes +1 level from Language Talent.

† Includes +2 levels from Wealth.

‡ Includes +4 from Astral Projection Talent.

§ Includes +4 from Telepathy Talent.

Includes +4 from ESP Talent.

Role-Playing Notes:

Charles Xavier is a man of infinite patience when it comes to his students. He is driven by a desire to provide mutants the training in their abilities they could not find elsewhere as well as to instill in them a moral compass so they do not become the menaces to society they are often portrayed as by bigots. Deep inside, though, he fears that one day he'll train another Magneto.

Xavier is always willing to lend advice and support to his former students. He's also willing to care for his stepbrother, the Juggernaut, and constantly tries to rehabilitate or at least redirect Cain's destructive impulses to something more constructive.

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. All of Charles Xavier's Astral Projection, ESP, and Telepathy powers are built with the source modifier "Mutant Psionic, -10%".
2. I seem to have abused *Psionic Powers* for Chuck, haven't I? :)

hot water heaters, additional pantry space for canned goods, and Xavier's wine cellar (off-limits to the student body). Xavier has also added a darkroom for photography classes.

Sub-Basement 1:

Taking the elevator to the sub-basements, it becomes apparent that this is not a typical school. This floor contains a medical suite much more advanced than the usual school infirmary, including a series of Stark Industries automated medical diagnostic tables and a room for performing emergency surgery (see *Stark Industries*). It also contains a holographic map room with monitors showing news reports from around the world; this room does not get used that often, but has been borrowed by the X-Men for certain cases (see *X-Men*).

Sub-Basement 2:

This floor contains two features found nowhere else in the world. The first is a spherical room with a pylon extending into the exact center of the room which houses the Cerebro computer.

Cerebro is used by Professor Xavier in locating mutants around the world by amplifying his own mutant telepathy power for greater range and precision when he wears a special helmet. As a secondary feature, the room also contains many holographic projectors, controlled via Cerebro's helmet.

The second feature on this level is the Institute's super-powers training center, affectionately referred to by staff and students alike as "the Danger Room". This room, roughly the size of a standard high school gymnasium in all three dimensions, consists of a number of reconfigurable traps and non-lethal obstacles, along with advanced holographic projectors which enable the room to duplicate the look of any terrain imaginable. Adversaries are provided using robots, which the room often makes appear as living beings using the holographic tech. The Danger Room is operated from a control room situated about halfway up the western wall. Connected to the Danger Room are locker rooms and showers.

First Post-Reboot Appearance: (First mentioned) UNCANNY X-MEN #1, (depicted) UNCANNY X-MEN ANNUAL #1.

Jubilee: "What is this weird place?"

*Beast: "One part gymnasium, one part survival course. Affectionately referred to as ... the **Danger Room**."*

– X-Men: the Animated Series #1.1

Game-Mechanic Details:

Cerebro is a TL9^ psi-tech telepathic amplifier helmet (*Psi-Tech*, p. 12) connected to a holographic terminal.

The Danger Room is a TL8 facility coupled with TL10^ holographic projectors.

The X-Men are a team of superhuman adventurers whose membership primarily, though not exclusively, consists of mutants. At the time of the team's formation, the five founding members of the X-Men were all graduates of the Xavier Institute for Gifted Youngsters and attending Empire State University in Manhattan, New York City (see *Xavier Institute*).

The mutants who would eventually become the X-Men first acted as a team during their junior year at Xavier's. During a family weekend at the school, when family members of the students are invited to visit the school, Scott Summers's younger brother Alex was visiting when he was kidnapped by agents of the Cult of the Living Pharaoh (see *Cyclops*; *Havok*; *Living Pharaoh*). Against the express wishes of headmaster Charles Xavier, Scott turned to his classmates for help in freeing Alex (see *Xavier*; *Charles*). Scott organized a veritable army of students, including (but not limited to) Warren Worthington, Hank McCoy, Bobby Drake, Jean Grey, Teresa Rourke, and Lorna Dane, among others (see *Angel*; *Bansidhe*; *Beast*; *Iceman*; *Soulfire*; *Polaris*). This impromptu group fought and defeated the cult's leader, who had used Alex to become the Living Monolith. Xavier chastised the students for going behind his back, but praised them for both their teamwork and their dedication to helping others.

After the first class graduated the Institute, Warren, Hank, Scott, Bobby, and Jean all decided to attend Empire State University, pursuing different degrees. It was Jean's idea after seeing Spider-Man in action to form a team and sought out her fellow Xavier alumni and ESU students to help form it (see *Spider-Man*). The team took the name "X-Men" to honor Xavier's school.

The X-Men first came to public attention in thwarting the plans of Magneto, who had kidnapped a young mutant girl with unrevealed powers (see *Magneto*). The X-Men intervened and rescued the girl before Magneto's scheme could come to fruition. Magneto has since become the team's most dedicated nemesis, often using the assistance of his Brotherhood of Mutants, many of whom have faced the X-Men themselves without Magneto's guidance (see *Brotherhood of Mutants*).

For a brief time, the X-Men offered membership to one of their adversaries, the Mimic, who could duplicate a mutant's powers, despite him not being a mutant himself (see *Mimic*). Mimic's abrasive personality conflicted with Cyclops's, and the two came to blows; Mimic then quit the team. Though Mimic has since reconciled with the team, he has not yet rejoined.

Recently, when Spider-Man came to X-Men's assistance during a fight with the supernatural-powered Juggernaut and his friend Black Tom Cassidy, they offered Spidey membership in the team, despite him not being a mutant (see *Cassidy*, *Black Tom*; *Juggernaut*). He chose not to join the team full-time at the moment, opting for a "reserve" status; Scott and Jean told him the offer would remain open indefinitely.











The X-Men remain on good terms with the other premier superhuman teams based in New York – the Avengers and the Fantastic Four – and have set up an informal sharing of information (see *Avengers*; *Fantastic Four*). Apparently Hank McCoy, Hank Pym, Tony Stark, and Reed Richards all frequent the same scientific forums online (see *Ant-Man*; *Iron Man*; *Mister Fantastic*).

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

Wolverine: You people actually go outside in these things?

Cyclops: What would you prefer, yellow spandex?

- *X-Men (2000)*

| | |
|---|---|
|  |  |
| ANGEL (Warren Worthington III) Founding Member | BEAST (Henry McCoy) Founding Member |
|  |  |
| CYCLOPS (Scott Summers) Founding Member, Leader | ICEMAN (Robert Drake) Founding Member |
|  |  |
| SOULFIRE (Jean Grey) Founding Member | MIMIC (Calvin Rankin) Joined X-MEN #14 Quit X-MEN #18 |
|  |  |
| POLARIS (Lorna Dane) Ally, possibly Reserve Member Active X-MEN ANNUAL #2 | HAVOK (Alex Summers) Ally, possibly Reserve Member Active X-MEN ANNUAL #2 |
|  |  |
| CANDY SOUTHERN Active X-MEN #24 | SPIDER-MAN (Peter Parker) Reserve Member Joined SPIDER-MAN #35 |

X-Men

Mission Statement:

Patron Value: points.

Enemy Value: - points.

Ally and Dependent Value:

Capabilities

TL: 8

Members: 6

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: \$

Membership Roster

Angel – Founding member. Angel serves as the team's unofficial press spokesman.

Beast – Founding member.

Cyclops – Founding member. Cyclops is acknowledged as the team's leader.

Iceman – Founding member.

Soulfire – Founding member.

Mimic – First recruit. Mimic has alternately been an ally and adversary of the team. Offered membership, he soon quit following an argument with Cyclops.

Polaris – Ally, possible applicant. A student at the Xavier Institute, Polaris has assisted the team on a few occasions, and is considering joining the team after graduating.

Havok – Ally, possible applicant. Cyclops's brother and a student at the Xavier Institute, Havok has assisted the team on a few occasions, and is considering joining the team after graduating.

Candy Southern – Second recruit. Candy is dating Angel, and has come to the team's assistance on multiple occasions, to the point where their enemies consider her unnamed costumed alter ego to be a member of the team.

Spider-Man – Reserve member. A classmate of the X-Men at Empire State University, Spider-Man has assisted them on many occasions. Offered membership, he has opted to remain in reserve with the team.

The X-Men have owned two helicopters to date (see *X-Men*). These helicopters were used by the X-Men for fast travel in the Tri-State area (southeastern New York, northern New Jersey, and eastern Connecticut) where the X-Van would be inappropriate or too slow (see *X-Men's Van*).

The first helicopter started its operational life as a Bell-412 corporate helicopter owned by Worthington Industries and "appropriated" by Warren K. Worthington III for the X-Men's use (see *Angel*). Because they didn't intend for the helicopter to provide anything besides basic transportation, it was unaltered from its original factory specifications, with the exception of a new coat of paint with the X-Men's logo on the side. This helicopter served the X-Men faithfully for several months before being destroyed in a confrontation with Magneto (see *Magneto*).

The X-Men's current helicopter, affectionately called the X-Copter, is built upon similar lines. The biggest changes to the airframe include adding additional non-ferrous armor and replacing as much metal in the helicopter as possible with non-ferrous metals (such as aluminum and titanium) and non-metal composites, to the point where only the engines contain any metal at all. The X-Copter was built by Bell utilizing special Stark Industries and Worthington Industries equipment. The X-Copter also has a special electronic warfare sensor pod on the nose (see *Stark Industries*).

Bell has officially designated the new X-Copter as the 412-X, and is pitching it to the US Army and Marine Corps as the UH-1X.

First Post-Reboot Appearance: UNCANNY X-MEN #

Front Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K

[3] Control Room; C4 computer, Comm/Sensor 3, 1 Control Stations, \$20K

[4] Tactical Sensor Array; Comm/Sensor 4, \$100K

[5-6] Passenger Seating; 2 seats, \$60K

Central Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K

[3!] Helicopter Rotor; \$100K

[4] Power Plant, Gas Turbine; 2PP, \$30K

[5-6, core] Passenger Seating; 3 seats, \$90K

Rear Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 40, \$40K

[3-6, core] Passenger Seating; 5 seats, \$150K

Design Features:

Hardened Armor; \$120K

NBC Filters Only; x1.5 seats

PILOTING (HELICOPTOR)

| TL | Vehicle | ST/HP | Hnd/SR | HT | Move | LWt | Load | SM | Occ | DR | Range | Cost | Notes |
|----|--------------------|-------|--------|----|-------|-----|------|----|-------|----|-------|--------|-------|
| 9 | X-Men's Helicopter | 150 | +0/4 | 12 | 8/100 | 10 | 1.6 | +6 | 1+15S | 40 | 800 | \$7.9M | [1] |

Notes:

[1] Price is that of a one of a kind prototype; mass-production price is \$790K

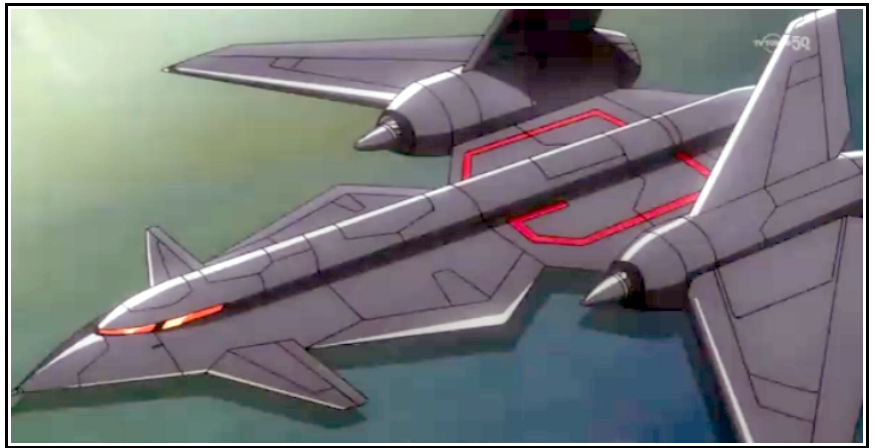
Design Notes:

- The Bell 412 has a fuselage of 43 feet long and 15 feet high (can't find a width figure for the 412, but the Bell 212 it was based on has a fuselage width of 8 feet 7 inches), a maximum takeoff weight of 5.4 tons and an empty weight of 3 tons, and can carry 13 passengers with 2 pilots. This technically makes it an SM +6 craft by size alone (SM +5 based on length, and being an "elongated box" puts it to SM +6), but with a mass matching what would be SM +4 or maybe even SM +3 using the scale shown in *Spaceships*. I have chosen then to build the X-Copter according to the SM +4 mass, but with better armor and slightly increased performance (due to differences between *Spaceships* and reality) and a listed SM matching the size.
- I toyed with the possibility of adding fuel tanks, but ended up with a helicopter that could either go from New York City to Los Angeles (one tank) or circumnavigate the globe (two tanks) without refueling. The default gas turbine from *Pyramid #3/34: Alternate GURPS* comes with a small fuel tank already built in.
- I wasn't able to find actual acceleration figures for the Bell 412, so I'm unsure as to whether the first number under Move is valid or not.

The first jet used by the X-Men was simply a commercially available Challenger 605 owned by Worthington Industries and stored at LaGuardia Airport, appropriated by Warren Worthington III, the X-Man known as Angel, on a mission to Europe (see *Angel; X-Men*). Following this, the X-Men decided they would need a dedicated aircraft of their own. Fortunately, Worthington and fellow X-Man Scott Summers, also known as Cyclops (who also piloted the jet), knew just where to turn to obtain one (see *Cyclops*).

The current X-Jet, affectionately known as the Blackbird after its spiritual predecessor, the SR-71, is a prototype design produced by Lockheed-Martin, with avionics and parts obtained from Stark Industries and Worthington Industries (see *Stark Industries*). Its hull is formed from a lightweight radar-absorbing advanced laminate material, with forward-swept wings and thrust vectoring for greater agility, and lift jets that can be engaged to permit it to perform VTOL operations. The craft seats two in the cockpit and can seat eight passengers comfortably.

First Post-Reboot Appearance: UNCANNY X-MEN #



Front Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K

[3] Control Room; C5 Computer, Comm/Sensor 4, 2 Control Stations, \$200K

[4] Passenger Seating; 6 seats, \$30K

[5a] Passenger Seating; 2 seats, \$10K

[5b-5c] Cargo Hold; 3 t

[6] Fuel Tank; 5 t, \$30K

Central Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K

[3-6, core] Fuel Tanks; 25 t, \$150K

Rear Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 100, \$400K

[3-4] Jet Engine; 2G accel, 2 tanks/hr, \$4M

[5] Maneuver Enhancements; \$150K

[6, core] Fuel Tanks; 10 t, \$60K

Design Features:

Stealth Hull; -6 to detection rolls, \$500K

Winged; \$500K

PILOTING (HIGH-PERFORMANCE AIRPLANE)

| TL | Vehicle | ST/HP | Hnd/SR | HT | Move | LWt | Load | SM | Occ | DR | Range | Cost | Notes |
|----|-------------------------|-------|--------|----|----------|-----|------|----|-------|-----|--------|--------|-------|
| 9 | X-Men's "Blackbird" Jet | 300 | +5/5 | 12 | 20/1,700 | 100 | 4 | +6 | 2+8SV | 120 | 12,000 | \$716M | [1] |

Notes:

[1] Price is that of a one of a kind prototype; mass-production price is \$7.16M.

When they first formed while in college, the X-Men didn't have any means of transportation besides their own private cars, none of which were suitable for the situations they repeatedly found themselves in (see *X-Men*). Seeking to remedy this, Hank McCoy and Warren Worthington, the X-Men known as Beast and Angel, respectively, worked out preliminary designs for an urban combat vehicle suitable for the team to use without causing excessive damage to New York City (see *Angel; Beast*). Angel delivered the preliminary designs to his father's company, Worthington Industries, who then collaborated with Stark Industries and General Motors to produce a prototype (see *Stark Industries*). The prototype was delivered to the X-Men a few weeks later, and swiftly dubbed the "X-Van" by teammate Iceman (see *Iceman*).



The X-Men's van is a van mostly in name, though it shares a lot of features with conventional automobiles. The van is a six-wheeled urban combat prototype, with four drive wheels in the rear providing motive power; with a flip of a switch, the X-Van can swap between using only the front two wheels for steering (the default configuration for highway and in-city driving) and using all six wheels to steer (for greater maneuverability). The van seats eight – the driver and seven passengers - with a top hatch for Angel, Iceman, and Soulfire to rapidly exit as well as a side hatch for conventional use, and is powered by a hybrid diesel-electric engine (see *Iceman; Soulfire*). The armor is capable of withstanding fire from even AIM's high-powered pulse laser weapons, while the engine provides enough power to enable it to move at highway speeds. Offensively, the van packs no built-in firepower, but has a mount on the roof for a machine gun or laser (added by General Motors for its own military contracts).

First Post-Reboot Appearance: UNCANNY X-MEN ANNUAL #1/3

Front Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 60, \$40K
 [3] Control Room; C4 Computer, Comm/Sensor 1, 1 Control Station, \$20K
 [4-5] Passenger Seating; 2 seats, \$6K
 [6!!!] Wheeled Drivetrain; \$3K

Central Hull:

[1-2] Armor, Advanced Metallic Laminate; DR 60, \$40K
 [3-6] Passenger Seating; 4 seats, \$12K
 [core] Fuel Tank; 0.5 t capacity, \$3K

Rear:

[1-2] Armor, Advanced Metallic Laminate; DR 60, \$40K
 [3-5] Gas Turbine Engine; 6PP, 4 hr duration; \$9K
 [6!!!] Wheeled Drivetrain; \$3K
 [core] Fuel Tank; 0.5 t capacity, \$3K

Design Features:

All-Wheel Steering
 Hardened Armor 1; \$120K
 NBC Filters Only

DRIVING (AUTOMOBILE)

| TL | Vehicle | ST/HP | Hnd/SR | HT | Move | LWt | Load | SM | Occ | DR | Range | Cost | Notes |
|----|----------------------|-------|--------|----|-------|-----|------|----|------|----|-------|---------|-------|
| 9 | X-Men's Van | 150 | -1/4 | 12 | 6/40* | 10 | 0.8 | +4 | 1+7S | 72 | 1,300 | \$22.9M | [1] |
| | – All-Wheel Steering | | +1/4 | | | | | | | | | | |

Notes:

[1] Price is that of a one of a kind prototype; mass-production price is \$229K.

YELLOWJACKET

Villain

Real Name: Rita DeMara.

Occupation: Professional criminal.

Identity: Known to the authorities.

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

Other Aliases: "Yellow", "YJ".

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: None.

Base of Operations: Chicago, Illinois, metro area.

First Post-Reboot Appearance: ASTONISHING ANT-MAN #

History: Rita DeMara was a small-time cat burglar operating in the Chicago metro area who was constantly searching for her "big score". Little did she know when she broke into the home of Dr. Henry Pym that her life would change. Pym, secretly the adventurer Ant-Man, had been working on a suit which would give him increased capabilities in combat by technologically copying his partner the Wasp's powers (see *Ant-Man*; *Wasp*). DeMara stole this suit and decided to use it to commit other crimes; from the suit's color scheme, she took the name Yellowjacket.

Unknown to DeMara, the Wasp had witnessed her theft. Curious as to how the thief would use the suit, the Wasp waited until DeMara was in the middle of another crime before confronting her. During this fight, DeMara first used the suit to shrink down to the Wasp's size, but was psychologically unprepared for how different the world looked at that height. The Wasp knocked her out and used the suit's helmet to restore DeMara to her normal height before having her arrested. (Rita has since learned to adjust to her suit's size changes.)

For unknown reasons, DeMara was permitted by Pym to keep the suit and the Yellowjacket identity. (It is probable that he installed a GPS tracker in its circuitry to enable him to track her movements.) Yellowjacket has twice fought more the Wasp, escaping each time (although evidence indicates she may have let her escape). Even more recently, Yellowjacket was among those who gathered to face down the Zodiac Cartel when they erected a force dome around Manhattan, coming to the Wasp's assistance a few times during their scuffles (see *Zodiac Cartel*).

Age: 26.

Height: 5' 5".

Weight: 115 lbs.

Eyes: Hazel.

Hair: Auburn.

Uniform: Yellow bodysuit with black briefs and black anti-graviton-generating "wings" on the shoulders, flared black gloves, flared black boots, black belt, black helmet with yellow trim with protective corrective lenses over the eyes and small antennae over the ears.

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

Known Superhuman Powers: None; it is not known yet if her body will adapt to generate her own Pym particles on her own.

Other Abilities: Rita DeMara is a skilled cat burglar.

Weapons and Paraphernalia: Yellowjacket's uniform utilizes Pym particles to enable her to change her size down to a half inch height. In addition, it is equipped with large "wings" over the shoulders which generate anti-gravitons enabling her to fly at speeds approaching 100 miles per hour. Her gloves are equipped with electric blasters she calls "stingers"; one blast from one of the stingers was shown to severely damage the side of a car. The stingers can be reduced in lethality to merely stun her opponent.

The suit's size-changing capabilities are controlled via the helmet. The Wasp was able to restore Yellowjacket to her normal height by removing her helmet and engaging its manual override controls while standing only a few feet away.

It is unknown whether the helmet contains circuitry enabling Rita to communicate with higher-level insects; given the suit's original designer, however, this seems likely. Her helmet's lenses are designed to not only correct her vision but are polarized to protect her against the glare of bright lights.

Limitations: Rita is near-sighted, requiring corrective lenses.



661 points

ST: 10 [0]

HP: 10 [0]

Speed: 6.50 [0]

DX: 13 [60]

Will: 11 [0]

Ground Move: 6 [0]

IQ: 11 [20]

Per: 11 [0]

Air Move: 13/52 [0]

HT: 13 [30]

FP: 13 [0]

SM: 0

Dmg: 1d-2/1d **BL:** 20 lbs.
Dodge: 10 **Parry:** 11 **DR:** 12/4* (uniform)

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

Cultural Familiarities: Western (Native) [0].

Advantages: Acute Touch 2 [4]; Acute Vision 2 [4]; Affliction (*Stinger*) 7 (HT-6; Armor Divisor (2), +50%; Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Rapid Fire: RoF 6, +70%; Reduced Range ×1/2, -10%; Variable, +5%; Elemental: Electricity, -10%; Electronic, -30%) [144]; Appearance (Attractive) [4]; Burning Attack (*Stinger*) 7d (Armor Divisor (2), +50%; Damage Modifier: Surge, +20%; Increased 1/2D Range ×5, +10%; Rapid Fire: RoF 6, +70%; Reduced Range ×1/2, -10%; Variable, +5%; Elemental: Electricity, -10%; Electronic, -30%; Alternative Attack, ×1/5) [15]; Combat Reflexes [15]; Craftiness 3 [15]; Enhanced Move (Air) 2 (Superscience, -10%) [36]; Fit [5]; Flexibility [5]; Flight (Superscience, -10%) [36]; Hard to Subdue 1 [2]; High Pain Threshold [10]; Perfect Balance [15]; Shrinking 13 (Can Carry Objects: No Encumbrance, +10%; Full Damage, +100%; Full DR, +30%; Full HP, +30%; Reduced Time 3 (2 seconds), +60%; Superscience, -10%) [208].

Disadvantages: Bad Sight (Nearsighted) (Mitigator: Corrective Lenses, -60%) [-10]; Greed (12) [-15]; Guilt Complex [-5]; Impulsiveness (12) [-10]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5]; Wealth (Struggling) [-10].

Quirks: Congenial [-1]; Dual Identity [-1]; Insecure [-1]; Sunburns Easily [-1].

Skills: Acrobatics (H) DX+1 [4] – 14*; Acting (A) IQ+2 [1] – 13†; Aerobatics (H) DX+1 [4] – 14*; Brawling (E) DX+2 [4] – 15; Climbing (A) DX+4 [2] – 17*‡; Computer Operation/TL8 (E) IQ+0 [1] – 11; Electronics Operation/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Operation/TL8 (Surveillance) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Security) (A) IQ+1 [4] – 12; Electronics Repair/TL8 (Surveillance) (A) IQ+1 [4] – 12; First Aid/TL8 (Human) (E) IQ+0 [1] – 11; Flight (A) HT+0 [2] – 13; Forced Entry (E) DX+1 [2] – 14; Innate Attack (Beam) (E) DX+3 [8] – 16; Judo (H) DX+1 [8] – 14; Jumping (E) DX+1 [2] – 14; Lip Reading (A) Per+1 [4] – 12; Lockpicking/TL8 (A) IQ+2 [8] – 13; Observation (A) Per+3 [4] – 14§; Photography/TL8 (A) IQ+1 [4] – 12; Running (A) HT+0 [2] – 13; Sex Appeal (Human) (A) HT+0 [1] – 13#; Shadowing (A) IQ+2 [1] – 13†; Smuggling (A) IQ+2 [8] – 13; Stealth (A) DX+3 [2] – 16†; Streetwise (A) IQ+1 [4] – 12; Throwing (A) DX+0 [2] – 13; Thrown Weapon (Knife) (E) DX+1 [2] – 14.

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

* Includes +1 from Perfect Balance.

† Includes +3 from Craftiness.

‡ Includes +3 from Flexibility.

§ Includes +2 from Acute Vision.

Includes +1 from Appearance.

Role-Playing Notes:

Rita is a thief, but is not really a villain at heart. On a few occasions she has even come to the assistance of others, often against her own better judgment.

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 |
|----|--------|--------|-----|-------|-----|-------|----|------|-----|
| 8^ | | | | | 1 | n/a | – | – | 1 |
| | | | | | | | | | |

Real Name: Yon-Rogg.

Occupation: Soldier, starship commander.

Identity: Yon-Rogg's existence is unknown to the general populace of Earth; he does not use a dual identity in the greater galaxy, but is a relative unknown.

Legal Status: Citizen of the Kree Empire with no known criminal record.

Other Aliases: None.

Place of Birth: Unrevealed.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: Colonel in the Kree Military.

Base of Operations: The starship *Helion* in orbit around Earth.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

History: The scion of a less reputable house in Kree society (implied to be a house of bankers, merchants, lawyers, and scoundrels), Yon-Rogg entered into the military to help give the Rogg clan some respectability (see *Kree*). While the Rogg clan has not yet shed its less than reputable standing (in part because of the large number of white Kree in the clan, bucking the trend of the ruling houses being composed solely of blue Kree), Yon-Rogg proved to be a capable soldier and leader, rising through the ranks of the Kree Army until he reached the rank of Colonel. (Rogg has lamented many times that his status as a white Kree prevented him from rising any higher in rank.)

Yon-Rogg was assigned to command the Imperial spy ship *Helion*, overseeing a number of spies on Earth, an assignment he believed was intended to "get rid of" him. Unknown to the rest of the ship's crew, Rogg was given orders from Ronan the Accuser to select one of the spies on the planet to discredit in the eyes of the Empire (see *Ronan the Accuser*). The ship's science officer, Minn-Erva, unwittingly played into his hands when she gave Mar-Vell, a decorated war officer, a number of superhuman powers (see *Captain Marvel*; *Doctor Minerva*). Rogg then proceeded to give Vell orders designed to force him to choose between his principles and his duty, as well as arranging for several small-scale threats to the native human life, including turning a technician into the criminal Nitro (see *Nitro*).

However, it wasn't until Rogg checked the oldest records the Kree had on Earth that his ambition grew beyond his orders. Buried in the archives was an account of a past experiment by the Kree on a tribe of humans, who later became known as the Inhumans in various accounts (see *Inhumans*). Furthermore, sensor scans of the Earth's moon indicated the Inhumans had migrated to the Blue Area of the Moon, an ancient Kree settlement and listening post long since abandoned (see *Blue Area of the Moon*). Rogg made clandestine contact with Maximus, ruler of the Inhumans, and began to plot out an invasion of the planet using the Inhumans as shock troops (see *Maximus*).

With Maximus's aid, Rogg finally put Vell in the situation he had been hoping for in order to discredit him. Maximus sent a cadre of agents to Earth to attack Vell; upon their defeat (which Rogg considered inevitable given Vell's experience and power), Rogg ordered Vell to execute them. Instead, Vell turned the Inhumans over to the local authorities on Earth; for disobeying a direct order, Vell was arrested by Rogg's security forces on the *Helion* and returned to the Empire for court-martial.

Days later, Rogg's forces kidnapped Vell's human ally Carol Danvers and brought her to the *Helion* for interrogation (see *Danvers, Carol*). (Unknown to Rogg, Minn-Erva experimented on Danvers and released her from captivity.)

Following Vell's trial, Prime Minister Zarek rewarded Rogg with a scorpionoid Sentry robot (see *Kree Sentry*; *Zarek*). Rogg has begun gathering support among the Rogg clan holdings to increase the likelihood of success for his pending invasion of Earth. He recognizes that the invasion will not be an easy one, due to the planet's decentralized power structure, the planet's current ever-increasing level of technology, and the large number of superhumans which currently outnumber his Inhuman army. Yon-Rogg is aware that Vell is gathering a group of allies to oppose him, but is confident that a "rag-tag group of misfits" will be no match for his combined forces.

Age: 42 (Earth-equivalent).

Height: 6' 0".

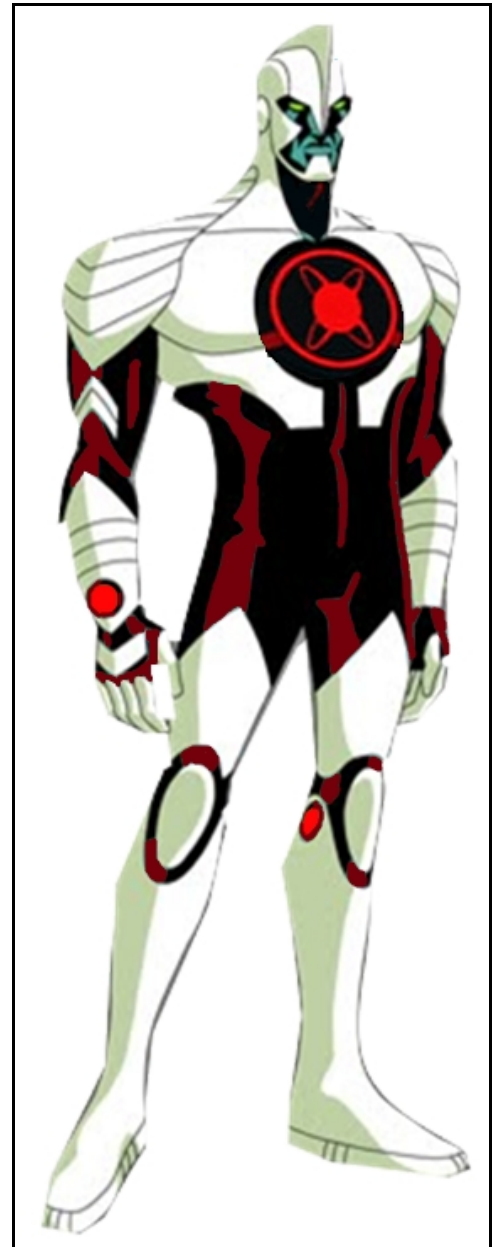
Weight: 220 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: Standard Kree military uniform and armor.

Strength Level: Yon-Rogg possesses the normal strength of a Kree his age, height, and built who engages in regular exercise. Because of the Kree physiology, this is roughly twice as strong as a human of the same physical age, height, and build.



Known Superhuman Powers: None.

Other Abilities: Yon-Rogg is a skilled strategist, tactician, and starship commander. He is a skilled hand to hand combatant and marksman with Kree energy weapons (commonly rainbow lasers), both personal and mounted.

Weapons and Paraphernalia: Yon-Rogg has authority over every weapon on board the *Helion*. He owns a rainbow laser pistol of Kree manufacture as his personal sidearm. Like most Kree officers, he possesses a universal translator implant.

545 points

ST: 15 [10*] **HP:** 15 [0] **Speed:** 6.50 [0]
DX: 13 [60] **Will:** 14 [5] **Move:** 6 [0]
IQ: 13 [60] **Per:** 14 [5]
HT: 13 [30] **FP:** 18 [0*] **SM:** 0

Dmg: 1d+1/2d+1 **BL:** 45 lbs.
Dodge: 12 **Parry:** 11 **DR:** 0

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

Cultural Familiarities: Kree Empire (Native) [0].

Advantages: Born War-Leader 3 [15]; Combat Reflexes [15]; Enhanced Dodge 2 [30]; Fit [5]; High Pain Threshold [10]; Military Rank 6 [30]; Omnilingual (Electronic, -30%) [28]; Security Clearance (Need-to-Know on a Broad Range) [10]; Status 4 [5†]; Wealth (Filthy Rich) [50]; White Kree [62].

Perks: Controllable Disadvantage (Callous) [1]; Style Familiarity (Kree Military Hand to Hand) [1];

Disadvantages: Duty (to Kree Empire) (9) [-5]; Greed (12) [-15]; Selfish (9) [-7]; Sense of Duty (House Rogg) [-10]; Stubbornness [-5].

Quirks: Ambitious [-1]; Methodical [-1]; Proud [-1]; The Ends Justify the Means [-1].

Skills: Acrobatics (H) DX+0 [4] – 13; Administration (A) IQ+1 [4] – 14; Artillery/TL11 (Bombs) (A) IQ+1 [4] – 14; Artillery/TL11 (Guided Missile) (A) IQ+1 [4] – 14; Beam Weapons/TL11 (Pistol) (E) DX+1 [2] – 14; Beam Weapons/TL11 (Rifle) (E) DX+1 [2] – 14; Climbing (A) DX-1 [1] – 12; Connoisseur (Music) (A) IQ+1 [4] – 14; Connoisseur (Visual Arts) (A) IQ+1 [4] – 14; Diplomacy (H) IQ+0 [4] – 13; Electronics Operation/TL11 (Force Shields) (A) IQ+1 [4] – 14; Electronics Operation/TL11 (Sensors) (A) IQ+1 [4] – 14; Expert Skill (Military Science) (H) IQ-1 [2] – 12; Explosives/TL11 (Demolition) (A) IQ+1 [4] – 14; Fast-Draw/TL11 (Ammo) (E) DX+1 [1] – 14‡; Fast-Talk (A) IQ+1 [4] – 14; First Aid/TL11 (Kree) (E) IQ+0 [1] – 13; Free Fall (A) DX+1 [4] – 14; Gunner/TL11 (Beams) (E) DX+1 [2] – 14; Hiking (A) HT-1 [1] – 12; Intelligence Analysis (H) IQ+3 [4] – 16§; Interrogation (A) IQ+1 [4] – 14; Intimidation (A) Will+0 [2] – 14; Judo (H) DX+1 [8] – 14; Jumping (E) DX+0 [1] – 13; Karate (H) DX+1 [8] – 14; Knife (E) DX+0 [1] – 13; Leadership (A) IQ+2 [1] – 15§; Lifting (A) HT-1 [1] – 12; Navigation/TL11 (Hyperspace) (A) IQ+1 [4] – 14; Observation (A) Per+1 [4] – 15; Piloting/TL11 (Aerospace) (A) DX-1 [1] – 12; Politics (A) IQ+1 [4] – 14; Psychology (Comparative) (H) IQ+1 [8] – 14; Running (A) HT-1 [1] – 12; Savoir-Faire (High Society) (E) IQ+1 [2] – 14; Savoir-Faire (Mafia) (E) IQ+1 [2] – 14; Savoir-Faire (Military) (E) IQ+3 [1] – 16§; Shiphandling/TL11 (Starship) (H) IQ-1 [2] – 12; Soldier/TL11 (A) IQ-1 [1] – 12; Spacer/TL11 (E) IQ+0 [1] – 13; Stealth (A) DX+1 [4] – 14; Strategy (Interstellar) (H) IQ+3 [4] – 16§; Strategy (Land) (H) IQ+3 [4] – 16§; Strategy (Space) (H) IQ+3 [4] – 16§; Streetwise (A) IQ+1 [4] – 14; Swimming (E) HT+0 [1] – 13; Tactics (H) IQ+3 [4] – 16§; Throwing (A) DX-1 [1] – 12; Vacc Suit/TL11 (A) DX+1 [4] – 14; Wrestling (A) DX+1 [4] – 14.

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

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

† Includes +2 from Military Rank and +1 from Wealth.

‡ Includes +1 from Combat Reflexes.

§ Includes +3 from Born War-Leader.

Role-Playing Notes:

Yon-Rogg is ruthless, ambitious, and talented. Foremost, however, he desires to increase his house's standing in the Empire beyond their current station, a station below what other great houses in the Empire hold because of their reputation as "scoundrels". As a white Kree, he is prohibited from attaining a greater degree of power in the Empire than he already has. He figures that if he cannot increase his house's standing *inside* the Empire, he can help the clan attain a greater standing *outside* it. He holds no ill will toward Mar-Vell personally, though he will not permit Vell to interfere with his plans. He may even offer Vell the opportunity to join him, though he doubts Vell would see the wisdom in what he is attempting. Years of experience have whittled away what idealism he may once have had; he cares little for concepts of "honor" (a trait said to be common in House Rogg).

When preparing to invade or occupy a planet, Yon-Rogg has been known to study not just his opponents' technology but also their artwork and their music in order to get into their heads, learning how they think. He sees Earth as a challenge because of the multitude of cultures present.

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 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 his point cost by 15 points and increasing his Starting Spending Money to \$1,500,000.
2. The bulk of his Wealth comes from his clan, not his Rank. They don't have much Status, but they have Wealth!

ZARAN, MAXIMILIAN

Non-Villain Antagonist

Real Name: Maximilian Zaran.

Occupation: Mercenary, assassin, former government agent.

Identity: Zaran does not use a dual identity.

Legal Status: Citizen of the United Kingdom with an international criminal record.

Other Aliases: None known.

Place of Birth: Surrey, England, United Kingdom.

Marital Status: Presumably single.

Known Relatives: None.

Group Affiliation: Batroc's Brigade; formerly MI6.

Base of Operations: Mobile.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: Very little is known about the exploits of Maximilian Zaran prior to his first joining Batroc's Brigade (see *Batroc's Brigade*). He has alleged to have once worked for the British Secret Service, MI6, before going freelance as a mercenary and assassin.

It was his skill and reputation as a mercenary that attracted the attention of Georges Batroc, who approached Zaran to join his Brigade on their first mission: to steal Captain America's shield for an undisclosed client (see *Batroc, Georges; Batroc's Brigade; Captain America*). (This client turned out to be Sinthea Schmidt, daughter of the Red Skull; see *Sin.*)

Following that incident, Zaran was later seen working for the Chicago-based businessman Harold Meachum in an attack on Iron Fist (see *Iron Fist; Meachum, Harold*). He broke off the attack when Meachum ordered him to go against his code of honor and shoot Iron Fist in the back when he was down.

Zaran was later seen working with Batroc's Brigade on two later occasions. The first was a raid on Stark Industries' Dallas, Texas, plant; the second was to assist Captain America in taking down the Taskmaster (see *Stark Industries; Taskmaster*). Presumably Zaran will work with future incarnations of the Brigade.

Age: 31.

Height: 6' 1"

Weight: 235 lbs.

Eyes: Blue.

Hair: Red.

Uniform: Black sleeveless bodyshirt with red trim, black pants with a red stripe down the side, blue-black cowl with a faux-hair red ponytail, black bracers, black boots.

Strength Level: Zaran 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: Zaran is a master of all melee and thrown weapons, and has proven to be a marksman with a bow.

Weapons: Zaran carries roughly a dozen small throwing sais on his person. A master of weaponry, he often carries a spear or polearm, a broadsword, and/or a longbow and quiver of arrows on his person, depending on the mission.

605 points

ST: 14 [40] **HP:** 14 [0] **Speed:** 7.00 [0]

DX: 14 [80] **Will:** 12 [5] **Move:** 7 [0]

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

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

Dmg: 1d/2d **BL:** 39 lbs.

Dodge: 11 **Parry:** 16 **DR:** 12/4* (uniform)

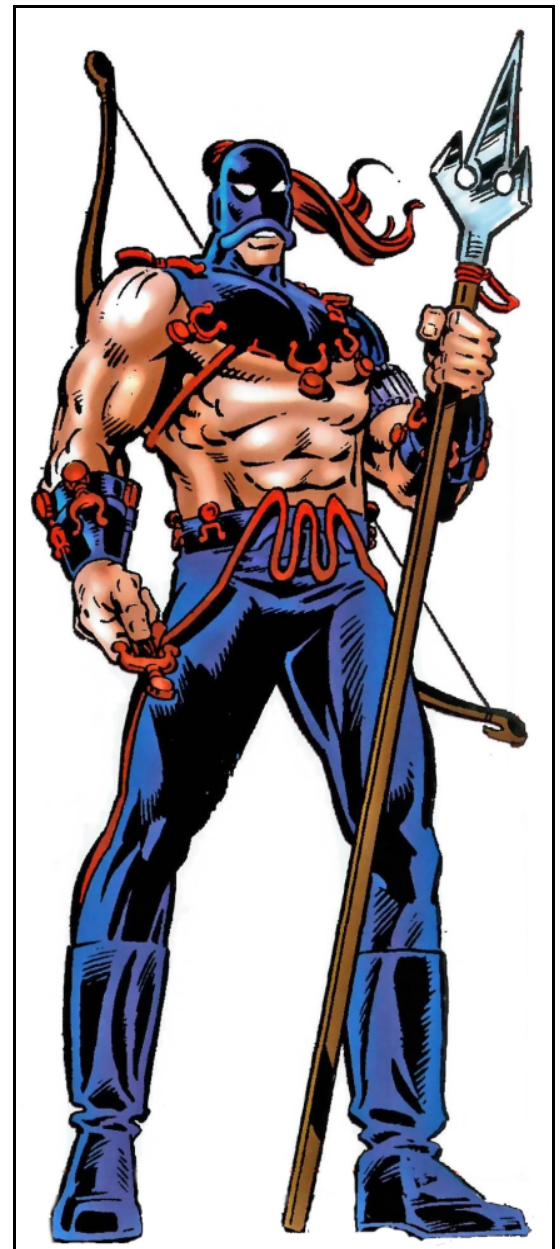
Block: 13

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

Cultural Familiarities: Western (Native) [0].

Advantages: Ambidexterity [5]; Combat Reflexes [15]; Danger Sense [15]; Enhanced Parry (All) 3 [30]; Extra Attack 1 [25]; High Pain Threshold [10]; Very Fit [15]; Wealth (Comfortable) [10]; Weapon Master (All Muscle-Powered Weapons) [45].

Perks: Controllable Disadvantage (Callous) [1]; Style Familiarity (Krav Maga) [1]; Style Familiarity (Masters of Defense Weapon Training) [1].



Disadvantages: Code of Honor (Professional) [-5]; Obsession (Challenge Himself to Greater Opponents) (12) [-10]; Pacifism (Cannot Harm Innocents) [-10]; Social Stigma (Criminal Record) [-5]; Vow (Grant Opponents Warrior Deaths) [-10].

Quirks: Atheist [-1]; Proud [-1]; Refuses to Take a Code-Name [-1]; Respects Martial Prowess [-1]; Uncongenial [-1].

Skills: Acrobatics (H) DX+1 [8] – 15; Bow (A) DX+4 [16] – 18; Breath Control (H) HT-2 [1] – 12; Broadsword (A) DX+4 [16] – 18; Climbing (A) DX-1 [1] – 13; Escape (H) DX-2 [1] – 12; Forced Entry (E) DX+0 [1] – 14; Guns/TL8 (Pistol) (E) DX+0 [1] – 14; Hiking (A) HT-1 [1] – 13; Jitte/Sai (A) DX+4 [15] – 18*; Judo (H) DX+4 [20] – 18; Jumping (E) DX+0 [1] – 14; Karate (H) DX+4 [20] – 18; Knife (E) DX+1 [1] – 15*; Lifting (A) HT-1 [1] – 13; Polearm (A) DX+4 [16] – 18; Power Blow (H) Will+3 [16] – 15; Pressure Points (H) IQ+3 [16] – 14; Rapier (A) DX+1 [2] – 15†; Running (A) HT-1 [1] – 13; Savoir-Faire (Dojo) (E) IQ+1 [2] – 12; Scuba/TL8 (A) IQ+0 [2] – 11; Shadowing (A) IQ+1 [4] – 12; Shield (Buckler) (E) DX+2 [1] – 16‡; Shield (Shield) (E) DX+4 [12] – 18; Shortsword (A) DX+4 [8] – 18†; Spear (A) DX+4 [14] – 18§; Staff (A) DX+4 [8] – 18#; Stealth (A) DX+1 [4] – 15; Streetwise (A) IQ+1 [4] – 12; Swimming (E) HT+0 [1] – 14; Throwing (A) DX+0 [2] – 14; Thrown Weapon (Knife) (E) DX+4 [12] – 18; Thrown Weapon (Shuriken) (E) DX+0 [1] – 14; Thrown Weapon (Spear) (E) DX+4 [12] – 18; Two-Handed Sword (A) DX+4 [14] – 18†; Wrestling (A) DX+2 [8] – 16.

Techniques: Acrobatic Stand (Acrobatics) (A) def+6 [6] – 15; Breakfall (Wrestling) (A) def+1 [2] – 18; Dual-Weapon Attack (Shortsword) (H) def+4 [5] – 18; Whirlwind Attack (Staff) (H) def+5 [6] – 18.

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

* Defaulted from Shortsword.

† Defaulted from Broadsword.

‡ Defaulted from Shield (Shield).

§ Defaulted from Polearm.

Defaulted from Spear.

Role-Playing Notes:

Zaran prides himself on his professionalism and skill. He considers himself to have no equal in the use of muscle-powered weaponry, and it's quite possible he's correct. He respects Batroc, Captain America, and Iron Fist for their combat prowess, and has shown contempt for the Taskmaster for not truly "earning" his skill.

Zaran has no qualms about working on either side of the law, so long as his skills can be challenged. The only caveat he has is that when he fights someone to the death, the death must be a warrior's death, not an execution.

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: Zarek (full given name unknown).

Occupation: Politician, Imperial Prime Minister.

Identity: Zarek's identity as the Prime Minister of the Kree Empire is publicly known to 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.

Marital Status: Married.

Known Relatives: Wife (name unrevealed).

Group Affiliation: Kree Empire.

Base of Operations: Imperial City, Hala, Pama system, Kree Empire.

First Post-Reboot Appearance: CAPTAIN MARVEL #1.

History: Prime Minister Zarek's full past life is currently unrevealed, but the following can be inferred from conversations he has had with both the Kree Supreme Intelligence and Ronan the Accuser (see *Ronan the Accuser*; *Supreme Intelligence*). Zarek comes from a family whose members have served at various levels in the Imperial government for at least fifty generations (roughly thirteen hundred years). Zarek is not the first of his family to become Prime Minister, which is the highest position any Kree can achieve in the Empire (only the Supreme Intelligence, the artificial ruler of the Empire, outranks him), but he is poised to become one of the most notorious. It is believed that Zarek served several terms in the Imperial Parliament before being selected as the Prime Minister.

As Prime Minister, Zarek has led the Kree Empire on the political front against their millennia-long enemies, the Skrull Empire (see *Skrulls*). However, Zarek's ambition outstrips his current rank: he wants nothing less than to rule over not just the Kree Empire but the Skrull Empire, Shi'ar Empire, Charter Confederation, and all the known smaller polities, unifying the entire known universe under his rule (see *Shi'ar*). To this end, he has entered into an alliance with Ronan the Accuser, the most powerful person in the Empire after himself, to overthrow the Supreme Intelligence.

As part of his scheme, Zarek personally selected a White Kree war hero from the Imperial Army, Captain Mar-Vell, as a spy to an otherwise insignificant planet that lays at a hyperspace crossroads between the various interstellar empires and which had in the past repelled an invasion by the Skrulls (see *Captain Marvel*). He assigned Vell to a cloaked espionage vessel, the *Helion*, and ordered the ship's science officer, Minn-Erva, to grant Vell the ability to blend into the superhuman population, intending to set Vell up as a traitor to either Earth or to the Kree Empire (see *Doctor Minerva*).

To this end, he and Ronan planned to use the publicity surrounding Vell's treason to speak out against the Supreme Intelligence, who had instituted several policies the blue elite disagreed with.

When Vell was finally caught disobeying a direct order from the ship's commanding officer, Colonel Yon-Rogg, Zarek was certain his scheme was proceeding as planned, if a bit ahead of schedule. While Mar-Vell's escape from imprisonment prior to the trial was unexpected, Zarek has confided to Ronan that the action could still work in their favor.

Most recently, Zarek met with Emperor D'ken of the Shi'ar Empire, Emperor Dorrek VII of the Skrull Empire, and Chancellor Yrik Whitemane of the Charter in regards to the spy programs in place around Earth and concerns about the planet's superhuman population (see *Charter*; *D'ken*; *Dorrek VII*). Zarek was tight-lipped about Kree efforts, saying only that the Kree were being more discreet than the Skrulls about their efforts, citing multiple instances where Skrulls had come into conflict with Earth's superhuman adventurers.

Age: 47 (Earth-equivalent).

Height: 6' 2".

Weight: 250 lbs.

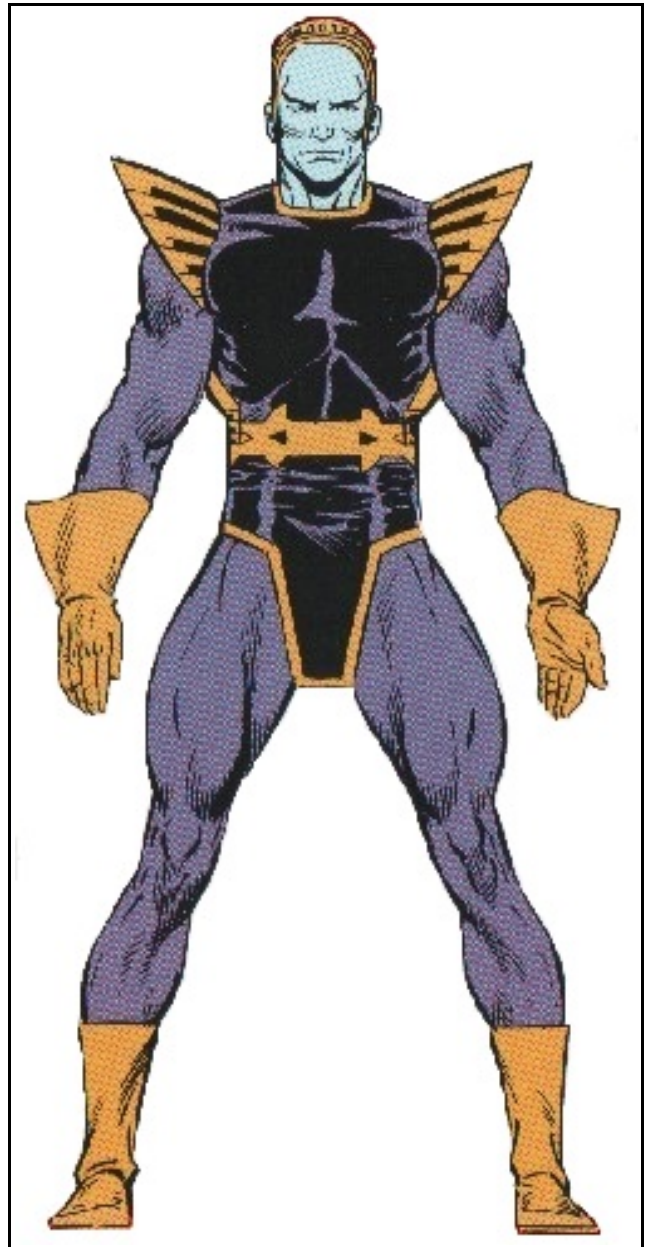
Eyes: Brown.

Hair: Bald, black facial hair.

Skin: Blue.

Uniform: Kree Imperial Parliamentary garb.

Strength Level: Zarek possesses the normal strength of a Kree man his age, height, and build who engages in little exercise. Due to



the differences between Kree and Human physiology this roughly the same as a Human of the same age, height, and build who engages in regular exercise.

Known Superhuman Powers: None.

Other Abilities: Zarek is a skilled administrator and politician, but most notably he is a long-range political schemer.

447 points

ST: 12 [-20*] **HP:** 12 [0] **Speed:** 5.25 [0]

DX: 10 [0] **Will:** 12 [0] **Move:** 5 [0]

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

HT: 11 [10] **FP:** 12 [-12*] **SM:** 0

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

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

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

Cultural Familiarities: Kree Empire (Native) [0].

Advantages: Administrative Rank 10 [50]; Business Acumen 4 [40]; Blue Kree [67]; Charisma 2 [10]; Extra Life 1 (Copy, -20%; Requires Body, -20%) [15]; Foresight 3 [30]; Smooth Operator 4 [60]; Status 7 [5†]; Versatile [5]; Wealth (Multimillionaire 2) [100].

Disadvantages: Compulsive Rhetoric (9) [-7]; Dependent (Wife; No More than 25% Point Value; Loved One) (6) [-10]; Duty to Kree Empire (9) [-5]; Intolerance (Total) [-5‡]; Overconfidence (9) [-7]; Pacifism (Reluctant Killer) [-5]; Selfish (12) [-5].

Quirks: Ambitious [-1]; Consummate Schemer [-1]; Horrible Hangovers [-1]; Proud [-1].

Skills: Administration (A) IQ+3 [1] – 15§; Body Language (Kree) (A) Per+2 [8] – 14; Current Affairs/TL11 (High Culture) (E) IQ+1 [1] – 13#; Current Affairs/TL11 (Politics) (E) IQ+1 [1] – 13#; Diplomacy (H) IQ+3 [4] – 16¥; Economics (H) IQ+2 [1] – 14§; Intelligence Analysis/TL11 (H) IQ+4 [20] – 16; Law (Kree Imperial) (H) IQ+0 [4] – 12; Leadership (A) IQ+5 [1] – 17¶; Market Analysis (H) IQ+6 [12] – 18§; Observation (A) Per+0 [2] – 12; Politics (A) IQ+4 [2] – 16¥; Propaganda/TL11 (A) IQ+6 [8] – 18§; Psychology (Kree) (H) IQ+2 [12] – 14; Public Speaking (A) IQ+5 [1] – 17¶; Research/TL11 (A) IQ+4 [16] – 16; Savoir-Faire (High Society) (E) IQ+4 [1] – 16¥.

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

* Includes +4 to ST and +5 to FP from Blue Kree.

† Includes +3 from Administrative Rank and +3 from Wealth (Multimillionaire).

‡ Upgraded from Intolerance (Skrulls) from Blue Kree.

§ Includes +4 from Business Acumen.

Defaulted from Research.

¥ Includes +4 from Smooth Operator.

¶ Includes +2 from Charisma.

Role-Playing Notes:

Zarek is a political schemer on the level of Emperor Palpatine (of *Star Wars*) and David Xanatos (of Disney's *Gargoyles*), particularly in his ability to plot out every possible outcome and maneuver situations so that he cannot fail outright, only have varying levels of success (a Xanatos Gambit), and adapt quickly to new factors he could not account for to turn them to his advantage (Xanatos Speed Chess). He is also a consummate politician, convinced that the political machine and bureaucracy exist to serve his needs, not the Empire.

In addition to all this, Zarek is a racist, believing wholeheartedly in the idea that the blue-skinned Kree are superior to the pink-skinned White Kree, not to mention all other species in the known universe.

Note that it takes a very special kind of player to pull off a Xanatos Gambit from start to finish; it's easier for a GM to pull off, as the GM has more leeway to add details to the plan retroactively (it's not *really* cheating, *per se*). More players are better at Speed Chess, adapting to changing situations. The Foresight advantage certainly helps maintain the illusion of both.

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 his point cost by 15 points and increasing his Starting Spending Money to \$150,000,000 (20% of his Starting Wealth).

ZOLA, DR. ARNIM

Villain

Real Name: Dr. Arnim Zola.

Occupation: Scientist, subversive.

Identity: Known to the authorities.

Legal Status: Citizen of Switzerland with an international war criminal record, legally deceased; has legal paperwork identifying himself as his own son, also with Swiss citizenship, with no criminal record.

Other Aliases: Arnim Zola, Jr.

Place of Birth: Bern, Switzerland.

Marital Status: Single.

Known Relatives: None.

Group Affiliation: AIM, formerly NASA and the Nazi Germany Hydra science division.

Base of Operations: Unrevealed.

First Post-Reboot Appearance: CAPTAIN AMERICA #

History: A scientific prodigy born in Switzerland, Arnim Zola earned his first doctorate at age 15. By the time the National Socialist (Nazi) Party gained power in Germany, Zola had obtained his third Ph.D., all in various fields. It was this genius that led him to being recruited into the Hydra Science Division by the Red Skull (see *HYDRA*). Zola is credited with many of the scientific advancements Hydra developed during the war, but in 1945 he defected to the Allies, citing disillusionment with the vision of the Nazi regime. Among his many achievements was the development of genetic creations – most of which were made from his own genetic sequence – which he could then temporarily transfer his mind into.

Although convicted of war crimes for his actions in Hydra, Zola was recruited into NASA in the early 1950s. Upon leaving NASA, he founded a corporation along with a number of other scientists, Advanced Idea Mechanics, intending to use it as a front to secretly subvert the United States and her allies into a technocracy, with himself in charge (see *AIM*).

In the 1970s, Zola was diagnosed with being in the terminal stages of lung cancer. Having solved the telomere loss problem decades before, he cloned a younger body for himself and transferred his mind into the new body, leaving his old one to go into a coma and die of the cancer. Now touting himself as his own son, Zola continued to lead AIM.

Because of AIM's criminal and subversive actions, Zola has come into conflict with Captain America and CIA operative Nick Fury on several occasions (see *Captain America*; *Fury*, *Nick*). He has been "killed" on at least two occasions, but each time transferred his mind to another cloned body. He has also come into conflict with the renegade "living computer" MODOK, who has taken control of many of AIM's facilities (see *MODOK*).

Age: 98 (appears 38).

Height: 5' 6".

Weight: 150 lbs.

Eyes: Brown.

Hair: Brown.

Uniform: None.

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

Known Superhuman Powers: Zola's only superhuman power is his ability to transfer his mind to one of any number of younger clones. Each cloned body has a transmitter implanted in his brain which permits him to upload his mind – intellect and memories alike – to an AIM mainframe, which then downloads his mind into the prepared cloned body. The exact number of clones he has available for emergency transfers is unknown.

Other Abilities: Zola is a multidisciplinary scientific genius, though he tends to focus on the biological sciences, including genetic manipulation and cloning. He has also become a capable administrator.



487 points

ST: 10 [0] **HP:** 10 [0] **Speed:** 5.50 [0]
DX: 10 [0] **Will:** 13 [-10] **Move:** 5 [0]
IQ: 15 [100] **Per:** 13 [-10]
HT: 12 [20] **FP:** 12 [0] **SM:** 0

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

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

Cultural Familiarities: Western (Native) [0].

Advantages: High TL +2 [10]; Merchant Rank 8 [40]; Natural Scientist 4 [40]; Omnilingual [40]; Possession (Mind Swap, +10%; Puppet Only, -30%; Psionic, -10%) [70]; Puppet Group [10]; Single-Minded [5]; Status 5 [0*]; Wealth (Multimillionaire 1) [75].

Perks: Controllable Disadvantage (Callous) [1]; I Lived It! (TL6+) [1].

Disadvantages: Compulsive Rhetoric (12) [-5]; Delusion (Minor; "I am the smartest man alive.") [-5]; Dependent Group (Clones; built on 0 or fewer points) (6) [-15]; Enemy (MODOK) (9) [-20]; Pacifism (Reluctant Killer) [-5]; Social Stigma (Criminal Record) [-5].

Quirks: Careful [-1]; Devout Believer (Technocratic Ideals) [-1]; Imaginative [-1]; Needs Reading Glasses [-1]; Upset He Still Needs Reading Glasses [-1].

Skills: Administration (A) IQ-1 [1] – 14; Beam Weapons/TL10 (Pistol) (E) DX+2 [4] – 12; Bioengineering/TL10 (Cloning) (H) IQ+5 [16] – 20†; Bioengineering/TL10 (Genetic Engineering) (H) IQ+5 [24] – 20; Biology/TL10 (VH) IQ+5 [12] – 20‡; Electronics Operation/TL10 (Scientific) (A) IQ+0 [2] – 15; Guns/TL10 (Pistol) (E) DX+2 [4] – 12; Inventor! (WC) IQ+1 [36] – 16§; Leadership (A) IQ-1 [1] – 14; Mathematics/TL10 (Applied) (H) IQ+3 [2] – 18‡; Science! (WC) IQ+1 [36] – 16§.

Starting Spending Money: \$,4000,000

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

† Defaulted from Bioengineering/TL10 (Genetic Engineering).

‡ Includes +4 from Natural Scientist.

§ Conditional +4 from Natural Scientist when substituting for a relevant skill.

Role-Playing Notes:

Zola is patient and meticulous, yet quietly arrogant in his belief that all others are not as intelligent as he is. He is motivated first by his belief in technocracy, then by his need for revenge against those who have thwarted his plans. His plans are generally elaborate and full of misdirection; GMs using him as the villain mastermind in their games should be reminded to sprinkle their plans with several red herrings. And with his ability to transfer his mind between bodies, one can never be sure if his death, should it occur, is truly the last they've seen of Arnim Zola.

In his long life (lives?), he has never overcome his inability to kill directly. He has no qualms ordering underlings to kill for him, however.

One of the biggest questions in Zola's history regards where he earned his High TL and learned the TL10 versions of his Biology and Bioengineering skills.

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 | C | 8 | – | – | 10 | |
| – | Kick | 1d-2 | C, 1 | n/a | – | – | 10 | |
| – | Bite | 1d-3 | C | n/a | – | – | 10 | |

The following alien races may be encountered in any cosmic campaign or in any session/adventure where they are part of an alien invasion of Earth. Many more exist, but most match the human norm except for various features such as skin, hair, or eye color (for some unknown reason, the humanoid frame seems to be the most common form among aliens).

Aliens who are functionally – if not physically – identical to Humans include but are not limited to: Aakons, Arcturans, Axi-Tun, Ba-Bani, Centaurians, Clavians, Contraxians, Dakkamites, Deonists, Galadorians, Kallusians, Korbinites, Krylorians, Landlaks, Levians, Lumina, Myndai, Nanda, Quists, Rajaks, R'Zahnians, Sagittarians, Sakaarans, Sarks, Sirians, Sirusites, Wilameanis, Xandarians, Xixix, and Zenn-Lavians (Arcturans and Zenn-Lavians are reportedly capable of lifespans of several hundred years, but are otherwise within human norms).

The racial packages below are priced for campaigns that take place on Earth, with a base TL 8. Reduce all packages by 15 points for campaigns that take place in the greater galaxy, where the base TL is 11, removing levels of High TL and adding levels of Low TL as appropriate.

A'askvarii

An A'askvarii is a semi-humanoid with six long tentacles instead of arms. They have only recently achieved interstellar flight, with weapons that are a mix of lasers and Gauss weapons.

Captain Marvel encountered a number of A'askvarii at Port Nowhere (see *Captain Marvel*; *Port Nowhere*).

110 points

Advantages: Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Extra Arms (Extra-Flexible, +50%) 4 [60]; Extra-Flexible Arms (2 Arms) [10]; High TL +2 [10]; Pressure Support 1 [5]; Regrowth [40]; Slippery 4 [8]; Teeth (Sharp Teeth) [1].

Perks: No Denigration in Zero-G [1].

Disadvantages: Vulnerability to Fire/Heat (Wounding Modifier: ×3) [-45].

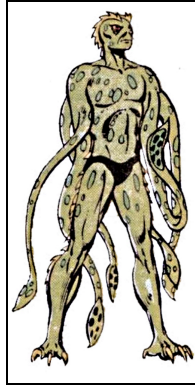
Features: Green skin; Oviparous.

First Post-Reboot Appearance: (first mentioned) INFINITY QUEST #; (first actual appearance) CAPTAIN MARVEL #

Drax: You! Who has lain with an A'askvarii!

Star-Lord: It was just the one time!

– *Guardians of the Galaxy (2012)*



Achernonian

Achernonians are a pre-industrial people with skin in dark shades of blue, purple, and gray. Their key trait is the ability to go immaterial. A few were seen among Thanos's forces opposing the Universal Church of Truth (see *Thanos*; *Universal Church of Truth*).

153 points

Advantages: Claws (Talons) [8]; Insubstantiality (Partial Change, Can Turn Carried Item Substantial, +100%) [160].

Disadvantages: Low TL -3 [-15].

Features: Skin in Shades of Blue, Purple, and Gray.

First Post-Reboot Appearance: INFINITY QUEST #



Badoon

Badoon are a reptilian species that has only recently achieved FTL spaceflight; their known technology lags behind the galactic powers. A number of Badoon are known to have traveled to Earth in the past.

In a possible alternate future, the Badoon in the late 30th Century conquered Earth.

51 points

Attribute Adjustments: ST +2 [20].

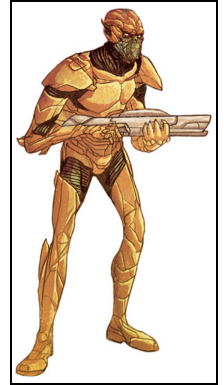
Advantages: Acute Taste and Smell 2 [4]; Claws (Sharp Claws) [5]; Damage Resistance 2 (Tough Skin, -40%) [6]; High TL +2 [10]; Vibration Sense [10].

Perks: Scales [1].

Disadvantages: Cold-Blooded (Stiffen Up Below 50°F) [-5].

Features: Oviparous.

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #

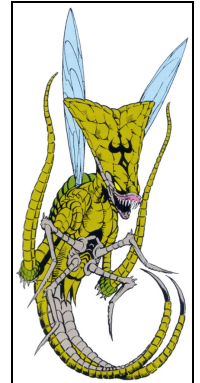


Brood

The Brood are insectoids who possess a racial hive mind of sorts. Known and reviled among the known galaxy as parasites, the Brood procreate by having their Queens implant eggs inside host bodies, which then take over the body and morph it into the body of a Brood. Many Brood are known to take the forms and powers of their hosts.

The Brood's own technology is very high biotech, although they can use regular technology with ease.

Una, a Kree doctor who is now considered a renegade by the Kree Empire, is noted for discovering a means to separate a Brood from its host without killing either (see *Kree*; *Una*). Sadly, this knowledge has not yet become common in the galaxy; the Brood themselves actively try to suppress it.



140 points

Attribute Adjustments: ST +4 (Size, -10%) [36].

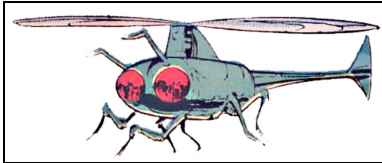
Secondary Characteristic Adjustments: SM +1.

Advantages: Claws (Long Talons) [11]; Damage Resistance 10 (Can't Wear Armor, -40%) [30]; Extra Legs (4 Legs) (Cannot Kick, -50%) [3]; Extra-Flexible Arms (2 Arms) [10]; Flight (Winged, -25%) [10]; High TL +3 [15]; Injury Tolerance (No Blood) [5]; Racial Memory (Passive) [15]; Striker (Impaling; Tail) [8]; Teeth (Fangs) [2]; Telecommunication (Telesend) (Racial, -20%) [24]; Ultravision [10].

Perks: Scales [1]; Racial Gifts (Alternate Form: Host Body) [1].
Disadvantages: Callous [-5]; Cold-Blooded (Stiffen Up Under 50°F) [-5]; Horizontal [-10]; Selfless (6) [-10]; Sense of Duty (Brood Species) [-15]; Social Stigma (Monster) [-15].
Quirks: Chauvinistic [-1].
Features: Only Queens are fertile; Parasitic Hatching.
First Post-Reboot Appearance: CAPTAIN MARVEL #
Note: The Brood's Selfless trait is an effect of the Brood hive-mind; a Brood will not hesitate to sacrifice him- or herself to ensure the survival of the Queen.

Chr'yllite

Chr'yllites are insectoids that average only 1' 6" in length with wings on top, looking a lot like miniature Earth helicopters. They have a number of psychic abilities, mostly ESP and Telepathic, making them sought after as doctors and diplomats. Their homeworld is part of the Shi'ar Empire, but before encountering the Shi'ar lacked technology of their own (see *Shi'ar*).



One, who introduced himself as 'Sikorsky', encountered Magneto when the latter was captured by a Shi'ar scout team (see *Magneto*).

46 points

Attribute Adjustments: ST -4 [-40].

Secondary Characteristic Adjustments: SM -4.

Advantages: Damage Resistance 1 (Can't Wear Armor, -40%) [3]; Extra Legs (6 Legs) [10]; Flight (Winged, -25%) [30]; High TL +3 [15]; Injury Tolerance (No Blood) [5]; Peripheral Vision [15]; Telecommunication (Telesend) (Broadcast, +50%; Psionic, -10%) [42]; Ultrasonic Speech (No Normal Speech) [0]; Ultravision [10].

Perks: Racial Gifts (ESP and Telepathic Psionics) [1].

Disadvantages: Cold-Blooded (Stiffen Up Below 50°F) [-5]; Horizontal [-10]; No Fine Manipulators [-30].

First Post-Reboot Appearance: MARVEL COMICS PRESENTS #XX/2.

Ciegrimite

Small (4' tall on average) beings from a high-gravity world, Ciegrimites are members of the interstellar confederation known as the Charter (see *Charter*). Their planet possesses only Earth-level technology, but due to their membership in the Charter they have access to interstellar ships.

A number of Ciegrimites are known to have set up "the galaxy's best drinking hole" at Port Nowhere (see *Port Nowhere*). To date, no Ciegrimites have yet visited Earth.

38 points

Secondary Characteristic Adjustments:

SM -1; Basic Move -1 [-5].

Advantages: Damage Resistance 8 (Torso Only, -10%) [36]; Enhanced Tracking 1 [5].

Perks: Alcohol Tolerance [1]; No Hangover [1].

Features: Born Biter 1.

First Post-Reboot Appearance: CAPTAIN MARVEL #



Cotati

The Cotati are sapient tree-like plant-people who travel by uprooting themselves and walking around on their roots. They are found on many planets throughout the known galaxy, and are believed to have originated on Hala, the Kree homeworld, although this is as yet unconfirmed.

A number of Cotati are known to live on the planet Titan, where they helped train the human telepath Moondragon; there are even rumors of a colony of Cotati hiding somewhere on Earth (see *Moondragon*).

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages: Damage Resistance 2 [10]; Injury Tolerance (Homogenous) [40];

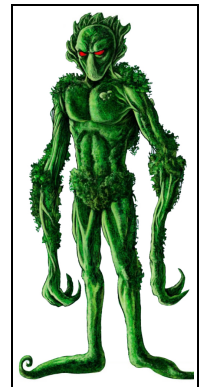
Perks:

Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance: INFINITY QUEST #



Courga

Courga are canine humanoids who have only reached a level of development equal to Earth's Middle Ages on their homeworld. A number of them have been abducted offworld and are found in the greater galaxy in various areas.

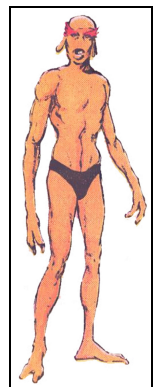
21 points

Advantages: Discriminatory Smell [15]; Ultrahearing [5].

Perks: Fur [1].

Disadvantages: Low TL -5 [-25].

First Post-Reboot Appearance: CAPTAIN MARVEL #



Elan

Elans are ten foot tall humanoids with various insectoid features, including multifaceted eyes. Their most notable feature, however, is the ability to project nearly unlimited psionic energy from their antennae for a variety of effects, most commonly telekinesis.

Elans possess technology on par with the galactic standard, but their technology is primarily psychotronic in nature, complementing their psionic gifts.

125 points

Attribute Adjustments: ST +4 (Size, -10%) [36].

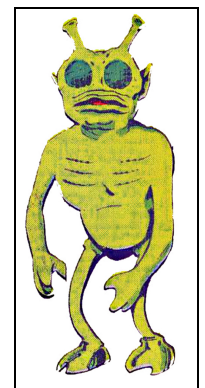
Secondary Characteristic Adjustments: SM +1.

Advantages: Claws (Hooves) [3]; High TL +3 [15]; TK Grab 10 [70]; Ultravision (UV Only) [0].

Perks: Racial Gifts (Other Psionic Abilities) [1].

Features: Green Skin; Antennae Take a Year to Regrow.

First Post-Reboot Appearance: FANTASTIC FOUR #



Enteman

Entemen are humanoids of invertebrate stock whose arms and legs are actually tentacles. Several have been seen in the background in many locations.

64 points

Advantages: Double-Jointed [15]; Extra Arms 2 (Extra-Flexible, +50%; Foot Manipulators, -30%); Extra-Flexible Arms (2Arms) [10]; High TL +3 [15].

Features: No Body Hair.

First Post-Reboot Appearance: INFINITY QUEST #



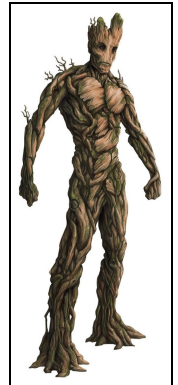
Features:

First Post-Reboot Appearance: CAPTAIN MARVEL #

Flora Colossus

The Flora Colossi, otherwise known as Groot, due to how their speech is understood by most other spacefaring species in the galaxy, are a species of aggressive sapient tree-like plants which rule "Planet X". One renegade Flora Colossus, known to the galaxy as Groot, is a member of Adam Warlock's ragtag team (see *Groot; Warlock, Adam*).

points



Ergon

Ergons are eight foot tall humanoids from a high-gravity "Super-Earth" who have developed superhuman strength and durability. Their skin comes in shades of red, purple, and orange.

Several Ergons were seen in Port Nowhere, and the mad Titanian Thanos has been known to employ them as shock troopers (see *Port Nowhere; Thanos*).

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance: INFINITY QUEST #



Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance: INFINITY QUEST #

Fomalhauti

Alleged to originate from a planet around the white giant star Fomalhaut, Fomalhauti greatly resemble giant amoebas with a large central eye. Although they normally lack limbs, they can grow up to four manipulator tendrils at a time.

points



Flerken

Flerkens resemble Earth house cats and on Earth are often mistaken for such – and off Earth, Earth house cats are often mistaken for Flerkens! However, Flerkens are oviparous, laying clutches of eggs instead of live young, and are able to open their mouths wider than should physically be possible; their mouths also contain between four and twelve extremely long cephalopod (octopus-like) arms that can reach lengths up to fifteen feet. Most notably, however, a Flerken's mouth can act as a portal to an extradimensional space they can use for storing anything they can swallow; it is likely the cephalopod arms are stored in the extradimensional space.

The Kree scientist Minn-Erva indicated that Carol Danvers's cat, Goose, was a Flerken, based on long-range sensor scans (see *Danvers, Carol; Doctor Minerva; Kree*).

points

Attribute Adjustments:

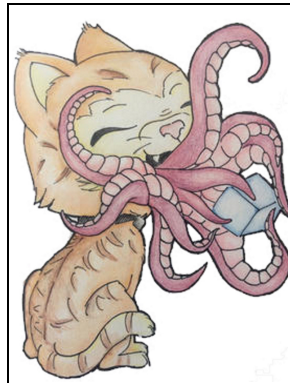
Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:



Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

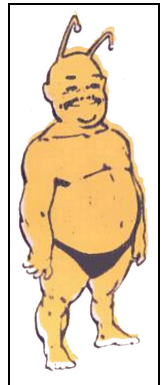
Features:

First Post-Reboot Appearance:

Grund

A short, stocky people, Grunds possess antennae that can fire concussive energy blasts. Although their technological progress lags behind that of Earth by a century and a half, a number of Grunds have been spotted in the forces of the Universal Church of Truth (see *Universal Church of Truth*).

points



Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance: INFINITY QUEST #

Hujah

Hujah are a serpentine people who lack limbs. They are able to use their long tails as an arm, and a number have developed rudimentary psychokinetic abilities. Thanos has Hujah in his forces, who see him as the lesser evil against the Universal Church of Truth, who are attempting to hunt them into extinction (see *Thanos; Universal Church of Truth*).

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

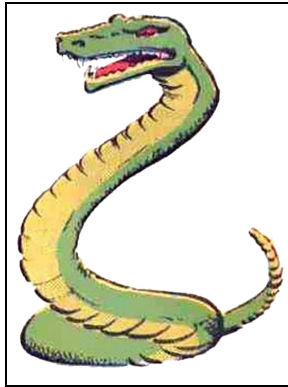
Perks:

Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance: INFINITY QUEST #



Kymellian

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

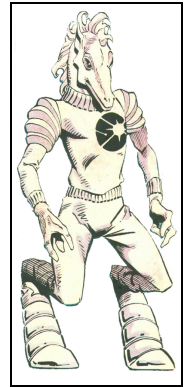
Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance:

points



Laxidazian

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance:

points



Judan

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance: INFINITY QUEST #



Lem

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance:

points



Kronan

points

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance:



Mando

Attribute Adjustments:

Secondary Characteristic Adjustments:

Advantages:

Perks:

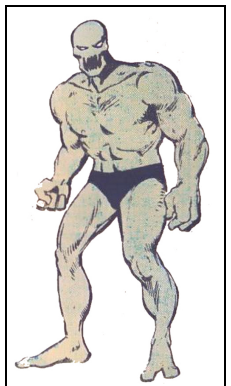
Disadvantages:

Quirks:

Features:

First Post-Reboot Appearance:

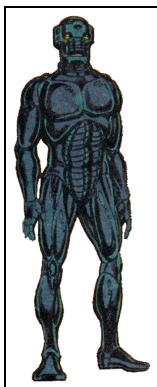
points



Mekkan

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Sakaaran Native

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Mephitisoid

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

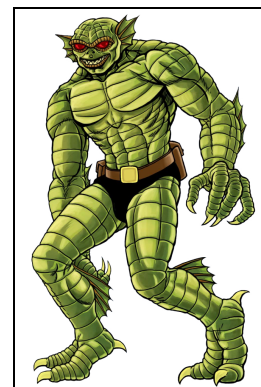
points



Saurid

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Procyonite

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Siri

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Reptoid

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Snark

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Sssth

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

Tribbitite

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Stonian

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Vorm

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

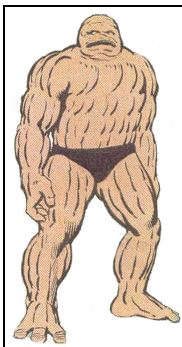
points



Taurian

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

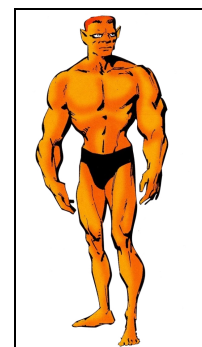
points



Xartan

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:
Disadvantages:
Quirks:
Features:
First Post-Reboot Appearance:

points



Tekton

Attribute Adjustments:
Secondary Characteristic Adjustments:
Advantages:
Perks:

points



APPENDIX: SUPERHUMAN STRENGTH TABLE

Game Mechanics Details

The following characters possess superhuman strength. Listed are the characters and their maximum observed bench-press weights, along with the minimum ST scores necessary to achieve that level of strength. Unlike prior (official) handbooks, the strength ratings go up to 500 tons rather than 100 tons before becoming incalculable. Some of these strength classifications are not indicated in the entries themselves, as the characters (Hulk and Thor in particular) need revision.

500 tons (ST 790)

Black King (when he's absorbed enough energy)
Hulk (enraged)
Juggernaut

200 tons (ST 500)

Living Monolith
Quasar (with bands)
Thor (with belt)

100 tons (ST 354)

Abomination
Ares
Dragon Man
Hercules
Thor

80 tons (ST 316)

Harpy
Iron Man (Mk II suit)
Mikhail the Gorilla (Red Ghost's Super-Apes)
Namor
Namora
Rhino
Super-Skrull
Thing
Thundra
Vulcan (when powered up)

70 tons (ST 296)

Hulk (calm)

50 tons (ST 250)

Absorbing Man (when transformed)
Annihilus
Blastaar
Doctor Minerva (possible)

35 tons (ST 209)

Loki
Sif

25 tons (ST 177)

Andromeda
Barbarus
Luke Cage
Frenzy

20 tons (ST 158)

Enchantress
Molten Man

15 tons (ST 137)

Scorpion
Ultron

12 tons (ST 122)

Lizard

10 tons (ST 112)

Blob
Captain Marvel
Doctor Minerva (default)
Jewel
Moonstone
Sentinel Mk II
Spider-Man
Spider-Woman
Tower (at full height)

5 tons (ST 79)

Araña
Ghost Rider
Silvermane

3 tons (ST 61)

Sentinel Mk I

2 tons (ST 50)

Doctor Doom (in battlesuit)
Doctor Octopus (mechanical arms)
Kraven the Hunter
Quasimodo
Sandman (maximum height)

1.5 tons (ST 43)

Medusa (hair only)

1 ton (ST 36)

Beast
Beetle (in battlesuit)
Watcher

1,500 lbs. (ST 31)

Ape-Man
Baron Blood
Black Queen
Cat-Man
Stilt-Man (in suit only)

1,000 lbs. (ST 25)

Caliban (when afraid)
Green Goblin
Sauron
Vermin
Woodpecker

Peak Human/800 lbs. (ST 23)

Captain America
Panther

Smartest People in the Marvel Universe (and their GURPS IQ scores): Stephen Hawking (15), Victor von Doom (15), Reed Richards (15), Ivan Kragoff (15), Wizard (15), Arnim Zola (15), Hank Pym (14), Hank McCoy (14), Brainchild (14), Otto Octavius (14), Stephen Strange (14), Sun Li (14), Norman Osborn (14), Bruce Banner (14), Tony Stark (14), Curt Connors (14), Mad Thinker (14), Harvey Elder (14), Tilda Johnson (14), T'Challa (14), Quasimodo (14); Peter Parker (14), Gwen Stacy (14), Dr. Elias Starr (14), Tinkerer (14), Charles Xavier (14), Yao (Ancient One) (14).

APPENDIX: REFERENCE TABLE

Game Mechanics Details

The characters and races in this book were developed over a period of several years using a number of different books. The following table lists the books used for each character or racial template. Note that many of the Quirks listed in the builds come from my own *Power-Downs 1: Quirks*, which is distinct from the official *Power-Ups 6: Quirks*.

| | |
|--|--|
| Abomination: <i>Basic Set: Characters; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.</i> | Avengers: <i>Boardroom and Curia.</i> |
| Absorbing Man: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i> | Avengers Quinjet: <i>Spaceships; Spaceships 7: Divergent and Paranormal Tech.</i> |
| Adria: <i>Basic Set: Characters; Thaumatology; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> | Avril, Sally: <i>Basic Set: Characters.</i> |
| Aggamon: <i>Basic Set: Characters; Powers; Supers; Thaumatology; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> | Bainsidhe: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i> |
| AIM: <i>Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents, Ultra-Tech; Boardroom and Curia.</i> | Barbarus: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i> |
| Air-Raid Siren: <i>Basic Set: Characters; Powers; Social Engineering; Power-Ups 2: Perks; Power-Ups 4: Enhancements; Power-Ups 6: Quirks; Power-Ups 8: Limitations.</i> | Baron Blood: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i> |
| Allen, Liz: <i>Basic Set: Characters; Martial Arts.</i> | Baron Strucker: <i>Basic Set: Characters.</i> |
| Amphibius: <i>Basic Set: Characters; Bio-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> | Baron Zemo: <i>Basic Set: Characters; Martial Arts.</i> |
| Ancient One: <i>Basic Set: Characters; Martial Arts; Powers; Psionic Powers; Supers; Thaumatology; Thaumatology: Magical Styles; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> | Barrett, Turk: <i>Basic Set: Characters; Power-Ups 2: Perks.</i> |
| Andromeda: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks, Low-Tech.</i> | Bar With No Name: <i>Boardroom and Curia.</i> |
| Angel: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i> | Batroc, Georges: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i> |
| Annihilus: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i> | Batroc's Brigade: <i>Boardroom and Curia.</i> |
| Ani-Men: <i>Boardroom and Curia.</i> | Beast: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i> |
| Ant-Man: <i>Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks; Ultra-Tech.</i> | Beetle: <i>Basic Set: Characters.</i> |
| Ape-Man: <i>Basic Set: Characters; Martial Arts.</i> | Belathauzer: <i>Basic Set: Characters; Powers; Supers; Thaumatology; Power-Ups 4: Enhancements; Power-Ups 6: Quirks.</i> |
| Aphrodite: <i>Basic Set: Characters; Powers; Supers; Martial Arts.</i> | Bentley, Victoria: <i>Basic Set: Characters; Thaumatology; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> |
| Araneus: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> | Bird-Man: <i>Basic Set: Characters; Martial Arts; Supers; Power-Ups 2: Perks.</i> |
| Araña: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> | Black, Cyrus: <i>Basic Set: Characters; Powers; Supers; Thaumatology; Dungeon Fantasy 5: Allies; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> |
| Arcade: <i>Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> | Black Cat: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Pyramid #3/53: Action.</i> |
| Ares: <i>Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks; Power-Ups 7: Wildcard Skills; Social Engineering; Dungeon Fantasy 1: Adventurers.</i> | Black King: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i> |
| Asgard: <i>City Stats.</i> | Black Knight: <i>Basic Set: Characters; Martial Arts; Supers; High-Tech; Ultra-Tech.</i> |
| Asgardians: <i>Basic Set: Characters; Powers; Supers.</i> | Black Queen: <i>Basic Set: Characters; Powers; Psionic Powers; Thaumatology; Power-Ups 2: Perks.</i> |
| Asmodeus: <i>Basic Set: Characters; Thaumatology; Social Engineering; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> | Black Talon: <i>Basic Set: Characters; Thaumatology; Thaumatology: Magical Styles.</i> |
| Asp: <i>Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 4: Enhancements; Power-Ups 6: Quirks; Power-Ups 8: Limitations.</i> | Black Widow (Romanov): <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Social Engineering: Pulling Rank; High-Tech; Ultra-Tech.</i> |
| Asti the All-Seeing: <i>Basic Set: Characters; Powers; Thaumatology; Ultra-Tech; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> | Black Widow (Voyant): <i>Basic Set: Characters; Powers; Thaumatology; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.</i> |
| Athena: <i>Basic Set: Characters; Powers; Supers; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> | Blastaar: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i> |
| Atlanteans: <i>Basic Set: Characters; Power-Ups 2: Perks.</i> | Blob: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.</i> |
| Atlantis: <i>City Stats.</i> | Boomerang: <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.</i> |
| Avalanche: <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> | Brainchild: <i>Basic Set: Characters; Bio-Tech.</i> |
| | Brotherhood of Mutants: <i>Boardroom and Curia.</i> |
| | Bucky: <i>Basic Set: Characters; Martial Arts; Supers.</i> |
| | Bullseye: <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i> |
| | Cage, Luke: <i>Basic Set: Characters; Powers; Martial Arts;</i> |

Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks; Power-Ups 3: Talents.

Cagliostro: *Basic Set: Characters; Powers; Magic; Thaumatology; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks; Pyramid #3/82: Magical Creations.*

Caliban: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Callisto: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Cantor, Vera: *Basic Set: Characters; Power-Ups 2: Perks.*

Capricorn: *Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks; Social Engineering.*

Captain America: *Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.*

Captain Marvel: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Carter, Sharon: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents; Social Engineering: Pulling Rank.*

Cassidy, Black Tom: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Cat-Man: *Basic Set: Characters; Martial Arts.*

Cerberus: *Basic Set: Characters; Powers; Supers; Bio-Tech; Power-Ups 2: Perks.*

Chameleon: *Basic Set: Characters.*

Changeling: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Ultra-Tech.*

Charon: *Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents; Pyramid #3/97: Strange Powers.*

Clea: *Basic Set: Characters; Thaumatology; Power-Ups 2: Perks.*

Coulson, Agent Phil: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Crimson Cowl: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Crossbones: *Basic Set: Characters; Martial Arts; Gun-Fu; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Crucible: *Basic Set: Characters; Powers; Supers; Psionic Powers; Social Engineering: Pulling Rank; Power-Ups 2: Perks.*

Crystal: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Cyclops: *Basic Set: Characters; Powers; Supers.*

Daily Bugle: *Boardroom and Curia.*

Dakimh the Enchanter: *Basic Set: Characters; Powers; Supers; Thaumatology; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Danvers, Carol: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Daredevil: *Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.*

Death-Adder: *Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents.*

Deathcry: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Death-Stalker: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Destiny: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Devil-Slayer: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 4: Enhancements; Power-Ups 8: Limitations; Pyramid #3/63: Infinite Worlds II.*

Diablo: *Basic Set: Characters; Magic; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Diamondback: *Basic Set: Characters; Martial Arts; Supers; Power-Ups 2: Perks.*

Dionysus: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 6: Quirks; Pyramid #3/82: Magical Creations.*

D'ken: *Basic Set: Characters; Social Engineering; Power-Ups 2: Perks.*

Doctor Doom: *Basic Set: Characters; Supers; Thaumatology; Power-Ups 3: Talents.*

Doctor Drakken: *Basic Set: Characters; Power-Ups 3: Talents; Pyramid #3/53: Action.*

Doctor Faustus: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Doctor Minerva: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Doctor Nemesis: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Doctor Octopus: *Basic Set: Characters; Supers; Power-Ups 2: Perks.*

Doctor Strange: *Basic Set: Characters; Martial Arts; Thaumatology; Power-Ups 2: Perks.*

Doctor Strange's Sanctum Sanctorum: *Thaumatology; Pyramid #3/120: Alternate GURPS V.*

Doctor Sun: *Basic Set: Characters; Powers; Psionic Powers; Ultra-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Dorrek VII: *Basic Set: Characters; Social Engineering.*

Dragonfly: *Basic Set: Characters; Power-Ups 2: Perks.*

Dragon Man: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Dugan, Dum Dum: *Basic Set: Characters; Social Engineering: Pulling Rank; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Dynatechnics: *Boardroom and Curia.*

Eel: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Elders of the Universe: *Basic Set: Characters.*

Electro: *Basic Set: Characters; Powers; Supers.*

Elektra: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Enchantress: *Basic Set: Characters; Powers; Supers; Thaumatology; Power-Ups 2: Perks.*

Equilibrium: *Basic Set: Characters; Powers; Psionic Powers.*

Falcona: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Dungeon Fantasy 5: Allies.*

The Fantastic: *Spaceships.*

Fantasticar: *Spaceships; Spaceships 4: Fighters, Carriers, and Mecha; Spaceships 7: Divergent and Paranormal Tech; Pyramid #3/34: Alternate GURPS.*

Fantastic Four: *Boardroom and Curia.*

Fen: *Basic Set: Characters; Power-Ups 2: Perks.*

Fisk, Vanessa: *Basic Set: Characters; Power-Ups 2: Perks.*

Flag-Smasher: *Basic Set: Characters; Supers; Social Engineering: Pulling Rank.*

Fly: *Basic Set: Characters; Powers; Sorcery: Protection & Warning Spells; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Frankenstein's Monster: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Freedom Force: *Boardroom and Curia.*

Frenzy: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Friday: *Basic Set: Characters; Powers; Supers; Psionic Powers; Ultra-Tech; Power-Ups 3: Talents; Power-Ups 6: Quirks; Power-Ups 7: Wildcard Skills; Pyramid #3/91: Thaumatology*

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| <i>IV.</i> | |
| Frightful Four: | <i>Boardroom and Curia.</i> |
| Frog-Man: | <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i> |
| Fury, Nick: | <i>Basic Set: Characters; Power-Ups 3: Talents; High-Tech.</i> |
| <hr/> | |
| Gargantua: | <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> |
| Gaza: | <i>Basic Set: Characters; Powers.</i> |
| Gemini, Vera: | <i>Basic Set: Characters; Magic; Powers; Psionic Powers; Social Engineering; Thaumatology; Power-Ups 2: Perks; Power-Ups 4: Enhancements; Power-Ups 6: Quirks.</i> |
| Ghost: | <i>Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.</i> |
| Ghost Rider: | <i>Basic Set: Characters; Powers; Martial Arts; Thaumatology; Power-Ups 2: Perks.</i> |
| Giant-Man: | <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.</i> |
| Gladiator: | <i>Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.</i> |
| Grandmaster: | <i>Basic Set: Characters; Powers; Power-Ups 3: Talents; Power-Ups 4: Enhancements; Power-Ups 8: Limitations.</i> |
| Green Goblin: | <i>Basic Set: Characters; Ultra-Tech.</i> |
| Gyrich, Henry Peter: | <i>Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
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| Hammerhead: | <i>Basic Set: Characters; Power-Ups 2: Perks.</i> |
| The Hand: | <i>Basic Set: Characters; Martial Arts; Boardroom and Curia.</i> |
| Harpy: | <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.</i> |
| Havok: | <i>Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
| Hawkeye: | <i>Basic Set: Characters; Martial Arts; Low-Tech; High-Tech; Ultra-Tech.</i> |
| Hebe: | <i>Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> |
| The Helion: | <i>Spaceships.</i> |
| Hellfire Club: | <i>Basic Set: Characters; Boardroom and Curia.</i> |
| Hellstorm: | <i>Basic Set: Characters; Powers; Thaumatology; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
| Henchmen For Hire: | <i>Boardroom and Curia.</i> |
| Hercules: | <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Dungeon Fantasy 1: Adventurers.</i> |
| Hulk: | <i>Basic Set: Characters; Powers; Supers.</i> |
| Human Torch: | <i>Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents.</i> |
| HYDRA: | <i>Basic Set: Characters; Power-Ups 2: Perks; Boardroom and Curia.</i> |
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| Iceman: | <i>Basic Set: Characters; Powers; Supers.</i> |
| Impossible Man: | <i>Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
| Inhumans: | <i>Basic Set: Characters; Power-Ups 2: Perks.</i> |
| Invisible Woman: | <i>Basic Set: Characters; Powers; Supers.</i> |
| Iron Fist: | <i>Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks.</i> |
| Iron Man: | <i>Basic Set: Characters; Ultra-Tech, Power-Ups 7: Wildcard Skills.</i> |
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| Jaguar: | <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
| Jameson, J. Jonah: | <i>Basic Set: Characters.</i> |
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| Jameson, John: | <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
| Jester: | <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i> |
| Jewel: | <i>Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
| Juggernaut: | <i>Basic Set: Characters; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.</i> |
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| Kale, Jennifer: | <i>Basic Set: Characters; Thaumatology; Psionic Powers.</i> |
| Ka-Zar: | <i>Basic Set: Characters; Martial Arts; Low-Tech; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> |
| Kingpin: | <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i> |
| Kirigi: | <i>Basic Set: Characters; Martial Arts; Powers; Power-Ups 2: Perks.</i> |
| Korath the Pursuer: | <i>Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Ultra-Tech.</i> |
| Kraven the Hunter: | <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i> |
| Kree: | <i>Basic Set: Characters.</i> |
| Kree Sentry: | <i>Basic Set: Characters; Powers; Ultra-Tech; Template Toolkit 2: Races.</i> |
| Kurtzburg, Zelda: | <i>Basic Set: Characters; Power-Ups 2: Perks.</i> |
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| Leapfrog: | <i>Basic Set: Characters; Martial Arts; Supers.</i> |
| Leo: | <i>Basic Set: Characters; Powers; Supers; Social Engineering; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.</i> |
| Leonus: | <i>Basic Set: Characters; Martial Arts; Powers; Supers.</i> |
| Lethal Legion: | <i>Boardroom and Curia.</i> |
| Libra: | <i>Basic Set: Characters; Martial Arts; Powers; Social Engineering; Power-Ups 2: Perks.</i> |
| Living Laser: | <i>Basic Set: Characters; Powers; Power-Ups 4: Enhancements; Power-Ups 6: Quirks; Power-Ups 8: Limitations.</i> |
| Living Pharaoh: | <i>Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
| Lizard: | <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i> |
| Loki: | <i>Basic Set: Characters; Powers; Supers; Thaumatology; Power-Ups 2: Perks.</i> |
| Lorelei: | <i>Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
| Luis: | <i>Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.</i> |
| Lumpkin, Willie: | <i>Basic Set: Characters.</i> |
| Lupo: | <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i> |
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| Machete: | <i>Basic Set: Characters; Martial Arts; Supers; Power-Ups 2: Perks.</i> |
| Machinesmith: | <i>Basic Set: Characters; Power-Ups 2: Perks.</i> |
| Mad Thinker: | <i>Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.</i> |
| Maggia: | <i>Boardroom and Curia.</i> |
| Magneto: | <i>Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.</i> |
| Man-Thing: | <i>Basic Set: Characters; Powers; Supers; Powers; Divine Favor; Power-Ups 2: Perks; Power-Ups 6: Quirks.</i> |
| Mantra: | <i>Basic Set: Characters; Powers; Thaumatology; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.</i> |
| Masque: | <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i> |
| Mastermind: | <i>Basic Set: Characters; Powers; Power-Ups 2: Perks.</i> |
| Masters, Alicia: | <i>Basic Set: Characters; Power-Ups 2: Perks.</i> |
| Matador: | <i>Basic Set: Characters; Martial Arts; Power-Ups 2:</i> |

Perks; Ultra-Tech.

Maximus: *Basic Set: Characters; Powers; Psionic Powers.*

Medusa: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*

Mentallo: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks; Pyramid #3/53: Action.*

Mesmero: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 4: Enhancements.*

Meteorite: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Social Engineering: Pulling Rank.*

Mimic: *Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents.*

Mister Fantastic: *Basic Set: Characters; Powers; Supers.*

Mister Fear: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Mockingbird: *Basic Set: Characters; Martial Arts; Supers; Power-Ups 2: Perks.*

MODOK: *Basic Set: Characters; Powers; Psionic Powers.*

Molecule Man: *Basic Set: Characters; Powers; Supers; Psionic Powers.*

Mole Man: *Basic Set: Characters.*

Moloids: *Basic Set: Characters.*

Molten Man: *Basic Set: Characters; Powers; Supers.*

Moonstone: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 4: Enhancements; Power-Ups 8: Limitations.*

Morlocks: *Boardroom and Curia.*

Mutant Liberation Front: *Boardroom and Curia.*

Mysterio: *Basic Set: Characters; Supers.*

Mystique: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Namor: *Basic Set: Characters; Powers; Supers.*

Namora: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*

Namorita: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Nelson, Foggy: *Basic Set: Characters; Power-Ups 2: Perks.*

Nightangel: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Pyramid #3/53: Action.*

Nightshade: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Nile, Tana: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks; Ultra-Tech.*

Nitro: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Nova: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 4: Enhancements; Power-Ups 6: Quirks; Ultra-Tech.*

Olympian Gods: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Oracle: *Basic Set: Characters; Powers; Supers; Gun-Fu; Psionic Powers; Social Engineering: Pulling Rank.*

Order of Kamar-Taj: *Boardroom and Curia.*

Osborn, Harry: *Basic Set: Characters; Power-Ups 2: Perks.*

Owl: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*

Ox: *Basic Set: Characters; Powers; Supers.*

Page, Karen: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Paibok the Power-Skrull: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks, Power-Ups 3: Talents.*

Panther: *Basic Set: Characters; Powers; Martial Arts.*

Paralyzer: *Basic Set: Characters; Powers; Supers; Psionic Powers; Social Engineering: Pulling Rank.*

Parker, May: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Phoenix: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 7: Wildcard Skills.*

Piper: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Low-Tech Companion 1: Philosophers and Kings.*

Pisces: *Basic Set: Characters; Powers; Supers; Monster Hunters 3: The Enemy; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Plantman: *Basic Set: Characters; Powers; Supers; Magic; High-Tech; Pyramid 3/49: World-Hopping; Power-Ups 2: Perks; Dungeon Fantasy 1: Adventurers.*

Polaris: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks.*

Porcupine: *Basic Set: Characters; Powers; Power-Ups 4: Enhancements; Power-Ups 8: Limitations.*

Port Nowhere: *City Stats.*

Possible, Kim: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks; Power-Ups 7: Wildcard Skills.*

Primus: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Ultra-Tech.*

Psycho-Man: *Basic Set: Characters; Powers; Supers; Update.*

Punisher: *Basic Set: Characters; Martial Arts; Gun-Fu; Power-Ups 2: Perks; Pyramid #3/53: Action.*

Puppet Master: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Pyro: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Quasar: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks, Power-Ups 3: Talents, Power-Ups 4: Enhancements; Pyramid #3/105: Cinematic Magic.*

Quasimodo: *Basic Set: Characters; Powers; Supers; Psionic Powers; Ultra-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents; Pyramid #3/21: Cyberpunk.*

Quicksilver: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Rama-Tut: *Basic Set: Characters; Power-Ups 2: Perks; Ultra-Tech.*

Rattler: *Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents.*

Red Ghost: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks; Power-Ups 4: Enhancements.*

Red Guardian: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents; Action 3: Furious Fists; Social Engineering: Pulling Rank.*

Renegades: *Boardroom and Curia.*

Rhino: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.*

Rigellians: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Robertson, Joe: *Basic Set: Characters.*

Rogue: *Basic Set: Characters; Powers.*

Ronan the Accuser: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks; Ultra-Tech.*

Rover: *Basic Set: Characters; Powers; Ultra-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Russell, Lissa: *Basic Set: Characters; Powers; Supers; Powers; Divine Favor; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Salomé: *Basic Set: Characters; Magic; Powers; Psionic Powers; Supers; Thaumatology; Power-Ups 6: Quirks.*

Sandman: *Basic Set: Characters; Powers; Supers.*

Sauron: *Basic Set: Characters; Supers; Power-Ups 2: Perks.*

Savage Land: *City Stats.*

Savage Land Mutates: *Boardroom and Curia.*

Savakis, Nyssa: *Basic Set: Characters; Powers; Psionic Powers; Supers; Power-Ups 1: Imbuements.*

Scarecrow: *Basic Set: Characters; Power-Ups 2: Perks.*

Scarlet Beetle: *Basic Set: Characters; Powers; Supers; Bio-Tech; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Scarlet Witch: *Basic Set: Characters; Powers; Supers; Thaumatology; Supers; Power-Ups 2: Perks.*

Scorpio: *Basic Set: Characters; Martial Arts; Powers; Social Engineering: Pulling Rank; Thaumatology; Psionic Powers; Power-Ups 4: Enhancements.*

Scorpion: *Basic Set: Characters; Powers; Supers.*

Sentinels: *Basic Set: Characters; Powers; Power-Ups 2: Perks; High-Tech; Ultra-Tech.*

Serpent Men: *Basic Set: Characters; Martial Arts.*

Serpent Squad: *Boardroom and Curia.*

Shanna the She-Devil: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Shi'ar: *Basic Set: Characters; Power-Ups 2: Perks.*

SHIELD: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents; Social Engineering: Pulling Rank; Boardroom and Curia.*

Shocker: *Basic Set: Characters; Powers; Supers.*

Sif: *Basic Set: Characters; Martial Arts; Powers; Supers; Magic; Power-Ups 2: Perks.*

Silvermane: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents, Ultra-Tech; Social Engineering.*

Silver Sable: *Basic Set: Characters; Martial Arts; Gun-Fu; Power-Ups 2: Perks; Power-Ups 6: Quirks; Social Engineering; Pyramid #3/53: Action.*

Sin: *Basic Set: Characters; Martial Arts.*

Skrulls: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Skybreaker: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Sky-Wolves: *Basic Set: Characters; High-Tech; Ultra-Tech; Social Engineering; Boardroom and Curia.*

Slither: *Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks.*

Solarr: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Soulfire: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Southern, Candy: *Basic Set: Characters; Martial Arts; Gun-Fu; Power-Ups 2: Perks; Ultra-Tech.*

Spaceknights: *Basic Set: Characters; Supers; Power-Ups 2: Perks.*

Spider-Man: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks.*

Spider-Woman: *Basic Set: Characters; Powers; Supers; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Stacy, Captain George: *Basic Set: Characters; Power-Ups 2: Perks.*

Stacy, Gwen: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Stallion: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Stan Lee: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Stark Industries: *Boardroom and Curia.*

Starr, Dr. Elias: *Basic Set: Characters; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks; Power-Ups 7: Wildcard Skills; Pyramid #3/53: Action.*

Stick: *Basic Set: Characters; Martial Arts; Powers.*

Stilt-Man: *Basic Set: Characters; Powers; Power-Ups 2: Perks.*

Stinger: *Basic Set: Characters; Powers.*

Super-Skrull: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Social Engineering: Pulling Rank.*

Sureshot: *Basic Set: Characters; Action 1: Heroes; Martial Arts; High-Tech; Ultra-Tech; Gun-Fu; Power-Ups 2: Perks; Power-Ups 6: Quirks; Power-Ups 7: Wildcard Skills.*

Swarm: *Basic Set: Characters; Horror; Power-Ups 6: Quirks.*

Tai Shing Pek Kwar: *Martial Arts.*

Taskmaster: *Basic Set: Characters; Supers; Martial Arts; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Techno: *Basic Set: Characters; Powers; Supers; Ultra-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks; Power-Ups 7: Wildcard Skills.*

Thing: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Thompson, Flash: *Basic Set: Characters; Martial Arts; Power-Ups 3: Talents.*

Thor: *Basic Set: Characters; Magic; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Thrud: *Basic Set: Characters; Martial Arts; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 6: Quirks; Dungeon Fantasy 1: Adventurers.*

Thundra: *Basic Set: Characters; Powers; Supers; Martial Arts; Power-Ups 1: Imbuements; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Timberius: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Tinkerer: *Basic Set: Characters; Supers; Power-Ups 2: Perks.*

Toad: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks.*

Tower: *Basic Set: Characters; Powers; Supers.*

Trapster: *Basic Set: Characters; Bio-Tech; Supers; Power-Ups 2: Perks; Power-Ups 4: Enhancements.*

Trask, Oliver: *Basic Set: Characters; Power-Ups 2: Perks.*

Typhoid Mary: *Basic Set: Characters; Powers; Martial Arts; Supers; Psionic Powers; Power-Ups 1: Imbuements; Power-Ups 2: Perks.*

ULTIMATUM: *Boardroom and Curia.*

Ultron: *Basic Set: Characters; Powers; Supers; Ultra-Tech; Power-Ups 2: Perks; Power-Ups 4: Enhancements; Power-Ups 6: Quirks.*

Una: *Basic Set: Characters; Ultra-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 7: Wildcard Skills.*

Union Jack: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Unus the Untouchable: *Basic Set: Characters; Powers; Martial Arts; Power-Ups 2: Perks.*

Urich, Ben: *Basic Set: Characters; Power-Ups 2: Perks.*

Vampires: *Basic Set: Characters; Magic; Fantasy; Psionic Powers; Power-Ups 4: Enhancements.*

Vanisher: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Vermin: *Basic Set: Characters; Powers; Supers; Bio-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Vertigo: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Vibro: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 4: Enhancements; Power-Ups 6: Quirks.*

Viper: *Basic Set: Characters; Supers; High-Tech; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Voice: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 4: Enhancements; Power-Ups 6: Quirks.*

Vulcan: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 4: Enhancements; Power-Ups 6: Quirks; Power-Ups 8: Limitations.*

Vulture: *Basic Set: Characters; Supers.*

Wakanda: *City Stats.*

Wasp: *Basic Set: Characters; Powers; Supers; Power-Ups 4: Enhancements; Power-Ups 8: Limitations.*

Watcher: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks.*

Watson, Mary Jane: *Basic Set: Characters; Power-Ups 2: Perks.*

Whirlwind: *Basic Set: Characters; Powers; Supers; Power-Ups 2: Perks; Power-Ups 3: Talents; Power-Ups 4: Enhancements; Power-Ups 7: Wildcard Skills; Power-Ups 8: Limitations.*

White Bishop: *Basic Set: Characters; Ultra-Tech; Power-Ups 2: Perks.*

Whiteout: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

White Queen: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Wind-Rider: *Basic Set: Characters; Powers; Supers; Psionic Powers; Power-Ups 2: Perks; Power-Ups 3: Talents.*

Wizard: *Basic Set: Characters; Supers; Power-Ups 2: Perks; High-Tech; Ultra-Tech.*

Wolfe, Sara: *Basic Set: Characters; Thaumatology; Power-Ups 2: Perks; Power-Ups 3: Talents; Supers; Thaumatology: Ritual Path Magic.*

Wolverine: *Basic Set: Characters; Powers; Supers; Martial Arts; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Wong: *Basic Set: Characters; Martial Arts; Thaumatology; Powers; Power-Ups 2: Perks; Power-Ups 6: Quirks.*

Woodpecker: *Basic Set: Characters; Powers.*

Worm: *Basic Set: Characters; Powers.*

Xavier, Charles: *Basic Set: Characters; Powers; Psionic Powers; Power-Ups 2: Perks.*

Xavier Institute: *Psi-Tech; Ultra-Tech; Boardroom and Curia.*

X-Men: *Boardroom and Curia.*

X-Men Helicopter: *Spaceships; Spaceships 4: Fighters, Carriers, and Mecha; Spaceships 7: Divergent and Paranormal Tech; Pyramid #3/34: Alternate GURPS.*

X-Men Jet: *Spaceships; Spaceships 7: Divergent and Paranormal Tech; Pyramid #3/34: Alternate GURPS.*

X-Men Van: *Spaceships; Spaceships 4: Fighters, Carriers, and Mecha; Pyramid #3/34: Alternate GURPS.*

Yellowjacket: *Basic Set: Characters; Powers; Supers; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Yon-Rogg: *Basic Set: Characters; Martial Arts; Ultra-Tech; Power-Ups 3: Talents; Power-Ups 6: Quirks.*

Zaran, Maximillian: *Basic Set: Characters; Martial Arts; Power-Ups 2: Perks.*

Zarek: *Basic Set: Characters; Social Engineering; Power-Ups 3: Talents.*

Zola, Dr. Arnim: *Basic Set: Characters; Powers; Power-Ups 2: Perks; Power-Ups 7: Wildcard Skills.*

Appendix: Other Alien Races:

APPENDIX: POWER MODIFIERS

The following power modifiers are either common or unique to the Marvel Universe. Others, such as Chi, Divine, Mechanical, and Spirit, usually only appear in isolated cases.

Biological (-10%): These abilities are part of the character's physiology, but may be negated through the application of drugs geared specifically for such purpose (-5%). Active abilities always require an additional 1 FP to use (-5%), but see *Passive Biological*, below.

Chemical (-10%): These abilities are dependent upon some form of chemical/alchemical potion being applied to the body on a regular basis, whether through ingestion, inhalation, or injection. This potion is the equivalent of Maintenance (One Person; Weekly) (-5%); the potion takes at least an hour to create. In addition, the effects of the potion can be counteracted through other pharmaceutical means, same as with the *Passive Biological* power modifier, below (-5%).

Demonic (-10%): The infernal counterpart to the *Divine* power modifier. These abilities are granted by supernatural entities that are at best uncaring or more often actively malevolent (a "demon"). The entity requires the character follow a -10 point self-imposed disadvantage of the demon's choosing, which may not be one of the 'heroic' disadvantages (-10%). Should the character violate the demon's code, the demon will remove the ability. Demons are notorious for removing the ability immediately upon violation, even (especially!) in life-threatening situations (-0%), and usually requires only a minor quest or minor harm to restore (-0%).

Divine (-10%): The more beneficial counterpart to the *Demonic* power modifier. These abilities are granted by supernatural entities that are at generally benevolent, quite possibly one worshipped as a god at some point. The entity requires the character follow a -10 point self-imposed disadvantage of the deity's choosing, which is usually one of the 'heroic' disadvantages (-10%). Should the character violate the deity's code of conduct, the deity will remove the ability. The deity in question will likely remove the ability immediately upon violation, *except* in immediately life-threatening situations (+5%), and usually requires a major quest or act of penance to restore (-5%).

Electronic (-30%): The most common version of *Technological* in the Marvel Universe. The power's abilities require weekly maintenance, at 1 hour per ability (-5%). In addition, they can be detected by X-ray scans and other forms of medical imaging, and may also generate radio static or an odor of ozone (-5%). Finally, they're vulnerable to electrical disruption as defined for the disadvantage Electrical (p.B134; -20%). This last portion is *identical* to taking the Temporary Disadvantage: Electrical limitation; do not take the latter with this power modifier.

Elemental (-10%): This power lets a character manipulate an "element" – one kind of natural matter or energy, or its absence. Common examples in the Marvel Universe are Air, Cold/Ice, Darkforce, Earth, Electricity, Heat/Fire, Light, Sound/Vibration, and Water. These powers have either a mundane countermeasure (-10%) or an insulator (often but not always an opposing element) that can interfere with the elemental energy (-10%), but rarely both. Unlike other power modifiers, Elemental may stack with either *Super*, *Psionic*, or *Mutant*.

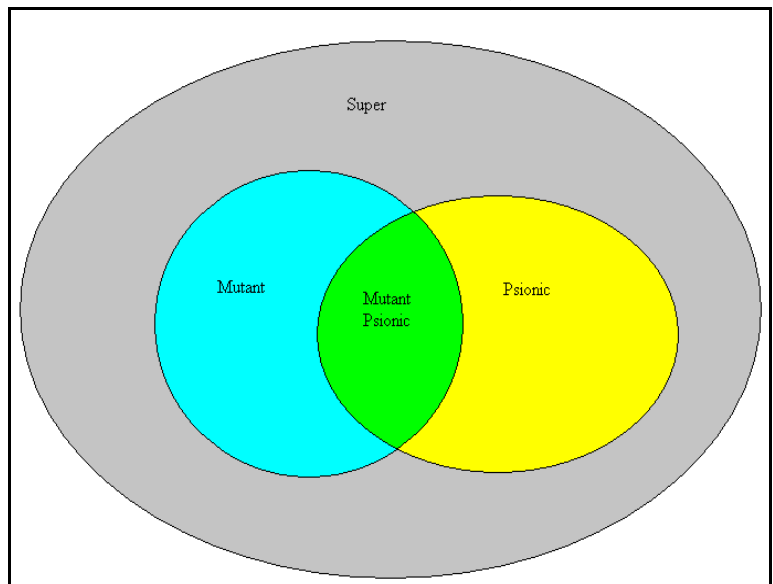
Magical (-10%): The character's abilities are dependent on the world's ambient mana to operate. The bulk of the world appears to be a normal-mana region, while certain areas of the world are low- or high-mana areas. Modern technology cannot detect these energies, so there are no technological countermeasures. However, the ambient energies can be blocked through paranormal means (-5%), and the abilities can be negated through certain Anti-Magic abilities (-5%).

Mutant (-10%): The character is a mutant whose abilities can be negated through Anti-Mutant abilities such as Neutralize and Static (-5%) or through technological means (-5%). This is a subset of the *Super* power modifier, so any Anti-Super abilities will also negate the mutant powers, but the reverse is not necessarily true.

Mutant Biology (-0%): The character is a mutant, and can be detected as such. However, the abilities with this power modifier are physical adaptations which cannot be removed except through surgery (usually amputation of limbs), and are nearly indistinguishable from "wild" abilities, but *do* receive the skill bonus from Power Talents. Because of this, there is **no** value to the modifier. Technically, this would be considered a subset of *Mutant*, above.

Mutant Psionic (-10%): The character is a mutant and can be detected as such. The character's powers are psionic in nature, usually Telepathic, ESP, or Psychokinetic, and can be negated by both Anti-Mutant and Antipsi abilities (-5%), or through technological means (-5%). This is a subset of both the *Mutant* and *Psionic* power modifiers, which are themselves subsets of the *Super* power modifier, so any Anti-Super abilities will also negate the mutant abilities, but the reverse is not true.

Nanotech (-15%): The Power's abilities require weekly maintenance, at 1 hour per week per ability (-5%). In addition, they can be countered by nanotech designed by adversaries (-5%). The operation of nanotech is biologically stressful: Pay an extra 1 FP whenever you use an active ability (-5%) in much the same manner as for the *Biological* modifier.



Passive Biological (-5%): Like *Biological* above, these abilities are part of the character's physiology, but may be negated through the application of drugs geared specifically for such purpose (-5%). As these abilities are passive in nature, no FP expenditure is necessary, unlike with *Biological*.

Passive Nanotech (-10%): The power's abilities require weekly maintenance, at 1 hour per ability (-5%). In addition, they can be countered by nanotech designed by adversaries (-5%). These abilities are passive in nature; no FP expenditure is necessary, unlike with *Nanotech*.

Power Cosmic (+10%, +20%, +30%, +40%, or 50%): These abilities stem from cosmic sources, and are not easily counteracted by anti-powers, pharmaceuticals, or superscience technology designed to counteract other powers. Only other Power Cosmic powers of a higher tier can counteract them. This is otherwise identical to the *Cosmic* power modifier in *Powers*. This is a leveled modifier, with the more powerful levels able to interfere with and/or override lower levels. In practice, only the Living Tribunal possesses the +50% version, and corporeal cosmic entities such as the Watcher and those of the same power level have the +10% level.

Psionic (-10%): The character's abilities are psionic in nature, usually falling under such classifications as Telepathic, ESP, or Psychokinetic. As such, they are affected by Antipsi abilities (-5%) as well as technological means (for example: psionic dampers) (-5%). This is a subset of the *Super* power modifier, so any Anti-Super abilities will also negate the psionic abilities, but the reverse is not true.

Super (-10%): This is a catch-all power modifier for those powers whose abilities are not biological, psionic, magical, or mutant in nature. *Mutant* and *Psionic* are both subsets of this. These abilities can be negated through various Anti-Super powers (-5%) and through technological means (-5%).

The accompanying Venn diagram (previous page) shows the correlation between the *Super*, *Mutant*, *Psionic*, and *Mutant Psionic* power modifiers. The gray area represents those powers that fall under the *Super* header. The cyan area represents those that fall under the *Mutant* modifier, being considered "mutants" in the Marvel Universe. The yellow area represents the powers that fall under the *Psionic* power modifier. The green area which overlaps both the *Mutant* and *Psionic* areas represents those mutants whose powers are also psionic in nature.

In any given campaign, only one, and possibly two, of these four should be prevalent. In an X-Men campaign, *Mutant* will be prevalent, with a few *Mutant Psionic* and *Mutant Biological* powers thrown in; in an Avengers or Fantastic Four campaign, *Super* will be the most common, with a few *Psionic* powers available; and in a supernatural (Doctor Strange or Hellstorm) campaign, *Magical* and *Demonic* are the most likely power sources for PCs. The overall frequencies of countermeasures for each of these four categories are about equal, hence the lack of difference in price. Of course, in truly crapsack campaigns (such as the *Secret Wars* story arcs), all bets are off. In such a campaign, it is acceptable to boost both Psionic and Mutant by -5% (to a total of -15%) and Mutant Psionic by -10% (to a total of -20%) to reflect the vulnerability to a wider range of available countermeasures.

What is the difference between a Mutant and a Mutate?

A mutant in the Marvel Reboot Universe is someone who was born with – or at least the potential for manifesting – powers due to the presence of a genetic code which has been labeled the X-Gene. While external factors may be in play during the manifesting of said powers, the capacity for the powers is already present in the DNA; the external factors would be merely a catalyst. A mutate is someone who gained powers through deliberate or accidental alteration of the DNA through external factors.

So how do we determine who is a mutant when the external forces are in play? A wide variety of indicators can be used, besides a straight-up DNA test to find the X-Gene. Often, the presence of a known mutant in the family will be a major indication that the person is himself a mutant. Physical alterations – such as Polaris's hair being light green since birth – are also clear indications of the mutant X-Gene. In the end, though, it all depends on whether the person accepts or denies being a mutant, and whether such indications are obvious or obscured.

Can a person be both? *YES*. Probably the best-known case of this is Hank McCoy/Beast of the X-Men and Avengers, starting with his solo tales in *Amazing Adventures* in the early 1970s. Beast was a mutant who further mutated himself through biochemical means, going from a form as strong and agile as a gorilla or chimpanzee into a furry form with much greater abilities.

Do Super-Powered Offspring of Superhumans Count As Mutants?

This is a tricky question to answer, in that the answer can be *both* 'yes' and 'no'. One debate calls all such offspring Mutants, another calls them "caterpillars". As it is, there are three similar yet distinct cases which bear noting:

1. At least one parent is a Mutant with the X-Gene, which was passed on to the next generation. In this case, yes, the offspring, regardless of whether the powers are similar to those of the parent's, is a Mutant. In-universe cases: Quicksilver, Scarlet Witch, Polaris, Nightcrawler, Cable, Siryn, Rachel Summers.

2. Neither parent is a Mutant, but the offspring has powers unlike either parent. In this case, the offspring is most likely a Mutant, unless coming from a race where this is the norm (e.g. the Inhumans). In-universe cases: Daisy Johnson/Quake (daughter of Mr. Hyde), Franklin Richards.

3. Neither parent is a Mutant, and the offspring inherits the parent's powers. In this case, the offspring is *not* a Mutant! There really is no specific term for this particular case ("caterpillar" doesn't seem to sound right, as one would expect there to be changes in the future); in the Reboot, I'm referring to these as "legacies". In-universe cases: May "Mayday" Parker/Spider-Girl.

Magic in the Marvel Universe is known to come in four basic methods, known as *egocentric*, *ecocentric*, *exocentric*, and *necromantic*.

Egocentric magic is the magic of the self, drawing upon personal energies. This magic operates primarily for the powers of the mind and soul: astral projection, telepathy, hypnosis, and mental illusions are a sampling of egocentric powers. Some mages who are of an extradimensional hybrid nature – such as Clea – and most demons are able to provide their own personal energies for magics more commonly performed using the other methods by mortal sorcerers.

Ecocentric magic is the magic of the universe, drawing upon ambient energies to perform more blatant feats of magic, including but not limited to manipulation of the four classical elements, forming eldritch bolts and shields, and similar effects. Most mystic talismans and relics that exist operate on universal energies.

Exocentric magic is the magic of the beyond, entreating extradimensional entities – often called principalities – for energy. Most principalities called upon have what are called "signature spells", unique spells which the principality empowers directly. Some principalities are entire extradimensional races (such as the Faltine and the Seraphim), but most are individuals on the same power as and straddle the line between gods and demons.

Necromantic magic, also known as "black magic", is the magic of death. This method of magic draws energy from the unwilling, often (but not always) by killing living beings to use their energies. This method of casting magic tends to have a corrupting influence on its practitioners, with those who rely primarily on black magic slowly losing their humanity unless steps are taken to purge themselves of this corruption on a regular basis.

Sorcerers, such as Doctor Strange and his order, deal with six main Realms: Mind, Space, Time, Spirit, Energy, and Matter. These six Realms make up the cornerstones of the Multiverse, and dedicated practitioners can learn up to five tiers in those Realms. Lesser mystics often focus on narrower sub-realms. For instance, Romani magic, as practiced by Wanda Maximoff, relies on the Illusion, Luck, and Matter Realms. Nature-oriented mages often use the Nature Realm, or learn distinct Animal, Earth, Fire, Plant, and Weather Realms. Most of these practitioners only achieve the third tier, with a select few achieving the fourth or fifth. In all cases, a magician's maximum potential level in any Realm is dictated by his Magery level. Magery 0 tends to be innate, but all levels of Magery including Magery 0 are learnable advantages in the Marvel Universe.

The level of the Sub-Realms stack with those of the primary Realm, although the sorcerer does not need to have the primary Realm in order to have a Sub-Realm (in fact, it's usually pretty rare for a sorcerer to have both). For instance, a sorcerer could have Energy/3 and Fire/2, where Fire is a Sub-Realm of Energy; the sorcerer would have an *effective* Fire/5 because Fire is included in Energy. Note that the cap of Magery is still in force; with Magery 3, a sorcerer cannot have both Energy/2 and Fire/3 and expect them to stack at Fire/5, since Fire/5 exceeds his Magery.

In all cases, the sixth tier of a Realm is off-limits to all corporeal beings. Even such beings as the Olympian, Asgardian, and Heliopolitan gods are unable to achieve the sixth tier in any Realm and remain corporeal (see *Asgardians*; *Olympian Gods*). In essence, any being who achieves the sixth tier in a Realm automatically becomes the living embodiment of that Realm, and becomes a truly Cosmic being.

Realm/1 spells use 0 energy, Realm/2 spells 1 energy, Realm/3 spells 2 energy, Realm/4 spells 5 energy, and Realm/5 spells 10 energy. It is possible to mix energy sources in a spell, and most sorcerers will always attempt to use the method that causes them to use the least amount of personal energy.

Egocentric magic focuses on the Mind and Spirit Realms and their sub-Realms, and is powered by the mage's own Fatigue Points (FP) and/or Energy Reserve (ER). (Quintessence Points/QP are used when utilizing *The Fifth Attribute* in **Pyramid #3/120: Alternate GURPS V**.) Mages who utilize their own energy for Realms other than those two are required to have the Extra Options Perk for *each* additional Realm.

Ecocentric magic utilizes the rules on Threshold Magic from pages 76 to 82 of **GURPS Thaumatology**, with the following setting switches and adjustments: The caster's Threshold starts at 30. Instead of the usual energy discount thresholds described in the **Basic Set** and **GURPS Magic** (one less energy at skill 15, another one less at skill 20, etc.), the caster can take a cumulative penalty to reduce the strain the spell puts on the environment, effectively reducing the tally cost by 1 per each -5 penalty to skill. Places of power (the Great Pyramids of Giza, Dr. Strange's Sanctum Sanctorum at 177A Bleeker Street in Manhattan, etc.) give a discount on the energy tally up to 50%. The Increased Threshold advantage (**Thaumatology**, p. 78) can be taken at the 1/level rate of a 4% increase in the Threshold. Recovery of the sorcerer's tally happens at the same speed as recovering FP or ER. And the Variable Energy Access advantage (**Thaumatology**, p. 79) is not available. Ecocentric magic deals primarily with the Energy, Matter, Space, and Time Realms, although ecocentric spells utilizing the Mind Realm are possible.

Exocentric magic requires a Reaction roll for each entity called upon in a casting *unless* the sorcerer has obtained a prior Reaction of Neutral or better from the entity in the past. If for any reason the sorcerer upsets or gains the enmity of the principality in question (such as Dr. Strange opposing Dormammu in the Dark Dimension after calling upon him for energy early in his career) and then attempts to again call upon the entity, all further Reaction rolls at -10 until the sorcerer makes amends (this could be a roleplaying plot point!). If the Reaction roll for a casting is worse than Neutral, the sorcerer must invoke another friendlier entity or obtain the energy from some other source. The sorcerer *must* have Spirit/3 in order to call upon a principality for energy, but the spell costs a total of 1 energy to cast should the principalities invoked agree to provide energy.

Necromantic magic, like egocentric magic, uses Fatigue or an Energy Reserve (or Quintessence Points if using *The Fifth Attribute*). However, this energy comes from other living beings, usually unwillingly. Necromancers may prefer to kill their energy

sources because the energy released at the time of death is the sum of the victim's Fatigue and Hit Points. At the end of the day when the sorcerer derives energy in this manner, he must make a Will+Magery roll at a penalty equal to the 1/10th the energy derived from unwilling victims. On a success, nothing happens; on a failure, the sorcerer gains a level of Black Magic Taint for every 10 points (or fraction thereof) by which he failed. The Black Magic Taint acts as a penalty to all Realm skills *except* when using necromantic energy, counts as a -3 point/level disadvantage, and otherwise follows the rules for Black Magic on page 156 of *GURPS Magic*.

Of note, there are various psychics – such as the Indian psychic Topaz – who can act as familiars to sorcerers, using their psychic talents to amplify or focus the spells of the sorcerer (see *Topaz*).

In addition, there are a number of additional options which differ from the standard Realm Magic described in *Thaumatology*.

First, the maximum damage done is at the Realm level squared per round of build-up. Afflictions are resisted at HT or Will at a penalty equal to the Realm level squared minus one. For example, Realm/3 permits a 9d Energy or Matter attack, or a resisted Mind affliction at Will-8 (equal to 9 levels of the Affliction advantage with Malediction).

Range penalties are assessed using the Size and Speed/Range Table (*Basic Set*, p. 550) for most spells; information spells and most Mind, Spirit, or Time spells use the Long-Distance Modifiers table (*Basic Set*, p. 241), with Time treating "miles" as "days".

A spell does not need to use the sorcerer's full Realm level. For example, if a sorcerer has Time/5, he may choose to cast a Time/2 spell, at Time/2's energy cost.

Spells that use multiple Realms use the energy cost of the highest Realm level used, plus 1 energy for each additional Realm in the spell.

Spells are single-target spells by default. It costs 1 additional energy to turn a spell into an area effect spell with a radius of 2 yards, and then 1 additional energy for each doubling of the radius.

Direct damage spells and weapons (mundane or conjured) can have an Armor Divisor added to them. It costs 1 energy to add an AD (2) to a spell or weapon, and then 1 additional energy for each additional level of Armor Divisor. Remember that the additional levels are (3), (5), (10), (100), and (∞); it costs 6 energy to make an attack that bypasses DR completely. If removing an armor divisor from energy weapons, each additional step again costs 1 additional energy per level; the progression here is (∞), (100), (10), (5), (3), (2), (1), (0.5), (0.2), and (0.1), starting with the weapon's initial armor divisor.

While many spells are instantaneous, some spells have ongoing effects instead; for instance, a hypnosis spell or a conjured waterfall. An ongoing spell lasts for one minute by default. For double the energy cost, the spell may last for an hour; for triple the energy cost, the spell may last a full day; and for ten times the energy cost, a spell can be made permanent.

(These changes are intended to provide more stable castings than *Thaumatology* provides, where variables such as duration, range, and area of effect are subject to the Realm skill's margin of success.)

The Realms:

Energy: This far-reaching Realm includes all types of energy, including but not limited to cold, electricity, heat/fire, kinetic, light, radiation, and vibration.

Matter: This Realm deals with altering and creating matter in all forms. A sorcerer's own scientific knowledge *does* affect the Realm's use.

Mind: This far-reaching Realm deals with all aspects of intelligence and conscious thought, as well as subconscious desires.

Space: This Realm affects such things as movement and inertia, permitting such wide effects as levitation, telekinesis, teleportation, flight, and even dimensional travel. Combined with Mind, it permits clairsentience.

Spirit: This Realm deals with all aspects related to a being's soul or spirit. It can also be used to deal with spiritual entities of all levels.

Time: This Realm affects both the passage of time, including the ability to travel backwards in time, as well as precognition and psychometry.

Selected Sub-Realms:

Air: This sub-Realm of Matter enables the mage to manipulate the classical element of air.

Body: This sub-Realm of Matter deals solely with the manipulation of living (and dead) organic matter.

Dreams: This sub-Realm of either Mind or Spirit permits the sorcerer to travel into and affect a dreamer's dreams.

Earth: This sub-Realm of Matter enables the mage to manipulate the classical element of earth.

Fire: This sub-Realm of Energy enables the mage to manipulate the classical element of fire.

Illusion: This sub-Realm of Mind deals primarily with creating and dispelling illusions.

Lightning: This sub-Realm of Energy enables the mage to manipulate electricity in all forms.

Luck: Also called Probability, this Realm deals with manipulating probabilities in order to alter circumstances to make the improbable probable. This Realm is a sub-Realm of both Matter and Time; someone with both of those Realms doesn't need Luck.

Water: This sub-Realm of Matter enables the mage to manipulate the classical element of water.

As advantages, the Realms of Energy, Matter, Mind, Spirit, Space, and Time are all 20 points per level. Body, Fire, Illusion, Luck and all other Sub-Realms are 10 points per level, being essentially the parent Realm with a Specialized (-50%) limitation on it.

Any sufficiently advanced technology is indistinguishable from magic.
– Arthur C. Clarke's Third Law

*Any sufficiently analyzed magic is indistinguishable from **SCIENCE!***
– Phil and Kaja Foglio's Heterodyne Corollary

Realm Levels

Level 1: Detection and Measurement.

Level 2: Basic Control and Diversion.

Level 3: Command and Create.

Level 4: Authority.

Level 5: Near Complete Power.

Level 6: **PHENOMENAL COSMIC POWER!** (itty bitty living space)

The following traits are used in the various builds in this document but do not appear in any of official rulebook.

Social Background

Cultural Familiarities (p. B23)

In many cases where a culture's description indicates "greatly resembles" a historical culture (e.g. Asgardian culture resembles the historical Norse/Viking culture), time-travelers to those historical periods can substitute the listed culture with no penalty.

Common to any Modern-Day Game:

Aboriginal: The native hunter-gatherer cultures of Africa, Yucatan peninsula, South America, and Australia, among others. (Not exactly realistic to put such disparate cultures together under one familiarity, but for cinematic games such as those in a comic book world it works.)

Central Asian: Covers much of the peoples of central Asia, including the Mongols, Turcomans, Turks, Uzbeks, Kazakhs, Uighurs, and Afghans.

East Asian: Most of Eastern Asia, including eastern China, Japan, Korea, Malaysia, Philippines, and the Indochinese peninsula.

Eastern European: Poland, Russia, Ukraine, Czech Republic, Slovakia, and most of the former Soviet Bloc.

Indian: The Indian sub-continent, including the island of Sri Lanka.

Latin American: Mexico, Central America, South America, and much of the Caribbean.

Middle Eastern: Turkey, Israel/Palestine, Iran, Iraq, Egypt, Syria, Libya, and other parts of Saharan Africa with heavy Arab influences.

Polynesian: Samoa, Easter Island, and any of the native peoples of the South Pacific.

Siberian: The culture of those living east of the Urals in what is commonly known as Siberia, removed from the cultural influence of Russia and Eastern Europe.

Sub-Saharan African: Includes the native cultures south of the Sahara Desert of Africa. In more detailed games can possibly be split into *West African*, *Central African*, *Southern African*, and *Ethiopian*. Wakanda is a member of this group.

Western: Western Europe, and most of North America. Also includes Australia, New Zealand, and other places (such as coastal Western Africa) where European Colonialism displaced the native peoples.

Unique to the Marvel Universe:

Asgardian: Asgard, Vanaheim, Muspelheim, Jotunheim, and other realms of the Asgardian Nine Worlds (not including Midgard/Earth). Greatly resembles ancient Norse/Viking culture.

Atlantis: The sub-oceanic culture of the water-breathing Atlanteans. Includes Lemuria as well.

Attilan: The culture of the Inhumans in their abode on the moon.

Charter: The general culture of the majority of worlds who are members of the interstellar nation known as the Charter Federation, Charter Confederacy, or similar names.

Hell: The culture of any number of demon dimensions going by that name. *2 points.*

K'ai: The culture of the sword-and-sorcery world of the same name in the Microverse.

Kree Empire: The interstellar empire dominated by the Kree race. Controls the majority of the Greater Magellanic Cloud and parts of the Milky Way rimward of Earth.

Microversal: The most advanced culture of the dimension known as the Microverse.

Mount Olympus: The realm of Mount Olympus, as well as the realm of Hades. Highly resembles classical Greece in architecture and dress.

Negative Zone: The antimatter universe called the Negative Zone, home of Annihilus and Blastaar. *2 points.*

Netherworlds: The culture of the magic-dominated extradimensional realms that don't conform to the same laws of physics as Earth, but are not Hell dimensions; this includes the Dark Dimension of Dormammu. *2 points.*

Rigellian Annex: The interstellar empire colonized and dominated by the Rigellians. Controls a portion of the Milky Way coreward from Earth.

Savage Land: The Stone Age culture, both hunter-gatherer and agrarian, of the Savage Land, a hidden land nestled in the mountains of Antarctica.

Shi'ar Empire: The interstellar empire dominated by the Shi'ar race. Controls a sizable portion of the Milky Way spinward of Earth.

Skrull Empire: The interstellar empire dominated by the shapechanging Skrull race. Controls a sizable portion of the Milky Way trailing behind Earth (antispinward).

Advantages

Enhanced ST

8 points per level

This trait is more properly a Meta-Trait (p. B262), consisting of equal levels of Lifting ST (p. B65) and Striking ST (p. B88). Each level increases your effective ST, but unlike regular ST or Super ST does not provide additional HP.

Perks (p. B100)

Famous Face: You are instantly recognizable by the general public for some reason – you've starred in a popular movie, you're dating someone famous, you had a sex tape released on the Internet and used the publicity to launch a reality TV show, or you had your name in the Guinness Book of World Records. Either way, the public is largely *indifferent* towards you, but you're well-known.

I Lived It!: Specify the skill at the TL you initially learned it at. By listing the skill at the current TL you know it at, you can use it without penalty at any of the intervening TLs. This perk of course assumes you actually lived through the TLs and not simply transported to a world with a higher TL; as such it requires Extended Lifespan or Unaging as a prerequisite for skills more than one TL prior to the setting. This is a leveled Perk, with each level specifying a single TL difference.

Safe Teleport: When you teleport, there is no chance, except on a critical failure, of teleporting into a solid object in such a way that you take damage when you rematerialize. This prevents you from teleporting to a location where your body would intersect a floor or wall; you'll materialize in a spot nearby: on top of a table or floor, next to a wall, etc.

Racial Memory (p. B78)

Racial Memory (Long-Lived): You've been around for a while. Whenever you encounter a situation, go to a specific place, hear a language spoken, and so on the GM may roll your IQ secretly to see if it triggers a helpful memory from the past. For example, you might have read the original *Inferno* by Dante Alighieri and while perusing a modern copy might notice a vital clue in your current investigation. You may also use this ability actively, but roll at IQ-5. In either case, add any bonus due to Eidetic or Photographic Memory, from special talents, and any other general recall modifier. Success gives you useful information; critical success gives you a vivid replay worth a +1 to rolls related to it. Critical failure means you've blocked that memory out – for whatever reason. It also works as a general "catch all" for any skill the GM and player agree the character could have learned in his past. This gives the character a bonus to his default rolls depending on his margin of success: 1 – 3, gives a +1 to rolls; 4 – 6, gives a +2; while success by 7 or more, gives a +3. Critical success lets you roll as if you had it at attribute +0. In any case, if a skill has an unusually generous default, you can't raise it to the level that actual points in the skill would buy. For example, an immortal warrior cursed to live forever may have settled down at some point and become a farmer. If the GM agrees, then he may roll his IQ-5 to gain a bonus to Farming/TL3. *20 points.* (Courtesy of [Christopher R. Rice's blog](#).)

Talents (p. B89)

Classic Homemaker: Animal Handling, Artist (Pottery), Cooking, Gardening, Housekeeping, Professional Skill (Brewer), Professional Skill (Distiller), Professional Skill (Dyer), Professional Skill (Tanner), Professional Skill (Vintner), Professional Skill (Weaver), and Sewing. *Reaction bonus:* Folks that value "traditional family values" and clean homes in general. *10 points per level.*

Gamecrafter: Connoisseur (Games), Current Affairs (Sports), Gambling, Games, Mathematics (Applied and Statistics), Professional Skill (Game Designer). Conditional Bonus to Body Language, Carousing, Computer Programming, and Writing when dealing with making, modifying, and playing games. *Reaction Bonus:* Gamers, fellow game/sport enthusiasts. *10 points per level.*

Martial Artist (Military): Broadsword, Judo, Karate, Knife, Shield, Shortsword, Spear, Staff, Stealth, and Wrestling. *Reaction Bonus:* Military leaders. *10 points per level.*

Natural Swordsman: Broadsword, Force Saber, Force Sword, Knife, Main-Gauche, Rapier, Saber, Shortsword, Smallsword, Two-Handed Sword. *Reaction Bonus:* Swordsmen, swashbucklers, swashbuckler wannabes, sword-fighting movie enthusiasts. *10 points per level.*

Perfect Throw: Bolas, Dropping, Innate Attack (Projectile), Lasso, Sling, Spear Thrower, Throwing, Throwing Art, Thrown Weapon. May also give a conditional bonus to various Sports skills that use throwing, such as Sports (Baseball) and Sports (American Football). *Reaction Bonus:* Sportsmen, fans of sports involving throwing, warriors of pre-TL4 cultures. *10 points per level.*

Psychotronicist: Electronics Operation (Psychotronics), Electronics Repair (Psychotronics), Engineer (Psychotronics), Expert Skill (Psionics). *Reaction Bonus:* other psychotronics experts. *5 points per level.*

Touch Insubstantial

15 points

You are able to physically affect the insubstantial – commonly spirits, ghosts, and the like – with your bare hands or any object you wield in your hands, including weapons. This does not increase your ST, nor does it extend to any Telekinesis you may have.

Disadvantages

Code of Honor (p. B127)

Hero's: Protection of the innocent is the foremost, even at the cost of your own life. Never willingly abandon anyone – friend or enemy – to certain death. Never use more than the minimum force necessary to subdue an opponent. Work with the law whenever possible, even if you must work outside it. Never take a life unless absolutely necessary. *-10 points.*

Skills

Drone Boating/TL (IQ/A)†

Drone Driving/TL (IQ/A)†

Drone Piloting/TL (IQ/A)†

Drone Submarine/TL (IQ/A)†

These skills, which use the same specialties as their DX-based counterparts, are used to operate remote controlled craft using controls that are different from those typically used to drive or pilot a similar vehicle (e.g. using a game controller or similar controller rather than a steering wheel, steering yoke, joystick, or pedals). High Manual Dexterity may be applied when DX-based rolls are called for.

Mechanic! (IQ/WC)

This Wildcard skill (p. B175) covers Armoury, Carpentry, Electrician, Electronics Repair, Machinist, Mechanic, Professional Skill (Plumber), and Traps, and may substitute for Artist (Pottery, Sculpting, or Woodworking), as well as any other skill involved in repairing machines or building them from known designs. Unlike *Inventor!*, this skill does ***not*** permit designing from scratch! In addition, you may use the skill for *routine* use of anything you've built or repaired. You still need a tool kit to be able to perform repairs without penalty, but at the GM's discretion any penalties for using the *wrong* tool kits may be halved.

APPENDIX: RANK AND STATUS TABLES

The most common forms of Rank in the Marvel Universe are Police, Military, Administrative, and Merchant. Rank always coexists with Status, and hence will almost always cost 5 points per level. The exceptions are for certain government agencies – such as the CIA, FBI, and SHIELD – and criminal organizations where Rank is built following the rules in *Social Engineering: Pulling Rank*, where the Rank indicates an Assistance Roll from the organization as if it was a Patron, not the number of subordinates. Religious Rank exists, but doesn't normally affect anyone outside of a single church, temple, mosque, synagogue, or shrine; the exception would be if anyone worked directly for the Vatican or a similar multinational church.

The Administrative Rank, Merchant Rank, Military Rank, and Status tables are adapted from *Traveller: Interstellar Wars*, pages 137-142, as these are the tables I've found that come closest to modeling the modern day. I've expanded the Administrative Rank table for interstellar empires. The Military Rank tables are derived primarily from adjusting the Terran Military Rank Tables on p. 140 of *Traveller: Interstellar Wars* for the equivalent ranks in the United States military; they can be adjusted easily enough for other modern-day militaries.

The Police Rank table is by no means the definitive word on the subject, given that every police agency has different rank names and number of grades. Instead, the table gives a *usable approximation* for the ranks normally encountered by the superhuman population.

Administrative/Political Rank Table

| Rank | Notes |
|------|---|
| 11 | Leader of a large interstellar empire (e.g. Kree Empire, Skrull Empire) |
| 10 | Leader of a typical interstellar nation-state (Rigellian Annex; Snark Empire) Leader of an interstellar sector (up to a few dozen systems) (e.g. Sol Sector) Head of an interstellar empire's government agency (State, War, Treasury, Post) Member of an interstellar empire's legislative or judicial branch (Imperial Senate) |
| 9 | Leader of a star system Head of an interstellar nation-state's government agency (State, War, Treasury, Post) Member of an interstellar nation-state's legislative or judicial branch Head of a division of one of the interstellar empire's government agencies (e.g. equivalent of the FBI or CIA) |
| 8 | Leader of a planet (United Nations Secretary-General) Head of a star system's government agency (State, War, Treasury, Post) Member of a star system's legislative or judicial branch Head of a division of one of the star system's government agencies |
| 7 | Leader of a planet's nation-state (e.g. United States, China, Lichtenstein) Head of a planet's government agency (U.N. Security Council) Member of a planet's legislative or judicial branch (U.N. General Assembly) Head of a division of one of the star system's government agencies |
| 6 | Leader of a province in a nation-state (e.g. California, Texas, Ontario) Head of a nation-state's government agency (State, Defense, Treasury, Post, Justice, etc.) Member of a nation-state's legislature or judicial branch (US Congressman, US Supreme Court Justice) Head of a division of one of the planet's government agencies |
| 5 | State or Province Sub-Division (County) Supervisor State or Province Legislator or Judge Federal Circuit Court Judge Head of a division of one of the nation-state's government agencies (FBI, CIA, SHIELD) |
| 4 | Township Supervisor Town or City Mayor County Legislator or Judge Federal District Court Judge Head of a state or province branch of one of the nation-state's government agencies |
| 3 | Rural Municipal or City Council Town or City Head Judge Head of a County or Federal District Court Prosecutor's Office Head of a city or regional branch of one of the nation-state's government agencies |
| 2 | Local Office Leader (e.g. City Prosecutor's or Coroner's Office) |
| 1 | Local Office Team Lead |
| 0 | Rank-and-File Local Office Worker |

Corporate Rank Table

| Rank | Notes |
|------|---|
| 9 | CEO of a multinational corporation (about 1 million employees) |
| 8 | CEO of a large corporation (about 200,000 employees) |
| 7 | CEO of a medium-sized corporation (about 50,000 employees) |
| 6 | CEO of a small corporation or subsidiary (about 10,000 employees) |
| 5 | Chief of a large department or small subsidiary (about 2,000 employees) |
| 4 | Chief of a large office or small department (about 500 employees) |
| 3 | Chief of a small office (50-200 employees); medium-sized business owner |
| 2 | Branch or division leader (10-50 subordinates); small business owner Technical specialist with a large staff |
| 1 | Team leader (1-10 subordinates); small business owner. Technical specialist with a small staff |
| 0 | Ordinary rank-and-file worker (no subordinates) |

Note: Corporate Rank costs 2/level.

Elisa Masa: "Repelled an invasion?" You're a private citizen, Xanatos, not a country.

David Xanatos: I am the head of a multinational corporation that is larger than some countries you could name.

– Gargoyles, "Awakening"

Military Rank Table: Army, Marine Corps, Air Force, Starfighter Corps

| Rank | Army Titles | Marine Corps Titles | Air Force Titles | Notes |
|------|--|--|--|---|
| 11 | Grand General | Grand General | Grand General | Empire-level commander |
| 10 | Sector General | Sector General | Sector General | Sector-level commander |
| 9 | High General | High General | High General | System commander |
| 8 | General Lieutenant General | General Lieutenant General | General Lieutenant General | Theater, field army, or corps commander |
| 7 | Major General Brigadier General | Major General Brigadier General | Major General Brigadier General | Division or brigade commander |
| 6 | Colonel | Colonel | Colonel | Regiment or brigade commander |
| 5 | Lieutenant Colonel | Lieutenant Colonel | Lieutenant Colonel | Battalion commander |
| 4 | Major Captain | Major Captain | Major Captain | Company commander |
| 3 | First Lieutenant Second Lieutenant Chief Warrant Officer | First Lieutenant Second Lieutenant Chief Warrant Officer | First Lieutenant Second Lieutenant | Platoon commander |
| 2 | Warrant Officer Sergeant Major Master Sergeant Sergeant First Class Staff Sergeant | Warrant Officer Sergeant Major Master Sergeant Gunnery Sergeant Staff Sergeant | Chief Master Sergeant Senior Master Sergeant Master Sergeant Technical Sergeant | Senior staff at the company level or higher or platoon second in command |
| 1 | Sergeant Corporal Specialist | Sergeant Corporal | Staff Sergeant Sergeant Senior Airman | Platoon squad leader or team leader |
| 0 | Private First Class Private | Lance Corporal Private First Class Private | Airman First Class Airman Airman Recruit | Ordinary soldier |

Note: For a Starfighter Corps, replace Private or Airman with Spacehand; all other ranks equal

Note: In the United States (and other nations such as Germany, China, and Russia, though with differing rank names), the ranks stop at 8, with General of the Army, General of the Marine Corps, and General of the Air Force being the top-ranked military personnel (only one person to fill each of those ranks at any given time), but otherwise being equal to all other Rank 8 Generals. Ranks 9 through 11 are used by the star-faring powers.

Military Rank Table: Navy, Starfleet, and Coast Guard

| Rank | Titles | Notes |
|-------------|--|---|
| 11 | Grand Admiral | Empire-level commander |
| 10 | High Admiral | Sector commander |
| 9 | Fleet Admiral | System commander |
| 8 | Admiral Vice Admiral | Fleet or theater commander |
| 7 | Rear Admiral Commodore | Commander of a capital-ship task force (battleships, carriers), a division of smaller ships, or an important naval base |
| 6 | Captain | Commander of a large-ship task force (heavy or attack cruisers), a large warship, or a naval station |
| 5 | Commander | Commander of a small-ship squadron (destroyers, frigates), head of a major division on board a large warship |
| 4 | Lieutenant Commander | Commander of a small warship or minor division on a large warship |
| 3 | Lieutenant Lieutenant Junior Grade Ensign Chief Warrant Officer | Commander of a crew section or division on a small warship |
| 2 | Warrant Officer Master Chief Petty Officer Senior Chief Petty Officer Chief Petty Officer | Senior staff for a large ship or crew section |
| 1 | Petty Officer 1st Class Petty Officer 2nd Class Petty Officer 3rd Class | Senior staff for a small ship, or junior staff for a large ship or crew section |
| 0 | Seaman Seaman Apprentice Seaman Recruit | Ordinary sailor |

Note: For a Starfleet, replace Seaman with Spacehand; all other ranks equal.

Note: In the United States (and other nations such as Germany, China, and Russia, though with differing rank names), the ranks stop at Rank 8, with Fleet Admiral (or Admiral of the Navy) being the top-ranked military personnel (only one person fills the rank at any given time), but otherwise being equal to all other Rank 8 Admirals. Ranks 9 through 11 are used by the star-faring powers.

Police Rank Table

| Rank | Typical Titles | Notes |
|-------------|--------------------------------|--|
| 7 | Commissioner or Supervisor | Head of the Department for larger cities and state police forces |
| 6 | Chief or Assistant Supervisor | Head of the Department for smaller cities Day-to-day manager for larger cities and state police forces |
| 5 | Commander | Section, Division, or Bureau Commander for cities and state forces Head of the Department for larger municipalities |
| 4 | Captain, Sheriff, or Inspector | Precinct or Unit Commander; head of the department for smaller municipalities |
| 3 | Lieutenant or Deputy Sheriff | Duty or Shift Lead Officer for precincts and smaller municipalities |
| 2 | Sergeant | Squad Leader |
| 1 | Detective | Investigator, CSI team lead |
| 0 | Officer | Beat Cop, CSI technician |

Note: In a lot of police forces, the Detective is the same pay grade and effective rank as the Officer, but possessing greater authority with regard toward investigating crimes.

Note: CSI technicians and leads don't normally possess Legal Enforcement Powers, lacking the ability to make arrests.

Status Table

| Status | Notes |
|---------------|--|
| 2 | Extremely wealthy citizen family, famous or highly respected professional status |
| 1 | Wealthy citizen family, respected professional status |
| 0 | Ordinary citizen family |
| -1 | Struggling citizen family, citizen of bottom-tier nation |
| -2 | Poor citizen family, outcast, or vagrant |

Note: Status above 2 is granted according to Rank and Wealth levels. For example, the CEO of a typical multinational corporation (Merchant Rank 8) would probably be Filthy Rich at minimum (Multimillionaire 1 or better being expected), granting 4 levels of Status from Rank, and 1 or 2 levels of Status from Wealth, before the family's standing is taken into account.

The following titles make up the present chronicling of the Marvel Reboot Project:

Phase One:

The term "Phase One" stands for the relaunching of most of the primary titles of the franchise, with the exception of *The Avengers* (set for a start in Phase Two) and with one addition. The addition is *Lost World*, a semi-anthology title for covering tales in 12-issue story arcs with characters operating in remote and unique areas who can't seem to continue their own titles for very long.

Amazing Spider-Man

Cast: Peter Parker/Spider-Man, May Parker, Gwen Stacy, Mary Jane Watson, Harry Osborn, Felicia Hardy/Black Cat, Norman Osborn/Green Goblin, Dr. Curt Connors/Lizard, J. Jonah Jameson, others.

Astonishing Ant-Man

Cast: Dr. Henry Pym/Ant-Man, Janet van Dyne/Wasp, Elias Starr/Egghead, others.

Captain America

Cast: Steve Rogers/Captain America, Rikki Buchanan/Bucky, Sharon Carter, Baron Zemo, others.

Captain Marvel

Cast: Mar-Vell/Captain Marvel, Una, Yon-Rogg, Carol Danvers, Sharra Neramani/Deathcry, others.

Daredevil: The Man Without Fear

Cast: Matt Murdock/Daredevil, Wilson Fisk/Kingpin, Elektra Natchios, Foggy Nelson, Karen Page, Ben Urich, others.

Doctor Strange: Sorcerer Supreme

Cast: Dr. Stephen Strange, Ancient One, Wong, Clea, Dormammu, Mephisto, Baron Mordo, others.

Fantastic Four

Cast: Dr. Reed Richards/Mister Fantastic, Susan Storm/Invisible Woman, Johnny Storm/Human Torch, Ben Grimm/Thing, Victor von Doom/Doctor Doom, others.

Incredible Hulk

Cast: Dr. Bruce Banner/Hulk, Betty Ross/Harpy, Gen. Ross, Emil Blonsky/Abomination, Samuel Sterns/Leader, others.

Invincible Iron Man

Cast: Tony Stark/Iron Man, Jim Rhodes, Virginia "Pepper" Potts, Harold "Happy" Hogan, Mandarin, Obadiah Stane, others.

Lost World

Issues #1-12: *Lost World of Atlantis*

Cast: Namor, Namora, Andromeda, Byrrah, Attuma, others.

Issues #13-24: *Lost World of the Savage Land*

Cast: Ka-Zar, Shanna the She-Devil, Zabu, Savage Land Mutates, Zaladane, others

Issues #25-36: *Lost World of Wakanda*

Cast: Panther, Wind-Rider, Klaw, others.

Marvel Comics Presents

Cast: Varies; Phoenix, Brotherhood of Mutants, Punisher, Thundra, and Thor's Kids all have planned arcs.

Secret Agent Nick Fury

Cast: Nick Fury, Natasha Romanov/Black Widow, Phil Coulson, Jake Fury/Scorpio, others

Sensational Spider-Woman

Cast: Jessica Drew/Spider-Woman, Jack Russell/Werewolf, Morgan Le Fay, others.

Thor: God of Thunder

Cast: Thor, Odin, Sif, Loki, Balder, Amora/Enchantress, Skurge/Executioner, others.

Uncanny X-Men

Cast: Warren K. Worthington III/Angel, Henry P. McCoy/Beast, Scott Summers/Cyclops, Bobby Drake/Iceman, Jean Grey/Soulfire, Vera Cantor, Zelda Kurtzberg, Candy Southern, Magnus/Magneto, others.

Phase Two:

The term "Phase Two" is to cover titles that are implemented around the nine month mark. These titles build upon the foundations laid in Phase One, starting with the formation of the Avengers.

Avengers

Cast: Dr. Bruce Banner/Hulk, Tony Stark/Iron Man, Dr. Henry Pym/Ant-Man, Janet van Dyne/Wasp, Thor, Edwin Jarvis, Kang, Immortus, Collector, others.

Ghost Rider

Cast: Johnny Blaze/Ghost Rider, Roxanne Simpson, Mephisto, others.

Hellstorm

Cast: Daimon Hellstrom/Hellstorm, Isaac Christians/Gargoyle, Lucifer, Satana, others.

Hercules: The Legend Continues

Cast: Hercules, Nyssa Savakis, Hebe, Hera, others.

Immortal Iron Fist

Cast: Daniel Rand/Iron Fist, Misty Knight, Colleen Wing, Miranda Rand'kai/Death-Sting, others.

Infinity Quest

Cast: Adam Warlock, Thanos, Magus, Pip the Troll, Gamora, Arthur Douglas/Drax the Destroyer, Heather Douglas/Moondragon, Peter Quill/Starlord, Rocket, Groot, Phyla-Vell/Quasar, Nebula, Death, others.

Renegades

Cast: Luke Cage, Jessica Jones/Jewel, Clint Barton/Hawkeye, Barbara Morse/Mockingbird, Logan/Wolverine, others.

Phase Three

The term "Phase Three" refers to titles implemented at the eighteen month mark. These titles tend to take some risks with their content, deviating from the typical Marvel superhero and space opera fare.

Code: BLUE

Cast: Julius "Mad Dog" Rassatino, Sam "Mother" Majowski, Margarita "Rigger" Ruiz, Andrew "Jock" Jackson, Capt. Shelly Conklin, Daniel "Fireworks" Fielstein, Lt. Marcus Stone.

Doctor Octopus

Cast: Otto Octavius/Doctor Octopus, others.

Dracula Unleashed

Cast: Dracula, Rachel van Helsing, Frank Drake, Eric Williams/Blade, Taj Nital, others.

Dystopia 2099

Cast: Doom, others.

Fantastic Tales of Swords and Sorcery

Cast: Jarella, others.

Ride of the Valkyries

Cast: Brunnhilde, Freyja, Thrud, Eisa, Mist, Dani Moonstar, others.

What follows below is the rough timeline from the past century in the Marvel Reboot Universe. Note that not every event will be revealed in Year One of the Reboot, though hints may be given. For the most part, with major exceptions where indicated, many of these events are a matter of public record. "Year One" is to be considered September 2010 through September 2011.

Many of these events are intentionally similar to those of published Earth-616 events. In fact, the point of divergence can be said to be 1945, when Captain America is frozen in Earth-616, though the effects were not felt on a wider scale until 1957. The overall shared history with Earth-616 diverges completely in 1986, following the deaths of the First Line and their allies (and several enemies).

- 1914 - Lord John Falsworth is killed by Dracula and becomes a vampire.
 - Falsworth takes the name Baron Blood at the start of the Great War.
- 1918 - Challengers of the Unknownable formed; included in the lineup are Princess Fen of Atlantis, Captain Leonard MacKenzie, and at least one Immortal Weapon.
- 1921 - Challengers remove their exploits from history; even the memories of those on the team are altered to prevent them from knowing about their own exploits; reasons and means unknown.
- 1922 - Prince Namor born in Atlantis (Feb 22).
- 1936 - Howard Stark, Sr., founds Stark Industries.
- 1938 - Start of WWII.
 - Johann Schmidt becomes the Red Skull; Dr. Erskine defects to America.
- 1939 - Prof. Horton creates the android Human Torch.
 - Steve Rogers becomes Captain America.
 - Prince Namor attacks New York City; first Human Torch/Sub-Mariner fight.
- 1941 - US enters WWII.
 - Formation of the Invaders and Super-Axis.
- 1945 - Human Torch kills Hitler.
 - Invaders morphs into All-Winners Squad.
 - HYDRA goes underground, seemingly fracturing into many cells.
- 1947 - Namora first comes to the attention of the surface world.
 - Super-Heroes of Europe, the premier international team, formed. Membership fluctuates over the decades as heroes come and go.
- 1949 - Monster Hunters formed (core membership: Ulysses Bloodstone, Dr. Druid, Namora, Princess Zawadi of Wakanda); exploits rarely came to others' attentions.
- 1952 - Steve Rogers steps down as Captain America and marries Peggy Carter.
 - All-Winners Squad dissolves.
 - Yellow Claw comes to public attention, opposed by FBI agent Jimmy Woo.
- 1954 - Atlas formed.
- 1957 - Formation of the First Line.
 - Namor recalled to Atlantis to be crowned King.
 - SHIELD formed inside the FBI and headed by Jimmy Woo.
- 1958 - Monster Hunters first come to public attention; many adventures told as drive-in B-movies for the next two decades.
- 1962 - Atlas breaks up.
 - Savage Land officially discovered by Matthew, Lord Plunder.
- 1971 - Steve Rogers briefly (and without authorization) re-dons the guise of Captain America to locate his missing son in Vietnam.
- 1972 - President Nixon demands break-up of the First Line; First Line goes underground instead.
 - Howard Stark, Jr., helps invent the ARC reactor and takes over Stark Industries when Howard, Sr., retires.
- 1975 - Atlantis accepted into United Nations, Namora named Atlantis's ambassador to the UN.
- 1986 - Most of the First Line and several allies (and a few enemies) die preventing an unprovoked invasion by the Skrulls; the invasion itself kept classified by world governments.
 - Inhuman refuge of Attilan transported to the Blue Area of the Moon.
- 1987 - Shadowguard, Rust Belters, and SHIELD's SPEAR team formed to fill the void left by the deceased First Line.
 - Alien life officially admitted to exist when Starbot of the Shadowguard outs himself as an alien robot on live television.
- 1990 - Kevin Plunder orphaned in Savage Land; Kevin would later become Ka-Zar.
- 1991 - Cain Marko becomes the Juggernaut, though his existence is not known for another two decades.
- 1996 - SHIELD split off from the FBI; Director Woo retires, his place as director of SHIELD is taken by Henry Peter Gyrich.
- 1997 - SHIELD's SPEAR team forcibly disbanded by Director Gyrich.
- 1998 - Friendship between Charles Xavier and Magneto sours.
 - Magneto leaves the Shadowguard; begins recruiting his Brotherhood.
- 2002 - Charles Xavier, now crippled, begins to convert his family mansion into the Xavier Institute for Gifted Youngsters.
- 2003 - Dr. Doom conquers Latveria with popular support.
 - Rust Belters disband.
 - Kim Possible (age 13) gains fame as a "teen hero".
- 2006 - The Xavier Institute goes public as a school for mutants, later expanding to non-mutant students, including a few legacies.

- 2007 - Shadowguard disbands.
 - Champions Academy in San Francisco opens its doors as a superhuman high school, immediate friendly rivalry forms between Xavier's and Champions.
- 2008 - The Fantastic Voyage Project takes formation under Dr. Reed Richards at NASA; Reed enlists his old friend Ben Grimm to pilot the prototype.
 - Living Pharaoh kidnaps Alex Summers; first organization of Xavier's students into a fighting force that would one day become the X-Men.
 - Kim Possible (now age 18) graduates high school amidst an alien invasion,
- 2010 - First flight of the *Fantastic*.
 - Formation of the Fantastic Four heralds the dawn of the New Heroic Age.
 - First class of the Xavier Institute graduates; 5 graduates form X-Men, Multiple Man and Sway form X-Factor Investigations, Nightcrawler joins the Super-Heroes of Europe.
- 2011 - Formation of the Avengers and Renegades
 - Zodiac Cartel forms force barrier over Manhattan; full force of superhumans defy and break the barrier, resulting in deaths of Taurus and Porcupine.