



# **MARVEL SUPER HEROES ROLE-PLAYING GAME THE **BIG** BOOK**

Re-edited and typeset by  
NEMESIS

# Greetings, True Believer!

If you're a fan of good old-fashioned Marvel Mayhem, have we got a treat for you. Contained in this book are the stats for HUNDREDS of Marvel and DC characters for use in the classic **Marvel Super Heroes Role-Playing Game**.

The material in this mighty tome was originally compiled by Gabitch, based on materials from the website [classicmarvel.com](http://classicmarvel.com). Gabitch's book compiled many rule changes and errata from other sources, which I have subsequently done away with. Simplicity being the rule, it just wasn't necessary to reprint every *Dragon* magazine article and every house rule that's been posted on the web.

All I have done is condensed the prior work into something easy to use for the Judge or Player who already has the requisite rulebooks. Hopefully, I was successful.

I AM NEMESIS!





# 3-D MAN



3-D Man

Chuck

Hal

Gestalt Being

**Chuck Chandler**

**Hal Chandler**

**Fighting:** Rm  
**Agility:** Rm  
**Strength:** Rm  
**Endurance:** Am  
**Reason:** Gd  
**Intuition:** In  
**Psyche:** In

**Fighting:** Gd  
**Agility:** Gd  
**Strength:** Gd  
**Endurance:** Ex  
**Reason:** Gd  
**Intuition:** Gd  
**Psyche:** Ex

**Fighting:** Pr  
**Agility:** Pr  
**Strength:** Pr  
**Endurance:** Gd  
**Reason:** Gd  
**Intuition:** Ex  
**Psyche:** Gd

**Health:** 150  
**Karma:** 90  
**Resources:** Pr  
**Popularity:** 0

**Health:** 50  
**Karma:** 40  
**Resources:** Gd  
**Popularity:** 0 (10 in 1958)

**Health:** 22  
**Karma:** 40  
**Resources:** Pr  
**Popularity:** 0 (5 in 1958)

## **Powers:**

Alter Ego: Hal Chandler owns a pair of special glasses that have identical red and green images of a human being on each lens. When Hal dons the glasses and focuses on merging the two figures, he triggers a dimensional transfer that places him in a trancelike state. His mind and the two images from his glasses or his elder brother, Chuck, merge into a gestalt being known as 3-D MAN.

3-D Man can only remain active for 3 hours at a time, after which he must split into his composite images and return Hal's mind to his body. While active 3-D Man's brain is a composite of the minds of both Hal and Chuck Chandler, with Chuck usually being the dominant mind in the merging. 3-D Man's body is based primarily on Chuck's original form, including the experimental flight suit that was changed into the two-tone red/green suit. Chuck's body was altered by radiation from an exploding Skrull ship, and 3-D Man has a number of powers in addition to his enhanced stats.

Leaping: 3-D Man has an Am rank Leaping ability, able to leap up to 3 areas from a standing start.

Running: 3-D Man has Gd ground speed, enabling him to run at approximately 60 MPH.

Skrull Sense: due to Skrull radiation while escaping the exploding space craft, he has an Ex ability to detect the presence of Skrulls within 6 areas.

## **Talents:**

Chuck Chandler has the Piloting and Martial Arts B skills.

Hal has no talents.

3-D Man can tap into both brothers' talents while active.

**Contacts:**

None

**History:**

The 3-D Man was a 1950s hero who came about through the unique merger of two brothers, Hal and Chuck Chandler. Chuck was a test pilot who was abducted by alien Skrulls during an important test flight. Earth is a strategic location in the ongoing conflict between the alien Kree and Skrull Empires, so the Skrulls were seeking information on Earth's space program and had captured Chuck to interrogate him. Chuck resisted and escaped, accidentally causing the explosion of the Skrull spacecraft in the process. While his brother Hal watched, the radiation from the explosion seemingly disintegrated Chuck, who disappeared in a burst of light. Hal later discovered, however, that the light burst had imprinted an image of Chuck on each lens of Hal's eyeglasses. Through concentration, Hal could merge the images and cause Chuck to reappear as a three-dimensional man. Chuck became the costumed adventurer known as the 3-D Man and single-handedly subverted the Skrulls' early attempts to undermine Earthly civilization.

Hal would remain comatose whenever the 3-D Man was active, but was aware of the 3-D Man's activities through a sort of mental link. Later, a Skrull's ray weapon altered the transformation so that Hal was the 3-D Man's dominant consciousness for some time. Both brothers' minds seemed to be present in the 3-D Man at all times, but only one of them (usually Chuck) would be in conscious control of the 3-D Man's form on any given occasion.

In at least one timeline, which may or may not be an alternate past, a team of adventurers known as the Avengers briefly formed in the 1950's before disbanding at the request of the President, who felt the public wasn't ready to learn of them and their exploits. The 3-D Man was part of that short-lived Avengers team, and their rescue of the President from the Yellow Claw helped dispel the 3-D Man's reputation as a dangerous outlaw thanks to the President's influence.

After a brief career as a costumed adventurer, Hal decided to retire the 3-D Man, partly because he was thinking about starting a family, and partly because he was afraid his brother's consciousness might somehow be lost during periods when Hal was the 3-D Man's dominant consciousness. Hal settled down into a career as a research scientist, got married and raised two sons. He has only activated the 3-D Man twice in recent years, and Chuck seemed to be its dominant consciousness again.

# ABOMINATION



**Emil Blonsky**

**Fighting:** Ex  
**Agility:** Ex  
**Strength:** Un  
**Endurance:** Un  
**Reason:** Am  
**Intuition:** Ex  
**Psyche:** In

**Health:** 240  
**Karma:** 110  
**Resources:** Fe  
**Popularity:** -40

#### **Known Powers:**

**Body Armor:** Abomination's scaly skin provides Amazing protection against physical and energy attacks.

**Resistances:** Unearthly resistance to cold, heat, fire, and disease. Extreme temperatures or lack of oxygen can force him to go into a coma-like hibernation state until more hospitable conditions return.

**Leaping:** The Abomination has overdeveloped leg muscles which allow him to leap with Class 5000 ability, covering two miles in a single bound.

**Mind-Scanning:** Abomination still possesses Tyrannus's ability to probe the thoughts of others with Amazing intensity. **Former Personality:** Before Tyrannus inhabited the Abomination's body, his mind was that of Emil Blonsky, a Soviet spy whose attributes were as follows:

**Fighting:** Rm  
**Agility:** Ty  
**Strength:** Un  
**Endurance:** Mn  
**Reason:** Gd  
**Intuition:** Ex  
**Psyche:** Ty

Blonsky did not have the Mind Scanning ability.

#### **Talents:**

Computer, Electronics, and Engineering skills. Blonsky had Detective/Espionage (unavailable to Tyrannus-Abomination)

#### **Contacts:**

Tyrannus was leader of the Subterraneans, an underground race. In his long absence, his people have been ruled by the Mole Man. Blonsky had several Russian Military and Political contacts.

**History:**

Emil Blonsky became the Abomination by the same process that turned Bruce Banner into the Hulk. This happened when Blonsky unknowingly bombarded himself with an ordinarily fatal dose of gamma radiation, after Banner had decided to commit suicide to keep his alter ego, the Hulk, who was under the control of the alien known as the Stranger, from destroying the human race.

As the Abomination, Blonsky retained his intelligence and enjoyed strength even greater than that of the Hulk's, but he could not change back to human form. In one of his first activities as the Abomination, Blonsky kidnapped Betty Ross, the daughter of General Ross and the girlfriend of Banner. Banner, with the cooperation of General Ross, directed another dose of radiation at the Abomination, which reduced his level of strength somewhat, and the Hulk defeated the Abomination.

Soon after, the Stranger decided to transport the Abomination to the Stranger's base on another planet. However, the Abomination was rescued from this place and returned to Earth, whereupon he battled the Hulk several more times over many years.

On one such occasion, the Abomination was brainwashed by Modok, and was sent to kill the Hulk. The attack failed, and Modok disintegrated the Abomination, who continued to exist as a cloud of free atoms. The villain known as Tyrannus was also in a similar state, and decided to merge his atoms with those of the Abomination. The resulting explosion reintegrated the Abomination, but was dominated by Tyrannus' consciousness.

Tyrannus, as the Abomination, kidnapped Betsy, now Banner's wife, in order that Banner might use the special nutrient bath that had separated the Hulk from Banner, on the Abomination to make Tyrannus whole once more. The Hulk and the government agency known as SHIELD stopped the process, but in doing so seemingly destroyed Blonsky's consciousness.

Eventually, Tyrannus managed to separate himself from Abomination's body, and Blonsky's personality reassumed itself. One of his subsequent activities found Blonsky in New York, and he began stalking his former wife, Nadia Dornova, recent emigrant to the United States and star of Broadway, who believed her husband dead. Blonsky soon kidnapped Nadia but was confronted by the Hulk and his recent team, the Pantheon. Recently developing religious tendencies, Blonsky was convinced by the Hulk to allow Nadia to return rather than reveal the truth of his now-monstrous existence.

Blonsky remained in the sewers of New York, and began to attract followers of misfits and outcasts, humans and mutants, which called themselves the Abominations, and created their own community underneath New York. Blonsky served as their protector more than once, and presumably continues to shepherd his unusual flock..

# ABSORBING MAN



Carl 'Crusher' Creel

**Fighting:** Ex  
**Agility:** Ty  
**Strength:** Gd  
**Endurance:** Ex  
**Reason:** Pr  
**Intuition:** Pr  
**Psyche:** Ty

**Health:** 56  
**Karma:** 14  
**Resources:** Pr  
**Popularity:** -20

#### Known Powers:

**Material and Energy Absorption:** Absorbing Man can take on the properties of any material he touches, giving him Strength, Endurance and Body Armor of rank equal to the material strength of the material touched, his health is also increased (not decreased for material lower than his normal ranks). The upper limit is Un. If the object hold energy he can also absorb it and hold it for 10 rounds, he is not hurt by this energy. He can also absorb shapes and sizes.

**Power Absorption:** Un, but he does not gain the ability to control them and the target retains them.

**Life Support:** When parts of his body are severed he can reattach them by holding them in place when he returns to normal.

#### Weapon:

his prisoner ball and chain change with him.

#### Talents:

none known

#### History:

Carl Creel's life was little more than any common criminal. While serving time in prison for aggravated assault committed while a member of an extortion racket, Creel was selected by Loki, the Asgardian god of mischief, as his unwitting agent in a scheme against the Asgardian god of thunder, Thor. By adding an enchanted potion composed of rare Asgardian herbs to Creel's drinking water in the prison commissary, Loki granted the brutal convict a bizarre power he hoped would enable him to defeat Thor. Creel used his newfound power to break free from prison and soon became engaged in battle with Thor. Due to the properties of Thor's hammer and Thor himself, Creel, no calling himself the Absorbing Man, Thor soon overcame his foe.

After his first defeat, the Absorbing Man returned to plague Thor again, and Loki transported him to Asgard, where the criminal could be used in his scheme to take over Asgard. But when the Absorbing Man dared to challenge Odin, lord of the Asgardians, Odin summarily dispatched him into space. Creel eventually managed to return to Earth by hitching a ride on a comet. He soon encountered the Hulk, however, and was defeated while in the process of absorbing the Hulk's power during his transformation back into his alter ego, Bruce Banner. The Absorbing Man later challenged Thor again but was defeated when he was tricked into turning into water, the first time he attempted such a feat. A short

time later, Creel managed to reintegrate himself, fight Thor and later the Hulk, only to find himself defeated time and again.

Eventually reassembling his body after his last defeat, Creel decided that he was tired of fighting against and losing to super-human champions. Seeking to flee the country, Creel foolishly took a hostage, thereby bringing the super team of the Avengers after him. Creel escaped into the ocean, transforming his body into water. When he finally regained his natural form, his mind was addled from his prolonged intermingling with the ocean and he developed a phobic fear of anyone with a superpower. A chance battle with the Hulk cured him of his paranoia, however. Returning to America, he stalked the mutant Dazzler to acquire her light-powers to use against the Avengers. He was defeated, however, by the Dazzler and the Inhuman Black Bolt.

Creel was abducted from prison by the omnipotent alien known as the Beyonder to fight the so-called Secret Wars, after which he was restored to Earth. During this time, Creel met the villainess Titania, and the two developed a relationship. Upon their return, the second Baron Zemo, who was forming a new team called the Masters of Evil, contacted Creel and Titania. After several independent assignments, the second Ant-Man and the Wasp defeated them.

Creel continued to engage in various criminal activities, most often with Titania, although the two often ran afoul of one superhero or another, including his archenemy Thor.

After many months, Titania and Creel got married. Both villains had turned away from more malicious actions, preferring to quietly keep each other's company, although they never gave up bank robberies and other activities completely. Creel and Titania occasionally continue to come into conflict with superheroes, such as when the Avenger Black Widow was under a vendetta to dispose of all Avengers' villains, when she shattered Creel's altered form. Another time, Creel was duped by the villain Crossbones to keep Captain America busy while Crossbones ignited a bomb. Creel, however, claiming not to be a murderer, absorbed the properties of Captain America's shield to save the city from the explosion. Creel escaped to seek revenge on Crossbones.

Creel's current whereabouts and activities are unknown.

# ACANTI

The Acanti are huge, sentient beings that have roamed the spaceways since creation in the endless pursuit of knowledge. They have a "racial soul," a knowledge/religious existence that is within their leader, the Prophet-Singer. The songs he sings, and the Acanti repeat, over the vast reaches of space keeps their society alive. If he were to die before passing on their knowledge and beliefs, the race would soon die.

In their drive for galactic domination the Brood have used their bioengineering skills to turn the Acanti into living, mindless starships. They lobotomized the Acanti, equipped them with cybernetic controls which provided the Brood pilots with Good control, and outfitted the creatures with weaponry; lasers which cause Monstrous damage. And while they fly the cosmos, spreading the Brood empire, they feed off of the inside of the Acanti. Eventually, the creatures die from flight exhaustion and internal damage. Their huge rotting corpses are then "beached" on a planet, where they serve as food sources for a colony and their bones provide the structures for Brood buildings. Recently, the X-Men and Starjammers destroyed Broodworld and, hopefully, have stopped the slaughter and hideous use of these wondrous creatures.

## Typical Member

**Fighting:** Feeble  
**Agility:** Excellent  
**Strength:** Shift-Y  
**Endurance:** CI1000  
**Reason:** Monstrous  
**Intuition:** Remarkable  
**Psyche:** CI1000

**Health:** 1222  
**Karma:** 1105  
**Resources:** None  
**Popularity:** 0

## Known Powers:

Space Flight: Acanti are massive, (size of small moons) space-faring creatures similar to Earth whales. They fly through the stars at CI3000 speed. Monstrous combat speed.

Natural Invulnerability to space: The Acanti (and their insides) are invulnerable to the cold and pressures of space. It is not known if they eat or what, but it is presumed that they somehow absorb cosmic or solar energy to sustain themselves.

## BROOD EQUIPMENT

The Brood have captured and enslaved many Acanti, lobotomized them and equipped them with cybernetics. These Acanti have been fitted with hundreds of laser batteries that can do Monstrous damage. They also carry hundreds of Photon torpedos that do Monstrous damage. The Acanti can easily carry millions of Brood inside them, but because the Brood are consuming the creatures from the inside, they are limited to about 100,000 in order to prolong the lifespan of these living ships.

# ADVERSARY



**Unknown**

**Fighting:** Mn  
**Agility:** Am  
**Strength:** Am  
**Endurance:** Cl1000  
**Reason:** Mn  
**Intuition:** Mn  
**Psyche:** Un

**Health:** 1175  
**Karma:** 250  
**Resources:** N/A  
**Popularity:** -20

**Powers:**

Mental Powers: Adversary may use the following with Mn ability and rank. He will however, limit his powers appropriate to whatever guise he has adopted.

- Animal Control
- Communicate with Non-Living
- Emotion Control
- Hallucinations
- Mechanical Intuition
- Mind Control
- Possession
- Psi-Screen
- Sensory Link
- Telelocation
- Animal Empathy
- Communicate with Plants
- Empathy
- Incarnation Awareness
- Mental Duplication
- Mind Drain
- Post Cognition
- Psi-Vampirism
- Serial Immortality
- Animate Drawings
- Dream travel
- Free Spirit
- Iron Will
- Mind Blast

- Mind Transferal
- Pre-Cognition
- Remote Sensing
- Telekinesis

**Weakness:**

Weapons of Iron and Steel or Adamantium do +3CS damage against him.

**Talents:**

Occult Lore, Mythology, Psychology

**Contacts:**

Forge

**History:**

The Adversary is an ancient mystical entity, possibly demonic in nature, which seeks to destroy the present universe and to create a new one in its stead. His native dimension is one of chaos, which the Adversary loves and seeks to spread to Earth's dimension, overturning order for the mere sake of doing so. The Adversary regards himself as a gamester, toying with the fate of the cosmos for sheer enjoyment.

The Cheyenne Indians also refer to the Adversary as the 'Great Trickster', for the Adversary uses deception and trickery in attempting to achieve his goals. For countless generations, the Cheyenne trained their shamans to combat the Adversary's attempts at destruction. The mutant Forge is the latest in this line, being trained by Naze.

Forge, rejecting his duties, instead fought for the US in Viet Nam. When his squad was wiped out, Forge lashed out with his untrained powers, unleashing a stream of demons and preparing the way for the Adversary's latest attempts of destruction.

In order to keep Forge away, the Adversary took the form of Naze who was killed by the alien Dire Wraiths, and tricked Storm into trying to kill her former lover. Both Storm and Forge fled into another dimension, but returned when Adversary threatened reality. Forge 'killed' the X-Men to ensure that the Adversary and the havoc he was creating would be confined in his own dimension. However the X-Men were returned through the powers of Roma.

Later, the Adversary returned again to our dimension due to the misguided antics of the villain Haven. The Adversary killed Haven upon his return, but was once again defeated by Forge (who was then leading the mutant team, X-factor) after Forge reclaimed his mystic heritage.

# AEGIS



**Trey Rollins**

**Fighting:** Ty  
**Agility:** Ty  
**Strength:** Gd  
**Endurance:** Gd  
**Reason:** Ty  
**Intuition:** Ty  
**Psyche:** Ty

**Health:** 32  
**Karma:** 18  
**Resources:** Ty  
**Popularity:** 0

## **Known Powers**

**Aegis Breastplate:** Trey's powers come from the mystical Aegis breastplate which he wears. The breastplate projects a forcefield around its wearer providing In protection from physical and energy attacks. The force field can be expanded to provide cover for 1 area but its protection is then reduced to Rm. In addition the force field can be used to redirect force offensively providing it's wearer with an In intensity force bolt. Finally the force field is airtight which provides Un protection from gas and airborne diseases.

## **Talents**

Streetwise

## **Contacts**

The New Warriors

# AGINAR



**Fighting:** Rm  
**Agility:** Rm  
**Strength:** Am  
**Endurance:** Am  
**Reason:** Ex  
**Intuition:** Rm  
**Psyche:** Rm

**Health:** 160  
**Karma:** 80  
**Resources:** Rm  
**Popularity:** 0

#### **Known Powers:**

**Invulnerabilities:** Aginar is invulnerable to heat, cold, energy, electricity, radiation, toxins and disease. He does not age and is unaffected by Stun, Slam, and Kill results. He can only be affected by a kill result that would scatter his atoms over a wide area of space.

**Cosmic Energy Manipulation:** Aginar can manipulate cosmic energy at the AM rank, and can use this to project heat, light or force at rank power and range. He may also use it to perform the following power stunts:

- Transmute non-living matter with Rm ability
- Generate illusions at Rm ability
- Read minds with Ex ability

**Flight:** Aginar can fly at Sh-X speeds

Aginar can also psionically teleport himself at Sh-X rank, but must make a Red Psyche FEAT roll to do so. If he succeeds he must make another Red Endurance FEAT roll or be paralyzed with pain for 1-10 rounds. No Karma can be spent on either of these rolls.

**Uni-Mind:** Aginar, like all Eternals can form the Uni-Mind.

#### **Equipment:**

**Armor:** Aginar wares a suit of armor that provides him with Rm protection against Physical attacks. This armor is made of AM Ranked materials.

#### **Talents:**

Martial Arts A, B, C, wrestling, Weapons Master (Eternal Weapons), Military, Military History.

#### **Contacts:**

Eternals of Earth.

*Note: All credit to Fiasco for this.*

# AGUILA, EL



**Alejandro Montoya**

**Fighting:** Excellent  
**Agility:** Excellent  
**Strength:** Good  
**Endurance:** Excellent  
**Reason:** Typical  
**Intuition:** Good  
**Psyche:** Typical

**Health:** 70  
**Karma:** 22  
**Resources:** Remarkable  
**Popularity:** 5

#### **Known Powers:**

**Electric Shock:** Unearthly. Aguila can discharge electricity built up in his body through a conductive medium. Since his power only works through a conductive metal, he carries a double-edged steel sword.

Since Aguila possesses only a limited amount of electricity, his power must be handled in a unique manner. He starts an adventure with 100 points of electrical damage. He releases this energy in any amount he desires, up to AM. However, at the AM level he must make an Endurance feat roll or be stunned from exertion for 1-10 rounds. He can only unleash his energy once per round. These attacks can be in any combination he wishes; such as three RM attacks and a GD attack, as long as they do not exceed his total. After he has drained his initial 100-point energy supply, he regenerates his energy at a rate of 10 points per round. His energy will regenerate under any circumstance except while he is releasing it.

#### **Equipment:**

Double Edged Steel Sword:  
 Excellent Edged Damage.  
 Remarkable Material Strength.

#### **Talents:**

Multi Lingual (English and Spanish), Weapon Specialist: Sword

#### **Contacts:**

None

#### **History:**

Aguila fancies himself a swashbuckler in the Errol Flynn style. He thinks of himself as a modern day Zorro, righting wrongs and fighting for the poor. He is flamboyant and fancies himself a ladies' man.

# ALKHEMA



Fighting: Excellent  
Agility: Remarkable  
Strength: Amazing  
Endurance: Unearthly  
Reason: Incredible  
Intuition: Good  
Psyche: Poor

Health: 200  
Karma: 54  
Resources: Remarkable  
Popularity: 0

#### Known Powers:

Body Armor: CL1000 Adamantium Armor, Invulnerability to physical and energy. Shift-X protection from bull's-eye missile or wrestling attacks  
Invulnerable to Heat, Cold, Radiation, and Corrosives.

#### Weapons Systems:

Alkhema possesses a number of weapons systems developed over the years, including:

- Concussion Blasters: Mn Force, 4 areas
- Tractor Beams: Remarkable Strength, 10 areas away Induction installed within armor that allows Alkhema to absorb external energy with UN ability. An unlimited amount of energy may be stored, and upon absorbing it Alkhema regains that amount of Health and is +1CS on all FEATs for 1-10 rounds following the absorption.
- Encephalo Beam: In Mind Control, Alkhema uses this ability to put antagonists to sleep, and to control minds to help her rebuild her body.
- Claws: Monstrous edged damage

#### Talents:

Engineering, Repair/Tinkering

#### Contacts:

None

#### History:

Alkhema is the second of two female robots created by the renegade robot Ultron to serve as his bride. The first such bride, Jocasta, ultimately turned against Ultron and joined his enemies, the Avengers. Alkhema was created years later with the unwilling aid of Avengers member Mockingbird (whose brain patterns formed the template for Alkhema's mind), Doctor Henry Pym (Ultron's own creator) and Myron MacLain (the scientist who invented adamantium). At the time, Ultron was plotting to exterminate all organic life on Earth and decided to create another robotic mate for himself as a partner and companion. However, while Alkhema was more ruthless than Ultron's first bride (Jocasta), she was just as human—a humanity that, in her case, found an outlet in violence and sadism, forms of recreation Alkhema was unwilling to give up by slaughtering all of the world's living creatures at once. Thus she turned on Ultron and assisted the Avengers in his defeat. After she and Ultron were blown into space, Alkhema joined Ultron in another global slaughter scheme that ended when she betrayed

him to the Avengers.

More recently, Alkhema rebuilt/upgraded herself into a new model, referring to herself as Alkhema-2. She tried to spite Ultron by attacking the Avengers before Ultron himself could destroy them, but she was defeated and imprisoned. She escaped military custody in time to sift through the rubble of the Avengers' battle with Ultron in Solornia, where she salvaged a set of mental programs (copies of the brain patterns of Hank Pym, Wasp, Vision, Wonder Man, Scarlet Witch & Grim Reaper) which Ultron had created to serve as the templates for a new robotic master race that would destroy and replace humanity.

# AIRSTRIKE



Dimitri Bukharin

Fighting: Remarkable  
Agility: Incredible  
Strength: Amazing  
Endurance: Monstrous  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 195  
Karma: 40  
Resources: Good  
Popularity: 0 (20 in Russia)

## Known Powers

Airstrike Armor: This armor provides Bukharin with the following powers:

- Body Armor: Provides AM Protection from Physical and Energy attacks. AM resistance to Fire, Heat, Cold, as well as UN protection from Radiation.
- Rocket: flight at Monstrous airspeed.
- Machine Guns: Left Arm mounted, RM damage 10 areas range.
- Laser Cannon: Right arm mounted IN damage, 5 areas.
- Missiles: (2) back mounted missiles, AM explosive damage at 15-area range.
- Infravision: IN rank.
- Microwave Detection: EX rank.
- ECM: IN ability to jam Radio and Radar.
- Communication Systems: EX Transmitter, 500-mile range, with satellite link-up.
- Self Sustenance: 1 hour air supply.
- Protected Senses: RM protection from Sensory attacks.

When not wearing the armor Dimitri's stats are:

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Health: 42

## Talents:

Espionage, Military, Multilingual (English, Russian, German)

## Contacts:

Winter Guard

#### History:

Little is known regarding the past of Dimitri Bukharin, save that he was a KGB agent during the Soviet regime in what was USSR. Bukharin was the fifth man to don the Crimson Dynamo armor, directed to do so by his superiors in the Soviet military in order to join and spy upon the newly-formed team of superhuman champions, the Soviet Super-Soldiers. As the Crimson Dynamo, he adventured alongside Vanguard, Darkstar, and Ursa Major, until the three realized he was a spy and expelled him from their group.

For a time, Bukharin wore the armor as a solo operative for the Soviet government, and received a revamped suit of armor. This led Bukharin to clash with armored American hero, Iron Man, who was on a crusade to eradicate weapon systems with technology similar to Iron Man's own, technology which the new Dynamo armor was comprised of. Receiving a new set of armor, Bukharin was directed to serve on another government-sanctioned superteam, the People's Protectorate.

Soon, however, political strife in the Soviet Union made the government reclaim the Dynamo armor. In doing so, Bukharin was assigned a mission to revive the former Soviet agent, the Titanium Man, a mission that led to a destructive battle in America between the two. Framing the Crimson Dynamo as performing a rampage against America, the government relieved Bukharin of duty as the Dynamo.

The Soviet Union was no more, and the non-armored Bukharin was still a member of the People's Protectorate. His superiors in the Protectorate's management gave him a new armor and code name: Airstrike.

Bukharin's history as Airstrike remains to be revealed, including his activities now that the People's Protectorate has become the super team known as the Winter Guard.

# AIR-WALKER



Gabriel Lan

Fighting: Amazing  
Agility: Monstrous  
Strength: Amazing  
Endurance: Unearthly  
Reason: Remarkable  
Intuition: Monstrous  
Psyche: Amazing

Health: 275  
Karma: 155  
Resources: N/A  
Popularity: 0

#### Known Powers:

**Energy Conversion:** The ability to gather, channel and manipulate vast quantities of Cosmic Energies with Monstrous ability within a 2000 miles range, Air Walker has the following power stunts:

**Plasma Generation:** Air Walker can emit Monstrous Intensity blasts of energy. They have power rank damage and range. The blasts also have side effects that Air Walker can tailor to his wishes. These include:

- Incredible intensity Light.
- Incredible intensity Heat and Flame.
- Incredible intensity Magnetism.
- Incredible intensity Electricity.

Remarkable Geo-force.

**True Invulnerability:** Air-Walker's body has Amazing resistance to physical and energy attacks; he can boost this to Monstrous rank for 1 -10 rounds once per day. He has CL1 000 resistance to extreme heat and cold.

**Self-Sustenance:** Air-Walker can convert cosmic radiation into life-sustaining energy, thus freeing him from the need to breathe, drink, or eat.

**Energy Sheath:** Air-Walker's back emits a coherent energy field that resembles a fiery cape or red and yellow wings. The "cape" has Typical intensity and Amazing material strength. It acts as a reservoir for Air-Walker's cosmic power.

**True Flight:** Air-Walker has CL1000 speed.

**Dimension Travel:** At full speed, he can enter hyperspace and instantly appear anywhere in the universe.

**Life Detection:** He has CL1000 range (5 light years).

**Telepathy:** Air Walker has Typical rank, enabling him to read a mind up to 4 areas away. If he was contacting Galactus, his rank increases to CL5000.

#### Equipment:

Horn of Galactus: able to summon Galactus.

After Air-Walker was killed Galactus created a replica robot to be his 3rd herald but he found something missing, a passion for the unknown space. The robot had the same abilities as Air-Walker but was -1CS without his cloak.

Talents:

## Leadership, Space-pilot

### History:

Gabriel Lan was the captain of the Xandarian explorer-ship Way-Opener, whose mission was to seek out and establish peaceful relationships with neighboring alien civilizations. Lan had previously distinguished himself in Xandar's military, The Nova Corps, and welcomed his appointment to an explorer-ship since he was filled with wanderlust and love of open space. Returning from his seven-year tour of duty, Lan neared his home solar system when a spherical craft of an unidentified nature approached. A teleport-beam took Lan from the bridge of the Way-Opener and brought him aboard the spherical ship into the presence of the world-devourer Galactus. Galactus announced that he was looking for a new herald to replace the defected Silver Surfer, and having scanned Lan's mind, deemed him an appropriate candidate. Hearing Galactus's offer of vast power and unlimited travel, Lan readily accepted and was transformed by a tiny fraction of Galactus's cosmic might into the Air-Walker, second of Galactus's great heralds.

Voluntarily putting all thought of his former life behind, the Air-Walker served Galactus faithfully for years, seeking out new worlds to suit his master's appetites. He came to befriend Galactus, and would pass long hours listening to Galactus's tales of the wonders and mysteries of the universe. One day after he had found a new world for Galactus to drain and was returning to Galactus's ship to tell him of it, the Air-Walker saw a fleet of warships in battle formation approaching. The ships contained members of the Ovoids, a highly advanced civilization, which feared Galactus's presence so close to their star system. The Air-Walker launched an attack on the Ovoid fleet and was struck down by Ovoidian weaponry designed to slay Galactus himself! Because Galactus was weak from hunger, he was unable to retaliate with full force and decided to retreat from that space sector. His power still at a low ebb, Galactus could not afford to give up any of his personal energy to resuscitate the dying spark of life in his faithful servant. However, once he had renewed himself, Galactus transferred the consciousness of the herald who laid down his life for him to a perfect robotic replica. Still, there was something intangible missing from the replica, vitality, a passion for the mysteries of space that Galactus had liked in the original Air-Walker. Therefore, Galactus determined to dispatch the Air-Walker robot to Earth to reenlist his original herald, the Silver Surfer. The Surfer declined Galactus's invitation, however, and in battle with his new messenger, destroyed the Air-Walker robot. Galactus grimly abandoned both the Surfer and the defective Air-Walker robot.

The Air-Walker robot was taken into custody by the robots of the Machinesmith, who sought to repair the robot but could not understand his alien circuitry. The Machinesmith did manage to accidentally activate the Air-Walker's self-repair functions, however, and after several months, the Air-Walker regained its artificial consciousness. Seeking a rematch with The Silver Surfer, the Air-Walker instead attracted the attention of the thunder god Thor. Thor damaged the robot in battle, apparently destroying its self-repair circuitry. Galactus's third herald, Firelord, a colleague and friend of Gabriel Lan, the original Air-Walker, took the Air-Walker's remains into custody. Firelord buried the robot's remains on an asteroid in the Tranta system near Xandar, with a cosmic flame marking his grave.

# AJAK



Tecumotzin

**Fighting:** Remarkable  
**Agility:** Remarkable  
**Strength:** Incredible  
**Endurance:** Unearthly  
**Reason:** Good  
**Intuition:** Remarkable  
**Psyche:** Remarkable

**Health:** 200  
**Karma:** 70  
**Resources:** Remarkable  
**Popularity:** 0

#### **Known Powers:**

**Invulnerabilities:** Ajak has CL-1000 resistance to Heat, Cold, Energy, Electricity, Radiation, Toxins and Disease. He does not age, and can be affected by Stun Slam and Kill results.

**Flight:** Ajak is able to fly by mentally manipulating graviton particles around him attaining a maximum of Unearthly speeds.

**Cosmic Energy Manipulation:** Ajak can manipulate cosmic energy at the Amazing rank enabling him to perform the following power stunts:

- Project Heat, Light, or Force at Amazing range and damage.
- Molecular Manipulation: Ajak can transmute living and non-living matter with Amazing ability. He can sustain the transformation up to a minute.
- Teleportation: Ajak can Teleport himself at Unearthly rank.

**Uni-Mind:** Like all Eternals, Ajak can be part of or form the Uni-Mind.

#### **Equipment**

**Armor:** Ajak wears a suit of armor of Eternal design. This armor is constructed of Incredible materials and provides Ajak with Remarkable protection from Physical and Energy Attacks.

#### **Talents:**

Martial Arts A and C, Wrestling, Archaeology

#### **Contacts:**

Eternals

#### **History:**

Ajak Polar Eternal born to Rakar and Amaa, and brother of Arex. With Arex, they were known in Greece as Ajax the Greater and Ajax the Lesser. 2500 years ago, he was among the band of Eternals who fought Kro's forces in Babylon. The Aztecs believed Ajak to be their god

Quetzlecoatl, and the Incas worshipped him as Tecumotzin, Lord of Flight. He wore his Incan uniform more often than any other. Immediately before the coming of the Third Host, Ajak met the Norse god Thor, and fought alongside him against Dromedan. In the time of the 3rd Host, Ajak served as their communicator, acting as their voice to the people of earth. When Odin, Vishnu and Zeus challenged the Celestials, Ajak warned them that any retaliation would result in them destroying the paths that connect their home dimensions to earth. Alongside Zuras, Ajak arranged the flight plan that the Celestials used to leave earth, and then put himself and his work unit into storage as atoms within the City of the Space Gods, to await their eventual return.

When the 4th Host arrived, Ikaris awoke Ajak and his crew, and they once more served as communicators. Ajak befriended Dr. Daniel Damian, and let him live in the City. He had another encounter with Thor when Thor came to the City, intending to free an airplane the Celestials had captured. Ajak opposed him, but Thor won their battle. When Zuras called for the Uni-Mind, Ajak left the City, and ultimately found himself battling Zeus, who saw the Eternals as the Celestials' pawns. Ajak was also a part of the Uni-Mind that joined Odin in his assault on the City of the Space Gods. Presumably, Ajak only did so because Zuras commanded. Following the 4th Host's departure, Ajak was among the Eternals captured by Brother Tode in his plan to drain their Immortality, but Iron Man IV set him free.

When the Eternals chose to travel to outer space as a Uni-Mind, Ajak joined them, but eventually, he returned to earth and resumed his watch over the City of the Space Gods alongside Dr. Damian. However, when Dr. Damian's daughter was slain by the Deviants, he went mad, and used Celestial technology to transform Ajak into a monster, and sent him out to slay the twin children of Thena and Kro. Along the way, Ajak slew many sets of twins, unable to find the two Damian wanted. After the Eternals restored Ajak to his true form, he was so grief-stricken that he chose to disintegrate himself, along with Dr. Damian.

# AMERICAN DREAM



**Shannon Carter**

**Fighting:** Incredible  
**Agility:** Remarkable  
**Strength:** Good  
**Endurance:** Remarkable  
**Reason:** Good  
**Intuition:** Remarkable  
**Psyche:** Excellent

**Health:** 110  
**Karma:** 60  
**Resources:** Good  
**Popularity:** 20

**Known Powers:**  
None

**Equipment:**

- Armored Costume: Her costume provides Excellent protection against Physical, and Good against Energy
- Shield: Belonging to a Captain America of another dimension, the shield is C13000 material, and can absorb up to 100 points of damage in a single round. The shield is virtually indestructible, and Shannon can also throw it up to 3 areas for Remarkable damage. She can attack up to 3 people with a successful Agility FEAT or 5 with a yellow FEAT. By bouncing it off a number of hard surfaces he can make the shield return to him the next round.
- Stun Discs: American Dream wears detachable steel alloy discs attached to her uniform. She can throw these discs as weapons with a 2-area range; these discs stun opponents for 1-10 rounds if they do not make an Endurance FEAT roll. If Endurance is less than Remarkable, a red FEAT is required. If Endurance is Remarkable, a yellow FEAT is required, and if greater than Remarkable, green is required. The Stun Disc's may be bounced off 3 multiple targets to stun them and then rebound to Shannon's hand.

**Talents:**

Martial Arts A, B, C and E, Acrobatics, Tumbling, Detective, Thrown Weapons, Leadership, Trivia-Avengers History

**Contacts:**

Avengers, Spider-Girl

**History:**

When Shannon Carter was young her parents were killed in a car accident and she was left in a wheel chair. She went to live with her father's cousin Peggy Carter. Peggy used to work for the Avengers and told Shannon inspiring stories of Captain America and Peggy's sister Sharon Carter. Shannon worked to overcome her injuries and regained use of her legs. She later trained as a gymnast and hoped to become a hero. She got a job as a tour guide at the Avengers headquarters after the team had disbanded. She was working on the day that the Avengers were reformed under Mainframe, J2, Stinger III and Thunderstrike II.

She decided to try out as an Avenger and put together a costume based on that of Captain America. With Bluestreak, Freebooter and the Crimson Curse she

joined the Avengers as the American Dream. Along side the Avengers and the Coal Tiger she helped confront the Soldiers of the Serpent when they kidnapped Vibraxis.

American Dream was a member of the Avengers contingent that investigated the possible return of Doctor Doom to Latveria, only to discover it was actually Stinger III's old love Kristoff Vernard.

American Dream was present when Argo, who wanted to try out as a member, invaded the Avengers headquarters. When the Avengers learned that Argo was the son of the former Avenger Hercules, they looked into Hercules' final mission as an Avenger, and discovered Hercules himself in hiding. Hercules had never recovered from the deaths of several Avengers on that last mission.

American Dream and the Avengers learned that the old Avengers last mission was to an alternate Earth. When they traveled there they discovered their world's Captain America still there fighting a war against that world's Doctor Doom, who ruled that world and wanted to expand to other Earths. While there American Dream lost her hair in a battle with the S.S. Agent (that world's counterpart to the U.S. Agent), but she did gain possession of the shield of the Captain America native to that world, who had died long ago.

# AMERICAN EAGLE



Jason Strongbow

**Fighting:** Rm  
**Agility:** In  
**Strength:** Am  
**Endurance:** In  
**Reason:** Gd  
**Intuition:** In  
**Psyche:** Gd

**Health:** 160  
**Karma:** 60  
**Resources:** Ty  
**Popularity:** 6

**Powers:**  
Enhanced Senses: Am  
Lightning Speed: Gd 4 areas/rd, can run without tiring as if possessing Mn endurance

**Weapon:**  
Crossbow: has specially designed bolts that do EX blunt damage. He can fire up to six areas away; carries 15 bolts, one is connected to a 50' line of Rm strength and can swing up to 3 areas on it.

**Talents:**  
Bows, Martial Arts E, speaks Navaho and English, receives a +1CS when dealing with Navaho Indian Lore.

**Contacts:**  
Wyatt Wingfoot

**History:**  
Jason Strongbow, a representative of the Navaho tribe of Native Americans, attempted to stop a mining company from excavation a mountain sacred to the tribe by obtaining a court order. Failing in that, he led a peaceful protest group at the mining site. When the night watchman panicked and shot a protester, Strongbow followed him into the mine. There, he discovered that the mining company was in league with the criminal super villain Klaw, who sought uranium found in the mine to fortify his sonic powers. Strongbow also discovered his brother, Ward, who did not share his ideas of preserving the tribal grounds, and an argument between them soon led to violence.

During their fight, Klaw appeared and blasted the brothers with his sonic blaster, causing a cave-in, and Klaw left them for dead, fleeing to the Savage Land to acquire the mineral vibranium. The bombardment of sonic energy and the exposure to an unknown isotope of uranium combined to mutagenically enhance the strength and senses of the Strongbow brothers. Ward left with Klaw, but Jason Strongbow remained buried under the rubble. Strongbow emerged from the mine and was hailed as a champion of his tribe. Taking the flight of an eagle nearby as an omen, Strongbow fashioned a costumed identity of the American Eagle.

Learning that his brother was in the Savage Land with Klaw, the American Eagle sent out in pursuit, soon finding himself in the company of the Savage Land protector Ka-Zar, the superhero Thing, and the Thing's ally Wyatt Wingfoot. The four of them opposed and defeated Klaw. In the course of the battle, Ward Strongbow was killed by one of the miners' bullets.

American Eagle remains with his people as their champion.

# AMPHIBIAN



## Kingsley Rice

**Fighting:** Gd  
**Agility:** Rm  
**Strength:** In  
**Endurance:** In  
**Reason:** Gd  
**Intuition:** Gd  
**Psyche:** Gd

**Health:** 120  
**Karma:** 30  
**Resources:** Un as Squadron Member  
**Popularity:** 40

### **Powers:**

Water Breathing

Water Freedom: His body automatically adapts to compensate for changes in pressure, light, and temperature. He can function with no penalty at any depth and is unaffected by rapid pressure changes. As he adapts to greater and greater depths, he becomes more inhuman in appearance.

Hyper Swimming: Ty speed (45 mph)

Animal Communication: Ex ability to speak to fish and crustaceans

### **Talents:**

Ex knowledge of the Ocean and its inhabitants

### **Contacts:**

Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.

### **History:**

Amphibian was born a mutant, able to live underwater at ocean depths. He was a founding member of the Squadron but resigned in protest against the Squadron's behavior modification program.

# ANACONDA



Blanche "Blondie" Sitznski

**Fighting:** Gd  
**Agility:** Gd  
**Strength:** Rm  
**Endurance:** In  
**Reason:** Ty  
**Intuition:** Gd  
**Psyche:** Gd

**Health:** 90  
**Karma:** 26  
**Resources:** Ty  
**Popularity:** -8

**Powers:**

**Constriction:** Anaconda's legs and arms are capable of wrapping around an opponent and constricting. Anaconda receives a +1CS when making Grappling attacks, and inflicts IN damage. Anyone attempting to Escape the Grapple receives a -2CS.

**Elongation:** Anaconda can extend her arms and legs up to one and a half times their normal length.

**Gills:** Anaconda is equipped with artificial gills that allow her to breathe freely both above and below water.

**Body Armor:** Anaconda's skin, toughened to resist ocean depths, provides EX protection from Physical attacks and GD from Energy attacks.

**Talents:**

none.

**Contacts:**

Sidewinder, Serpent Society.

**History:**

Sitznski was an employee of the Roxxon Oil Company, who performed experiments on her to confer upon her super human abilities for their own purposes. Taking the code name Anaconda, she was ordered to join Roxxon's creation of the team known as the Serpent Squad to retrieve the mystical Serpent Crown from where it was lost at sea, but they failed, and Sitznski appeared lost at sea. When she reappeared, she was contacted by her former leader, Sidewinder, and became a founding member of the newly formed Serpent Society.

Sitznski stayed with the Serpent Society for its entire tenure, often clashing with the hero Captain America until the Captain and his allies apprehended the Society. Presumably, Sitznski remains in custody.

Sitznski possesses some degree of superhuman strength, particularly in her arms. Her arms and legs are capable of extending up to one and a half times their normal length, and she often wraps them around an opponent while constricting. Sitznski's skin is toughened to resist ocean depths, and is equipped with gills that allow her to breathe freely if underwater.

# ANCIENT ONE, THE



## The Ancient One

Former Sorcerer Supreme, Former Master of the Mystic Arts

**Fighting:** Feeble

**Agility:** Good

**Strength:** Feeble

**Endurance:** Good

**Reason:** Typical

**Intuition:** Monstrous

**Psyche:** CI5000 (Monstrous, before death)

**Health:** 24

**Karma:** 5081 (156 before death)

**Resources:** Excellent

**Popularity:** 2 to the general public / 50 to knowledgeable sorcerers.

### **Magic:**

The Ancient One was the Sorcerer Supreme before Doctor Strange.

The Ancient One had access to most powers and spells. The following are those powers that were always available to him.

Personal

Astral Projection: Unearthly

Levitation: Incredible

Mesmerism: Amazing power with Unearthly range.

Shield-Individual: Amazing vs. magical attacks and Excellent vs. physical attacks.

Telepathy: Unearthly

All other Personal spells he used were of Monstrous power rank.

Universal

Eldritch Beams/Bolts: Incredible

All other Universal spells he used were of Monstrous power rank.

Dimensional

Dimensional Aperture: Monstrous

All other Dimensional spells he used were of Monstrous power rank.

Miscellaneous Spells

Spell of Silence: Automatic; No FEAT roll needed.

All other Miscellaneous spells he used were of Monstrous power rank.

**Talents:**

Martial Arts A, Trance, Mesmerism & Hypnosis, Resist Domination, Occult

**Contacts:**

Doctor Strange

**History:**

The youth who would eventually be called the Ancient One was born over 500 years ago in Kama-Taj, a village in the area now known as Tibet. Originally, the youth was a peaceful farmer, like his fellow villagers, but encountered an older villager named Kaluu. Kaluu shared with the youth his knowledge of magic, and they began exploring the secrets of sorcery together, even learning the secrets of immortality.

The youth wanted to use his magic to help the village, but Kaluu wanted to build a vast empire, and organized the men of Kamar-Taj into an army by magically controlling their minds. The youth attempted to warn the village, but Kaluu used his magic to incapacitate him, paralyzing him and setting him on public display. Kaluu began his conquests, and the youth called upon mystical forces while in his paralytic state, ultimately destroying Kaluu. Kaluu's spell on him protected the youth from the full effect of the mystical backlash-- instead of being immortal, he would merely age at a very slow rate.

The youth decided to seek out an order of ancient magic users known as the Ancient Ones in order to devote his entire life to their goal of combating evil sorcerers. The youth eventually became even more skilled than his colleagues, and grew in power so great that he was the first Earth mortal to meet with Eternity, the sentient embodiment of the universe, who presented him with the amulet of Agamotto and charged him to become the Earth dimension's first Sorcerer Supreme. The Ancient One remained in this capacity for countless years, outliving all the other members of his order.

More recently, Baron Karl Mordo who desired to be his pupil sought out the Ancient One. The Ancient One realized his need for a successor, and agreed to tutor Mordo. Although he recognized Mordo's evil ambitions, he decided that he could at best convert Mordo to the service of good, or at least keep him in check.

Sometime later, Dr. Stephen Strange sought the services of the Ancient One for his own purposes, but soon tried to save the Ancient One from a plot by Mordo. The Ancient One dismissed Mordo but explained that he had used this as a test for Strange, who agreed to stay as the Ancient One's new pupil. Strange remained with the Ancient One for many years, eventually becoming the new Sorcerer Supreme and leaving to set up his own residence in New York.

Some years after Strange had left Tibet, the Ancient One and Dr. Strange teamed up to combat the evil demon, Zom. In order to defeat Zom, the Ancient One made it appear as if Zom had killed him, and seemed to transfer his magical ability into Strange. In actuality, the Ancient One activated the potential for further magical ability in Strange, which had remained latent.

Later still, the so-called Living Buddha and minor demons called the Shadowmen, all of which were serving the extra-dimensional demon Shuma-Gorath, took the Ancient One prisoner. The Ancient One was made to serve as a gateway for bringing the demon to Earth, so the Ancient One prompted Strange to kill him. Strange complied, trapping Shuma-Gorath in the dead brain, but allowing the astral self that was the Ancient One's consciousness to be set free. The ancient mage willed his consciousness to become one with the physical universe.

The Ancient One is now "one with the universe", a form of benevolent spiritual entity.

Entreating the Ancient One: "By the power of the Ancient One." Used as a supportive incantation. When used with a "white" school magic spell for the furthering of order it adds a bonus of +2 CS for all FEAT rolls related to the spell. This can only be used once a day by a player character. Clea can use it up to 4 times daily and Doctor Strange can use it whenever he wishes.

Though the Ancient One, like Gaea/Mother Nature, exists in the Earth dimension his power and influence is so great (and his response to entreaties are so like an entity) that he is considered a dimensional entreaty power for the purpose of the game.

# ANDROMEDA



Andromeda

**Fighting:** In  
**Agility:** Rm  
**Strength:** In  
**Endurance:** Rm  
**Reason:** Ex  
**Intuition:** Rm  
**Psyche:** Gd

**Health:** 140  
**Karma:** 60  
**Resources:** Gd  
**Popularity:** 0

**Powers:**

Water Breathing: As an Atlantean, Andromeda can breath underwater without aid.  
Body Resistance: Her tougher Atleantean skin provides Poor body armor.  
Swimming: Andromeda can move though the water at Gd speed.

**Talents:**

Martial Arts A, Sharp Weapons

**Contacts:**

The Defenders

**History:**

# ANGAR THE SCREAMER



David Allan Angar

**Fighting:** Ty  
**Agility:** Gd  
**Strength:** Ty  
**Endurance:** Gd  
**Reason:** Ty  
**Intuition:** Gd  
**Psyche:** Ty

**Health:** 32  
**Karma:** 22  
**Resources:** Pr  
**Popularity:** -5

**Powers:**

Hallucinatory Scream: Angar scream in such a manner that causes the chemicals in the brain to stimulate causing hallucinations with Am ability. Horrifying nightmares incapacitate anyone within 6 areas (Psyche to resist). He can continue to scream for 1 hour without rest.

**Talents:**

none

**Contacts:**

none

**History:**

David Angar, a radical social activist, volunteered to undergo an experiment to confer upon him superhuman powers. Subjected to technology brought to Earth from the moon Titan by the priestess Moondragon, Angar acquired unusual vocal powers. While Moondragon hoped to create more allies against the mad Titan, Thanos, her erstwhile partner, Kerwin J. Broderick, employed Angar as a special operative for his own criminal enterprises.

Angar's fist assignment was to destroy the heroes Daredevil and the Black Widow, but Daredevil talked him out of becoming a murderer. Since then, Angar has used his power for personal gain, and his schemes brought him in conflict with such superheroes as Iron Fist and the original Spider-Woman, among others.

# ANIMAL MAN



**Buddy Baker**

**Fighting:** Excellent  
**Agility:** Remarkable  
**Strength:** Good  
**Endurance:** Remarkable  
**Reason:** Good  
**Intuition:** Excellent  
**Psyche:** Excellent

**Health:** 90  
**Karma:** 50  
**Resources:** Good  
**Popularity:** 10

## **Known Powers:**

**Animal Mimicry:** Buddy can mimic any abilities of any animal, either by focusing on a specific animal near him, or, as he learnt later, by drawing power directly from the Red with Unearthly ability. Among the "animal powers" Buddy has been known to use are:

- the strength of a T-Rex
- the flight of a bird
- the swimming ability of a fish
- the speed of an ant
- the wall-crawling of a spider
- the jumps of a flea
- the sonic blast of a pistol shrimp
- the sense of smell of a moth
- the stench of a skunk
- the color changing of a chameleon
- the agility of a snake
- the electricity of an electric eel
- the worm's ability to replace lost body parts
- the reproduction abilities of bacteria

He does not have to use wings to fly as a bird, or gills to breath as a fish underwater, but occasionally he has been known to mimic the actual appearances of animals, such as adopting the claws of a wolverine temporarily.

**Animal Communication/Control:** Animal Man can make contact with animals, empathize with, "talk" to, and, to a lesser degree, control them. He can also transfer his mind to living animals of any kind, using their bodies as long as he wants to. This ability to transfer his life essence has allowed him to survive even when his body has been killed.

Potentially, Animal Man disposes of the universe's primal forces. On rare occasions, he has been able to tap into the raw power of the Red, draw pure energy from it and emit it as blasts of force inflicting Unearthly damage. His abilities once even allowed him to create an entire universe, in cooperation with fellow animal masters Vixen and Tristess. If he were to use the full extent of his powers, Animal Man could very

well be one of the mightiest beings on Earth. As it is now, the "man" in him puts a limit to his power.

**Limitations:**

A drawback of Animal Man's powers is that he is not always able to control the inputs from the Red. Sometimes, he has absorbed unwanted animal behavior, such as instinctive rage or rut. The longer he stays in contact with the Red, the less man and more animal he seems to become. He has frequently felt alienated to the human race, something that once made him declare war against our destructive civilization.

## The Red:

Buddy, stands in direct contact with the Red/Lifeweb/Morphogenetic Field of Earth. Since the Red is part of every animal that has ever walked the Earth, flown the air, or swum the sea, Animal Man can even mimic the abilities of extinct species.

**Talents:**

Wrestling, Tumbling, Acrobatics, Martial Arts B and E, Performer: Actor

**Contacts:**

Justice League, Titans, Global Guardians

**History:**

The origins of his powers are still uncertain. Buddy's memories have been obscured by various events in his life, periods of amnesia, periods in coma, transformations, deaths and rebirths. What is known is that, in his late teens, Buddy was a happy hell-raising punk rocker. One fall afternoon he went hunting in the Adirondack Mountains. When he returned home, he discovered that in the presence of an animal, he was able to absorb its special abilities.

At the suggestion of his best friend, Roger Denning, Buddy donned an orange-and-blue costume and started a minor career as the super-hero, Animal Man. After a few years of adventuring, Buddy retired his Animal Man identity, married his high-school girlfriend, Ellen Frazier, and moved to San Diego. Living on the salary from Ellen's work as an illustrator and Buddy's newly-started career as a movie stuntman, the couple mortgaged a house in the suburbs and raised two children, Cliff and Maxine.

Buddy thought his super-hero days over, but that was to change. After stumbling on an ancient golden pyramid, he was contacted by the mysterious Immortal Man. Joining up with other has-been adventurers including Dolphin among others. Under Immortal Man's direction, Animal Man became part of the organization called the Forgotten Heroes. For a time, the group stayed together, opposing threats such as Vandal Savage and the Forgotten Villains. During the world-shattering event known as the Crisis, Immortal Man sacrificed his life, and soon after, the Forgotten Heroes disbanded.

Buddy returned to his family life, although the thought of super heroics was still nagging in his head. He wanted to make a difference, but had to support his family as well. Convinced that there was still a place for Animal Man in this world, Buddy resumed his full-time superhero career, battling villains such as the new Mirror Master and a delirious B'wana Beast. He also assisted in foiling the Invasion of Earth by the Dominators. Still not satisfied, Buddy made the decision to become a protector of animal life on Earth. He sabotaged foxhunting in England, dolphin slaughter on the Faroe Islands, and animal experiments all over the USA. He worked with Vixen to overthrow the government of M'Changa, and with the Freedom Beast to oppose the apartheid powers of South Africa. About this time, he learned from a scientist named James Highwater that his powers were greater than he initially had believed, due to his previously unknown contact with the Morphogenetic Field.

After a fireman had accidentally been killed in a fire started by his animal activist group, a shocked Buddy began to reconsider the path he had chosen. Though still a convinced vegetarian, environmentalist and animal rights activist, he asked himself if super heroics and illegal sabotage activities were the right ways to go. Refusing to become a role model, he quit the Justice League and the activist group, attempting to hang away his super-hero costume for good.

Then, when a corporate organization threatened to kill his family if he did not stop doing his deed, Buddy teamed up with the Mirror Master to oppose them. Suddenly, he found himself in the role of a hero once again, getting tangled up in saving the world from a second Crisis at the hands of the Psycho-Pirate, and ultimately, believe it or not, learning the fact that he was a comic book character. He even got to meet his writer, Grant Morrison, in person.

Naturally, Buddy was not allowed to remember such revelations for long. Some time after these events, he woke up from a coma with amnesia. Once again a movie stuntman, Buddy continued as a part-time superhero, but his life was to get weirder still. His powers continued to malfunction; birds died when he was flying, he absorbed animal behavior and appearance unexpectedly, and animals around him acted strange. After his powers accidentally had killed every animal on the San Diego Zoo, Buddy and his family moved to Ellen's mother's farm in Vermont. Later, it was revealed that the reason for this "animal weirdness" was the coming of a hostile Animal Avatar, a.k.a. the Shining Man. During this course of events, Buddy encountered a Native American shaman, who revealed that Buddy was one of a group of chosen called the Animal Masters, destined to be the guardian of nature. Together with fellow Animal Masters Vixen and Tristess, Animal Man was able to defeat the Shining Man, who had already corrupted and killed B'wana Beast, another Animal Master. He also learned that his daughter Maxine, who had developed powers similar to his own, was an Animal Master as well.

Settling down, Buddy's next mission was to rescue his son Cliff, who had been kidnapped by Ellen's insane Uncle Dudley. While looking for his son, Buddy was run over by Dudley's car and actually died. However, his life force survived he was able to re-create his original body and save his son.

Being declared legally deceased, Buddy resumed his peaceful life on the farm with his reunited family. Fearing that humans would eventually cause their own destruction and the planet, he started thinking of ways to make them understand what they were doing to their world. The

farm became a refuge for outcasts, among them was a woman named Annie Cassidy and her daughter Lucy, who started a relationship with Cliff.

More and more, Buddy felt the animal instincts in him taking over. Overwhelmed by his powers, Buddy and Annie made love to each other. The strengthened connection to the source of his powers made Buddy step over the line, and once again adopt the appearance of a hybrid animal. Flying in rage to Washington D.C., he plagued the city with all kinds of animals, threatening humanity to change their ways or go under. At the end, the authorities captured and soon after released him due to a large portion of Americans that believed this "Animal Man" had a point.

Buddy wanted to change the ways of humanity, they all wanted to make a difference, and they already had many followers. This lead Annie to realize they were halfway to started a cult, or a religion, with Buddy as an "enraged prophet" and Maxine as the savior, which they would call The Life Power Church of Maxine. Buddy, Maxine, Cliff, Annie, Lucy, and their followers traveled across the state, picking up countless new "disciples". Dubbed "the Red Plague" by the media, they finally settled down as a Church in Montana.

Buddy disappeared from sight again for a time and the next time Buddy appeared, a competitive super villain called the Gamesman had kidnapped Maxine, just for playing a hunting game with Buddy. With the help of Aquaman, Buddy was able to defeat the Gamesman and save Maxine. In the process, he guided the temporarily blind Aquaman, making him realize he had elemental connections.

This adventure was the spark that Buddy needed to return to his super-hero life. Most recently, Buddy was tracking an evil bear when in encountered the Titans. Pleased with there camaraderie, Buddy decided to join Titans West.

Though his time with that team was short-lived. He had to take a leave in order to rescue his kidnapped son, Cliff, and once that was complete, the West team of Titans had disbanded. Buddy, however, was actually well-served by this situation, as it left him open to join a newly-formed group, one more suited to his own beliefs: the new Global Guardians.

# ANNIHILUS



## Annihilus of Anthros, Negative Zone

**Fighting:** Incredible  
**Agility:** Incredible  
**Strength:** Amazing  
**Endurance:** Monstrous  
**Reason:** Remarkable  
**Intuition:** Good  
**Psyche:** Remarkable

**Health:** 205  
**Karma:** 70  
**Resources:** Monstrous  
**Popularity:** -30

### Powers:

**Body Armor:** Annihilus' insectoid hide provides him with Incredible protection from Physical or Energy attack.

**Flight:** Annihilus can move at Remarkable speeds (15 areas/round); 225 mph in atmospheric conditions. He can move at higher rates (up to Class 1000) or 10,000 mph in space using the Cosmic Control Rod.

### Cosmic Control Rod:

As Annihilus' chief weapon and source of power, the Cosmic Control Rod allows the wielder to manipulate vast amounts of cosmic energy.

With this energy, the wielder may perform various functions:

The wielder does not age, and is invulnerable to Disease, Radiation, Heat and Cold.

The wielder may increase any single physical ability to the Unearthly rank.

The wielder may fire bolts of cosmic energy (either Force or Energy) of up to Unearthly Power rank.

The wielder may manipulate non-organic matter (but cannot transmute elements) with Unearthly ability.

If deprived of the Cosmic Control Rod, Annihilus is -3CS on all FEATs, and in addition begins to age and lose Endurance at a rate of one rank per week.

### Talents:

Engineering, Astronomy (Negative Zone), Mechanics and Weapons Systems.

### Contacts:

Blastaar

### History:

Untold years ago, voyagers from the world Tyanna in the Negative Zone, an other dimensional universe mad of antimatter, set forth to seed the barren worlds of the Zone with living organisms that they had bioengineered in the form of spores. One of the Tyannan ships crashed on the barren volcanic planet Arthros, and the dying voyagers released all of their life spores as their final act.

One of the spores grew into an insectoid being who possessed great intelligence through mutation. This being, which would become known as Annihilus, discovered the Tyannan starship and found within it a knowledge-transference helmet. Annihilus used the helmet to learn the history and the accumulated knowledge of the Tyannans. Using that knowledge, Annihilus increased his strength and intelligence and created the Cosmic Control Rod from the canisters that held the life spores and the technology of the starship. The Cosmic Control Rod not only enabled Annihilus to wield great power, but also extended his life span indefinitely as long as he possessed it. Annihilus used his newly acquired power to become the master of the other life forms that had risen on Arthros from the spores, and soon he set forth to conquer the neighboring worlds in the Negative Zone.

Annihilus was driven by an insane obsession with averting his own death at any cost. In order to prevent his death, Annihilus obsessively guarded his Cosmic Control Rod and sought to destroy any other living being whom he imagined, justifiably or irrationally, of being a possible threat to his existence. In recent years, Annihilus formed a partnership with Blastaar, another powerful being of the Negative Zone, who stole his Cosmic Control Rod. As a result, Annihilus body, which had been prevented from aging for untold years by the Rod, rapidly began to deteriorate. Since then, he has tricked Blastaar and the superhero team known as the Fantastic Four into returning the Cosmic Control Rod and remains a threat to all who would journey in the Negative Zone.

## **Minions:**

As the conqueror of the Negative Zone, Annihilus commands an army of alien creatures. Typical stats for these minions are:

**Fighting:** Remarkable  
**Agility:** Typical  
**Strength:** Good  
**Endurance:** Poor  
**Reason:** Poor  
**Intuition:** Poor  
**Psyche:** Poor

These creatures may have claws, wings, and occasionally, superior powers, though nothing above RM level. Such minions are often armed with energy pistols (Remarkable damage).

# ANT-MAN



**Scott Lang**

**Fighting:** Ex  
**Agility:** Gd  
**Strength:** Ty  
**Endurance:** Ex  
**Reason:** Rm  
**Intuition:** Gd  
**Psyche:** Ty

**Health:** 56  
**Karma:** 46  
**Resources:** Rm  
**Popularity:** 10

**Equipment:**

Shrinking Gas: Gives Ant-Man In ability to shrink (-2cs to be hit, he has plus 2cs) minimum size 1/2 inch

Bio-Electric Stingers: Am damage, 1 area

Helmet: In

Resistance to blunt

Insect & Non-Humanoid Communication: In

Ex Shock, 1 area

Jet Pack: Ex Flight

**Talents:**

Engineer, Computers, Martial Arts E

**Contacts:**

Heroes For Hire, Cassie Lang, Fantastic Four, Avengers

**History:**

Scott Lang was an electronics expert who could not support his family doing repair work, so he turned his talents to burglary. Apprehended, he served his prison sentence and was paroled for good behavior. During his time in prison, however, his wife divorced him. Lang had furthered his studies of electronics while in prison and was soon hired by Stark International to work in its design department.

When his daughter was diagnosed as having a serious congenital heart condition, Land sought the aid of surgeon Dr. Erica Sondheim, whom he believed to have been held prisoner at Cross Technological Enterprises (CTE.) Desperate to help his daughter, Lang decided to resort to burglary. Breaking into the New Jersey home of Dr. Henry Pym, Lang stole his Ant-Man uniform and shrinking-gas canisters. Unknown to him, Pym observed the theft and in his guise as Yellowjacket, followed Lang, curious to see what use he would put the paraphernalia. Garbed as Ant-Man, Lang broke into Cross and discovered Dr. Sondheim was held prisoner by Darren Cross, (later, the super villain Crossfire) president

of CTE, who needed Sondheim to correct his own heart condition. Rescuing Sondheim and defeating Cross, Lang was relieved when Sondheim was able to save the life of his daughter.

Lang intended to return the Ant-Man costume to its owner and turn himself in, but Henry Pym offered to let him keep them, provided Lang put them to lawful use. Since that time, Lang had donned the Ant-Man costume on various occasions to assist heroes such as Iron Man, the Avengers, or the law, although he considers himself a part-time crime fighter. Often trying to keep his identity secret from his daughter, Cassie, Lang was relieved to know that she discovered his secret.

When Stane International bought out Stark International, Lang resigned out of respect to Tony Stark, the company's former head (and secretly Iron Man.) Lang opened his own electronics business. Later, he temporarily gave up the business to be hired by the Fantastic Four when their scientist Reed Richards was missing for an extended period. He and Cassie lived at the Four's headquarters during this time.

During a time when many of Earth's heroes were believed dead after battling the psychic entity, Onslaught, Lang agreed to join the newly reformed super team Heroes for Hire. Lang returned to his electronics business when Heroes for Hire disbanded soon after Earth's heroes returned.

Lang continues to aid his super powered colleagues as needed.

# APE X



Xina

**Fighting:** Fb  
**Agility:** Pr  
**Strength:** Ty  
**Endurance:** Gd  
**Reason:** In  
**Intuition:** Ex  
**Psyche:** Ty

**Health:** 22  
**Karma:** 66  
**Resources:** Un as Squadron Member  
**Popularity:** 40

**Known Powers:**

Cyborg Body: Life supporting chair of Rm material and capable of Ty ground speed. Includes various weapons and gadgets.

**Talents:**

All scientific fields and criminal strategy

**Contacts:**

Squadron Supreme

**History:**

The intelligent ape Xina was an experiment in artificial intelligence who turned to crime after her trainer died. After having been mind-altered into a loyal member of the Squadron Supreme, Ape X became good friends with Tom Thumb and continued his work after his death. However, one night Xina discovered one of the traitorous members of the Squadron, Moonglow, snooping through the computer files and told Ape X of the incident. Ape X's behaviors modification made it impossible for her to report the betrayal, however it also made her duty bound to report it. The contradiction caused her mind to shut down, and she was last seen in a coma like state.

# APOCALYPSE



En Sabah Nur

**Fighting:** Incredible  
**Agility:** Remarkable  
**Strength:** Monstrous  
**Endurance:** Shift-X  
**Reason:** Incredible  
**Intuition:** Incredible  
**Psyche:** Unearthly

**Health:** 295  
**Karma:** 180  
**Resources:** Amazing  
**Popularity:** -60

**Known Powers:**

Damage Resistance: all damage -3CS  
Molecular Rearrangement: Unearthly  
 Flight: Remarkable  
 Increase Strength to Unearthly  
 Elongation: Good  
 Regeneration: Unearthly  
 Recovery: Unearthly  
Teleportation: Amazing  
Energy Blast: Unearthly  
Immortality

**Talents:**

Engineering, Invention, Genetics, Leadership

**History:**

Apocalypse was born nearly five thousand years ago in Egypt as a member of the Akkaba clan. Even as an infant, he inspired fear. Ugly and malformed, he was abandoned by the tribe to die in the harsh desert sun.

The baby was found by a roving band of feared desert raiders known as the Sandstormers. Most of them, too, thought the infant should die. However, their ruthless leader, Baal, somehow recognized the potential power in the child. He named him En Sabah Nur ("The First One") and raised him as his own son.

As En Sabah Nur grew, he surpassed the other tribesmen in intelligence and strength. Everyone in the tribe except for Baal hated and feared him for his inhuman looks and great abilities. Nur did not understand their fear, but hardened his heart against it. Moreover, he believed in the

principle that Baal and the tribe lived by, that only the fittest, tested by hardship, would, and should, survive. On the day of his tribal rite of passage into manhood, the seventeen-year-old En Sabah Nur killed three armed warriors of the tribe using only his bare hands.

At this time Pharaoh Rama-Tut ruled Egypt. On the day of En Sabah Nur's rite of passage, Baal explained to him that Rama-Tut was no god, as most believed, but a man, who had arrived in a strange vessel. Years ago the tribe had stumbled upon the time-traveler's crashed ship, taken the injured man back to their camp, and nursed the injured and temporarily blinded man back to health. One night he wandered away, taking with him objects the tribesmen had brought from his vessel. Weeks later, his sight restored, Rama-Tut returned, wielding weapons of devastating power and leading the Egyptian army. He massacred the tribe and enslaved the survivors. Although he tortured them, no one revealed the time ship's location.

In actuality, Rama-Tut was a time traveler from the far future who would later become known as Kang the Conqueror. Kang knew that Apocalypse, one of the most powerful mutants who ever lived, and the one who was destined to rule the world, had been born in ancient Egypt. Hence, Rama-Tut had gone back in time to find Apocalypse as a child, raise him, and thereby become the master of the most powerful being on the planet.

On the day of his rite of passage, Baal brought the young Nur to a sacred cave whose entrance became blocked by a cave-in, trapping them underground. After a week of wandering without food or water, they found the remnants of Rama-Tut's time ship within an underground Egyptian tomb. Baal told Nur that he believed him to be a conqueror whose coming was foretold in ancient prophecies, and that Nur was destined to overthrow Rama-Tut. Then Baal died from lack of nourishment, and Nur, whose mutant physiology kept him alive, vowed to take vengeance on Rama-Tut and claim his destiny. Four weeks later he finally made his way back to the surface.

Nur became a slave, but eventually he had a vision of the Egyptian death god Seth, who urged him to become a conqueror. It was at this moment that Nur first manifested his superhuman powers. Eventually, at a time when many time-traveling super-heroes, including the Fantastic Four, the West Coast Avengers, and Doctor Strange arrived in Rama-Tut's Egypt, the Pharaoh finally came face to face with En Sabah Nur. Rama-Tut offered to make him his heir if he would swear his loyalty, and then tried to kill him when Nur refused. Nur defeated Rama-Tut's warlord Ozymandias and Rama-Tut, who finally escaped back into the future, eventually to take on the identity of Kang.

From then on Apocalypse plotted the conquest of the planet through bringing about wars and conflict, in which the strong would defeat and destroy the weak. Over the centuries he was worshipped by many civilizations under a variety of names. Mutants, he was certain, would one day rule the world, with him as their leader, and so he waited. Most of what Apocalypse did during these centuries is as yet unknown.

At the time of the Crusades, Apocalypse arranged for the warrior Bennet du Paris to activate his latent mutant powers for the first time. Renaming him Exodus, Apocalypse made him his servant but later cast him into a deathlike trance when Exodus rebelled against him.

In 1859, Apocalypse awoke from centuries of hibernation in an underground chamber in London. It was then that he first met Dr. Nathaniel Essex, who believed that through selective breeding of humans, he could bring about the rapid evolution of superhuman mutants. Apocalypse offered to transform Essex into a long-lived superhuman being himself to give him the time to further his research, but at a cost: his servitude. Essex accepted, and Apocalypse transformed him into Mister Sinister. However, the Askani, a clan of rebels against Apocalypse two thousand years in the future, transported Scott Summers and Jean Grey-Summers, also known as Cyclops and Phoenix, to 1859. There they prevented Apocalypse from assassinating Britain's Queen and Prime Minister.

Apocalypse, temporarily weakened by a virus with which Sinister had infected him, went back to waiting for the proper moment to reemerge. It came a century later, when in a short time the world became populated with a new race of superhuman mutants. Apocalypse first reappeared as the employer of the Alliance of Evil, a team of mutants who battled the original X-Factor. X-Factor was a group comprised of the original members of the X-Men.

Subsequently, Apocalypse began recruiting a team of mutant agents he called his Horsemen. Apocalypse rescued Warren K. Worthington III, alias the Angel, from death and manipulated him into serving him as the Horseman named Death. Worthington's wings had been amputated, but Apocalypse used his advanced genetic engineering techniques to give him new wings with metal-like feathers. Eventually, however, Worthington forsook Apocalypse and returned to X-Factor, and then to the X-Men.

Later, Apocalypse infected the infant son of Cyclops and Madelyne Pryor, Nathan Summers, with a techno-organic virus, having recognized that if this child grew up he would be powerful enough to defeat him. The Askani once again stepped in and brought the child to their own time period, two thousand years in an alternate future.

In the present day Apocalypse continues to conspire to rule humanity. In the alternate future in which the Askani live, Apocalypse has finally ascended to power. He became aware of the young Nathan's presence in that time, but only succeeded in kidnapping a clone of the child that the Askani had created. Not knowing this second child to be a clone, Apocalypse ceased his hunt for the real Nathan. Raised under the tutelage of Apocalypse, the clone grew up to become the terrorist Stryfe. By this time Apocalypse had to transfer his mind and powers into host bodies in order to stay alive. Since his current body had grown old and feeble, Apocalypse planned to transfer his consciousness and power into Stryfe's.

As for the real Nathan, the Askani leader Mother Askani transported Cyclops and Phoenix to this future time. There, Summers and Grey raised Nathan into adolescence. After so many millennia of menacing humanity, the elderly Apocalypse finally perished in combat with the teenage Nathan, who would grow up to become the warrior Cable, now known as Soldier X.

In an alternate timeline Apocalypse succeeded in taking over America in the twentieth century. In this alternate timeline Professor Charles Xavier died at the hands of his own son, Legion, long before he would have formed the X-Men. As a result, Apocalypse led mutantkind in conquering North America, reducing its human population to slaves. This is the alternate time period known as "The Age of Apocalypse."

However, in this reality as well, Apocalypse was ultimately doomed to failure, and perished in combat with Magneto, who had become the founder of the X-Men in that timeline.

# APHRODITE

**Aphrodite (Venus)**

**Goddess of love and beauty**

**Fighting:** Ty  
**Agility:** In  
**Strength:** Am  
**Endurance:** In  
**Reason:** Ty  
**Intuition:** Am  
**Psyche:** Am

**Health:** 136  
**Karma:** 106  
**Resources:** Un  
**Popularity:** 100

**Powers:**  
Immortality: C11000  
Invulnerability: 40

**Equipment:**  
The Cestus: Enchanted girdle gives following abilities:  
 Emotion Control: Un  
 Molding: Mn

**Talents:**  
Unearthly knowledge of every mortal work about love, whether literary, artistic, cultural, or chemical

**Contacts:**  
Ares (past lover)

# APOLLO



## Apollo

**Fighting:** Mn  
**Agility:** Rm  
**Strength:** Am  
**Endurance:** Am  
**Reason:** Rm  
**Intuition:** Gd  
**Psyche:** In

**Health:** 205  
**Karma:** 80  
**Resources:** 100  
**Popularity:** 80

**Powers:**  
Immortality: C1000  
Light Emission: Un  
Heat Emission: Un  
Precognition: Un  
Invulnerability: In

**Talents:**  
Master archer and harpist

# AQUAMAN



## Orin

**Fighting:** Amazing  
**Agility:** Remarkable  
**Strength:** Monstrous  
**Endurance:** Amazing  
**Reason:** Good  
**Intuition:** Excellent  
**Psyche:** Remarkable

**Health:** 205  
**Karma:** 60  
**Resources:** Remarkable  
**Popularity:** 35

### Known Powers

Animal Control Communication/Control-Sea Life: Unearthly  
Hyper Swimming: Remarkable  
Water Freedom: Orin doesn't suffer penalties in under-water battles and receives +1CS Fighting, Endurance and Strength.  
Water Breathing  
Sonar Location: Amazing  
Ultra Vision-Remarkable  
Body Resistance: Excellent  
Resistance to Cold: Unearthly

### Equipment:

Cybernetic Hook:  
Amazing material strength,  
Remarkable edged damage;

### Talents:

Leadership, Vehicles

### Contacts:

New Atlantis, JLA

### History:

The mysterious sorcerer Atlan was father by Queen Atlanna of Atlantis to the adventurer known as Aquaman and by an Eskimo woman to the villain known as Ocean Master. Thereby he satisfied the ancient Atlantis prophecy that two brothers will always be battling over the fate of Atlantis.

When Aquaman was born as Orin, he was left by King Trevis to die on Mercy Reef, so called because it was used by the water breathers to leave others of their kind to die as the waters receded with the tides exposing them to the open air. However Orin was no normal child, abandoned because of a disturbing similarity between Orin and an ancient Atlantis monster known as Kordax. It was this Curse of Kordax, of having fair hair that caused the abandonment of Orin to the air.

As the waters drew back Orin was nurtured by the warming effects of the Sun. He was truly of both worlds able to breathe both water and air. He was raised by the dolphin named Porm and wandered with her pod across the oceans. The lighthouse keeper Arthur Curry found Orin when he was a teenager. It was this kindly lighthouse keeper that was to be Orin's first prolonged exposure to humanity. Arthur raised him as he was his own son, teaching him the ways of the surface world and how to read.

After Arthur Curry disappeared Orin took the name as a mark of respect. Orin swam north and lived for months above and below the water avoiding all human contact until one fateful date he saved a young Eskimo woman by the name of Kako from a rampaging Polar Bear. Perhaps it was destiny that had drawn Orin there but it brought about the first meeting between him and his half brother Orm who was deeply jealous of Orin and Kako. He set in motions that would lead to Orin being driven out of the settlement.

Orin returned to the seas, he crossed paths with humans from time to time but for the most parts he stayed well out of the reach of humanity. Until one fateful day Orin happened on the city of his birth. Quite by accident he had found Atlantis. He was captured by the then dictatorial government of the city and placed in the prison camp. He was help with another prisoner Vulko who taught Orin the language and ways of the Atlantians.

A clear screen separated the male from female prisoners and through it he kept getting glances of a woman that he instinctively knew as his mother. When she appeared at the screen no more he knew that she was dead, there was no longer anything to keep Orin in this foreign city. He broke out and fled back to his endless oceans.

As time passed Aquaman took more of an interest in the surface world. The media began to call him a superhero and Barry Allen (aka Flash II) christened him "Aquaman". Not long afterwards he became a founding member of the Justice League of America. When he eventually returned to Atlantis he found that via his escape the citizens had been inspired to free themselves and that Atlantis was now a free city. He was recognized as the son of Queen Atlanna and so he became the King of Atlantis.

Times were happy for Aquaman, the new ruling house of Atlantis slowly reintroduced it to the outside world and the society and it ruler grew together in peace. There were those that would oppose his rule and the super villain called the Shark deposed Orin for a time. Once the Shark was defeated Aquaman refused to take up the throne once more preferring to act more as the traditional superhero (a title what he would come to hate). The cost was high when the villain Black Manta succeeded in killing Aquaman's young son.

The death of Arthur Jr. put a rift between Orin and Mera so they tried relocating to a flooded city on the East Coast as a change of scene. It was during this time that as Aquaman he sought to reform the Justice League. Actually going in front of the United Nations he disbanded the Justice League and later reformed it only taking dedicated individuals and four new young heroes in the guise of Vibe, Vixen, Steel II and Gypsy. Accustomed to the rank of monarch his leadership style has harsh and caused authority problems with some of the younger members. Eventually Aquaman would leave this League.

Mera had been driven insane by grief and had been committed to an asylum in Atlantis. Shortly afterwards an alien force took the city. Orin was forced to save the city and in the process was hampered by an escaped Mera who personally blamed Orin for the death of their son. In a fit of rage she left this dimension. After Atlantis was freed Orin remained tied to the city. For a time he served as the Atlantean representative to the United Nations but always finding himself thrust into the superhero role. Becoming more and more of a workaholic and solitary figure he returned to the oceans where he eventually learnt the truth (from the old Chronicles of Atlantis that he now keeps) about his birth and the Ocean Master was actually his half brother.

Spurred on by Aqualad, Orin was forced to return to action where he lost his hand. The shock caused him to become delirious he experienced dreams filled with portents and omens, of things to come and things' past. Shortly afterwards he adopted a harpoon in place of his hand (later to be upgraded to advanced STAR labs psionically controlled model) and set out to protect the seas in his own way. Making friends along the way he started a romance with the mysterious girl named Dolphin, little knowing that the monster Kordax was controlling her in an effort to kill him.

Lost of all diplomacy, Orin found himself fighting former allies such as Superboy and even gaining the respect of Lobo of all people. He found himself reacting to the world around him rather than acting, discovering he had a son in the form of Koryax and that his former lover Kako had become the latest fire elemental. Meanwhile behind his back King Thesily the current monarch of Atlantis was plotting to kill Orin out of jealousy due to the place that Aquaman had in the hearts of his subjects. In the end Thesily was killed during an earthquake, one of the many that forced the Poseidonians to flee to Tritonians as the city began to rise to the surface.

Koryax lead the Poseidonians away as Orin returned. Orin was forced to deal with the aftermath of his meeting with Thanatos (who had been using Atlantian equipment to broadcast threats in the guise of Aquaman) by battling the current Justice League who had come to investigate with the now floating city of Poseidonis. Not long afterwards Orin bonded with the ancient cybernetic entity that the Hunters had left to observe Atlantis. In the process he learnt of the impending return of the Hunter/Gathers and so began an epic struggle to gather together the ancient cities of Atlantis under one banner. He united all the undersea forces and many of the water related superheroes while at the same time having to contend with the return of Kordax who was telepathically controlling the citizens of Poseidonis.

The Hunter/Gathers had returned to Earth and had begun wooing the surface world around to their overtures of peace. However only the undersea forces of Aquaman knew the truth. Assembling a task force of undersea superheroes Aquaman took the battle to the Hunter/Gathers at the Whitehouse. They tried to convince Aquaman of their worth by allowing him a glimpse of future powers, but he refused and tricked them into revealing their plans to the world. The Hunter/Gathers were then forced to retreat. During the battle with the Hunter/Gathers Orin had become more and more the Monarch of Atlantis. However there was a difference, whereas before he had been only acting what he thought that a king should do, he now was truly acting as a king should, ruling the subjects below him.

The change did not sit easily with Orin. Having a magical heritage and destiny he began to feel the inner conflict physically. His body became mutated, his hands webbed and his skin scaled. It took help from the Swamp Thing to awaken Aquaman to his true nature via a form of vision quest into the past of Atlantis. He saw the origin of Kordax as a frightened young boy and not the monster that he became. Aquaman's increasing acceptance of his role as King frightened those around him and the physical transformation frightened his subjects. The matter came to a head when Poseidon forced him to battle his son, Triton, for dominion over the ocean. Aquaman won (partially because Triton let him win) and Poseidon forced on him a fraction of the powers of a sea god. Instantly blinded Aquaman discovered that Poseidon has opened a link between Aquaman and the Clear (the unified life energy field of all ocean life). His sight slowly returned and with the help of Animal Man he discovered that he also possessed the ability of echolocation.

The new abilities that Aquaman now possesses reinforce his dominion over the creatures of the sea and its inhabitants. He has established the position of Poseidonis in the surface world (even to the extent of a trial period where he opened it up to tourists). However his actions have not won universal acclaim amongst the people of the city. Vulko in particular feels as if he is out the decision making loop now that Aquaman is making his own decisions as King. Troubles brew for Aquaman in every corner; Triton recently killed his father and now sees Aquaman as the main obstacle to his goal of supreme command of the element of water.

# AQUARIAN



## Wundarr

**Fighting:** Pr  
**Agility:** Gd  
**Strength:** Rm  
**Endurance:** Am  
**Reason:** Ty  
**Intuition:** In  
**Psyche:** Rm

**Health:** 94  
**Karma:** 76  
**Resources:** Fb  
**Popularity:** 10

## Powers:

Leaping: Wundarr can leap at CI3000 rank.

Null Field: Aquarian's body is constantly surrounded by a null field that absorbs all forms of energy (light, electricity, magnetism, radiation, sound, gravity etc.). This field reduces all attacks by 10CS.

Energy Absorption: Aquarian absorbs energy at 1 point per round. Each time he uses his strength or leaping ability this reduces back to zero.

If the total accumulated energy reaches 100, it is released in a massive, involuntary force blast of Un against everything within 10 areas.

Talents:

First Aid

## Contacts:

Man Thing, Namorita, Thing, Captain America, Quasar, Shaper of Worlds

## History:

# ARABIAN KNIGHT



Abdul Qamar

**Fighting:** Excellent  
**Agility:** Excellent  
**Strength:** Good  
**Endurance:** Good  
**Reason:** Typical  
**Intuition:** Typical  
**Psyche:** Good

**Health:** 60  
**Karma:** 22  
**Resources:** Excellent  
**Popularity:** 10

**Known Powers:**  
None

**Equipment:**

- Golden Scimitar: The Arabian Knight wields a magical scimitar of Monstrous material. It is capable of firing Incredible strength Force blasts and will hit automatically against anyone else who wields it without the Arabian Knight's permission.
- Magic Carpet: Made of Monstrous material, the Arabian knight's carpet can fly at Typical speeds. It can levitate to any height but does not provide the rider with breathable air. He can command it to perform such feats as wrapping around an object or person or rolling itself into a cylinder and acting as a battering ram or whip. It does all of these feats at Incredible strength.
- Belt-sash: the Knight's belt sash is made of the same Monstrous strength material as his carpet. It is 8 inches wide and 4feet long, but can magically extend its length to almost ten times that (2 areas). By mental command, the Knight can animate the material to serve as bonds, lariat, whip, bridge, or climbing rope. It does all of these at Incredible intensity.

**Talents:**

Weapons Specialist: Sword, Multilingual: English and several Arabic languages

**Contacts:**

Arabian government, Bruce Banner, Johnny Blaze

*Courtesy of: Mongoose*

# ARCANNA



Arcana Jones

**Fighting:** Gd  
**Agility:** Gd  
**Strength:** Ty  
**Endurance:** Ex  
**Reason:** Gd  
**Intuition:** Ex  
**Psyche:** Mn

**Health:** 46  
**Karma:** 105  
**Resources:** Un as Squadron Member  
**Popularity:** 40

**Known Powers:**

Elemental Control: Am control over natural elements (earth, air, fire, water), Rm control over processed materials (metal, plastic, etc.)  
Empathy: Gd  
Flight: Gd  
Force Field vs. Magic: Am  
Force Field vs. Psionics: Am  
Illusion Casting: Am  
Iron Will: Gd  
Eldritch Bolts: Rm

**Talents:**

Occult lore

**Contacts:**

Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.

**History:**

In short: Arcanna is the fifth recruit of the Earth-S band of heroes called the Squadron Supreme. She was born with a natural aptitude for magic and psychic powers and has developed these abilities all her life. Later in her life she became a member of the Squadron while raising a large family simultaneously. She was part of the fascistic Utopia Program while being highly pregnant (a fact she hid with her illusory powers) and survived it (although was nearly killed by the Redeemer called Moonglow). Later, like the rest of the Squadron, she got stuck on the ordinary Marvel-Earth (the Sorcerer Supreme of Earth-S had blocked their way home again) and made herself at home at the Project Pegasus. For an unknown reason she nowadays goes in the disguise of her former enemy Moonglow, still continuing with her Squadron teammates to combat crime while waiting to get home. Although she misses her family she took her exile rather well and is still the happy hedonist. The entire Squadron has since returned home to Earth-S again and their further adventures remain to be seen.

# ARCHANGEL



Warren Worthington III

**Fighting:** Remarkable  
**Agility:** Remarkable  
**Strength:** Good  
**Endurance:** Incredible  
**Reason:** Excellent  
**Intuition:** Excellent  
**Psyche:** Remarkable

**Health:** 110  
**Karma:** 70  
**Resources:** Good  
**Popularity:** 0

**Known Powers:**

Flight: Excellent air speed. Can sprint to Unearthly speeds however must make a successful Endurance FEAT each round  
Aerial Adaptation: Warren's bones are hollow as a bird, he receives -2CS penalty on rolls checking for slams and gains a -2CS reduction in damage from falls.  
Enhanced Sight: Warren has Monstrous eyesight.

**Talents:**

Business, Martial Arts B, Aerial combat (+1CS)

**Contacts:**

X-Men

**History:**

Heir to the Worthington fortune, Warren Jr. learned to hide his mutation early. However, a fire at his private school dormitory led him to use his flying power to rescue his fellow students. To conceal his identity, Worthington wore a long, blond wig and a long nightshirt so he looked like an angel. The rescue was successful, and Worthington became a costumed adventurer in New York City under the name of the Avenging Angel.

Shortly thereafter, Worthington was contacted by Professor X to join his new School for Gifted Youngsters and thus form his original X-men. As the Angel, he served the X-men for some time, until being captured by the island monster Krakoa and being rescued by a new team of X-men. Worthington left the team, as did the rest of the original members, and after his parents' deaths, inherited their vast wealth, living the life of a wealthy heir/playboy.

Later, Worthington used his fortune to help form the super team, the Champions, at which point he publicly revealed his identity. The team never lasted beyond a few missions, and Worthington moved back to Colorado. Around this time, he developed a serious relationship with Candy Southern, and together, they helped make the loosely defined super team called the Defenders a more cohesive group. Soon, however, Worthington left to join the rest of the original X-men and his childhood friend Cameron Hodge in forming a new team, called X-

factor.

During one mission, however, when saving the underground Morlocks from a "mutant massacre," Worthington's wings were pinned to the wall by the villain Harpoon. His wings were severely injured to the point that amputation was necessary for him to live. Distraught by this experience, Worthington attempted suicide, and was believed dead, although he was rescued by Apocalypse. Worthington agreed to serve Apocalypse for return of his wings, and Apocalypse warped him, body and mind, into his own "Angel of Death," calling him "Death" and placing him a part of his team of Horsemen. When fighting the rest of X-factor, Worthington was soon brought out of his brainwashing and rejoined his team as the somber and brooding "Archangel."

At this point, Worthington was often the target of attack by his friend-turned-traitor, Cameron Hodge. Hodge eventually killed Candy Southern, and Worthington apparently killed Hodge in retaliation. Continually fighting an inward battle to fight his killer instincts, Worthington eventually won over Apocalypse's influence.

About the same time, the original X-factor became a part of the X-men fold again, and Worthington often adventured with the X-men's "Gold Team." Soon, he became romantically involved with fellow X-man Psylocke. When fighting the mutant Sabretooth, both he and Psylocke were gravely injured. Worthington helped his friend Wolverine search for a cure for Psylocke, and eventually revived her with help from the Crimson Dawn, at the same time regaining his original, feathered wings when his cybernetic ones "molted" away. Soon, he was left with two wings akin to his original feathered ones, although he retained his blue features. Worthington left the X-men with Psylocke to recuperate, although the couple later broke up.

Worthington occasionally returns to friends to help them in various adventures.

# ARES



## Ares

**Fighting:** Un  
**Agility:** Ex  
**Strength:** Un  
**Endurance:** Un  
**Reason:** Ty  
**Intuition:** Ex  
**Psyche:** Rm

**Health:** 320  
**Karma:** 56  
**Resources:** Cl1000  
**Popularity:** 10

**Powers:**  
Dimensional Travel: Un  
Regeneration: Cl1000  
Self Sustenance: Un  
True Flight: Un  
True Invulnerability: Am

**Talents:**  
Military, All weapons, politics

**Contacts:**  
Olympian Gods

**History:**

# ARKON



## Arkon

**Fighting:** In  
**Agility:** Rm  
**Strength:** Mn  
**Endurance:** In  
**Reason:** Ex  
**Intuition:** Ty  
**Psyche:** Ex

**Health:** 185  
**Karma:** 46  
**Resources:** Mn  
**Popularity:** 0/75

**Known Powers:**  
True Invulnerability: In  
Regeneration: Rm

### Equipment:

Arkon wears a Quiver capable of creating up to 30 energy bolts a day. Only one of every kind is ever in the Quiver. A replacement appears the turn after the previous one is removed. The quiver is made of In material.

- Golden Bolts: Mn gateways
- Scarlet Bolts: Rm explosive damage
- Black Bolts: Mn damage

**Talents:**  
politics, military command, tactics

**Contacts:**  
FF, X-Men

### History:

Arkon was born of noble lineage on the extra-dimensional world Polemachus. The people of Polemachus developed a culture that glorifies warfare, and Arkon succeeded in becoming the greatest warrior of his people. Appointed Imperion of the largest country on Polemachus, Arkon mounted military campaigns against neighboring countries in an effort to conquer the world. His dreams were forgotten when Polemachus was faced with a worldwide catastrophe in that the light and heat providing planetary rings were disintegrating. Arkon's scientists determined that atomic explosions occurring on Earth somehow were extra-dimensionally translated to rekindle the energy rings for about a year. Although Polemachus had not developed nuclear weaponry, the scientists predicted that if they were to atomically annihilate the Earth, their world's energy-rings would be restored to power.

Toward this goal, Arkon manipulated the hero known as the Scarlet Witch into reciting a magical spell found in a Polemachian book to enable Arkon to transport himself to Earth. Attracted to the Scarlet Witch, Arkon kidnapped her as well as a group of atomic scientists. The scientists used to construct an atomic device. Before Arkon could detonate it on Earth, however, Scarlet Witch's super team, the Avengers, managed to rekindle Polemachus' energy-rings. Arkon then ceased hostilities with Earth.

The Avengers had cause to revisit Arkon's world when Arkon took their comrade, the Black Knight, captive while searching for the Well at the Center of Time. Arkon ceased hostilities with the Avengers when he learned that the Asgardian Enchantress was duping him.

Although his world now possessed the capacity for atomic power, Arkon was dissatisfied with the length of time it took to build a nuclear arsenal. Thus, he devised a plan to pit three extra-dimensional worlds, one of which was Earth, against one another, in hopes that the energy from the resultant nuclear conflagration could be absorbed by his world. His elaborate machinations failed, due to the efforts of the super team Fantastic Four.

Arkon was forced to return to Earth yet again when the machine that Iron Man had once built to rekindle Polemachus' rings failed due to Arkon's tinkering with it. Arkon traveled to Earth to recruit Thor to recharge the machine, but he settled for the mutant known as Storm, who also had the ability to summon lightning. Storm agreed to help and Arkon returned Storm and her allies to Earth. Another time, the Fantastic Four helped Arkon drive off an extra-dimensional invasion of Polemachus by the alien race of Badoon.

Some time later, Arkon traveled to Earth to employ the Avengers and Fantastic Four as pawns in his war with rival otherworldly monarch Thundra, until he made peace with Thundra after realizing they shared a strong mutual attraction. Later, with consort Thundra, Arkon sought Avengers' aid in repairing Polemachus's energy ring and protecting the maiden Astra from becoming a human sacrifice to Polemachus' religious zealots led by the high priest Anskar.

Arkon also had a rival in his Grand Vizier, who, over time, convinced Arkon to return Polemachus to a more barbaric lifestyle rather than rely on its science. The Grand Vizier then abducted the superhero and Avenger Photon along with the super-villains battling her at the time, the Wrecking Crew. The Grand Vizier used the Wrecking Crew to depose of Arkon and Thundra, until the Avengers arrived to rescue their teammate and restore Arkon to the throne. Polemachus returned to its hybrid barbaric/scientific lifestyles.

Presumably, Arkon rules Polemachus with Thundra by his side.

# ARIEL



## Ariel

**Fighting:** Pr  
**Agility:** Ty  
**Strength:** Pr  
**Endurance:** Ex  
**Reason:** Pr  
**Intuition:** Ty  
**Psyche:** Rm

**Health:** 34  
**Karma:** 40  
**Resources:** Fb  
**Popularity:** 0

### **Powers:**

**Illusions:** Ariel can psionically generate Gd level illusions. She uses these illusions to mislead, confuse and otherwise keep opponents off balance. She must make a Psyche FEAT roll against her target's Psyche to affect him.

**Gateway:** She does this with Am ability and must be connected through a physical door.

**Telelocation:** Rm ability to locate any desired item within 6 miles radius.

### **Talents:**

Unknown

### **Contacts:**

Unknown

### **History:**

Ariel is a mutant of her own alien race. She became a delinquent and is now a runaway.

# ARMADILLO



**Antonio Rodriguez**

**Fighting:** Excellent  
**Agility:** Good  
**Strength:** Incredible  
**Endurance:** Remarkable  
**Reason:** Typical  
**Intuition:** Typical  
**Psyche:** Typical

**Health:** 100  
**Karma:** 18  
**Resources:** Typical  
**Popularity:** -10

**Powers:**

Body Armor: Amazing vs. physical, Remarkable vs. energy.  
Multiple Resistances: Excellent vs. fire and heat, cold and corrosives.  
Claws: Amazing material strength, Incredible edged damage vs. living targets.  
Digging: Digs through materials of Incredible material strength or less.  
Climbing: Normal ground movement rate. Rodriguez climbs by digging his claws into materials of Incredible or less material strength.

**Talents:**

Wrestling

**Contacts:**

Unlimited Class Wrestling Federation

**History:**

Little is known about the background of Antonio Rodriguez other than he was a criminal record and a wife named Bonita. His wife critically stricken with an undiagnosed disease, Rodriguez took her to every doctor who would see her but none was able to help her.

In desperation, Rodriguez sought the criminal scientist Dr. Karl Malus, who specializes in the generation and bestowal of superhuman powers, whom he heard about while in prison. Malus agreed to try to cure her in exchange for Rodriguez agreeing to become his test subject and employee for an indefinite period of time. Malus subjected Rodriguez to an experimental process that combined genetic material from an armadillo with the man's human genes. Dubbing Rodriguez the Armadillo, he assigned him to break into the Avengers' West Coast compound to steal the comatose body of the villain Goliath, who was being held there. Rodriguez complied as soon found himself in combat with the visiting Avenger, Captain America. Although physically superior, Rodriguez lost to Captain America's superior combat skills. Taking compassion on the Armadillo's plight, Captain America refused to turn him over to the authorities.

After Malus cured Bonita, Rodriguez then joined the Unlimited Class Wrestling Federation. The Armadillo became a major draw for the UCWF, and remained in his monstrous form to earn money for himself and his wife.

However, when Rodriguez discovered Bonita was seeing another man, he went on a grief-stricken rampage that was halted only when he jumped from the side of the Empire State Building. Gravely injured, he was reprimanded to police custody.

Rodriguez remains, serving time in the super-villain correctional facility known as the Vault. Truly repentant, he awaits his parole.

# ATLANTEANS

## Average member

### *Homo Mermanus*

Fighting: Gd  
Agility: Gd  
Strength: In  
Endurance: In  
Reason: Gd  
Intuition: Gd  
Psyche Ex

Health: 100  
Karma: 40

### Powers:

Humanoid Race: Homo Mermanus is an early offshoot of the Human Race. They have pointed ears, angled eyebrows, and blue skin.

Water Freedom: All Atlanteans are adapted for life in any section of the oceans.

Water Breathing: All Atlanteans breathe water; salt water is preferred. Most can only breathe water and suffocate if they are exposed to air.

*There are a few amphibious Atlanteans who usually also possess Caucasian rather than blue skin.*

Hyper-Swimming: Atlanteans can attain Poor speeds (30 mph).

## ATLANTEAN EQUIPMENT AND TRANSPORTS

Atlantean weapons -- such as swords axes, tridents, maces and hammers -- are of RM material strength.

Power Tridents: have RM stun blasts at a range of 3 areas.

Ray Pistols: EX energy at 3 areas.

Ray Rifles: RM energy at 5 areas.

Atlantean soldiers wear body armor that provides GD protection against Physical attacks.

*Water-Breathing System:* When non-amphibious Atlanteans venture into the surface world, they need this system: A sealed bubble helmet covers the head and neck-gills. The helmet is designed to enable the wearer to see normally. A small cylindrical backpack recycles and renews the water. The system enables the wearer to stay away from the water for days before they suffer ill effects.

*One-Man Propulsion System:* This is a small cylindrical platform that clamps to the user's feet. It is steered by flexing the feet and legs. It can maintain EX speed 75/mph for two thousand miles in the water. Its usefulness in the air is limited to a short hop of 10 to 20 feet (enough to get onto a dock or the shore).

## Turtle Transports

These gigantic turtles are bred to carry troops on their backs across great distances. These turtles are amphibious and can function equally well in or out of the water.

Fighting: Gd  
Agility: Fb  
Strength: In  
Endurance: Am  
Reason: SH-O  
Intuition: Fb  
Psyche: SH-O

Health: 102  
Karma: 2

Swimming: Gd- 4 areas, 60/mph

Land movement: Fb- 1 area, 15/mph

Shell: Provides Turtle with IN body armor.

## Mini-Sub

Control: EX, Speed: EX, Body: GD, Protection: GD,

Sensors: 5 miles, EX rank.

Communications: EX rank, 200-mile range.

Weapons: Atlantean mini-sub's are usually unarmed.

# BROOD

## Average member Worker/Drone.

Fighting: Excellent  
Agility: Good  
Strength: Good  
Endurance: Good  
Reason: Typical  
Intuition: Typical  
Psyche: Good

Health: 50  
Karma: 22  
Resources: Excellent  
Popularity: -40

## Hunters/Warriors

Fighting: Remarkable  
Agility: Good  
Strength: Excellent  
Endurance: Excellent  
Reason: Good  
Intuition: Typical  
Psyche: Excellent

Health: 80  
Karma: 36  
Resources: Incredible  
Popularity: -50

## Brood Queen

Fighting: Remarkable  
Agility: Excellent  
Strength: Incredible  
Endurance: Amazing  
Reason: Excellent  
Intuition: Excellent  
Psyche: Unearthly

Health: 140  
Karma: 140  
Resources: Monstrous  
Popularity: -50

### Known Powers:

**Body Armor:** All members of the Brood have thick, scaly hides that provide Good protection against Physical and Energy attacks. Hunters and Queens have Excellent protection.

**Sting:** All Brood have double tails ending in wicked spikes that have poison spines. Normal Brood have Good ability with their tails, causing Good damage.

Hunters have Excellent skill and do Excellent damage.

The Queen has Remarkable proficiency and can do Remarkable damage.

Any character struck by the tail must make an Endurance FEAT roll or be rendered unconscious for 1-10 hours. The tail can be brought into combat every other round.

**Bite:** All Brood members can bite for Good edged damage, even during rounds that they use their tails.

**Instant Disintegration:** When any member of the Brood reaches 0 Health, it dissolves on the spot.

Flight: Brood hunters have light, gauzy wings and can fly at Poor airspeed.

Telepathy: The Brood Queens have Unearthly rank telepathy to communicate with her subjects over vast interstellar distances.

Equipment:

Acid Bomb: This weapon looks like a rifle grenade. It is launched from any Brood rifle, has a range of 3 areas, and causes Excellent damage per turn to any character or item of AM material strength or less for 5 rounds. Only large amounts of water or basic chemicals can neutralize the acid.

Psi-Id Weapon: This is a Brood rifle that strikes for RM force damage at a range of 5 areas. Upon being struck the victim must make a Psyche FEAT vs. Monstrous intensity, or be overcome with his most intense fears, for as long as the Brood member keeps the weapon trained on the Victim.

Tangle Web: This is another Brood weapon that fires a small explosive package for a range of 4 areas. The explosive detonates before it strikes sending out Remarkable material streamers that surround the target. The target must make a Red agility FEAT roll to avoid being caught. One round after the detonation, the streamers start to constrict doing TY damage every round until the victim is unconscious.

### **Star Sharks**

The Brood enslave large space creatures that live in the vast reaches of space. Some of these include the Large Star Sharks, that are used as advanced scout ships and the even more impressive whale-like Acanti that possess the following abilities:

Fighting: Remarkable

Agility: Remarkable

Strength: Amazing

Endurance: Monstrous

Reason: Feeble

Intuition: Poor

Psyche: Poor

Health: 185

Karma: 10

Resources: None

Popularity: 0

Known Powers

Space Flight: Star Sharks fly through space at C11000 speed Amazing combat speed, and use Stargazes for hyperspace travel over long distances.

Natural Invulnerability to Space: Star Sharks are invulnerable to the cold and pressures of space, and offer the same protection to those inside.

Bite: Star Sharks can bite for IN damage.

The Brood added weapons systems to the Star Sharks that they have captured to use as ships. These weapons include:

Lasers: Incredible damage.

Sensors: The Brood ships have Monstrous rank sensor equipment.

Communications: The Brood ships have communications equipment that has interstellar range.

Crew size: The Star Sharks are roughly the size of an airliner and can carry about two-dozen Brood.

Talents:

Brood are very intelligent and individuals retain skills and powers that were used by their egg hosts.

Contacts:

The Brood have actually worked with others in the past but don't do so often, preferring to enslave other races rather than work with them.

# DEVIANTS

## KARKAS

Fighting: Ty  
Agility: Pr  
Strength: Am  
Endurance: In  
Reason: Ex  
Intuition: Gd  
Psyche: Ex

Health: 100  
Karma: 50  
Resources: Gd  
Popularity: 0

### POWERS:

Mutated Body: Special

A freak even by deviant standards, Karkas is covered with a tough red elephant like hide. This gives him AM rank armor skin. He has no hair, no outer ear, and six claw like digits that do not let him grasp correctly.

### TALENTS:

Student, Philosophy, Photographic memory

### CONTACTS:

Thenna, Eternals, Deviants, Kro

## RANSAK

Fighting: Rm  
Agility: Rm  
Strength: Ex  
Endurance: Rm  
Reason: Ty  
Intuition: Ex  
Psyche: Ty

Health: 110  
Karma: 32  
Resources: Fb  
Popularity: 1

### POWERS:

Killing Frenzy: Special

Boosts strength and endurance to IN and his health to 140 pts. and the equivalent of Poor body armor. He must make a red psyche feat to come out of the frenzy. (or a yellow feat if Thenna tries to affect him or the only opponents left are friendly)

### WEAKNESS:

1. Love Of Combat:

He must roll a yellow psyche feat to avoid charging into combat whenever a given situation looks as if it MAY get violent.

### TALENTS:

Sharp Weapons, Martial Arts A, B,

### CONTACTS:

Eternals, King Sunen

### Typical Deviant

Fighting: Good  
Agility: Typical

Strength: Typical  
Endurance: Good  
Reason: Good  
Intuition: Poor  
Psyche: Poor

Health: 32  
Karma: 18

Known Powers:  
Strength of +2CS or 2 additional super powers rolled randomly.

# ETERNALS

Source: SERSI'S LOFT

## Typical Member

Fighting: Good  
Agility: Excellent  
Strength: Incredible  
Endurance: Amazing  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Remarkable

Health: 120  
Karma: 70

## Powers

The Eternals are invulnerable to Heat, Cold, Energy, Electricity, Radiation, Toxins and Disease. They do not age. They can still be affected by Stun, Slam and Kill results, but only by scattering their ashes over a wide area of space can they be permanently slain. They are still vulnerable to mental and magical attacks.

Eternals can manipulate Cosmic Energy in a number of discreet fashions. Any Eternal character created may be considered to draw his or her individual Power from Cosmic Energy manipulation, including in some cases such forms as Shape-Shifting, Teleportation and Matter Manipulation. Eternals may project cosmic energy as Force Bolts of Amazing range and intensity. Eternals may perform Power stunts with their cosmic energy abilities to assume other super-human Powers, though most stay within their Powers in discreet personalized areas.

Eternals "fly" by means of Levitation, mentally projecting their bodies through the air. They may lift and carry others with them as well.

More than a hundred Eternals in one location can form the Uni-Mind, an energy creation that resembles a huge brain with CI1000 abilities under the control of the Eternal leader. This creation has CI1000 Reason and is used as a parliamentary device to gather a consensus for Eternal affairs. The Uni-Mind also has offensive Powers, but when it challenged the Celestials, it was destroyed and the controlling force, Zuras, was slain. Less than 100 Eternals can create a Uni-Mind of a power equal to their percentage (80 Eternals create a Uni-Mind of 80% power).

# HARKNESS, AGATHA



Fighting: Poor  
Agility: Typical  
Strength: Poor  
Endurance: Typical  
Reason: Excellent  
Intuition: Excellent  
Psyche: Monstrous

Health: 20  
Karma: 116  
Resources: Good  
Popularity: 10

## Powers:

Ritual Magic: By combining specific chants and gestures, Agatha can create magical effects of up to Monstrous power. These effects can simulate the effects of a number of powers; each power is treated as a Power Stunt that she can use easily:

- Force Field
- Force Field vs. Hostiles
- Force Field vs. Magic
- Reflection
- Resistance to Magic
- Extradimensional Detection
- Life Detection
- Magic Detection
- Power Detection
- Psionic Detection
- Biophysical Control (Healing)
- Biophysical Control (Disruption)
- Hypnotic Control
- Mind Control
- Neural Manipulation
- Shape Change Others
- Summoning
- Magic Control
- Magic Domination
- Sympathetic Magic
- Communicate with Animals
- Communicate with Plants
- Dream Travel

- Empathy
- Free Spirit
- Sensory Link
- Telepathy
- Dimension Travel
- Gateway

**Talents:**

Mystical origin, Occult Lore, Scholar of Antiquities

**Contacts:**

New Salem Witches, Fantastic Four

**History:**

Agatha Harkness was the greatest sorceress from the witch colony of New Salem, Colorado. She was the "Grande Dame" of the community for a long time, but eventually she grew restless and returned to the outside world. She built her home of Whisper Hill in the Adirondack Mts. of upstate New York. She became aware of the infant Franklin's existence and powers and decided that she should offer her services as his governess.

When Reed and Sue learned of her powers, they agreed; they had been seeking someone who could fill the post of both nanny and protector. Agatha proved she could do both when she defeated the three members of the Frightful Four. Whisper Hill was later destroyed. Her son, Nicholas Scratch, forcibly brought Agatha and Franklin to New Salem and placed her on trial for consorting with the outside world. The FF came to her rescue and defeated Scratch and his villainous children, the Salem's Seven. Agatha exiled Scratch to Limbo.

Later the Salem's Seven seized power in New Salem and executed Agatha by burning her at the stake. However, Agatha's spirit still lives on in disembodied form. She directed the Scarlet Witch to New Salem, where they fought the Salem's Seven and apparently destroyed the entire community. In her final encounter with the Scarlet Witch, Agatha summoned her to the mystical dimension ruled by Samhain. There Agatha had been bound to an ethereal stake. The Scarlet Witch eventually freed her and permitted Agatha to claim her eternal rest.

# INHUMANS

## Typical Member

Fighting: Good  
Agility: Excellent  
Strength: Excellent  
Endurance: Rm  
Reason: Good  
Intuition: Good  
Psyche: Good

Health: 80  
Karma: 30

# KREE

Source: Marvel RPG and more

## Typical Kree Warrior (Blue or Pink)

Fighting: Good  
Agility: Typical  
Strength: Excellent  
Endurance: Excellent  
Reason: Good  
Intuition: Good  
Psyche: Typical

Health: 56  
Karma: 26  
Resources: Typical  
Popularity: 0

### Equipment:

Most military Kree carry a laser-blaster that inflicts Good damage up to seven areas away.

# SHI'AR

Source: <http://www.marveldirectory.com>

## **Typical Shi'ar soldier:**

Fighting: Good

Agility: Good

Strength: Remarkable

Endurance: Good

Reason: Good

Intuition: Good

Psyche: Good

Health:60

Karma:30

Resources: Typical

Popularity:0

## Equipment:

Laser Pistol: Excellent damage

Swords: Shi'ar often posses ceremonial sword that do Remarkable damage.

Body Armor: Shi'ar soldiers wear armor that provides Good protection.

# SKRULLS

Source: Marvel RPG and more

## Typical Skrull Warrior

Fighting: Good  
Agility: Typical  
Strength: Typical  
Endurance: Typical  
Reason: Good  
Intuition: Typical  
Psyche: Typical

Health: 28  
Karma: 22  
Resources: Typical  
Popularity: -5

Known Powers:  
Shape Changing: Typical (those whose powers have returned thanks to S'Byll)

Equipment:  
The typical Skrull warrior carries a laser-blaster that inflicts Good concussive damage up to seven areas away.

## Important Skrulls:

## S'BYLL

Current empress of the Skrull empire

Fighting: Remarkable  
Agility: Amazing  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Amazing

Health: 280  
Karma: 100  
Resources: Unearthly  
Popularity: 0 (75 or -30) (S'Byll popularity is 75 with the Skrulls whose powers she has returned)

Known Powers:  
Body Armor: Incredible vs. physical, Am vs. energy  
Energy Blasts: Amazing damage at 3 areas  
Shape-Shifting: Shift-Y with her most powerful form a vaguely humanoid amorphous blob with the following abilities:

- Flight: Unearthly
- Envelop: Shift-X damage to starships up to 10 square miles by crushing them.
- Enhanced Body Armor: +3CS
- Enhance Energy Blast: +3CS 50 areas range

Power Transfer: She can restore another Skrulls powers by touching them, they then gain the Shape-Shifting power at their Endurance rank.

Talents:  
Skrull Technology

# WARLOCK, ADAM



Formerly known as Him

**Fighting:** Amazing  
**Agility:** Monstrous  
**Strength:** Amazing  
**Endurance:** Unearthly  
**Reason:** Good  
**Intuition:** Remarkable  
**Psyche:** Incredible

**Health:** 275  
**Karma:** 80  
**Resources:** Good  
**Popularity:** 10

#### **Powers:**

**Body Resistance:** Warlock possesses Incredible body armor against physical and energy attacks.

**Ability Enhancement:** Once per day, Warlock can boost his Strength and Endurance by +2CS for up to 5 turns. This gives him no increase in Health.

**Flight:** Warlock can fly at Monstrous speed in planetary conditions, or CL1000 speeds in outer space. If Warlock makes a Red Endurance FEAT roll, he can obtain CL3000 speeds for 2-20 turns.

**Force Bolts:** Warlock can generate Force or Energy Bolts with Monstrous strength from his hands up to a range of 3 areas.

**Life Support:** Warlock can survive the rigors of deep space with CL1000 ability.

**Protective Cocoon:** Warlock can spin a cocoon around himself in seconds at will. The cocoon is made of Incredible strength material and gives him Monstrous self-healing abilities.

**Self-Revival:** Warlock can die. However, the "death" is only temporary, as his life force is strong enough to revive his body with at Unearthly power rank.

**Dimensional Transfer:** Warlock can transport himself between our dimension and the dimension of the soul-gem at will.

#### **Equipment:**

**Soul-gem:** Warlock uses the soul-gem, one of the Infinity Gems, to give himself the following abilities:

Amazing intensity devolution, that allows the gem to reverse the effects of advanced evolution (such as caused by the High Evolutionary), returning an individual or creature to its original state.

Monstrous communications, which enable the gem to instantly translate any being's language.

An Unearthly kinetic force bolt that can be fired up to 4 areas away.

Unearthly Soul Absorption, which means that the gem can literally absorb a victim's mind. The victim's mind becomes the resident of a pocket dimension where everything is peaceful and tranquil. Warlock can access the memories of any soul trapped with in the gem.

The gem is sentient and malevolent, with the following mental stats:

**Reason:** Incredible

**Intuition:** Monstrous

**Psyche:** Unearthly

The gem can substitute its own mental attributes for Warlock's in a dire emergency. The soul-gem is made of Unearthly Strength material.

**Talents:**

Leadership.

**Contacts:**

Most of Earth's Heroes and many cosmic entities.

**History:**

The being known only as "Him" was an artificial creation of the Hive, which was trying to create the perfect human. This being, emerging from his cocoon, wished nothing to do with his "fathers," and destroying the Hive, became a cosmic wanderer. Happening upon Counter-Earth, he befriended the High Evolutionary, took the name Adam Warlock, and allied himself with the Soul Gem. The forces of the Man-Beast soon overran the paradise of Counter-Earth and Adam was destroyed. However, Warlock rose from the dead to restore harmony to the planet.

He once more took to the space-ways, and discovered the Magus, his evil future self, had enslaved a thousand worlds. Determined both to defeat the Magus and to make sure he never became the Magus, Warlock gathered allies that included Gamora, Pip the Troll, and Thanos. He fought his future self and defeated him by erasing Magus' time-line and destroying any chance of the Magus' ever existing (by going a short distance into the future and absorbing the future Adam Warlock into his Soul Gem -- essentially committing cosmic suicide.) Discovering his ally Thanos actually intended to destroy the Universe as a gift to Death, Warlock traveled to Earth and contacted the Avengers for help. Mortally wounded the following confrontation, Warlock found himself face-to-face with his past self and was absorbed into the Soul Gem. Unfortunately, Thanos still had enough power to destroy Earth's sun; Warlock's spirit was called forth from the Gem to stop him.

For many years, Warlock's spirit lived in contentment within the utopia he found inside Soul Gem. However, discovering that Thanos was alive and in possession of the Infinity Gems, Warlock resurrected himself (and his two companions Pip and Gamora) to confront the Mad Titan. After the ensuing battle, Warlock himself ended up with the Infinity Gauntlet, becoming the Supreme Being of the Marvel Universe. Ordered by the Living Tribunal to divest himself of the Gems, Warlock divided them between six different caretakers, retaining the Soul Gem for himself, thus forming "the Infinity Watch." The Infinity Watch defeated several other attempts to conquer the Universe, including one by a reborn Magus and another by Warlock's feminine counterpart, the Goddess.

# ZOLA, ARNIM



**Fighting:** Gd  
**Agility:** Ex  
**Strength:** Gd  
**Endurance:** Ex  
**Reason:** In  
**Intuition:** Gd  
**Psyche:** Am

**Health:** 60  
**Karma:** 100  
**Resources:** Ex  
**Popularity:** -20

#### **Powers:**

**Body Armor:** Zola's bio-engineered body provides EX body armor.

**Clone Bodies:** Zola is able to create and duplicate bodies into which he can mentally project his life force, enabling him to escape capture or death. Bio-Servants operate under Zola's control and house Zola's mind and life force.

**Fighting:** Gd  
**Agility:** Ex  
**Strength:** In  
**Endurance:** Rm

**Bio-Constructs:** Zola can construct creatures using animal, human or superhuman genetic material. Such creatures have no Reason, Intuition or Psyche and are controlled telepathically. Constructs based on animals or humans have a maximum Health of 100 and no ability can exceed RM. Constructs based on a specific superhuman being have a maximum Health of 200, and a -1CS to all FASE abilities and power ranks; among superhuman powers, only Resistances and Body Alterations can be duplicated. Following is the most powerful construct, the "Pseudo-Hulk"

**Fighting:** Ex  
**Agility:** Ty  
**Strength:** Mn  
**Endurance:** Am

**Health:** 151  
**Body Armor:** Am  
**Resistance to Heat, Cold, Fire, Disease:** Un

**ESP Box:** This is the device through which Zola sees and hears, commands his constructs, and performs mental transfers between clone bodies. It has a range of 10 miles, and is constructed of RM strength material. It is atop his shoulders. Includes Mind Control MN rank, Mind Blast GD rank and Mental Transferal MN rank.

**Talents:**

Zola has Biochemistry, Genetics, Bioengineering, Android Creation and Repair/Tinkering Skills.

**Contacts:**

Red Skull

**History:**

Arnim Zola was a biochemist during WWII who became the first human genetic engineer in history after finding papers and equipment used by the offshoot race of humanity, the Deviants. He found a ready home among the Nazi party, who saw his actions as the ability to assure the existence of a master race.

One of his first accomplishments was the creation of a brain pattern-imprinting device, which would allow someone's mental essence to be projected into a cloned brain. Zola presented such a gift to Adolf Hitler, creating the Hate-Monger. Zola also used these skills to form a new body for himself, surviving the war and into modern times.

The Red Skull also financed some of Zola's experiments, allowing Zola to produce such creations as Primus and Doughboy. This association led to Zola's first confrontation with Captain America in the jungles of Central America.

Zola has since continued experiments at various times and locations around the globe. Often, his crimes against humanity bring him into conflict with various heroes, from Captain America to Deadpool. During one such experiment Zola collected humans from the rubble of New York City after the devastation brought after the destruction of the being known as Onslaught. Zola endowed a teenager with superpowers, creating the hero known as Jolt, who brought the Thunderbolts to stop him.

Presumably, Zola continues to perform his genetic experiments on an unsuspecting humanity.



# ARROWETTE



**Cissie King-Jones** (formerly Suzie Jones)

**Fighting:** Good  
**Agility:** Remarkable  
**Strength:** Good  
**Endurance:** Excellent  
**Reason:** Good  
**Intuition:** Typical  
**Psyche:** Good

**Health:** 70  
**Karma:** 26  
**Resources:** Typical  
**Popularity:** 20

**Known Powers:**  
None

**Equipment:**  
Bow, 2 arrows/round at 6 areas range.

Arrows:  
Bola: Remarkable entangling attack  
Tear Gas: Incredible, 1 area  
Cryonic: Amazing freezing  
Explosive: Amazing damage to 1 area  
Grappling Hook: Contains 2 areas long line, Remarkable material  
Net: Incredible entanglement  
10 Normal arrows:  
 6 standard target points inflict Typical shooting damage.  
 2 have 3 bladed broadheads inflicting Excellent shooting damage.  
 2 have blunt heads that inflict Excellent blunt damage.

**Talents:**  
Marksman, Weapons Specialist: Bow, Stealth, Martial Arts A

**Contacts:**  
Young Justice

**History:**  
Daughter of Olympic archery medallist Bonnie King and Bernell Jones, Cissie took the Arrowette identity at the insistence of her mother as a result of a psychological transference disorder. After overseeing several years of training, Cissie's mother took her into battle with the Spazz in

Manchester, Alabama. Local heroes Impulse and Max Mercury intervened, and Mercury later filed child endangerment charges against Bonnie King. The charges were upheld, and Cissie was made a ward of the state and placed in the Elias School in western Pennsylvania, where she was under the care of Dr. Marcy Money. According to Dr. Money's files, she accidentally gave Cissie the idea of being a better archer than her mother, effectively restarting Cissie's career as Arrowette. Since that time, Cissie has resurfaced as Arrowette, and has joined with Young Justice. While her age and innocence suggest she is harmless, Arrowette is an extremely competent archer, preferring to use trick arrows like those once utilized by Green Arrow and Speedy.

Arrowette left the team after losing control of her own temper. After the death of her counselor who was killed by her jealous ex-husband, Arrowette went on a rampage and hunted down the killer. A last minute save by Superboy prevented an arrow from killing the man, but sent Arrowette over the edge. Fearing that her presence on the team may bring more heat among them, Arrowette destroyed her bow and walked out of the team, but not before putting Superboy in his place and getting one last kiss from Robin.

# ARTEMIS



**Artemis, Goddess of the Hunt**

**Fighting:** Un  
**Agility:** Rm  
**Strength:** Am  
Endurance: Un  
Reason: Ex  
Intuition: Gd  
Psyche: Rm

Health: 280  
Karma: 60  
Resources: Un  
Popularity: 40

Powers:  
Immortality: C11000  
Invulnerability: In

Talents:  
Master huntress and archer

Artie



Artie

Arthur Maddicks

Fighting: Feeble  
Agility: Typical  
Strength: Poor  
Endurance: Typical  
Reason: Typical  
Intuition: Poor  
Psyche: Good

Health: 18  
Karma: 20  
Resources: Feeble  
Popularity: 0

Known Powers:

Telepathy: Artie can read minds with Remarkable intensity. He cannot send messages or read a person's surface thoughts or past memories.  
Teleprojection: Artie can project a visual representation of what he reads from a person's thoughts or memories with Remarkable ability.  
Mind Lock: Arthur can lock another person's mind in stasis where the person cannot perform any actions nor are they aware of the passing of time. For this power to work the target must first be touched by Artie telepathically. Artie must make a psyche FEAT roll against the target psyche each round he wishes to maintain a stasis lock.

Talents:  
None

Contacts:  
Generation X, X-factor, Leech

History:

Dr. Carl Maddicks was once the head geneticist working for the research firm known as the Brand Corporation, a subdivision of the Roxxon Oil Corporation. Maddicks was also secretly in the employ of the second incarnation of the subversive organization known as the Secret Empire.

Henry P. McCoy, a talented young biochemist who was secretly the mutant known as the Beast, took a position at Brand and, while there, concocted a chemical that could induce mutations. McCoy later ingested this chemical himself, causing him to mutate into his fur-covered, more animalistic form.

As punishment for the failure of his attempt to steal the formula for the mutagenic chemical, Secret Empire agents shot Maddicks and left him in a roadside ditch to die. But, unknown to them, Maddicks was found and taken to a hospital. During his recovery, the second Secret Empire was destroyed. Hence, Maddicks no longer needed to fear their retaliation.

Maddicks took a new job at Ryan Research, Inc. outside Atlanta, Georgia. His young son Arthur joined him in Georgia. His wife had died earlier. On his son's eleventh birthday, Artie's own latent mutations first manifested themselves, grotesquely altering his physical appearance and rendering him mute. Hiding Artie from public view, Carl Maddicks was determined to restore his son to normalcy.

Unable to make enough progress on his own, Dr. Maddicks, decided to force Henry McCoy, whose identity as the Beast was now publicly known, to help him. (Apparently Dr. Maddicks believed McCoy would never aid him voluntarily.) Dr. Maddicks hired Tower, a superhuman mutant being examined at Ryan Research, to abduct McCoy. Tower did so, and then Dr. Maddicks contacted the organization known as X-Factor to persuade them to capture Tower. At that time X-Factor was publicly believed to be an organization of mutant hunters; in fact, however, it was headed by the Beast's friends and partners, the original members of the X-Men.

Dr. Maddicks showed McCoy a copy of his work, trying to find a chemical formula to reverse the effects of mutation to the captive Beast. As Dr. Maddicks had predicted, the Beast began mentally solving the problems that had stymied Maddicks as an intellectual exercise. Dr. Maddicks had Artie use his new mutant powers to project upon a screen a vision of the formulae that McCoy was working on. Dr. Maddicks was then able to concoct a chemical to reverse the effects of mutation. (The workings of this chemical remain unknown. Exactly how Dr. Maddicks can alter some of his subjects' genes but not others has not been disclosed.) Dr. Maddicks decided to use McCoy himself as a test subject, subjecting him both to the new chemical and radiation treatments.

Tower told X-Factor about Dr. Maddicks and X-Factor went to Ryan Research to rescue the Beast. McCoy was now comatose as a result of Dr. Maddicks' experiments. Distraught over McCoy's condition, Artie wanted no part of his father's experiments to cure him. X-Factor broke into Dr. Maddicks' laboratory at Ryan and confronted Dr. Maddicks, who then told them his story. Knowing that Ryan security forces were coming, and fearful that they would kill his freakish-looking son before he could stop them, Dr. Maddicks had X-Factor take Artie and McCoy to safety while he remained behind as a distraction. When the security forces arrived at his laboratory, Dr. Maddicks fired a gun at them, and they shot him. Dr. Maddicks is presumably now dead.

The Beast, as a result of Dr. Maddick's treatments, lost his furry form, reverting to his previous, more human one. Since then, however, the Beast has regained his fur-covered bestial appearance.

X-Factor took the orphaned Artie into their charge, hoping to train him in the use of his powers. Artie and other young X-Factor trainees became a team known as the X-Terminators, which was then incorporated into the team called the New Mutants.

Artie's main champion is a young mutant named Leech who was also a student of X-Factor. The two young mutants have been inseparable ever since. Recently both Artie and Leech were sent to the Massachusetts Academy to stay with the Generation X mutants. While in the Academy, Artie and Leech set up a tree house. The two mutants found and took care of an alien named Tana Nike. The other members of Generation X are unaware of Tana Nike's existence.

After the presumed death of the Fantastic Four at the hands of Onslaught, Franklin Richards was sent to stay at the Academy. Later, Howard the Duck came to the Academy to visit two members of Generation X (Skin and Chamber) and decided to stay for a short while. The evil mutant and cousin of Banshee known as Black Tom Cassidy attacked Generation X. With the help from the mysterious Man-Thing, Artie, Leech, Franklin, Tana Nike and Howard the Duck, escaped into the Nexus of all realities.

Asp



Asp

Unknown

Fighting: Gd  
Agility: Rm  
Strength: Ty  
Endurance: Ex  
Reason: Ty  
Intuition: Ex  
Psyche: Ty

Health: 66  
Karma: 32  
Resources: Gd  
Popularity: -5

Powers:

Venom Blast: Asp radiates a paralytic energy that inflicts Fb damage to anyone who remains in the same area for an hour or more. Prolonged contact is fatal. She can direct this energy into bolts of bio energy that inflict Rm damage. Those creatures hit must make an endurance FEAT against Rm intensity or be stunned for 1-10 rounds. Asp can only fire 1 bolt every 1/2 hour or so due to the need of this energy to be recharged.

Talents:

Dancing

Contacts:

Serpent Society.

History:

Little is known of the woman known only as Asp, including her origins and nature of her powers. She was recruited by the villain Sidewinder in becoming a founding member of the newly formed criminal team, the Serpent Society. As Asp, she stayed with the Serpent Society for its entire tenure, although she occasionally performed individual missions, including one which led her to clash with the Canadian team Alpha Flight. Often clashing with the hero Captain America, Asp and the Society was apprehended by Captain America (as the Captain) and his allies. Presumably, Asp remains in custody.

Asp radiates a form of energy that paralyzes anyone who remains in the same area with her for an extended period of time. Prolonged contact with Asp is fatal. She can direct this energy into a single bolt of energy, but cannot fire another bolt until recharging her energy for a brief period. The period of time lessens if engaged in strenuous activity (such as belly dancing.)

Astronomer



Astronomer

Fighting: Remarkable  
Agility: Excellent  
Strength: Incredible  
Endurance: Amazing  
Reason: Shift-Y  
Intuition: Unearthly  
Psyche: Unearthly

Health: 140  
Karma: 400  
Resources: Amazing  
Popularity: 0

Known Powers:

Immortality

Invulnerabilities: same as Obliterator

Power Primordial: Unearthly

- Electromagnetic Radiation detection/manipulation/generation
- Solar Regeneration
- Teleportation

Cosmic Awareness

Life Support: Shift-Z

Talents:

Astronomy, physics, mathematics

History:

Very little is known about the extraterrestrial known as the Astronomer before his recent involvement in the Elder's plot to destroy the abstract entity, Galactus, and thus our universe. It as the Astronomer who helped the Grandmaster devise their plot against Galactus. Long ago, he chose to dedicate himself to chronicling the slow evolution of the stars and galaxies themselves. He long ago lost interest in living beings, which may explain why he went undiscovered for so long.

The Astronomer studies the very nature of the universe, he was the architect of the plan to kill Galactus.

Athena



Athena

Goddess of wisdom and war

Fighting: Un  
Agility: Rm  
Strength: Am

Endurance: Un  
Reason: Mn  
Intuition: Rm  
Psyche: Am

Health: 280  
Karma: 155  
Resources: Un  
Popularity: 40

Powers:  
Immortality: C11000  
Invulnerability: In

Talents:  
Unearthly knowledge of any non-technical science. Expert in hand-to-hand combat and swordplay. Better military strategist than Ares.

Atlas

with thanx to Andy Morrow III



Atlas

Erik Josten

Fighting: Excellent  
Agility: Good  
Strength: Incredible  
Endurance: Monstrous  
Reason: Typical  
Intuition: Poor  
Psyche: Poor

Health: 145  
Karma: 14  
Resources: Typical  
Popularity: 0

Known Powers:

Size Manipulation-Growth (Atomic Dispersal): Erik can grow with Incredible ability, allowing him to grow up to 60 feet tall. At this height, Erik is +2CS to be hit by all attacks from normal sized characters. With Atomic Dispersal, Erik increases the distance between his own atoms, thus increasing his overall size. Under normal circumstances his mass would remain the same no matter how large he becomes. However, his mass increase power counteracts these effects, to a point (see below).

Mass Increase: Atlas can increase his body's mass with Amazing ability. His weight is multiplied by the power rank number. Of course, as he

weighs more, he has a greater effect on the environment. Physical force has a decreased effect on Atlas because of his greater mass. In game terms, the power gives Atlas up to Amazing rank resistance to physical attacks. He can also use the power rank instead of his strength to inflict charging damage. This power is tied to his growth power (see table, below).

Hyper-Strength: As Atlas grows this Monstrous rank power increases his strength, both compensating for his increased mass and allowing him to grow to greater and greater heights. See the table, below.

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Body Resistance: Amazing protection vs physical and energy attacks at larger than normal size.

Invulnerabilities: CL1000 resistance to heat and cold

Life Support: Erik does not need food, water or air, he can survive space for a short time without ill effects.

Limitations:

Below Incredible growth, Atlas's mass increase counteracts the normal drawbacks of Atomic Dispersion. However, at above 60 feet in height it gets harder for him to keep his molecular structure cohesive. If this happens he is unable to shrink to a safer height and becomes more fragile as his molecular structure begins to break down. His body's material strength decreases -1CS with each doubling in size. However, for some unknown reason, Atlas can temporarily grow beyond his limit when he is angry, the angrier he is, the taller he can get.

The Ionic energy in Eric's cells has stabilized and he has lost some of the powers that he originally received from Baron Zemo's Ionic Ray treatments. These powers included:

- Monstrous Strength and Monstrous Endurance
- Body Resistance: Amazing protection from physical and energy attacks.
- Invulnerabilities: CL1000 resistance to heat and cold
- Life Support: Erik does not need food, water or air, he can survive space for a short time without ill effects. He has stopped aging.

Talents:

Military, Wrestling

Contacts:

Thunderbolts

History:

Erik Josten was raised on a farm outside of Madison, Wisconsin. In his own words, "I got my little sister killed 'cause I didn't think- so I ran off and joined the army. But even in the army I got in trouble, got caught smugglin'- so I run off again, going AWOL and becoming a mercenary." He was hired by Nazi scientist Baron Heinrich Zemo to smuggle stolen technology into his secret South American stronghold. Jostins stayed

in Zemo's employ and met his son, Helmut.

With this equipment, Heinrich Zemo built a machine that could project an unknown form of mutagenic radiation ('ionic rays') capable of bestowing superhuman physical powers to a subject. The first test subject was industrialist Simon Williams, who became known as Wonder Man. When Zemo fled his South American base shortly thereafter, he left his 'ionic ray' machine functional. Josten, who had been wounded by South American authorities in his latest smuggling venture, sought refuge in Zemo's now abandoned fortress and learned of the machine.

While he was there, Josten came to the mystical attention of the Enchantress, the Asgardian goddess who had been a former ally of Zemo. When she offered him the chance to submit to the 'ionic ray' treatment, he readily accepted. Later, when the radiation bombardment ended, Josten emerged with physical powers roughly equivalent to those of Wonder Man. The Enchantress produced a costume for him and dubbed him Power Man.

Traveling to the United States, Power Man assisted the Enchantress in her scheme to discredit and defeat the Avengers. When that plot failed and the Enchantress disappeared, the love-smitten Power Man surrendered to the Avengers who later refused to press charges thus causing Power Man to be released.

Power Man soon met and allied himself with the criminal Swordsman and the Russian spy, the Black Widow who, at the time, had been brainwashed by the Red Chinese. In a battle with the Avengers, Power Man and the Swordsman were defeated but not taken into custody. Shortly thereafter, they were pitted unsuccessfully against Captain America by the Red Skull. The Skull returned the two to where he found them and shortly afterwards they were summoned by the Mandarin to aid him in his latest scheme of world conquest. Again defeated by the Avengers in South America, Power Man and the Swordsman managed to escape while being extradited back to the United States. Later the two were contacted by the criminal Grim Reaper and invited to join his Lethal Legion for the express purpose of exacting revenge upon the Avengers. Although the Legion managed to capture all active Avengers, the heroes later escaped and subdued their captors.

This time, however, the Avengers decided to press charges and Power Man and most of his teammates were tried and imprisoned. When Josten was released, he learned that the name 'Power Man' had been assumed by the hero-for-hire Luke Cage. Battling Cage for the right to the name, Josten lost. Inexplicably, the strength conferred upon him by Zemo's machine was on the wane. Disheartened by the defeat, Josten shelved his costume and took a job as a dock worker in order to renew contacts in the smuggling profession. He was then sought out by Count Nefaria, who offered him a chance to regain his former strength in exchange for special services. Josten performed Nefaria's errands and was subjected to a strength enhancing treatment. However, the bargain was all a scheme by Nefaria to steal the power of Josten and his other henchmen for himself.

Josten managed to escape while the Avengers battled Nefaria and he returned to the docks where, under the name of 'the Smuggler', he set up a smuggling operation for black market goods. Spider-Man stumbled upon Josten's business, however, and with Josten's strength now a fraction of what it had once been, Spider-Man managed to defeat him in combat. Turned over to the authorities, Josten was sentenced and incarcerated for the second time.

When he was finally set free, Josten left the East Coast went to California where he had heard that a criminal scientist, Dr. Karl Malus, specialized in the study of superhuman powers. Josten made a bargain with Malus to renew his lost strength. Dr. Malus not only managed to return Josten's strength to its original level but also subjected him to an extract of the growth formula created by Dr. Henry Pym, the original Giant-Man.

The Pym formula reacted with the strength-enhancing treatment to give Josten far more physical power than he had ever known. Josten decided to take the name Goliath, deriving satisfaction from stealing a hero's name even as a hero had once stolen his. However, the power came with a price, throughout his time as Goliath Josten became more and more violent and insane. Exhilarated by his newfound power, Goliath went on a rampage to make his might known to the world and was challenged by a contingent of West Coast Avengers who barely managed to subdue him by making him overextend his powers.

Goliath was later freed by allies of the Grim Reaper and thus joined the Reaper in his battle against the West Coast Avengers. When they were defeated, Goliath was returned to captivity. Not long thereafter, Josten was freed by Baron Zemo's Masters of Evil and joined them in their assault on Avengers Mansion. Josten helped the Wrecking Crew, Tiger Shark, and Mr. Hyde battle Hercules. They brutally beat and nearly killed the Asgardian. In spite of the Masters initial success, the Avengers soon rallied and retook the Mansion. Goliath was again captured.

Goliath escaped and battled the West Coast Avengers and Hawkeye, who was then using the name Goliath. The Avengers defeated Josten, in the process disrupting his powers. Josten was approached by a group of Kosmosian criminals. He thought they would help him get revenge on the Avengers. However, they tricked him and uses him as a living conduit to Earth. Hank Pym defeated the Kosmosians and rescued Josten, but Josten slipped into a coma. He awakened when the ruling Kosmosians kidnapped him. They tortured him, keeping him in constant pain, until he was rescued again, that time by Baron Zemo. Zemo invited Josten to join his Thunderbolts masquerade. Josten accepted out of loyalty to Zemo.

In his guise as Atlas, Josten enjoyed the adoration of the public. He became more calm and sane. He began a romance with Dallas Riordan, the Thunderbolts' liaison with the NYC mayors office. He also developed a friendship with the Thunderbolts' young recruit, Jolt. Atlas' change in behavior can be attributed to several factors. It appears that when he was rescued from Kosmos by Zemo the Pym particles which had previously infused his body were flushed out. It also appears that the ionic energy which grants his powers has stabilized, and even lessened some. For some reason this has lead to a more stable personality, and allowed Josten to overcome the insanity that was his increasingly his primary characteristic as his criminal career advanced.

When the Thunderbolts' identities were revealed they fled to Zemo's orbiting headquarters. From the satellite Zemo and Techno activated a mind control device they had constructed and took over the minds of many political and military leaders, and the Avengers and Fantastic Four,

who had only recently reappeared on Earth after their apparent deaths. At Jolt's urging Moonstone, Songbird, and M.A.C.H.-1 rebelled against Zemo and tried to stop his plan. Atlas initially sided with Zemo, but turned against him when Zemo attempted to kill Jolt. However, Jostens' loyalty to the Zemo family was such that he later helped Zemo escape after he was brutally beaten by Moonstone.

Atlas continued as a member of the Thunderbolts, first while they were on the run under Moonstone's leadership and later when Hawkeye agreed to lead them and helped them find a direction. However, he was still haunted by his past failures, feeling that he had betrayed his family, who were disgraced and ruined when he became a super-villain, that he betrayed Zemo, and that he betrayed the Thunderbolts.

In a confrontation with Hercules, who sought revenge on Josten for the beating he received during the siege on Avenger's Mansion, Atlas displayed a willingness to take responsibility for his actions and even sacrifice his life for his teammates. Jolt also helped him come to terms with his prior failures, particularly his guilt over his family, and helped him to become a more stable individual.

Following the Thunderbolts' defeat of the Masters of Evil, Josten discovered that one of the escaped Masters of Evil, Man-Killer was working as a bartender in Burton Canyon. He chose not to turn her in, wanting to allow her the same opportunity for redemption that he had. Josten was torn by the apparent discovery that Dallas Riordan was the Crimson Cowl, and was relieved to later discover that she had been framed, and was actually the new Citizen V.

Riordan's reappearance and subsequent kidnapping by the Crimson Cowl lead to the Thunderbolts' confrontation with the V-Battalion. Josten was able to get some information about Riordan's past with the Battalion from the head of the Penance Council, Roger Aubrey. However, he is still confused about Riordan's intentions and character.

Atom



Atom

Ray Palmer

Fighting: Excellent  
Agility: Excellent  
Strength: Typical  
Endurance: Remarkable  
Reason: Incredible  
Intuition: Excellent  
Psyche: Excellent

Health:  
Karma:  
Resources: Excellent  
Popularity: 35

Known Powers:  
Shrinking: Shift-X  
Density Manipulation: Excellent

- Can increase the damage of his punches 3 ranks to Remarkable damage.

Teleporation: Remarkable, through phone lines.

Talents:

Acrobatics, Detective, Martial Arts B, E, Blunt Weapons, Physics, Chemistry

Contacts:

Justice League, Ivy Town University, Teen Titans

History:

Ray Palmer was born and raised in Ivy Town. From a very young age Ray was raised by Ted Ralston, after the death of his Father. From early on in his life Ray had an interest in the sciences. He developed those interests further when he enrolled at Ivy University, in his hometown, and studied physics, with an emphasis on both sub-nuclear physics, and temporal physics, with an additional interest in sub-atomic theory. During Ray's Graduate studies at the University he discovered and analyzed specific properties of a white dwarf star. In the lab there was an accident involving Ray's white dwarf studies and refracted ultraviolet light that shrunk objects the affected beam of light struck. After the development of a lens that could replicate the size/mass changing process he observed in the lab accident. Ray used this process on himself, and ended up adopting a costume, and taking up the identity of the Atom, in the tradition of Al Pratt, and became a crime fighter.

Ray fought crime in his town for a time before being brought into the spotlight as a hero. The Atom faced colorful supervillains like Chronos, Dr. Light, and the Plant-Master. Often Ray would fight decidedly different battles than his fellow superheroes, and use his head rather than his fists, outsmarting his foes, and using his knowledge of sciences to his advantage. The Justice League asked Ray to become a member, and though he was hesitant to interact with other heroes without more experience as a crime fighter, he accepted. Ray's life as a hero and scientist was growing, as was his personal life with time. Ray and his longtime girlfriend Jean Loring finally tied the knot, right after Ray revealed to her his double life. Their relationship was strained, with Ray's "absent minded Professor" mentality; he would often become immersed in his research and would seem unavailable. Compounded with his duties as a member of the Justice League, Ray failed to give Jean the attention she desired. She eventually fell into the arms of a fellow lawyer, and left Ray after he suggested a separation. Ray's scientific research took him to the Amazon and to a tribe of miniature humanoids. He fell in love with the Princess of the tribe after he was temporarily frozen into his six-inch form. A conspiracy in the tiny community caused an explosion that destroyed the society, except for those the Atom was able to evacuate. After his return to the States Ray revealed his identity to the World in his autobiography. Ray and Jean made peace with each other, and Ray blessed her marriage to her lawyer friend. Overcome with physical problems from his size shifts, Ray once again became six inches tall again for a prolonged time and reunited with the survivors of the small jungle society. After the destruction of the last survivors of the shrunken people Ray repaired his lens and cured himself, being able to alter his size with ease again. Being chased after by a secret branch of the U.S. Government, Ray went into hiding. He came in and out of hiding periodically until his return to active heroics with the Zero Hour Crisis. Ray was called into action with all of Earth's heroes to attack the maniacal Hal Jordan, Ray's friend from his JLA days. He attempted to disorient the villain Extant by going into his brain, an old trick of Ray's, only to discover that Extant was a being of chroral entropy. Ray was affected by the energies that made up Extant's form and de-aged into a teenager.

Disoriented, having the latter half of his life seemingly erased, Ray returned to Ivy Town, and Ivy University. It was at Ivy U that Ray first met the young man who would be called Joto. He and the man became allies as members of the newly formed Teen Titans. The team shared a brief career as superheroes, and it suffered an untimely hiatus after Joto's tragic death. After the funeral the team temporarily disbanded, only to reconnect with a slightly changed line-up. With a life threatening injury Ray's physical age began to fluctuate, and Waverider, a time traveling and time controlling hero, restored his proper chronological age in order to save his life. The Atom then returned to his life at Ivy U as a Professor, having disbanded the Titans team he helped create. Ray was asked to rejoin the Justice League, and after a conflict with the villain Amazo, learned that the JLA could use his scientific mind for assistance. Ray declined the invitation, but accepted a position as the JLA's Science Advisor, and remained on their reserve list. Ray spends most of his time with his teaching and studies in Ivy Town, and has developed a relationship with Ronnie Raymond, Firestorm, who has become a student of his.

Attuma



Attuma

Attuma

Fighting: In  
Agility: Gd  
Strength: Mn  
Endurance: Mn  
Reason: Ty  
Intuition: Ty  
Psyche: Ex

Health: 175  
Karma: 32  
Resources: Ex  
Popularity: -20

Powers:  
Swimming: Gd  
Water Freedom  
Water Breathing

Talents:  
Oceanic warfare

Contacts:  
Tiger Shark, Red Ghost, Krang

History:  
Attuma is the chieftain of a tribe of Atlantean barbarians based at the underwater city of Sharka. He believes that he is the leader destined to conquer the city of Atlantis as foretold in a prophecy, and has made repeated attacks on that city and its ruler, Prince Namor. More aggressive than wise, Attuma has proven to be a treacherous and often cowardly villain, relaying on allies, scientists and henchmen to do most of his dirty work.

Aurora



Aurora

Jeanne-Marie Beaubier

Fighting: Ex  
Agility: Ex  
Strength: Ty  
Endurance: Ex  
Reason: Pr  
Intuition: Gd  
Psyche: Pr

Health: 66  
Karma: 18  
Resources: Ty  
Popularity: 6

**Powers:**

**Flight:** Though Aurora's Powers are currently greatly reduced, she may still fly at the speed of sound (Shift X Speed). While in flight she has Gd Body Armor.

**Light Generation:** Beaubier can generate light of Mn Intensity. Targets blinded by this light are -3CS on all FEATs for 1-10 rounds afterwards.

**Non Detection:** Aurora cannot be as a mutant, since those mental waves (psionic "signature" used by Professor Xavier, Cerebro, and Sentinals) are suppressed with Class 1000 ability. She registers as a normal human on mutant detectors.

**Limitations:** Jeanne-Marie is a classic case of multiple personalities. Two distinct personalities have already appeared, and she is currently manifesting a third. The original persona, Jeanne-Marie, is shy, reclusive, prim, stern, and speaks English with a heavy accent. Her Aurora personality is more aggressive, fun-loving, and adventurous. Her current persona is a mixture of these two (and leans towards Aurora), but stress may result in switching personalities (Psyche FEAT to avoid this effect). Jeanne-Marie loses the use of her Powers for 1-10 rounds upon contact with her brother, Northstar.

**Contacts:**

Aurora is a founding member of Alpha Flight.

**History:**

Born in Canada, Beaubier and her twin brother, Northstar, were separated in infancy after their parents died in a car accident, and they both grew up without knowledge of the other. She was raised in a hyper-religious school in Quebec. Extremely nervous and introverted to the point of suicide, she then discovered her mutant powers of flight, believing them to be a miracle. Telling her story, Beaubier was severely and inhumanly disciplined by her teachers. This incident began the schizophrenia she would suffer for the rest of her life-- her primary personality of a prim and proper, repressed woman, and a second personality of an uninhibited extrovert. Both personalities strongly dislike the other, and would switch in fear, despair, or severe stress.

Leaving school and learning of her acceptance as a schoolteacher, Beaubier's uninhibited personality exerted herself to revel in joy. She was attacked by muggers, however, and used her powers to defend herself. The mutant Wolverine witnessed this, and brought her to join the Canadian hero, Guardian's, Department H. Here, she was reunited with her brother, and the two served on the superhero team Alpha Flight as Aurora and Northstar.

The extroverted Beaubier personality revealed in the superhero aspect of her life, adventuring with Alpha Flight and having many affairs, including a long romantic relationship with fellow teammate Walter Langkowski (aka Sasquatch.) Langkowski, at Beaubier's request, performed an experiment that would negate the twin's need for contact with each other to release their powers.

Later, an adventure brought Alpha Flight to contact the Norse god of mischief, Loki, who, for reasons of his own, led the Beaubier twins to believe they were not mutants, but half-elves. Loki claimed that Beaubier's mental disfunction (and her brother's current physical disease) was due to the broken gestalt that separated their powers. Beaubier used her power on Northstar, which seemed to cure his illness and leave herself powerless. Loki transported Beaubier to a convent which helped her regain a healed psyche (and which led to a re-emerging of her powers)-- merging the extroverted and introverted types into a superpowered religious devotee. Beaubier was asked to return to Alpha Flight to help rescue her brother, who was trapped in Asgard by Loki. The two remained with the team.

Later, Beaubier was captured by the supervillain Headlok, whose psychological torture brought back the split personalities she had before. Later still, she was abducted, presumably by the Canadian government, and freed by Havok during the point he was leading the Brotherhood of Evil Mutants. Havok brought Aurora to the extradimensional Dark Beast, who believed he may be able to cure Aurora once and for all.

Avalanche



Avalanche

Dominc Petros

Fighting: Good  
Agility: Good  
Strength: Good  
Endurance: Incredible  
Reason: Good  
Intuition: Good  
Psyche: Typical

Health: 70  
Karma: 26  
Resources: Poor  
Popularity: -5

Known Powers:  
Disruption: Amazing  
Vibration: Monstrous  
Matter Animation-Solid: Remarkable

Equipment:  
Body Armor: Good

Weakness:  
Powers only affect non-living matter.

**Talents:**

Bilingual: English and Greek.

**Contacts:**

none

**History:**

An immigrant from Greece, Dominic Petros' past remains largely unrevealed. The mutant Mystique somehow learned of Petros' mutant powers and recruited him as Avalanche for the second incarnation of the Brotherhood of Evil Mutants. He first publicly appeared with the Brotherhood when they unsuccessfully attempted to assassinate Senator Robert Kelly during his hearings on the menace that mutants allegedly pose to humanity in general.

Petros remained with the Brotherhood for quite some time, only briefly leaving to attempt to blackmail the state of California into paying him an enormous sum to prevent him from using his power to trigger a major earthquake. He returned to the Brotherhood after being stopped by the Hulk.

Petros was among the Brotherhood members when Mystique turned the team over to the government to serve time for their crimes as the government's strike force. Often finding themselves in semi-legitimate covert operations as a member of Freedom Force, Petros clashed with several superhero teams such as the X-men and the Avengers.

On a mission in Kuwait during the war of Operation: Desert Storm, Petros was forced to abandon his Freedom Force teammates Blob and Pyro. After this mission, Freedom Force was dissolved, and Petros became a free agent mercenary.

**Azrael**



**Azrael**

Jean Paul Valley

Fighting: Amazing  
Agility: Incredible  
Strength: Excellent  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Amazing

Health: 140  
Karma: 100  
Resources: Good  
Popularity: 0

Known Powers:

none

#### Equipment:

Azrael Holy Armor: The Azrael costume is red, gold and a darker shade of red. The costume is a very dark red body suit that is in fact so dark that most of the time it appears black. The upper torso sports a triangular gold armorpiece flanked by two dark red banners with a gold unknown arcane symbol that looks like three crossed wide blade swords. The armor is made of a bullet resistant metallic fiber similar to Kevlar with a Flameweave composite. In all, his armor provides the following:

- The bodysuit, cape, and mask are made of Excellent Material Strength and provide Excellent protection vs Physical attacks and Fire attacks to any spot not covered by the upper torso armor.
- The upper torso armor, arm casings, gauntlets, and belt are made of Remarkable Material Strength and provide Remarkable protection from Physical and Energy and Fire attacks (A Bullseye, aimed shot, or Yellow FEAT must be made to avoid this thicker armor on a shot to the body. If it succeeds, it still has the bodysuit to get through. The arm casings can be used for Blocks).

Forearm Bracers: Contain triangular foot long sword blades (Claws). These are made with Remarkable Material Strength capable of inflicting Excellent Edged damage. Also capable of generating Remarkable fire sheath. When activated the blades inflict Remarkable edged damage and Remarkable Fire damage. By slashing with a flaming blade, he will leave a trail of fire in its wake which will last for 1 turn. He can also fire the blades with Remarkable range, but he must retrieve and reload them in order to use them after this has been done.

Flaming Sword: Made with an Incredible material strength material. Capable of inflicting Remarkable edged damage. Also capable of generating an Incredible rank fire sheath. When activated the sword inflicts Remarkable edged damage and Incredible Fire damage. By slashing with a flaming blade, he will leave a trail of fire in its wake which will last for 1 turn.

#### Limitations:

- Jean Paul needs his glasses (or other corrective lenses) to see. Without them, anything beyond 3 areas is blurry and indistinct.

#### Talents:

Computers, Chemistry, Sharp Weapons, Weapon Specialist: Forearm Sword Blades, Acrobatics, Tumbling, Engineering, Repair-Tinkering, Military, Martial Arts- All, St. Dumas Lore

#### Contacts:

Batman, Oracle, Order of Saint Dumas, Nightwing, Robin, Ra's Al Ghul, The Question, Nomoz the gnome

#### History:

Jean Paul Valley was trained from birth through drugs, physical workouts, and hypnosis to become a lethal weapon of the Order of St. Dumas -to punish the unobediant, destroy the unfaithful, and terrify the unrighteous. The zealous faith in Saint Dumas and the Order was instilled in Azrael in addition to the variety of martial arts, weaponry, fighting tactics, etc. He has been genetically engineered, as have all Azrael's, to achieve maximum, inhuman strength, stamina, speed, agility, etc. through his "half-animal" breeding. As a fetus, the Grey Abbott tortured him with volts of powerful electricity to generate an innate, pure, angelic rage. Growing up was lonely for him, as he was isolated from the "un-holy masses" by his father and the Order, for Azrael must be an angel among men. He was enrolled as a very good computer science student at Gotham University. It was when his father died, while he was in college that Jean Paul took over the role of Azrael. Trained by the Order's Nomoz, he became a fearsome angel of vengeance. But, hating the bloodthirst that he had, he rejected the Order and the killing when he rescued Bruce Wayne from certain death he was cast out of the cult that created him. Bruce decided to help the young man and had Robin begin training Jean Paul as a crime fighter. Not much later Batman was defeated by Bane. Bruce unable to continue as Batman because of his back injury chose Jean Paul instead of Dick Grayson as the next Batman.

The demonic Batman costume triggered the System (the mind programming that gave Jean Paul his abilities) incorrectly. At first he seemed simply more brutal in combat. His different nature began surface even more when he started changing the Batman costume. After creating a completely new Batman costume Azrael as Batman (to be hereafter referred to as the Rogue Batman) defeated Bane. Soon later the visions came of both his Father and Saint Dumas either praising him or condemning him. Jean Paul snapped and his Azrael persona began to consume him.

After the Rogue Batman kicked Robin out of the Batcave and allowed a man to die. Bruce returned healed from his injury and decided to reclaim the Mantle of the Bat. He had quite a fight on his hands. The Batmobile was destroyed and Nightwing was gravely injured. Eventually Bruce resorted to exploiting the one thing he new about the System: the mask triggers the personality change. Bruce used daylight, his intellect, and his superior knowledge of the Batcave to trick Jean Paul into removing his mask. Batman the cast Jean Paul out of the cave.

Jean Paul was broken. His mind and will were shattered. The visions had taken their toll and stripped Jean Paul's mind of it's strength. He was plagued by new visions of himself in combat as Azrael or as the Rogue Batman. These visions however were a symptom of the weakening of the barriers between his personality and his Azrael persona because when he had these visions he fought as Azrael.

Batman decided that he made a dreadful mistake in turning Jean Paul away and decided to try and help him regain his sanity. Batman came to Jean Paul and gave him an Azrael costume, the Oracle's phone number, information about the location of the Order's headquarters and over a million dollars. Jean Paul and a ex-psychiatrist named Brian Bryan traveled to the Order's headquarters. After arriving at the Order's base of operations, the Ice Cathedral, Azrael got himself into a little trouble with the Order and with the help of high ranking woman in the Order named Sister Lilhy they escaped and sought refuge with Ra's al Ghul.

Ra's being an ancient enemy of the Order of Saint Dumas happily gave refuge to the now enemies to the Order. Ra's seeing Azrael's great potential tested Jean Paul's capabilities as a fighter. After Azrael trounced the testers Ra's offered his daughter and the position as his successor to Jean Paul. Jean Paul refused saying that he needed to learn more about himself before he made any commitments of that nature.

Lilhy told Jean Paul the location of the Gray Abbot's laboratory which was where Azrael's were created. So Jean Paul hoping to find out something about himself and the System went to the lair of the Gray Abbot. The Gray Abbot was perverse genetic engineer who told Jean Paul far too much about his creation. Azraels were taken from their mother's (the mothers were then slaughtered) shortly after conception and then nurtured with animal fluids. The unborn assassins to be were then altered with genetic engineering and the ancient sciences of alchemy. Every several hours the child would be tortured with electricity "imparting wrath." The knowledge that he was not fully human traumatized Jean Paul, again. He lashed out in pain and rage and while destroying the Gray Abbot's lab he accidentally killed the Azrael being created there: his little brother. Jean Paul snapped with even worse results: his personality ceased to be and only a feral animal-like Azrael remained.

Azrael returned to Gotham City and returned to Wayne Manor. Where Alfred, the kind soul that he was, tried his best to help Jean Paul. Azrael saw a children's book there about guardian angels. This made quite an impression on Azrael whose only knowledge of angels was of the avenging kind. Armed with his idea of being a guardian angel he rushed to Shondra Kinslov's home and protected her from grave danger. When the danger had passed Shondra asked Azrael if he was were guardian angel he said the first words he had said since he declared himself damned in the Gray Abbot's lair he said "yes, I am."

Since that time Azrael's nature changed he was still fierce and cruel but he was no longer merely an avenger now he was a protector and this changed how the System responded. When contagion hit Gotham Azrael was eager to offer assistance to Batman. Batman sent Azrael to Robin and Catwoman's aide. He was to protect Robin while he searched for a cure, Catwoman was just along to collect the reward money for finding a cure. Robin was not pleased he was still upset with Jean Paul for tarnishing the Mantle of the Bat and trying to kill him. Catwoman was amused with this insane pyromaniac who outside of combat acted like a schoolboy. However it was Lilhy and Brian who saved the day. Lilhy had found the cure to the plague when she studied the Gray Abbot's texts. Azrael decided to take the formula and run the blockade that quarantined Gotham. While Azrael ran the blockade easily his efforts were in vain. The Azrael personality thought that he must take the formula to Gotham while Brian just phoned it in.

Later when Jean Paul and Lilhy (whom the now reemerged Jean Paul had become quite attracted to) were taking walk they were ambushed by the two people that had attacked Shondra a short time ago. Lilhy was injured and Jean Paul lashed out with the full might of Azrael without either the costume or the mask! He would have killed the attackers if Lilhy had not stopped him.

Brian was greatly disturbed and he decided to send Jean Paul to an acquaintance who might be able to help Jean Paul shed himself of Azrael once and for all. Doctor Orchid however was not so kind, he endeavored only to control Azrael and perhaps even destroy Jean Paul. Azrael was not so easily controlled and after escaping the not so good Doctor's influence Jean Paul took advantage of a side effect. Jean Paul abandoned Azrael's armor and walked away free of the Azrael personality.

Then shortly after Jean Paul returned home he was attacked by the Order of Saint Dumas. Totally helpless Jean Paul was saved by Nomez a dwarfling who had first trained Jean Paul as Azrael. Nomez declared that the Order's leader an old man named Rollo had betrayed the Order's precepts and had to be destroyed. Jean Paul received a new Azrael costume from Batman. He then learned he could not become Azrael decided to return to the Gray Abbot's lair and learn what they could about the System in order to reactivate Azrael and destroy the Order. Upon arriving at the Gray Abbot's lair they were attacked. However Nomez had spent his time productively he had used simple techniques to reactivate Azrael. Azrael defeated the Order's forces and the Order of Saint Dumas's Ice Cathedral crumbled.

However the Order of Saint Dumas did not die. Lilhy showed her true colors she had been using Azrael all along and now she took over the Order and began "modernizing" it. Jean Paul both refused to serve her or to raise a hand against her and left.

Ra's al Ghul arranged once again to make his offer known to Jean Paul. After another elaborate test he decided to join Ra's al Ghul and become his next successor. However just as Talia was beginning to tolerate Jean Paul, Ra's discovered Jean Paul's impure genetic heritage. He declared that he was not fit to be his heir and that his grandson must be "genetically pure". After declaring that Jean Paul was unworthy Ra's al Ghul decided to kill Jean Paul. However Azrael escaped.

Jean Paul now after tasting the pain of betrayal a second time had become more mature and was now more stable. He turned to Batman this time not pleading for help but asking for guidance he wanted to know what he should do with his abilities now. Batman sent him on what he thought was a wild goose chase. However it was not and Azrael faced both a vampire and a werewolf. In the end Jean Paul learned that even though he wanted to be angelic and was supposed to be angelic that he had still to face the demon inside of him in order to become truly angelic. It would not be an easy task but now Jean Paul is determined to conquer his inner demon. Now at last Jean Paul has returned from his fall that began when he donned those demonic vestments of the bat so long ago. Now he begins to grow as he faces his greatest foe: himself.

Balder



## Balder

God of light, warrior-god

Fighting: Incredible  
Agility: Excellent  
Strength: Amazing  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Amazing

Health: 140  
Karma: 80  
Resources: Excellent  
Popularity: 80

Known Powers:  
Immortality  
Regeneration: CL1000 rank  
Self Sustenance: CL1000 rank  
True Invulnerability: CL1000 rank

### Limitations

Balder may be harmed or killed by weapons using mistletoe wood. Mistletoe completely negates his Regeneration and Invulnerability.

### Talents:

Weapon Specialist: Swords, Asgardian lore.

### Contacts:

Gods of Asgard, Beta Ray Bill

### History:

Due to prophecies that Balder's death would help trigger the coming of Ragnarok, the destruction of Asgard and its inhabitants, Odin, ruler of Asgard, commanded his wife Frigga to make Balder invulnerable to harm. Frigga cast spells that would protect Balder from harm by any living or inanimate thing while he was in the Asgardian dimension; however, Balder remained vulnerably to mistletoe. Loki, the god of mischief, learned of the prophecies and vulnerability, and tricked the blind god Hoder into firing an arrow tipped with mistletoe wood at Balder. Odin prevented Balder from actually dying, but when he was finally restored to life, his hair had turned white as a result from his experiences in Hel. Later, Balder's beloved, Nanna, sacrificed herself to save Balder from entrapment in marriage to Karnilla, and Balder was so distraught that he has resolved never to speak of this incident or of her again.

These experiences of death led Balder to forswear the life of a warrior and tried to forget his misery through eating, growing considerably fat. He rode to the desert to die, but encountered the Norns, three goddesses who oversee the workings of destiny. The Norns gave Balder a vision that restored his faith, and he rode back to Asgard, eventually losing his excessive weight as he became a warrior again.

Balder has fought in all the recent battles of Asgard, including one against the demon Surtur, in which he needed to seek out the aid of the sorceress Karnilla. During a time when Odin had departed Asgard, Balder became the ruler of Asgard.

Balder has similar powers and abilities as his fellow Asgardians, such as immortality, and a high degree of strength, durability, and regeneration. Balder remains invulnerable to most forms of attack, but may be harmed or killed by weapons using mistletoe.

Banshee



Banshee

Sean Cassidy

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Incredible  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 90  
Karma: 40  
Resources: Excellent  
Popularity:3

Known Powers:

Sound Generation: Unearthly sonic scream,

- Disruption: Un damage to non-living targets, Mn damage to a living target, In damage to an entire area.
- Flight: Typical
- Hypnotic Voice: Amazing
- Sonar: Amazing
- Sonic Shield: Monstrous protection
- Induce Sleep: Amazing
- Paralyzation: Amazing

Talents:

Law Enforcement, Detective/Espionage, Handguns, Electronics, Mechanics, Martial Arts A, B

Contacts:

Generation X, X-men

History:

Sean Cassidy was born as the heir to the castle and estate of Cassidy Keep, Ireland, as well as a small fortune. After graduating from Trinity College, Dublin, with the degree of Bachelor of Science, Cassidy became a detective at Interpol, the international law enforcement organization. By the time he married Maeve Rourke, Cassidy had risen to the rank of Inspector at Interpol. Although Cassidy had discovered

his mutant powers in his adolescence, he kept them secret, even from the rest of Interpol.

However, Cassidy's powers were known to his disreputable cousin Black Tom Cassidy, who had discovered that he himself was a superhumanly powerful mutant. Sean and Black Tom had long been rivals, especially over the love of Maeve Rourke, before she ultimately married Sean.

Sean Cassidy was assigned by Interpol to a top secret mission which required that he stay out of touch with his family for a considerable amount of time. When he left on the mission, Maeve was in her first month of pregnancy, although neither Tom nor Maeve knew it at the time. Their daughter, Theresa, was born during Sean's absence. Maeve took the infant Theresa with her on a visit to her relatives in Armagh in Northern Ireland. While she was there, Maeve, an innocent bystander, was killed by an explosion caused by terrorists. No trace of Theresa was found by the authorities, and they and Maeve's relatives assumed that Theresa had also been killed in the explosion. In fact, however, Black Tom Cassidy had been present at the scene of the explosion and had secretly carried Theresa off with him. Black Tom suspected that Theresa might develop superhuman mutant powers as she grew older, and therefore he intended to raise her secretly so that he might exploit her powers himself.

On returning from his mission, Sean Cassidy was informed that his wife was dead. Those who knew that Theresa had been born decided not to inform Sean Cassidy that Maeve had had a daughter in order to spare him further grief. At first Cassidy attempted to escape his despair over this news by throwing himself into his work at Interpol. Eventually, however, the still melancholy Cassidy left Interpol to become a freelance operative, and as time went on, he found himself engaged in criminal activities. The legal authorities never discovered that Cassidy was guilty of crimes, but the mutant known as the Changeling did, thanks to the technology of the subversive organization of superhumanly powerful mutants and their underlings known as Factor Three. The Changeling contacted Cassidy, whom Factor Three's technology had also identified as a superhumanly powerful mutant, and invited him to join the organization. Cassidy was appalled upon learning of Factor Three's goals and adamantly refused. However, the Changeling and his superior, the so-called Mutant Master, agreed that Cassidy's powers and knowledge of the workings of law enforcement agencies were too valuable for Factor Three to lose, and so they sent their agents to capture Cassidy. Factor Three had a headband containing explosives placed around Cassidy's head. If Cassidy defied their orders, the headband could be detonated by remote control; it would also detonate if Cassidy attempted to remove the headband himself. Furthermore, Factor Three put Cassidy, who went by the code name of Banshee, under the supervision of one of their trusted human agents, the Ogre. The Banshee thus felt forced to obey Factor Three's commands, and, accompanied by the Ogre, performed various criminal missions for the organization.

While in New York City on a mission for Factor Three, the Banshee clashed with the original X-Men, who captured both him and the Ogre. The X-Men's leader, Professor Charles Xavier, used a psionic "mental bolt" on the Banshee's headband which prevented the detonation mechanism from functioning so that the Banshee could remove it. Once freed of the headband, the Banshee told the X-Men all that he knew about Factor Three. Later, the Banshee discovered Factor Three's secret European headquarters, only to be recaptured. But the Banshee participated in the X-Men's battle with the Mutant Master, and it was the Banshee's powers which exposed the Mutant Master as an extraterrestrial.

The Banshee returned to an honest life, and time passed without major incident for him, except for his brief captivities by the Sentinels, and by the second Secret Empire. Professor Xavier later invited the Banshee to join the X-Men when he was recruiting new members to battle the menace of Krakoa. The Banshee remained in the X-Men for some time. It was during this time that he met Xavier's silent partner, the Scots geneticist Moira MacTaggart. Cassidy and MacTaggart soon fell in love, but while Cassidy was based at Xavier's mansion, MacTaggart was based at her mutant research center on Muir Island off the coast of Scotland.

While in Japan the X-Men found themselves in battle with Moses Magnum, a criminal mastermind who had been endowed with psionic power to cause earthquakes. Magnum unleashed tremendous psionic energy in an attempt to create seismic waves great enough to cause a chain reaction that would destroy Japan. The Banshee simultaneously used his powers to create waves of vibratory force that would cancel out the waves of force that Magnum was creating. The Banshee succeeded to the extent that only small uninhabited islands in the vicinity of Magnum's base were destroyed. However, the tremendous strain that the Banshee had placed upon his powers in performing this heroic feat seriously damaged his vocal cords. Cassidy soon regained his ability to speak, but his superhuman sonic powers, which were dependent on his vocal cords, appeared to have been destroyed.

Cassidy accompanied the X-Men to Muir Island where they battled the menace of Proteus, Moira MacTaggart's mutant son, who at one point took his mother prisoner. Proteus was defeated, and the experience of seeing the woman he loved in danger made Cassidy realize that he wanted to stay by her side. Therefore, Cassidy retired from the X-Men, and he and Moira MacTaggart divided their time between Cassidy Keep and Muir Island. Cassidy briefly returned to aid the X-Men against operatives of Arcade during an emergency situation when most of the X-Men were simultaneously engaged in conflict with an android which Doctor Doom had created in his own image.

Later, the X-Men battled Black Tom Cassidy, his partner the Juggernaut, and Theresa, who had developed sonic powers of her own, which she used under the alias of Siryn. Theresa felt obliged by her duty toward Black Tom, the man who had raised her (and whom she called "uncle" out of respect, although they are actually cousins), to assist him in his crimes. After they were defeated by the X-Men, Black Tom gave Theresa a letter to Sean, explaining that she was his daughter. Sean and Theresa were joyfully united at Xavier's mansion.

Banshee left the team eventually, when his sonic vocal chords began to fail him, and has been back and forth as a member ever since. Currently Banshee is the co-headmaster at the Massachusetts Academy, where he teaches young mutants in the use of their powers alongside Emma Frost (the White Queen).

Baron Blood



## Baron Blood

### Lord John Falsworth

Fighting: Ex  
Agility: Rm  
Strength: Rm  
Endurance: In  
Reason: Gd  
Intuition: Ex  
Psyche: Rm

Health: 120  
Karma: 60  
Resources: Ex  
Popularity: -30

#### Powers:

**Bio-Vampirism:** Blood possesses many of the powers of a normal vampire. He can derive life from the blood of others with Remarkable ability. His bite causes Good edged damage.

**Vampiric Protection:** Blood is immune to all physical attacks (though not Slams and Stuns) save those that normally harm vampires. A wooden stake through the heart will kill him, as will any weapon which beheads him. Silver weapons do normal damage and the Baron takes Good damage from contact with holy water or holy symbols. Blood cannot stand garlic. Unlike other vampires, Baron Blood does not take damage from sunlight (he was given special treatments by Nazi scientists to eliminate this vulnerability).

**Hypnosis:** Baron Blood has the Remarkable ability to hypnotize potential victims by staring into their eyes.

**Animal Control:** Blood has Remarkable control over rats and mice.

**Weather Control:** The Baron has Poor control over the weather within a one-mile radius.

**Flight:** Unlike other vampires, Baron Blood does not need to turn into a bat to fly. In fact, the same treatments he undertook to protect himself from sunlight also prevents him from turning himself into a bat or a mist, like most vampires.

#### Talents:

Blood has the Espionage talent.

#### Contacts:

Blood frequently works with the major figures of the Third Reich (Hitler, the Red Skull, Baron Zemo, Arnim Zola, etc.).

#### History:

Lord John Falsworth was the youngest of two sons of Lord William Falsworth, one of the wealthiest members of the British aristocracy in late Victorian and Edwardian times. John left, embittered, when his brother Montgomery inherited the bulk of his estate upon William's death, shortly before World War I.

Eventually, Falsworth sought the castle Dracula in Romania in order to find and control the vampire as a means for achieving immense wealth and power. However, on locating the vampire, Falsworth fell victim to his hypnotic powers and was turned into a vampire himself. Dracula bid Falsworth to return to England to wreak havoc upon the country that had repulsed him earlier (as detailed in Bram Stoker's 1897 novel.)

Once World War I broke out, Falsworth, still intent on destroying England, offered his services to the German intelligence, who gave him the code-name Baron Blood. Falsworth adopted his costume to better instill terror in his victims. Falsworth became the German's greatest secret weapon in the final months of the war. He battled Freedom's Five, a group of costumed agents from Great Britain and her allies, but was always defeated, until a battle with the costumed hero, the original Union Jack and secretly Falsworth's elder brother, caused him to flee England.

Baron Mordo



Baron Mordo

Karl Amadeus Mordo

Fighting: Typical  
Agility: Typical  
Strength: Typical  
Endurance: Remarkable  
Reason: Good  
Intuition: Remarkable  
Psyche: Amazing

Health: 48  
Karma: 90  
Resources: Typical  
Popularity: -5

Magic:

Baron Mordo has access to most magical powers and spells, including those of the Vishanti. He has minimum energy use for spells used for non-evil purposes. The following are magical abilities always available to him.

Personal

Astral Projection: Monstrous

Shield-Individual: Amazing

Telepathy: Unearthly

All other Personal spells he may use are of an Incredible power rank.

Universal

Conjure: Incredible

Eldritch Beams/Bolts: Amazing

Mesmerism: Monstrous

Necromancy: Incredible

Mordo can create zombies from the dead, as he once did with Lord Phyffe. These zombies' stats are:

Fighting: Good

Agility: Typical

Strength: Good

Endurance: Poor

Reason: N/A

Intuition: N/A

Psyche: N/A

Health: 30

Zombies can either slugfest or use hand-held melee weapons. Mordo must make a power rank FEAT roll for every zombie he animates.

Teleportation: Unearthly

All other Universal spells he may use are of an Amazing power rank.

Dimensional

Demons and Chaos: Monstrous

Denak: Monstrous

Ikonn: Amazing

Mabdhara: Amazing

Satannish: Amazing

Valtorr: Incredible All other Dimensional spells he may use are of an Amazing power rank.

Miscellaneous Spells

All Miscellaneous spells he may use are of an Incredible power rank

Talents:

Occult

History:

Karl Mordo acquired an interest in the occult from his maternal grandfather, Viscout Crowler, at an early age. When he became an adult, Mordo sought out the mystic master known as the Ancient One in Tibet. The Ancient One recognized that Mordo had the innate ability to become a sorcerer of great power, but that Mordo was motivated solely by lust for power. The Ancient One decided to accept Mordo as a disciple in order to keep watch over him.

While still living at his mentor's palace, Mordo plotted to destroy the Ancient One. Mordo's schemes were overheard by the Ancient One's guest, Dr. Stephen Strange, a jaded physician. Mordo placed mystical restraints on Strange that prevented him from telling the Ancient One of his plans. Strange, however, managed to escape by becoming the Ancient One's disciple, who was aware of Mordo's plans all along. Soon after, Mordo left the Ancient One and Strange.

Mordo gathered more and more mystical knowledge over the years, and remained a bitter foe of Strange, now Sorcerer Supreme of the Earth dimension. As such, the two have clashed repeatedly over the years. At one point, Mordo served the extradimensional entity known as Dormammu, seeking to amass more power for himself., although Dormammu was defeated by Strange.

Mordo remains obsessed with destroying Strange.

Baron Zemo



Baron Zemo II

## Baron Helmut Zemo

Fighting: Gd  
Agility: Ty  
Strength: Gd  
Endurance: Ex  
Reason: Ex  
Intuition: Gd  
Psyche: Gd

Health:46  
Karma:40  
Resources:Rm  
Popularity:-10

### Known Powers:

#### Equipment:

Adhesive X: solidifies in 1 round and bounds with Un strength.

Lasers

Sword: In material, Rm edge

### Talents:

Leadership, Martial Arts B, Chemistry, Engineering, Swordsmanship

### Contacts:

Techno

### History:

Baron Helmut Zemo is the son of Baron Heinrich Zemo, the master Nazi scientist and enemy of Captain America during World War II. Zemo brought his son up to believe in the Nazi ideals of a master race, and that only the Zemo line should be ruling the world.

Learning of his father's death, Helmut Zemo, now an accomplished scientist and strategist himself, blamed Captain America, and adopted the guise of the Phoenix in order to kill him in revenge. Zemo was defeated, however, falling in a vat of chemicals, horribly disfiguring him.

Zemo later appeared as Baron Zemo, and continued to either try to take over the world or gain revenge, but was always defeated by his archenemy, Captain America. One scheme in particular led him to recreate his father's team of super-villains known as the Masters of Evil. Under his direction, the Masters of Evil succeeded in taking over the mansion headquarters for Captain America's superteam, the Avengers, in the Avengers' most serious defeat. Zemo was ultimately confronted by Captain America and overpowered.

During the time when Captain America and the Avengers were believed dead, Baron Zemo adopted a new disguise, Citizen V, and formed a new team, called the Thunderbolts, from past Masters of Evil members. Under Zemo's direction, the Thunderbolts were accepted as New York's newest heroes, and were given access to equipment used by heroes such as the Avengers and Fantastic Four. Using this newfound trust and equipment, Zemo nearly succeeded in taking over the entire world, but the Thunderbolts, wanting to continue as heroes, mutinied, and Zemo barely escaped.

Zemo tried to affect his revenge on the Thunderbolts from his father's base in South America, but was ultimately unsuccessful. He was then confronted by a new Citizen V, claiming to be the true heir to the title as Zemo never was. Zemo escaped capture, and remains at large.

## Basilisk



Basilisk

Basil Elks

Fighting: Ty  
Agility: Ty  
Strength: Ex  
Endurance: Am  
Reason: Ty  
Intuition: Ty  
Psyche: Ex

Health: 82  
Karma: 32  
Resources: Pr  
Popularity: 0

Powers:  
Body Resistance: In  
Cold Generation: Pr  
Geoforce: Ex  
Heat Generation: Ex  
Plasma Generation: In  
Radiowave Generation: In  
Self Sustenance: Un  
Teleportation: Am  
Whirlwind: Rm

Talents:  
Criminal skills

Contacts:  
none

History:

Basil Elks was a convicted burglar with an undistinguished criminal career. While in prison, he was given the ironic nickname of "Basilisk" due to his real name and his unlikely contrast to the fearsome mythological monster.

After leaving prison, Elks attempted to steal a large gem from a New York City museum, but was caught by a museum guard. The guard's bullet from his gun struck the gem, causing it to explode, which transformed Elks into a superhuman being. Elks then easily overpowered the guard and escaped. Elks learned that the gem was actually the Alpha-Stone, a power object once possessed by the alien race known as the Kree and stolen by a Kree starship crewman. Elks then took it upon himself to find the other such gem, the Omega-Stone, in order to increase his powers.

In the course for his search of the Omega-Stone, Elks clashed with the superheroes known as Spider-Man and the original Captain Marvel. Trying to keep the Omega-Stone out of reach of Elks, Captain Marvel was inadvertently teleported with the stone to the subterranean lair of the villainous Mole Man, who intended to use its energies to power an immense laser-cannon in his attack on the surface world. Several heroes, including the Thing and his teammates, the Fantastic Four, tried to stop the Mole Man, and Elks tried to claim the Omega-Stone for himself, only to be covered by molten lava when the laser-cannon was destroyed.

Unknown to the heroes, however, the Omega-Stone saved Elks by growing in size and enveloping him. Subterranean dwellers eventually found the stone, which somehow released Elks, who now had the powers from both the Alpha-Stone and the Omega-Stone. Elks intended to destroy all civilization by beginning a world-wide volcanic chain reaction from the Savage Land in Antarctica. The Thing battled Elks, who teleported both of them to a volcano he caused to rise in the Hudson River of New York City. The Thing and Spider-Man succeeded in overpowering Elks, whose eye-beams went out of control and trapped himself in the collapsing volcano.

Months later, Elks managed to surface, emerging at the site where the Fantastic Four's new headquarters was being constructed. However, no sooner had Elks appeared than he was ignominiously murdered by the one of the villain-hunting vigilante, Scourge, disguised as a workman.

Batgirl



Batgirl

Cassandra Cain

Fighting: Amazing  
Agility: Incredible  
Strength: Good  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Excellent  
Psyche: Remarkable

Health: 130  
Karma: 70  
Resources: Poor  
Popularity: 0

Known Powers:

Danger Sense: Batgirl is highly trained in various forms of hand-to-hand combat, and has the ability to "read" her opponents in battle. This permits her Amazing Intuition for any combat orientated Intuition FEAT checks.

Stealth: Like Batman Cassandra has mastered the trick of silent appearances and disappearances with Excellent ability.

Equipment:

*I admit abit of creative licence here. Using what I think she would have*

#### Uniform:

The Batgirl costume is a lightweight combination Kevlar/Flameweave composite that provides:

- Excellent Body Armor vs. physical attacks Good vs. energy attacks.
- Cowl Lenses: By depressing a button on her cowl Batgirl puts various lenses over her eyes.
  - She has a clear lens: Remarkable eye protection.
  - Telescopic-vision lens: Feeble telescopic vision
  - Microscopic-vision lens: Typical microscopic vision
  - Thermal lens: Excellent infra-vision
  - Flash protection lens: Offers Incredible protection against blindness.

Also contains, voice-command audio processor, radio transceiver, inertial GPS system, and field-of-view display projector.

#### Utility Belt:

Batgirl wears a utility belt similar to Batman's which is equipped with pockets of varying size and contains:

- De-Cel Monofilament Jipline: Slows user's fall the further he descends. Remarkable strength, supports 400 lbs. indefinitely and 800 lbs. for shorter periods.
- Launching Grappling Hook: Fires a hook that snaps open after firing and clamps shut once the button at its joint hits its target. Contains 200 ft. of de-cel cord (above).
- Wall Penetrating Grappel: Fires diamond-bit piercing darts that can attach to up to Remarkable materials. Contains 200 ft. of thermoplastic line (Incredible strength, can support up to 600 lbs.).
- Bungee-Prima Cord: Ropelike explosive normally used to link larger charges. Must be set off by a separate charge. 6 ft. blast radius, Good EA damage.
- Conventional Gas Mask: Allows for freedom of operation under exposure to any airborne noncontact toxins. Normally always carried in magazines of six.
- Rebreather: Provides oxygen for 2 hrs.

#### Explosives:

- Pellet Grenades: Can be strung together with bungee-prima cord (below). Can be attached to surfaces with an internal contact cement reservoir or thrown for a 5-sec. delay. Remarkable EA damage, 12-ft. blast radius.
- Concussion Grenades: Can be set for explosive or flash-bang detonation and for a delay of 3 sec. to 40 min. Can also be set off by radio remote. Remarkable EA damage, 12 ft. blast radius.

#### Capsules:

- Smoke Bombs (x4): Within her utility belt, she carries many smoke bombs. She uses them to blind her foes. Excellent intensity, 1-area radius. All in the affected area at -2 CS to performing actions.
- Tear Gas Pellets (x4): Within her utility belt, she carries capsules filled with tear gas. She can use them to gag her opponent. She can also use them for basically the same purposes that she does for the smoke bombs. Excellent intensity, 1-area radius. Must make Endurance FEAT or be unable to perform any action until one round after leaving the affected area or 15 minutes (10 minutes if outdoors or in a windy area), whichever comes first.

#### Tracer Devices:

- Burr: Just over an inch wide, attached by foil spring snags on each of its four corners. One-month battery life, 1,500-ft. range
- Throwing: Less than an inch in diameter, 3-mile range.

#### Batarangs:

- Folding Batarang: Good Blunt Throwing damage. Four may be folded and carried in a single belt pouch.
- Hard Impact Edge Batarang: Excellent Blunt Throwing damage.

Talents: Acrobatics, Detective, All Martial Arts, Tumbling, Wrestling, Marksman, Weaponsmaster,

#### Contacts:

Oracle, Batman

#### History:

Cassandra Cain, daughter to the assassin who taught Bruce Wayne hand to hand combat and who trained Cassandra to be a deadly assassin from a young age. She was trained day & night in various styles to such an extent that when it came to any form of combat and could outfight, outrun, or outshoot anybody, including Cain. All before she had reached the age of nine. Cain taught her to use violence as her only means of communication, and she developed such keen fighting instincts that she was able to physically "read" her opponents body enabling her to anticipate the next attack. However, Cain made the mistake of putting her in the field too early. On her "graduation day" Cain assigned her to perform a hit which the nine-year-old performed like a professional, ripping his throat, however she was hardly stone cold. The realization of what she done horrified her and she left Cain instantly much to his despair.

At a time when other girls her age were feeling crushes and celebrating sweet sixteens, Cassandra was wandering the backstreets of the world, eventually arriving in the best hiding place on Earth, Gotham City,

Oracle, the former Batgirl, recognized the enigmatic street urchin's unique abilities and recruited the girl to be one of her eyes and ears in No Man's Land, gathering information on the streets on the city's various criminals. Cassandra fought alongside Batman and his compatriots, aiding their efforts to restore order to Gotham City.

Batman, being a former student of Cain's and aware of his methods, recognized the connection between the girl and the assassin. After saving Commissioner James Gordon's life from an assassination attempt, Batman seeing her prowess as an asset, awarded her the costume

and title of the new Batgirl, which he had just taken from the Huntress. Cassandra moved into the watchtower with Barbara Gordon, who became her guardian and friend.

While helping Batman rescue a young girl from the mob Cass runs into a man that would literally change her life. The chance meeting with a psionic metahuman who, not understanding her thoughts, he rearranged her mind so she could speak English. This had a negative effect on her skills, robbing Cassandra of her ability to "read" opponents by literally put words into Cassandra's head. Given her newfound abilities to hear herself think Cassandra found herself unable to fight efficiently due to her head is filled with thoughts and ideas. Without, her special martial arts skills she was no longer capable of fighting crime and was forced to retire by Batman.

Cassandra discovered may never be able to regain her apparent deadly arts and so Batman decided that Cassandra needed to train harder without her gift. He gave her a CD collection of his 127 different fighting styles and asked her to learn them. She did and kept trying to defeat Batman in combat in order to regain the Batgirl costume.

Secretly however she was still fighting crime without her costume and just using face paint to hide her indentity. One trip however led her into a chance of a lifetime and possibly the only chance to regain the costume she is training so hard for.

Realizing how bad she was, Cassandra asked Shiva to help her regain her abilities. Shiva agreed but only if they would battle in a year. Over the next few nights, Cassandra trained vigorously until she had her abilities back and still had the ability to speak. After showing Batman her abilities were back, Batman returned to her, the cowl and cape and mantel of Batgirl.

Trained now to be a heroine of her own, Barbara teaches Cassandra how to speak and read English while acting as mentor. Cassandra wears the mantle of the Bat like a second skin, but that of an innocent teenage girl will likely feel forever alien.

Batman



Batman

Bruce Wayne

Fighting: Amazing  
Agility: Incredible  
Strength: Excellent  
Endurance: Remarkable  
Reason: Incredible  
Intuition: Incredible  
Psyche: Incredible

Health: 140  
Karma: 120  
Resources: Monstrous  
Popularity:  
+50 as Batman  
+10 as Bruce Wayne

**Known Powers:**

The following should not be considered a power as it falls more under the auspice of "Training".

Stealth: Excellent

**Equipment:**

**Uniform:**

The Batman costume is a combination Kevlar/Flameweave composite that provides: Excellent Body Armor vs. physical attacks Good vs. energy attacks.

Contains nightvision lenses providing Remarkable Infravision, voice-command audio processor, radio transceiver, inertial GPS system, and field-of-view display projector.

**Utility Belt:**

Equipped with eight pockets of varying size. Failsafe in the belt will cause it to explode (Remarkable damage) and be completely destroyed should the buckle or pouches be opened incorrectly.

- De-Cel Monofilament Jumphline: Slows user's fall the further he descends. Remarkable strength, supports 400 lbs. indefinitely and 800 lbs. for shorter periods.
- Launching Grappling Hook: Fires a hook that snaps open after firing and clamps shut once the button at its joint hits its target. Contains 200 ft. of de-cel cord (above).
- Wall Penetrating Grappel: Fires diamond-bit piercing darts that can attach to up to Remarkable materials. Contains 200 ft. of thermoplastic line (Incredible strength, can support up to 600 lbs.).
- Multifunction Binoculars: Magnifies up to 60 times. Equipped with infrared and limited ultraviolet imaging (-2 CS to darkness modifiers), as well as frame capture, stop-motion camera, and computer uplink. Can be handheld or attached to Batman's cowl by electrostatic clips.
- Fingerlight: Small flashlight that clips onto one finger. Negates all modifiers from darkness. Can project white, red, or infrared light.
- Nerveagent Rated Gas Mask: Contains pullout face protector that seals itself over the nose and mouth opening in Batman's cowl. Allows for normal operation when exposed to nuclear, chemical, and biological toxins, and all forms of nerve gas.
- Conventional Gas Mask: Allows for freedom of operation under exposure to any airborne noncontact toxins. Normally always carried in magazines of six.
- Rebreather: Provides oxygen for 2 hrs.

**Explosives:**

- Pellet Grenades: Can be strung together with bungee-prima cord (below). Can be attached to surfaces with an internal contact cement reservoir or thrown for a 5-sec. delay. Remarkable EA damage, 12-ft. blast radius.
- Concussion Grenades: Can be set for explosive or flash-bang detonation and for a delay of 3 sec. to 40 min. Can also be set off by radio remote. Remarkable EA damage, 12 ft. blast radius.
- Bungee-Prima Cord: Ropelike explosive normally used to link larger charges. Must be set off by a separate charge. 6 ft. blast radius, Good EA damage.

**Universal Tool:** Used to aid in electronics work. Tip contains various Phillips and flathead screwdrivers, wrenches, lockpicking device, drill bits, and other implements. Inside the base are full lineman's kit, multiline analyzers, cellphone analyzers, and other electrical analysis gear. Can record and play back audio and video signals. Tool can be safely used as a hammer.

**Aerosol Sprays:**

- Rapid Room-Filling Fogger: Fills an entire area with Remarkable intensity fog for 10 rounds. Single-use only.
- Infrared Paint Marker: Contains 8 oz. of paint, virtually invisible unless looked at through infrared optics.
- Foaming Explosive: Contains 8 oz., detonates when charged electrically. Incredible Edged Attack damage.
- Electronic Device Freezer: Disables electronics for 10 min.
- Quick-Acting Knockout: Renders targets unconscious for 3 hrs. and without memory of the 5 min. preceding exposure unless Incredible Endurance FEAT is made

**Tracer Devices:**

- Burr: Just over an inch wide, attached by foil spring snags on each of its four corners. One-month battery life, 1,500-ft. range
- Throwing: Less than an inch in diameter, 3-mile range.

**Batcuffs:** Excellent material strength, based on police zip-cuff restraints.

**Batarangs:**

- Folding Batarang: Good Blunt Throwing damage. Four may be folded and carried in a single belt pouch.
- Close-Quarters Impact Batarang: Excellent Blunt Throwing damage, half standard throwing range.
- Hard Impact Edge Batarang: Excellent Blunt Throwing damage.
- Cutting Edge Batarang: Remarkable Edged Throwing damage.
- Radio-Controlled Batarang: Excellent Blunt Throwing damage, can be radio-controlled by device on utility belt (+3 CS to accuracy FEATs).

**Mini Computer:** 3 1/2 by 4 1/2 in. in size. Operates as a standard personal computer in game terms. Equipped with fax modem, GPS system, and minidisk rewritable drive. Can be used to remote-control the Batmobile.

**Capsules:**

- Knockout Gas: Remarkable intensity, 1-area radius. Those in the affected area must make Endurance FEAT or pass out for 2 hrs. and lose their memory of the 5 min. preceding exposure.
- Regurgitive: Excellent intensity, 1-area radius. Those in the affected area must make Endurance FEAT or become violently ill for 10 rounds.
- Smoke: Excellent intensity, 1-area radius. All in the affected area at -2 CS to performing actions.
- Tear Gas: Excellent intensity, 1-area radius. Must make Endurance FEAT or be unable to perform any action until one round after leaving the affected area or 15 minutes (10 minutes if outdoors or in a windy area), whichever comes first.

Crime Scene Investigation Kit: Contains sample bags, blood-drying bags, fingerprinting kit, odor-analyzing chromatograph, independent detachable video camera. Linked directly to Batman's uniform, the Batmobile, and the Batcave computer.

Taser: Delivers Amazing electrical jolts.

Subsonic Bat Call: Attracts all bats within a 10-mile radius.

Incidentals (normally always carried): Keys, money, lockpicks, first aid kit, mini-cellphone, antitoxin assortment, signal flares, wireless listening devices, small halogen flashlight.

**The Batmobile**

The Batmobile is Batman's most commonly used vehicle. It has gone through many incarnations, from a ordinary roadster to the state of the art driving instrument he now uses. The last few Batmobiles have been designed for Batman by famous stunt driver Jack Edison, in gratitude for Batman's rescuing him from a flaming car wreck. Batman himself adds his own weapons systems and computer hardware.

The current Batmobile is a low slung two-seater sports car roughly the size of a .1985 Corvette. The headlights, located in the hood, contain powerful lasers, useful for disabling getaway cars or for vaporizing the occasional road hazard left by criminals. The body of the automobile and dual-bubble windscreen are coated with a unique bullet-proof ceramic. The exhaust system allows for smokescreen generation. A microwave-linked terminal allows Batman access to the Bat-Computer. The batmobile is also capable of off-road movement.

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**Abilities:**

- Smokescreen: (from rear exhaust) of Excellent rank and intensity.
- Laser-Beam Headlights: causes Remarkable damage at a 5 area range.
- Portable-Lab (in trunk): Allows for Excellent rank chemical analysis.
- On-board computer: Excellent information storage/analysis/retrieval with satellite link-up to Batcave mainframe .
- Radio-Telephone: Excellent range, has direct link-up to Gotham City PD.
- Ejection Seats: Allows for Remarkable rank leap.
- Snow Tires: allows Remarkable rank traction in snow and ice.
- May be self-sealed (security mode) with bands of steel-alloy and wheel-sheaths allowing Amazing rank protection from outside forces.
- Self-sealing/inflating tires: two rounds to seal and reinflate in case of a blowout
- Limited voice-controlled driving either while in car or via remote
- GPS system (+2CS to Navigation)
- Bulletproof windows, headlights, taillights, and mirrors
- Multi-band scanner
- Audio and video transceivers

**The Batwing**

The current Bat-Wing is the latest in a long line of planes. This one is a customized F-4 Phantom that has VTOL capabilities. It is capable of vertical take off and landing and silent running. In addition to its two man crew, the Bat-Wing can carry 25,000 pounds of ordinance on its wing pylons. The Bat-wing is armed with various weaponry, making it one of the most formidable aircraft in the skies. An on-board terminal access the BatComputer via microwave link.

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Abilities: Missiles- 10 missiles (5 in each wing), 20 area range, Incredible explosive damage. Wing-Mounted Machine Guns- 15 area range, causes Remarkable damage.

**The Batboat**

The Batboat, a modified two seat hydrofoil, is one of the world's fastest small warships, capable of speeds over 100 MPH. Its radar/sonar system is state-of-the-art. It is coated with the same bulletproof ceramic that protects the Batmobile. It also shares the microwave link with the BatComputer.

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Abilities: Bat-Torpedos: 10 area range, Remarkable rank sonar/radar tracking, Incredible explosive damage. Radar/Sonar: Remarkable rank and range. Ejection Seat: allows a Remarkable rank leap. The Batboat also has full scuba and underwater gear onboard.

**The Batcycle**

A modified heavy-duty motorcycle capable of high speeds. It also has a microwave link to the BatComputer. Batman sometimes uses this silent-running bike in his missions.

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Abilities: Snow Tires- allows Remarkable rank traction in snow and ice. Batman also wears a helmet when riding this cycle that lessens the damage from impacts by -1CS.

**Talents:**

Martial Arts A,B,C,D,E, Wrestling, Acrobatics, Tumbling, Detective/Espionage+3 c/s, Disguise/Actor, Resist Domination, Marksman/Weapon master, Computers, Forensics, Psychology, Kit bashing, Escape artist, Leadership, Tracking, Medicine, Firstaid, Law, law-enforcement, Criminology, Engineering, Languages:English, French, Spanish, Russian and Japanese.

**Contacts:**

Alfred Pennyworth, Barbara Gordon (Oracle), Gotham City P.D./Prison/University, Richard Grayson, Tim Drake, The Justice League of America, Azreal, Arkham Asylum

**History:**

Gotham City was founded in 1635 by a Swedish mercenary Captain Jon Logerquist with a hand full of colonists that fled the religious wars that were ravaging Europe. The original settlement was named Fort Adolphus after a famous general. Later the fort was ceded to the British (who renamed it Gotham City) and during the revolutionary war as many Tories as Rebels lived there.

During 1779 a rebel raid on the Gotham Armoury was saved from a British ambush by merchant Darius Wayne. He was initially captured, and was sentenced to hang until Rebel forces took the city. As a reward he was given a large parcel on land in the Bristol area which is the present site of Wayne Manor. In the years that followed Gotham grew as a major industrial centre making it the leading financial centre in North America by the turn of the century.

With the invention of the automobile Gotham began to decline as trade moved away from it's railroads and ports. The Great Depression further hit the once great city forcing it into a slide behind such cities as New York and Metropolis. This environment began a slide of corruption and crime that slowly began to over take the citizens of Gotham. Crimelords began to move in and take over the city. This tide was held back for a time by such people as first Green Lantern (Alan Scott), Black Canary I and the brutal Reaper.

Once prosperous areas fell into decline and the slum of Crime Ally was created. Corruption reached to the highest levels of the police force with Commissioner Loeb. The entire city was in a state of decay, with no hope or future out of the cycle of unending crime.

Young Bruce Wayne was the only son of prominent Gotham City doctor Thomas Wayne and his wife Martha Wayne. Two events in his childhood forever scared the future of Bruce. The first was when he accidentally fell through a hole in the grounds of his ancestral home Wayne Manor and found himself in a cave system that ran under the house full of bats. For years afterwards Bruce would catch sight of one particularly large bat over and over again.

The second and most tragic event happened just after the family had left a showing of the classic film "The Mark of Zorro" at the cinema and was walking back to their home. They were confronted by a mugger who demanded that they handed over their valuables. Thomas Wayne put up a struggle and in the process he and his wife was shot dead. The mugger ran off leaving the shocked Bruce alone with the bodies of his dead parents. First on the scene was physician Leslie Thompkins who sought to look after Bruce.

Thomas's brother Phil Wayne was named Bruce's guardian and with the help of Thompkins and the family butler Alfred Pennyworth they raised him as best they could. For days after the funeral Bruce was unsettled, it came to a head one night when he ran to his parents grave and swore his vengeance on the criminal world. On that night Bruce Wayne died and the Batman was born.

Bruce put his utmost into his school work and upon graduation he left the US to travel the world learning from the brightest and the best in each field of speciality. He also travelled to remote schools on the far east and studied for years under the masters of the various martial arts. Upon returning to the United States, he set out on a fact finding mission into the depraved parts of Gotham's seedier districts to see how the criminal element had evolved. While there he became involved in a street brawl where he was seriously injured. He managed to make his way back to Wayne Manor and slumped in his study slowly bleeding he considered the situation. He was injured because the local criminals would not fear him as plain common man on the street, yet his father always maintained that criminals were a superstitious and cowardly lot. He needed to make them fear but how?

It was then at that instance that the large bat that had frightened him years ago flew in through the window, through his weakened state from the bleeding the answer was obvious. "Yes father. I shall become a bat!" It was then that the true idea of the Batman formed in Bruce's mind.

With the help of Alfred, Bruce dynamited a path from the house down to the massive caverns beneath, from there he began planning and designing the weaponry and costume that would give him the edge against the criminals and would instil terror upon sight. Before long GCPD began to receive reports of a large bat shaped creature attacking and harrying the local hoods and criminals. The corrupt police force at that time sought to hunt down the Batman but one lone lieutenant by the name of James Gordon who was one of the few straight cops began a long running professional relationship with the Batman that would lead to the down fall of the corrupt police commissioner and Gordon advancing to the rank of Captain.

Rapidly Batman started to grow more professional and competent, he became the focus of the fight against crime in Gotham and acted as a catalyst for the emergence of a string of similar vigilantes across the US such as the second Black Canary, that took their lead from the human figure in the night rather than the superhuman figure of Superman. Always operating on the edge of the law and inside of it when possible it was not long before Batman clashed intellects with the figure that would become his arch enemy and one of the most deadly criminals in the world - the Joker. Also about this time Batman started to run into the mysterious Catwoman, while there was an attraction between them neither would admit to it and remained on opposite sides of the law.

In the second year of his career Batman faced the Reaper who had returned to Gotham City and sought to kill criminals whereas the Batman would seek to hand them over to the police. The following year proved to be a turning point in the Batman's career when he teamed up with the orphaned circus acrobat Dick Grayson who became the first Robin and the sidekick of Batman.

The next couple of years after the first appearance of Robin were a dramatic change of direction for the Batman who had previously spent most of his time fighting normal criminals but now he faced an entire pantheon of sociopathic criminals such as the Penguin, Riddler, the Scarecrow and the femme fatale Poison Ivy. Shortly after Dick Grayson left for collage (and began spending more time with the Teen Titans) Batman transferred his operation temporarily to a penthouse in the city above the Wayne Foundation headquarters, it was during this time that Batman would first encounter Talia daughter of Ra's Al-Ghul a six hundred year old criminal mastermind who sought to rid the natural world of the infestation of mankind. There is a definitive romantic element between Bruce and Talia but she is so devoted to her father then nothing ever becomes of it. Ra's and Batman respect each other and Ra's has even asked Batman to join him, but Bruce's dedication to the law has meant that he has at times had to thwart Ra's' plans despite working with him against common enemies at other times.

The pairing of Batman and Robin was occasionally helped by a growing circle of other heroes that Batman tolerated/recognised such as Batgirl (Barbara Gordon, daughter of Commissioner Gordon) and the Outsiders, a superhero team that Batman was instrumental in creating. Shortly afterwards Batman and Robin split over a philosophical dispute (the criminals were getting more dangerous and Batman did not want to endanger Robin anymore than he had to). Robin changed his identity to Nightwing and returned to his position as leader of the Titans.

The Batman for a time operated with a second Robin, a young street kid by the name of Jason Todd whose father had been killed by Two Face, a fact that Batman kept from him for a period of time. Todd was more rebellious than Grayson and had a lot of misdirected anger than Bruce tried to channel into crimefighting. It reached the point where Todd was grounded by Wayne rather than let this hothead loose in the deadly world of Gotham City. Shortly afterwards Todd was murdered by the Joker while looking for his natural mother (who was also murdered at the same time) he never knew he had.

The loss of Todd turned the Batman into a darker figure than ever, he dived into his work returning to the solitary figure that he was before he teamed up with a sidekick. During this period the Batman developed a second wave of enemies such as the Ventriloquist and Kadver, he also took in a tragic figure called Harold once the armour for the Penguin he now works in the Batcave designing and up keeping much of the Batman's weaponry. The dark drive of the Batman was noticed by young Tim Drake, a boy that had actually managed to work out Batman's secret identity via close observation of the gymnastic abilities of Robin I (Tim had been watching the circus the day that Dick's parents were murdered). Tim set out to try and convince Dick that he should return to being Robin because Batman needed a stabilising presence, someone for him to watch out for. In the process Tim accidentally became the third Robin.

Refusing to make previous mistakes the Batman insisted that Tim train with the same people that taught himself, Tim also studied under some that Batman had never encountered. The result was the third Robin who is much nearer Batman's own abilities than that of the second and perhaps even the first.

Batman faced the toughest moment of his career when already pushed to the limit by a mass breakout of Arkham Asylum and then had to face the massively powerful Bane who broke Bruce's back. While Bruce recovered from his injuries Azrael took over the mantel of the Batman however his mental conditioning started to kick in and made him more and more unstable to the point where he was on the edge of executing criminals. It was at this stage the Bruce managed to take back the mantel by taking down Azrael.

Now back as Batman full time Bruce has started to date radio personality Vesper Fairchild. As the Batman he has also started working with more heroes again developing quite a circle of vigilantes in and around Gotham including Robin III, the Huntress II, Nightwing, Azrael II, sometimes the Catwoman and Oracle (the former Batgirl). The Batman also serves as an adviser and occasional active member of the new JLA.

Much of the work on Batman has been supplied by Chris McCarver

Battleaxe

Battleaxe

Anita Ehren

Fighting: Rm  
Agility: Ex  
Strength: Rm  
Endurance: Am  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 130  
Karma: 18  
Resources: Gd  
Popularity: 5

Powers:  
Body Resistance: Battleaxe has dense flesh providing her with Typical protection against physical and energy attacks.

Talents:  
Martial Arts C, Wrestling

Contacts:  
Grapplers

Battlestar



Battlestar

Lemar Hoskins

Fighting: Excellent  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health: 110  
Karma: 26  
Resources: Typical  
Popularity: 10

Known Powers:

Body Resistance: Good  
Hyper Speed: Poor

Equipment:

Shield: Battlestar's Shield is made of Admantium steel. He can use it to block up to Amazing damage from an attack, although he is still subject to stuns and slams.

Talents:

Wrestling, Martial Arts B and E, Acrobatics, Tumbling, Weapon Specialist: Shield

Contacts:

Fantastic Four, Captain America

History:

Lemar was once a wrestler who was given superhuman strength by the Power Broker. Hoskins became one of the Bold Urban Commandos, known as "the Buckies." They wore variations of the Captain America costume, and were employed by John Walker, the SuperPatriot.

When the federal Commission on SuperHuman Activities eventually selected Walker to replace Steve Rogers as Captain America, was the only Bucky allowed to remain in his employ. Lemar took the identity of Bucky, after the originaly Bucky Barnes, and underwent a rigorous training under the supervision of Dr. Valerie Cooper. In their secret identities, Lemar and John Walker went on missions for the Commission.

Lemar took on the identity of Battlestar after another black man convinced him that Bucky was a demeaning title. When Steve Rogers regained the identity of Captain America, Battlestar left federal employment, and returned to his native Chicago. He has since become a member of Silver Sable's Wild Pack.

Beast



Beast

Henry McCoy

Fighting: Incredible  
Agility: Amazing  
Strength: Remarkable  
Endurance: Incredible  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Excellent

Health: 160  
Karma: 70  
Resources: Good  
Popularity: 5

**Known Powers:**

Climbing: Incredible

Feet: Uses as hands, +1CS wrestling

Lightning Speed: Remarkable speed

Balance: fall up to 30' w/o damage

Leaping: Amazing

□ "Banked Shot": Remarkable dodging when making a In charge attack

**Talents:**

Biochemistry, Genetics, Electronics, Acrobatics, Tumbling, Martial Arts C, Multi-Lingual(almost all)

**Contacts:**

X-Men, Avengers

**History:**

Henry McCoy was one of Professor X's first recruits for his School of Gifted Youngsters and thus his X-men. Taking his code-name from his somewhat freakish appearance, the Beast remained with the X-men for quite some time, and began his prodigious scientific education.

With the original students' battle with the island monster Krakoa and their rescue by a new team of X-men, Hank left with the rest of the original team, taking a job soon after at a biological research facility, researching mutation. While working late at night, Hank witnessed a break-in at the lab, and seeing no other recourse, subjected himself to his own experiments, gaining an even more freakish appearance with blue fur, fangs and claws. He quickly defeated his opponent, but seemingly left himself permanently changed.

Soon after, the Beast joined the Avengers, and served them for a long tenure, gaining friendship with many, especially Wonder Man. Later, however, during a membership shake-up, the Beast elected to depart, and soon found himself and his former teammate, the Angel, leading the Defenders. Again a part of a long tenure, the Beast left the Defenders right before they broke up, but soon met and worked with Dr. Maddicks, father of the mutant Artie, whose research into mutation, when combined with Hank's own, allowed the Beast to return to his former appearance.

The Beast found himself contacted by the other original X-men to form a new team, X-factor. During a later adventure, however, the Beast was infected by the mutant Pestilence (working on behalf of the villain Apocalypse) with a disease that would increase Hank's strength with each use, but at the same time lower his intelligence. Hank never stopped adventuring, however, and soon found himself stronger than ever, but his intelligence regressed almost to the point of childhood. With Iceman's encounter with the villain Infectia, however, the Beast seemingly sacrificed himself and received a mutagenic kiss from Infectia. Incapacitated, the two "diseases" racked his body for some time, before returning him to his blue-furred and even more powerful body.

The Beast served in this capacity through the rest of his time with X-factor, but soon returned, along with his original teammates, to the X-men fold. Serving with the X-men's "Blue Team" for a while, the Beast semi-retired from full time adventuring to help with finding a cure for the Legacy Virus. When needed, Beast was also on hand to aide his fellow Avengers in times of crisis, or, in the case of his friend Wonder Man, in times of fellowship.

Beast continues to adventure alongside his X-men teammates.

Bedlam, Exemplar of Ikonn



Bedlam

Olisa Kabaki

Fighting: Gd  
Agility: Gd  
Strength: Gd  
Endurance: Am  
Reason: Ex  
Intuition: Ex  
Psyche: Un

Health: 80  
Karma: 140  
Resources: Fb  
Popularity: -10

Powers:

Telepathy: Un. Bedlam causes pain in anyone she contacts telepathically with In ability.  
Empathy: Mn  
Mental Blast: Un  
Mental Probe: Un  
Astral Detection: Mn  
Psionic Detection: Mn  
Teleportation: Am  
Telekinesis: In  
True Flight: Rm  
Body Resistance: Ex

Limitations:

Bedlam is mute.

Talents:

Student

Contacts:

Icon: Ivory Idol of Ikonn  
Age: 8  
Nationality: Kenya  
Place of Transformation: Rift Valley Province, Kenya

Profile:

A ward of the state, under constant medication. Supervisors at the state-run hospital Kabaki was confined to describe her as "a tragedy, a real tragedy." As a young child, she lived for school, eager to learn. But school administrators discovered that Kabaki had a mental disorder, requiring medication to correct. Unfortunately, the medication left her dizzy and stuporous. She became frustrated and violent, unable to concentrate when medicated, and subject to hallucinations and seizures when clear-headed. Caretakers describe her as "an enchanting and lively girl, in her moments of clarity."

Beetle



## Beetle

Leila Davis

Fighting: Excellent  
Agility: Typical  
Strength: Incredible  
Endurance: Incredible  
Reason: Excellent  
Intuition: Typical  
Psyche: Typical

Health: 106  
Karma: 32  
Resources: Good  
Popularity: -10

Known Powers:  
None

### Equipment:

Armor: Excellent protection vs Physical attacks and Remarkable from energy. The suit also jams all microwave transmissions within 3 areas with Incredible ability.

Ensnarement Coils: Incredible grapple attack.

Flight: Winged flight at Incredible air speeds.

- Razor-wing: The wings are razor sharp and can inflict Amazing edged damage
- Electro-Bite: Touch or blast for Monstrous damage. Must recharge for 2 rounds after use.
- Battle Computer: On-board Computer that has Amazing ability to predict combat maneuvers of opponents. This also controls all the suits systems. If this computer is disabled, the Beetle Armor may malfunction. red Psyche FEAT to remain in control.

All powers derive from the Beetle battle suit. When not armored Leila's statistics are:

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Good  
Reason: Excellent  
Intuition: Typical  
Psyche: Typical

### Talents:

Repair/Tinker, Aerial Combat

### Contacts:

Thunderbolts, Redeemers

#### History:

The Beetle was Abe Jenkins original criminal identity, until he reformed to become M.A.C.H 1 of the Thunderbolts. When Abe gave up to the police to serve time for his past crimes, such as a murder he committed. He was then taken by the CSA, who had him create a new powerful version of his original Beetle armor. In an effort to bring in Justin Hammer, which was only part of the truth. It was also a ploy by Henry Gyrich, who need a cansiter of hard air from Roxxon, to cover his secret plan to kill all super powered beings. After Gyrich was blackmailed into hiding the truth from the public, the Beetle armor was put into storage, but was then later taken by an operative of the V-battalion. The amor was given to a former criminal Leila Davis, once known as Hardshell. Leila was the widow of the Ringer, another foe of Spider-man. Leila became Hardshell to get revenge on Spider-man for the death of her husband with a group of other villains. Eventually she reunited with her husband who had been turned into a cyborg, but the two could not stay happy, as the Ringer could not survive in his new form. She ended up getting recruited for the Redeemers, because of her connection with Abner Jenkins.

#### Belasco



#### Belasco

Fighting: Excellent  
Agility: Excellent  
Strength: Excellent  
Endurance: Unearthly  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Unearthly

Health: 160  
Karma: 150  
Resources: Incredible  
Popularity: -20

#### Known Powers:

Invulnerability: Remarkable resistance against physical and energy damage. In addition all edged attacks are considered blunt with the exception of his own sword and the Soulsword. When struck by either of these Belasco must make a Yellow Endurance FEAT. If he fails the check he suffers full damage and loses 1 rank of Endurance and Psyche to a minimum of Poor.

Magic: Belasco is a Master Sorcerer with most of the spells available at In level. Other spells include:

- Imitation: Amazing
- Mind Control: Monstrous
- Psi-Screen: Monstrous
- Magic Detection: Monstrous
- Body Transformation- Others: Monstrous
- Eldritch Bolts: Amazing
- Ensnaring: Monstrous
- Fire Control: Amazing
- Resurrection: Amazing
- Immortality

**Limitation:**

Belasco misses his right arm.

**Talents:**

Mystic Background, Atlantean Technology, Swords

**History:**

According to some accounts, Belasco was a sorcerer in 13th century Italy who used his knowledge of alchemy and black magic to contact the so-called Elder Gods, extradimensional beings bent on invading and dominating Earth. He struck a bargain with them: he would enable their passage into the Earth dimension via a spell using mystical bloodstones, in exchange for them granting him immortality and unbelievable powers. The Elder Gods designated Belasco, the father of a new race of demons, and made him partially demonic.

Next, as other accounts state, Belasco kidnapped Beatrice, the lover of the poet Dante Alighieri, to be the mother of his new demon race. They fled aboard a ship pursued by Dante and landed in Pangea, formerly settled by Atlanteans before Atlantis' cataclysm. By this time, Beatrice was in her ninth month of pregnancy. After a grueling chase to the center of an exhibit which the Atlanteans designed for their own amusement to resemble Hell, Beatrice died while giving birth. Dante attacked Belasco, and during the fight, Belasco broke an overhead pipe, releasing a freezing liquid on himself. He entered a state of suspended animation, remaining thus for centuries. In more recent times, nearby volcanic activity melted the liquid and returned to life. (These accounts may be wrong, in that Belasco may have created the Hellish exhibit himself and that these accounts conceal the loss of his right arm.)

The next known activity of Belasco centers around his obtaining a locket that would enable him to bring the Elder Gods to Earth. He attempted to make the heroine known as Shanna the She-Devil as his next mother of his new race of demons, but she was rescued by the jungle warrior Ka-zar. As retribution, the Elder Gods banished Belasco to an extradimensional Limbo.

Belasco eventually became absolute master of the Limbo dimension. He encountered Ilyana Rasputin, the mutant named Magick, whose teleportation power enabled her to enter Limbo. Belasco taught Magick true magic abilities, until she rebelled against him, claiming the leadership of Limbo for herself.

Belasco later tried to manipulate events in Limbo to facilitate his release, but was defeated by Ka-zar and Shanna once again.

**Beta Ray Bill**



**Beta Ray Bill**

Fighting: Un/Ex  
Agility: Ex  
Strength: Un/Ex  
Endurance: Un/Ex  
Reason: Gd  
Intuition: Ex  
Psyche: Am

Health: 320/80  
Karma: 80

Resources: MN

Popularity: 20/ 100 among his people

Powers:

Immortality: Beta ray Bill no longer ages.

Body Resistance: Incredible

Hammer: Beta Ray Bill's hammer Storm Breaker is equal to Thor's Hammer Mjolnir. It allows him to transform to his original form by stamping the hammer twice. the hammer then becomes a wooden cane. Storm Breaker also allows Beta Ray Bill to fly, traverse dimensional barriers, control weather, and project energy bolts.

The hammer Storm Breaker, made of Uru metal (class 1000), automatically returns to his hands when he hurls it. The hammer can only be lifted by a worthy person: So far only Thor, Beta Ray Bill, Dargo, and Captain America.

Immunity to Disease: Beta Ray Bill in his Thor form, is immune to all disease.

Talents:

Weapon Specialist (Storm Breaker), pilot (spacecraft), Military

Contacts:

Thor, Odin, and the asgardians, Fantastic four, Avengers, and the U.S. Army.

History:

Beta Ray Bill is a member of an extraterrestrial race of semi-humanoid beings which lived in a peaceful empire in a distant galaxy known as the "Burning Galaxy." In recent times, the Asgardian demon Surtur caused the core of the galaxy to explode, in order to release the energy he needed to reforge his "Sword of Doom." This galactic cataclysm destroyed most of the empire, and the survivors fled in a fleet of ten thousand starships to find new homes in another galaxy. The leaders of the empire chose Beta Ray Bill as their champion after a series of grueling athletic, psychological, and genetic tests. Beta Ray Bill was converted to a super-cyborg and given the sentient starship, Skuttlebutt. Because of food storage problems, the race was put into suspended animation, and only Beta Ray Bill, whose lifespan had been increased through bioengineering, remained awake to act as guardian.

Almost immediately after the fleet left the devastated empire, Beta Ray Bill discovered that it was being chased by a horde of Surtur's demon minions coming from the galactic core. The demons followed BEB as he fled over intergalactic distances, finally entering the Milky Way, where the Asgardian warrior Thor investigated the situation. Beta Ray Bill and Thor battled each other, and Thor was separated from his magic hammer, which caused him to transform into his human alter ego. Beta Ray Bill picked up the hammer, now turned into a wooden cane, and was transformed into a Thor-like being himself, blessed with similar abilities by the Asgardian god Odin, who designed the hammer to bestow the power on any who would be worthy.

Beta Ray Bill's ship crashed to Earth, whereupon Odin transported Thor to Asgard, taking Beta Ray Bill instead. Odin facilitated a reconciliation between Beta Ray Bill and Thor, but Beta Ray Bill refused to relinquish the hammer, claiming it his by fair right in combat and to be used against his demonic enemies. Odin ordered another hammer to be made, with the same enhancements and enchantments as Thor's. Beta Ray Bill, Thor, and the warrior Sif traveled to space to defeat the demons following Beta Ray Bill's people.

Since then, Beta Ray Bill has fought side-by-side with the Asgardians and Earthmen from time to time, fighting Surtur as well as numerous other menaces. Beta Ray Bill had begun a relationship with Sif, but it's current state is unknown.

Beyonder



## Beyonder

Fighting: CL1000  
Agility: CL1000  
Strength: CL1000  
Endurance: CL3000  
Reason: CL1000  
Intuition: CL1000  
Psyche: CL3000  
Health: 6000  
Karma: Unlimited  
Resources: Un  
Popularity: 0

Reality Manipulation: The Beyonder has the power of Illusion Generation which enables it to warp reality at CL3000 ability so much so that its illusions are indistinguishable from reality. With this power it may appear to use any power or talent to accomplish any task at CL3000 rank. The range of this ability is roughly equal an entire solar system.

### History:

The Beyonder was discovered to be an incomplete cosmic cube. The ability to alter reality in a solar system, but nowhere near the level of universe or even galaxy destruction as originally represented (see original stats below). All those things like that the Beyonder did where illusion, a cube has vast illusion powers as well as reality manipulation and can appear far more powerful than it really is.

There ARE true Beyonders, they live in a formless white dimension and observe our own. Cosmic Cubes are used to store the energies from the Beyonders universe. The first race to create a Cosmic Cube where the Skrulls. They wanted a weapon that could turn thought into reality to battle the Kree. So Skrull scientists discovered a way to tap into the Beyonder's dimension and store a portion of the energies in that dimension in a cube, thus the first Cosmic Cube.

The ruler of the Skrull empire at that time used the cube for awhile to further his own goals. But after awhile the cube began thinking for itself and would not do what its master wanted. Eventually it totally became independent and assumed a humanoid form. It took the form of its master, that Skrull ruler, and left for deep space, to explore the universe and employ its powers. It decided it would use its vast reality and illusion powers to "shape worlds", however, because it modeled its body and personality from that Skrull ruler, it had no imagination and relied on the dreams and thoughts of others to give him inspiration. This being became known as the Shaper of Worlds.

That is the same kind of being that the Beyonder was discovered to REALLY be. The extent of the "actual" reality warping a Cosmic Cube can do is about a solar system, its illusion powers can make it seem far more than that. So that is all the Beyonder really was. Still powerful, but nothing like it was thought to be. His destruction of a galaxy and certainly Death, where nothing but illusion.

It should also be noted that ALL the cosmic forces that presented themselves to the false Beyonder, (Tribunal, Eternity, Death etc..) where only dim shadows of there true cosmic all and in no way equal to their true power.

This background is supplied by SolidSnake77@aol.com. All thanx to him for this one. For official marvel writeups see below.

## Official Beyonder

Beyonder as recorded in the Secret Wars 2 MSH module. Note that his stats as a cosmic cube (after the wars is about equal to his final state, with CL1000 reality manipulation).

### "Original state"

Fighting: Beyond  
Agility: Beyond  
Strength: Beyond  
Endurance: Beyond  
Reason: Beyond  
Intuition: Beyond  
Psyche: Beyond  
Health: Not applicable  
Karma: Unlimited  
Resources: Unlimited  
Popularity: Not aplicable

## Human Form

Fighting: CL1000  
Agility: CL1000  
Strength: CL1000  
Endurance: CL1000  
Reason: CL1000  
Intuition: CL1000  
Psyche: CL1000  
Health: 4000  
Karma: 3000  
Resources: Unlimited  
Popularity: 0

#### Transition State

Fighting: None  
Agility: None  
Strength: None  
Endurance: CL1000  
Reason: None  
Intuition: None  
Psyche: None  
Health: 1000  
Karma: NA  
Resources: NA  
Popularity: NA

#### Final State

Fighting: CL1000  
Agility: CL1000  
Strength: CL1000  
Endurance: CL1000  
Reason: CL1000  
Intuition: CL1000  
Psyche: CL1000  
Health: 4000  
Karma: Unlimited  
Resources: Un  
Popularity: 0

#### Known powers:

Omnipotence: Until "his" apparent destruction, the Beyonder was sum total of power of its entire univers. As such he was limited only by the restrictions he placed on him self. The beyod could create and destroy matter as he chose. He could Heal any and all damage to himself and while taking the visible effects of damage, could immediately heal himself and others. He could negate any poison, correct any fault, and restore to life any being whose astral spirit was still available.

#### Weakness

According to Reed Richards, the beyonder powers had one weakness; the beyonder could not create a paradox in time. If he attempted to do so he would destroy the universe, himself included. this restriction was never tested and is only a theory

#### History:

Originally, the entity known as the Beyonder comprised all of the other-dimensional universe (the "Beyond-Realm") in which it existed. The entity was entirely unaware of the existence of other beings until a laboratory accident transformed lowly worker Owen Reece into the superhuman "Molecule Man," which opened up a pinhole between the Beyond-Realm and the multiverse which Earth exists. The Beyonder observed Earth for a number of years, growing fascinated over the individuality of each denizen of Earth.

Now that the Beyonder realized that he himself was not all that existed, he saw himself as incomplete and felt desire. To investigate the nature of this desire, the Beyonder undertook an experiment, constructing a planet called "Battleworld" from various planets in the universe and summoning various heroes and villains from Earth in order to pit one side against the other. The superhumans engaged in a "secret war" among themselves, but after a power struggle between the Beyonder and the villain Doctor Doom, the Beyonder vanished, and the participants and pieces of Battleworld returned to the places from which they had come.

Months later, the Beyonder arrived on Earth to continue its study of humanity and desire, creating a body for itself to allow him to walk among humanity. After several experiences with various superhuman adventurers and criminals, the Beyonder took control of every mind, and in fact every atom, of the Earth, but relinquished control when it realised humanity became mere automatons.

Continuing its experiments with humanity, the Beyonder tried to force Allison Blair (a.k.a. the Dazzler) to be its lover, but failed. It also experimented with revenge by transforming the dark elf Algrim into Kurse, who wanted revenge against the Asgardian Thor. Briefly, it took the

young mutant Boom-Boom (now, Meltdown) as a companion, but terrified her when it threatened to destroy reality on a whim. On advice from the sorcerer Doctor Strange convinced the Beyonder to become a super hero on Earth and on other planets, trying to find purpose for its existence. The superhero known as the Thing encouraged the Beyonder to help others find meanings in their lives, but the Beyonder's attempts failed.

Furious and frustrated, the Beyonder attempted to destroy the entire multiverse so that it would be alone again, but was opposed by the assemblage of many of Earth's costumed heroes. In a final battle, the Beyonder's life energy was projected into another dimension, where it created a new universe.

Years later, Kubik, an intelligence ultimately spawned by the race of Beyonders, confronted the Beyonder and, in ferocious battle, Kubik destroyed most of the Beyonder's pet reality and was poised to destroy the Beyonder before the alien Shaper of Worlds called him to stop the battle. Under the Shaper's guidance, Kubik, Molecule Man, and the Beyonder realized they shared a common origin, and the Molecule Man and Beyonder joined their power to create a new cosmic cube-- their powers were actually an intelligence like Kubik's that was split during the Molecule Man's origin. Kubik left with the Shaper into space, to oversee the development of this new cube, which ultimately evolved into the being Kosmos.

Binary



Binary

Carol Danvers

Fighting: In  
Agility: In  
Strength: Un  
Endurance: Sh-Z  
Reason: Gd  
Intuition: Rm  
Psyche: Mn

Health: 650  
Karma: 115  
Resources: Ex  
Popularity: 0

Powers:

Transformation: Carol can transform herself into her Binary form at will. In this form, her personality, memories, ect. do not alter, only her appearance. Her skin turns deep red and her hair turns to cold flame. She cannot stay in this form indefinitely, but the length of time has yet to be determined. The length of time would depend on her expenditure of power (if she were to be used as a sort of living battery, her powers could be depleted in a matter of hours).

Flight: Binary can convert her cosmic energy to enable her to fly at an Air Speed of CL3000. Because of an energy release when she does this, Binary may not fly faster than six areas per round when in a planetary atmosphere, as she could ignite the landscape or any organisms that live there. She has Mn Agility in flight. Her Strength is not lessened when flying.

Focused Energy Release: Binary can do many things by altering the focus of her cosmic energy release. She can emit and hear light, and the

rest of the electro-magnetic spectrum as well as gravity. Whenever she wished to focus her cosmic energy and utilize it, she must make a Psyche FEAT roll. She may fire Mn intensity beams of heat, gravity/pressure, microwave, ect. up to 8 areas. In addition, she may perform any of the following power stunts:

- Blasts (of identical energy forms as above) with six area radius which does Shift Y damage (36 area radius in space or in air).
- Light Burst (intense light waves) that can blind everyone in a 6 area radius for 1-10 rounds if they do not make an Endurance FEAT roll vs. Un
- Repower any type of battery that is charged with electro-magnetic energy. This ranges from hi-tech weapons to starship batteries. The amount of time required and the drain on her power is up to the Judge.

Cosmic Perception: While she is in her Binary form, Carol has a CL1000 Psyche for the purposes of perception on a universal scale. This means she has heightened perceptions concerning the flux of energy used in the space around her. If on a planet, she can detect the use of any energy, dimensional apertures, stargates, etc. In space, she can detect warping starships, suns going nova, weapons beyond sight, ect. This does not mean that she knows how the specific energy is used, but she can tell its level and its general purpose (dimensional travel, high intensity weapon, etc.)

Alter Ego: In her human form, Carol has the following stats:

Fighting: In  
Agility: Ex  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: Rm  
Psyche: Rm  
Health: 110  
Karma: 70

Talents:

Carol Danvers has Military, Espionage, and Detective talents, and Pilot skills. Many of her skills were lost when her mind was drained by Rogue.

Contacts:

On Earth, Carol Danvers has contacts in the Avengers, X-Men, SHIELD, and NASA. In space, she has only the Starjammers on which to rely.

Bishop



Bishop

Fighting: Incredible  
Agility: Remarkable  
Strength: Excellent  
Endurance: Incredible  
Reason: Good  
Intuition: Remarkable  
Psyche: Remarkable

Health: 120  
Karma: 70  
Resources: Good  
Popularity: 0

**Known Powers:**

Energy Absorption: Amazing ability to absorb energy & use it in his energy blasts. He can absorb up to Monstrous if he makes a yellow End. FEAT & Unearthly if he makes a Red Endurance FEAT  
Energy Blasts: Remarkable, up to Un when powered by absorbed energy.

**Equipment:**

Various Guns capable of inflicting up to Incredible damage

**Talents:**

Law Enforcement, Guns, Marksmanship

**Contacts:**

X-Men, XSE

**History:**

The mutant known only as Bishop was born in the 21st Century A.D. of an alternate timeline in which the mutant-hunting robots called the Sentinels had taken control of North America. In this timeline, Professor Charles Xavier and most of the members of the mutant team he founded, the X-Men, were killed by the Sentinels. Mutants were killed or were imprisoned within "mutant relocation camps."

Bishop and his sister Shard were both born in one of the "mutant relocation camps". Like other mutants they were branded with "M" tattoos over their right eyes for identification.

Eventually, "normal" human beings and mutants joined forces and overthrew the Sentinels in the "Summers Rebellion." However, "normal" humans still resisted coexistence with mutants, and radical terrorist groups of mutants, such as the Exhumes, made war on "normal" humans.

One of the veterans of the Summers Rebellion, a mutant named Hecat'e, stated that it was unacceptable for humans to hunt down criminal mutants. Therefore, she said, mutants should police themselves. Hence, Hecat'e and other mutant veterans of the Summers Rebellion formed the XSE. The XSE was named after Charles Xavier in honor of his dream of peaceful coexistence between mutants and "normal" humans. Hecat'e became the XSE's commanding officer.

Since their parents had apparently died, Bishop and Shard lived with their grandmother, who was herself a mutant, until she died. Their grandmother told them stories about the heroism of the X-Men and instructed them to follow Xavier's dream of peace between mutants and the rest of humanity.

One day, when Bishop and Shard were both still children, two XSE members were pursuing Virago, a member of the Exhumes, a radical group of mutants who hated "normal" humans. When Virago took Shard as a hostage, Bishop leapt onto Virago's back, making her release his sister. Infuriated, Virago was about to murder Bishop when Sureshot shot her dead. Until then, Bishop had regarded the XSE as his enemies and the Exhumes as heroes, but from then onward he wanted to join the XSE.

Later, Bishop, Shard, and their grandmother's friend Hancock were attacked by criminal mutants called Billboy and Halftrack. The two criminals killed Hancock and were about to murder Shard. Bishop tried to save Shard, but it was two members of the XSE, Amazon and Recoil, who stopped Billboy and Halftrack.

Impressed by Bishop, Amazon and Recoil offered Bishop a position in the XSE. Bishop accepted on the condition that Shard be accepted in the XSE as well. By now Bishop's own superhuman power had manifested itself. Thus Bishop and Shard became cadets at the XSE Academy under Hecat'e's supervision. Among the other members of their class was Bishop's future enemy, Trevor Fitzroy.

Eventually, Bishop and Shard became officers of the XSE. Shard, however, became Bishop's commanding officer. Bishop contented himself with a lower rank so that he could work the streets alongside his friends and fellow XSE officers, Malcolm and Randall.

Fitzroy eventually turned criminal and was imprisoned. He broke free and escaped with other mutant criminals back through a time portal to the X-Men's own time. Bishop, Malcolm, and Randall followed, even though they were aware they had no means to return to their own time. The escaped outlaws killed Malcolm and Randall, but Bishop succeeded in defeating the criminals. The X-Men found Bishop, and Professor Xavier inducted him into the team. Feeling honored to serve in the team whose members he had idolized since his childhood, Bishop has remained a member of the X-Men ever since.

Black Archer



Black Archer

Wyatt McDonald

Fighting: Gd  
Agility: Rm  
Strength: Gd  
Endurance: Ex  
Reason: Ex  
Intuition: Ty  
Psyche: Ty

Health: 70  
Karma: 32  
Resources: Un as Squadron Member  
Popularity: 40

Equipment:

Arrows: Warheads on his arrows include:

- Acetylene: Rm damage.
- Acid: Rm intensity.
- Argonite: fatal to Hyperion only.
- Blunt: Endurance FEAT or lose consciousness for 1-10 rounds
- Electro: Ex intensity shock
- Explosive: Am damage
- Flare: Rm illumination. 2 areas.
- Freeze: Gd intensity.
- Hunting: Ty edged damage
- Knockout Gas: Ex intensity: 20 ft area.
- Net: Rm grappling attack.
- Rope: 400ft line.
- Smoke: 1 area.

- Tear gas: Ex intensity. 1 area.

Talents:

Weapon Specialist: Bow

Contacts:

Squadron Supreme

History :

In short: The man named Wyatt McDonald used to be a taxi driver, but decided to go for a life of fame, adventure and action instead. He perfected his combat skills, both hand-to-hand and the use of weapons, particularly the longbow, and assumed the costumed identity of

Hawkeye. He later changed identity to that of the Golden Archer and became the superteam called Squadron Supreme's first recruit. As part of this growing group he met fellow member Lady Lark and they became a couple.

At one point, the alien Overlord conquered, with the help of the US Army and the Squadron Supreme, the entire Earth, but was later defeated by the Squadroners. As a rescue program to save the war-torn and destroyed Earth, the Squadroners adopted the fascistic agenda called the Utopia Program. During the Utopia Program the Squadron's old enemies called the Institute of Evil got caught including and were 'reprogrammed' (basically brainwashed) to become good and productive citizens instead. One of the members of the Squadron, the genius dwarf named Tom Thumb, had invented a brain-washing machine called the Behaviour Modification Machine, to reform criminals into productive, law-obedient citizens. Through the correct techniques the victim of this machine could be programmed by any orders (Motivation or IAs in MEGS).

The former Squadron member Nighthawk, who also was the president of the USA, opposed the Utopia Program and left the group to fight against the Squadron instead. Nighthawk found other superpowered beings on the Earth who joined him in the group called the Redeemers, whose only goal was to defeat the Squadron in order to end the Utopia Program. At one point, Golden Archer proposed to Lady Lark who turned down his proposal and decided to leave him instead. Archer, desperate, sneaked out one night, drugged Lady Lark, and used the Behaviour Modification Machine on Lady Lark so that she would love him with her whole body, mind and spirit. Another Squadron member, Blue Eagle, had become a good friend of Lady Lark, and saw the change in Lady Lark. He accused the Golden Archer of having used the Machine on Lady Lark in order to make her love him, and the Squadroner's called Archer to the defence. Archer, ashamed and guilty, admitted to his sinful act and as a consequence had to leave the Squadron. Lady Lark, whose brainwashing couldn't be undone, left the Squadron to try to track down the Archer also.

Archer joined his old friend Nighthawk in the Redeemers and changed his identity into that of the Black Archer. The Institution of Evil, now members of the Squadron, were un-brainwashed by their old foe Master Menace, after which they also joined the Redeemers. Working inside the Squadron as spies, some of the Redeemers put the Squadron in a situation in which they had to confront Nighthawk and remaining Redeemers. When the battle started the Squadron was really outnumbered by all the Redeemers (incl. the Institute of Evil) and a bloody battle started. Although attempts were made to avoid bloodshed, the battle went completely out of hand and many members died on both sides. Black Archer was, ironically, killed, when he had saved his old friend Dr. Spectrum from a large fall, by the Blue Eagle who crushed his head with a mace. Eagle was himself killed when his ability to fly was stolen by Lamprey, and when he fell down on the Earth, landing on Pinball, braking Pinball's spine and his own neck. The Squadroner's stopped the Utopia Program after the many deaths the attack resulted in.

Black Bolt



Black Bolt

Blackagar Boltagon

Fighting: Ex  
Agility: In  
Strength: Rm  
Endurance: In  
Reason: Ex  
Intuition: Ex  
Psyche: Ex

Health: 130

Karma: 60  
Resources: Mn  
Popularity: 15/95 (among inhumans)

Known Powers:

Electrical Conversion: Un  
Electrical Generation: Mn  
Energy Detection: Mn  
Energy Solidification: masses of Mn material that last for 1-10 rounds.  
Force Field Generation: Mn, single area  
Hyper-Strength: temporarily gain Mn strength.  
Magnetism: Mn damage to electronics.  
True Flight: Mn  
Vibration: CL1000

Weakness:

Voluntary mute; speech unleashes his most destructive powers. Fork on forehead needed to channel his powers (excluding vibration)

Talents:

leadership, tactics

Contacts:

FF

History:

Black Bolt is a member of the genetic offshoot of humanity, called the Inhumans, who lived in the island city of Attilan. He was born to two of Attilan's top geneticists, Agon, head of the ruling Council of Genetics, and Rynda, director of the Prenatal Care Center. Subjected to the mutagenic Terrigen Mist while still an embryo, Black Bolt was born with strange powers surpassing even the Inhuman's norm. As an infant, he demonstrated certain destructive energy-manipulative abilities which he could not yet control. To protect the community, he was placed inside a sound-proofed chamber and given an energy-harnessing suit. There, he was schooled in the art of controlling his powers until the age of nineteen, when he was permitted to enter society.

A month after being awarded his freedom, Black Bolt discovered his younger brother, Maximus, in the process of making a treacherous pact with emissaries of the alien race called the Kree. Attempting to stop the Kree ship before it escaped, Black Bolt used the forbidden power of his quasi-sonic voice to knock the ship out of the sky. When the ship crashed to Earth, it landed on the Parliament building, killing several key members of the Council, including his parents, and left his brother insane. Despite his guilt and silent protests, Black Bolt was obligated to accept the mantle of leadership of the Inhumans at the age of twenty.

Black Bolt's first crisis in leadership came when his cousin Triton was briefly held captive by humans. Learning of Triton's encounter upon his escape, Black Bolt decided that the Inhumans' island home should be moved to a remote location in the Himalayas.

After the great migration, Black Bolt faced his second great crisis when his mad brother Maximus unleashed the Trikon, three of the Inhumans' worker drones who were transformed into energy beings. The Trikon enabled Maximus to wrest the rule from his brother and sent Black Bolt and other members of the Royal family into exile. For the next few years, Black Bolt and his kinsmen wandered Asia, Europe, and finally the Americas, in search of his betrothed mate, Medusa, who had been separated from the other during the battle with the Trikon. Eventually Black Bolt was reunited with Medusa and the Royal Family resumed the crown.

Black Bolt has led the Inhumans through some of the most turbulent times in their history, including several more attempts by Maximus to usurp the throne, revolts by the worker class, attacks by human renegades, the kidnapping of Medusa, the destruction and rebuilding of Attilan, the revelation of the Inhuman's existence to humanity, and finally the second relocation of Attilan to the Blue Area of the Moon. Once there, Black Bolt had completed the traditionally lengthy period of betrothal, and Black Bolt and Medusa were wed. More recently, Medusa gave birth to Black Bolt's son.

Black Cat



## Black Cat

Felicia Hardy

Fighting: Gd  
Agility: Am  
Strength: Ty  
Endurance: Ex  
Reason: Gd  
Intuition: Gd  
Psyche: Ex

Health: 86  
Karma: 40  
Resources: Ty  
Popularity: 2

### Known Powers:

Luck Manipulation: Felicia unconsciously causes a probability alteration field around her, causing bad luck to befall any who attack her. This is often manifested in spectacular ways: guns explode, attacker falls and breaks a leg etc.

### Limitation:

Felicia's unluck also affects her associates, who suffer a weekly Psyche FEAT roll or fall victim to "bad luck".

### Equipment:

Oftne carries a length of thin cable which ends in a ball of glue. Using this Felicia can throw the ball upto three areas using it as a swing line or tightrope.

### Talents:

Martial Arts A, E, Acrobatics, Tumbling, Lockpicking, Tightrope Walking, Security Systems.

### Contacts:

Spiderman

### History:

Felicia Hardy became a thief when she learned that, unknown to her, her dad had been before his death a highly reputed rogue. She trained hard during her teens and took the nom de crime of the "Black Cat". Intelligent and determined to quickly create a mystique, she worked on the Black Cat concept by carefully rigging her theaters of operation with traps that would give the impression she had the power to jinx her opponents (ropes rigged to break, small explosive charges behind walls, etc.).

Caught in the glamour of her new identity, she had several encounters with Spidey and eventually fell in love with him, wanting to become his partner. They were lovers for a few months, but at one point Hardy was badly shot by Octopus, and Spiderman was consumed by guilt, considering letting a young woman adventures with him was far too dangerous. Distraught, Felicia sought to gain real powers to get back with Spiderman, and sided with the Kingpin, who had promised to gift her with powers. She gained actual bad luck powers, but it was really a

ruthless plan from the Kingpin to avenge himself of both the Black Cat and Spiderman. This, among various spats, led to their final breakup.

Spidey had Dr Strange remove Felicia's jinx, which was still plaguing him after she left ; what he didn't know is that it mutated Felicia's power when she didn't expect it, and she was badly beaten. She vowed revenge on Parker and sided with the Foreigner in order to frame Spiderman for a murder ; however, at a critical moment, she sided with Spiderman, helped him beat the Foreigner and restore his "good" name. After that, Felicia, who has the Connoisseur advantage, left the States for Paris.

She came back to the States a few months later. She reacted badly to discovering he was married, but after nursing revenge and swearing to ruin their marriage, cooled down. In fact, she saved Spiderman's hide in a big way after he had been manipulated by the Chameleon in losing his powers, but lost hers in the fight. She later teamed up with the band of heroes allied with Spiderman during the Maximum Carnage affair.

#### Blacklash



#### Blacklash

Mark Scarlotti

Fighting: Rm  
Agility: Gd  
Strength: Gd  
Endurance: Rm  
Reason: Ex  
Intuition: Gd  
Psyche: Pr

Health: 80  
Karma: 34  
Resources: Ty  
Popularity: -8

#### Known Powers:

Body Armor: Blacklash' s steel mesh body suit provides Good protection from physical attacks and Ex protection from energy attacks.

#### Equipment:

Whips: Blacklash' s arsenal centers on a pair of specially designed titanium whips. These whips are stored in holders in his gloves. He may use these custom designed whips in a number of ways.

As whips: with + 2CS (Weapon Spe-cialist), for RM Blunt weapon damage. They may grapple an opponent as with IN strength.

As nunchaku: for two separate attacks with EX damage each. If wound around an opponent, the whip may detach from its handle and explode for IN damage to its target (EX to all within one area). The concussion explosion may be timed for up to three rounds.

Special: The whip may be stiffened to form a vaulting pole allowing 1- story vaults. The whip may be spun to form a shield of EX protection. The whips are made of IN Strength Material.

Other Weaponry: Whiplash has a Gravity Bob and a Necrolash. The Gravity Bob has an artificial gravity device; if it hits a target, the target is held down with AM Strength. The bob is made of AM Strength material. The Necrolash is a whip; if it grapples a target, Blacklash can channel

AM intensity electricity through to its target.

Talents:

Weapon Specialist (whips), Martial Arts A, C, E, engineering

Contacts:

Maggia, Justin Hammer.

Black Adam



Black Adam

Teth Adam

Fighting: Monstrous  
Agility: Amazing  
Strength: Shift-X  
Endurance: Unearthly  
Reason: Good  
Intuition: Remarkable  
Psyche: Remarkable

Health: 375  
Karma: 70  
Resources: Good  
Popularity: -30

Known Powers:

Teth Adam's human body has been super-charged with the magical energy of the Godwave. This grants him the stamina of Shu, the swiftness of Heru (which enables flight), the strength of Amon, the wisdom of Zehuti, the power of Aton and the courage of Mehen. S.H.A.Z.A.M. These powers are described below:

- Total Memory: This represents Black Adam's wisdom of Zehuti. With it, he can Recall knowledge and facts that he normally should not and/or would not know with Monstrous ability.
- Dimension Travel: This can only be used to travel to the Rock of Eternity at Remarkable rank. The Rock of Eternity is a nexus of power in a nearby realm of existence that channels power to anyone utilizing the power of the wizard Shazam. As to whether he can travel to other dimensions or locations using the Rock is currently unknown.
- True Flight: Teth is able to defy gravity and fly at Unearthly airspeeds.
- Hyper Speed: He has the ability to sharpen his awareness and increase his temporal flow at Amazing rank, appearing to move faster than humanly possible.
- Self-Sustenance: Black Adam is sustained by the magical energies coursing through his body. He does not require air, food or water.

- Resist Disease and Toxins: Adam is highly resistant to the effects of toxins and disease to the point where he is unaffected by anything less than Uearthly intensity.
- Body Resistance: When transformed Black Adam possesses Monstrous protection from physical and Energy attacks.
- Alter Ego: By speaking the magic word, "Shazam," he summons a magical bolt of lightning that supercharges and transforms him. Since the bolt strikes wherever he is standing when he says the word, anyone at ground zero is damaged by Incredible lightning. Teth and Black Adam are Immune to any damage from this lightning.

Teth Adam

Fighting: Typical  
 Agility: Typical  
 Strength: Good  
 Endurance: Good  
 Reason: Good  
 Intuition: Good  
 Psyche: Remarkable

Health: 36  
 Karma: 50

Talents:  
 Egyptian history and lore, Egyptian mythology, Egyptian magic

Contacts:

Courtesy: Silversnake

Black Knight



Black Knight

Dane Whitman

Fighting: Rm  
 Agility: Ex  
 Strength: Gd  
 Endurance: Gd  
 Reason: Gd  
 Intuition: Ty  
 Psyche: Ty

Health: 70  
 Karma: 22

Resources: Ex  
Popularity: 40

Equipment:

Elven Armor: Ex vs. Physical attacks.

Shield Of Night: CL1000 material, absorbs 80 points of damage/turn if used as a defensive weapon and reduces slam/stun results against him by -4CS. Falling damage can also be absorbed. Absorbs all energy attacks up to Un rank and rechannel it (through the Sword of Light) to a different target. An End. FEAT must be rolled by the wielder or be fatigued for 1-5 turns.

Sword Of Light: CL1000 material, Rm edge and will fire energy absorbed by the Shield of Night as a Force Bolt (3 area range).

Necklace: When Black Knight speaks the word "Avalon" it causes the above three items to vanish to be replaced by a necklace. All he need do to return his equipment is again say "Avalon".

Strider(Black Knight's Mount)

Fighting: Gd

Agility: Ex

Strength: Rm

Endurance: Gd

Reason: Gd

Intuition: Ty

Psyche: Ty

Health: 70 Karma: 22

Known Powers:

Dimensional Travel: Un, Strider has the Un ability to travel from Avalon to any dimension Black Knight calls him from. Certain effects may prevent this.

Winged Flight: In air speed. Strider is +1CS to feats involving control in flight.

Elemental Travel: Un, Strider has the ability to travel through any element as if through air. While only air and water have yet been seen... it is assumed fire and earth can also be traversed. A side effect of the power is that Strider and his rider are both able to breath and pass unharmed through the element.

Hooves: Gd blunt damage.

Talents: Running (Pr land speed), Mount ( rider +1CS to feats in flight)

Talents:

Swordsmaster, Horsemanship, Genetics, Physics, Repair/Tinkering

Contacts:

Avalon, Avengers, Heroes for Hire

History:

A descendant of the medieval heroic Black Knight (Sir Percy of Scandia) and nephew of the modern-day criminal Black Knight (Nathan Garrett), Dane Whitman inherited the paraphernalia of both men and used it to become a modern-day, heroic Black Knight. As the Black Knight, he became a frequent ally to his uncle's old foes, the Avengers. After rescuing the team from Kang, Whitman was made a full member but opted for reserve status since he resided in England at the time, having inherited his family's ancestral castle, Garrett Castle. Whitman later fell under the spell of the wicked Enchantress, who turned him to stone after she no longer considered him useful. His spirit was somehow cast back to the time of the Crusades, where he inhabited the body of his ancestor, Eobar Garrington, the Twelfth Century Black Knight, and fought on behalf of King Richard. When Garrington's body finally died in battle years later, Dane's spirit returned to his present-day body, which was restored to its normal state by the wizard Amergin.

Dane rejoined the Avengers as a full-time member, serving until a curse on his ebony blade (which he'd inherited from Sir Percy) petrified him again. He was restored to normal through the combined efforts of his friends Victoria Bentley, the caretaker of Garrett Castle, who purchased the Castle herself during Dane's years in the Crusades to prevent the British government from seizing the property for failure to pay taxes; Sean Dolan, a young Irish orphan to whom Dane became a guardian and mentor; and Doctor Strange, an old ally of Dane's who had used his sorcerous skills to purge a curse from the ebony blade once before. Following his restoration to human form, Dane rejoined the Avengers as a reservist. He soon took on full active membership again, and abandoned his ebony blade since he felt it was too dangerous to use. Sean Dolan was later possessed by the blade and transformed into the demonic Bloodwraith, killing Victoria Bentley and becoming one of the Black Knight's most bitter foes.

Dane has never had much luck with women; the Enchantress used him as a pawn and threw him away when she was done; he had a longtime crush on Avengers founder the Wasp, but she didn't share Dane's feelings; he shared a mutual attraction with sometime Avengers foe and one-time honorary Avengers member Yellowjacket (Rita DeMara), but she died before they ever spent much time together; Bentley, too, died before her own potential romance with Dane ever had a chance to develop; and Dane's second active membership stint with the Avengers was complicated by a love triangle involving himself and two of his teammates, Crystal & Sersi. Dane was in love with Crystal, the estranged wife of longtime Avengers member Quicksilver, but was also strongly attracted to the mentally unstable Sersi, who was madly in love with him. When Quicksilver returned to the group and seemed prepared to reconcile with Crystal, Dane unselfishly renounced his feelings for her and devoted himself to Sersi, accompanying her in her exile to another dimension when her mental instability made her too dangerous to remain on Earth.

During their adventures in other dimensions, Sersi regained her emotional stability and Dane spent some time with a super-team called Ultraforce, even becoming its leader. He and Sersi eventually decided to return to their own Earth, though, and managed to do so after an accidental side trip to the Crusades, during which Dane earned the friendship and enmity of Bennet du Paris, a power-mad knight who

survived into modern times as the super-powerful mutant terrorist Exodus, leader of the Acolytes. On returning to present-day Earth, Dane and Sersi split up. The Avengers were temporarily disbanded at the time, so Dane found a new home and new employment at Oracle Incorporated, joining the company's new super-team, Heroes for Hire. At about the same time, Dane was contacted by the Lady of the Lake, who informed him that he was fated to be the champion of Avalon, the mystical Celtic realm Dane had been allied with during his time in the Twelfth Century. The Lady of the Lake gave Dane a new magical winged steed and mystical weapons to better battle evil in Avalon's name.

Dane continued to battle evil as a member of Heroes for Hire and as an inactive member of the Avengers, until Heroes for Hire's disbanding. In one of the team's final missions, they encountered on Mount Wundagore the humanoid animals created by the villain known as the High Evolutionary. The Black Knight elected to stay on Wundagore to lead these "New Men."

Black Mamba



Black Mamba

Tanya Sealy

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Typical  
Reason: Typical  
Intuition: Typical  
Psyche: Amazing

Health: 28  
Karama: 62  
Resources: Typical  
Popularity: -3

Powers:

Darkforce Manipulation: Mamba has the ability to project a cloud of Darkforce. She can telepathically scan the mind of someone within two areas for a single image, the image of some trusted friend or companion, usually of the opposite sex. She then projects an inky cloud of Darkforce as an illusion of that friend or companion and directs the illusion to embrace the target. The illusion is of Incredible intensity. The target may resist with a Psyche FEAT vs Incredible intensity. Failure allows the Darkforce illusion to approach and embrace the character. The Darkforce grips with Excellent strength, and reduces the character's Endurance by one rank at the end of each round. If the character's Endurance drops below Feeble, they die. A Psyche FEAT should be allowed each round to try and realize what is happening and try to break free.

Bombardment of the Darkforce projection by energy attacks related to heat or light will disrupt the illusion and require Mamba to roll on the Stun Table.

Snakes: To make up for her lack of physical prowess, Mamba adorns her garb with four poisonous snakes, each with the following stats:

Fighting: Typical  
Agility: Poor  
Strength: Feeble

Endurance: Typical  
Health: 18

The snakes automatically attack anyone who touches Mamba for Poor Edged damage and inject a poison which will knock its victims out for 1-10 rounds unless an Endurance feat is made vs Typical intensity.

Talents:  
Performer- Dancing.

Contacts:  
Serpent Society, Masters of Evil.

History :  
Tanya Sealy, an escort girl, was chosen by Roxxon Oil executives to become a metahuman agent in the highly confidential Clandestine Operations branch. She went under the knife at the Brand labs (a subsidiary of Roxxon) and emerged with psionic abilities, as well (like all the members of the team then assembled, called the Serpent Squad) special gills allowing her to breath underwater.

She worked fine with the Serpent Squad, helping recover the Serpent Crown, and went with them when they became independents. Like the rest, she joined the Serpent Society when Sidewinder offered them to. Her main motivation was to have a regular salary instead of unpredictable bounties, but she also forged a seemingly solid relationship with Sidewinder.

### Black Manta



### Black Manta

Fighting: Incredible  
Agility: Remarkable  
Strength: Excellent  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Incredible

Health: 120  
Karma: 90  
Resources: Remarkable  
Popularity: -5

Known Powers:  
None

Equipment:

- Wet Suit: He wears a costume that provides him with an unlimited air supply and communications capacity. It also protects him from the extraordinary pressure of the deepest sea.
- Helmet: The lenses in his helmet are also equipped with sophisticated laser beams, capable of piercing carbon steel. It does Monstrous energy damage.

#### Manta Men:

Fighting: Good  
Agility: Good  
Strength: Good  
Endurance: Excellent  
Reason: Typical  
Intuition: Good  
Psyche: Typical

Health: 50  
Karma: 22

#### Powers:

Water Breathing: Each "Manta Man" has been surgically implanted with gills by Manta. This allows them to breathe water.

Sea Craft: Over the years he has used various undersea craft, probably of his own design. Here are some of his crafts:

- Manta sub: This large Manta sub is usually his submersible/floating base of operations. It's a larger version of his henchmen's mini manta subs. It has Excellent control, Excellent speed, Incredible body and Remarkable protection. His ship has amazing ranked sonar, and radar. Its torpedoes do Incredible explosive damage but can pierce amazing body armor and its lasers can do Amazing energy damage
- Mini-Manta subs: these small manta shaped mini subs have control: excellent, speed: good, protection: good. Each possesses mini torpedoes that do remarkable explosive damage. Its lasers do incredible energy damage. Each possesses Remarkable sonar.

#### Talents:

Underwater combat (+1CS), Scuba, Genetics, Electronics, Marine Biology, Medicine, Pilot: Underwater Craft

#### History:

A professional criminal all his adult life Black Manta has spent years plundering the ocean floor of its valuable contents. In this time, he has assembled a considerable amount of henchmen and bio-engineered mutants he calls Manta men.

Little is known about the man beneath the costume, save that, like most of his henchmen, he is black. "Not that racism is my motive, says Black Manta, but since blacks have been oppressed for so long on the surface, they fight well for the chance to be masters below.

Black Manta has attempted several times to create his own undersea kingdom but has been thwarted by Aquaman. In the course of his Battles with Aquaman he is directly responsible for the death of Aquaman's son Arthur Curry Jr. thus becoming one of the Sea kin's greatest foe.

Details by: Silversnake

Black Panther



## Black Panther

### T'Challa

Fighting: Am  
Agility: In  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: Rm  
Psyche: Ex

Health: 140  
Karma: 60  
Resources: Am  
Popularity: 55

#### Known Powers:

Extraordinary Senses: Ex Infrared vision  
Tracking: Am tracking, outdoors, he can track up to 12 hrs. & 6 hrs in the city

#### Equipment:

Costume: Hard to detect in darkness or dim light. Opponent must shift on Int. FEAT rolls when trying to spot him

Claws: Ex edge

Energy Daggers: May form daggers of In Energy

- In Edge
- Phase through CL1000 material
- Disrupt Electronics: In damage
- May throw up to 5 areas

#### Talents:

Avengers, Fantastic Four

#### Contacts:

Wakanda, Avengers

#### History:

T'Challa is the son of T'Chaka, king of the African nation of Wakanda, a country that currently derives much of its considerable wealth and impressive technology from a large stockpile of the rare meteoric metal Vibranium. When his father was slain by the ivory/Vibranium hunter Ulysses Klaw (now the villain known simply as Klaw,) young T'Challa swore vengeance and succeeded in thwarting Klaw's raid.

Soon, he was sent off to be educated in the finest schools of Europe and the United States, returning to his homeland to resume the throne. After completing tests that included a trial by combat and the quest for a rare heart-shaped Wakanda herb that further enhanced T'Challa's already impressive physical abilities, T'Challa assumed the title and costume of the Black Panther from the Wakanda's panther god. Under the his guidance, Wakanda became a very modernized and technically advanced society while remaining faithful to traditional African cultural

values.

As the Black Panther, T'Challa served both as Wakanda's head of state and one of the country's finest warriors, defending Wakanda from a variety of internal and external threats. He befriended many American adventurers, beginning with the Fantastic Four and Captain America.

When Captain America decided to take a leave of absence from his super hero team, the Avengers, he asked the Black Panther to serve as his replacement. The Panther accepted, hoping to learn more about North America and American crime fighting methods and serve as a Wakanda ambassador to the western world. (It has since been revealed that T'Challa also agreed so as to observe the international-operating Avengers and assess the nature of their ambitions.) T'Challa took a leave of absence from his royal duties but occasionally returned to Wakanda to supervise affairs of state. He also maintained an American dual identity as schoolteacher Luke Charles in an attempt to learn more about America and better acquaint young African-Americans with their cultural heritage.

T'Challa eventually returned to his royal duties in Wakanda but continued to assist the Avengers and Fantastic Four on occasion. He has been a frequent ally and occasional reserve member of the Avengers in the years since then, but he has not rejoined the Avengers on a full-time basis, preferring instead to concentrate on his duties as Wakanda's ruler.

T'Challa recently returned to New York to investigate a mysterious murder that tied into a Wakanda charity. During his absence, he lost his throne as a result of a Wakanda civil war and political coup. Remaining in the States, T'Challa established a new identity for himself while continuing to occasionally adventure as the Black Panther.

Black Tom



Black Tom

Fighting: Excellent  
Agility: Good  
Strength: Good  
Endurance: Incredible  
Reason: Excellent  
Intuition: Good  
Psyche: Excellent

Health: 80  
Karma: 50  
Resources: Remarkable  
Popularity: -10

Powers:

Claws: Black Tom was fitted with a set of claws, constructed of Amazing materials that is capable of rending up to Amazing materials and doing Excellent Edged damage.

Invulnerability to Sonics: Black Tom has Unearthly protection from Sonic attacks, including those of his brother Banshee and niece Siryn.

Heat Blasts: This attack inflicts Remarkable heat damage at Remarkable range.

Kinetic Bolts: This attack inflicts Remarkable force damage at up to Remarkable range.

Mind Control: This is one of Tom's added powers and is of Amazing rank and range.

Plant Control: Tom has the ability to control and animate plant life and matter at the Monstrous rank level.

Equipment:

Shillelagh: Tom can focus his Heat and Kinetic powers through this and can increase the range and damage to Amazing.

Talents:

Multilingual (English, Irish), Crime, Martial Arts B, Leadership.

Contacts:

Juggernaut

History:

Thomas "Black Tom" Cassidy was the true heir to the fortune and estate of Cassidy Keep in Ireland until he wagered it and lost to his younger cousin, Sean, now known as the mutant hero Banshee. Later, both he and Sean vied for the love of Maeve Rourke, although Sean prevailed and eventually married her.

While still a young man, Cassidy turned to crime as a way of seeking thrills. He soon became a professional criminal and mercenary. At one point, he was imprisoned in a Third World country, where he met and formed a friendship with Cain Marko, a.k.a. the villainous Juggernaut. The two escaped using Cassidy's powers, which he normally kept secret. (It is known that Cassidy was at least once imprisoned due to his cousin's police work as an agent of Interpol. Whether this imprisonment was referred to remains unclear.) Cassidy and Marko became partners, especially after Marko became the superhumanly powerful Juggernaut.

Later, unbeknownst to Sean, his wife was killed in an accident, although Cassidy rescued her daughter (his niece) Theresa (later, the mutant hero Siryn.) Cassidy hid the knowledge of his niece from his cousin, and raised her as his own.

When Sean had joined the hero team, the X-men, Cassidy and Juggernaut ambushed the team on behalf of the Shi'ar alien, Eric the Red, attempting to kill the X-men. Although the X-men escaped, Cassidy had many other attempts to fight the mutant heroes.

Eventually, Cassidy coerced Theresa to join him and Juggernaut in various crimes. Later, when in police custody, Cassidy exonerated Theresa of her crimes, and even wrote a letter to Cassidy explaining who Theresa was, reuniting father and daughter. Cassidy later escaped to pursue more criminal careers.

During a caper which brought him and Juggernaut in conflict with the mercenary Deadpool, Cassidy was gravely injured and left for dead. Juggernaut managed to get Cassidy to help, who used advanced techniques to reconstruct his body, as if merging it with his trademark shillelagh. The process altered his powers and personality, driving him insane.

He soon sought out his brother's new team, Generation X, and bade a criminal contact of his, the mutant known as Mondo, to infiltrate the group. Later, Cassidy and Mondo tried to kill Sean and this team, only to have them escape at the last minute. Cassidy tried to hassle the team other times since then, and remains at large.

Black Widow



Black Widow

Natasha Romanova

Fighting: In  
Agility: Rm  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: In  
Psyche: Gd

Health:100  
Karma:60  
Resources:Gd  
Popularity:30

Known Powers:  
None

Equipment: Widow's Bite, bracelets with various devices:

- Electro Blaster: Rm energy, 4 areas
- Gas-Launcher: Ex intensity
- Cable-Launcher: In strength, 3 areas cable
- radio
- Wall-Crawling: (gloves and boots) Rm
- Explosive Belt: (rarely used) In explosive discs.

Talents:

Weapon Specialist: Widow's Bite, Martial Arts A, B, E, Detective/Espionage, Military, Multi-Lingual, Leadership

Contacts:

Avengers, S.H.I.E.L.D., Daredevil

History:

Natalia Romanova, a descendant of Russia's royal family, was found as a young child by a Russian soldier known as Ivan Petrovitch. Raised by Petrovitch during the Soviet Union, Romanova grew into a brilliant athlete and scholar, gaining fame as a ballerina teen prodigy. Later, she married the renowned Soviet test pilot Alexi Shostakov. The couple was contacted by the Soviet Intelligence agency, the KGB, to be made into covert operatives. The KGB separated the couple, denying them contact with each other forevermore. Later, Natalia was told that her husband died in the explosion of an experimental rocket. Distraught, Natalia said she wanted to do something worthy of her husband's heroism, as predicted by the KGB, who then trained her to become the spy code named the Black Widow.

The Black Widow's first assignment was to infiltrate Stark Industries in the United States to assist in a assassination. Thwarted by the hero Iron Man (in actuality, Tony Stark,) Natalia repeatedly tried to sabotage Stark Industries at various times, only to be foiled each time by Iron Man. At one point, Natalia used the young Hawkeye as an ally in her criminal schemes. However, she began to fall in love with Hawkeye, who

soon refused to act as a criminal any longer, which led her to resent her own activities.

Later, Natalia fell into the hands of intelligence agents of communist China and was brainwashed into their service. Directed to attack Hawkeye and Iron Man's superhero team, the Avengers, she soon freed herself of her brainwashing when reunited with Hawkeye and defected to the United States. After joining the Avengers as an occasional member, she revealed her identity to the U.S. government and joined the international espionage organization SHIELD.

Natalia later enjoyed a brief partnership with the hero Daredevil, becoming lovers for a time. Later still, she joined with other super heroes to lead them as the Champions of Los Angeles. Returning to freelance adventuring after the Champions' brief tenure, she soon found herself aiding the Avengers, and eventually became the Chairperson for a time.

It was during her leadership that the Avengers fought the supremely powerful being known as Onslaught. In the ensuing battle, most of the Avengers appeared to give their lives to stop the menace. Natalia tried to keep the Avengers going, but failed, and relinquished all Avenger property to SHIELD, effectively disbanding the team. Natalia appeared to have an emotional breakdown, fighting all Avenger-related super villains. In reality, Natalia was playing a front as part of her SHIELD assignment to stop neo-Soviet communists from taking over Russia. With the help of Daredevil, Natalia defeated the communists and partnered with him for a brief time before returning to her freelance spy work.

## Blade



## Blade

Fighting: Incredible  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 130  
Karma: 40  
Resources: Typical  
Popularity: 0

### Known Powers:

Immunity to Vampires: The bite of a vampire is unable to turn Blade into a vampire. Nor can he be controlled by vampiric powers.  
Berserker: Blade may enter a berserker rage. When he does so his vampiric half takes over. He may ignore stuns and gain Unearthly resistance to mind control. A yellow psyche FEAT roll is required to come out of it.

Vampire Bite: Blade's canine teeth enlarge so that he can deliver a "vampire bite". This bite inflicted Typical edged damage per turn.

### Enhanced Senses:

Smell: Excellent  
Hearing: Remarkable

Tracking: Blade has spent much time in the pursuit of tracking individuals. He may track with Excellent ability. He is also finely tuned to vampires and the occult. He gains a +2CS when tracking these.

Equipment:

- Broadsword: Unearthly Material strength. Excellent edged damage
- Knives: Typical edged damage
- Samurai Sword: Incredible edged damage
- Double-Barrelled Gun: Fires wooden stakes capable of inflicting Remarkable damage
- Wood daggers: Excellent edged damage

Also carries an assortment of various other sharp weapons.

Talents:

Occult Lore, Vampire Lore, Sharp Weapons, Thrown Weapons, Marksmanship, Martial Arts A, B and E

Contacts:

Midnight Sons, Dr.Strange, Nightstalkers

History:

Blade has perhaps the most bizarre origin of all of the vampire hunters. During his labor, Blade's mother was undergoing complications and her friends summoned a doctor of dubious background. The doctor turned out to be the white-haired vampire known as Deacon Frost. He feasted on Blade's mother right before Blade's birth which resulted in Blade being immune to vampire bites. As a result of Frost's attack, Blade's mother died but not before she gave birth to Blade. Blade was raised by his mother's work associates until he was 9 years old. At age 9, Blade helped save the life of vampire hunter Jamal Afari, a musician who took Blade in and raised him as his son. Afari trained Blade as a vampire hunter as well as a trumpet player until Dracula turned Afari. Blade was forced to kill Afari and swore revenge on Dracula.

As a result of the deaths of his mother and foster father, Blade traveled the world to revenge himself against Dracula and Deacon Frost. Blade traveled the world, his path crossing with many other vampires, including Dracula, including one incident in which Blade and four of his friends lured Dracula into a deathtrap. Unfortunately, some of Dracula's minions soon revived Dracula and the vampire lord murdered most of Blade's vampire hunting friends.

Over time, Blade met up with Quincy Harker and his band of vampire hunters. At first their relationship was troubled at best, as Blade felt that Harker and his band were somewhat soft. Nonetheless, Blade found himself allied with Harker at times as his search for Deacon Frost often was sidetracked by his battles with Dracula.

After the death of Quincy Harker's daughter Edith at the hands of Dracula, Blade helped Harker hunt down Dracula and succeeded in killing the vampire lord. Unfortunately, Dracula's minions rescued his corpse and the vampire lord was eventually revived.

Blade's search for Deacon Frost led to Blade teaming up with the vampire detective Hannibal King. King was a former detective who had been turned into a vampire by Deacon Frost and he too had a vendetta against Frost. Blade very reluctantly teamed with King, and at times, it seemed as if Blade might try to kill King. However, their partnership grew stronger as the hunt continued and over time, Blade began to respect King, especially after King saved Blade from becoming one of Deacon Frost's magically created vampires. Eventually, the two finally found Frost and confronted him. Frost died in an explosion during the confrontation and Blade could finally rest, knowing that his mother had been avenged. After Frost's death, Blade and King went their separate ways, but they parted as friends.

After his battle with Frost, Blade's future seemed uncertain, his entire life had been devoted to killing Frost, now what would he do? As he pondered his future, Blade occasionally teamed with Harker and his band and from time to time, found himself embroiled in battles with vampires besides Dracula.

Blade was probably the most dangerous threat to Dracula with the possible exception of Quincy Harker. He possessed a fierce fighting style which helped compensate for Dracula's tremendous strength. and was highly skilled with his wooden knives.

Blastaar



## Blastaar

### Blastaar of Baluur

Fighting: Ex  
Agility: Gd  
Strength: Am  
Endurance: Un  
Reason: Gd  
Intuition: Gd  
Psyche: Ex

Health: 180  
Karma: 40  
Resources: Ex  
Popularity: -2

#### Known Powers:

Body Armor: His thick hide gives him Remarkable protection against physical and energy attacks.

Energy Blasts: Monstrous rank

Rocket: Monstrous speed

Self-Sustenance: He can enter a suspended state for months and voluntarily reawaken whenever he wants.

#### Talents:

Blastaar is a military leader and tactician.

#### Contacts:

The Baluur military.

#### History:

Blastaar is the king of the planet Baluur in the anti-matter universe called the Negative Zone. He ruled ruthlessly for years until many of his subjects rose against him and imprisoned him in an adhesion suit and set adrift in outer space in the Negative Zone.

Blastaar eventually broke free and sighted the hero Reed Richards (a.k.a. Mr. Fantastic) and his hero team, the Fantastic Four, who were returning to Earth's dimension after an adventure in the Negative Zone with Triton of the offshoot-race, the Inhumans. Blastaar followed them through an interdimensional portal onto Earth. The Fantastic Four drove Blastaar back into the Zone, but he subsequently has returned to Earth several times, hoping to conquer it. Each time Blastaar has been defeated and ultimately deported to the Negative Zone.

Eventually public sentiment on Baluur shifted, and Blastaar not only reclaimed his throne there but also led Baluur's forces in carving out an interplanetary empire in the Negative Zone. Soon, he encountered another Negative Zone emperor, Annihilus, and stole his great weapon, the Cosmic Control Rod. Blastaar used the Rod to further his conquest of the Negative Zone until the Rod was returned to Annihilus with the help of the Fantastic Four.

Blastaar found himself on Earth again when scientists on Earth opened a portal to study the Negative Zone. He was opposed by the young

heroes known as the New Warriors, and, using a map of the Zone that Blastaar was holding, the Warriors stranded Blastaar on an uninhabited planet in the Negative Zone.

Blink



Blink

Fighting: Ex  
Agility: Rm  
Strength: Gd  
Endurance: Rm  
Reason: Ty  
Intuition: Gd  
Psyche: Ex

Health: 90  
Karma: 36  
Resources: Ty  
Popularity: 0

Powers:

Teleportation: Blink can teleport herself and/or others at Am ability. She has developed the following power stunts.

- Speed Teleport: Blink has an initiative of 1d10+8 when using her teleport power.
- Teleport Pins: Blink carries a quiver of pins that do Ex edged damage. She can also charge them with some of here blinking power to teleport someone away at Am ability or even deadlier to blink the pins a short distance inside a person. This does In damage. The pins have Am material strength.

Talents:

Martial Arts: A,B,C,D,E, Tumbling, Acrobatics, Weapon specialist (pins).

History:

When Clarice's power first manifested, she ended up hurting someone. (Never told who.) She promised herself from that then on, she would never use her powers again.

When the extraterrestrial threat of the Phalanx attacked Earth, they captured many "neomutants" (now known as the team "Generation X"), including Clarice, in order to experiment on how they could aborb mutants into their collective existence. Clarice came to be friends during the last hours of her life with her new friends.

When the member M freed them from their prison, and they were helped by a rescue team of Banshee, Synch, Jubilee, the White Queen, and Sabretooth. Attacked by the Phalanx intelligence known as Harvest, Clarice took it upon herself to defeat him. Teleporting away half of the ship they were imprisoned upon, only Clarice and Banshee could stop Harvest. Using her powers, she distorted the villain, but swallowed herself as well. Banshee tried his best to save her, but in the end, Blink died, a hero.

Blizzard



Blizzard

Donny Gill

Fighting: Gd  
Agility: Gd  
Strength: Gd  
Endurance: Ex  
Reason: Ty  
Intuition: Gd  
Psyche: Ty

Health: 50  
Karma: 22  
Resources: Ty  
Popularity: 0

Powers:

Battlesuit:

Armor: Good protection vs physical and Am protection vs Cold.

Ice Generation: The Blizzard battlesuit allows him to create Rm ice missiles, erect Ice walls of Rm strength. He can also create sleet, snow and freezing rain with Rm ability.

Backpack: The blizzard armor is powered by a backpack that can sustain Rm damage before becoming inoperative.

Talents:

Contacts:

History:

Donny Gill, an underling of the businessman Justin Hammer, was given a battlesuit reminiscent of the original villain, and Hammer's agent, known as the Blizzard. Gill mastered the use of the battlesuit and began his first assignment: to recapture the supervillain known as Force, and agent of Hammer who had deserted him. Gill and his allies, the Beetle (now, MACH-1) and Blacklash (now, Whiplash) were defeated and captured by the hero, Iron Man.

Avoiding prison with the help of Hammer, Gill has often worked for Hammer at other times, as well as embarking on other criminal activities on his own, although he has been repeatedly defeated by heroes such as Iron Man. More recently, Gill had joined the new Crimson Cowl in her latest incarnation of the villain team, the Masters of Evil.

Blob



Blob

Fred J.Dukes

Fighting: Rm  
Agility: Pr  
Strength: Rm  
Endurance: Mn  
Reason: Pr  
Intuition: Gd  
Psyche: Ex

Health: 139  
Karma: 34  
Resources: Gd  
Popularity: -10

Known Powers:

Immovability: after firmly planting himself (1 round) Blob can only be moved by an adversary of Un strength or greater and only on a Red FEAT. He is immune to stuns and slams.

Body Armor: Un vs. physical, Am vs. cold, heat and energy. His senses are not protected.

Bodily Expansion: Blob can flex his fat so he can break through restraining materials of In strength or less. He can also entrap attacking opponents in the folds of his skin with In ability. Once grabbed the opponent is held with Un strength.

Talents:  
None

Contacts:  
Onslaught, Unus, Brotherhood of Evil Mutants, Freedom Force

History:

Fred Dukes began to use his mutant powers in a freak show, where his oversized body and mass attracted many visitors. His life would stay like this if not for Magneto. When the master of magnetism was forming the first Brotherhood of Evil Mutants, he went for Dukes. Then he learned how to use his powers in evil ways, controlling his density to make himself immovable and to trap others inside his fat. He, along with the other members of the Brotherhood, became one of the X-Men worst enemies, fighting many times against them.

After Magneto left the leadership of the Brotherhood, Mystique became their leader. Their first mission was to kill Senator Kelly, but he and the other were stopped by the New X-Men. The Blob was arrested, but set free some time after by Mystique and Rogue. Some months later, when the government offered the Brotherhood to become the Freedom Force, Blob turned into a worker of the government, but not for a long time. During a mission to save a scientist, almost all of the Freedom Force members died fighting against the group that had kidnapped the scientist. Blob and Pyro escaped. They both returned to the Brotherhood when Toad formed the third incarnation of the team. This Brotherhood didn't make many problems, and the Blob vanished for some time.

Fred recently returned, fighting with X-Force with his powers enhanced by Onslaught. X-Force defeated him, but Fred was saved by the Mimic. This two were seen fighting Warpth and Risque and it seems that he, the Mimic and Risque used to work for the same man and that Fred and the Mimic are still working for him. Also, the Blob showed up and fought Maverick, after a bar discussion.

In his last appearance, Blob was a member of a Brotherhood that liberated Xavier from the Hulkbuster Base he was trapped. This group was captured by Cerebro, and their whereabouts are unknown.

Blok



Blok

Fighting: Excellent  
Agility: Typical  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Excellent  
Intuition: Excellent  
Psyche: Remarkable

Health: 226  
Karma: 70  
Resources:  
Popularity: 5

Known powers

Body Armor: He has a very dense and near invulnerable flexible rock like body that provides Unearthly protection from physical and energy attacks.

Legion Flight Ring: Due to his density, they had to make a special ring for him. It took the equivalent of three rings to get him flying.

Talents:  
None

Contacts:  
Legion of Superheroes

History:

A member of the sentient rock species that inhabited the planet Dryad in the latter half of the 30th century. Blok was tricked into believing that the Legion of superheroes was responsible for the destruction of Dryad. Together with five young super-powered human settlers from the disintegrated planet, Blok formed the league of super assassins and attacked the Legion of Super heroes.

Ultimately, Blok learned that the Legion had really saved the population of Dryad from a natural disaster and that a villain known as the Dark Man had tricked the Super Assassins. The other five members remained outlaws, but Blok reformed and joined the legion shortly thereafter.

Details by: Silversnake

## Blue Beetle



## Blue Beetle

### Ted Kord

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Excellent  
Reason: Remarkable  
Intuition: Remarkable  
Psyche: Excellent

Health: 80  
Karma: 80  
Resources: Good  
Popularity: 10

Known Powers:  
none

### Equipment:

#### B.B. Gun:

- Light Flash: Incredible intensity
- Super Breath: Incredible intensity wind

Bug: Beetle's most often used piece of equipment is the Bug, which is his beetle-shaped air/water craft. It can carry 10 passengers, is solar powered, and has an impressive number of advanced weapons, defenses, and entertainment equipment.

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### On-Board Systems include:

- Shields: Amazing intensity Force Field.
- Stealth: Amazing invisibility from mechanical devices such as sonar or radar.

- VTOL: The Bug can land and takeoff vertically.
- Auto-Pilot: The on-board computer can maintain Typical Control.
- Communications: Amazing Ability and Range
- Sensors: Amazing Rank, 1 Mile range.
- Airlock: Allows 2 people to leave the ship per round.
- Water Speed: Excellent
- Armament: Various weapon systems capable of inflicting upto Monstrous damage.

**Talents:**

Electronics, Chemistry, Computers, Engineering, Repair/Tinker, Pilot, Guns, Detective/Espionage, Acrobatics, Tumbling, Martial Arts A and B

**Contacts:**

Justice League, Extreme Justice, Booster Gold

**History:**

Growing up, Ted found he was extraordinarily bright. He was good at science, business, and everything else he tried. He thought he would join his father's business, Kord Omniversal Research and Development, Inc, of Chicago, but had no real life direction. Ted's uncle made an attempt to take over the world, and Ted stopped him. During that adventure, Ted found out that his Archaeology teacher, Daniel Garrett, was the original Blue Beetle, who had gained powers from an ancient Egyptian scarab. Ted promised the dying Garrett that he would carry on his work.

Ted trained to his physical peak, made a Blue Beetle costume, and established his own identity. Ted uses his wit, agility, and a large number of gadgets to stop evildoers. After his father's company was destroyed, Ted left permanently to make his name in the superhero business. Ted joined the Justice League as it was being reformed, and often served as the pilot for the Leagues many vehicles. In the JLA, Beetle met his soon-to-be best friend, Booster Gold/Michael Jon Carter. The two have had their differences, but both have served together many years and have a bond that goes beyond their wisecracks and buffoonery. Beetle's mouth and sense of humor often get him into trouble with other members of the League, especially the women.

Behind his jokes is a sincerity of heart that he carries the legacy of the Blue Beetle, and a desire to make the world safer for all. Beetle has no superpowers, but does have strong, untapped mental capabilities. Beetle was a member of the League for several years, and has also served in the Extreme Justice branch of the JLA.

**Blue Eagle**



**Blue Eagle**

James Dore

Fighting: Ex  
 Agility: Rm  
 Strength: Gd  
 Endurance: Gd  
 Reason: Gd

Intuition: Ty  
Psyche: Ty

Health: 70  
Karma: 18  
Resources: Un as Squadron Member  
Popularity: 40

Powers:  
Winged Flight: Rm air speed

Talents:  
Aerial Combat

Contacts:  
Squadron Supreme

Blue Shield



Blue Shield

Joseph Cartelli

Fighting: Good  
Agility: Remarkable  
Strength: Excellent  
Endurance: Incredible  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health: 100  
Karma: 26  
Resources: Excellent  
Popularity: 0

Powers:  
Originally, derived his powers from the microcircuitry-lined belt that he wore when in costume. The belt heightened his physical abilities and allowed him to project a personal force field. Over time, exposure to the belt (or perhaps its unknown power source) apparently mutated Cartelli's genetic structure to the point where he no longer needs the belt to use his powers. The origin, designer, and current status of the belt are unknown. Blue Shield displays these powers:

Force Field: Blue Shield is able to project a personal force field of Amazing strength around his body. The field is impervious to all harmful

gases and toxins while allowing Blue Shield to breathe normally. The field also provides him with Incredible resistance to heat and cold-based attacks.

Lightning Speed: Blue Shield's heightened metabolism allows him to move at Good land speed, 4 areas per round.

Talents:

Martial Arts B, C, Acrobatics, Tumbling, and Law enforcement.

Contacts:

Dazzler, She-Hulk, Captain America, Quasar, Project Pegasus, Avengers.

History:

Joe Cartelli is the son of Frank Cartelli, who was gunned down by the mob. While it was never explicitly stated, it is believed that Joe was a cop, or at least received some police training at some point of his life. He started to infiltrate the Barrigan crime family, masquerading as a mobster. At one point, he somehow acquired a belt with micro-circuitry of unknown origin who could give him the Blue Shield powers, and used it to fight his family and various other criminals. He also shortly allied with Dazzler.

Blue Shield was next seen attempting to join the Avengers, but was then approached to become security director for Project : Pegasus, a secret research project of the US Government. At that point, the abilities once conferred by the belt were somehow natural for Joe and could produce the same effects without any visible equipment. He did a good job but resigned after he failed to protect the project from the alien lifeform called Omnivore. However, he later reaccepted the post.

Bolt



Bolt

Chris Bradley

Fighting: Good

Agility: Good

Strength: Typical

Endurance: Typical

Reason: Typical

Intuition: Good

Psyche: Typical

Health: 32

Karma: 22

Resources: Typical

Popularity: 0

Known Powers:

Electrical Generation: Bolt can generate an electrical charge in his body of Incredible intensity. So far he has only demonstrated the ability to radiate this charge as a field or project it as an electrical bolt.

Limitations:

Chris suffers from the Legacy Virus

Talents:

Streetwise, Survival

Contacts:

New Warriors, Mavarick, The X-Men

Boomarang



Boomarang

Fred Myers

Fighting: Ex  
Agility: Rm  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: Gd  
Psyche: Ty

Health: 80  
Karma: 26  
Resources: Gd  
Popularity: -5

Known Powers:

Boomerangs: Myers carries seven boomerangs prominently on his costume, each with special properties. Unless otherwise noted, they are of Excellent material strength.

Shatterang: Detonates on contact, Amazing damage to all in one area.

Gasarang: Monstrous intensity tear gas, affects one area.

Razorangs: Incredible material strength, inflict Remarkable Edged throwing damage.

Bladerangs: Incredible Edged throwing damage, no affect on Body Armor of Good and higher material strength.

Screamerangs: Excellent intensity sonic attack.

Gravityrangs: Creates local gravity field of Incredible intensity.

Reflexerangs: Solid-weighted boomerang. Bullseye result on Blunt Throwing column indicates target must check for Stun or be knocked over. Myers can throw these so they will return to him with no risk of damaging himself.

Talents:  
Weapon Specialist (boomerangs) He also has +1CS with other thrown objects.

Contacts:  
Justin Hammer

History:  
Fred Myers was born in Australia but moved to America when he was a small child. In America, he developed a passion for baseball and became a talented and proficient pitcher. After graduating from high school, Myers worked as a professional baseball player in the minor leagues, quickly joining the majors. Within a year, however, he was suspended for taking bribes.

Myers was then contacted by the subversive society known as the Secret Empire, who offered him employment as a special operative, outfitting and naming him Boomerang. When the Empire crumbled, Myers fled to Australia, where he became even more proficient in the boomerangs, and eventually became a freelance assassin.

Myers was contacted by the criminal financier Justin Hammer, and he returned to America. Myers soon found work with other crime bosses, including the Kingpin, or otherwise engaged in solo criminal activities and/or as a part of a group, such as the Sinister Syndicate.

Booster



Booster

Alex Sterling

Fighting: Incredible  
Agility: Remarkable  
Strength: Good  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Good  
Psyche: Typical

Health: 110  
Karma: 36  
Resources: Typical  
Popularity: 0

Known Powers:

Molecular Rearrangement: Booster has Monstrous ability to rearrange atoms and molecules in his own body. He can simulate the following powers:

- Elongation: Excellent
- True Invulnerability: Incredible
- Self Sustenance

- Bio-Energy Blast: Amazing (2 area radius or 20 area distance)
- Regeneration: Excellent
- Hyper-Strength: +4CS for 1-5 rounds, once per day.
- Immortality

Imbuing: Booster has the ability to charge person with raw power, granting superhuman abilities. Powers granted may not initially exceed Incredible rank. When granting powers to others, a power FEAT roll must be made.

White: Powers granted are at a -3CS to this power rank;

Green: Powers are granted at power rank intensity but are determined randomly;

Yellow: Powers may be chosen;

Red: Powers are granted permanently.

Power Control-Magnification/Reduction: increase the power of another individual by Monstrous points. At present Booster cannot reduce power levels.

True Flight: Fly at Excellent air speeds.

Talents:

Computers, Electronics, Acrobatics

Contacts:

Xmen, Fantastic Four

Booster Gold



Booster Gold

Michael Jon Carter

Fighting: Remarkable

Agility: Amazing

Stength: Incredible

Endurance: Incredible

Reason: Typical

Intuition: Good

Psyche: Good

Health: 160

Karma: 26

Resources: Good

Popularity: 0

Known Powers:

none

#### Equipment:

Booster Gold Suit: His costume is made of a special fabric which forms an exoskeleton.

- Body Armor: Excellent although protection can be enhanced to Unearthly level using force field projection.
- Energy Absorption: The suit is able to absorb Incredible energy levels in a manner similar to a force field.
- Energy Blast: His power gauntlets are capable of firing energy blasts at his foes at Incredible intensities.
- Flight: Boosters rebuilt armor provides him with flight, capable of attaining Amazing air speeds.
- Force Field: Monstrous Force Field that can be projected at a distance losing 1CS per additional area.
- Power Boost: Booster may temporarily enhance any 1 ability of the suit +2CS. Endurance FEAT required every round

#### Goggles:

His goggles give him:

- Telescopic Vision: Good
- Thermal Vision: Incredible
- Microscopic Vision: Remarkable

Skeets: Boosters robot buddy who is integrated into the suit. Skeets is a multi-purpose security robot, able to fly, assimilate information and fire the suits energy blasts.

Reason: Remarkable  
Intuition: Excellent  
Psyche: Excellent

Known Powers:  
Total Recall: Monstrous

Talents:  
Repair/Tinker, Engineering, Chemistry, Biology, Trivia: 20th Century History and Customs

All of Booster's powers are mechanical. When not in costume Michael has the following abilities:

Fighting: Remarkable  
Agility: Remarkable  
Strength: Good  
Endurance: Excellent  
Health: 90

#### Talents:

Football, Tumbling, 20th century trivia, Pilot, Martial Arts E, Business/Finance,

#### Contacts:

Justice League, Extreme Justice, Blue Beetle

#### History:

Michael Jon Carter was a college quarterback with a promising future in the pros. When he was caught betting on the outcome of his own games, he was thrown off of the team. "Booster" was his nickname from football. He had started gambling to pay for his mothers expensive operations, but continued after she recovered. He drifted from job to job until he found one as janitor for the Metropolis Space Museum. One of the exhibits was a time machine.

Carter studied heroes of the 20th century in the Space Museum and knowing his career in his century was tainted, Booster decided that he should travel back in time to the 20th century. Using a time machine built by Rip Hunter, Carter planned to journey back through time to 1985. However with the attempt to activate a time machine he was surprised by the sergeant of the robot security, Skeets. Michael managed to deactivate the robot and took along. Carter also stole a Legion of Super-Heroes flight ring and various other items to create his costume.

With an enormous amount at technical devices, Booster soon uncovered a plot to assassinate the President of the United States, and became an overnight sensation. Booster enjoyed the publicity, and began to endorse several products, becoming the first hero to get rich in this way. He formed a corporation, which made him a multimillionaire. His endorsements of products and commercial ambitions were met with disdain by other heroes.

When Carter found his powers fading, he returned to the future in a prototype time machine built by Rip Hunter. He found himself a hunted criminal in 2462 A.D. and faced execution. But a rescue by Rip Hunter, Jack Soo, Trixie Collins, and his own sister Michelle enabled him to return to 1987. He convinced his twin sister Michelle to come to establish her own heroic identity. She did, but Goldstar was soon killed in battle with invaders from another dimension.

Before this battle, Booster had been invited to join the newly reformed League by Maxwell Lord. The other League members rejected Booster, not liking his practice of endorsing products. Booster, however proved his worth by defeating the Royal Flush Gang, and joined the JLA forming an intensive friendship with his team mate "Blue Beetle".

Booster spent much of his time with get-rich-quick schemes, trying to rebuild the financial empire he lost due to carelessness after his sister died. He's tried marketing a line of JLA products, running an island resort with Blue Beetle, and many other schemes, all of which have ended in failure and ridicule. He stayed with the Justice League until he met his worst defeat at the hands of the monster, Doomsday only surviving

due to the timely aide of of Superman.

After suffering extreme injuries, Booster was sealed into a new suit by Blue Beetle, which kept him alive, but also limited his activities outside of his heroic persona. The security guard robot, Skeets, was built into the suit and became a source of information for Booster. During this period, Booster and Beetle together with Maxima, Firestorm and Captain Atom formed the new team Extreme Justice.

After the disbanding of the Extreme Justice team, Booster and Beetle went into the repo business, with mixed results. Booster has been romantically linked to the heroine Firehawk, though it's believed that this relationship has come to an end.

With an attempt to help Superman regain his abilities Boosters suit was again destroyed. Supermans friend, the scientist Emil Hamilton created from the remnants of the suit and materials, a new costume. Although it had the same characteristics as the old suit, in Boosters eyes the most important characteristic of the costume was recovered, the stored consciousness of his "partner" Skeets.

For some time Boosters and Blue Beetle owned Lightspeed Entertainment, a company, which had specialised in the development of interactive entertainment electronics. Booster is also the some time owner of the restaurant "Planet Krypton" in Metropolis.

At one point in time Booster was to be the next step in human evolution...but because of Zero Hour things are not as they were. A brave hero, Booster Gold has aided the current JLA but is currently not in their active ranks.

Box



Box

Roger Bochs

Fighting: Rm  
Agility: Rm  
Strength: Mn  
Endurance: Mn  
Reason: Ex  
Intuition: Gd  
Psyche: Gd

Health: 210  
Karma: 40  
Resources: Ex  
Popularity: 10

Powers:

All of Box's powers derive from his powered exoskeleton. When not wearing the armor Roger has the following Stats:  
Fighting: Pr

Agility: Pr  
Strength: Ty  
Endurance: Gd  
Reason: Ex  
Intuition: Gd  
Psyche: Gd

Body Resistance: The Box armor provides AM protection from physical and energy attacks. The armor is vulnerable to corrosives and receives -1CS in resistance.

Resistances: The enclosed system also provides MN protection from Heat, Cold, Fire, Radiation and air born toxins.

Flight: The Box armor is equipped with jet thrusters that are capable of attaining IN air speeds. The may also be used as weapons capable of inflicting RM damage. Computer Link: Whilst wearing the armor Roger is able to tap into computer and security systems with RM ability.

Sensor System: Am radar and sonar systems to detect objects, radio waves, radiation and other energy sources. The armor also provides RM infravision and an on board radio system with a range exceeding 200 miles. The radio is also capable of "jamming" other communication systems within range.

Limitations:

Roger physically merges with the Box armor. Remaining too long in this symbiotic state can effect his ability to separate. Psyche FEAT every hour after the first three to avoid this effect.

Talents:

Engineering, Electronics, Repair Tinker

Contacts:

Alpha Flight

Brothers Grimm



Brothers Grimm

Percy, and Barton Grimes

Fighting: Ty  
Agility: Gd  
Strength: Ty  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: Ex

Health: 52  
Karma: 40  
Resources: Ex  
Popularity: -5

**Powers:**

**Battlesuits:** The Brothers Grimm have battlesuits that allow them to create a number of (often deadly) articles, all of which are nursery rhyme and fairy tale related. Although these are the attacks that they have used so far, it is probable that the Brothers Grimm costumes have not exhausted their "bag of tricks" yet. They include the following items:

- Golden Threads: Remarkable Ensnaring missile (range: 3 areas)
- Flying Star: Made out of Ex material, this object can fly at Pr speed (4 areas/round)
- Pies: These pies explode and release a murder (group) of crows, which fly around the hero. This hindrance causes a -2CS penalty on Agility FEATS.
- Dummies: These two dummies are decoys. The character must make an Intuition FEAT roll to distinguish from the real thing.
- Eggs: These eggs explode, releasing an Incredible corrosive (range 2 areas).
- Beanstalk: Usable only within 2 areas from the ground, these beans grow to create an Incredible ensnarement attack.
- Stardust: Acts as an Incredible paralysis attack (1 area range) These items do not appear to be permanent (golden eggs created by the suit quickly vanish). The suits appear to be compelling the Grimes Brothers to use them in a criminal manner.

**Talents:**

The Grimes Brothers have Business skill.

**Contacts:**

Night Shift

**History:**

Criminal Nathan Dolly, a doll collector, received two wooden dolls from Wundagore Mountain, where the evil entity Chthon is imprisoned. Dolly learned how to project his life force into and animate the dolls, referring to them as the Brothers Grimm. But Dolly made the mistake of projecting himself into both dolls at once and his consciousness was trapped in them permanently. When he coerced the sorcerer Magnus into helping him escape from the dolls to possess a human body, Magnus destroyed him.

Later, two businessmen named Percy and Barton Grimes, acquired Dolly's theatre and full sized manikins of the Brothers Grimm. Trying on their clothes, the brothers found they had the powers of the original Brothers Grimm. They used their powers to exact vengeance on a rival who cheated them, but were foiled by Iron Man 11. After leaving prison, they joined the Night Shift.

**Brother Voodoo**



**Brother Voodoo**

**Jericho Drumm**

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Reason: Excellent

Intuition: Excellent  
Psyche: Amazing

Health: 4 2  
Karma: 90  
Resources: Typical  
Popularity: 30 in Haiti, 0 anywhere else

Powers:  
Magic: Master of Voodoo

Personal Spells:

- Trance-Immunity to Fire: (Automatic)
  - Summon: Brother Voodoo can summon the specter of his deceased brother, Daniel, from its dwelling place within Brother Voodoo's body. By doing so he increases his Strength to Excellent and his Health to 56. He can also send his brother's spirit form, like an astral ities. No known time limit exists which restricts how long Daniel can remain outside his brother's body. When Daniel ceases inhabitation of a person other than his brother, the host may suffer disorientation, nausea or trauma. Disorientation involves a -1CS to the host's Fighting, Reason, and Psyche abilities for 1-10 rounds.
- All other Personal spells he may use are of an Excellent power rank.

Universal Spells:

- Mental Control-Limited: Remarkable
  - Mesmerism-All Animals: Monstrous. Only one creature at a time.
  - Mesmerism- Plants : Remarkable. Only one plant at a time.
  - Nature Control-Fire: Incredible
- Vapours of Obscurity: Remarkable. Brother Voodoo's obscuring vapors, appearing in the form of smoke, are always accompanied by the sound of voodoo drums. This sound has a disorienting effect on others (Fighting, Reason, and Psyche abilities all suffer a -1 CS in the area of this power).

Talents:

Jericho Drumm, a professional psychologist, and has Incredible Reason in matters of the human mind and mental state.

Bullseye



Bullseye

Benjamin Pondexter

Fighting: Rm  
Agility: Am  
Strength: Gd  
Endurance: Rm  
Reason: Ty

Intuition: Ex  
Psyche: Pr

Health: 100  
Karma: 16  
Resources: Pr  
Popularity: -15

**Powers:**

**Natural Marksman:** Bullseye has Mn Agility with any thrown objects (Thrown Objects Talent). He can turn mundane objects into deadly weapons. Any object with an edge that he throws (including common objects such as playing cards) attack on the Thrown Edged Attacks column of the Battle Effects Table. His accurate range is 2 areas with thrown items. Bullseye has also carries guns and crossbows as well. If encountered in an area he has previously prepared, Bullseye will have 1 to 5 caches of exotic weapons stashed around the area.

**Adamantium Skeleton:** Bullseye has undergone the same Adamantium bonding process that was used on Wolverine. He has Cl1000 Material Strength bones over many portions of his body requiring Red FEAT is required to break any of his bones that are still normal and a Yellow FEAT if the attacker has Martial Arts D. His back cannot be broken as his spine is covered by Admantium.). Since the Adamantium covers much of his skeleton, all Fighting attacks with portions of his body (punching, kicking, etc.), and all Charging attacks, do Strength +1CS Blunt damage. His skeleton also acts as a form of Body Armor, providing the following protection:

- Ex protection from Blunt and Force attacks.
- Ty protection from Edged and Energy attacks.
- Blunt attacks with punches, kicks, and Charging recieve +1CS to Strength.
- Bones are Cl1000 Material Strength for cutting or severing.

**Equipment:**

**Costume:**

His costume is made of Kevlar. This is made of Ex Material Strength and provides Ty protection from > physical attacks.

**Personal Weaponry:**

Handguns, Knives, Shuriken, Whips, Sais, Darts, Plastic explosives, and some ordinary objects (including, but not limited to, playing cards, pens, pencils, vases, hairbrushes, golf bals, paper airplanes, and even one of his own teeth).

**Weakness:**

He is certifiably insane.

**Talents:**

Weapons Master (all Melee weapons)  
Thrown Objects (see above)  
Marksman (all distance weapons)  
Demolitions  
Martial Arts: B,D,E

**Contacts:**

Kingpin

**History:**

The man who became known as Bullseye had always had a perfect aim in throwing things. He was on his way to become a major baseball player, but he decided instead to become a soldier to fulfill his sadistic pleasure of killing others. Soon, he became a worldwide mercenary, and eventually found a home in New York City, adopting the code name Bullseye.

Bullseye began a series of extortion attempts and murder, and publicized himself by agreeing to an interview with the newspaper, The Daily Bugle. Bullseye fought and defeated the costumed hero Daredevil, although the hero soon tracked him down and prevented Bullseye's extortion schemes.

Bullseye was then hired to murder the lawyer Matt Murdock, Daredevil's secret identity, but was defeated by Daredevil. In his own mind, Bullseye believed his formidable reputation was ruined, and swore vengeance, fighting Daredevil at any opportunity, either by personal vendetta or due to his employer's wishes.

At one point, Bullseye was declared insane due to a brain tumor, although the tumor was removed.

Later, when seeking employment from the Kingpin again, Bullseye discovered Elektra working as Kingpin's assassin. Bullseye killed her, earning the vengeance of Daredevil, Elektra's lover. Bullseye was allowed to fall to his death by Daredevil, and his spine shattered, paralyzing him. With the help of a Japanese crime lord, Lord Dark Wind, Bullseye's bones were laced with adamantium in the hopes that Bullseye would freely serve Lord Dark Wind as his head assassin. Instead, Bullseye, now recovered, returned to New York to pursue his mercenary career.

The Kingpin refused to take Bullseye into employment again unless he would kill Daredevil. Bullseye has since had many run-ins with his archenemy, while also pursuing several other mercenary contacts, some of which brought him into contact with his mercenary friend, Deadpool.

Bushmaster



Bushmaster

Quincy McIver

Fighting: Ex  
Agility: Ex  
Strength: Ex  
Endurance: Gd  
Reason: Gd  
Intuition: Gd  
Psyche: Ty

Health: 90  
Karma: 26  
Resources: Gd  
Popularity: -7

Known Powers:

**Bionic Limbs:** Bushmaster is a quadriplegic who has bionic arms attached to his shoulders and a 14 ft long, snakelike tail instead of legs. He can move at Gd land speed and "spring" upto 1 area away. If using his tail in wrestling holds Bushmaster can exert Rm constriction on his opponent.

**Claws:** Bushmaster's arms are equipped with 8" long metallic fangs. These claws are made from Rm material, inflict Rm edged damage and are tipped with Ex snake venom. Anyone injected with the venom must make an endurance FEAT against Ex intensity or be knocked out and lose endurance ranks if a second FEAT is not made.

Talents:  
Bionics

Contacts:  
Serpent Society

History :

It is unknown if Quincy McIver lost his limbs due to a birth defect or an accident ; however, it is established that he once worked for weapons smuggler Herve Argosy, and that his prosthetic limbs, the result of Roxxon/Brand tech, were installed years ago.

Bushmaster was contacted by Sidewinder, and agreed to join the Serpent Society. A trusted, skilled, loyal operative, he was among the team that killed Modok, supported Sidewinder during the Viper's coup, and was among the artefact acquisition team hired by Ghaur and Llyra during the Atlantis crossover.

Caber



Caber

Fighting: Rm  
Agility: Am  
Strength: In  
Endurance: Am  
Reason: Gd  
Intuition: Ex  
Psyche: Rm

Health: 170  
Karma: 60  
Resources: Ex  
Popularity: 0 , 30 with Celtic Gods.

Known Powers:

Ture Invulnerability: Caber's skin provides him with EX protection vs Physical attacks, including Blunt, Force,as well as Heat, and Cold. His skin also provides him with TY protection from other Energy attacks.

Hyper-Speed: Caber has this power at the UN rank and can travel at Un speeds on land and or short periods on water as well. His reaction time and reflexes are thus naturally increased, by this power.

Immortality: It is not known if the Celtic gods are Immortal, or just extremely long lived. Needless to say Caber is at least 2000 years old.

Talents:

Wrestling, Swords, Lore (Celtic).

Contacts:

Leir, Dagda, Celtic Pantheon, Thor, Sif, Earth Force (Earthlord, Skyhawk, Wind Warrior).

*Note: All credit to Fiasco for these.*

Cable



Cable

Nathan Cristopher Charles Dayspring Summers

Fighting: Incredible  
Agility: Excellent  
Strength: Excellent  
Endurance: Remarkable  
Reason: Remarkable  
Intuition: Incredible  
Psyche: Amazing

Health: 110  
Karma: 120  
Resources: Excellent  
Popularity: 0

**Known Powers:**

Cable is still developing his telepathic and telekinetic abilities.

At present he has mastered the following:

Telepathy: Excellent

able to communicate telepathically

Telekinesis: Incredible

Force Field: Incredible

Force Blast: Incredible

Cable was infected by the techno-organic virus which he keeps under control with his telekinetic abilities. He therefore has:

Remarkable strength left arm

Bionic Eye: Infrared, +1CS ranged.

**Talents:**

Handguns, Marksman, Semi-automatic, weapons, Martial Arts A, B, C, D, E, Military, Espionage, Leadership

**Contacts:**

X-Force, X-Men, Excalibur, X-Factor, Wolverine, Six Pack, Kane

**History:**

Nathan Summers was born in the first years of the marriage between Scott Summers and Madelyne Pryor. He's coming was celebrated by all the mutants that wear the X-Logo. But problems in his young life began early. Soon after his birth, Jean Grey was found by the Fantastic Four in the bottom of the Jamaica Bay. She then formed X-Factor, by joining her friends from the original X-Men. Cyclops left her wife with the X-Men of the time and formed this new group, promising to never leave them. But, with the true love of his life by his side, Scott became a distant father, to say the least. Madelyne, by the time, had no knowledge of her powers and her condition of a clone of Jean, began to be with the X-Men a lot. Some time after, Madelyne was hired to deliver a cargo by air on her plane. She took her son with her, but Nathan was kidnapped by the Marauders and Sinister. This made Madelyne crazy, and she asked the help of the X-Men. When Storm saved the team from death after an explosion on Forge's building after a battle with the Adversary, Madelyne went with them to the former Reaver's base in

Australia. She began to control the computers there, in search for her son. Soon, now completely crazy, Maddie made a pact with the demon Nastyth, becoming the Goblin Queen. She had a whole army by her side, and this generated the Inferno Saga. She found her son on Sinister's lair, and there discovered that she was a clone. Even crazier, Maddie decided to sacrifice Nathan on the top of the Empire State Building, to maintain a gate between Limbo and Earth. With the combined forces of X-Factor and X-Men, Cyclops saved Nathan and defeated the Goblin Queen.

Nathan, now reunited with his father in X-Factor, began to show some mutant powers: a force field that nothing could penetrate. In many battles of X-Factor, Nathan was put in danger, like the time when the future Franklin Richard tried to eliminate his existence, to "make things right". But the greatest fight that Nathan had to go through as a baby was the last by the side of his father. Apocalypse captured the baby and destroyed X-Factor's ship. Taking them to the moon, the High Lord began to make some experiments on Nathan. Meanwhile, X-Factor made a pact with the Inhumans to save Cyclops's son and some Inhumans that were under Apocalypse's grasp. When the supreme evil was defeated, Nathan was infected with a techorganic virus that was changing his cells to nanotech machines killing him from inside. To save him, a mysterious woman, that claimed to have come from the future, told Cyclops that her technology would save Nathan. He would never return to this time. Cyclops gave his son to the woman called Askani, to never see him again, but to save his life.

Arriving in the future, baby Nathan began to be cured. In case something went wrong, the Askani Clan of the future created a clone of the baby. In this future, Nathan was very important, and the prophecies called him the Chosen One, the one that would eliminate Apocalypse once and for all. But Apocalypse, who was alive in this time, also knew that. He attacked the camp and killed most of the people there. Assuming that the clone was the real Nathan, his forces took him. But Nathan was alive and well, now that his dormant telekinetic powers were controlling his virus. As he grew up, he was trained in the religious dogma's of the Askani Clan, but not knowing of his clone. The leader of this clan was Rachel Summers. Rachel was the daughter of Cyclops and Jean from an alternate reality. In one of her adventures, she got to the future. Knowing about her destiny, she formed the Clan and waited until the point of saving her baby brother would come. Mother Askani, as she was called, decided that only two people could lead Nathan through one great battle against Apocalypse: his parents, Jean Grey and Scott Summers. Taking their essence from two millenniums before, Rachel gave them the opportunity to raise Nathan, by 10 years. The trio, with the help of former prelate Ch'Vayre, that betrayed the High Lord, defeated Apocalypse, killing him.

But the harm was already done: En Sabah Nur had raised Nathan's clone by his dogma, and the boy became Stryfe, the chaos bringer. Even though he hated Apocalypse for his miserable life, Stryfe decided to take over the world again, becoming Nathan's worse enemy. After the departure of Jean and Scott, Nathan continued his training to become the Chosen One. As a teenager, he began a quest of learning, where met some friends, his mentor, Blaquesmith and Aliya, the girl that would be his wife. They separated some time after this adventure, but when Stryfe began to use his army to destroy the Chosen Clan, they were once again reunited. Aliya had a son, called Tyler, that the man now called Cable took as his own. Many battles happened between Stryfe and Cable in the future. A great loss took place where the village of Akaba, where Apocalypse was raised, was destroyed, and Tyler was thought dead. In fact, Stryfe had captured him, and raised him as Apocalypse had done to him. The boy would become Genesis that grew hating his father, thinking that he had abandoned him.

One day, after years of research, Stryfe found the ancient time machine of the Askani, and decided to come back in time to rule the world before he was even born. Cable discovered this fact and decided it was time to do something. The professor, a mechanical-living being, that was for Cable more than a mentor, helped him. Both of them found and developed a moving base, called Graymalkin (after the name of the place where the X-Mansion was built). This base could travel in time, and Cable took most of his technology to the past. Aliya had died some time before, in a battle against Stryfe's army, so nothing could hold Cable in his devastated home. Cable arrived on Earth with no memory of his goal, in Muir Island. He was found by Moira MacTaggart, who healed him and made him recollect his mission. Both became allies and Moira was a link to this time. Cable had to stop Stryfe and to pursue his goal: to stop Apocalypse before his world was destroyed. Also, Cable would have to find the new X-Ternal, that had born in this time period. Another being that came back in time was Ch'Vayre, sent by a leader of the Askani Clan, Madame Sancticity, so he would force Cable to fulfill his destiny. In the past, now his present, Cable formed a group called Wild Pack to stop Stryfe, while disguising as mercenary force. He met Domino there, a woman that would become his friend and lover. Later the group would change it's name to Six Pack, when Silver's Sable military force, also called Wild Pack, "asked" them to. In a decisive battle against Stryfe, Cable had a disk that had many informations of technology and past events (to them) that would occur. Stryfe decided to have this disk, and in this fight, the Six Pack was destroyed, when Cable shot on of it's member and friends. Kane, another member, was almost killed to, and almost all of the team began to hate Cable. In this fight also, Cable discovered that Stryfe looked exactly like him, and the mystery of his life began. Bridge, would become a commander of S.H.I.E.L.D., Kane was healed by the Weapon X program becoming one of it's operatives and Domino remained by Nathan's side.

Years passed as Cable tried to form a new group. By this time, the New Mutants were with no older leadership, as Xavier was in space and Magneto had turned evil again. Cable took them under his wings, and decided to turn them into a force between mutants, the X-Force. Many team members left the group, but other joined. Cannonball was the X-Ternal that Cable was searching and this was another positive thing in X-Force. Domino also returned to Nathan's life to help him. Cable was fighting a man called Tolliver, an apparent drug and weapon dealer that had too much power for his position. Tolliver sent Sinscar, a soldier from the future turned cyborg to kill Cable, Copycat, disguised as Domino to kill Cable, Deadpool to kill Cable, well, you got the idea. Cable saved Domino from Tolliver, but he escaped. Soon after, a final battle between Stryfe would happen. He kidnapped Cyclops and Jean Grey (before the two would go to the future to raise Cable), claiming that he was the real Nathan and that Cable was the clone. He really believed in that and thought that Cyclops and Jean were responsible for his fate. Graymalkin was almost completely destroyed in this fight, but the Professor was saved. Cable and Stryfe fought in the moon and a time bomb, detonated by Cable, took him to the future again and apparently killed Stryfe.

After some fights, Cable managed to come back in time, with the help of Kane, who began to see him as an ally once again. In our time, Cable was reunited with X-Force and helped the X-Men fight Magneto during Fatal Attractions. Soon after, Sinister would tell Cable (by the side of Madelyne's tomb) that he was the real Nathan, and that he had created Madelyne so she would have him. Nathan would be Sinister's weapon against Apocalypse. In this conversation, Stryfe's mind, which was hidden in Cable's body, took control, and began to attack many of Cable's

allies. He also decided that it was time to discover who Tolliver was. After some time, Tolliver attacked Stryfe on Cable's body, revealing himself as Tyler, Cable's son, who had also come back in time. Calling himself Genesis, Tyler said that he followed Apocalypse's dogma of the survival of the fittest. In this fight, Askani helped Cable defeat both Genesis (that escaped) and Stryfe, who died, deciding that his legacy of blood should end, now that his Legacy Virus was already killing people. Cable was free for the first time of his life. Soon after, the Professor, Cable's mentor, reappeared as Prosh, a robot in X-Force's base. But Prosh was absorbing too much energy from the machines there, including Cable's bionic body. He decided to leave to space, and live there.

Genesis would attack again in Akaba, forcing Cable, Caliban and Storm to face him and his Dark Riders, previously Apocalypse's force, now serving Tyler. They would win that fight, but Cable always suffered to see his son turned evil. Cable would return to the future with Domino to save himself from Stryfe, a mission that he passed gracefully, not revealing his identity. Returning to our time, Cable would fight the Sugar Man in Genosha, a villain that wanted to know his connection to Nate Grey, his counterpart of the Age of Apocalypse timeline. Soon after, Blazquesmith came back in time to make Cable go back to his path.

His life was stopped when Onslaught killed him, making Cable alone again. He would face the Hulk, under Onslaught control and Post, a man called Trevor that he had saved from the Mandarin years before. During the fight against Onslaught, Apocalypse resurrected and Cable was forced to side with him to save Franklin Richards. They fought when the High Lord tried to kill the boy, but the evil escaped that day. Cable's body was completely ruined after this fight, as the psionic disturbance created by Onslaught made the technorganic virus take control. Storm, Nathaniel Richards and his grandson Franklin, Domino and Cannonball helped him that day. Cable's memories of Aliya and Tyler, that took substance by Franklin's powers, made Nathan come back to life. Cable would soon help the Micronauts against Psycho Man and fight Sinsear with the help of Bishop. He also met Douglock, the robot boy from Excalibur that said that both of them would one day find the cure to the Legacy Virus. By this time, Genesis had already tried to put the adamantium back in Wolverine's bones. Logan rejected the "offer" and killed Tyler, making the relation between him and Cable even worse.

Not so long after, Nathan met his mother, Madelyne Pryor, who had been resurrected by Nate Grey when he arrived on our Earth. She claimed that even with all the madness she made him go through, she still loved him, saying that you can never turn your back on your mother. Ch'Vayre, ordered by Sancticity, allied with Sebastian Shaw so he could awake Apocalypse once again. Ch'Vayre's mission was to force Cable and the High Lord face for the last time. Cable saved a reporter, called Irene Merryweather from Shaw's forces, and asked her if she could take notes of his life and fights, so if he died, his legacy would not be forgotten. She accepted, and both of them went in an adventure to prevent the Inner Circle to awake Apocalypse.

Even with the chosen's one best efforts, Apocalypse awoke, but disappeared. After this Cable had an adventure in Wakanda and felt the psionic wave. In a mission to find Blazquesmith (who turned out alive), Cable lost his telepathy and telekinetic. After this, he managed to get his psimitar from a group of followers. Moving to the Hell's Kitchen to get in touch with humanity, Cable tried to adapt with his lost abilities. But when Agent 9 (sent by S.H.I.E.L.D.) tracked him down, he was defeated. But with the help of Blazquesmith, Cable recovered his telekinetic and escaped S.H.I.E.L.D. . Some time after, he saw the rebirth of Stryfe, but managed to defeat him with the help of Nate Grey and Madelyne Pryor. Now Cable resides in the Hell House, with his chronicler Irene, and with his mentor, Blazquesmith.

Cable



Cable

## Luke Cage

Fighting: Rm  
Agility: Gd  
Strength: In  
Endurance: Am  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 130  
Karma: 36  
Resources: Pr  
Popularity: 18

Powers:  
Invulnerability: Resist both physical and Energy attacks with In ability.  
Regeneration: Pr. He can accelerate his healing rate 3 fold above normal.

Talents:  
Martial Arts A, E, Law Enforcement, Criminal Skills

Contacts:  
Iron Fist, Fantastic Four, Avengers, Defenders, Heroes for Hire

## Caliban



## Caliban

Fighting: Remarkable  
Agility: Excellent  
Strength: Monstrous  
Endurance: Amazing  
Reason: Poor  
Intuition: Poor  
Psyche: Incredible

Health: 175  
Karma: 48  
Resources: Poor  
Popularity: 0

Known Powers:  
Mutant Detection: Amazing, 25 mile radius

Night Vision: see in darkness with no penalties  
Body Resisitance: Incredible  
Claws: Monstrous edged damage, Monstrous material Strength

Talents:  
Martial Arts A, C

History:  
Not much is known of Caliban's history prior to the point when Callisto inducted him into the ranks of the Morlocks below New York City.

Caliban's first appearance in the lives of the X-men occured when he attempted to enter a nightclub since he sensed other mutants inside. This brought him into conflict with Dazzler, Storm, Ariel (Kitty Pryde, now Shadowcat,) and the original Spider-Woman. The battle peacefully for this pathetic Frankenstein-monsteresque character. Later, though, he tried to kidnap Ariel and force her to marry him, although he eventually released her and they parted amiably.

During the "Mutant Massacre" in which the Marauders attempted to murder all Morlocks, Caliban found refuge in the original X-factor, and was eventually on his way to become a member. Soon, however, Apocalypse attacked, and Caliban, always feeling ineffectual with his teammates, offered his services to Apocalypse in exchange for more effective powers. Apocalypse mutated Caliban, and called him "Death" to replace the post recently vacated by Archangel.

As Death, he faught Sabretooth and X-factor, but was eventually abandoned by Apocalypse. Caliban wandered aimlessly through the abandoned Morlock tunnels until recruited by Cable to join X-force, where he remains to this day.



Calypso

Calypso Ezili

Fighting: Typical  
Agility: Good  
Strength: Poor  
Endurance: Excellent  
Reason: Good  
Intuition: Incredible  
Psyche: Incredible

Health: 40  
Karma: 90  
Resources: Good  
Popularity: 0

Known Powers:

Magic: Calypso is a Master of Voodoo Magic. She bartered her soul to gain powers from an evil entity. Although many of her powers are yet to be revealed she has in the past shown:

- Telepathy (Personnel): Monstrous.
- Telekinesis (Personnel): Incredible

- Illusion (Universal): Remarkable
- Mental Control (Universal): Incredible. +1CS if using this power with Telepathy.

**Talents:**

Stamina. Calypso can go several days without food, water or sleep if she is researching magic.

**Contacts:**

**History:**

Although much of Calypso's history has not been revealed, she grew up on a small Caribbean island, giving herself totally to the study of black magic and dark rituals.

Later, she met Kraven the Hunter, who had hunted the heroic Spider-Man on several occasions. Kraven took her to New York City, where Calypso urged Kraven on his quest to defeat Spider-Man. The two were defeated by the hero, however, and remanded to police custody.

Kraven freed himself and Calypso. Both tried once more to defeat Spider-Man. Calypso was instrumental in allowing Kraven to gain an upper hand in battle, and, furious at her interference, allowed Spider-Man to defeat the couple, who were remanded to the police once more.

Eventually released from prison, Calypso returned to the Caribbean, having learned of Kraven's death. Calypso turned to the dark gods and sacrificed her soul to gain more magical powers. Considering Kraven a coward for taking his own life, Calypso decided to defeat Spider-Man herself, and used her magic to control his other enemy, the Lizard, to attack him. Spider-Man ultimately defeated his enemies, whereupon Calypso caused the building they were fighting in to collapse. Her body was never recovered.

**Cannonball**



**Cannonball**

**Sam Guthrie**

Fighting: Good  
 Agility: Good  
 Strength: Good  
 Endurance: Remarkable  
 Reason: Typical  
 Intuition: Good  
 Psyche: Good

Health: 60  
 Karma: 26  
 Resources: Good  
 Popularity: 0

**Known Powers:**

Flight: Remarkable

Force Field: Cannonball is surrounded by a Monstrous strength force field while in flight

- Monstrous charging attacks
- Force Field Expansion: Amazing protection in 2 areas for 1 round while not flying
- Absorb Monstrous attacks & redirect it through force field, acts as Monstrous Fighting
- Energy Blast: Emit blasts of heated energy capable of inflicting Amazing damage

Talents:

Mining, Tumbling

Contacts:

X-Men, X-Force

History:

Sam Guthrie is a mutant whose latent superhuman abilities first manifested themselves when he was trapped with co-workers in a coal mine. The stress of trying to save his partner and himself triggered his propulsive power and enabled them to escape. Donald Pierce, a renegade member of the Inner Circle of the Hellfire Club, located Guthrie and learned of his superhuman powers by means of a machine the Hellfire Club had built by adapting plans they had stolen from Professor Xavier's Cerebro device. Pierce recruited Guthrie to be one of his operatives, and sent him into battle against Xavier and his newly organized group, the New Mutants. However, during the battle, he refused to obey Pierce's order to kill the New Mutants, and Pierce attempted to kill Guthrie in retaliation. Xavier, however, saved Guthrie's life by defeating Pierce. Realizing that Guthrie was not an evil person, Xavier invited him to join the New Mutants, and Cannonball rose to become one of the New Mutants' leaders.

When the mutant warrior from the far future, Cable, reorganized the New Mutants into X-Force, Cannonball became a member of the new team.

On one of X-Force's first missions, Cannonball was apparently slain in combat by Sauron, a member of the Toad's new Brotherhood of Evil Mutants. However, Cannonball soon returned to life and full health. Cable theorized that Cannonball was one of the External, a small number of immortal mutants. Whether or not Cannonball really is an External remains to be seen.

Recently, Sam graduated from his leadership role on the mutant team, X-Force, to the X-Men.

Captain America



Captain America

Steve Rogers

Fighting: Am

Agility: In

Strength: Ex

Endurance: Rm

Reason: Gd

Intuition: In

Psyche: Rm

Health: 140

Karma: 80

Resources: Rm

Popularity: 100/6

Known Powers:

Leadership: Rm ability to inspire others to follow him or his cause

Regeneration: 20 health/round

Equipment:

Shield: Captain America's Shield is made of CL1000 material. He can use it to block up to 90 damage from an attack, but he is still subject to stuns and slams. He can also throw it up to 3 areas for Rm damage and he can attack up to 3 people with a successful Agility FEAT (MN) or 5 with a yellow FEAT. By bouncing it off a number of hard surfaces he can make the shield return to him the next round.

Armor: Gd vs. Edge & shooting, Ty vs. blunt attacks

Vehicles:

Motorcycle:

Control: Gd

Speed: Rm

Body: Ty

Van:

Control: Gd

Speed: Ex

Body: Rm

Protection: Ex

contains first aid kits & computer terminal

Talents:

Weapons Specialist: Shield, All Martial Arts, artist, Leadership, Military

Contacts:

Avengers, Fantastic Four, X-Men, Thunderbolts, Redeemers

History:

Steve Rogers, unable to enlist in the US army during WWII, was handpicked to be the test subject of a "super soldier formula." Although the experiment was a success, a Nazi spy killed the doctor behind the experiment. Rogers was given the identity of "Captain America," and served his country as a costumed hero while also enlisting in his civilian identity. Soon, he was teamed up with the young base mascot, Bucky, who joined Captain America in a similar costumed identity. Cap and Bucky fought many war criminals, especially the Nazi agent, the Red Skull, and even joined other heroes at the time, forming the Invaders, the Liberty Legion, and the All-Winners Squad. Cap went through many shields at the time, finally being given the indestructible one that has become his signature weapon. During a later battle, however, Cap and Bucky tried to stop the getaway plane of Baron Zemo, and Bucky was killed. Cap himself was thrown into the icy waters of the Pacific, and entered a state of hibernation, frozen.

His frozen figure was being worshiped by native Inuit peoples of America and found by a rampaging Sub-Mariner, who threw the ice floe into the ocean, and it floated to the vicinity of New York harbor. He was revived by the formative group of heroes, the Avengers, and soon acclimated to our "future" and became one of their long-standing members, eventually leading them for a while, and soon found a new sidekick in Rick Jones and new government sanction. Rogers also created his secret identity, becoming an illustrator and later developing a romance with Bernie Rosenthal.

Captain America only left the Avengers when his own adventures warranted, but often returned and often in a leadership role. Earlier, he had used Rick Jones' Teen Brigade to keep abreast of trouble, and once formed a nationwide phone hotline. He later dissolved his relationship with Jones, and formed new alliances with the Falcon, and a one-time successor to Bucky, now known as Nomad, but time and again returned to operating solo.

Later, his often-resurrected enemy, the Red Skull, resurrected himself in a cloned body of Rogers', and earned a spot on a government agency, one in which demanded ownership over the identity and property of "Captain America." Electing to be a free agent, Rogers quit his role as Captain America, and instead created a similar identity, the Captain, complete with a similar shield provided by fellow Avenger, Tony Stark. The Captain took temporary leave of the Avengers, and reestablished allies of Falcon, Nomad, and soon, Demolition Man. Ultimately, Rogers was confronted by the Skull, who he soon defeated, and he was reinstated as Captain America when his replacement (now, USAgent) proved unsuitable. During this time, he would develop a relationship with ex-criminal Diamondback, although she later left him, not escaping her criminal past.

Later still, he would rejoin his Avengers, only to be a part of the Kree-Skrull war, in which several Avengers deserted him to kill the Supreme Intelligence. His faith in the Avengers' ideals shaken, Rogers soon took another leave of absence of the team, but soon returned, and in time for their fight against the villain, Onslaught, in which he apparently died with other heroes in defeating his menace.

Captain America was soon returned to our reality with the rest of the heroes, emerging in Japan. Rogers continues to champion for his countries ideals as our flag-clad champion.

## Captain Atom



## Captain Atom

Nathaniel Christopher Adam/Cameron Scott

Fighting: Incredible  
Agility: Incredible  
Strength: Unearthly  
Endurance: Monstrous  
Reason: Good  
Intuition: Excellent  
Psyche: Remarkable

Health: 255  
Karma: 60  
Resources: Typical  
Popularity: 20

### Known Powers:

**Body Coating-Quantum Metal:** Captain Atom has Amazing ability to coat his body at will with the alien alloy that is part of his body. As a power stunt Captain Atom is able to reflect an energy attack back to it's source with Incredible ability when needed.

**Energy Absorption:** Captain Atom can absorb up to CL1000 energy levels. If he absorbs more than Unearthly intensity in a single round, he automatically "quantum jumps" through the time stream.

Shift-X equals 1D10 days  
Shift-Y equals 1D10 months  
Shift-Z equals 1D10 years  
CL1000 equals 3D10 years

**Energy Emmission:** Captain Atom has held his own in battle with Superman and Firestorm. He has Unearthly ability to project powerful energy or force blasts of quantum energy with line of sight range.

**True Flight:** Captain Atom can attain Monstrous airspeeds.

**Life support:** While his Body coating is active Captain Atom does not need air, food, or water to survive. Captain Atom may also exist unprotected in outer space and in harsh environments with Unearthly ability.

### Alter Ego:

Major Nathaniel Adam / Cameron Scott  
Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 60  
Karma: 40

## Talents

Leadership, Military, Martial Arts A, B, Pilot, Trivia: 1960's

## Contacts

Justice League, Extreme Justice

## History:

The Atom Project was a front for the operations of U.S. General Wade Eiling. His projects included The Captain Atom Project, The Major Force Project and Project Silver Shield. The Atom Project was created to study the metal from the hull of a mysterious alien craft of unknown origin.

In 1968, Air Force Captain Nathaniel Adam, a Viet Nam veteran was falsely accused and court-martialed for murder and treason. In order to get a Presidential pardon for his crimes, Adam was forced to participate in an atomic experiment. The government scientists were testing samples of an alien metal found at the crash site of a UFO and Captain Nathaniel Adam, was chosen to be the guinea pig. They locked him inside a sphere of the strange metal, suspended in an underground test chamber and detonated a nuke.

The experiment catapulted Nathaniel into quantum field where the alien metal that was bonded to him split from him and formed a perfect duplicate of the real Nathaniel Adam, including his memories. This duplicate returned to Earth, though more than 18 years had passed, while the real Nathaniel Adam remained behind in the Quantum Field.

With his original pardon null and void due to his "death," Adam was immediately co-erced into doing clandestine work for the U.S. military while maintaining a public superhero persona. Dubbed "Captain Atom" by the government's public relations people, the 1960s adventures of Captain Atom were transformed into a cover story, giving him a fake past for the years of his non-existence.

Originally, he served as a government plant to keep watch on the newly-sanctioned Justice League International, and kept many of his personal secrets from them. He never confided that his public origin was false, and even lied to the Blue Beetle to secure his help, telling the Beetle that he'd worked with the original Blue Beetle.

Eventually clearing himself of the false charges against him, he revealed his true background to the League. He was later appointed head of the European branch of Justice League International. He stayed with the J.L.E until the Armageddon event, in which he was believed to have been killed by Monarch's bomb. However, the two were blown into the past.

Upon his eventual return, the government recruited Cap to lead the League Busters against the JLI. Because of clashing ideologies with Wonder Woman amid the "Zero Hour," he split from the J.L.I to form Extreme Justice. In the course of their adventures Cap learned that he was a "quantum duplicate" of Nathaniel Adam. He then adopted the name of Cameron Scott (his old alias) permanently.

Captain Atom has had a long and distinguished career, battling such foes as the Ghost, Major Force, Dr. Spectro, the Extremists and Monarch. The evil Monarch, in fact, has been revealed to be the real Nathaniel Adam, who escaped the Quantum Field with the armor once worn by the original Monarch, Hank Hall. Captain Atom also led the satellite team known as Extreme Justice and continues to serve in the JLA reserves.

## Captain Boomerang



Captain Boomerang

## Digger Harkness

Fighting: Excellent  
Agility: Remarkable  
Strength: Typical  
Endurance: Good  
Reason: Excellent  
Intuition: Excellent  
Psyche: Typical

Health: 66  
Karma: 46  
Resources: Excellent  
Popularity: -30

### Known powers:

Boomerangs: Digger carries several boomerangs hidden on his costume, each with special properties. Unless otherwise noted, they are of Excellent material strength. Harkness can throw these so they will return to him with no risk of damaging himself.

- Electro-boomerang: Emit spark trails carrying a deadly 5,000 volts (Amazing energy damage), which circle around the target.
- Explosive-boomerang: Detonates on contact, Amazing damage to all in one area.
- Gas boomerang: Monstrous intensity tear gas, affects one area.
- Razor boomerang: Incredible material strength, inflict Remarkable Edged throwing damage.
- Bladed boomerang: Incredible Edged throwing damage, no affect on Body Armor of Good and higher material strength.
- Sonic boomerang: Excellent intensity sonic attack.
- Gravity boomerang: Creates local gravity field of Incredible intensity.
- Weighted boomerangs: Solid-weighted boomerang. Bull's-eye result on Blunt Throwing column indicates target must check for Stun or be knocked over.
- Preprogrammed boomerangs: These boomerangs are rocket propelled and are preprogrammed to fly to a target, pick up whatever item and returned to a predesignated spot with amazing flight speed and range.

*He has even made giant boomerangs, and dimensional spanning boomerangs.*

### Talents:

Weapon Specialist (+2CS with boomerangs), He also has +1CS with other thrown objects.

### History:

Digger Harkness was an Australian expert with the boomerang. He was hired by a corporation named the Wiggins toy company to be their new spokesman for their company. Mr.Wiggins gave him his current costume. Wiggins wanted to showcase his newest toy, "the Wiggins boomerang". As Captain Boomerang, he went on tour to do special public events showing off his Amazing skill with the Wiggins boomerang. Secretly he had preprogrammed boomerangs commit robberies while in public view during those events. Flash realized that the robberies took place during his public events in every city he attended. Flash put two and two together and tracked down the boomerangs to harkness and caught him red handed. Later he battled Flash many, many times. He even joined the Suicide Squad for a while. His current whereabouts are unknown.

Details by: Silversnake

Captain Cold



Captain Cold

Leonard Snart

Fighting: Good  
Agility: Remarkable  
Strength: Good  
Endurance: Excellent  
Reason: Remarkable  
Intuition: Remarkable  
Psyche: Excellent

Health: 70  
Karma: 80  
Resources: Excellent  
Popularity: -20

Known powers:  
None

Weapon:

Cold Gun: Leonard developed a special weapon that can halt movement at the atomic level thereby achieving absolute zero. He can use this gun he created for several cold and ice abilities, all at unearthly rank.

- Ice missiles: thrown unearthly edged damage
- Snow balls: thrown unearthly blunt damage
- Entrap others in ice of unearthly strength up to two areas away
- Create columns, walls, and other shapes of monstrous material rank
- Create ice ramps that allow him to "skate" at monstrous land speed. These ramps if properly supported can rise up two floors per round.
- Project waves of cold with monstrous intensity and range and reduces the Opponent's feats by -5cs if the intensity is higher than endurance, -2CS otherwise. This cold can be used to offset heat damage.
- Absorb cold and ice (effectively melting the latter) with monstrous ability and capacity.

Talents:

Cryogenics, Weapon Master: Cold Gun

Contacts:

None Known

History:

Leonard Snart grew up in a trailer park outside of central city with an alcoholic father and a verbally abusive mother. His only fond memories are of his younger sister, Lisa. The two would shoplift together, beat up the neighbour kids and steal from their own parents. When Snart turned eighteen he moved out and becoming a small time thief and began drinking excessively and experimentally with drugs. After graduating to armed robbery, Snart was caught by Barry Allen (the second flash) in central city and imprisoned. During his jail time, he studied thermal motion hoping to find a way to slow flash down.

When he was released, Snart broke into a lab and used an unknown radiation to charge a special gun of his own design. Snart's cold gun has the unique ability to halt the movement at the atomic level, thereby achieving absolute zero. It can also create cold field which Snart-renamed Captain Cold-used to slow flash down so he could be seen.

After Barry Allen died, cold briefly teamed with his sister, now a supervillain called the golden glider and the two eventually formed a quasi-legitimate business as bounty hunters. But good was not in their blood and it quickly fell apart. Soon after the golden glider was murdered, thrusting cold back into crime.

Cold often goes on binges with his illicit earnings, spending his money on booze and professional escorts. He has recently returned to keystone city for reasons yet to be revealed.

Details by: Silversnake

Captain Brittain



Captain Brittain

Brian Braddock

Fighting: Incredible  
Agility: Remarkable  
Strength: Unearthly  
Endurance: Monstrous  
Reason: Good  
Intuition: Incredible  
Psyche: Excellent

Health: 245  
Karma: 70  
Resources: Excellent  
Popularity: 30

Known Powers:

Flight: Shift-X

Personal Force Field: Captain Brittain has a force field closely over his skin, this gives him Remarkable protection even vs psionic attacks. He has used the forcefield for a ranged blunt attack of Remarkable damage as a power stunt once.

Precognition: Amazing precognitive flashes but no control over them.

Talents:

British Folklore & History, Physics, Engineering, Pilot

History:

Brian Braddock was the older twin brother of Elizabeth (later, Psylocke) and younger sibling to elder brother, Jaime. Brian grew up a quiet, reserved child, and studied science and chemistry. Landing a job at a research facility after college, Brian was severely injured to the point of

death when the facility was attacked and virtually destroyed. Brian was approached, in a guise, by Merlin from Otherworld and revived into the costumed athlete Captain Britian, with a sceptre that granted his powers.

Captain Britain fought crime and injustice in England for some time, and even teamed-up with American heroes, like Captain America and Spider-Man, for other adventures. At one point, Brian felt an undue amount of stress, and jumped from a plane into the Atlantic Ocean. Merlin saved him once again, and sent Cappa, with new sidekick Jackdaw, into the past to fight alongside the Black Knight in the Medieval crusades.

When his adventures in the past were over, Merlin sent him back to the future, but instead, Brian was clothed in his new Captain Britain costume and was transported into an alternate reality - a post-apocalyptic reality ruled by the reality-warping Mad Jim Jaspers. Captain Britain tried to save the world, alongside Opal Luna Saturnyne, but failed. He escaped the world with Saturnyne, and witness the Omniversal Majestrix destory that same world before sending Brian back home. At this point he knew he was operating as a part of a league of Captain Britain dimensional analogues, although he refused to follow their guidelines here and at every other opportunity.

Once at home, he soon confronted our dimension's version of Jaspers as well as a remnant of the destroyed dimension, the hero-killing Fury. Brian contined to adventure as Captain Britian, and soon encountered Meggan, his future fiancée. Many duties were forced on Brian, especially being a national symbol, and he later quit the role of Captain Britain, escaping to a lighthouse with the recently-transformed Meggan. During this time, his sister Betsy took on the mantle of Captain Britain, and was severly injured by Brian's archemeny, Slaymaster. Upon hearing this, Brian returned to his heroic identity and killed Slaymaster in retaliation. He continued to adventure as Captain Britain, but only as an independant operator. Brian, however, began to have a drinking problem.

Later, Meggan drew Captain Britain into association with the heroes who would soon form the team Excalibur. Although reluctant at first, Brian joined the team and adventured with them for a long tenure. Excalibur was soon revealed as being manipulated, in a ploy by Merlin to collapse all the omiverse into one plane of reality. Brian was instrumental in restoring the realities to their proper place, but briefly left the team afterward for some soul searching. At this time, Brian proposed to Meggan who readily accepted.

He was soon drawn back into Excalibur's fold, and helped Rachel Summers (Pheonix) restore peace to her home timeline. Upon returning, however, Brian was lost in the time stream, although he was saved by Rachel Summers taking his place. Brian returned significantly changed, and adventured with Excalibur as Britannic. Eventually, his purpose for being Britannic was revealed, and Britannic helped saved the world from the threat of the Phalanx. Brian then seemed more himself, although he again took a breif respite from adventuring, focusing more on his scientific abilities. He later used his ties as a member of London's Hellfire Club to iniltrate their ranks and help to stop their evil plans. He continued, however to stay apart from Excalibur, much to the chagrin of Meggan, who remained with them.

Captain Marvel



Captain Marvel

William "Billy" Batson

Fighting: Monstrous  
Agility: Amazing  
Strength: Shift-X  
Endurance: Unearthly  
Reason: Good  
Intuition: Remarkable  
Psyche: Remarkable

Health: 375  
Karma: 70  
Resources: Good  
Popularity: 50

Known Powers:

William Batson's human body has been super-charged with the magical energy of the Godwave. This grants him the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles and the speed of Mercury, which also enables flight. S.H.A.Z.A.M. These powers are described below:

- Cosmic Awareness: Captain Marvel possesses an Excellent understanding of the divine interactions with the mortal world. He is acting as an emissary for humanity against entities from magical realms whom are friendly, and a guardian against those who are not.
- Total Memory: This represents Captain Marvel's Wisdom of Solomon. With it, he can Recall knowledge and facts that he normally should not and/or would not know with Monstrous ability.
- Dimension Travel: This can only be used to travel to the Rock of Eternity at Remarkable rank. The Rock of Eternity is a nexus of power in a nearby realm of existence that channels power to anyone utilizing the power of the wizard Shazam. As to whether he can travel to other dimensions or locations using the Rock is currently unknown.
- True Flight: Captain Marvel is able to defy gravity and fly at Unearthly airspeeds.
- Hyper Speed: He has the ability to sharpen his awareness and increase his temporal flow at Amazing rank, appearing to move faster than humanly possible.
- Self-Sustenance: Captain Marvel is sustained by the magical energies coursing through his body. He does not require air, food or water.
- Resist Disease and Toxins: Marvel is highly resistant to the effects of toxins and disease to the point where he is unaffected by anything less than Unearthly intensity.
- Body Resistance: When transformed Captain Marvel possesses Monstrous protection from physical and Energy attacks.
- Alter Ego: By speaking the magic word, "Shazam," he summons a magical bolt of lightning that supercharges and transforms him. Since the bolt strikes wherever he is standing when he says the word, anyone at ground zero is damaged by Incredible lightning. Billy and Captain Marvel are Immune to any damage from this lightning.

Billy Batson  
Radio personality

Fighting: Typical  
Agility: Typical  
Strength: Poor  
Endurance: Good  
Reason: Good  
Intuition: Good  
Psyche: Remarkable

Health: 26  
Karma: 50  
Resources: Good  
Popularity: 10

The Marvel Family:

Captain Marvel Jr. and Mary Marvel have similar but reduced power levels (-2CS on all powers and physical abilities)

Limitations:

- Lightning attacks that cause Shift-X damage in a single round cause Captain Marvel to revert back to Billy Batson.
- When a member of the "Marvel Family" activates their powers, Cap loses 1CS from his Physical Attributes, Flight, Body Resistance and Hyperspeed Powers.

Talents:

Archeology

Contacts:

Whiz Radio, Shazam (the wizard), Justice League

History:

Billy Batson's parents were archeologists. On a trip to Egypt C.C. and Marilyn, along with Mary (Billy's twin sister), were seemingly all killed in mysterious circumstances. In truth, Theo Adam killed his parents and sent his sister back to the United States for adoption. Billy was entrusted to his uncle Ebenezer, who took his inheritance and kicked him out on the street. Then, one day he was guided by a strange man to an abandoned subway tunnel deep within the bowels of the city. There he met Shazam, an old wizard who had fought against evil for more than 5000 years. Since Shazam was about to die he wanted to leave his power to another person, and had chosen Billy. He would give Billy his power in exchange for his pledge to use it for good purposes.

Billy said the word for the first time, and thus was born Captain Marvel. With the wisdom of Solomon, the strength of Hercules, the stamina of Atlas, the power of Zeus, the courage of Achilles and the speed of Mercury a young wide eyed Billy became one of "Earth's Mightiest Mortals" with powers spawned directly from the gods.

Billy became child radio announcer for WHIZ radio and through them and their spelling bee he met Freddy Freeman and his Twin Sister Mary.

Since reuniting with his sister Mary, Billy has become very protective of her. Billy chose to split his power among himself, his sister Mary and both then subsequently donated a fraction of their power to their friend, Freddy Freeman, who was crippled when he accidentally stumbled onto a battle between the Marvels and one of their foes.

Freddy can summon the power, but unlike Billy or Mary, and due to the source of his power, Freddy speaks the name "Captain Marvel" to be transformed. The group is loosely referred to as "The Marvel Family" when all three are in their super-powered forms. Together, as Captain Marvel, Mary Marvel, and Captain Marvel, Jr, the Marvel family protected Fawcett City and Earth from numerous threats. Billy values his new "Marvel Family" very much, as it is the only real family he has.

Recently, The Marvels suffered a tremendous loss when the nefarious Mr. Mind detonated an atomic bomb in nearby Fairfield, killing thousands. Together, the Marvels brought Mr. Mind to justice, but the three nearly died when they were in a car accident in their non-powered forms. When their longtime enemy Black Adam reappeared, apparently to take their places, the one, true, original Captain Marvel ultimately defeated him.

Captain Marvel joined the Justice League for a while, even when Guy Gardner wouldn't stop teasing him, but left after a while. More recently, during the One Million incident, it was revealed that Billy will assume the wizard Shazam's role in the 853rd century. Billy's exploits up until that time remain unrevealed.

Captain Mar-vel



Captain Mar-vel

Fighting: Remarkable  
Agility: Remarkable  
Strength: Incredible  
Endurance: Remarkable  
Reason: Good  
Intuition: Amazing  
Psyche: Remarkable

Health: 130  
Karma: 90  
Resources: Poor  
Popularity: 55

Powers:

Kree Physiology: Originally, Captain Marvel had no superhuman powers. However, the Kree have evolved with greater strength than Earth humans in order to combat the heavier gravity of their home worlds.

Plasma Generation: Dr. Benjamin Savannah's radiation treatment altered Mar-Vell's genetic structure so that he could absorb solar energy and channel it into various uses. In addition to bestowing upon him even greater physical strength and allowing him to fly even without the nega-bands on, it enabled him to unleash 'Solar Bolts' of Remarkable intensity.

Cosmic Awareness: Monstrous power to sense the presence of beings and objects in the universe that were somehow of importance to him for whatever reason.

#### Equipment

Nega bands: The Kree nega-bands captured Mar-Vell's psionic energy and channeled it into many other uses. The first amongst these was physical strength. With the nega-bands on he could lift 10 tons.

- True Invulnerability: While wearing the nega bands, Mar-Vell had a Remarkable degree of imperviousness to harm.
- True Flight: in addition, the nega-bands gave Mar-Vell the power to fly at Remarkable speeds in an atmosphere or at C11000 speeds when in space.

Alter-Ego: For a time, the nega-bands allowed Mar-Vell and Rick Jones to share a single existence.

Self-Sustenance: Lastly, the nega-bands also endowed Mar-Vell with the Unearthly ability to exist unprotected in outer space.

#### Talents:

Espionage, Astro-Navigation

#### Contacts:

Avengers, Eternals of Titan

#### History:

Mar-Vell came to earth as a spy for the Kree galactic empire. His mission, simply to observe the race that had bred warriors powerful enough to defeat the Kree sentries as well as Ronan the accuser. but soon things became quite different for Captain Mar-Vell, his abilities on earth began to grow. Soon he had become so much more than just a warrior. His battles over the brief time he spent on our planet continually changed him. Soon he was granted a special uniform by the Kree Supreme intelligence ,as well as nega bands that allowed him to trade places with Rick Jones in the negative zone.

Soon after this he began the first battle that would mark him for greatness, the Kree - Skrull war. When this war ended , Captain Marvel had sacrificed his life force to Rick Jones, so that Rick could go on living. All involved thought Mar-Vell had died, but that was not to be ! Mar-Vell was once again trapped in the Negative zone, but still very much alive. After several small skirmishes with minor villains, Mar-Vell came into contact with his one, true nemesis, Thanos of Titan ! A veritable god , who worshipped death herself as a lover. During this epic battle Mar-Vell became the Protector of the Universe entire through the power of Eon, a creation of Chronos, a Titan who had delved to deeply into science and paid the price of having his essence spread throughout reality. Mar-Vell defeated Thanos, but in a battle that included the Mighty Avengers that was almost lost, but for Mar-Vell's Cosmic Awareness. This powerful insight allowed Captain Marvel to strike at Thanos' true power source, the cosmic cube, thus rendering the gigantic and powerful titan insensate. Soon after Mar-Vell fought a minor villain named Nitro, the exploding man. Unbeknownst to Mar-Vell, in sealing off a ruptured canister of deadly gas with his gloved hand, he had inadvertently contracted cancer, but this would not rear its head for some time.

Soon after Mar-Vell fought against the Lunatic Legion, as well as the Supreme Intelligence himself ! Then Captain Marvel returned to earth for a time again as he was brought into battle against Mercurio the four D man, a powerful enemy of Thors who wanted to invade our dimension. Not much after Mercurio was defeated Thanos returned. this time the Mad Titan fought against Mar-Vell, the Thing, Adam Warlock, the Avengers and Spider-Man in an epic struggle that rocked the galaxy. Once again the heroes defeated the mad Titan by the skin of their teeth, thus saving the galaxy once more.

After this Mar-Vell returned to earth and battled on against Thor as well as Isaac, the living computer in an epic battle that was one of Captain Marvel's finest hours. Not long after this Mar-Vell's cancer began to show it's ugly face. He became gradually weaker as the greatest minds in the galaxy fought to save him. In the end all their powers and scientific as well as mystic might proved for naught. Mar-Vell passed away due to complications of cancer. Before his passing , the Skrulls, his most bitter enemies, gave him their medal of honor, But his own people branded him a traitor and an outcast. He died that way, but universally he was heralded as a hero by almost all other races.

Captain Marvel



Captain Marvel

Genis/Rick Jones

Fighting: Remarkable  
Strength: Incredible  
Endurance: Remarkable  
Reason: Good  
Intuition: Amazing  
Psyche: Remarkable

Health: 130  
Karma: 90  
Resources: Typical  
Popularity: 55

Known Powers:

Kree Physiology: Originally, Captain Marvel had no superhuman powers. However, the Kree have evolved with greater strength than Earth humans in order to combat the heavier gravity of their home worlds.

Plasma Generation: Absorb solar energy and channel it into various uses.

Solar Bolts: Remarkable Energy, 10 areas

Cosmic Awareness: Monstrous power to sense the presence of beings and objects in the universe that were somehow of importance to him for whatever reason.

Alter-Ego: Genis and Rick Jones to share a single existence. Rick Jones has none of these powers until he becomes Captain Marvel. Ricks stats are below:

Fighting: Good  
Agility: Typical  
Strength: Good  
Endurance: Excellent  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health: 46  
Karma: 26

Equipment:

Nega bands:

- True Invulnerability: Remarkable degree of imperviousness to harm.
- True Flight: Remarkable airspeed in atmosphere, CL1000 airspeed in space.
- Self-Sustenance: Unearthly ability to exist unprotected in outer space.

Talents:

Space Navigation, Trivia (Super-Humans)

Contacts:  
Avengers

History:

Genis Vell is the son of the original Captain Marvel. His mother Elysius used his and her genetic material to create their child. She named him Genis-Vell, and to protect him from his fathers enemies, Genis was artificailly aged. Then Genis decided to follow in the footsteps of his father and become a hero. He took on the name Legacy, because he wanted to follow his fathers "legacy"(Oh, and Captain Marvel was being used by Photon.) Eventually, Genis actual fought Photon for the title of Captain Marvel, and won.

Quickly after his career as a hero start, his mother was murdered by the reanimated corpse of his father. Siphon, the villain from the negative zone, was the one who reanimated his corpse. Adam Warlock had helped Genis rebury his father, and Genis doned the nega-bands to finally take on full responsibility as Captain Marvel.

Captain Ultra



Captain Ultra

Unknown

Fighting: Incredible  
Agility: Incredible  
Strength: Incredible  
Endurance: Incredible  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 120  
Karma: 18  
Resources: Typical  
Popularity: 5

Powers:  
Penetration Vision: Feeble  
True Flight: Good

Weakness:  
Formerly fainted at the sightof even a matchflame. He was cured of this psychological fear by Doc Samson.

Talents:  
Plumber

Contacts:  
none

History:

Captain Ultra believes he is the ultimate comic book hero. He loves the gaudy costume. He will gladly talk about how brilliant his powers are.

Cardiac



Cardiac

Dr. Eli Wirtham

Fighting: Gd  
 Agility: Rm  
 Strength: Ex  
 Endurance: Ex  
 Reason: In  
 Intuition: Ex  
 Psyche: Ex

Health: 80  
 Karma: 80  
 Resources: In  
 Popularity: 5

Powers:

Artificial Components/Beta Technology: Wirtham's heart has been replaced by an artificial one. Should his heart develop an arrhythmia, it can be stabilized by accessing the automated maintenance programs of certain machines housed at a shielded, secure and highly sophisticated laboratory on the thirteenth floor of Wirtham Towers. These machines interface with his heart through access ports hidden in the palm of Wirtham's left hand. Both of Wirtham's arms are either bionic replacements, or have a great deal of artificial material. This artificial material resembles human muscle and connective tissue which is fashioned from an undisclosed metal. Both the appearance of Wirtham's arms and the fact that he still has feeling in them suggests that they are not standard robotics. It is possible that Wirtham's legs or other body parts have been similarly altered. Small damage to his pseudoskin can be touched-up, but more extensive damage must be handled by his machines. Such repairs burn and take 100 rounds to set up or cool.

Wirtham's body is capable of generating vast amounts of energy called Beta energy. Wirtham can release Incredible amounts of this energy through his hands but at only Feeble range (touch only). He needs his multi-purpose staff to focus his energy into a distance at tack.

Body Armor: Cardiac wears a suit of body armor the primary layer of which is made of some kind of bullet-proof cloth. This material provides Excellent protection from Physical attack, Poor resistance to energy attack, and Excellent resistance to Fire and Heat-based attack. Cardiac's costume also incorporates external shock plates in the front and rear torso, shoulders, knees, gaunt-lets, and boots. These plates help to absorb shock and diffuse inertia so that he resists stuns as if he had Amazing endurance. The shock absorbency of his armor allows Cardiac to fall and take no damage from heights of up to 45 feet provided he lands on his feet.

Multi-Purpose Pulse Staff: Cardiac's primary weapon is his multi-purpose pulse staff. As Wirtham, this staff appears as a metal walking stick about 1 meter in length. A microscopic surge of Beta energy causes it to elongate to its full 2 meter size. Cardiac uses this staff as a pole with

which he can vault 30 feet. It also connects him to his robotic wing, serving as a bar from which Cardiac hangs as the wing flies. The staff's most important use is as a focus for Cardiac's Beta energy. Using his staff, Cardiac can fire blasts which cause monstrous physical or energy damage up to 3 areas away. The staff does not produce the energy, but temporarily stores and amplifies the energy channeled through it. The material strength of Cardiac's staff is at least Amazing.

**Robotic Wing:** Cardiac can fly through the use of a remote controlled robotic wing. Alone, this wing is capable of reaching Remarkable air speeds (225 mph or 15 areas/round). Its maximum speed drops to Excellent (150 mph or 10 areas/round) with Cardiac in tow.

**Limitation:**

Certain frequencies of energy interfere with the pacing of Wirtham's artificial heart. Cardiac must make an Endurance FEAT versus any attack which disrupts electrical equipment with greater than Excellent intensity. Failure of this FEAT indicates Cardiac's artificial heart has malfunctioned. A second Endurance FEAT should then be made to determine the extent of the damage with a red result indicating he is all right, a yellow meaning he must rest for 1-10 rounds while experiencing chest pain and shortness of breath, a green result driving Cardiac to the floor clutching his chest for 2-20 rounds, and a white result meaning he has suffered a heart attack and requires immediate hospitalization (but more likely has to be taken to Wirtham Towers where he can access his programs).

**Talents:**

Wirtham has the Acrobatics, Medical, and Tumbling talents.

**Contacts:**

Tony Stark. Spiderman. Wirtham is a major political contributor and has government contacts at the city (the Mayor, and at least one councilwoman), State, and Federal (the Senate) levels.

**History:**

Eli Wirtham lost his older brother Josh, to a rare, incurable disease. As a result, he vowed to become a healer, who would save lives to honor his brother. Eventually building the most powerful medical and biological research empire on the East coast, Wirtham was able to acquire an older chemical company. In studying their old records he discovered that a miracle drug had actually been developed in time to save his brother's life, but that it had been kept off the market until the economic climate was more favorable.

Realizing that his brother had died because of greed, Wirtham decided to become a Hand of Justice who would strike out against those protected from punishment by position or technicality. Toward this end, he made considerable sacrifices to acquire powers which would make him more than human. He became Cardiac.

Cardiac first burst onto the scene with a series of attacks against the holdings of Sapirdyne Chemicals. Sapirdyne had been singled out by Cardiac because they supplied chemicals vital for the processing of cocaine from South America. As these chemicals had legitimate applications, these transactions were perfectly legal. On the night of Cardiac's first raid, Peter Parker happened to be at Sapirdyne's dock-side warehouse. Though Peter, as Spider-Man, tried to stop Cardiac from destroying the warehouse, he was unsuccessful.

Sapirdyne Chemicals was only a holding for Stane International. When Stane's chief executive, Justin Hammer, was informed of the financial loss he had suffered, he made arrangements with the Rhino. When Cardiac next entered a Sapirdyne manufacturing plant, Rhino was waiting for him. Rhino might have beaten Cardiac if not for the intervention of Spiderman. Though Spider-Man tried to stop Cardiac from destroying the plant, he was once again unsuccessful.

At the Symkarian Embassy, in a meeting set up by the Silver Sable, Herschel Sapir, head of Sapirdyne Chemicals, contracted with Spider-Man to neutralize the terrorist called Cardiac. In response to a leak to the news media, Cardiac showed up on a cargo ship leaving New York harbor with a large shipment of chemicals. Spider-Man was waiting for him on-board and the two battled. Unbeknownst to Spider-Man, Hammer had stationed Boomerang aboard ship with orders to finish off the survivor. Seeking to add two notches to his reputation, Boomerang attacked before the battle reached a conclusion and was defeated by Spider-Man. With Spider-Man distracted by Boomerang, Cardiac was able to get into position to deliver a blast to the hull of the ship, sinking it. Cardiac escaped from the sinking vessel using his remote-controlled robotic wings.

Cardiac has since shown up to punish Albert Brukner, who had stolen millions of dollars in an S&L fraud; Techtoy, who continued to produce a dangerous electronic doll after one had maimed a child and they had gotten off on a technicality and their parent company Stane International, for nerve gas research they were conducting as part of a sonic missile they were developing. After their last encounter, which took place at a Stane manufacturing plant, which as it turned out was illegally manufacturing munitions in a populated area (the weapon itself wasn't illegal, but the plant's location was), Cardiac left Spiderman a note which read: One down...a world to go.

**Carnage**



## Carnage

Cletus Kasady

Fighting: In  
Agility: In  
Strength: Am  
Endurance: Am  
Reason: Gd  
Intuition: Rm  
Psyche: Ty

Health: 180  
Karma: 46  
Resources: Ty  
Popularity: -30

### Known Powers:

Symbiote: Kasady is bonded with the symbiote. Kasady & the symbiote must be attacked separately. When you try to attack them, your -6cs to attack. It has Rm resistance against attacks & has 30 health. The Symbiote can regenerate 6 points of health a round. When the symbiote fall to 0 health, it is knocked unconscious for 1-10 rounds. An offspring of Venom's Symbiote, the Symbiote itself has the same abilities as Venom's. The powers granted to Carnage are somewhat different.

Symbiote Tendrils: Am, it can stick to In strength material. When it is disconnected from the symbiote, it dissolves in 5-50 minutes. It can be used to entangle or transportation(3 areas/round)

Claws: Ex edged damage

Spider-Sense immunity: Can block Spider-Man's Spider-Sense

Body Armor: Ty vs. blunt attacks

Object Creation: Carnage can create small weapons from his Symbiote's substance that disintegrate 1-6 rounds after creation. The damage is weapon-specific.

Elongation: Ex

### Weakness:

sonics do -3cs damage, fire -1cs

Talents: None

Carnivore, Exemplar of Farallah



Carnivore

Count Andreas Zorba

Fighting: In  
Agility: Rm  
Strength: Am  
Endurance: Un  
Reason: Gd  
Intuition: Mn  
Psyche: Gd

Health: 220  
Karma: 95  
Resources: Rm  
Popularity: -10

Powers:

Claws: These CI1000 rank material strength claws can pass through any material of CI1000 material or less. They do Am edged damage.

Hyper-Olfactory: Mn

Hyper-Hearing: Am

Tracking: Mn

Night Vision: In

Body Resistance: Rm protection from physical and energy attacks.

Regeneration: Gd

Talents:

Archaeology, Wrestling, Multi-lingual (English, Greek).

Contacts:

Icon: Fearsome Fist of Farallah

Age: 46

Nationality: Greece

Place of Transformation: Andes Mountains, Peru

Profile:

An independently wealthy and internationally known collector of antiquities. Zorba is a member of the "Antiquarians," a loose, informal grouping of collectors throughout the world who pride themselves on their ability to locate and acquire ancient artifacts, the more bizarre the better. Highly competitive, Zorba is described by employees as not terribly interested in his collection of rarities once he'd acquired them. His main interest, apparently, was the chase in beating his fellow Antiquarians to the prizes they sought, and in the knowledge that he'd won out over them.

## History:

Count Zorba was a member of the Council of Antiquarians. He was present at the temple of Balthak when Inferno was created. Realizing the danger that Eighth Day represented, Anthony Stark, and Council members Abner Little, Zorba, and Princess Zanda sought out a temple discovered in the Andes by another council member, Nigel Pigman. Within that temple, Zorba became the exemplar of Farallah, Carnivore.

## Catseye



## Catseye

Sharon Smith

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Good  
Reason: Poor  
Intuition: Excellent  
Psyche: Excellent

Health: 50  
Karma: 44  
Resources: Poor  
Popularity: 2

### Known Powers:

**Lycanthrope:** Catseye possesses both a demihuman form and a feline form. The demihuman form possesses a furry tail and slit pupils. The feline form retains human speech and intelligence but gains

- Fighting: Excellent
- Endurance: Excellent
- Health: 70
- Prehensile Tail.

**Claws:** Catseye has claws which allow her to do Good damage in combat. When using her hands for manipulation however, these claws make her somewhat clumsy, dropping Agility to Poor.

**Infravision:** Catseye's feline form provides Good thermal vision.

**Climbing:** Catseye is able to move at normal rates across walls due to her claws.

### Talents:

Photographic memory

Contacts:  
Hellions, Wolfsbane

History:

Most of Sharon's past is unknown. It is thought that she had a feline appearance at birth, and that is why her parents abandoned her. In any event, she was raised by cats and lived much of her life as a cat until Emma found her and showed her she was human.

Codenamed Catseye, she could take the form of a strong, agile lavender cat with enhanced senses and outstanding night vision; she also had enhanced strength in her feline form. She also had the ability to walk up walls.

Sharon had a wild, animalistic personality. She enjoyed hunting killing her own food. She was also exceptionally intelligent, since she learned to speak and to read in less than a year. Catseye was extremely agile in feline form, and preferred it over her human form. Sharon in fact believed that she was a cat who could take human shape as well. Sharon had a unique personality and was an extremely interesting character. Her death was a shame.

Catwoman



Catwoman

Selina Kyle

Fighting: Remarkable  
Agility: Incredible  
Strength: Good  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Incredible  
Psyche: Remarkable

Health: 110  
Karma: 90  
Resources: Excellent  
Popularity: 30

Known Powers:

Seduction: Selina has a body that men usually only find in their dreams. She exudes a sensuality and sophistication that makes her very adept at seduction. She has grown adept at gauging men's moods and learning how to offer them what they want or need to appease them. She may do this with Excellent ability.

**Animal Empathy:** Catwoman has an Good affinity for cats. Feline species tend to flock to her, accepting her almost immediately, recognizing somehow that she is not an enemy but a friend. This allows her to calm injured cats, train them, befriends them, and form strong bonds with them. These animals will even sometimes come to her defense when she is attacked.

**Equipment:**

**Costume:** Catwoman's costume is designed to give her maximum flexibility and movement, while providing her some protection, anonymity, and stealth. Her mask covers her features, keeping her from instant recognition in her civilian identity, The material is a thick insulating cloth, protecting her from cold and wet, while being fire retardant. It doesn't provide any damage protection from weapons or blows however does provide Good protection from energy damage.

**Claws:** Catwoman's gloves and boots contain special retractable claws which are formed of a strong steel which extend from and retract into her gloved fingertips and boots when she triggers pressure switches. They can shred a bullet-proof vest, punch through an aluminum frame car door, or dig into porous surfaces to climb.

- Claws: Remarkable edged damage.
- Climbing: Remarkable.

**Whip:** Catwoman is highly proficient in the use of the bullwhip. She employs a 12 foot long, black leather braided bullwhip which is normally carried on her person either in her boot or in a small backpack. She is able to perform several feats with this weapon, including the following:

- Entangle: Catwoman can snap the whip out to wrap it around an object up to 8 feet away, leaving 4 feet of leather to entwine itself around the object
- Swing: Selina may employ her whip to help her climb surfaces or swing from one area to another
- Strike: Selina can strike an opponent with her whip and cause them Good damage.

**Talents:**

Acrobatics, Tumbling, Animal Handling, Espionage, Martial Arts-All, Weapon Specialist: Whips, Performer, Business/Finance

**Contacts:**

Batman, Street Level criminals, Wildlife Conservation field

**History:**

Selina Kyle grew up as the neglected child of an alcoholic father and a long dead mother. Suffering the abuses of her father's drinking problem, and finding herself alone and without parental guidance or sibling companionship her entire childhood, Selina learned early on to be independent and fend for herself. From her earliest years Selina was putting herself to bed, fixing her own meals, dressing herself, and scrounging through her passed-out father's pockets for money for school supplies, and necessities. She was orphaned at the age of 12 when her father died, due to the complications of his alcoholism. Selina coldly reported his demise to the authorities, realizing she never loved the man who barely even spoke to her during her childhood unless it was to scream at her while he beat her, often calling her by her mother's name.

With nowhere to go but unhappy foster homes or an orphanage, the young girl, not even yet a teen, took to the streets. She had always depended on herself to live, and this was no different, only this time there was no drunken parent leaving her black and blue. Stealing to support herself became a way of life...the girl developed her exceptional skills of stealth and lockpicking to keep herself alive. Eventually she was picked up by police and sent to a girl's home. In that unhappy place she grew up without any appreciable ethical guidance and developed further her intense sense of independence and self-sufficiency, something common to many orphans. Selina learned hard and fast, that theft could be the quickest and easiest way to obtain the wealth and luxury she dreamed about as a child...but a faster, seemingly easier way soon presented itself.

Selina was barely 16 and still attending the girl's school when she met the man who would court her, seduce her, and marry her in a matter of months. He was rich, powerful, handsome...it seemed the fast road to happiness and wealth. Unfortunately he also happened to be a terribly abusive man who would beat her, often to the point of hospitalization, then try to buy her forgiveness and silence with jewels and threats. The cycle went on for several terrible years until finally, Selina drew forth the courage to divorce him. It was a hard journey, as she was long trapped in the mentality of her childhood, allowing it to happen because he was her husband, just as she let it happen because the last man was her father. This time, instead of waiting out his death or her own, she ended the relationship.

Her husband was the vindictive sort, and he forcibly took back all the expensive jewelry he'd given her in reparation for the beatings, as well as taking steps to keep her penniless in the future. Angry and regaining her independent fire, Selina sought out her revenge by breaking into his safe to take back her jewels. Intoxicated by the strength and independence of the act, Selina adopted the Catwoman persona, creating a costumed identity for herself, and choosing to make it her way of life. She would never be at the mercy of any man ever again.

In matters of self-defense Selina realized that although handguns, knives, and other weapons are good protection, they might not always be available in a crisis, so she endeavored to make her body a weapon itself. She spent a year studying martial arts with a mysterious armless sensei who has trained many known heroes and villains. Still rough edged from her street days, during this time with the sensei she developed the sophistication and overall polish that are the hallmarks of Catwoman. She trained in the use of the bullwhip...which would soon become a trademark for her, and honed her skills of thievery and stealth to a fine edge, educating herself to be the perfect burglar. She also developed her own sense of morals along the way, which somehow leaves her wavering on the border between hero and villain. Selina often stands up for the weak who're unjustly persecuted by the strong and is loyal to her personal friends. Unlike most of Gotham's criminal element she will not kill. Proficient in fighting skills as she is, Catwoman much prefers slipping in and out quietly, like her namesake, and avoids violence whenever possible.

Shortly after Batman made his first appearance in Gotham, Selina appeared on the streets as Catwoman and was often thought in those early days to be associated with Batman. She and Batman have matched wits time and time again, with neither side holding an advantage. Despite

Batman and the GCPD's best efforts, Selina has remained a most elusive prey.

Despite her status as one of Batman's longest-running foes, Selina has worked on the side of Batman and company on occasion, notably during the Clench outbreak and after an earthquake that ravaged Gotham. After Gotham was declared off-limits, Selina took off for New York, but soon after returned to Gotham at Batman's request.

Gordon became determined to bring down Catwoman and set up a sting operation. Selina was tricked into pleading guilty in exchange for no prison time, but she was sent to a women's rehabilitation center which actually is no better than a true prison. Where she stands right now remains unrevealed.

#### Celestials



#### Celestials

Fighting: Mn  
Agility: Un  
Strength: CL3000  
Endurance: CL3000  
Reason: CL1000  
Intuition: CL1000  
Psyche: CL1000

Health:6175  
Karma:3000  
Resources:CL3000  
Pop:N/A

Known Powers: *The normal Celestial has the following array of powers:*

Biophysical Control: alter genetics at CL1000 rank  
Clairvoyance: CL1000  
Energy Control/Emission (all forms): CL1000  
Immortality  
Internal Limbo: it's interior looks greater than the exterior shell.  
Invisibility:CL1000 telepathic invisibility  
Invulnerability: CL3000 vs. physical/energy  
Self-Duplication  
Telepathy: CL3000. Used solely to communicate with other celestials.  
True Flight: CL5000  
Internal Defenses:  
-Fliers: F GD A GD S RM E RM: Rm plasma, Ex Flight  
-Acid Swarm: F Mn A Gd S Un E Gd: Ex acid  
-Replicoids: F Rm A Ex S Ex E Ex: Rm Imitation, Ex Invulnerability.

## Known Celestials

- Celestial - Arishem the Judge
- Celestial - Eson the Searcher
- Celestial - Gammenon the Gatherer
- Celestial - Hargen the Measurer
- Celestial - Jemiah the Analyzer
- Celestial - Nezarr the Calculator
- Celestial - One Above All
- Celestial - Oneg the Prober
- Celestial - Tefral the Surveyor
- Celestial - Ziran the Tester
- Celestial - Exitar the Exterminator

The origin of the armor-clad Celestials is unknown, nor has anyone seen what they look like beneath their distinctive 2000-foot-high armor. They are a star-faring race that locates nascent sentient races and manipulates their genetic make-up, then returns in the future to judge whether they are a threat. If judged a threat to the universe, then that race is destroyed.

On Earth, the Celestials created the alternate human races of Eternals and Deviants, and placed the potential for benign mutation in mainline humanity. In other visits, they sank Lemuria to prevent the success of the Deviant line, and threatened to seal the dimensional nexus to prevent the interference of extra-dimensional beings. The Celestials are enigmatic, and except for their master plan take no notice of the life they tower over.

## Cerberus



## Cerberus

Fighting: Shift-Y  
Agility: Shift-Y  
Strength: Unearthly  
Endurance: Shift-Y  
Reason: Excellent  
Intuition: Amazing  
Psyche: Good

Health: 850  
Karma: 80  
Resources: Not Applicable  
Popularity: -100

### Known Powers:

Body Resistance: Cerberus has a tough hide providing Unearthly protection from physical and energy damage.

Hypersensitive Hearing and Olfactory: Cerberus can hear and smell objects upto 50 miles distant with Shift-Z ability.

Tracking: Cerberus can track any being across any medium including deep space at CL1000 rank.

Extra Attacks: In melee combat each of Cerberus' three heads may make an attack. These may be directed at the same target or a number of targets within melee range.

Weakness:

Because of his extremely sensitive hearing sonic attacks receive a +1CS effectiveness.

Talents:

None

Contacts:

None

Cerise



Cerise

Fighting: Remarkable

Agility: Excellent

Strength: Remarkable

Endurance: Remarkable

Reason: Excellent

Intuition: Excellent

Psyche: Remarkable

Health: 110

Karma: 70

Resources: Typical

Popularity: 5

Known Powers:

Light Emission: Cerise can generate and manipulate Light with Monstrous ability. She has created the following effects:

Laser Blasts: Monstrous damage

Energy Solidification: Create Monstrous strength solid light containers or restraints. She can also create various other forms of solid light.

Flight: Remarkable

Wrist Sensor: Amazing sensor array with various energy and life force detection.

Battle Armor:

Body Armor: Remarkable vs physical, Incredible vs energy

Strength, Endurance and Intuition +1CS (health increase)

Self Sustenance: Air-supply capable of surviving in deep space

Invulnerability to Heat and Cold: Unearthly

Talents:  
Navigation

Chamber



Chamber

Jonathan Evan Sarsmore

Fighting: Typical  
Agility: Typical  
Strength: Good  
Endurance: Remarkable  
Reason: Typical  
Intuition: Good  
Psyche: Remarkable

Health: 52  
Karma: 46  
Resources: Typical  
Popularity: 0

Powers:

Bio-Blast: Chamber generates Bio-Energy from his chest and can fire a blast for Incredible damage or cause an explosion which causes Amazing damage to an entire area.

Limited Telepathy: Good, Telepathic speech.

Limitations: Mute

Talents:

Contacts:  
Generation X

History:

Jonothon Starsmore was born in a royal family, and his life was forged to it until his mutant powers were released. His face and chest were destroyed, separating himself not just from humans, but from mutants too. When Xavier was forming the Generation X, he invited him to the team and he accepted. Having a baptism of fire with an attack from Emplate, Chamber proves himself to be a great asset to the Gen X and maybe future leader, thanks to his calm. He has some deep feelings for teammate Paige Guthrie, a.k.a. Husk, now that he put behind him his first big love, Gayle, who allied with Emplate to have Chamber back to her. After Onslaught, when his powers and condition almost killed him, Chamber returned to the school. Another great battle took place during Operation: Zero Tolerance, when the kids were sent running by Bastion's forces. Some time later, Chamber's psionic powers were taken, thanks to the psionic wave the Shadow King released in the Astral Plane. Slowly, his abilities returned, and he's once more a valuable member of Generation X.

Champion



Champion

Tryco Slatterus

Fighting: Unearthly  
Agility: Monstrous  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Good  
Intuition: Excellent  
Psyche: Excellent

Health: 375  
Karma: 50  
Resources: Unearthly  
Popularity: 0

Known Powers:

Immortality

Invulnerabilities: as others

Body Armor: In vs. blunt attacks

Power Primordial: Unearthly

- Teleport himself and others
- Raise his strength +2CS for 1-10 turns.
- Create Force Fields
- Life Support

- Champion can perform power stunts as the other elders at a Red FEAT.

Spacecraft: CL3000 speed, Amazing Control, Body and Protection

Talents:

Martial Arts B,C,E, Wrestling and Astro-navigation

History:

Very little is known about the extraterrestrial Tryco Slatterus. Eons ago, he chose to dedicate himself to be the best hand-to-hand fighter in the universe. Since new fighters are born each second, this has kept him alive over many thousands of years. At some point, he was contacted to join the group of the oldest being in the universe, the Elders. As the Champion, he fought Earth's hero known as the Thing, and being honestly bested, he begrudgingly acknowledged defeat. Later, he became involved in the Elder's plot to destroy the abstract entity, Galactus, and thus recreate our universe.

Chance



Chance

Nicholas Powell

Fighting: Good  
Agility: Remarkable  
Strength: Good  
Endurance: Remarkable  
Reason: Remarkable  
Intuition: Remarkable  
Psyche: Good

Health: 80  
Karma: 70  
Resources: Excellent  
Popularity: -5

Known Powers:

Ankle Jets: These jets allow Chance to attain Good airspeeds.

Wrist Blasters: Chance has a blaster on each wrist that contain the following weapon systems:

Laser: Remarkable energy damage. 4 areas. Twenty blasts before requiring recharge.

Concussive Blasts: Remarkable force damage in open areas. Incredible damage in confined spaces.

Acid Darts: Glass darts filled with one quater ounce of Excellent intensity acid. The darts have a range of 2 areas and each wrist blaster contain 30 darts.

Cellular Telephone: A radio telephone is contained in his bracelet and is connected to his home computer and answering machine.

Cybernetic helmet: Chances helmet contains a variety of sensors and display screens. What look like goggles are actually a variety of video screens and instrument displays.

Circular Vision: Five video camera's feed the monitor screens giving Change a 360 degree view.

Infrared Vision: Good ability to see thermal emissions or to see in the dark.

Radar: Good radar gives basic position of obstacles up to 10 areas away.

Systems Monitoring: Displays within the helmet inform him of the status of ammunition, laser charges and power level.

Protected Vision: Whilst wearing the goggles Chance is immune to most sight based attacks unless such attacks can be controlled by television.

Power Pak: His backpack contains 20 charges for the wrist blasters and power supply for his helemt and ankle jets. The pack conveys the power through cables linking the pack and helemt If these cables are damages Chance suffers an electrical shock that stuns him for 10-100 turns unless he successfully makes a red Endurance FEAT roll.

Talents:

Acrobatics, Marksmanship, Weapons Design, Gambling

Contacts:

History:

Nicholas Powell was a compulsive gambler who felt that only great risks gave life any thrill. His gambling with money led to gambling with his life in mercenary adventures. He soon developed his combat suit and gave himself the code-name Chance, due to his trademark practice of not charging for his services, but instead betting against his employers. If he can carry out the job, they owe him. If not, he forfeits a similar sum.

Powell observed the hero Spider-Man after killing a target on behalf of the crimelord known as the Foreigner. Powell bet the Foreigner that he could kill Spider-Man within 24 hours. To this end, he used the retiring jewel thief, the Black Fox, as bait but failed to defeat Spider-Man.

Later, Powell was hired to steal weapons on behalf of the so-called Life Foundation, who was attempting to build the ultimate survivalist shelter, the Sanctum Maximus. Powell was betrayed, however, when the organization tried to steal the secrets of his wrist blasters, and they captured and tortured the mercenary. Powell was being tracked by Spider-Man, however, who helped Powell to escape and defeat the Life Foundation.

Presumably, Powell continues his peculiar career, although he avoids jobs that may involve Spider-Man, out of honor for the hero's previous help.

Changeling



Changeling

Unknown

Fighting: Ty  
Agility: Ty  
Strength: Ty  
Endurance: Ty  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 24  
Karma: 18  
Resources: Pr  
Popularity: 0

Known Powers:

Imitation: The changeling was a human metamorph. Through psionic means he could alter his entire physical appearance with AM ability. He could also change his voice and would appear as if an exact duplicate of any individual. He could not duplicate powers.

Psionic Powers: During his stint as Professor X, he was granted the powers of telepathy and mind blast at EX rank.

Talents:  
none

Contacts:

## Professor X

### History:

Virtually nothing is known about the mutant known as Changeling, although he had used his mutant powers to successfully engage in many criminal activities. Because of these crimes, he was contacted by the so-called Mutant Master to join the subversive mutant organization Factor Three. The Changeling in turn recruited other villainous mutants for the team, namely, the Blob, Mastermind, and Banshee, who had to be brainwashed to serve them and was freed by the mutant heroes, the X-men.

Later, Factor Three kidnapped the X-men leader, Professor X in order to capture the mutant heroes. Factor Three put the X-men on trial for treachery to the cause of mutant domination of Earth. The X-men broke free, however, and stopped Factor Three's current attempt at world domination. At the same time, the Changeling, who had grown suspicious of the Mutant Master, appeared in the guise of Professor X to confront him. Ultimately, the Mutant Master was revealed to be an alien exploiting the mutants of Factor Three for his own agenda. The real Professor X then led the X-men and Factor Three to defeat the Mutant Master, and the two teams parted ways.

A short time thereafter, the Changeling learned he had a terminal illness and would not live more than six months. He contacted Professor X, wanting to do something to make up for his past crimes. Professor X had Changeling impersonate him so that he could focus all his attention and power on another pending alien invasion. Only the X-men known as Marvel Girl (now, Phoenix) knew of Changeling's new role. As Professor X, the Changeling led the X-men for a considerable time.

Then, in conflict with the subterranean villain Grotesk, the Changeling was instrumental in stopping Grotesk's plans to destroy the surface world. However, Changeling was fatally wounded by being too close to Grotesk's doomsday device as it exploded. He died a few months later, knowing he had redeemed himself through his sacrifice. (It would not be until months later, when Professor X reappeared as the alien invasion was moving closer, that the X-men learned that the man who died was Changeling.)

Changeling's body was reanimated by the villainous voodoo priest Black Talon, who wanted to use mutant zombies in crime sprees. Changeling subversively allowed the hero She-Hulk to defeat the villain. He was laid to rest again, not wanting to repeat his past mistakes as a villain after he had been allowed to be a hero.

## Changeling



## Changeling

Garfield Logan

Fighting: Good  
Agility: Excellent  
Strength: Typical  
Endurance: Remarkable  
Reason: Good  
Intuition: Typical  
Psyche: Typical

Health: 66  
Karma: 22

Resources: Remarkable  
Popularity: 10

**Known Powers:**

**Animal Transformation:** Garfield Logan has the ability to change his form into that of any animal he can think of, gaining the abilities of whatever animal form he has chosen. He does this with Amazing ability. Although not restricted to a size limit the smaller the animal, the longer Gar is able to keep the shape. The greater the animal's mass the shorter time Gar can hold that form.

**Limitations:**

- Changeling always retains his green pigment in whatever form he chooses.

**Talents:**

Performer: Actor,

**Contacts:**

Titans, Young Justice

**History:**

Garfield Logan's early childhood was normal, up until the point that his parents, Mark and Marie, took him along with them on a research expedition to Africa. While there, the then-toddler contracted a deadly disease called 'sakutia', which was only survivable by certain exotic animals.

Gar's father Mark saved his life, however he spliced the genes of the aforementioned animals with those of his son. It cured him, but it turned him green and gave him the ability to assume the forms of animals. Shortly thereafter, his parents died in a boating accident and the boy was adopted by an African tribal leader who'd befriended the Logans. Unfortunately, the shaman of the tribe, Mobu, resented Gar so incredibly harshly that he hired foreign thieves to try and kill the boy. Gar was injured in the resulting fracas, and the thieves that had conspired with Mobu abducted the eight-year-old and used him kinda like the way Fagan used kids, making them steal for him; they finally killed each other and Gar became a ward of the state.

Galtry, the man appointed as his legal guardian didn't like him in the slightest; he was only after the kid's rather large inheritance, and emotionally and physically abused him in an attempt to control him. It was Galtry that originally prevented Gar's joining the first team of Teen Titans - all he had to do was withhold permission as his legal guardian, and that was it. During this time, while attending school, Gar befriended a girl named Jillian who didn't care at all that he was green and could turn into animals. She was his only friend for a long time.

It was then that Gar joined becoming a junior member of the original Doom Patrol, donning a mask for the first time as Beast Boy, presumably to keep his identity secret so Galtry wouldn't find out. Eventually, two of the members of the Doom Patrol, Elasti-Girl and Mento, adopted Gar this provided him with the first real family he'd had since being taken away from King Tawabe, which had been short lived anyway. Showing a sort of perverse Peter Parker bad luck, though, Gar found himself orphaned again when his new family allowed themselves to be blown up at sea in order to save a fishing village. Gar and his adoptive father, Steve Dayton, were the only ones thought to have survived the explosion Dayton left to find the Doom Patrol's killers, leaving the now-teenaged Gar high and dry. Again. At this point, the kid got a job as an actor, playing 'Tork' on a cheap Star Trek knockoff called Space Trek 2020. While he was on the show, he also joined the Titans, founding the Californian branch 'Titans West'. Unfortunately the team disbanded, and the sci-fi show was cancelled.

For a while after this, Gar Logan kind of slacked off and was horribly depressed, since he couldn't get work and couldn't make friends with 'normal' people. His old friend Jillian found him, though, and pulled him out of the miserable doldrums his life had become - they started going out, and were actually happy for a time. Bizarrely enough, his old guardian Galtry assumed the identity of the assassin Arsenal and kidnapped Jillian and Gar, holding them for ransom. The only problem was, Dayton was still off looking for Elasti-Girl's killers, and was thus unable to help Gar. With no rescue in sight, the kid threw his hands up in the air and, irritated, freed himself and defeated Galtry. All by himself.

Jillian was then whisked away by her parents to a boarding school in England, where they assumed that that would keep her away from Gar. After this, he gave up being Beast Boy, lost his mask for good, and adopted the identity of the Changeling. This new image was apparently a swell move, since he was quickly snapped up by Raven to found the new Teen Titans. Amazingly enough, these new Titans were able to spend literally years together, working as a superteam to defeat Raven's dad Trigon, and save the world countless times, and find the Doom Patrol's killers and bring them to justice, and etc etc ad infinitum. Gar made friends with these Titans and even managed to reconcile with his adoptive father, who'd stopped being a tortured soul when the Titans found and brought in the people he'd been hunting. Naturally, though, he wasn't able to stay happy in the Titans, even after finding a best friend in Cyborg and a girlfriend in Terra, 'cause Terra was a sociopath and a traitor in the pay of Deathstroke, and she was killed trying to crush the Titans.

Luckily, Jillian returned not too long after the death of Terra, pulling him out of the spiral of depression he'd found himself drowning in. They started their relationship up again, and he started feeling better about life still had unfinished business, though, and went after Deathstroke. He wanted desperately to kill him, and could have, but found at the last minute that he was incapable of coldblooded murder. They actually reconciled after that, probably after Gar found out why Deathstroke had wanted to destroy the Titans. The only problem was, Gar's torturous luck held, and his best friend Cyborg was rendered brain-dead by the Wildebeest Society and then abducted by aliens.

Also, Terra reappeared and scared Jillian away from Gar, but Gar didn't really want anything to do with her even though she really really really liked him, because he had too many painful memories associated with her. Even better, the Society of Sin came back into Titandom and tortured Gar with his adoptive father's Mento helmet, completely screwing up his mind and rendering him incapable of transforming into anything but horrifying nightmare creatures. Of course, it was at this point that the now-evil Raven infected Gar with demonhood and twisted his mind and body even further, controlling him and turning him against the Titans. After almost killing everyone and practically destroying their headquarters, Gar was freed from Raven's control and returned to physical and mental untwistedness. It still hurt, though. Incredibly. For this

reason, Gar hitched a ride with the now-spacefaring and Vic Stone, who was a giant machine calling itself Cyberian.

After a long time wandering the cosmos with his gradually-receding best friend, watching Vic 'die' inch by inch was too much for Gar and he went back home to Earth. He laid low for a few months, keeping his distance from both his former teammates and his former professional associates. Then Vic came back. He came back and abducted everyone who'd ever been a Titan, or ever been even remotely affiliated with the Titans, drawing them from a file and locking them up inside him. No one was quite sure what he was bent on other than mass destruction, but Gar had faith in his best friend, no matter how weird and computery Vic had become. He was the only one that was able to break through Vic's emotional barriers and get at the man inside the machine, stopping him from killing all the Titans. After the recovered Vic merged with the Omegadrome and became a Ralph-Dibny-like shapeshifter as well as a machine man made up of trillions of little nanobot thingies, the Titans were reformed and Gar was offered membership but the former Titan was tired as hell and still felt guilty for what he'd almost done to the Titans while under Raven's control. He refused them, and tried once more to pursue a career in acting. That didn't pan out, and he started getting framed for murders, and so he teamed up with Flamebird to uncover and defeat the people trying to ruin him. They decided after this to re-form Titans West, but under a new name, Titans L.A. This brandy-new superteam filled in for Young Justice after the Sins of Youth debacle, giving the kids a much-needed breather. Gar found the younger heroes so refreshing after the baggage of the Titans groups that he decided to stick around, wishing Titans LA the best of luck and setting up shop on the East Coast.

Charcoal



Charcoal, The Burning Man

Charlie Burlingame

Fighting: Excellent  
Agility: Excellent  
Strength: Amazing  
Endurance: Amazing  
Reason: Typical  
Intuition: Typical  
Psyche: Poor

Health: 140  
Karma: 16  
Resources: Feeble  
Popularity: 0

Known Powers:

Alter Ego: Charlie can turn from a young man into Charcoal, the Burning Man. Charlie has the following abilities:

Fighting: Typical  
Agility: Typical  
Strength: Poor  
Endurance: Typical  
Reason: Typical  
Intuition: Typical  
Psyche: Poor

Health: 22

Karma: 16

Body Transformation-Self: Charcoal has a body composed of carbon. He can take on any form of carbon, from soft, heavy coal to pure diamond. This allows him to alter his material strength, and thus Body Armor, giving him from Good to Monstrous protection from physical and energy attacks.

Carbon Forms: Charcoal can alter his limbs to form objects, including shields and elongated blunt weapons (granting him extended reach, the equivalent of Typical elongation.)

Resistance to Electricity: Monstrous protection from electricity.

Fire Generation: Amazing

Flame Sheath: Can form a sheath of Incredible intensity flame around himself

Flight: Excellent

Talents:

Student

Contacts:

Thunderbolts

Citizen V



Citizen V

John Watkins III

Fighting: Incredible

Agility: Remarkable

Strength: Good

Endurance: Remarkable

Reason: Good

Intuition: Remarkable

Psyche: Good

Health: 110

Karma: 50

Resources: Good

Popularity: 20

Known Powers:

Stealth: Excellent ability to remain un-noticed. This should not be considered a power as it falls more under the auspice of "Training".

Equipment:

□ Sword:

Incredible material strength

Remarkable Edge damage

Excellent blunt damage with the flat of the blade.

□ Costume:

Body armor: Excellent resistance against physical and energy damage.

Mask: Provide scanners Lifeform and Energy scanners at Remarkable intensity

Gas Mask: Built into the mask are filters that resist gas attacks upto Incredible intensity.

Cape: His cape allows him to glide or parachute at Excellent ability.

Communications Array: Allows radio communication with Remarkable range and power. This may also be increased by using a satellite uplink for world wide range.

Talents:

Swordsmanship, Martial Arts A, B, E, Acrobatics, Tumbling, Detective, Leadership

Contacts:

The Redeemers, V-Battalion, Thunderbolts

History:

John Watkins III is the grandson of the original Citizen V, and took on that title as a member of the V Battalion. Somehow he became incapacitated and spent many years in a London hospital. During that time Baron Zemo II borrowed his identity as leader of the Thunderbolts. Eventually Zemo gave up the Citizen V (III) identity and it was taken up by Dallas Riordan, who became Citizen V (IV). She was kidnapped by the Crimson Cowl III. Zemo was later killed by Scourge IX. About that time John recovered and was approached by the V-Battalion about resuming his roll as Citizen V (II).

John received a new costume and with an arrangement with the Committee of Superhuman Activities became the leader of a new superhuman team they were forming. They gained possession of the latest Beetle armor which was briefly used by Abner Jenkins.

The team soon recruited a person to wear the armor as the Beetle II. They recruited Conrad Josten, younger brother to Atlas to become the Smuggler II and Air Force pilot Valerie Barnhart who became Meteorite III.

Citizen V II's team then gained the membership of Scream and the Fixer II, and the Redeemers were born.

The first mission the Redeemers took on was to capture Henry Peter Gyrich, who had planned to use nano-probes and the Omega-32 device to cleanse the world of superhumans. When they attacked Gyrich at his base in Washington D.C. the whole team except Citizen V II was taken over by mind controlling nano-probes. Citizen V II escaped and fell in with the Thunderbolts and Scourge IX, who were also after Gyrich. Together they faced the mind controlled members of the Redeemers. Eventually Citizen V II also fell to the nano-probes. The nano-probes were destroyed by Jolt II, but they soon learned that Gyrich was also being controlled. Soon after this the Thunderbolts members Songbird, MACH-2 and Moonstone II were pardoned for the past crimes but forced to give up superheroics. The Thunderbolts leader Hawkeye was sent to prison for a variety of small crimes. Thunderbolts members Jolt II and Charcoal joined the Redeemers

Clea



Clea

## Ruler and Sorceress Supreme of The Dark Dimension

Fighting: Excellent  
Agility: Excellent  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Amazing  
Psyche: Unearthly

Health: 100  
Karma: 170  
Resources: Monstrous  
Popularity: 70

### Magic:

Clea is a Sorceress Supreme in the Dark Dimension and a Master in the Earth Dimension. She has access to most magical powers and spells in her own dimension. She has studied under Doctor Strange and knows the Vishanti spells.

The following spells are listed at her level in the Dark Dimension. When outside this dimension, Clea suffers a -1CS, unless noted otherwise.

#### Personal:

- Astral Projection: Monstrous
- Shield-Individual: Amazing
- Telepathy: Unearthly

All other Personal spells he may use are of an Am power rank.

#### Universal:

- Barrier: Unearthly
- Conjure: Amazing
- Matter Rearrangement: Unearthly
- Nature Control- All: Unearthly
- Eldritch Beams/Bolts: Amazing
- Teleportation: Monstrous

All other Universal spells she may use in the Dark Dimension and the Earth Dimension are of an Monstrous power rank. In other dimensions they are of an Amazing power rank.

#### Dimensional:

- Dimensional Aperture: Amazing
- Faltine: Monstrous
- Raggadorr: Monstrous

- Vishanti: Unearthly

All other Dimensional spells she may use are of an Incredible power rank.

#### Miscellaneous Spells:

All Miscellaneous spells he may use are of an Incredible power rank

When note in the Dark Dimension Clea has the following stats:

Fighting: Good  
Agility: Good  
Strength: Excellent  
Endurance: Excellent  
Reason: Good  
Intuition: Incredible  
Psyche: Amazing

Health: 60  
Karma: 100  
Resources: Typical  
Popularity: 5

#### Talents:

Martial Arts A, Occult Lore.

#### Contacts:

Doctor Strange

Cloak



## Cloak

Tyrone Johnson

Fighting: Ty  
Agility: Gd  
Strength: Ex  
Endurance: Ex  
Reason: In  
Intuition: Ty  
Psyche: Ex

Health: 76  
Karma: 36  
Resources: Pr  
Popularity: 3

### Powers:

**Dark Dimension:** Cloak's body serves as an opening into the Dark Dimension, a region of cold, inky blackness. This darkness serves as Monstrous Body Armor. It also lowers all battle effects against Cloak by one color; Green becomes White, Yellow becomes Green, and Red becomes Yellow. Cloak is therefore immune from a 'kill' result from knives or a 'slam' in a slugfest.

Anyone caught within the folds of Cloak's cape (which requires Cloak to make a Wrestling FEAT) loses one rank of Endurance for each round he remains within. When endurance reaches zero, the character is unconscious. A victim's Health is also lowered one rank per round, and Cloak may use the 'light' he has taken from the victim to increase his Health up to his listed maximum.

Cloak's darkness feeds off 'living light', either Dagger's or the light of living creatures. 'Living light', is the luminous body energy shared by all living things in teh Marvel Universe. Cloak must make a Yellow Psyche FEAT in order for him to give up someone he has 'swallowed', but he receives 20 Karma points for doing so.

**Darkness Generation:** Cloack can release an inky blackness (covering up to three areas) from his cape. No being can see within this blackness, save for light-generating beings such as the Dazzler and Dagger. All characters caught in the blackness are at -3 CS to hit.

**Teleport:** Cloak can fully enter the Dark Dimension and move instantaneously to another location. His current maximum range is one half mile. He may take others into the Dark Dimension with him, making an Endurance FEAT roll to do so. If he fails, the teleport still works, but Cloak is Stunned for 1d10 rounds. Any characters so teleported suffer the effects of being in the Dark Dimension (losing Endurance, see above), unless accompanied by Dagger, whose light staves off darkness.

Contacts:  
Dagger

Cobra



Cobra

Klaus Voorhees

Fighting: Remarkable  
Agility: Monstrous  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Good  
Psyche: Excellent

Health: 145  
Karma: 40  
Resources: Excellent  
Popularity: -5

Known Powers:

**Malleable Body:** Cobra's entire body and bone structure is very soft. While he cannot changeshape he can fit into small holes and is difficult to hold. Attempts to grapple or strike Cobra suffer a 3CS penalty to hit while Cobra's own attacks are on the Amazing level.

**Body Armor:** Cobra's suit provides Good protection from Physical and energy damage.

**Wall Crawling:** Cobra's suit contains special chemical's that allow him Remarkablew wall crawling abilities.

**Wrist Launchers:** Cobra wears two small launchers on each wrist that shoot

- Amazing intensity poison. Endurance FEAT, failure results in unconsciousness.
- Smoke that fills 1 area and obscures vision.
- Incredible intensity nerve gas
- Blindness gas. Endurance FEAT, failure results in blindness for 1-100 rounds.

Talents:

Contacts:  
Serpent Society

Collector



Collector

Taneleer Tivan

Fighting: Typical  
Agility: Typical  
Strength: Excellent  
Endurance: Remarkable  
Reason: Amazing  
Intuition: Remarkable  
Psyche: Amazing

Health: 62  
Karma: 130  
Resources: Unearthly  
Popularity: -5

Known Powers:

Cosmic Energy Control: Unearthly  
 Raise any of his abilities to Unearthly  
 Unearthly Electrical, Light, Gravitational and Magnetic energy manipulation  
 Project Unearthly Force Bolts

Unearthly Growth

True Invulnerability: Good, Shift-Z life-support

Invulnerabilities: CL1000 resistance vs Heat, Cold, Electricity, Radiation Toxins and Diseases

Immortality

Regeneration: CL5000

Precognition: CL1000, but the collector must meditate for a long time.

Equipment:

The Collector has access to an almost unlimited supply of equipment and will have 1-4 devices of Unearthly rank available all the time.

Temporal Assimilator: Amazing short-time travel so when not surprised the Collector will always win initiative.

Body Armor Suit: Unearthly

Inhibitor or Confinement devices: Shift-Z

Starship: CL5000 warp-drive

Talents:

Scientist

History:

Not much has been revealed regarding Taneleer Tivan's past, as he claims to be one of the oldest living beings in the universe. At some point he decided to collect items and creatures throughout the universe as a benevolent act to preserve all life in the known universe against those who would destroy it. As centuries past, Tivan grew more and more compulsive in his collecting, until he amassed ten museum-worlds full of specimens from over 100,000 planets, soon just for the sake of simply collecting them. During this time, he outlived his wife, as his will to

collect things kept him alive. Also during this time, Tivan joined the Elders of the Universe as the Collector, under unrevealed circumstances.

In more recent years, the cosmic villain known as Korvac the Enemy arose, and Tivan sent his daughter Corina to spy on him. Korvac slew Tivan before he could reveal to Earth's heroes what he knew about Korvac.

Later, however, Tivan's Elder-kinsman, the Grandmaster, played a contest with Earth's champions against the embodiment of Death itself and won the power to resurrect Tivan. Later, Tivan was involved with the Grandmaster with another gambit against death, which succeeded in granting all Elders immortal life. Soon, Tivan had joined his fellow Elders in a plan to slay Galactus and supplant him as the universe thus re-created itself, but he and the Elders were defeated by Galactus' former Herald, the Silver Surfer and his friend, Mantis.

Following his compulsion, Tivan wanted to collect specimens of Earth's population, and allowed the murderous warrior race called the Brethren to escape from his collection, hoping they would decimate Earth and allow Tivan to collect the survivors. The Brethren were ultimately defeated by Earth's champions, and they rebelled against Tivan when his plans became known, making him appear in his true, heretofore hidden form, and apparently killing him.

Recently, however, Tivan reappeared, wanting to collect the first offspring of a human and an alien Skrull. When Tivan discovered that the egg was of Skrull origin only, he left them and their teammates, the Fantastic Four, alone. Like all Elders, Tivan is connected to the energy of the universe due to his single-minded devotion to his "hobby," giving him cosmic awareness of the universe. Tivan also possesses the ability to manipulate cosmic energies, including gravitational, electro-magnetic, and light, the full extent of which remains to be revealed. Also, as with the Grandmaster's pact with Death, all Elders are unaffected by aging, disease, or toxins. Unlike most Elders, however, Tivan's penchant for collecting gives him access to countless examples of the finest technologies from the universe, including such equipment as a Temporal Assimilator, a body armor constructed of the virtually indestructible Etherion material, and the most virulent poisons known.

Colossus



Colossus

Piotr Nikolaievitch Rasputin

Fighting: Excellent  
Agility: Good  
Strength: Unearthly  
Endurance: Amazing  
Reason: Typical  
Intuition: Typical  
Psyche: Excellent

Health: 180  
Karma: 32  
Resources: Good  
Popularity: 0

Known Powers:

Organic Steel form: Colossus can change into an armored organic steel form with the following abilities:

☐ Body Armor: Amazing vs Physical & Energy, Resistances:

☐ Monstrous vs Heat & Cold

☐ Remarkable vs Electrical

☐ Excellent vs Corrosives

Damage suffered in this form will be healed when he reverts to his true form unless his health has decreased below 70.

Alter Ego: Piotr has Excellent Strength and Endurance and 70 health when not "armored up".

Talents:

Artist, Pilot, Martial Arts A, Russian

Contacts:

X-Men

History:

Colossus came from humble beginnings, growing up in Russia as a simple farm boy. His life changed forever when one day he saw his younger sister, Ilyana, in danger of being run down by an unmanned tractor. He rushed to her, sweeping her up in his arms...but he was too late, he didn't have time to move out of the path of the machine. He willed his mutant powers to come forth, and the tractor practically disintegrated as it hit his armored, unmoving bulk. This was how Professor Xavier found him when he asked Colossus to join the X-Men. After a brief discussion with his parents, he set off to America to rescue the original X-Men from the living island of Krakoa, and to help make a difference in the world.

Colossus was ever the idealist of the group, and though he was a powerhouse, he was the gentlest soul among the team. A talented artist, he sketched during much of his spare time. When Shadowcat joined the team, she fell for Colossus, and he for her, though not with the same depth of feeling. He shared many adventures with the X-Men over the years, one of the most remarkable involving his little sister, Ilyana. When she came to visit Colossus, the X-Men were investigating a strange mystery. Ilyana fell into a portal, and though Colossus only lost his grip upon her for scant seconds in this world, in the world Ilyana had journeyed to, many years had passed. She emerged from the portal as a teenager, her mutant powers now manifested. It took some time for Colossus to come to terms with this, as it did for Ilyana, but she joined the New Mutants with his blessing. Time passed, and Colossus was transported to another world during the Secret Wars, a plot of the Beyonder. While there, he fell in love, or so he thought, with an alien woman named Zsaji. Though they could not even speak to each other in a common language, when she gave her life to save his, dying in his arms, he felt as though he had lost everything. He returned to earth and ended his relationship, such as it was, with Shadowcat.

A major turning point came for Colossus during the Mutant Massacre. The injured and dying Morlocks all about him, Colossus felt his anger burn within him as he rarely had. When Shadowcat was severely injured during the battle, he lost his temper completely, killing the Marauder known as Riptide. Ever the gentlest of souls, he had been moved to take another's life. He, himself, severely injured during the battle and unable to return to human form for fear of dying, found himself healed by Magneto. When he awoke, whole again, he found himself paralyzed. He recovered quickly from the paralyzation, though it took longer for him to regain enough control to switch back to human form with ease. The next big change occurred when Psylocke tricked the X-Men into entering the Siege Perilous; a device which weighs the good and bad within your soul and then spits you out where you can do the most good, with a chance to build a new life. Colossus emerged from the Siege Perilous as Peter Nicholas and began life again as an artist, with no memories of ever having been an X-Man. He met up with Callisto, former leader of the Morlocks, who had herself been changed by the Morlock, Mask. He had given her beauty where once was a twisted visage. Peter and Cal fell in love, and life was bliss for a time.

Then the Shadow King came and claimed him, twisting his mind and bending him to his will. It was only through Professor Xavier's intervention that Colossus was turned back toward the side of good. The Professor reached deep within his mind and released all of the memories the Siege Perilous had repressed. Though he lost his ideal life, Colossus returned to the X-Men with a vengeance. Then came one tragedy after another. His younger sister, returned to her childhood with a second chance at life, died at age seven of the Legacy Virus. His parents were killed by the KGB in Russia, and rediscovered his long thought dead older brother, Mikhail. He had barely even begun to recreate the bond with his only remaining family member when Mikhail succumbed to his insanity and committed suicide, taking most of the remaining Morlocks with him. The final straw came when Professor Xavier was forced to mentally lobotomize Magneto after he nearly killed Wolverine. Believing that the Professor was betraying the very dream he had created, Colossus' anger finally overwhelmed him, the betrayals and tragedies of the years overwhelming him. He gathered up Magneto's still living body and returned to Asteroid M with him, ready to care for the mutant villain and even serve him should he ever awake again.

Colossus remained with the Acolytes on Asteroid M until it was destroyed. Giving up his vigil to Magneto with the disappearance of the villain's body, he surprisingly did not return to the X-Men. Just recently, he has been reunited with his former teammates Nightcrawler and Shadowcat and joined the Britain based team, Excalibur. He stayed with them until their disbandment, at which point he rejoined the X-Men with Shadowcat and Nightcrawler. Though his heart can never be the same, he is still much the noble and good soul he ever was; a true hero.

Comet Man



### Comet Man

Dr. Stephen Beckley

Fighting: Typical  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Remarkable  
Intuition: Typical  
Psyche: Excellent

Health: 96  
Karma: 56  
Resources: Poor  
Popularity: 5

Known Powers:  
None

#### Equipment:

Beckley's alien uniform provides him with Amazing protection from energy attacks and the extreme conditions of deep space. When it is exposed to a vacuum, the hood immediately covers the head. The hood also immediately recycles the wearer's breath into fresh oxygen. Also gives its wearer the following powers:

- Animal Control: He has Typical ability to entice animals to perform simple tasks.
- Flight: Unearthly airspeed. If he is in a hurry, he automatically teleports to his destination with CL1000 range.
- Healing: Remarkable ability to perform "psychic surgery" on himself and heal damage.
- Levitation: Typical ability to hover in place or drift with the wind.
- Mental Probe: Remarkable ability to probe the mind of a target.
- Plasma Generation: Project energy spheres that do Incredible damage
- Sensory Link: Typical ability to share the sensory impressions of animals within his sight.
- Telekinesis: Remarkable ability
- Telelocation: Incredible ability to locate a target within 250 miles. He must make a Red power FEAT to succeed.
- Telepathy: Unearthly ability. He must make a Red power FEAT to succeed. He subconsciously monitors any thoughts hostile to him. A Yellow FEAT and he receives those thoughts.
- Teleport Self: Incredible range. He must make a Red power FEAT to succeed. He must wear his cybernetic amplifier if he wants to use this power. Normally, the power only functions when his life is threatened, at which time he teleports to a random, familiar spot.

Talents:  
Pilot, Astrophysicist, Astronomy

Contacts:  
Fantastic Four

History:

Stephen Beckley was born to an upper-middle class family, and eventually studied and received a doctorate in astronomy and astrophysics. He met and married Ann, a fellow astronaut. When she bore them a son, Benny, she joined Stephen on a joint MIT-NASA project to send a manned module into Halley's Comet.

Stephen piloted the ship into Halley's Comet, where unusual radiation disintegrated the ship. Instead of dying, however, Stephen was saved by an alien named Max, whose race used Halley's Comet to observe Earth at intervals. In the process of saving his life, Stephen was changed physically with strange new powers.

He returned to his office in NASA and underwent several tests, although his survival was hushed up by a NASA official, who wanted to pursue romantic intentions toward Stephen's wife.

However, Stephen's unrevealed older brother, John, held the Beckley family in contempt for giving him up for adoption and therefore denying him the advantages that Stephen enjoyed. John became a leader of the criminal organization Bridge and had faked his own death. He ordered Bridge agents to kidnap Stephen from NASA labs and also kidnap Ann and Benny. John succeeded in bringing Max and his spaceship to Earth, hoping to gain superhuman powers himself. Stephen used his powers to escape, but was nearly fatally wounded in the attempt. While he was recuperating, Ann was also killed after attempting escape.

Stephen gained further instruction in his powers from a previous acquaintance, Reed Richards, a.k.a. the hero Mr. Fantastic. Stephen also learned of his wife's death, his family history, and brother's illegal activities. Mr. Fantastic gave Stephen a device to aid his control over his powers. In final confrontation, John destroyed Max's spaceship and presumably himself, although Stephen and Max succeeded in escaping to outer space.

Knowing Benny was still alive, Stephen and Max continued to search for the boy for many years. Presumably, Benny was subjected to the alien technology John wanted to use for himself, and gained fantastic powers. Somehow, Benny resurfaced in Los Angeles, and Stephen teleported to him. At the same time, the alien hero Captain Marvel learned of Benny's powers, believing they may be a catalyst to Earth's destruction. Beckley and Captain Marvel fought over the boy, until Captain Marvel agreed to let him go.

Conquest, Exemplar of Krakkan



Conquest

Bridget Malone

Fighting: Un  
Agility: In  
Strength: In  
Endurance: Am  
Reason: Ty  
Intuition: In  
Psyche: Ex

Health: 230  
Karma: 66  
Resources: Ty

Popularity: -10

Powers:

Martial Supremacy: (Martial Arts C) Un

Martial Supremacy: (Martial Arts D) Un

Martial Supremacy: (Martial Arts E) Un

Martial Supremacy: (Sword, Staff, Whip, Daggers) Shift X

Combat Sense: Un

Body Armor: In

Equipment: *All of Shift X material strength.*

Staff: Am blunt damage. Mn Energy Touch.

Swords: In edged damage.

Whip: Rm blunt damage. Mn grappling.

Daggers: Ex edged damage

Talents:

Weapons Master, Martial Arts A, B, I, Guns, Crime.

Contacts:

IRA

Icon: Kestral Key of Krakkan

Age: 26

Nationality: Ireland

Place of Transformation: Near Mullaghcarn, Northern Ireland

Profile:

A fugitive, wanted by Belfast police. From a working class family, Malone, several of her brothers and two of her uncles jailed or killed during the violent era she grew up in. Reports indicate that she may have been a rape victim, and that she may also have been a saboteur, working with the IRA from an early age. Neighbors describe her as angry, and unwilling to believe in even the hope of peace. Suspected of participating in recent shootings, police attempted to apprehend her, but she fled Belfast, apparently under cover in a tour group. She is described as a skilled fighter, whether armed or unarmed.

Copperhead



Copperhead

Fighting: Remarkable

Agility: Monstrous

Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Good  
Psyche: Excellent

Health: 145  
Karma: 40  
Resources: Excellent  
Popularity: -5

Known Powers:  
None

Equipment: Special Snake suit: Copperhead's entire suit is constructed from a unique weave of experimental metallic and elastic fibers and coated with a special polymer film that enables him to slither through impossibly small spaces and makes him hard to grab. He can fit into small holes and is difficult to hold. Attempts to grapple or strike Copperhead suffer a -4CS penalty to hit while Copperhead's own attacks are on the Amazing level.

- Body Armor: Copperhead's suit provides Good protection from Physical and energy damage.
- Wall Crawling: Copperhead's suit contains special chemicals that allow him Remarkable wall crawling abilities.
- Stretching: The suit can stretch up to two areas away.
- Fangs: The fangs in the snake suit's helmet are also coated with highly toxic venom that can cause paralysis and death. Amazing intensity poison; Endurance FEAT, failure results in unconsciousness. If first feat is unsuccessful, Second endurance feat to see if he starts losing endurance ranks.

Talents:  
Espionage, Acrobatics, Martial arts E,

Contacts:  
None

History:  
Nothing is known about the early life or origin of the criminal known as Copperhead. He first showed up in Gotham City several years ago where he did a number of rapid-fire thefts before he was eventually apprehended by Batman and Batgirl.

A lot of his time in prison he spend in solitary confinement as he kept getting into fights with the other inmates. During these periods in isolation Copperhead spent days concentrating on various odd yoga-like exercises that helped him gain total control of his body. A month later he used these abilities to escape from prison. However, instead of going back on another crimespree Copperhead seemingly dissappeared from the face of the Earth.

Copperhead spent the next couple of years mastering his skills and became a master assassin who does whatever he's paid to do by anyone. Eventually Copperhead resurfaced as he came into conflict with Flash and Hawk and Dove.

At some point Copperhead was sent after Rex Leech, Superboy's manager, to "persuade" him to come up some money that he owed a very powerful man by the name of Ira Gambolli. Copperhead caught up with Rex on Hawaii, and instead of killing him, he told him that his daughter would suffer the sins of the father.

Fortunately for Roxy, Superboy was there to protect her. For all Copperhead's amazing skill, he really couldn't do much more to Superboy other than surprise him with some really cool tactics. Due to his incredible agility, he held his own against Superboy's hardest hits, simply by not being there when he delivered, or else just rolling with the punches. Using his tactile telekinesis, Superboy connected a wire around Copperhead and connected it to a live circuit, really putting the hurt on the snake. Superboy finished him off with a nice uppercut. He was then sent to Kulani prison.

During the event known as "Underworld Unleashed," Neron broke Copperhead out and offered greater power in exchange for his soul. Copperhead took the offer and now he literally is a kind of snake-man, when before he was just a contortionist in a powerful snake suit.

Copperhead was intent on revenge against Superboy, since he was a master assassin and Superboy's just a rookie, and with the slimy snake's new powers, it seemed like he was going to clean the kid's clock. Still, even though Superboy had basically lost most of his powers and was close to dying from illness at the time, he bested Copperhead by body surfing him off the road they were scrapping on and of the angle of the fall. It looked to the severely weakened Superboy like Copperhead went straight into the ocean, but he was too sick to check for sure.

Details by: Silversnake

Corruptor



## Corruptor

Jackson Day

Fighting: Typical  
Agility: Typical  
Strength: Typical  
Endurance: Typical  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 24  
Karma: 40  
Resources: Good  
Popularity: - 10

### Known Powers:

**Mind Control Touch:** The Corruptor has the power to subvert a living beings will by mere touch. Jackson's sweat glands release a Monstrous intensity chemical that acts on contact with another person's skin. This triggers a metabolic change that overrides the inhibition center of the brain resulting in the victim being susceptible to the Corruptor's suggestions, or is left to the victim's own volition they will act in a highly uninhibited, selfish, or immoral manner.

The period of time under the Corruptor's influence is dependent upon the length of contact with the Corruptor's skin, and hence the amount of toxin that has been absorbed by the skin and reached the brain through the bloodstream. This period of "corruption" varies from about a half hour to twenty four hours. In order to keep a person under his influence over a long period of time he must touch him or her before the toxin dissipates.

### Talents:

None

### Contacts:

Inner Circle

### History:

Jackson Day was a factory worker at a pharmaceutical company that specialized in psychoactive chemicals. When a fire broke out, he was doused with a mixture of potent chemicals, which affected both his body and mind. His selfish, hateful tendencies unleashed, Day discovered his new powers, although he often would revert to his normal human form periodically.

Calling himself the Corruptor, Day touched the Asgardian adventurer Thor, and turned him lose against Manhattan. With the help of the fledgling hero, Nova, Thor returned to normal and apprehended Day. Although he appeared to return to normal, Day reverted to the Corruptor persona when undergoing medical treatment. He escaped, and formed a criminal organization called teh Inner Circle. He planned to loot New York with armies of ordinary citizens under his influence, but his scheme was again thwarted by Nova. Since then, he tried using the superhuman Hulk as a pawn, but was defeated.

Day was later Reprimanded to the energy research facility Project: Pegasus for imprisonment. Eventually, he managed to surreptitiously take

over most of the personnel, including the extradimensional super heroes, the Squadron Supreme, who were temporarily housed there. The Avengers soon became suspicious and managed to free the Squadron and place Day in a more secured prison.

Cottonmouth



Cottonmouth

Quincy McIver

Fighting: Ex  
Agility: Gd  
Strength: Ty  
Endurance: Gd  
Reason: Ty  
Intuition: Gd  
Psyche: Ty

Health: 46  
Karma: 22  
Resources: Gd  
Popularity: -3

Powers:

Bionic Jaws: McIver's mouth and jaws have been bionically enhanced. His teeth were replaced with In strength steel fangs and his jaws were strengthened and hinged so that they could open larger than the size of a human head.

Cottonmouth uses his jaws as does a snake, inflicting Rm edged damage to an opponent. His jaws can close with Rm strength, allowing him to bite through many materials.

Talents:  
none.

Contacts:

History:

Count Nefaria



Count Nefaria

Count Luchino Nefaria

Fighting: Ex  
Agility: Ex  
Strength: Un  
Endurance: Un  
Reason: In  
Intuition: In  
Psyche: Rm

Health: 240  
Karma: 110  
Resources: Fb  
Popularity: 40

Powers:  
Laser Emission: Un  
True Invulnerability: Un  
Hyper Leaping: Cl3000  
Hyper Speed: Mn

Talents:  
Criminology, Business, Electronics

Contacts:  
Maggia

History:

Count Nefaria first encountered the Avengers just after the group had formed, before he himself had any powers. Because the Avengers had interfered with Maggia operations Count Nefaria moved to America, bringing his family's castle with him to be re-assembled in New Jersey. Once completed Nefaria opened his home to the public for an admission fee to be donated to charity. Count Nefaria invited the Avengers to the opening where he trapped with time-transcender beams. While he had the Avengers in suspended animation Nefaria create hologram images of his captives. Nefaria's holograms announced that they intended to take over the United States, and when the Avengers escaped they found themselves at odds with the U.S. military. Nefaria was finally defeated, and the Avengers cleared of wrong-doing, but Nefaria had lost his preeminence as a Maggia leader.

Later Nefaria plagued Iron Man with a machine that could kill the Golden Avenger in his dreams. Nefaria was defeated once again. Nefaria also attempted two different blackmail schemes, but both were foiled, the first by the original X-Men and the last by the new X-Men (the X-Man, Thunderbird lost his life trying to stop Nefaria from escaping).

Finally, Nefaria set into motion his own demise. Nefaria reformed the Lethal Legion with the super criminals Power Man, the Living Laser, and Whirlwind. Nefaria had Professor Kenneth Sturdy, a former assistant to Baron Heinrich Zemo, increase the Lethal Legion's powers before sending into battle with the Avengers. Nefaria's real motives though were gain super powers for himself. Nefaria had had Sturdy analyze the

genetic structure of the three super criminals. Sturdy then duplicated the powers in Nefaria but increased a hundred times. Nefaria repaid Sturdy by killing him, but before he died the professor told Nefaria that his new powers had accelerated his aging and that he would die within days. Nefaria flew into a rage and caused a great deal of damage in New York City before the Avengers stopped him.

In the end Nefaria was killed when his daughter tried to force Tony Stark to reverse the Count's aging. Madame Masque hijacked Stark's Jupiter Landing Vehicle to use as a weapon against Iron Man. In the resulting battle Iron Man pushed the JLV into the count's life support equipment, accidentally killing him.

#### Crimson Commando



#### Crimson Commando

##### Frank Bohannon

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Remarkable  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health: 80  
Karma: 20  
Resources: Excellent  
Popularity: 1

Known Powers:  
None

##### Equipment:

Body Armor: Crimson Commando's costume provides Excellent protection from physical attacks and Good protection from heat and cold.

Daggers: He carries four steel daggers in sheaths behind his neck. These do Good damage and can be thrown accurately up to 20'.

Revolver: .454 Casull with 5-bullet cylinder. It has Typical range. He carries three armor-piercing (10 points damage) and two rubber bullets (Good Slugfest damage) in the cylinder.

Utility Belt: Ten pouches carry a variety of useful items. The belt buckle conceals a 50' reel of fine wire and a hook. Other items carried include:

- Flash grenades: Amazing intensity; Endurance FEAT or -4CS to all rolls.
- Incendiary grenade: Typical intensity.
- Mini-torch: Remarkable intensity flame 10 inch range.
- Plastic explosive: Incredible damage to a single target/area. Also equipped with a timer that can be set for 24 hours.
- Smoke bomb: Excellent intensity, covers 1 area.
- Tear gas: Typical intensity, covers 1 area.

□ Other items include, money, lockpicks, skeleton keys

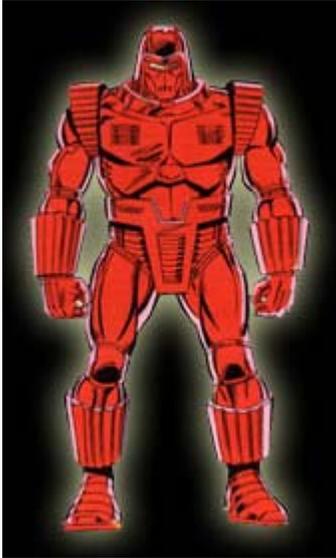
Talents:

Martial Arts B, C, and E, Wrestling, Thrown Objects, Acrobatics, Tumbling, Marksmanship, Espionage/Detection, Weapons Mastery, Tracking.  
Multi-lingual (German and Russian)

Contacts:

Stonewall, Super Sabre, Freedom Force

Crimson Dynamo VI



Crimson Dynamo VI

Valentin Shatolov

Fighting: Rm  
Agility: In  
Strength: Am  
Endurance: Mn  
Reason: Gd  
Intuition: Gd  
Psyche: Gr

Health: 195  
Karma: 30  
Resources: UN  
Popularity: 0 (30 in Russia)

Powers:

Augmented abilities: Listed Physical attributes as opposed to his normal TY rank.

Body Armor: AM resistance to Physical, Energy, Fire, Heat, Cold. UN against Radiation.

Flight: GD airspeed.

Blasters: IN Electrical Blast, up to 3 areas range.

Air Supply: 1 hour. CBR system will work for 450 hours.

Sensors: IN infravision, Wide Band communication: EX rank, Microwave Detector: EX.

ECM: May jam Radar with IN ability.

Shoulder Rams: The shoulder joints of the armor are heavily armored to protect the seals and allow a Plus 1CS bonus on damage from charging attacks.

Talents:

Military, Manipulation, Politics.

Contacts:  
Remont 4, Russian Government, Communist Party.

Crossfire



Crossfire

William Cross

Fighting: Rm  
Agility: Rm  
Strength: Gd  
Endurance: Ex  
Reason: Ex  
Intuition: Ex  
Psyche: Ex

Health: 90  
Karma: 60  
Resources: Ty  
Popularity: -3

Known Powers:

Enhanced Senses: Crossfire lost his left eye and ear, and 85% of the hearing in his right ear, as the result of an explosion. He has since replaced his lost sight by an infrared imaging device that allows him Excellent normal vision and Excellent intensity night vision. He also wears an audio sensor that provides Incredible rank hearing; the sensor may be turned down to provide Incredible resistance to sonic and sound-based attacks.

Uniform: Crossfire's uniform provides Good protection from physical attacks and Excellent protection from heat and energy attacks. The outfit has a number of pouches and compartments containing items like gas masks, surveillance bugs, and single-shot weapons (treat as cheap handguns).

Mind-Control Equipment: Crossfire has developed a form of mind control device that relies on applied ultrasonics, sound waves of frequencies above normal detection (Remarkable or better rank in hearing or detection required to perceive). These sonics have Monstrous mind-control power and fill listeners with intense hatred and violence. Those that fail a Psyche FEAT against this barrage will attack everyone within range until the device is shut off (if the device is reactivated, the individual must make another Psyche FEAT to maintain control). The range of this device is only two areas, however, as it is still in prototype form.

Talents: Crossfire has Martial Arts B and E, and is a skilled Marksman. He also has the Detective/Espionage talent and the skills of Computers and Ultrasonics.

Contacts:

Crossfire has a number of contacts in the criminal and espionage fields. He also has contacts with a group of scientists specializing in brainwashing and mind control.

Crystal



Crystal

Fighting: Gd  
Agility: Ex  
Strength: Gd  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: Ty

Health:70  
Karma:26  
Resources:Ex  
Popularity:15 (80 inhumans)

Known Powers:

- Elemental Animation: Mn
- Fire generation: Am
  - Weather Control: In
  - Water Control: Mn
  - Earth Animation: Mn
  - Create tremors: Am
  - Fire rocks: In damage,5 areas
  - Whirlwinds: Rm strength
  - flight: Gd

Talents:

politics, Attilan technology

History:

Crystal is the youngest daughter of the Inhumans' greatest nutritionalists, Amber and Quelin. Exposure to the Terrigen Mists as a child unlocked her control over the elements. When her brother-in-law, Maxmius, exiled the Royal Family of Attilan, she was forced into her first contact with the outside world.

One of the first humans she encountered was the Human Torch. They began a romantic relationship even against the Inhumans' king, Black Bolt. Eventually, the Royal Family regained power and became friends with the Fantastic Four. Crystal spent a great deal of time with her human friends and even took the Invisible Girl's place during her first pregnancy.

She was forced to leave the team when her allergic reactions to air pollution prevented her (and all other Inhumans) from living on the Earth. Their city of Attilan was moved to the Moon and Crystal went with it. It was during this time that she met the mutant Quicksilver who went with her to the Moon. They fell in love and soon married. Crystal later gave birth to the Moon's first native inhabitant, Luna, who turned out to be a completely normal, human child (The Inhuman and mutant genes cancelled each other out).

Shortly after Crystal and Quicksilver separated (he went mad), she and Ms. Marvel joined the Fantastic Four to replace Reed and Sue, who took a temporary retirement from super-heroics. (Reed had developed a drug that temporarily enhances an Inhuman's immune system.) She left when Reed and Sue returned and took up membership in the Avengers, where she maintained an active status until she was transported to the Franklinverse. Returning from that reality, Crystal has reunited with her husband and returned to Attilan. With Attilan's unexpected return to Earth, Crystal once more must deal with being an Inhuman in a human world.

Cyber



Cyber

Unknown

Fighting: In  
Agility: Gd  
Strength: In  
Endurance: Mn  
Reason: Ty  
Intuition: Ex  
Psyche: Ex

Health: 165  
Karma: 46  
Resources: Ty  
Popularity: -8

Known Powers:

Brain Pattern Tracking: Cyber can track a specific brain pattern with In ability.

Adamantium laced skin: This provide Cyber with Mn body armor.

Cyber's nails are also laced with adamantium. This enables him to do Am edged damage with Mn material strength.

Poison: Cyber frequently uses poison on his claws.

Hallucinegens: End FEAT vs. AM or be at -4CS

Deadly poison: End FEAT vs. AM or die within 1 day if FEAT is succesfull AM damage and at -1CS

Talents:

## Martial Arts B, C, E, Wrestling

Contacts:  
Hell's Belles

### History:

Not much can be said about Cyber, but one thing about his personality is really surprising: he's one of the few men, if not the only one, that scared Wolverine. They both shared a past and obviously a material: adamantium, laced to Logan's bones and Cyber's skin. In the past, some time after Wolverine escape from the Weapon X program, he ran into Cyber, who already had his abilities. In this day, the X-Man lost one of his girlfriends, in a truck competition between them. Going after Cyber he faced his fears: using his poison, the villain managed to make Logan see his worst fears and losses. Both went their own way that day, but Wolverine would be scared for life.

Years later, they met again, and Logan was forced to fight him, in order to save some people from his madness. Cyber once again used his poison, but this much more experienced Logan went past his fears and defeated Cyber, by using the very poison as a weapon: using his claws on Cyber's eyes and then putting the substance in that point. Too near the brain, the hallucinatory chemical made Cyber's mind definitely crazy, seeing in a different way, and more scary, than ever.

Another long time would pass so both men could meet again. Zoe Culloden was investigating attacks of a man that had adamantium in some banks and attacked Wolverine, thanks to this connection. But Cyber was in fact the robber, and Logan faced him again. It was then revealed that the villain had gained a very strange tracking device after his exposure to the poison that could trace the "vital energy" of his prey. After a long battle, Logan and Zoe defeated him, and he was sent to jail. Some time later, Genesis's Dark Riders took Cyber out of jail, telling him that he would be of a great help against Wolverine. After some tests were done, the Dark Riders realized that the adamantium in his skin was pure and perfect, and showed their real purpose: take off the metal and use it to forge a new skeleton to Wolverine. By using some flesh-eating mechanical beetles, the Dark Riders killed Cyber, taking off his adamantium.

## Cyclops



## Cyclops

### Scott Summers

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Remarkable  
Psyche: Remarkable

Health: 90  
Karma: 70  
Resources: Good  
Popularity: 0

Optic Blast: Monstrous force damage upto 4 areas. Each area beyond that is decreased by 1 rank

- Break Fall: Can slow fall of target or himself
- Attack multiple targets on a successful Agility FEAT. Up to 8 targets. If reflectors are available, damage decreased to Amazing
- Wide Angle Beam: Incredible to 2 areas
- Transform energy into Optic Blast: a Red Psyche FEAT must be made or he takes normal damage

Partial Immunity: Cyclops is immune to Havok's powers

Equipment:

Ruby Quartz Visor, can't control blasts when he opens his eyes if damaged or taken off

Talents:

Leadership, Pilot, Spatial Geometry, Martial Arts A,B, Multi-Lingual (English, Russian, Japanese)

Contacts:

X-Men, Avengers, Fantastic Four

History:

Cyclops' earliest memories were that of the death of his parents. He and his brother, Alex (Havok), were pushed from a doomed plane by their father, giving them the only parachute within the plane, effectively sacrificing their lives for their childrens. The chute failed to open, and this is when Scott discovered his mutant ability for the first time; optic blasts of incredible strength. Using these blasts to slow their descent, he and Alex survived. Orphaned early, he spent much of his young life in an orphanage, Alex having been adopted shortly after their arrival there. His years at the orphanage were tough, made even harder by the constant heckling and bullying of another boy named Nathan. It was much later revealed that Mr. Sinister had posed as the boy, in an attempt to sway young Scott to his cause and learn more about him.

As time went on, Scott found himself still unable to control his mutant power. It was through the help of Professor Xavier that he discovered the only thing that would keep them in check: a ruby quartz visor. He wears this protection to this day, though sometimes in the form of glasses. Professor X made him leader of the newly formed teenage mutant team called the X-Men, a job Scott never felt he was truly worthy of. Unable to even control even his mutant power, how could he lead an entire team? Yet, he did so through many perils, and it was also here that he found his first love, Jean Grey (then Marvel Girl). The two fell in love almost at first sight.

His first major upheaval with the team came when the group was captured by the living island known as Krakoa. Scott alone was spared to go and tell the world of the beings return. He returned to the X-Mansion and explained to the Professor what had happened. Xavier immediately employed Cerebro, his mutant seeking to device, to locate replacement mutants to go and save the team. Thus it was that Nightcrawler, Colossus, Thunderbird, Banshee, Storm, Wolverine and Sunfire were brought together for the first time. They rescued the team, and upon returning home, the previous X-Men, Havok, Polaris, Iceman, Beast, Marvel Girl (Phoenix), and Angel, decided to leave. Cyclops alone remained to lead this new team of mutants.

It was a troublesome time for the leader, as he found himself confronted with so many different people and personalities. He and Wolverine had many head-on clashes, and Thunderbird died on the teams second mission. It took many long months for them to form a cohesive team beneath his guidance, but eventually, things came together as much as they could for a group so diverse. During this time, he was reunited with Marvel Girl at a formal gathering. Alas, their time of peace together was brief as they were attacked by Sentinels. It was to be an unforgettable adventure as the X-Men were swept off into space, returning to earth in a spaceship that was burning up and disintegrating as it hit the earths atmosphere. Marvel Girl sent the others to the radiation shielding compartment, planning to fly the ship and shield herself from the radiation with her telekinesis. Cyclops refused to let her sacrifice herself that way, and she used her telepathy to knock him unconscious. The ship crashed in Jamaica Bay on earth, with Marvel Girl nowhere to be seen. Moments later, she emerged from the bay very changed, now calling herself Phoenix. From the beginning, Cyclops was worried by the increase in her power, a fear that became realized when she manifested her darker side and went on a rampage as Dark Phoenix. She consumed a sun in an inhabited system and was judged by a space-faring race called the Shi'ar. The price they demanded was her death, and they swept the X-Men into space for the ensuing battle. In the end, she sacrificed herself, destroying her body right before Cyclops' eyes. Grief stricken by the loss of her, he left the team immediately upon returning to Earth, leaving the Professor in charge of the X-Men.

His retirement was brief, and all too soon he found himself in space again, this time with a group called the Starjammers. The leader of this rogue band was a debonaire man named Corsair, who revealed himself as Cyclops' father, believed deceased. The Starjammers had rescued him from the plane wreckage, and he had been with them ever since. It took Cyclops some time to come terms with it, but in the end he felt only joy at having rediscovered his father. He returned to Earth and decided to take leave from the team again, this time going to visit his grandparents (which he discovered existed after his time at the orphanage) in Alaska, leaving Storm in charge of the team as the Professor had remained with the Shi-ar in space. It was in Alaska that he met an exact duplicate of Marvel Girl, his former love. So exact to the last detail that it could have been her. Her name was Madelyne Pryor, and her past was filled with holes, but Cyclops fell in love with her anyway. The two were soon married, and shortly thereafter, had a child, which she named Nathan against Cyclops' wishes. With Cyclops' return to the X-Men, he found his all-time leadership of the team challenged by Storm, who felt a duel between them was necessary to decide who should lead, fairly. The two fought, he with his mutant powers and she only with her physical ability as her power had been stolen by Forge. She won against him, to his disbelief, and it was later suggested that Madelyne had used her innate power to influence the outcome. His mantle lost, he left the team to build a home in Alaska with Madelyne and remained there for some time before the phone call came. A phone call from Reed Richards saying that Marvel Girl had miraculously been returned to life.

He rushed off to see if it was indeed truly his former love come back to life, and found that it was. The original X-Men reunited with her resurrection, they formed a new team called X-Factor. It took some time for the two to reconcile their love, but Madelyne was believed dead, and eventually, the two were reunited as if they had never been apart. Meanwhile, Madelyne found herself hunted by the Marauders, a timely entrance by the X-Men her only salvation. With no life to return to, she joined with them and shared several adventures before a demon

named S'ym came calling. S'ym offered her power, and thinking it only a dream, she accepted. It was shortly after this that she discovered she was only a clone of Marvel girl, created by the man known as Sinister, given life by a portion of the Phoenix power. Her anger at Cyclops and Marvel Girl and her entire phony life twisted her soul, and she became the evil Gobyln Queen (see Inferno crossover). She planned to sacrifice their child to become even more powerful, but was stopped by the X-Men and X-Factor. Finally able to confront her estranged husband, Madelyne made him choose between she and Marvel Girls' lives. He saved Marvel Girl and the enraged Madelyne tried to destroy her, almost succeeding. In the end, Madelyne perished, and Cyclops regained the child.

His time with little Nathan Christopher was fleeting, however, as he soon discovered that the child had been infected with the Techmode virus. A virus that would completely consume the child, making him something of a robotic, though malleable lifeform. He was forced to give up the child to Askani, who took Nathan Christopher into the future where the virus could be cured. Shortly thereafter, the original X-factor team dissolved in favor of returning to the X-Men. Divided into two groups now, Cyclops took leadership of one, Storm of the other. Time passed, many battles were fought and won, and eventually, Cyclops and Marvel Girl (now just Jean Grey) were wed. Their honeymoon was spent in the alternate timeline of Askani, where they spent several years raising Nathan Christopher, who would return to their world someday and become the man known as Cable.

More recently, the revelation of Professor Xavier as Onslaught and his disappearance from the team has caused a breakdown of the cohesiveness of the group. No longer divided into separate factions, and blow after blow dealt by the mutant extinction operation headed by Bastion, the team has steadily become less stable. Injured badly during their showdown with Bastion, and against his better judgement, he and Phoenix (Jean) took leave of the team to give him time to heal. Now seemingly healed, he and Jean remain in Alaska as she deals with the loss of her telepathy, caused by the the effects of the Psi-War.

It isn't long before Scott is presented with another problem. There is evidence that his wife, Jean, seems to be taking on the persona of the Phoenix again. Though the recent debilitating effects of the Psi-War might have left her a little incapacitated for a while. Scott is also thinking of the team's future and wondering where to go from here.

But the man isn't left alone for long for soon he comes back to the Mansion to find that the team has been disbanded! And that the Professor himself is acting a little strange. To add to his problems, the Mannites are suddenly threatened by a new threat causing Scott to agree to rallying a new team of allies to counter this new foe.

After the new team is brought together, there is a calling of the Twelve. During a brief battle to contain the Apocalypse, Scott is forced to make a life-altering decision. In order to save Nate Grey from becoming a vessel for the Apocalyspe, Scott sacrifices himself - and is thus bonded to the immortal. In so doing, his personality is submerged by the more dominant Apocalypse and his consciousness is soon lost to even talented telepaths such as his wife and Charles Xavier.

But, this being the X-Men, Scott is eventually returned to the side of good and he once more leads a group of X-Men.



Cypher

Douglas Ramsey

Fighting: Typical  
Agility: Typical  
Strength: Typical  
Endurance: Good  
Reason: Remarkable

Intuition: Good  
Psyche: Typical

Health: 28  
Karma: 46  
Resources: Poor  
Popularity: 3

Known Powers:  
Linguistics: In

Talents:  
Computers (hardware and software)

History:  
Douglas Ramsey was a teenage friend of Katherine Pryde, who, as the mutant Ariel, was a member of the hero team X-men. Ramsey had shared Pryde's interest in computers and video games, and they had become close friends.

Both Professor Xavier and Emma Frost, the White Queen of the criminal organization Hellfire Club, learned that Ramsey was also a mutant. Frost offered Ramsey a scholarship to her Massachusetts Academy, hoping to induct him into the Hellions, the team of adolescent mutants which she trained there to serve the Hellfire Club's secret criminal purposes.

Ramsey went to the Massachusetts Academy with Pryde for his final admissions interview. Pryde, suspicious of the Academy, was captured by the White Queen and had to be rescued by the New Mutants. Ramsey left with Pryde and ended up going to Xavier's School for Gifted Youngsters, instead.

Ramsey developed friendships with the other students of the School, not realizing they maintained secret identities and superhero careers as the New Mutants. However, when the techno-organic alien known as Warlock arrived and found himself battling the New Mutants, the heroes summoned Ramsey and revealed their identities. Ramsey succeeded in using his powers to communicate with Warlock, and shortly afterwards both Ramsey and Warlock became members of the New Mutants, with Ramsey adopting the code-name Cypher.

Ramsey occasionally adventured with the New Mutants for some time, although he often felt out due to the purely intellectual nature of his mutant power. Eventually, he developed a hybrid relationship with the alien Warlock to allow him to join in more action. Unfortunately, however, on an unsanctioned adventure to save the Ani-mates (the society of New Mutant's associate Bird-Brain), Ramsey was shot dead by the evil scientist and creator of the Ani-mates, the Ani-mator.

Dagger



Dagger

Tandy Bowen

Fighting: Ex  
Agility: Ex  
Strength: Ty  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 76  
Karma: 30  
Resources: Fe  
Popularity: 5

Known Powers:

Light Generation: She can create Rm Intensity light that fills up to 2 Areas. Opponents caught in this light must make an Endurance FEAT or be Stunned. Any attacks made against the glowing form are -2CS to hit her.

Light Knives: She is able to create solid light daggers that do Ex Edged Damage. She can throw 4 Daggers/Round at up to 4 different targets if she so desires. These daggers dissipate 1 Round after they leave her hand.

Light Shield: She is able to generate a shield of light around her that provides Ex Protection from Physical and Force Attacks.

Talents:

Acrobatics, Tumbling, Martial Arts C

History :

Tandy Bowen's mother was left with a fortune when her husband, Tandy's father, left for India to experience spiritual rebirth. She began a career as a jet setter and had numerous short-lived marriages ; the only person who ever loved her was one of earliest husbands, Philip Carlisle, a kind man. Feeling alone and unloved, Tandy finally ran away when her boyfriend left for the university.

Things in New York didn't go well at all for the young runaway, and she soon ended up captured by the Silvermane Maggia family along with many other street urchins, in order to serve as experimental subjects for a new drug. All but two died, and thus Cloak and Dagger were born. They soon began, at Cloak's instigation, a career as vigilantes hunting criminals preying upon street kids. Tandy was much less intense in the bloody vengeance department than he was, and sometimes attempted to return to a normal life ; however she always came back to vigilantism, due to both her sense of duty toward street kids and the feeling that only Cloak really loved her. For a long time, she was morally and financially supported by Philip Carlisle, who even moved to New York. His eventual death was a tough blow for Dagger, as she obviously considered him her true father.

After many adventures, including an affair with a man who was revealed to be an arms dealer, the case of a priest who was at first an ally but soon was certain that Cloak was a demon, and the complete failure of an attempt to reconcile herself with her mother, Dagger met her father, who had developed powers that were roughly equivalent to his daughter's, only more sinister, and thought of himself as a god. He finally realized that he wasn't and the evil he had done, and redeemed himself by letting Cloak's darkness kill him.

At one point, Dagger lost her sight due to Mr Jip's machination, but was later able to recover two working eyes due to Jip, whom she defeated. She also appeared in the Maximum Carnage storyline, ending an episode by defeating the powerful Shriek.

Daredevil



Daredevil

Matt Murdoch

Fighting: In  
Agility: In  
Strength: Gd  
Endurance: Ex  
Reason: Ty  
Intuition: Mn  
Psyche: Gd

Health: 110  
Karma: 91  
Resources: Gd  
Popularity: 30

Known Powers:

Enhanced Senses: Mn, Overloading these senses reduces his Intuition by 1CS. Any FEAT against specific attacks are -2CS. Murdock uses his enhanced hearing in a power stunt to determine if someone is lying (by listening to their heartbeat) with Am ability. He can also track by a specific odor with Mn ability.

Radar Sense: Has developed an omnidirectional sense that operates as primitive radar. He can "see" 3-D images up to 3 areas away regardless of light conditions. Rapid movements and chaotic conditions reduce the power and Intuition by 2CS. Daredevil cannot be blindsided.

Equipment

Billy Club: In material that he wields or throws for Ex blunt damage. With a successful Agility FEAT, Daredevil can ricochet his Billy Club off a number of hard surfaces and back to him. It shoots a line that lets him swing at 3 areas/round.

Costume:

Gd protection vs Physical.

Limitations: Murdock is blind and is unaffected by light-based attacks, illusions, and hypnosis.

Talents:

Acrobatics, Hand-to-Hand Combat, Weapon Specialist(Billy Club), Law.

Contacts:

Ben Urich, Foggy Nelson, Karen Page, Black Widow, Spider-Man, Nick Fury, Avengers

Darkhawk



Darkhawk

Christopher Powell

Fighting: Typical  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Poor  
Intuition: Typical  
Psyche: Excellent

Health: 96  
Karma: 30  
Resources: Poor  
Popularity: 10

Known Powers:

Regeneration: While in the Darkhawk personae, he can heal up to 40 points by changing back to Chris Powell for at least 1 turn.

Grappling Hook: Amazing material

- Excellent climbing speed. It has a 2 area range
- Fires with Remarkable accuracy from the right forearm.
- The grapple can also make attacks to grab or grapple an agility feat.

Claws: Good edged damage

True Flight: Good air speed.

Darkforce Blast or Shield: From his chest he can do one of the following each turn but not both:

- Remarkable Force, 2 area
- Create a shield gives Remarkable protection vs physical or energy attacks, from the front only.

Enhanced Vision: He has Good range vision and can reduce range by up to 4 areas when firing his grapple. He also has Remarkable intensity infra-red vision in darkness.

Alter Ego: Chris Powell's normal stats:

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Typical  
Reason: Poor  
Intuition: Typical  
Psyche: Typical  
Health: 28  
Karma: 16

Talents:  
Blunt Weapons, Grapple Marksman

Contacts:

Spider-Man, Moon Knight, New Warriors

History:

Dargin Bokk was an intergalactic crimelord, who sought to improve his agents so they would become expandable, but able to come back (Invulnerability). He thus went on a quest for independent scientists, whose inventions could be combined to create super-agents. One scientist had a means to store consciousnesses, another a teleportational system which could substitute a being for another, a Terran built sophisticated androids, another scientist worked on telepathy, another on the techno-virus, and the last one had managed to access a pocket dimension called null-space.

Five androids, each with an amulet allowing to telepathically control it, were designed. However, most of the scientists had been coerced by Bokk, and they rebelled using the Darkhawk bodies. Bokk killed one of the Darkhawks and took over it, becoming Evilhawk. One of the 'hawks fused with Bokk's starship, and another had his body stolen by Portal. The two remaining ones projected their consciousness on Earth, and became mysterious Darkhawk supporting characters.

One of the amulets ended up in the hands of Chris Powell, a young New Yorker. He became a vigilante after he discovered his father, a cop, was on the take from a local crimelord, and made himself powerful enemies.

Darkoth



Darkoth

Major Desmond Pitt

Fighting: Am  
Agility: Ex  
Strength: Am  
Endurance: Rm  
Reason: Pr  
Intuition: Ty  
Psyche: Fb

Health: 150  
Karma: 12  
Resources: none  
Popularity: -20

Powers:

Cyborg Body: Major portions of Pitt's body were replaced with steel alloy and he further mutated from chemical means  
Armor Skin: Am  
Claws: In  
Prehensile Tail:  
Heat Emission: Am

Kinetic Bolt: Ex  
Mind Control: Ex  
Winged Flight: TY  
Phasing: Ex

Talents:  
Pilot, Military

Contacts:

#### History:

Desmund Pitt was a major in the United States Air Force when he met test pilot, Ben Grimm. In short order, he and Grim, who would later become the Thing, a member of the super team Fantastic Four, became close friends. During a brief return to civilian life, Pitt married and had a son.

Eventually, Pitt rejoined the Air Force and was assigned to the Kennedy Space Center in Houston, Texas. There he was placed on the staff of a research project designed to develop the solar shuttle (a variant on the space shuttle.) As Pitt became involved with the early stages of the project, his wife was diagnosed as suffering from a terminal illness. The prognosis gave her only a few months to live. While under the great emotional stress which accompanied knowledge of his wife's condition, Pitt also discovered that the solar shuttle project had been infiltrated by agents of Victor von Doom, absolute monarch of the Balkan state Latveria.

In an effort to learn the extent of the infiltration and its purpose, Pitt decided to present himself as a willing collaborator. Fearful that the spy network may well have extended into other areas of NASA, Pitt told no one of his plans, not even his superiors. Attempting to gather as much information as possible, he became the confidante of the ring's leaders. They were so impressed by Pitt that they brought the major to the attention of Dr. Doom himself. To all appearances, Pitt was a loyal spy. He soon learned that Doom's men meant to utilize the awesome powers of the solar shuttle to energize solar panels in Latveria.

Before Pitt could expose the plan to United States government officials, his wife died. Grief-stricken, Pitt became careless with his ruse and Doom discovered that he was a double agent. Doom's operatives in high NASA positions denounced Pitt as a traitor. Before he could be arrested, Pitt disappeared. U.S. officials deduced that he had been killed.

In reality, Pitt had been kidnapped and brought to Latveria. Doom wised to make an example of Pitt to other individuals who might dare to might dare to consider betraying him. Pitt was forced to undergo chemical and cybernetic transmutation. Under Doom's direct supervision, Pitt's body was reformed to resemble a legendary demon that supposed haunted the mountains of Latveria. Code-named Darkoth the Death Demon, Pitt was given extraordinary strength, agility, and limited psionic powers. The final process in the creation of Darkoth was exposure to Doom's vibration device, erasing his personality and memories. Doom also implanted a hypnotic suggestion that Pitt was in reality a demon, who had been rescued from the Netherworld by Doom to be his personal warrior. As such, Pitt became the most loyal servant of the man who made him a monster.

Aware of Pitt's past friendship with Ben Grimm, Doom utilized Pitt in the capture of the Thing while he was in a neighboring country. After the rest of the Fantastic Four were subsequently captured, Doom's revenge on Pitt was complete: he had helped in the defeat of his best friend and his partners. In hopes of forever breaking Pitt's spirit, Doom revealed the truth about his origin. However, the realization of the truth released Pitt from his brainwashing. Pitt freed the Fantastic Four and helped in defeating Doom and his latest world-conquering plan. Nevertheless, Pitt concealed the truth from Grimm for unknown reasons. Pitt followed Doom, who tried to escape in a spacecraft, and continued to battle against him. The craft collided with a satellite, sending the two hurling back toward Earth.

Pitt survived the re-entry, crashing into the Texas desert. He was discovered and recovered by the Fantastic Four villain, Diablo, master alchemist. Diablo used a variant of his own life-prolonging potions to save Pitt's life, but also used his powers to grant Pitt new powers and to submit Pitt to his will. Diablo learned from Pitt about the solar shuttle and its imminent launch and intended to use the shuttle's solar generators to destroy his long-time enemy, Dr. Doom. Pitt agreed for reasons of his own revenge, but rebelled when he learned the pilot of the shuttle would be the Thing.

Warned by Pitt, the Thing was able to destroy the solar generators and prevent Diablo's plan. Enraged, Diablo sought to kill the Thing by subjecting him to lethal radiation. Witnessing this, Pitt freed himself from Diablo's domination and revealed to his old friend his true identity. He save the Thing's life by hurling both Diablo and himself into the exploding solar generators. The Thing managed to escape the holocaust, but Pitt was assumed killed.

Darkseid



Darkseid

Ruler of Apokolips

Fighting: Amazing  
Agility: Incredible  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Monstrous  
Intuition: Monstrous  
Psyche: Unearthly

Health: 290  
Karma: 190  
Resources: CL1000  
Popularity: -100

Known Powers:

Continuum Control: With this power Darkseid is able to tinker with the nature of matter and control the space/time continuum at CL1000 rank. Darkseid may perform more actions than are normally permitted, as long as all the excess actions are mimicked powers. The power rank number is distributed among the mimicked powers. He can mimic the following powers with continuum control:

- Electrical Generation: CL1000 rank
- Damage Transferal: CL1000 rank
- Disruption: CL1000 rank
- Time Travel: CL1000 rank
- Teleportation: CL1000 rank
- Regathering: CL1000 rank
- Body Transformation:

Dimension Travel: CL1000 rank

The Omega Effect: Darkseid's most terrifying power is the "Omega Effect" potent beams of energy projected from his eyes that can lock on and trace their chosen targets. When the beams do inevitably connect, they produce one of any number of effects, ranging from disintegration to teleporting the target across time and space and can even reach out into other dimensions.

- Omega Beams: The Omega Beams can either disintegrate it's target or steal it's life force for future reanimation on under Darkseid's control at CL1000 intensity intensity.

Other powers at Darkseid's command are:

Regeneration: Incredible  
True Invulnerability: Unearthly

Limitation:

Continuum Control is powered by Element X and must be fueled every so often by absorbing it into his body.

Talents:

Leadership, all Science skills.

**Contacts:**

New Gods, Apokolips

**History:**

Uncounted ages ago, the homeworld of the Old Gods split asunder, shattered by Ragnarock, their final war. Out of this Cataclysm were born two worlds. New Genesis, the bright and beautiful planet of renewed hope watched over by Highfather of the New Gods. The other planet, spinning forever in the shadow of it's sister world, dark and sinister Apokolips.

Prince Uxas is the son of Heggra and Yuga Khan. When his father was turned into a statue trying to pierce the barrier to the Source, Uxas started plotting to take over Apokolips. Second in line to the throne Uxas engineered political dissent while his brother Drax sought peace with nearby New Genesis. When Drax attempted to claim the fabled Omega Force and assume godhood, Uxas murdered him, claiming the power for himself and taking the apocryphal god name Darkseid.

Darkseid is the embodiment of pure, unadulterated evil. Feared throughout the cosmos, Darkseid usually acts through members of his elite guard such as his son, Kalibak, wielder of the deadly Beta-Club, Desaad, his chief scientist and torturer, Granny Goodness, leader of the Female Furies and headmistress of the "orphanage" that trains Darkseid's troops, and the Parademons, Darkseid's flying army of enforcers.

For centuries, he has sought control of the Anti-Life Equation, the means to dominate all sentient life, though that odyssey ended when he realized true power rested in domination of the Source itself. Consumed with this single goal, he will stop at nothing until he commands The Source and all its vast powers.

**Darkstar**



**Darkstar**

Laynia Petrovna

Fighting: Gd  
Agility: Ex  
Strength: Gd  
Endurance: Am  
Reason: Gd  
Intuition: Ex  
Psyche: In

Health: 90  
Karma: 70  
Resources: Gd  
Popularity: 50

**Known Powers:**

Darkforce Manipulation: Can form simple shapes such as spheres, pincers, columns, and rings by mental commands.

- Can effect up to 2 areas at a time. Am material strength.
- Can fire a beam causing In damage with a range of 2 areas.
- Can support structures as if In strength.

If Darkstar is rendered unconscious constructs will dissipate.

Teleport: Can enter the darkforce dimension and teleport up to one mile with Rm accuracy. May take up to 3 individuals with her. Cannot perform any other action during round of teleport. Anyone attacking is at +2CS, as transit is very disorienting, even to Darkstar. It takes an entire round to open a portal to the darkforce dimension that she uses for teleport.

Flight: Gd, can hover with no penalty.

Talents:

Languages (Russian, English)

Contacts:

Iceman.

Russian government.

History:

Darkstar and her twin brother, Vanguard, were born to the man who would become the immensely powerful Presence. The then-Soviet government took custody of the children to train them to become super soldiers. Vanguard and Darkstar served the Soviet government in many ways, and came into conflict with many American heroes.

Later, the government wanted the threat of the Presence eliminated, and sent his own (unknowing) children out to murder him. They, of course, learned that he was their father, and turned against the Soviet regime. Vanguard, Darkstar, and Ursa Major became agents on their own, fighting for the good of the people.

Darkstar wandered farther than her brother ever would. She ended up in America where she joined the Champions, and even developed a brief romance with Iceman.

Finally fed up with their Soviet government, the former Soviet Super Soldiers defected to the United States, only to be captured and returned to the Soviet states. There, they were rescued by Blindfaith and his "Exiles," in order to form an underground team that would fight for the people under a government that hates and fears them. In one such battle, Darkstar and Blindfaith encountered a immensely powerful psychic being, the Soul-skinner, and with the help of the X-men, defeated him.

Dazzler



Dazzler

Alison Blaire

Fighting: Ex

Agility: Ex

Strength: Gd

Endurance: Ex

Reason: Ty  
Intuition: Gd  
Psyche: Ty

Health: 70  
Karma: 22  
Resources: Ty  
Popularity: 5/50 with rebels

**Known Powers:**

Energy Conversion: Dazzler can transform sound into light, this provides her with energy for her light-emission power:

|    |    |    |    |
|----|----|----|----|
| 1  | 2  | 3  | 4  |
| 5  | 6  | 7  | 8  |
| 9  | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 |
| 17 | 18 | 19 | 20 |

Light Emission: Dazzler can do the following stunts at the above levels:

- Laser: 2 areas
- "Dazzle" to confuse and blind for 1-100 rounds. End.FEAT vs. intensity or be at -4CS
- Calm or hypnotize at 1 area range. Psyche FEAT or tranquilized for 1-100 rounds.
- Lightshow
- Rocket Flight: straight line at Fe speed by directing her blasts beneath her. Intimidation: Because they look extremely spectacular an opponent unaware of her true abilities must make a Gd Psyche FEAT or flee or fight at -2CS.
- Resistance to light: Un
- Sound Release: Dazzler can also release the absorbed sound in one burst. She releases the absorbed intensity -2CS (this is still not an established power stunt.)

Costume:  
can store energy for 5 Rm rank attacks, Ty body armor.

Talents:  
singing, dancing, acting, roller-skating, Show Business

Contacts:  
X-Men, Longshot, Mojoverse Rebels, Lila Cheney, Guido (strongguy), Jessica Drew, Carol Danvers, most other X-teams.

**History:**

Alison Blaire is a mutant whose superhuman powers first manifested themselves in her late adolescence. As an aspiring singer, Blaire was performing at a high school dance when her ability to transform sound into light first surfaced. Upon graduation she set out to make a name for herself in the entertainment world using her light powers to create spectacular effects as she sang. She used the stage name The Dazzler. Virtually no one knew that Blaire was a mutant; almost everyone in her audiences assumed that her lighting effects were created through technological means. Although Blaire had no intention of using her special powers to fight crime on a regular basis, time and again she found herself using them to thwart the criminal activities of gangsters and renegade superhumans.

Eventually Blaire moved to the Los Angeles area from New York City, and formed a romantic and professional relationship with Hollywood celebrity Roman Nekoboh. Nekoboh produced a motion picture (which was never released) featuring Blaire, and persuaded her to reveal publicly that she was a superhumanly powerful mutant. The revelation backfired, stirring up renewed public hostility against mutants. Blaire was virtually blacklisted in the entertainment industry, and had to take primarily low-paying obscure jobs in order to continue her singing career.

Blaire sought and received training in the use of her superhuman abilities from the mutant X-Men. As a result, she is now far more adept in the use of her powers than she was in the past.

Dazzler has recently been spending her time in the Mojoverse with her companion Longshot. The two have been placed as the rulers there and are attempting to build their world into a much more fair and hospitable place. When last seen, Dazzler had decided to take care of the X-Babies, miniature versions of the X-Men created by Mojo.

Deadpool



Deadpool

Wade Wilson

Fighting: Incredible  
Agility: Remarkable  
Strength: Excellent  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Excellent  
Psyche: Excellent

Health: 120  
Karma: 60  
Resources: Good  
Popularity: 0

Known Powers:

Regeneration: Unearthly (10 per round), with a power FEAT he can also speed-up the recovery of lost limbs. He can then regain tissue the size of his hand with 2 rounds concentration. Due to recent developments Deadpool has lost the ability to regenerate lost limbs, it is not known if that ability will return in time.

Recovery: Unearthly

Equipment:

Body Armor: Good vs. energy, physical.

Teleportation Device: 10,000 mile with up to 2 people.

Image Inducer: Remarkable holographic ability to assume other humanoid form.

Bolos: 2 areas to grapple with Excellent strength

Bo Staff: Excellent material, Remarkable damage

Cluster Bombs: 1 area, Remarkable damage to entire area

Long Swords: 2 Remarkable material longswords that do Rm damage.

Throwing Stars: 3 areas for Excellent damage.

Guns: various guns for up to Incredible damage but he has access to greater damage weapons and all kind of ammo.

Talents:

Martial Arts A,B,C,E, Military, Sharp Weapons, Thrown weapons, Marksmanship, Guns, Detective/Espionage, Weapon Master: Swords/ Guns

## History:

The history of the man known as Wade Wilson remains a mystery. He was a highly skilled mercenary and assassin who became adept at assuming other identities when needed.

After failing to complete an assignment, the mercenary ended up in the care of Wade and Mercedes Wilson at a remote cabin in the Northern United States. The mercenary decided to adopt the identity of Wade Wilson by killing the real Wade and leaving his body for his own. Unfortunately, the mercenary inadvertently killed Mercedes, which drove him somewhat mad with guilt. He thus became entrenched with the Wilson identity ever since. (The real Wade Wilson assumed a new identity instead, T-ray, and used it to attempt revenge on the new Wilson later.)

Now Wade Wilson, the mercenary led a relatively content life taking dangerous mission after dangerous mission, and formed a deep relationship with a prostitute named Vanessa (later, Copycat).

Being diagnosed with cancer, he left Vanessa and accepted an offer of salvation from the Canadian government. Winding up in the government's "Weapon X" facility, the program healed his cancer and gave him a healing factor but it also disfigured him into a scarred, ugly human. Wilson was then sent to a scientist in Department H called Dr Killbrew who had his own lab called "the Workshop" where he performed all kinds of sick experiments on people who were kept in cells. One day Dr. Killbrew lobotomized one of Wades friends who he later killed out of mercy. When trying to avenge his buddy he got his heart ripped out by Killbrew's strong man Ajax. However, Wilson's healing factor jumpstarted and he regenerated his heart and apparently killed Ajax. Escaping, Wilson once again became a mercenary calling himself Deadpool after beating the "office pool" odds in the Weapon X facility.

His initial exploits led him to compete with the assassin Bullseye for top spot as the Kingpin's prime assassin, but Wilson developed his own identity and reputation. He also established a friendship with his weapons maker, Weasel, and imprisoned the woman known as Blind Al in his headquarters, for reasons that remain unknown. Wilson became the prime mercenary at the headquarters known as the Hellhouse, ran by the head administrator, Patch.

Wilson was later hired by the crime boss Tolliver, who was in reality Genesis, the son of the powerful mutant Cable. Wilson was hired to kill Cable and his latest charges, the young heroes called New Mutants. Wilson failed but still tried to kill Cable even after the New Mutants had become X-force. During this time he also had a relationship with the X-force member Siryn, although Siryn soon broke it off.

About the same time, Wilson was contacted by the extraterrestrial holding company, Landau, Luckman, and Lake, to be the avatar for Earth in order to prepare the way for what could be a celestial messiah. Resistant at first, Wilson tried to become the hero they wanted, but failed. For example, he encountered the villain Typhoid Mary, who would continue to try to turn Wilson evil. When encountering the messiah, Wilson decided that its offer of peace meant the destruction of free will and "failed" again. Landau, Luckman, and Lake attempted to kill Wilson for his failure, although he escaped with the help of Zoe Culloden, who had in the course of Wilson's preparation become his friend.

Later, Wilson was killed by Ajax, although Wilson met and reaffirmed a strange relationship with the physical embodiment of Death, allowing him to come back to life. Similarly, T-ray returned to Wilson's life, eventually killing him, only to have Death revive him again.

Wilson has returned to his mercenary ways, joining with villains Constrictor and Titania in a new headquarters.

Deathbird



Deathbird

Vice-Roy of the Sh'iar empire

Fighting: In  
Agility: Rm  
Strength: Rm  
Endurance: In  
Reason: Ex  
Intuition: Gd  
Psyche: Ex

Health: 140  
Karma: 50  
Resources: CL1000  
Popularity: -20

Known Powers:

Flight: Deathbird recently regained the use of her wings, they give her Gd flight with Mn agility.

Pinions: The tips of her wings are sharp enough to do Gd edged damage.

Talons: nails that do Rm damage and have Rm material strength.

Berserker Frenzy: +1CS Fighting and Endurance for up to 10 rounds.

Battle Armor: She currently wears a battle armor that gives her Rm body armor vs. physical and energy attacks.

Spear: She uses a spear that does In edged damage.

Javelins: She used to use the following javelins:

- normal: Rm edged.
- Gas: -1CS to all not protected in 1 area.
  
- Electrical: 2 javelins that produce In energy bolts.

Talents:

Weapon Specialist: Javelins & Spear, Martial Arts E

Contacts:

Lilandra

Deathlok



Deathlok

Luther Manning

Fighting: Am  
Agility: Rm  
Strength: In  
Endurance: In  
Reason: Ex  
Intuition: Am  
Psyche: Pr

Health: 160  
Karma: 74  
Resources: Fb  
Popularity: 0

Powers:

Cybernetic Body: Over 75% of Mannings body has been replaced with cybernetics enhancing his physical abilities. In addition to these enhancements he has the following abilities:

- Body Resistance: Ex
- Enhanced Vision:
  - Infravision: Rm
  - Ultravision: Rm
  - Telescopic Vision: Rm
- Audio enhancements: Rm

Internal Computer: A microprocessor within Deathlok's skull enhance his mental facilities and is capable of overriding Mannings self control. The computer can be reprogrammed by any AM reason FEAT.

Weapons:

Lasor Pistol: Deathlok carries a lasor pistol with an effective range of Rm that inflicts IN damage. The pistol utilises Deathlok's own personal energy and has can be considered to have an unlimited energy supply.

Knife: Manning also carries a knife made from RM material and inflicts GD edged damage.

Talents:

Weapons Master-Pistols, Martial Arts A, Computers and Military

Contacts:

Military

History:

Luther Manning enlisted in the army and later rose through the ranks to become a colonel. During standard war games, however, Manning was injured by the effects of a concussion mine, an incident which created a diverged, alternate reality, and is not considered part of the mainstream timeline. Most of the History below occurs in this divergent timeline, where Manning was critically injured.

Manning's superior, Major Simon Ryker, salvaged Manning's body for use in Project: Alpha-Mech, a covert operation whose purpose was to create cyborg super-soldiers. Manning's brain, nervous system, and still-living tissue were transplanted into a synthetic body in an operation performed by Major Ryker's brother, Harlan Ryker, code-named Hellinger, who had years before given his brother Simon cybernetic parts to repair damage to his legs and spine incurred in an altercation with the villainous despot Dr. Doom.

Manning awoke from the weeks-long operation in a body that was partially his own and with a mini-computer occupying a portion of his brain. He was given the code-name Deathlok. At first an unwilling agent of Ryker, Manning broke free of his control and became a free agent. On a CIA assignment, Manning met the enigmatic Godwulf, a vigilante who had access to some time travel machinery in his headquarters in the subway tunnels of New York City. Godwulf displaced Manning in time, where the cyborg was snatched by a time machine used by the villains Fixer and Mentallo and brought to the present of the mainstream reality.

The Fixer's inventive genius enabled him to override Manning's computer brain, enabling the criminals to use him as their pawn. The hero team Fantastic Four confiscated Manning from the Fixer and turned him over to a cyberneticist in London.

There, agents of the oil company Roxxon stole Manning's body, placing him in the custody of Roxxon-employed surgeon, Harlan Ryker (the mainstream equivalent of the scientist who created Deathlok in the alternate reality.) Ryker gave Manning a rigorous biopsy in order to learn from it. Then, in association with other members of Roxxon's Department M (for "Mutagenics"), he created a robotic simulacrum of Deathlok. This robot was turned over to Roxxon's Nth Command for testing, and soon sent to infiltrate and destroy the United States-funded Project: Pegasus energy research facility. The Deathlok robot was destroyed before it could carry out its mission.

Eventually, Ryker got the original Deathlok functional. By this time, a clone of Manning was sent by Godwulf to find the original Deathlok. The clone succeeded in its mission with the help of Captain America, and gave his life to free Manning from Roxxon mental domination. Manning returned to his own alternate reality where he joined forces with Godwulf and his band of Redeemers to defeat Harlan Ryker's plans of nuclear annihilation.

Manning presumably remains in his near-future alternate reality, searching for a purpose in life.

#### Deathstroke



#### Deathstroke

Slade Wilson

Fighting: Amazing  
Agility: Incredible  
Strength: Remarkable  
Endurance: Incredible  
Reason: Incredible  
Intuition: Amazing  
Psyche: Incredible

Health: 160

Karma: 130  
Resources: Remarkable  
Popularity: 0

**Powers:**

- Immortality: Slade Wilson is immortal, being able to return from the grave and regenerate himself.
- Hyper-senses: All of Slade's five senses operate at Excellent levels
- Hyper Intelligence: Deathstroke is capable of using 90% of his brain capacity.
- Regeneration: Slade has rapid-healing powers capable for Incredible regeneration
- Infravision: The right eye he lost has been restored with an artificial eye, equipped with Remarkable infrared vision.

**Weapons/Equipment:**

- Body armor suit: Made from a combination Kevlar/Flameweave composite that provides:
  - Excellent Body Armor vs. physical attacks
  - Good vs. energy attacks
  - Remarkable vs Fire
- Staff: Amazing Material strength. Capable of firing an Amazing intensity Force Blast.
- Deathstroke uses a sword as well as various knives and throwing weapons, he also uses sniper equipment and other ballistic weapons. All his other weapons are standard issue or basically as needed weapons only. He has unlimited access to all weapons including Military grade should he desire.

**Talents:**

All Fighting, All Weapons, Weapon Master, Weapon Specialist: Firearms, Leadership, Military, Pilot, Detective/Espionage,

**Contacts:**

Underworld, Various mercenary organisations

**History:**

Slade Wilson was always a strong, determined personality. As a young man, he lied about his age to get into the Army. He quickly distinguished himself and became one of the youngest decorated soldiers. During a guerrilla warfare training session, he was bested by his instructor, Adeline Kane, a woman who matched his fiery personality and superior fighting skills. Sparks ignited immediately between the two, and they quickly fell in love and wed. Shortly thereafter, Adeline gave birth to a son, Grant. Slade continued on active duty, and volunteered for a medical experiment in resisting truth serums.

The experiment left Slade weakened and bedridden for a time. The experiment, unbeknownst to anyone but Slade, had an unforeseen side effect: it gave Slade enhanced strength and heightened reflexes. Shortly after this, Adeline gave birth to a second son, Joseph. After resisting orders to rescue his long friend, Wintergreen, Slade was discharged from the army. He took up hunting for a while, but it failed to quench his thirst for the life he once led. Unknown to his wife and family, Slade secretly became a mercenary known as Deathstroke, the Terminator.

One of his assignments, Slade assassinated a Colonel from the country of Quarac. The president from Quarac sent a terrorist known as the Jackal to find Slade, and find out who hired him to kill the Colonel. To gain leverage, the Jackal kidnapped a young Joseph Wilson. This forced Slade to admit to his wife that he was secretly the mercenary known as Deathstroke, the Terminator. Adeline and Slade together confronted the Jackal. Slade gave the Jackal the information he requested, because it would violate his professional code of ethics. Slade gambled he could react fast enough to save his son; He saved Joseph's life, but not before one of Jackal's men had begun to slit his throat. Joseph was now mute.

Adeline, furious at Slade's betrayal and risking her son's life, confronted Slade with a gun. Slade's quick reflexes saved his life, but he lost his right eye due to the gunshot inflicted by his wife. Adeline then divorced Slade and raised her two sons by herself. Grant followed in his father's footsteps and attended military school. Joseph, however, was quite different from his brother; He was a kind, gentle soul who flourished in the arts. Joseph was both a talented artist and musician. Adeline nurtured this side of Joseph, and he grew up to be a fine young man under Adeline's care.

Slade continued his activities as the mercenary, Deathstroke, the Terminator. Although a mercenary, Slade did keep his own personal code of ethics, taking only jobs his conscience would allow him to. A few years after his divorce from Adeline, Slade met Lillian "Sweet-Lili" Worth, an Oriental clan princess whose life fell in ruins. It was Slade who brought Lili from war-torn Cambodia to Thailand, where she would have relative freedom. Slade and Lili remained in contact, embarking on an on/off love affair whenever their paths crossed. During one of their trysts, Slade impregnated Lili, who later gave birth to Rose Worth; Slade's daughter. Lili kept Rose a secret from Slade, rationalizing it was in the child's best interest to do so.

A few years later, Slade casually refused a job that would change his life forever. The criminal organization known as the H.I.V.E. offered Slade a contract to kill the Teen Titans. Slade refused. But Slade's son, Grant, assumed the contract himself. The bitter Grant perceived that the Titans had ruined his life and sought to exact his revenge through this contract with the H.I.V.E. Given powers and a costume, Grant became the Ravager. Seeking to destroy the Teen Titans, Grant succeeded only in destroying himself. Slade vowed to destroy the Titans himself, in an effort to honor his son's contract.

After failing to fulfill this contract himself, Slade came in contact with a young sociopath with dangerous powers: Tara Markov. Markov had powerful earth-shaping powers, but was emotionally unstable. Full of blind hate, Markov agreed to work with Slade, acting as a double agent as a member of the Teen Titans, gaining access to all their secrets and weaknesses. With Terra's help, Slade was able to deliver the Teen Titans to the H.I.V.E. Dick Grayson with the help of Slade's son Joe Wilson were able to infiltrate H.I.V.E. headquarters and rescue the Titans. In the ensuing battle, Terra died and Slade was captured to stand trial.

Slade's case was thrown out of court because the prosecutor failed to prove that the Terminator who did the kidnapping was indeed Slade Wilson. Actually, Gar Logan (Changeling) sabotaged the trial so he could destroy Slade Wilson himself. Slade showed up for their "final battle" in his civilian garb, forcing Gar to see him as a man, not a simple vessel for his rage at Terra's betrayal. The two men parted on truce terms. Slade laid low for awhile, taking up hunting again in Africa.

Months later, Slade became involved with a Titans' case involving a dangerous plague. He became active again as Deathstroke, and eventually resumed his mercenary activities, with a stricter code of ethics. Shortly after this, current and former members of the Titans were hunted and captured by the Wildebeast Society, for unknown reasons. Deathstroke was instrumental in tracking down the captured Titans. Upon locating the captured Titans, the heroes were shocked to learn the identity of the leader of the Wildebeasts' Joe Wilson!

It seems the tainted souls of Azareth regained their strength and merged with Jericho shortly after Trigon's second defeat. The souls now needed powerful vessels for each of them to survive. Now possessed by this force, Jericho sought to acquire superhuman beings as vessels for the souls of Azareth. He used the Wildebeast Society as a front to kidnap the Titans to house the tainted souls of Azareth. During the soul transfer process, Jericho resurfaced briefly, begging his father to kill him; He was beyond help and killing him might destroy the twisted souls of Azareth. To spare his son any more pain and save the remaining Titans, Slade Wilson was forced to drive a sword through Jericho, killing him instantly. This became one of Slade's greatest defeats. He now felt responsible for the death of both his sons.

Slade continued his life as a mercenary, but also acted as a sometime hero on his own, aiding the Titans or acting on his own to help others. Slade also met Pat Trayce, a tough former-cop who would become the new costumed Vigilante. Pat Trayce and Slade quickly became lovers, and began an tumultuous on again/off again relationship.

Soon, Slade's life was turned upside down. Slade stopped an assassination attempt on the president. But Slade's heroic act was misconstrued ; by stopping a doppelganger of a U.S. Senator implanted with a bomb, the authorities believed Slade had killed the Senator, and tried to kill the president himself! Deathstroke became a hunted fugitive. Meanwhile, a new man assuming the identity of the Ravanger was hunting down Slade's friends and loved ones, killing his informant Maurice, his tech supplier, Squirrel, and his former lover, Lili. At the same time, Adeline Wilson was exhibiting strange behavior, blaming Slade for her sons' deaths and vowing to kill him and his new lover, Pat Trayce.

Eventually, Slade was able to clear his name. Working with Sarge Steel and Checkmate, he was able to prove that the assassination attempt was actually a plan of the Crimelord, Steve Dayton. Dayton wanted to replace all the world leaders with clones, under his control. Furthermore, the now-insane Dayton wanted to merge his essence to cyberspace. Deathstroke thwarted his plan and cleared his name. Dayton is now presumably floating somewhere in the void of cyberspace.

It was during this ordeal, however, that Slade made some shocking discoveries about himself. After being riddled with bullets and brought to a morgue, Slade awoke from the dead! Apparently, Slade had an unknown extra-ability to add to his enhanced healing factor: Immortality. Upon awaking from each "death", however, Slade is in a state of psychosis for a brief period of time. The second discovery Slade made was that Rose Wilson is his own daughter! Fearing he would not be a good father, he eventually left Rose primarily in the care of Wintergreen, and then, the Titans.

The new Ravanger was revealed to be Slade's half-brother, Wade DeFarge. DeFarge was insanely jealous of Slade - and tried to torture him by killing anyone Slade cared about. Meanwhile, Adeline Kane, now completely over the edge, donned a Vigilante costume, and came into conflict with Slade and the Ravanger. After Adeline was bruised and healed immediately, Slade guessed the truth: Slade had given Addie a blood transfusion some months ago. The transfusion gave her rapid-healing powers, but was also driving her quite mad. During the fracas with Ravanger, Addie was shot between the eyes and naturally presumed dead. The Ravanger was captured and taken away by authorities. Later, in the morgue, Adeline awoke. Apparently, she had gained Slade's immortality as well. Her current whereabouts are unknown.

On his next case, Slade was engulfed in an explosion in the Capital Dome. This had a stranger effect than his previous regenerations. When he awoke this time, Slade awoke as a man some 20 years YOUNGER than he had been! Furthermore, he had no recollection of his past life. His personality attributes were pure Slade Wilson, but his memories were dim. This younger Slade came in contact with Pat Trayce, Vigilante, who had salvaged what was left of Adeline Kane's company, Searchers, Inc., and created her own search & rescue operation; Vigilance, Inc. Through her contacts, Pat Trayce was able to restore Slade's lost right eye, and this new eye equipped him with infrared vision.

After that, on a routine mission with Vigilante, Slade was caught in yet another explosion, this time involving volatile chemicals. The explosion "killed" Slade and triggered another regeneration. After that incident, Slade's actions became somewhat erratic, and he cut ties with both Pat Trayce and Wintergreen, claiming they were no longer part of his life, since he did not remember them. So Pat Trayce continued running Vigilance, Inc., with Wintergreen as her right hand man. Wintergreen suspected that this second explosion restored Slade's memory, since details of his past life crept up in idle conversation. Knowing that Slade must have his reasons for cutting ties with he and Pat, Wintergreen respected this unspoken request from Slade, and gave him his space.

Since that time, Slade has resurfaced, returning to his earlier mercenary ways. He has tangled with Batman, Nightwing, Azrael and the Teen Titans. In these confrontations, he exhibited little sense of honor, taking jobs that the old Slade would have turned down on moral principle. Only in his confrontation with Azrael did Slade show he was a man of honor.

Deathwatch



## Deathwatch

Stephen Lords

Fighting: Remarkable  
Agility: Excellent  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Excellent  
Psyche: Amazing

Health: 110  
Karma: 90  
Resources: Remarkable  
Popularity: 0

### Known Powers:

**Telepathy:** Deathwatch has Amazing telepathic powers. He can only utilize this power by touching his subject. Any creatures with a non-mystical nature who are touched by this telepathy must make a yellow psyche FEAT or fall unconscious for 1-10 turns. If they fail to make a Green FEAT, they will die as Deathwatch forcibly tears into their minds!

**Death Feed Field:** Deathwatch gains Health from being in the same area as a dying person, 50 Health points per death, with a max of 250. In addition, he can concentrate his 'death sense' on deaths that occur in any area in a 5 mile radius; he does not gain any Health from these, but gets a perverse enjoyment out of them.

### Talents:

Mystic/Occult Lore, Business/Finance, Wrestling, MA A & E

### Contacts:

Deathwatch has a large following of ninja, possible connections with the Hand.

### History:

Deathwatch's background is shrouded in mystery. Given his powers and knowledge of Zarathos, the demon who is linked to Ghost Rider, it is probable that he is actually a demon of some sort himself, who is taking human form or is possessing a human.

Deathwatch first appeared as one of the many criminals challenging the Kingpin's rule of NYC's criminal activities. He was trying to get ahold of three canisters which contained a bio-toxin that, according to Deathwatch, would have immediately killed half the population of the NY tristate area, driving the rest mad, and which would have eventually made its way across the US on the wind currents.

Deathwatch, employing Blackout and a cadre of ninja as his personal assistants, traced the canisters to a streetgang, who were hiding out at the Cypress Hills Cemetery on Halloween. They failed to get the canisters back, and inadvertently recreated the Ghost Rider, who bonded with Dan Ketch. Deathwatch continued to see out the canisters for a mysterious "employer", using Blackout, who left a large trail of dead bodies in his wake. Deathwatch was finally foiled by the Kingpin and Ghost Rider, but was never captured or imprisoned for his acts.

Deathwatch bided his time, waiting for a chance to avenge himself on the Ghost Rider. Following Blackout's imprisonment at Ryker's Island,

he used the assassin, Snowblind, as his next pawn, then discarded him when he was no longer needed.

Next, he lured Ghost Rider to an office building, then collapsed the building on him, killing hundreds of innocent people in the process. Ghost Rider managed to dig his way out, by which time Deathwatch had recruited two new allies. Troll and Hag. The final confrontation between Deathwatch and Ghost Rider occurred in Snowblind's hospital room (he was severely injured in a previous encounter with Ghost Rider). Despite Troll and Hag's interference, and Deathwatch's own great powers, Ghost rider formed his mystic chain into a knife and stabbed Deathwatch, apparently killing him, though whether or not Deathwatch can return from his own "death" is not known.

Death Adder



Death Adder

Roland Burroughs

Fighting: Rm  
Agility: Gd  
Strength: Rm  
Endurance: Gd  
Reason: Ty  
Intuition: Gd  
Psyche: Ty

Health: 80  
Karma: 22  
Resources: Pr  
Popularity: -5

Powers:

Body Armor: Death Adder's skin was modified with synthetic tissue, giving him EX body armor.

Gills: D.A. is equipped with artificial gills that allow her to breathe freely both above and below water.

Swimming: Death Adder can swim 4 areas/rd.

Bionic Tail: Adder has a synthetic four foot tail with which he inflicts IN Edged damage.

Poisoned Claws: Adder's gloves contain AM intensity poison. The claws could be used to inflict EX edged damage, injecting the poison. The victim must make an AM intensity Endurance feat roll or fall unconscious and lose one rank of Endurance per round until dead. An Endurance feat roll (at the reduced rank) could be made each round until the victim was dead. The antidote is in his belt.

Mute: Due to an accident during the implantation of his gills, Adder cannot speak.

Talents:

+1CS with his tail.

Contacts:

Serpent Society.

History:

Roland Burrough was recruited by the Special Operations branch of Roxxon Oil to become a special agent, and was bio-engineered to acquire various enhancements. He saw action along with the second Serpent Squad, including the mission to recover the dread Serpent Crown. This mission met with success, but after it most of the Squad left Roxxon to become mercs and, a few weeks later, Death Adder was contacted by the former leader of the Serpent Squad, Sidewinder, who asked him to join his Serpent Society.

Death Adder was among the best agents for the Serpent Society, but was assassinated by the Scourge.

Deathcry



Deathcry

Fighting: Excellent  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Typical  
Intuition: Excellent  
Psyche: Good

Health: 100  
Karma: 36  
Resources: Poor  
Popularity: 0

Known Powers:  
Enhanced Senses: Deathcry possesses Excellent senses.  
Body Resistance: Good protection from physical and energy damage  
Claws: Remarkable claws which she can use to inflict edged damage

Talents:  
Computers, Guns, Pilot, Student

Contacts:  
Lilandra, Avengers

History:  
Deathcry was sent by Lilandra of the Sh'iar to help the Avengers against an offensive by a band of renegade Kree. She did this but then found herself stranded on Earth. To make up for the loneliness she felt she pretended to be a heartless Sh'iar warrior who cared about nothing but was discovered to be a teenager, becoming a ward of the Avengers.

She developed a crush on the Vision, although nothing came of it she did open up to the other Avengers. She became specially close to Hercules who had just been stripped of his Immortality and exiled from Olympus, the two sort of bonded by their mutual exiles from their

families.

Eventually Hercules found a way to get her home and smoothed over things with her and Lilandra. Since returning to the Sh'iar galaxy nothing more has been heard about her.

Decay, Exemplar of Valtor



Decay

Yoshi "Hatchetman" Hachiman

Fighting: Rm  
Agility: Ex / In  
Strength: In / Ex  
Endurance: Mn / In  
Reason: Gd  
Intuition: Gd  
Psyche: Am

Health: 145  
Karma: 70  
Resources: Ex  
Popularity: -10

Powers:

Rotting Touch: This touch causes organic materials to decay at Un rank. Decay inflicts Un damage on those he touches. In addition, this touch acts on organic material (wood, rope, cloth) as an attempt to break the item with Un strength. Resistance to corrosives will offset the effects.

This power can be directed against organic (natural) Body Armor in order to weaken it, similar to the effect that claws have on inorganic body armor.

Corrosive touch: Decay's touch can have similar effects on inorganic matter. It acts as if breaking inorganic materials with Un strength.

Spray: Decay can spontaneously create a directed cloud of gas, mist, or dust. The Spray has a range of up to one area. It has the basic properties of doing Fb damage by choking off the target's fresh air and reducing visibility by -2CS for anyone within the cloud. Decay can combine Spray with his Corrosive Touch in order to effect inorganic targets in a single area at a 10 area range.

Body Resistance: In protection from physical and energy attacks.

Resistance: Un protection from corrosives.

Water Breathing: Decay can breath air and water with equal ease.

Water Freedom: Decay is perfectly adapted for functioning in an aquatic environment. On the surface, Decay uses the first set of stats, above.

Underwater he uses the second.

Hyper Swimming: Gd

True Flight: Gd

Talents:  
Business/ Finance, Multilingual (English, Japanese).

Contacts:

Icon: Verdant Vial of Valtorr  
Age: 44  
Nationality: Japan  
Place of Transformation: South Pacific Ocean, near Tahiti

Profile:

An efficiency expert in Stark-Fujikawa Inc.'s personnel division. A solitary man, with no known friends or living family. Hachiman is widely disliked at his workplace- the general opinion is that he enjoys firing people. However, a study of his journals reveals simply a passion for efficiency and elegance in all things- and perhaps surprisingly, a love for the arts. Hachiman has for many years been a supporter of the opera, of museums, theater and other arts groups. His journals suggest that Hachiman is drawn to the poetic, but unable to express himself, and as a result has turned inward, becoming reserved and undemonstrative.

History:

Yoshi Hachiman of Stark-Fujikawa who had come to inspect Platform Number Five, a facility designed to study subsea geothermal power sources, 15 kilometers off Tahiti's north coast. However, his inspection was caught short when he heard the call of the Emerald Vial within the temple of Valtorr, submerged near the platform. Hachiman dove off of Platform Number Five and swam to the temple. There he seized the Emerald Vial and became Decay, the exemplar of Valtorr.

Delta



Delta

Alexis Sterling

Fighting: Poor  
Agility: Remarkable  
Strength: Typical  
Endurance: Monstrous  
Reason: Good  
Intuition: Amazing  
Psyche: Remarkable

Health: 115  
Karma: 90  
Resources: Poor  
Popularity: 0

Known Powers:

Gravity Manipulation: Monstrous. She has developed the following power stunts:

- Fly at Remarkable air speeds.
- Levitation: Amazing. This includes the ability to affect others.
- Increase/Decrease Weight: Monstrous
- Gravitic Force bolts: Incredible
- Gravitic Force Field: Incredible

Magnetic Manipulation: Amazing. She has developed the following power stunts:

- Amazing damage to mechanical constructs
- Manipulate ferrous and non ferrous objects with Am ability
- Electro-Magnetic Pulse: Monstrous intensity shorting out electrical equipment and cause Amazing damage to all electronics.
- Attack by throwing metallic objects with Amazing accuracy doing material strength damage.
- Force Field: In, -1CS per area. It also stops mental attacks, including possession.
- Ensnare an opponent with metal objects.
- Magnetic Field Detection: Incredible

Energy Conversion: Ability to absorb and convert all types of energy with Amazing ability.

Equipment:

Delta carries a small pouch holding 12 small steel ball bearings. She can shoot these using her magnetic powers causing up to Rm damage each (think of bullets).

Talents:

Physics, Metallurgy

Contacts:

Demogoblin



Demogoblin

Fighting: Rm  
Agility: Am  
Strength: Am  
Endurance: Am  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 180  
Karma: 36  
Resources: Ex  
Popularity: -15

Known Powers:

Body Armor: Ex protection vs. Physical and Force attacks, and Rm protection from Energy attacks.

Pumkin Bombs: Rm Energy, and may explode on contact, or by twisting the stem, can be set to explode up to 2 rounds after being thrown.

Goblin Grenades (Asphyxiation Bombs):

- Plain Smoke: In intensity
- Knock-Out Gas: In intensity

- Incendiary: In intensity

Razor Bats: Gd Edge, throwing damage. Multiple blades can be thrown, but at a -1 column shift for each additional blade thrown that round.

Energy Blasts: In Energy, 7 areas

Goblin Glider: Control: In Speed: Ty airspeed, Body: Gd Protection:

Made of Fire and Brimstone which does Am damage if touched.

Talents:

Religion, Throwing Weapons, Aerial Combat

Contacts:

Doppelganger

Demons from Limbo



S'ym

Fighting: In  
Agility: Rm  
Strength: Mn  
Endurance: Un  
Reason: Gd  
Intuition: In  
Psyche: Am

Health: 245  
Karma: 100  
Resources: -  
Popularity: -35

Known Powers:

Before transformation:

Body Armor: Am, Gd vs. Magical attacks

Claws: In strength claws.

Regeneration: Un

After transformation:

Shape-Changing: Ex into any object he can conceive.

Techno-organic infection: Mn health drain, added directly to his. He must make a Psyche FEAT vs. the opponents Psyche to keep him under control, otherwise the opponent gains the same powers S'ym has.

Body Armor: Am

Regeneration: Sh-X

Recovery: Sh-X

Talents:

Un knowledge of teleportation, torture, languages, psychology



N'astirh

Fighting: Mn

Agility: In

Strength: Mn

Endurance: Un

Reason: In

Intuition: Ex

Psyche: Mn

Health: 290

Karma: 135

Resources: In

Popularity: -35

Known Powers:

Techno-organic Virus: Mn, same as S'ym

Phasing: Am, due to techno-organic form, no other action may be taken during this round.

Computer Link: Mn

Flight: Rm

Demonic Armor: In, Rm vs. energy

Magic: Master sorcerer, mostly limited to large ceremonies although his computer link allowed him to cast those spells within 1d10 rounds.

Other spells include:

Mn blast at 5 ares

Mn mind or body control by touch

Weakness:

Vulnerable to Iron: +2CS damage

Talents:

Occult

Destiny



Destiny

Irene Adler

Fighting: Poor  
Agility: Typical  
Strength: Poor  
Endurance: Excellent  
Reason: Good  
Intuition: Unearthly  
Psyche: Monstrous

Health: 34  
Karma: 185  
Resources: Good  
Popularity: 5

Known Powers:

Precognition: Destiny has the ability to scan multiple timelines in a single instant and select the one most likely to occur. She has a 97% chance of predicting the correct timeline for the next round of game play, but loses 10% of her accuracy for every round following the initial one. Another factor that may alter the timeline is any totally unexpected, irrational behavior by her teammates. If Destiny takes an active hand in the actions of the next few rounds, her chance of guiding her team to the right prediction is improved. This has the following effects on the game:

- As long as Destiny can clearly communicate with her comrades, her team will always immediately gain surprise (their initiative die roll is always considered 11). All of Destiny's teammates must be within three unobstructed areas of her for this power to work. If Destiny is rendered unconscious, or is otherwise unable or unwilling to participate, all the advantages are lost.
- Destiny can use her Karma to help another character's actions (as she would normally help her own) if the other character is within three unobstructed areas of her.

- If Destiny attempts to make a long range prediction (more than five rounds in the future), the Judge should secretly make a Psyche FEAT roll for her. Predicting up to 15 minutes into the future requires a green FEAT roll, up to 24 hours in the future is a yellow FEAT roll, and beyond that is a red FEAT roll. Any white failure means that she has completely failed and sees nothing, while a colored failure means that she sees the wrong timeline and the Judge should present a misleading scenario. When she fails, all surprise and initiative advantages, and the ability to confer them on others, are lost for the next 1-10 rounds.

Weakness:

Blindness: Destiny is blind and usually carries a cane in her normal identity. When in battle, she wears a full face mask. Her powers allow her to see the most probable objects characters, etc., that are present. She is immune to effects of holograms and other non-damaging optical attacks

Talents:

Bows, Multi-Lingual (German and English).

Contacts:

Mystique, Freedom Force

History:

Almost nothing has been revealed about the woman named Irene Adler. It is not even known how old she is, for whereas she appeared to be a woman in her 60's, it had been speculated that she was far older. She was a longtime friend of the mutant villain Mystique, and as Destiny, joined her when Mystique formed a new version of the Brotherhood of Evil Mutants. It was due to Adler's future visions that this version of the Brotherhood attacked Senator Robert Kelly and clashed with the mutant heroes X-men.

Adler later joined Mystique when she offered the Brotherhood's services to the U.S. government's services, renamed as Freedom Force. Adler participated in Freedom Force's first mission for the U.S. government: the capture of Magneto, leader of the original Brotherhood of Evil Mutants.

Adler continued to serve with Freedom Force, including traveling with them to Dallas, Texas, where she foresaw the deaths of the X-men in battle against the ancient demon known as the Adversary. Later, on a battle with Freedom Force on the mutant research facility, Muir Isle, Adler was killed in battle with the terrorist Reavers.

Months later, Adler's diary was found by the X-men Shadowcat, who found that Adler had foretold the actions of the mutant villain Apocalypse and his plans for what he called "the Twelve," although it was ultimately unhelpful in the conflict.

Destroyer



Destroyer

Asgardian Construct

Fighting: Un

Agility: Mn

Strength: Un\*

Endurance: Cl3000

Reason: n/a

Intuition: n/a

Psyche: Un

Health: 3275

Karma: 100

Resources: N/A

Popularity: -100

Known Powers:

Dimension Travel: Am

Disintegration: once every 2 turns, living targets may try an Red End.FEAT or die, if succesfull suffer 1000 damage. 5 areas range from visor.

Disruption: CL1000 blast, can affect even Uru metal.

Elemental Conversion: CL1000

Fire Generation: CL1000

Heat: CL1000

Hyper-Strength: Normally Un or that of the occupying life-force whichever is greater. When several life-forces are animating the destroyer total the Strengths.

Kinetic Blast: CL1000

Levitation: Am

Magnetic Generation: Sh-Y

Matter Control: Sh-Y

Mind Transferral: Mn

Molding: CL1000

Molecular Conversion: CL1000

Plasma Generation: Sh-Z

True Invulnerability: CL3000

Weakness:

If animator's original body is killed the destroyer is rendered inanimate.

Diablo



Diablo

Esteban Diablo

Fighting: Good

Agility: Typical

Strength: Typical

Endurance: Good

Reason: Remarkable

Intuition: Typical

Psyche: Excellent

Health: 32

Karma: 56

Resources: Gd

Popularity: -10

Magic:

Mastery Level: Master of Scientific Magic. Diablo's powers stem entirely from a huge arsenal of alchemical potions and pellets that he mystically concocts. Given enough time he could produce a pharmaceutical resolution to just about anything. His entire costume is lined with hidden pockets where he keeps these items that simulate magical effects.

## Alchemy Items

Some common items he always has available.

- Appearance Alteration Potion: Incredible. With this potion, Diablo can make the flesh of his face and body pliable and he can change his human form into a nerveless protoplasm. In protoplasmic form, Diablo suffers no damage from energy attacks and only half damage from physical attacks.
  - Animate Potion: Remarkable. When poured on an inanimate object, the object comes alive, and Diablo controls the abilities and actions of the new life form as if using an Animation spell.
  - Emotion Control Potion: Excellent. When a character drinks this potion, Diablo controls the character as if he were under the Emotion Control spell.
  - Explosives: Incredible. These non-magical potions or pellets can be thrown up to 1 area away and act as high explosive grenades.
  - Longevity: Although centuries old, Diablo retains the vitality of a man in his late 30's by occasionally drinking this potion.
  - Matter Rearrangement Potion: Amazing. This potion makes temporary molecular transmutations, allowing, for instance, for the transformation of stones to feathers. Diablo controls the activities of this new mass as if using the Matter Rearrangement spell. The effect has a duration of 10 rounds.
  - Mental Control Pellet: Remarkable. A pellet that gives Diablo control over a character as if using the Mental Control spell.
  - Metabolism Potion: Remarkable. A character drinking this potion can slow down his metabolism as if using the Personal spell "Trance".
  - Nature Control Potion: Incredible. This rare potion, that gives Diablo this Universal magical ability, can only control one of the basic elements and no more than one potion can be used at a time.
  - Nerve Gas Pellet: Excellent. This gas covers two areas .
  - Resist Death Potion: Incredible. This potion, when drunk, allows a dying person to resist death for a short time. The effect is the same as the Universal spell "Vapors-Resist Death".
- Sleeping Potion: Incredible. This potion acts as the Miscellaneous spell Mists of Morpheus.

## Talents:

Diablo is the world's foremost alchemist. His Reason in pharmacy is Amazing and Incredible in chemistry.

## History:

Esteban Corazon del Diablo was born the son of a nobleman in early nineteenth century Spain. Curious and inventive by nature, the restless young man became fascinated with the ancient science of alchemy. Using funds borrowed from his inheritance, Diablo began to roam Europe in search of documents and artifacts of ancient alchemy, as well as rare potions and herbs to experiment with. Within a decade, he became the world's greatest living authority on the science, having discovered or concocted countless potions with bizarre properties. Haughty and cunning, Diablo began to put his alchemical knowledge to use for personal gain.

Journeying to Transylvania to investigate, Diablo decided to settle there and set up permanent laboratory facilities. Under suspicious circumstances, Diablo acquired a spacious castle and began work. Although most of his potions had very transitory effects, Diablo discovered an elixir that could retard aging. Drinking it, he began a reign of terror over the surrounding Transylvanians. During this time, he encountered and wooed the woman who later became known as Gilded Lily. One day, however, a mob of villagers caught him unaware and imprisoned him in a massive crypt.

Diablo was trapped in the crypt until the Twentieth Century, when he mesmerized the hero Thing (of the team Fantastic Four) and forced him to free him. Not having aged appreciably in his century of confinement, Diablo began to plot his alchemical conquests anew. The Fantastic Four defeated him, but he had returned on numerous occasions, most frequently opposed by the Fantastic Four.

Early in his new criminal career, Diablo was instrumental in creating the creature Dragon Man. Later, Diablo would often make vain promises to third world countries, including the Latin American Terre Verde and Tierra del Maiz, but his plans would be thwarted by costumed heroes. Another time, Diablo enhanced the misguided villain Darkoth the Death-Demon in order to defeat the Fantastic Four and their enemy Doctor Doom.

Diamond Lil



Diamond Lil

Lillian Crawley

Fighting: Excellent  
Agility: Good  
Strength: Excellent  
Endurance: Unearthly  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 150  
Karma: 16  
Resources: Poor  
Popularity: 0

Known Powers:

**Diamond Skin:** Diamond Lil has Unearthly body armor against physical and energy attacks. Diamond Lil can be stunned or slammed by attacks of Excellent or higher but takes no damage. Her sense of touch is greatly reduced to the point where she will not notice an attack of Typical Strength or less. Her nails can rend things of Unearthly material strength or less, and her hair can be used to do Excellent Edged Damage as a garrote or whip.

**Resistance:** Lil's diamond hard skin provides her Unearthly resistance to Heat, Cold and Corrosives

**Talents:**  
None known

**Contacts:**  
Gamma Flight, Omega Flight, Alpha flight

**History:**

Absolutely nothing is known of Lillian Crawley's past before she became involved with Department H. The only thing known about her time with H before its original shutdown is that she was a member of the second tier training team called Gamma Flight and that she was romantically involved for a time with fellow member Madison Jeffries. Crawley, like most members of Beta and Gamma Flights was recruited by Jerry Jaxon into the criminal organization Omega Flight. Crawley was present for both of the original Omega's confrontations with Alpha. During a period of time when Alpha was operating under the auspices of the municipal government in Edmonton, Alberta, the Federal government decided to create another super-team to take their place, this one much more under government control. To form this team, which was to be a new Gamma Flight, the government released Crawley and her fellow Omegan known as Wild Child and pardoned them both. However, after her release Crawley decided to look up her old flame Jeffries, and ended up accompanying Alpha Flight on their journey through a variety of mystical dimensions at the hands of the Sorcerer. After their return to Earth Crawley stayed with Alpha rather than joining Gamma.

Diamond Lil's skin is as hard as her namesake, no known outside force could hurt her. For all her life this was a boon, and helped to make her the hero she was, But this time it was detrimental, for she had something inside of her that had to come out. Gathering her courage, she entered the medical division of Department H. There a mammogram was conducted, and it revealed that there was a tumour inside of her. It

did not reveal however if the tumour was malignant cancer or simply a benign growth. But she was Diamond Lil. She was a fighter, and fight she did. Continuing on to battle alongside her Alpha Flight Teammates Lil eventually entered a great battle with millions of inter-stellar invaders. During the great battle Lil was shot by an alien laser, and she was cut. Running after the creature who had shot her, Lil was able to obtain that which she needed more than anything in life; it was a knife that cut diamond.

Once she had gotten the weapon which could save her life Lil returned to the battle. Once the Heroes had prevailed, the moment of truth had come, and all her questions would finally be answered. The weapon was adapted and amplified. Lil was prepared for the consequences. The knife cut, the lump was removed, and all held their breath while the results were analysed. All her fears came to a head at one moment, her life was hanging on the balance of one word. The results came in and she was told. The tumour was Benign, she did not have Cancer.

Eventually she and Madison Jeffries rekindled their romance, and the two married. Crawl and her husband are currently reserve members of Alpha.

Dionysus



Dionysus

God of wine and revelry

Fighting: Gd  
Agility: Ex  
Strength: Am  
Endurance: In  
Reason: Gd  
Intuition: Gd  
Psyche: Rm

Health: 120  
Karma: 50  
Resources: Un  
Popularity: 40

Powers:  
Immortality C1000  
Invulnerability: In  
Shape change: Rm  
Plant Control: Un over plant growth  
Strength in younger more active days he possessed Mn strength.

Talents:  
Reason when dealing with winemaking, brewing and distilling

Contacts:  
Any vintner on Earth

D-Man



D-Man

Dennis Dunphy a.k.a Demolition Man

Fighting: In  
Agility: Ty  
Strength: In  
Endurance: Am  
Reason: Ty  
Intuition: Ex  
Psyche: Ty

Health: 136  
Karma: 30  
Resources: Fb  
Popularity: 0

Powers:

Body Armor: his enhanced musculature provides him with Ex protection against physical and energy attacks.

Talents:

Wrestling, Martial Arts A, C, Motorcycle

Contacts:

Former member Unlimited Class Wrestling Federation, Avengers, Captain America

History:

Dennis Dunphy was a minor professional wrestler who always wanted a life of fame, excitement, and wealth. He accepted Power Broker Inc.'s offer of strength augmentation, unaware that the company wanted to create an army of super-strong thugs for future criminal operations. Using this new-found strength, he joined the Unlimited Class Wrestling Federation as Demolition Dunphy.

He met the Thing during the famous hero's brief association with the UCWF, and the two became friends. Throughout this period, Dunphy was addicted to Power Broker's so-called "nerve pills" which was an addictive narcotic to guarantee Power Broker's control over their clients. Fellow UCWF member Sharon Ventura (then, the second Ms. Marvel) discovered the truth behind the pills and Power Broker, and Dunphy refused to fight Ms. Marvel on Power Broker's behalf. Instead, he was rushed to the hospital as he began an agonizing drug withdrawal.

When he recovered, Dunphy sought revenge. Now as D-Man, he assisted Ms. Marvel and hero Captain America in investigating Power Broker's operations. However, Dunphy was captured by Power Broker's agents and forced to undergo other tests and augmentation, with the intent that he would kill Captain America in a berserk rage. Dunphy came close to killing the hero, but collapsed of heart failure. Captain America saved Dunphy's life and forced criminal scientist Dr. Malus to restore Dunphy to his earlier, more stable, form.

After another period of recovery, Dunphy quit the UCWF and devoted himself to full-time adventuring. At the same time, Captain America was forced by his government to lose all his government funding. Dunphy took it upon himself to fund Captain America's activities and hotline

service. Soon, however, the Captain America disappeared for two months, and Dunphy recruited Captain America's allies, Nomad and the Falcon, to help find him. They caught up with him in time to help make a new identity for him as the Captain. Dunphy continued to finance and physically assist the Captain in his adventures.

A short time later, Dunphy took to train Nomad's girlfriend, the would-be superheroine Vagabond. Vagabond developed a crush on him to the chagrin of Nomad. Then, when the three were captured during a case in Washington D.C. and turned over to the Commission of Super Human Activities, Nomad escaped and left Vagabond and Dunphy behind. Dunphy refused to cooperate with the Commission and remained imprisoned until the Commission reluctantly released him.

At this time, Captain America's hotline failed, and Dunphy investigated its source at the ruins of the headquarters of Captain America's team, the Avengers. The Captain arrived and recruited Dunphy to reform the recently-broken up Avengers. The two of them assisted the hero Battlestar to rescue the current Captain America from the terrorists ULTIMATUM in Antarctica, but Dunphy was believed killed when a bomb exploded as he was trying to save an ULTIMATUM agent. In actuality, however, Dunphy was thrown into the frigid waters and somehow survived to wander aimlessly, the victim of slight brain damage. He eventually was rescued by the Falcon and USAgent, and has since fully recovered.

In the meantime, he continued to adventure with his allies. One such adventure led Dunphy to encounter and save the lives of a large homeless population living underneath the streets of New York City in their so-called Zerotown. Realizing this community was in need of champion, Dunphy dedicated his life to these homeless and now lives with them as their full-time protector. Occasionally, Dunphy returns to help his friends, such as joining the other Avengers in reforming the team yet again.

Doctor Decibel



Doctor Decibel

Anton Decibel

Fighting: Ty  
Agility: Ty  
Strength: Ty  
Endurance: Ty  
Reason: Ex  
Intuition: Gd  
Psyche: Fb

Health: 24  
Karma: 32  
Resources: Un as Squadron Member  
Popularity: 40

Powers:

Sonic Weapons: Various devices capable of emitting sonic waves with various effects:

- Pain: Ex intensity
- Kinetic Blast: In intensity
- Disruption: In damage

- Sound Disruption: In ability to disrupt sound and sonic powers
- Sonogram: Rm X-ray probe

Talents:

Medicine: Surgery, Sonics

Contacts:

Squadron Supreme

Dr Doom



Dr. Doom

Victor Von Doom

Fighting: Remarkable  
 Agility: Excellent  
 Strength: Remarkable  
 Endurance: Inctedible  
 Reason: Incredible  
 Intuition: Amazing  
 Psyche: Amazing

Health: 120  
 Karma: 140  
 Resources: Amazing  
 Popularity: 40

Known Powers:

Hyper-Invention: Monstrous ability to comprehend/design/repair technology.

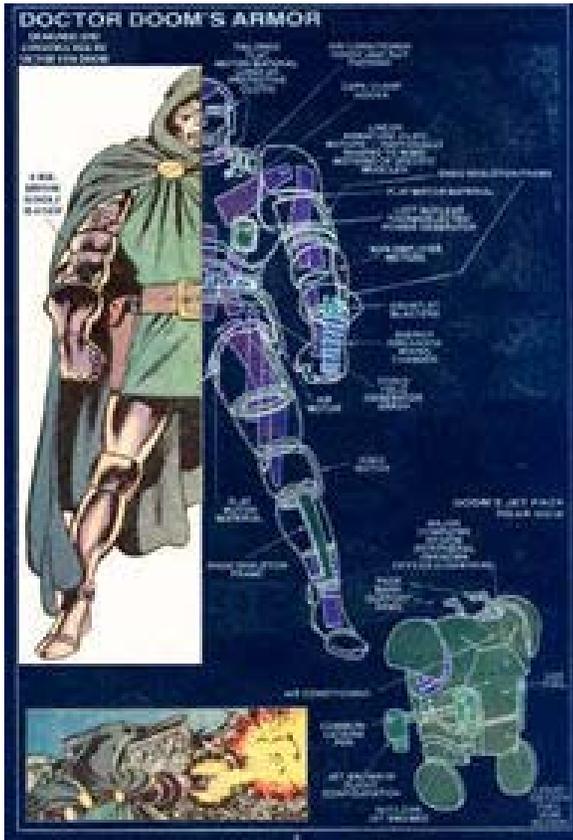
Mind Transferal: Doom can trigger his Amazing ability with anyone in 3 areas of him who makes eye contact with him. Targets get to make a Psyche FEAT vs. Amazing to resist power.

Magic: Doom is an adept sorceror, trained by Dr. Strange. He has displayed the following

- Crimsom Bands of Cyttorak: Remarkable

- Dimension Travel: Limited to Mephisto's Realm, but he needs at least an Excellent rank aid to break through dimensional barriers.
- Eldritch Bolts: Amazing
- Eldritch Shield: Remarkable

- Summoning: Good



Specifications Include:

Linear armature motors - flat, individually shaped to mimic motions of specific muscles.

Endo Skeleton Frame Life Support: Incredible

Thermonuclear power generators

Communications Pod. Optical Scanner: Mn vision (including infrared), Parabolic Ear Amplifiers: Rm hearing

Gauntlet blasters - Force Bolts: Monstrous

Force Field Generator array - Incredible protection vs. physical and energy

Electrical Field Generator - Unearthly energy attack with touch, those in the same area receive an In energy attack. Un or In End. FEAT of fall unconscious for 1-10 rounds

9 mm Broom Handle Mauser - handgun, Excellent damage

Man Amplifier Motors - at hip, knee and elbow, ankle

Thermo-Energizer - Absorb and store solar heat energy of Amazing intensity.

Nuclear Jet Engines - Flight: Excellent

Talents:

Electronics, Engineering, Physics, Robotics, Weapons; Energy Systems, Spacecraft Technology, Superhuman Physiology

Contacts:

Network of Spies

Doctor Druid



## Doctor Druid

Anthony Druid

Fighting: Good  
Agility: Good  
Strength: Good  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Excellent  
Psyche: Incredible

Health: 60  
Karma: 80  
Resources: Good  
Popularity: 7

### Magic:

Doctor Druid has attained mastery level of Druidic magic and he can use the following spells:

#### Personal Spells:

- Precognition: Good
- Levitation: Excellent
- Manipulation: Excellent
- Magical Detection: Excellent
- Telepathy: Unearthly
- Telekinesis: Excellent
- Trance: Remarkable

He may also use other personal spells at Excellent rank.

#### Universal Spells:

- Hypnosis: Amazing
- Mental Control: Incredible
- Mind Probe: Unearthly
- Nature Control- All: Remarkable
- Plant Control: Amazing

He may also use other nature *type* universal spells at Remarkable rank.

### Limitations:

Doctor Druid's powers have a special vulnerability to iron but are increased when on Celtic holy grounds or dealing with Celtic magical items.

### Talents:

Medicine, Psychiatry, Occult Lore, Astronomy, Hypnotism, Martial Arts A, Mesmerism, Mystic Training, Resist Domination, Trance.

### Contacts:

Avengers, Monster Hunters, Mythology (Celtic Pantheon). By special rituals he can call upon the spirit of his ancestor Amergin, and possibly other ancestors as well, to answer questions.

#### History:

Anthony Druid got his medical degree from Harvard, then went on to study psychiatry. He retired from his psychiatric practice after several years to devote more time to his growing interest in the occult. He supported himself by writing popular books on psychology and related matters and by lecturing. In the midst of his research for a second book on the occult, Druid was summoned by an ailing Tibetan lama apparently in need of medical aid. The lama put Druid through a series of bizarre mystic and spiritual tests to ascertain Druid's worthiness. Finding him worthy, the dying lama opened Druid's mind to its hidden powers and taught him the mastery of certain mystic arts.

Druid had remained in seclusion for several years, investigating occult matters personally and in secret. At one point, he teamed up with other clandestine "monster-hunters", including Bloodstone and the Eternal Makkari, in stopping a threat from the Deviants. Soon, the Fantastic Four appeared, ushering in Earth's Age of Marvels, and later, Druid would find himself aiding the hero team Avengers against the Celtic monsters known as the Fomor.

Doctor Druid was instrumental in freeing Avengers Mansion from its occupation by the fourth Masters of Evil, and he applied successfully for Avengers membership shortly thereafter. Not long after joining, Druid fell under the mental control of Ravonna (then called Nebula, later Terminatrix), who used Druid's mental powers to manipulate the Avengers into aiding her search for an ultimate weapon. Druid manipulated the other Avengers into electing him chairman to this end, but the Avengers soon discovered the plotters and opposed them in a conflict that ended with Druid and Ravonna being lost in the time stream.

Druid eventually escaped, free of Ravonna's influence, rejuvenated into a younger version of himself, and with a renewed purpose. He renewed his association with the Avengers as an occasional inactive reservist in hopes of mending fences with the group. For a time, he led the occult adventurers called the Shock Troop and later served with the Secret Defenders as the team's puppet leader under the auspices of Doctor Strange.

He embarked on an obsessive quest to augment his magical powers, one which eventually led to his death at the hands of his then-lover, the villainous Nekra.

#### Doctor Fate



#### Doctor Fate I

Kent Nelson

Fighting: Incredible  
Agility: Remarkable  
Strength: Good  
Endurance: Remarkable  
Reason: Incredible  
Intuition: Incredible  
Psyche: Monstrous

Health: 110  
Karma: 155  
Resources: Good  
Popularity: 5

Known Powers: In training Kent Nelson, Nabu taught Kent to use the following powers without the helmet.

Telekinesis: Amazing

- Enhancing Strength: Kent may use his telekinetic power to supplement his physical strength to Amazing rank. This does not increase his health.
- Flight: Using his telekinesis Kent may attain Remarkable airspeeds

Equipment:

The Helmet of Nabu: Doctor Fate's magical powers are broad. These powers are derived from the possession of Kent Nelson by Fate, a lord of Order called Nabu. Fate resides in the Helm of Nabu. When Kent dons the helmet, he only vaguely remembers the experiences of Fate. Nabu who possesses Uearthly Psyche.

Made from Uearthly strength mystical material. While wearing the Helmet of Nabu, Kent may utilise mystical energies to the following effects:

- ALL Personal spells of Uearthly rank.
- ALL Universal spells of Amazing rank.
- ALL Dimensional spells of Amazing rank.

The helmet also provides the following powers;

- Cosmic Awareness: Dr. Fate has Remarkable connection with the Universe.
- Magic Detection: Uearthly
- True Flight: Shift-X
- True Invulnerability: Amazing
- Immortality: When possessed by Nabu Kent Nelson's body cannot die.

Amulet of Anubus:

Reality Perception: Dr Fate can see the network patterns of matter and energy that form the universe with Uearthly ability. This enables the following:

- Extradimensional Detection
- Cosmic Perception
- Penetrate illusions by focusing on the true energy patterns;
- Perceive the physical and mental condition of a being
- Perceive the occurrences in other realities
- Penetrate concealment and disguises, and see the true nature of matter
- Perceive occurrences beyond the barrier of dimensions
- See through matter.
- True Sight

Aura Perception: Dr Fate can virtually see and gain knowledge of almost everything about a person or an object a person has been in proximity with. Seeing an aura can indicate the following:

- The Karma of a character or object
- The Popularity of a character or object
- The Resource rank number of a character or object
- The Health of a character or object
- The rank number of a pronounced ability or object
- The rank number of a pronounced power or object

- The Physical Form of a character or object

Ability Boost: Dr Fate may double any one ability or power cast in the same round by making a Psyche FEAT roll. The color result indicates the duration. Red: 10 rounds; Yellow: 8 rounds; Green: 5 rounds; White: 3 rounds.

Dr Fate must then make another Psyche FEAT roll or rest for one minute.

Limitations:

Without a mortal host, Nabu cannot remain on the Earthly plane.

Without the helmet, Kent is an ordinary mortal possessing the following abilities:

Fighting: Typical  
Agility: Typical  
Strength: Poor  
Endurance: Good  
Reason: Excellent  
Intuition: Good  
Psyche: Excellent

Health: 26  
Karma: 50

Talents:

Kent Nelson: Archeology, Medicine

Dr. Fate: ALL mystical talents, Cosmic History

Contacts:

Mystical Community, Infinity Inc, Justice League International, Justice Society of America, Lords of Order, Justice Battalion, All-Star Squadron

History:

Archaeologist Sven Nelson and his son, Kent, then a boy, were exploring an ancient temple in the Valley of Ur in Mesopotamia. Kent found the entombed body of the giant ancient wizard Nabu the Wise, who was in suspended animation. Nabu was actually a being composed of pure energy who had originated a half million years ago on the planet Cilea and had taken human form. He was revived by a gas that killed Sven Nelson. Over the following years Nabu trained Kent in sorcery. Finally, when Kent reached adulthood, Nabu presented him with a helmet, a cape, and an amulet and, naming him Doctor Fate, sent him back to the outside world to battle evil. On his way to America, Doctor Fate first met Inza Cramer, who eventually became his wife. There, Doctor Fate became a founding member of the Justice Society of America.

Nelson came to realize that when he donned his helmet, his personality was being increasingly supplanted by that of Nabu, who was a mystical "Lord of Order." Hence, Nelson put the helmet aside, thereby greatly reducing his powers, and instead wore a different helmet that did not conceal his entire face as the original had. Doctor Fate thereafter joined the All-Star Squadron, and months later, his original helmet was stolen by the sorcerer Kulak and hurled with him through "an infinity of dimensions."

Years passed, and Nelson married Inza. His own magic powers and temporal energy absorbed from the villainous Ian Karkull kept Nelson physically in his twenties. The magic kept Inza physically in her twenties as well.

Under circumstances yet to be revealed, however, Doctor Fate regained his original helmet and began wearing it whenever he went on a mission. Since then whenever Nelson put the helmet on, his psyche was entirely replaced by that of the Lord of Order, Nabu, although Nabu retained Nelson's memories. Doctor Fate continued to be an active member of the Justice Society of America for sometime.

He supposedly died and for a while the mantle of Fate was passed on to Eric and Linda Strauss. Kent and his wife came back, though, and re-took the mantle. His wife ended up becoming Fate until just before Zero Hour, when they were both Fate.

Although both Kent and Inza Nelson later left the mortal realm of man, Kent played an important role in the birth of the new Dr. Fate. Kent Nelson discovered that Hector Hall's consciousness was trapped within the Dreaming. Kent rescued Hector Hall and with help from the Scarab, they found a suitable child for Hall to be reborn in. Both Kent and the Scarab knew that the world needed Dr. Fate again because Mordru the Dark Lord was systematically slaughtering all agents of Order and Chaos in an attempt to gain their powers. If left unchecked, he could very well be a danger to the Earth. With help from the newly formed JSA and more specifically the new Star Spangled Kid, Hector Hall was reborn as the new Dr. Fate. Dr. Fate defeated Mordru and was ready to once again protect the Earth from mystical threats. Kent Nelson has now become a mentor for Hector and can always be found in the Amulet of Anubis, where he and Inza now reside.

Doctor Fate III



Doctor Fate III

Inza Nelson

Fighting: Excellent  
Agility: Remarkable

Strength: Good  
Endurance: Excellent  
Reason: Good  
Intuition: Remarkable  
Psyche: Remarkable

Health: 80  
Karma: 70  
Resources: Typical  
Popularity: 0

Known Powers:  
Immortality: Inza Nelson is immortal.

Equipment:

Made from Unearthly strength mystical material. While wearing the Helmet of Nabu, Fate may utilise mystical energies to the following effects:

- ALL Personal spells of Unearthly rank.
- ALL Universal spells of Amazing rank.
- ALL Dimensional spells of Amazing rank.

The helmet also provides the following powers;

- Cosmic Awareness: Dr. Fate has Remarkable connection with the Universe.
- Magic Detection: Unearthly
- True Flight: Shift-X
- True Invulnerability: Amazing

Limitations:

Inza possessed no special abilities on her own.  
Inza/Kent needed each others presence to become Doctor Fate.

Talents:  
Occult

Contacts:  
None

History:

Inza originally received her power from a Lord of Chaos but later joined with Kent Nelson to become the one true Fate. The merging between Kent and Inza allowed them receive their power from a different source. This source was every sentient being on Earth, the power of the human spirit allowed this Dr. Fate to revive the golden age version.

After the mantle of Fate was stripped from Eric and Linda Strauss, Kent and Inza Nelson shared the powers of Fate. However, the power manifested itself around Inza, and she controlled the Dr. Fate entity. Later Dr. Fate was stripped of his youth by Extant, and could no longer become Dr. Fate. The Nelsons then took the Fate artifacts to the Temple of Nabu to wait for the new Fate.

Doctor Fate IV



#### Doctor Fate IV

Hector Sanders Hall

Fighting: Remarkable  
Agility: Remarkable  
Strength: Good  
Endurance: Remarkable  
Reason: Incredible  
Intuition: Incredible  
Psyche: Amazing

Health: 100  
Karma: 130  
Resources: Typical  
Popularity: 0

#### Equipment:

The Helmet of Nabu: Unlike other Fates, Hector Hall retains control of its mental faculties while it uses the helmet of Nabu, which whispers to him constantly. Made from Uearthly strength mystical material the helmet provides Hector with the following abilities:

- ALL Personal spells of Amazing rank.
- ALL Universal spells of Incredible rank.
- ALL Dimensional spells of Incredible rank.

The helmet also provides the following powers:

- Cosmic Awareness: Dr. Fate has Amazing connection with the Universe.
- Magic Detection: Uearthly
- True Flight: Shift-X
- True Invulnerability: Amazing
- Immortality: When wearing the Helmet of Nabu Hector's body cannot die.

#### Amulet of Anubus:

Reality Perception: Dr Fate can see the network patterns of matter and energy that form the universe with Uearthly ability. This enables the following:

- Extradimensional Detection
- Cosmic Perception
- Penetrate illusions by focusing on the true energy patterns;
- Perceive the physical and mental condition of a being
- Perceive the occurrences in other realities
- Penetrate concealment and disguises, and see the true nature of matter
- Perceive occurrences beyond the barrier of dimensions
- See through matter.
- True Sight.

Aura Perception: Dr Fate can virtually see and gain knowledge of almost everything about a person or an object a person has been in proximity with. Seeing an aura can indicate the following:

- The Karma of a character or object

- The Popularity of a character or object
- The Resource rank number of a character or object
- The Health of a character or object
- The rank number of a pronounced ability or object
- The rank number of a pronounced power or object

- The Physical Form of a character or object

Ability Boost: Dr Fate may double any one ability or power cast in the same round by making a Psyche FEAT roll. The color result indicates the duration. Red: 10 rounds; Yellow: 8 rounds; Green: 5 rounds; White: 3 rounds. Dr Fate must then make another Psyche FEAT roll or rest for one minute.

**Talents:**

Acrobatics, Repair/tinker, Martial Arts A and B, Occultist, Weapons Master, Marksman

**Contacts:**

Infinity, Inc, JSA, Sentinels of Magic

**History:**

The new Dr. Fate is Hector Hall, the son of Carter Hall (Hawkman I) and Shiera Saunders Hall. While a college student at UCLA, Hector fell in love with fellow "JSA brat Hippolyta Trevor, Fury.

Hector and Lyta became engaged while still in college. Shortly after the disappearance of the JSA Lyta discovered that she was pregnant. Before their wedding or the birth of their child Hector was murdered by the latest reincarnation of Hath-Set, his parents' eternal enemy, who resurrected the Silver Scarab as an inhuman entity.

After his death Hector's soul was waylaid by Brute and Globe, renegade former servants of Morpheus, who made him the new Sandman. While in the Dreaming, Hector contacted Lyta Trevor and renewed their romance. Hector returned to the waking world long enough to marry Lyta, who, still pregnant, joined him in the Dreaming. When Morpheus returned to reclaim his kingdom he sent Hector, who was really still a ghost, on to the afterlife and returned Lyta to the waking world. Lyta subsequently gave birth to their child, a boy named Daniel, who later became the new incarnation of Dream, Sandman V, replacing Morpheus.

After a time in a spiritual limbo Hector was reborn in a new body, magically aged to adulthood, and entrusted with the artifacts of Nabu, becoming the new Dr. Fate. In the wake of Hector's death and rebirth, the status of his marriage to Lyta Trevor is unclear. It is also unknown if Hector is aware that his son is now Dream. Hector's other living relatives are his mother-in-law and father-in-law, Joan Dale Trevor and Admiral Derek Trevor, his mother's cousin Cyril "Speed" Saunders, and his cousin, Kendra Saunders.

As Dr. Fate, Hector Hall has all the powers at his disposal that Nabu gives him. He is presently new to the mystical arts, and has a lot to learn, but his first showdown with Mordru was a good indication Hector is no slouch.

Kent Nelson and his wife Inza reside in the universe that exists inside the Amulet of Anubus. Kent has assumed a position of mystical advisor to Hector's Dr. Fate.

**Doctor Octopus**



## Doctor Octopus

### Otto Octavius

Fighting: Typical  
Agility: Good  
Strength: Remarkable  
Endurance: Excellent  
Reason: Excellent  
Intuition: Typical  
Psyche: Excellent

Health: 66  
Karma: 46  
Resources: Excellent  
Popularity: -10

#### Powers:

Tentacles: Four prehensile, electrically-powered titanium-niobium tentacles attached to a stainless steel harness.

- Tentacles are Amazing strength material.
- Pincers made of Remarkable strength material.
- Any single tentacle has Remarkable strength and may attack for Remarkable damage.
- Two tentacles working together, braced by the other two, may wield Incredible damage.
- Range of tentacles: 1 area.
- May attack twice/round. Multiple attacks shift one to the right for every additional arm.
- The arms may move up to 4 areas/round, ignoring structures under two stories high. May climb sheer surfaces at 3 stories/round.
- May be worn and mentally commanded (even at great distances) by Doctor Octopus, even if arms have been severed from the harness.

Admantium Tentacles: Designed and built by Doctor Octopus.

- Harness similar in design to the standard harness by Doctor Octopus.
- Made of Uearthly material. Pincers made of Uearthly material.
- A single tentacle may inflict up to Monstrous damage. Two tentacles working together and braced may inflict Uearthly damage.
- Tentacles have a range of 1 area.
- May attack twice per round, with multiple attacks on the same target raising damage by one shift. Maximum of Shift-X.
- May move up to 4 areas per round, ignoring buildings of two stories or less. May scale sheer surfaces at six stories per round.
- Is under the command of the wearer. If no one is wearing the harness, Octavius may command the suit similar to his normal harness.

#### Talents:

Mechanics, robotics and Radiation Research, Engineering and Repair/Tinkering.

## Doctor Polaris



## Doctor Polaris

Dr. Neal Emerson

Fighting: Good  
Agility: Remarkable  
Strength: Good  
Endurance: Amazing  
Reason: Incredible  
Intuition: Excellent  
Psyche: Amazing

Health: 100  
Karma: 110  
Resources: Incredible  
Popularity: -20

Known Powers:

Magnetic Control: Unearthly (all power stunts)

Magnetic Absorption: He can absorb magnetism into his body with Unearthly ability.

Electro-Magnetic Pulse: Neal is able to send an E.M-pulse of Unearthly intensity over the whole world. This can short out all sorts of electrical equipment and can do Monstrous damage to all electronically based heroes

Force Field: Monstrous, -1CS per area.

Flight: Remarkable

Energy Control: Amazing Energy, 20 areas or Un damage on touch.

Magnetic Detection: detect teleporting, invisible or illusions with a Yellow FEAT.

Equipment:

Costume: Excellent protection from physical attacks.

Talents:

Engineering, Electronics, and medicine.

History:

Doctor Polaris first came to public attention as a physician who brought about miraculous cures through the use of magnetism. However, his own continual exposure to magnetic forces adversely affected his mind, producing a Jekyll-hyde style split personality. Polaris became a costumed criminal using weapons that generate magnetic energy and has clashed repeatedly with Green Lantern (Hal Jordan) over the years. Occasionally Doctor Polaris's benevolent original personality has returned but his evil side always reemerges to and now appears to have become permanently established as dominant. Originally, Doctor Polaris relied on weaponry to produce magnetic energy. Recently though Polaris has somehow altered himself so that he can generate magnetic force within his own body and manipulate it mentally. Doctor Polaris was one of the people recruited by Harbinger to help the Monitor with the crisis endangering the multiverse.

Details by: Silversnake

Doctor Pym



Doctor Pym

Dr. Henry "Hank" Pym

Fighting: Ex  
Agility: Ex  
Strength: Ty  
Endurance: Ex  
Reason: Ex  
Intuition: Gd  
Psyche: Gd

Health: 66  
Karma: 40  
Resources: Ex  
Popularity: 20

Known Powers:

Projective Shrinking: He can generate a field of "Pym Particles" to alter the size and mass of any inorganic object he touches with In Effect. Intelligent and/or organic targets touched by him can make a Green or better Material Strength FEAT Roll (for robots and animated constructs) or Green or better Psyche FEAT Roll (for humans and other living beings) against his In 40 Power to resist the size altering effects.

Equipment:

Micro-Equipment: He maintains a variety of miniaturized equipment in his jumpsuit. Items can be enlarged to normal or greater size in 1 Round. Unless stated otherwise, these items have Rm Material Strength. He carries at least the following:

- Bat: Gd Blunt Damage
- Chain Saw: Ex Edged Damage
- Energy Gun: Rm Stunning or In 40 Energy damage.
- Pistol (3 Area Range)
- Rifle (6 Area Range)
- Flight Pack: Back-mounted jets allow him to fly at Ty 6 Airspeed (6 Areas/Round - 90 MPH) with Ex Control. In a vacuum, speed is Gd (8 Areas/Round - 120 MPH)
- Helmet: He carries an old Ant-Man helmet. It is the same as the one now used by Scott Lang, except that this one has no Helmet Disrupter.
- Laser Drones: Ex Stunning or Rm Energy Damage (5 Area Range). These can fly at Pr 4 Airspeed (4 Areas/Round - 60 MPH) on remote control.

Restraining Spheres: These reinforced glass globes are used to trap and restrain foes (Green or better Agility FEAT Roll to avoid capture). Some globes may be fitted with devices for particular enemies like energy dampers (In Energy Absorption) or power inhibitors (cancel up to In Rank Mutant Powers).

Talents:

Biochemistry, Biology, Chemistry, Electronics, Engineering, Genetics, Mechanics, Physics, Repair/Tinkering, Robotics

History:

Henry Pym was a brilliant scientist who spent much of his time in his lab. Upon his creation of Pym particles, he found himself shrunk and had to escape from an ant hill. He began to adventure as Ant-Man, and often ran up against the villain Egghead. About the same time, he created the robot Ultron-1.

Soon, he met and married the beautiful Maria Travenoy. Unfortunately, when in her home country of Bratislavia, she was captured by revolutionaries, and, despite Pym's efforts, she was killed. Later, he was contacted by the father of Janet Van Dyne to help Van Dyne in his scientific experiments, and he soon fell in love with Janet. When her father was captured by the aliens he was trying to contact, Pym as Ant-Man came to rescue him. Ant-Man revealed his identity to Janet, and Pym convinced her to join him as his partner, engineering her body to become the Wasp.

Ant-Man and the Wasp were on hand to battle the Hulk with Thor and Iron Man, when the Wasp suggested they form a team, the Avengers. Pym continued to fight alongside the Avengers, but soon felt outclassed by the powerhouses of the team and created the identity of Giant-Man. Later still, Pym proposed to Janet, and the two briefly left the team for their marriage. One way or another, Pym found himself back in the Avengers, and in the other identity of Goliath. He usually wanted to stay in his lab, and adventured with the Avengers because the Wasp always wanted to.

Trying to be more formidable still, Pym developed the Yellowjacket identity. He tried again to drift away from the Avengers, but Wasp offered their services again. Pym, at the same time, was undergoing severe mental stress, and began to have a nervous breakdown. At one point, he even struck Janet, and later, during battle with the Elfqueen, lashed out at the villain just as she was about to surrender. The Avengers began a courtmartial process for Pym, who, losing his sanity, created a robot to destroy the Avengers-- but built with a failsafe that Pym would activate to "save" his friends and regain his status. The ploy failed, and the Wasp, who discovered Pym's treachery, saved the team. Pym promptly quit, and the Wasp filed for divorce. Pym was further oppressed as his old enemy Egghead framed Pym for stealing nuclear devices, imprisoning him. Egghead led the Masters of Evil in freeing Pym from his trial, further implicating him in villainy. Pym soon defeated the Masters singlehandedly, redeeming himself but not rejoining the Avengers, although he later would ally with them if his expertise was needed.

Later still, Pym found his body could not handle the stress of constant size-changing, and retired from costumed crime fighting. He still joined the Avengers, however, when they opened their west coast branch, in order to oversee the facilities and the scientific research. Growing more despondant, however, he soon decided to commit suicide, but was stopped by Firebird (then Espirita,) who helped him to reconcile the two areas of his life-- costumed crime fighting and scientific research. As plain Hank Pym, he would use his shrink field to shrink and grow equipment around him, and he joined the Avengers full time.

Although he stayed with the west coast branch for some time, Pym soon found himself actively in the New York mansion. Later still, Pym and other size-changing heroes were caught up in an invasion attempt from their mass-displacement dimension. The outcome left Pym able to grow again (but not to shrink,) and he resumed his old Giant-Man identity. Pym was on hand with the other Avengers who seemingly sacrificed their lives to absorb the energies of Onslaught. Actually transported in another dimension, Pym's new self adopted the Ant-Man identity again, before being transported back to our dimension.

Doc Samson



Doc Samson

Leonard Samson

Fighting: Rm  
Agility: Rm  
Strength: Mn  
Endurance: Un  
Reason: Ex  
Intuition: Ex  
Psyche: Ex

Health: 235  
Karma: 60  
Resources: Gd  
Popularity: 6

Powers:  
Body Resistance: In for physical and energy.  
Leaping: Sh-Z for 33 floor up, 4 areas across

Talents:  
Psychology, Martial Arts A,B, and C, Medicine, self-educated expert on the Hulk and Gamma radiation

History :  
Leonard Samson was born in Tulsa, Oklahoma, USA. He studied medicine, physics and took a Ph.D. in psychiatry and began working as a college professor. Later he got connected to the US army. His first contact with the Hulk was when he psychoanalysed the captured Bruce Banner and in an experiment gained superhuman powers from controlled exposure to gamma-radiation being siphoned of the Hulk. He grew in size, his hair turned long and green. Soon after this he had to fight the Hulk for the first time. Around this time he learnt that he loses his strength and powers cutting his hair and he soon lost his powers due to bombardment of another dose of gamma-radiation. He was hired as a special consultant to the Gamma Base, an governmental institute dedicated to the capture and neutralization of the Hulk. Soon he regained all

powers by exposure to gamma-radiation in another gamma explosion. He got connected to SHIELD and battled the Hulk again, a battle which he won. He shrunk the Hulk with a helmet that allowed him to keep Banner's mind and projected him into Glenn Talbot's brain in an attempt to cure him of amnesia, an attempt which succeeded. The Doc later battled the Rhino to a standstill.

Then, the Leader turned up and captured Samson and the entire gamma-base. A cured Banner arrived at the controlled base and was also captured, but was later helped by Samson to become the Hulk and together they beat the Leader. Soon The Doc psychoanalysed Banner through his dreams and diagnosed him as a split personality. He quit Gamma-base and later on he encountered Angel and the Master Mold, Woodgod and the Changelings, teamed up with Spiderman against the Rhino and AIM, defeated Unus, defeated Champion with the Thing and other heroes. At some time he successfully separated Hulk and Banner into two individuals. The SHIELD attempted to destroy this Hulk, but Samson saved him. This savage Hulk escaped and Doc battled Iron Man, Wonder Man, Hercules and Namor for the right to capture him, which he now was really dedicated to as he felt the Hulk was his responsibility because he had rescued him. He fought both the Hulk and the Hulkbusters and won. He tried to remerge the captured Hulk, but instead accidentally created the Gray Hulk. Later on he assisted the SHIELD and teamed up with X-Factor to capture the Hulk. Finally he successfully merged the Banner, the grey Hulk and the Green Hulk into one personae with the help from Ring-Master into the current new Hulk. A bit later he cured Captain Ultra of his fear of fire.

All of his exploits have given him great fame as both a superhero and a psychiatrist. He is generally referred to as Super Shrink Doc Samson in the media. He keeps adventuring and has recently met the Punisher, Geiger and Patchwork, both latter ones being gamma-powered beings.

#### Doctor Spectrum



#### Doctor Spectrum

Joe Ledger

Fighting: Typical  
Agility: Excellent  
Strength: Good  
Endurance: Good  
Reason: Good  
Intuition: Excellent  
Psyche: Remarkable

Health: 46  
Karma: 60  
Resources: Unearthly as Squadron member  
Popularity: 40

#### Known Powers:

Energy Solidification: Unearthly ability to generate and spontaneously shape light energy. Power stunts include:

- Containers of Unearthly material strength
- Unearthly force fields
- Carrying Unearthly loads
- Acting as a limb of Unearthly strength

Flight: Excellent airspeed

Machine Animation: Excellent ability to control even unpowered devices

Phasing: Excellent ability

Talents:

Pilot, Astronaut, Flight Instructor

Contacts:

Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.

History:

Joe Ledger used to live for danger. He became an astronaut because there simply wasn't enough adventure for him on the Earth. One time in space his capsule encountered a crippled alien spaceship. He flew in to explore it and found it's sole occupant and survivor, the alien being later known as the Skrull. In gratitude for saving him the Skrull gave Joe the Power Prism, an energy synthesiser his alien people had created. Joe Ledger used the power of the Prism to fashion himself the heroic identity of Dr. Spectrum. He became a popular superhero and loved every minute of it. Later he joined the Earth's greatest champions, the Squadron Supreme, among whom he found new friends and even greater adventures. After the mess with the alien Overmind that almost led to the destruction of civilization he agreed on the Utopia Program. The Utopia Program was supposed to give the Squadron complete rights to fix all of Americas and then the Earths problems. After the death of Nuke for which Dr. Spectrum was responsible he began to feel guilty and fearful of combat. At the end of the Utopia Program he overcame these problems and today he is again a swinging happy go lucky superhero, perhaps even a bit more savage than before.

Doctor Strange



Doctor Strange

Stephen Strange

Fighting: Good

Agility: Excellent

Strength: Typical

Endurance: Remarkable

Reason: Good

Intuition: Monstrous

Psyche: Unearthly

Health: 66

Karma: 185

Resources: Good

Popularity: 0

Known Powers:

Doctor Strange is sorcerer Supreme of the Earth Dimension and he may use any power as a spell at Amazing rank. In addition he use the following spells. Magic: Doctor Strange is the Sorcerer Supreme of the Earth Dimension and Master of the Order School of Magic. Doctor Strange has access to most powers and spells. The following are those powers always available to him.

#### Personal

- Alteration-Appearance: Amazing. Doctor Strange can change his own appearance as well as the appearance of those in the same area.
- Astral Projection: Unearthly
- Levitation: Incredible
- Shield-Individual: Amazing
- Telepathy: Unearthly

All other Personal spells he may use are of an Amazing power rank.

#### Universal

- Conjure: Amazing
- Eldritch Beams/Bolts: Amazing
- Mesmerism: Amazing
- Teleportation: Amazing

All other Universal spells he may use are of an Amazing power rank.

#### Dimensional

- Cyttorak: Amazing
- Dimensional Aperture: Monstrous
- Hoggoth: Amazing
- Raggadorr: Monstrous
- Seraphim: Amazing
- Vishanti: Unearthly

All other Dimensional spells he may use are of an Amazing power rank.

#### Miscellaneous Spells

- Mists of Morpheus: Monstrous
- Spell of Silence: Automatic with NO FEAT roll needed.

All other Miscellaneous spells he may use are of an AM power rank.

Cloak of Levitation: Shift-X Flight and the cloak may be commanded to perform discreet actions, it has In strength.

#### Mysical Equipment

##### The Scrolls and Wand of Watoomb

The Wand of Watoomb is an amulet that will greatly enhance its owners magical energies. As some sort of conduct to magical energy it can be used in a variety of ways.

It was once parted in two pieces, but joined together by the sorcerer Xandu. After a number of battles between Xandu and Dr. Strange it came into the possession of the Sorcerer Supreme.

The Scroll of Watoomb hold some of the most powerful spells of Watoomb itself. Therefore they can control wind and atmosphere. Much of these powers are held in the Scrolls wich make them a mighty amulet.

The names suggests that these two items were made by Watoomb itself, and if this is not the case, once owned by him. The exact origin of these amulets are unknown.

##### The Ruby of Dominion

The Ruby of Dominion is an talisman that allows its controller to control at least one other being.

The Sorcerer Xandu was able to use it against the Thing of the Fantastic Four but Strange was able to free him and he shattered the Ruby.

The Ruby will become even more powerfull when the eye of Agamotto is used as a magical conduct. The amount of beings that the ruby is able to control will increase. And on this level it will be possible to control a very large mass of people (or other living beings).

##### The Eye of Agamotto

The Eye of Agamotto is one of two occult objects that are currently in Doctor Strange's possession which are empowered by the mysterious extra-dimensional entity known as Agamotto.

The Eye can radiate a blinding light of immeasurable mystic force. Under the brilliance of this so-called "all-revealing light," It will make its wielder able to see through disguises, invoke images of the immediate past, and track both corporeal and ethereal beings by their psychic or magical emissions.

The Eye enables the wielder to more easily probe the minds of sentient beings. When used thusly, the amulet opens and releases a representation of a golden eye, which affixes itself to its wielder's forehead, allowing him to "see" into the mind he wished to probe.

The Eye also can be used to provide a gateway into other dimensions. When called upon under the proper Incantations, the amulet will separate from its backing, seemingly enlarge to a size several feet in diameter, and then open, revealing a portal to other worlds. It can be used this way to visit the realm of Eternity.

As the amulet is controlled chiefly by thought and force of will, the wielder of the amulet establishes a psychic link with it. Indeed, when the wielder leaves his body in astral form, as astral duplicate of the amulet-capable of nearly all of the amulet's functions, albeit at slightly less powerful levels-travels with him.

As an object of 'white magic' it can be only operated by a person possessing pure thoughts and a clean soul.

The Eye wears the name of Agamotto who used it during his time as Sorcerer Supreme of the Earth Dimension. Its origin is not quite sure. Some say Agamotto made it himself, others say that he discovered it among the stars and skies where it drifted for ages.

There is yet another eye in the possession of Stephen Strange. This Amulet of Agamotto is not as powerful as the Eye but it is powerful enough.

This amulet was the one that Strange used in the beginning of his career as magical protector of the Earth. Later he gave the amulet to his apprentice Rintrah.

It is known that the amulet can project beams of hot mystical energy, unbearable bright light and just as the Eye, probe minds. The amulet can also be controlled by the mind. Which means that it also is in the possession of a spiritual form.

For protection both Eye's are kept in an amulet like case that the Sorcerer Supreme would wear on his by his throat.

#### The Orb of Agamotto

Originally made by the all-seeing Agamotto himself the large crystal orb allows the user to view any events of mystical and non-mystical significance occurring throughout his sphere of influence.

Aside from these abilities the orb can be used as an dimensional gateway. It also holds a special dimension of its own. It is in this 'Realm of the Orb' that you can often find Agamotto himself.

The orb itself has the ability to float and it is possible to use magic to recreate the orb, when it is destroyed by physical means.

For protection the Orb is kept in a magical container that can only be opened by a magical spell.

#### The Cloak of levitation

Its origin completely unknown, perhaps with the exception of Enitharmon the Weaver, this ancient Cloak is a powerful item. Like the name suggest it has the ability to levitate. Nearly indistructible, it was woven by an entity that is almost forgotten. The wearer will be able to fly magically without taxing his own personal mystical powers. It is operated by mental commands, and even responds when separated from him by vast physical distances.

The maximum rate of speed at which the cloak can carry it's wearer is unknown, but it is believed to be faster than the speed of sound. The maximum weight the cloak can levitate is also unknown, although Dr Strange has been observed to carry another human being aloft while wearing it.

The cloak once was nearly destroyed and the levitational force came out of alignment with the fabric. Luckily Enitharmon the Weaver managed to repair it.

When special magical spells are used, the cloak can alter his form to resemble other clothes. The past years it was made to resemble an maxican poncho and an trenchcoat.

Of this Cloak there is a second version in existence.

When Strange first left the Himalaya's, it was this cloak that he received from the Ancient One. When he took on Dormammu for the first time, Dr Strange aquired the red Cloak and the old purple Cloak was not used for many years.

#### The Book of the Vishanti

A treatise on magic compiled by the Vishanti themselves, its contents reveal most of the ancient secrets of the multiverse and it is said to contain all spells and counterspells known to man.

It is known that there was once a copy in the library of Alexandria of ancient Egypt during the reign of Cleopatra. Still a scroll at that time.

After being bound it eventually found its way to the babylonian regions. It was here that the Ancient One was able to obtain the ancient tome by time-travelling to ancient Babylonia and defeating its guardian, a Griffin.

Current entries are:

- Introduction by The Vishanti
- Pantheon of Mystical Deity's
- Introduction
- The Vishanti
- The Trinity of Ashes
- Watoomb
- Denak

- Valtorr
  - Ragadorr
  - Satannish the Supreme
  - Munoporr
  - The Seraphim, Krakkan and Farallah
  - Ikonn
  - Cytorrak
  - Miscalenius
  - Explaining the Multiverse
  - History of the Dark Dimesion
  - The Faltine
  - Dormammu and Umar
  - The Mordo Chronicles
  - Curse of the Darkhold Introduction
  - The Voodoo Queen of New Orleans
  - The Dawn of Blood (birth of the Elder Gods)
  - The Dawn of Blood (birth and rise of the Vampires)
  - The legacy of Aelfric (and the Montesi dynasty)
  - The turning and rise of Dracula
- 
- The Emancipation Incantation

#### The Darkhold

The Darkhold is an indestructible grimoir on black magic. Written by the elder god Chthon in words of flame to be used by him as a gateway to the Earth plane. The Darkhold is used for centuries by all sorts of magicians and the like before it came into the custody of Dr. Strange.

It can be regarded as the 'evil' twin of The Book of the Vishanti.

#### Talents:

Medicine, Occult, Mythological Lore, Martial Arts A,E

#### Contacts:

Hargoth, Vishanti, Dyzakk and Falroth...He probably knows other mystical contacts but those, like his background, remains shrouded in mystery. Scarlet Witch, Agatha Harkness

#### Doctor Sun



#### Doctor Sun

#### Doctor Sun

Fighting: Ex  
 Agility: Ex  
 Strength: Rm

Endurance: Rm  
Reason: In  
Intuition: Ex  
Psyche: Mn

Health: 100  
Karma: 135  
Resources: Ex  
Popularity: 0

**Powers:**

**Cyborg (Mechanical Body):** The only human parts of Dr. Sun are his brain and spinal cord. These are enclosed in a plasma-filled life support system. The system has Monstrous Material Strength. The original system was immobile and possessed only the abilities to see, hear, and speak. During this period Dr. Sun's Fighting, Agility, and Strength ranks were all Shift-0. Later Dr. Sun fitted himself to a robotic body that provided him with mobility, increased Abilities, and some powers. Should Dr. Sun have ever been without his robotic body, his Health would drop to 30.

**Bio-Vampirism:** (This power only applied to Dr. Sun when he still possessed his original brain.) Dr. Sun was dependent on a fresh supply of human blood and plasma to maintain his life support system. He needed new blood every 75 hours to keep his brain alive.

**Body Armor:** Sun's braincase has Mn material strength. His robotic body possesses Am material strength.

**Mind Transferal:** Sun has the ability to transfer his consciousness and life force into any computer of at least In Reasoning capability.

**Mind Control:** Dr. Sun has the Mn ability to control people's conscious thoughts and actions.

**Kinetic Bolt:** The robot's hands are equipped with devices that fired bolts of Rm Intensity.

**Linguistics:** Dr. Sun is able to understand any language, especially computer codes, with Rm ease.

**Teleportation:** The robot body is equipped with a teleportational device of Mn range.

**Talents:**

Dr. Sun is a brilliant inventor and medical technician.

**Contacts:**

None.

**History:**

Dr. Sun was a scientist working in the People's Republic of China during the Cultural Revolution. Sun devised a program whereby a human brain could be removed from its body and supported indefinitely in a life support system. A political enemy managed to sentence Sun to death, then decided Sun should be the test subject of his own program.

The initial operation succeeded better than expected. When Sun's mind was connected to a computer bank, he suddenly developed psionic powers. He attacked the doctors, then forced the survivors to serve him. He kept his survival and powers a secret from the Chinese government and eventually left China completely.

Because of his dependence on human blood, Dr. Sun became involved with the study of real vampires. He decided that a vampiric army could serve him and conquer the world, but first he needed to conquer the vampires. He fought Dracula a number of times, drained most of Dracula's powers, and even managed to kill him once.

After Dracula defeated his plans, Dr. Sun switched tactics. He discovered Nova (1)'s link to the supercomputers of Xandar. He captured Nova and intended to plug into the computers from Earth. When the Sphinx commandeered Nova's ship directly to Xandar, Sun abandoned his body and invaded the Xandarian computers directly. When the FF later arrived with H.E.R.B.I.E. in tow, Sun downloaded into that robot's body. Upon returning to Earth, he tried to destroy the FF by turning their headquarters against them. He took possession of the Baxter Building's computer system. This freed H.E.R.B.I.E., who flew into the computer bank where Sun was isolated. Dr. Sun was finally destroyed in the resultant explosion.

**Domino**



## Domino

Fighting: Remarkable  
Agility: Incredible  
Strength: Excellent  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Excellent

Health: 120  
Karma: 50  
Resources: Good  
Popularity: 0

Known Powers:  
Probability Control: Always read the highest die first.

Equipment:  
Throwing Blade: Excellent edged throwing damage  
Lasso: grapple with Good strength  
Gun: In damage at 8 areas range

Talents:  
Guns, Weapon Master, Marksman, Martial Arts A,B, Thrown Weapons, Acrobatics, Military, Computer, Pilot

History:  
Domino was originally a member of Cable's Wild Pack, during which time she and Cable had a romance. Once the Wild Pack disbanded, Domino returned when Cable formed X-Force, or so it seemed. The Domino that joined X-Force was actually the morph Copycat disguised as Domino, whilst the real Domino was a prisoner of Tolliver (and had been for quite some time). Freed by Cable, he asked her to track down X-Force whilst he returned to find Tolliver. Domino tracked down the old members of the Six Pack in an attempt to locate the whereabouts of Cable and his new team, which she did and subsequently rejoined them. Domino's mutant power is the ability to have things 'fall into place' for her. During Operation Zero Tolerance, Domino was captured by an old enemy, Ekatarina Gryaznova, and had a device implanted which disrupts her mutant power. Separated from X-Force, Domino sought help and discovered that if the device were to be removed it would leave her paralysed from the neck down.

## Doomsday



## Doomsday

Fighting: Uearthly  
Agility: Amazing  
Strength: Shift-Z  
Endurance: Shift-Z  
Reason: Typical  
Intuition: Incredible  
Psyche: Uearthly

Health: 1150  
Karma: 146  
Resources: Not Applicable  
Popularity: -100

### Known Powers:

Immortality: Doomsday has learn't at a genetic level how not to die. He can not be killed.  
Invulnerability: CI1000 resistance to Heat and Cold.  
Self Sustenance: Doomsday has developed the ability to survive without needing to breath, eat or even sleep.  
True Invulnerability: Shift-X  
Claws: Shift-Y edged damage  
Bone Growth: Doomsday's hide is covered with external bone growth. He is capable of using these as weapons, inflicting Shift-Y edged damage.  
Evolution: Doomsday possesses the ability to develop a Resistance to any power, element, energy source or what have you at CL1000 ability. Whenever he reaches 0 Health and Shift-0 Endurance whatever killed him becomes his newest addition to his evolution factor at +1CS of the effect. *EG: If he dies because he can't breath in an Amazing ranked Argon atmosphere, he revives and gains the Monstrous ability to breathe Argon.*

Talents:  
None

Contacts:  
None

### History:

Doomsday was a creature born of genetic manipulation a long time ago. A scientist named Bertron had set up a laboratory on a distant and deadly world. There he and his team performed experiments on a living embryo. They ejected a living embryo into the harsh atmosphere, where it died instantly. The scientists then retrieved the embryo and regrew it in a regeneration pod, then repeated the process.

The experiment lasted for years. After several iterations, the creature developed the ability to survive in the planet's harsh atmosphere, only to be devoured by the vicious aliens which inhabited the world. Again and again Bertron and his team retrieved the remains of their project, which Bertron referred to as The Ultimate, and again and again The Ultimate was reborn and reinsterted into the atmosphere. And with each death and rebirth, The Ultimate retained the knowledge of its previous lives and learned from them.

Finally, after many many years of deaths and rebirths, The Ultimate became all that its creator envisioned. The Ultimate cleansed the entire

planet of hostile life, and then came after Bertron. The Ultimate had retained all knowledge of its previous versions, including the knowledge and the face of the one person who continued to torment it.

The Ultimate fled from that hostile and harsh world by boarding one of the frequent supply ships which had enabled Bertron's experiment to continue for so long. From there he went on a world-by-world rampage, until he was finally killed on the peaceful planet Colu. The Coluans, unaware of The Ultimate's regenerative powers, buried it as they would one of their own--wrapped in green cloth and chained to a block of stone. The Coluans sent the stone into space, where it wandered for who knows how long a time before crash landing on Earth many years ago.

It began in a field several hundred miles outside of Metropolis, on a warm sunny afternoon. A low rumbling could be heard, growing louder and louder. Finally the source of this noise was revealed: a large, hulking behemoth, wrapped in green fabric and cables. This huge monster did not speak but instead began a murderous and seemingly random rampage.

The Justice League were the first to go up against this monster, who was quickly able to beat them all senseless. Superman arrived and found himself up against a being of such strength and mindless rage as he had never encountered before. This was Doomsday, and Superman's battle with him would prove to be his most difficult.

The monster Doomsday made his way towards the city of Metropolis, cutting a swath of destruction in his wake. Superman followed, and there, on the streets of the City of Tomorrow, right in front of the Daily Planet, the two fought a pitched battle. Onlookers were amazed and frightened to see the Man of Steel hurt, bruised, bleeding, and seemingly unable to subdue Doomsday. Windows shattered with the force of their blows, and the streets and buildings were torn to rubble. Then, finally, horribly, it happened. Although the Man of Steel was able to finally subdue and destroy the beast, the toll on his own body was too much. As the monster Doomsday fell to the ground, lifeless, so too did Superman.

The death of Superman was felt by all, but there was one individual who took it more personally even than the Man of Steel's closest friends. Lex Luthor had sworn that he would be the one who would kill Superman, and the monster Doomsday had beat him to the punch.

Doomsday's body was taken to Cadmus Laboratories for study, but one of the five Supermen who arrived in the wake of the true Superman's death arrived and removed the carcass into outer space. There the pretender Superman strapped the dead Doomsday to an asteroid and threw it deep into space. It floated there, lost among the stars, for a considerable time before a passing space freighter took note of the asteroid's mineral content. The freighter pulled the asteroid into her loading dock before realizing what was attached to it. The crew rushed to jettison the monster, but it was too late. Horribly, inexplicably, Doomsday came to life and slaughtered the ship's crew.

The ship, as it turns out, was en route to Apokolips, homeworld of the galactic despot Darkseid. The ship landed on autopilot and Doomsday emerged and began laying waste to the inhabitants of this new world. Even the great Darkseid himself proved vulnerable to the rampaging terror of Doomsday, his dread Omega Beams having no effect.

Meanwhile, back on Earth, the true Superman had returned from the dead. He learned of Doomsday's return and presence on Apokolips. Enlisting the aid of Waverider of the Linear Men, Superman travelled to Darkseid's homeworld to again do battle with Doomsday.

This unstoppable monster, who not only returned to life after each supposed killing but evolved past it, preventing the same method from proving lethal twice was the being Superman was travelling to face a second time.

On Apokolips, Superman and Waverider encountered Doomsday again, and also the traitorous Cyborg. Superman dealt with the Cyborg, with Darkseid's assistance. Waverider, curious to know the monster's true motivation, peered into Doomsday's mind and saw with horror that though the beast looked at Superman, the being it saw was Bertron! Waverider and Superman realized that the world Bertron had chosen to carry out his experiments was Krypton, and that it was Bertron's influence that sparked the Kryptonians' interest in genetic manipulation.

The battle on Apokolips was fierce. Even with the aid of a Mother Box, a living computer given him by Orion, Superman found himself unable to defeat Doomsday a second time. Finally, in desperation, Superman used one of Waverider's time/space travel devices to transport Doomsday to the End of Time, where the natural forces of entropy would quickly and finally defeat the monster.

Or so it was thought.

Doomsday surfaced yet a third time to menace the Man of Steel, and this time the rampaging monster was guided by an intelligence as sinister as it was vast. Superman learned to his horror that the monster Doomsday was inhabited by the consciousness of his foe Vril Dox, also known as Brainiac.

This third encounter happened as Superman was trying to do a favor for his old friend and childhood sweetheart, Lana Lang, now married to Pete Ross. Lana's baby had been born prematurely, and needed to be taken to a major city hospital if he had any hope of survival. Lana persuaded Superman to make the trip, but along the way he was attacked by the newly intelligent Doomsday. Doomsday/Brainiac stole the young child, intending to use it as a new vessel to house Brainiac's consciousness.

This time Superman knew what to do. Enlisting the aid of the JLA, Superman forced Doomsday/Brainiac into a teleportation tube, one of the many which the JLA used to travel back and forth from their headquarters on the moon. Then, before the monster could re-orient himself, Superman activated a perpetual loop between several of the transporter tubes. The tubes' frequencies were set to different levels, so that Doomsday would never fully materialize in any one of them long enough to escape or be freed.

This was the fate Superman designed for both Doomsday and Brainiac: an eternity of perpetual motion, never resting in one transporter tube

for very long, never completely there at any time. Unfortunately, Brainiac was able to save his own consciousness at the last second, downloading himself into a new form, Brainiac 2.5.

Dormammu



Dormammu

Fighting: Remarkable  
Agility: Unearthly  
Strength: Monstrous  
Endurance: CI1000  
Reason: Monstrous  
Intuition: Monstrous  
Psyche: Unearthly

Health: 1205  
Karma: 250  
Resources: Unlimited  
Popularity: -30

Known Powers:

Magical Ability: Dormammu is one of the most powerful magic-wielders to ever exist. He may use any listed power as a spell, subject to the limitations of Personal and Universal energy restrictions. Being a Dimensional entity, he is able to generate these energies himself. He uses these abilities at the Monstrous level, unless otherwise notes as Power stunts. In addition, Dormammu regularly uses the following spells:

- Telepathy- Personal: Dormammu can telepathically contact anyone he wishes throughout the dimensions at CI1000 ability.
- Eldritch Beams/Bolts- Universal: As Force or Energy Missile weapon, of Monstrous power and range.
- Counterspell- Dimensional: Dormammu can cancel out or tamper with the magical spell of others at Unearthly ability. He must make a FEAT roll against the intensity of the spellcaster he wishes to affect.
- Dimensional Aperture- Dimensional: Creates an opening into and permits passage to and from another stated dimension, with Unearthly ability.
- Transformation- Dimensional: Dormammu can transform himself or others into another substance, retaining the target's own shape. He can also endow another individual with new powers, or enhance old ones. He does all of this at Unearthly rank.

Flames of Regency: When Dormammu is ruling the Dark Dimension, he receives a +1CS on any power he uses.

Immortality: If Dormammu's Health is reduced to zero his body dissipates and begins to reform elsewhere over a period of 2-20 months.

Talents:

Occult Lore and Mystical Background.

Contacts:

None

Douglcock



Douglock

Douglas Ramsey

Fighting: Good  
Agility: Excellent  
Strength: Remarkable  
Endurance: Amazing  
Reason: Incredible  
Intuition: Typical  
Psyche: Typical

Health: 110  
Karma: 52  
Resources: Good  
Popularity: 0

Known Powers:

Techno-Organic Body: A possible cross between Warlock and Douglas Ramsey, Douglock has a techno-organic body which gives him the following abilities:

- Shapechanging: mimick human forms: Amazing
- Elongation: Remarkable
- Body Armor: Remarkable

Conversion: Regain health by converting living, organic objects into a techno-organic form. He regains health equal to the material strength or the health of the target. He does this with Monstrous ability.  
Sensors: Electronic sensors of Amazing ability.

Talents:  
Computers

Contacts:  
Xmen, New Mutants, Kitty Pryde

History :  
See Cyper (Doug Ramsey)

Dracula



## Dracula

Vlad Dracula, Ruler of Earth's vampires

Fighting: Rm  
Agility: Am  
Strength: Rm  
Endurance: Un  
Reason: Gd  
Intuition: Am  
Psyche: Am

Health: 210  
Karma: 110  
Resources: Rm  
Popularity: -30

### Powers:

**Vampirism:** All of Dracula's abilities stemmed from his identities as a vampire and as king of the vampires. These abilities exceeded the levels of "ordinary" vampires (see below) because of Dracula's many centuries of existence and absorption of the powers of the last Atlantean vampire. **Resistances:** Under normal circumstances, vampires did not age. They could be poisoned, though not killed by poison (ignoring all "Kill" results). They could not be damaged by most physical attacks, though they could be affected by Stuns and Slams (and, in some cases, "Kills"). Most energy attacks had similar limitations. See below for those attacks which specifically affected vampires.

**Transformation:** Dracula could, at will, transform himself into a number of different shapes, each taking but a single round to assume. These included:

- A mistlike cloud which allowed him passage through tight spaces and allowed him to fly at 1 area/round (he could not be harmed by physical attacks in this form);
- A bat with Dracula's normal intelligence, having bite attacks (Good damage) and the ability to fly at 6 areas/round;
- A wolf with Dracula's normal intelligence, having the abilities to bite (Remarkable damage), move at 3 areas/round, and use its Intuition at +1CS to reflect its enhanced senses; and,
- A man-sized bat capable of flying at 4 areas/round, with claw and biting attacks (for Excellent damage each). **Summoning and Controlling:**

Dracula had a number of summoning and controlling powers, given below:

- Animal control allowed him to summon up to his Psyche in number of bats, rats, and wolves.
- Summoning thunderstorms required a Red Psyche FEAT roll that left Dracula unable to use other vampiric abilities for 1-10 hours.
- As Lord of the Vampires, Dracula could control the actions of another vampire by making a Psyche FEAT against the other vampire's Psyche.
- Dracula had the ability to hypnotize ordinary humans, even if he had caught the victim's eye for only three seconds.
- Dracula could communicate telepathically with any individual from whom he had drained blood, anywhere in the world.

**Vampire Bite:** Dracula's canines were enlarged so that he could deliver the classic "vampire bite". This bite inflicted 6 points of damage per turn. If the victim was killed in the attack, an enzyme in the vampire's saliva caused the body to produce a greenish ichor which replaced its blood. In three days, sufficient ichor existed to turn the victim's body into a vampire. If the victim was not slain by the vampire, the victim remained weak (-1CS on all FEATS) until an Endurance FEAT was made, checked once each week. During this time, the vampire had a limited hypnotic control over the victim, so that any FEATs against that control could not add Karma.

Regeneration: Dracula had Excellent regenerative abilities.

#### LIMITATIONS:

Dracula and other vampires were unstoppable if opponents used most normal weapons and attacks. A number of attack forms and weaknesses did inflict damage to a vampire:

- Blood Dependency. Vampires needed human blood to survive. Voluntary or involuntary deprivation of blood resulted in weakness (-1CS on all stats for every two days without blood) and an overwhelming desire for blood. A Psyche FEAT put off that desire for one day, but the need remained.
- Soil Dependency. Vampires could not go 100 miles beyond their places of human birth without taking a pound of soil with them. This soil, usually used to line a coffin, offset the negative effects of the sun.
- Direct Sunlight. The rays of the sun caused Amazing damage per round to vampires. If reduced to zero Health points, a vampire dehydrated and turned to powder. Sunlight also caused vampires not under its effects to become comatose unless in contact with native soil. Energy attacks which duplicated solar radiation (such as the new Captain Marvel's powers) could affect vampires.
- Garlic Plants. A vampire could not directly attack a victim wearing a clove of garlic (the vampire could push a wall over on the garlic-wearer, though, or perform similar actions). Further, a vampire's transformation abilities could not function within 1 area of garlic.
- Religious Objects. Vampires had an allergy of sorts to objects of religious faith, such that any religious symbol (such as the cross or the Star of David) held by someone who had great faith in that symbol would keep a vampire at bay. Such a symbol inflicted normal damage (as a club, sword, or shuriken) to the vampire.
- Mirrors. Vampires did not reflect an image in mirrors, nor show up on photographic plates or similar mediums.
- Houses. Most vampires were bound by a code that prevented them from entering a dwelling unless freely invited. Dracula could counter that by making a Psyche FEAT roll.
- Silver. Silver weaponry could inflict normal damage on and could even kill vampire.
- Wood. A wooden stake through the heart produced an automatic "kill" result against a vampire. Of course, this meant holding the vampire down and getting a "Red" result with the attack. A wood stake or silver blade through the heart caused a vampire to decay into dust, but the dust reassembled and the vampire started to heal as soon as the stake or blade was removed.

Permanent Destruction. All vampires had a tendency to regenerate lost damage over time, even if chopped into tiny pieces. Three methods of slaying a vampire were known to "kill" it forever:

1. Exposure to sunlight until the vampire becomes dust, followed by scattering the ashes.
2. Piercing the heart of and beheading the vampire, burning the head and body in two separate pyres, then scattering the ashes.
3. Using the Montesi Formula. This last method was how Dracula was finally destroyed.

#### Talents:

Dracula was a trained swordsman and had Martial Arts A and B. He amassed a large quantity of mystic lore in his travels, and could be said to have occult lore from first hand encounters.

#### Contacts:

Dracula was Lord of the Vampires and could use his rulership to command other vampires, whether they were "his" or not.

#### Dragon



#### Dragon

Scott Lindsay

Fighting: Am  
Agility: In  
Strength: Rm  
Endurance: In  
Reason: Ty  
Intuition: Mn  
Psyche: Ex

Health: 160  
Karma: 101  
Resources: Ty  
Popularity: 10

Known Powers:

RESULT OF EXTENSIVE TRAINING:

Martial Supremacy: He is a master of Shaolin Hung Gar style of Martial Arts. He is able to do Sh-X damage to non-living matter and AM damage to living.

Hyper-attack: Scott can perform a variety of nearly impossible Fighting and Agility FEATS in one round FEATS while in combat. This power rank is AM rank. All FEAT rolls are made on the Sh-X column.

- He can do 15 attacks of AM damage each in one round. That's  $15 \times 50 = 750$  points of damage.
- Multiple attacks that at total, inflict Mn damage, ignoring body armor (only one to hit roll is made).

Combat Sense: This power heightens the senses during times of battle, letting reflexes respond almost as fast as the signals get to the brain. He may make:

- 1 extra dodge per round and
- 1 extra distance attack per round, in addition to any other actions

*Note this means he may take three actions in a single round. eg: Melee attack/Distance attack and Dodge. This may also be combined with Hyper Attack presenting 15 melee attacks/1 Distance attack and 1 Dodge.*

HIS MUTANT POWERS:

Energy Disc's: Scott may create a solid energy disc's out of nothing. These discs may be thrown up to 20 areas and are capable of causing AM force or energy damage. He can throw 4 discs per round at up to 4 different targets if he so desires. These discs dissipate 1 Round after they leave his hand.

Body Resistance: Scott has RM resistance to physical and energy attacks.

Danger Sense: He cannot be blindsided. He receives a warning up to 75 second's of any forth coming danger.

Hyper Speed: Scott can perform tasks 10 times as fast as normal.

Self-Sustenance: Survive without air, water or food. He can survive in the vacuum of space with no ill effects.

Floating Disc: Scott is able to create solid energy discs which allow him to fly through the vacuum of space at CL1000 speeds, or RM speeds in a planetary atmosphere.

Cocoon: Is able to spin a Cocoon of IN Material Strength. Once inside, he can be healed at UN rank ability per round. This healing includes a purification of toxins and disease body.

Talents:

Astro-navigation and Surfing:

- +1CS bonus to stellar navigation;
- +1CS bonus to Agility while surfing (flying on discs);

Martial Arts A,B,C,D,E & Wrestling, Acrobatics, Tumbling, Thrown Weapons

- +1CS bonus to initiative;
- +1CS bonus to fighting;
- +1CS bonus for evading;
- +1CS bonus for throwing discs;
- +2CS bonus for dodging;
- +2CS bonus for escaping;
- +3CS bonus for grappling;
- 1CS to damage taken from falls;
- +1CS bonus to damage from grappling;

After studying an opponent in combat for two turns, ignore their body armor when trying to SLAM or STUN; SLAM or STUN opponents of greater strength and endurance

Contacts:

Wolverine, Avengers

#### History:

As an infant Scott's parents were killed in a car crash, and he was adopted by a family named Lindsay. Scott led a rather lonely childhood. His mutant powers emerged appeared in the X-Universe during Operation: Zero Tolerance. The Lindsay's helped the young Scott deal with his emerging super-human powers.

Although they were very understanding the Lindsay's soon realised they were not equipped to deal with a pubescent teen mutant sent a letter to Professor Charles Xavier whom the Lindsay's met whilst in Israel Peace Corp. Xavier agreed to come meet Scott and become his teacher, but before Xavier arrived, the Lindsay's were murdered by Sebastian Shaw, a member of the Inner Circle of the Hellfire Club who then intended to use Scott for his own power gains. Scott was at school when this occurred and did not know how his adoptive parents died.

Scott vowed to take vengeance for their deaths and soon found himself hunted by the Hellfire Club's agents, but he was saved by the mutant Wolverine, who arrived along with Xavier. Xavier told Scott about Shaw, and Scott agreed to go with Xavier so he could get revenge on Sebastian Shaw.

Working with Xavier and Wolverine he gained control over his power and became an efficient in all forms of martial discipline from the tutelage of Wolverine.

He left the School for Gifted Youngsters pent on his parent revenge. Finding the Sebastian Shaw and the Inner circle he loosed all his fury destroying the building and wounding Shaw. Although a victory it left Scott hollow and despondant. It was then that he realised that his power should be used for the good of all kind, mutant and human alike.

Feeling ashamed of himself he was unable to go back to Xavier and so he travelled the world seeking out the greatest martial arts masters. His tutors included Stick, Black Panther and Shang Chi. From them he learned many skills and how to utilise his inborn power in conjunction with various martial styles to become an effective fighting machine.

Returning to America and devoted to Xavier's heroic ideals he became a costumed hero. Just before the Onslaught saga Xavier contacted Scott to join his X-men. Scott unable to forgive himself for failing Xavier's teaching refused.

It was after the Onslaught crisis that Scott made his peace with Xavier and himself, and now seems to be growing more responsible more human and more heroic.

About this time, Scott joined the premier super hero team, the Avengers, taking several missions with them. It was during this time that he finally found love, though briefly, with Psylocke, who left him when she decided that his nature set them too far apart.

Leaving the Avengers Scott left the planet for space, teaming up on different occasions with Quasar and the Silver Surfer. It was during this time that he met and loved the Eternal Sersi. Again he is unfortunate in love and they split on common terms. Sersi left him early her pregnancy with his child of whom Scott remains unaware.

Returning to Earth he has begun a relationship with Timeslip of the New Warriors. Only time will tell if this relationship is due to fail.

Note: Scott's background has not made it necessary for him to maintain a secret identity and maintain his life style by operating a Martial Arts with Daniel Rand (a.k.a: Iron Fist) academy in New York although is lo-keyed about his heroic identity and linking it to the academy.

Drax the Destroyer



Drax the Destroyer

Arthur Douglas

Fighting: Incredible  
Agility: Remarkable  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Feeble  
Intuition: Feeble  
Psyche: Amazing

Health: 270  
Karma: 54  
Resources: Poor  
Popularity: 10

Powers:

Immortality: Drax cannot be slain by physical means. Drax can only be killed by a mental attack.

□ Invulnerability: CI1000 resistance vs Heat, Cold, Electricity, Radiation, Toxins, and Disease. However, Drax can be stunned and slammed by physical attacks.

Life Support: Unearthly

□ Regeneration and Recovery: Unearthly

Force Beams: Drax can fire beams of Amazing Force and range from his hands.

Flight: Drax can fly at CL1000 speeds in space, but is reduced to Monstrous speeds in a planetary atmosphere.

Strength Boost: +2CS with a maximum of Shift-Y strength when he gets mad.

Equipment:

Power Gem: the power gem boost Drax's statistics to the level listed above. His original physical statistics were:

Fighting: Good  
Agility: Excellent  
Strength: Incredible  
Endurance: Amazing

Other powers due to the power gem's presence are quite likely, but yet unrevealed.

Talents:

Resist Domination.

Contacts:

Infinity Watch, Silver Surfer, Moondragon

History:

Real estate agent Arthur Douglas, his wife Yvette, and daughter Heather, were driving across the Mohave Desert from Las Vegas to Los Angeles when a spaceship carrying the mad Titanian named Thanos passed overhead on a surveillance mission to Earth. Wishing to keep his

existence a secret, Thanos destroyed the automobile in case its passengers had seen his ship, and then landed to make certain they were dead. Satisfied that they were, Thanos left. Unknown to the Titanian, his father Mentor had been monitoring his activities on Earth, to examine his son's latest handiwork. Mentor discovered that Heather Douglas was still alive, and took her back to Titan to be raised. She later returned to Earth as Moondragon. Mentor determined that the threat of his son Thanos could no longer be ignored and wanted to create a being of sufficient power to defeat Thanos.

Enlisting the aid of his father Chronos, who millennia before had become a disincorporate wraith. Mentor had Chronos seize the astral form (living consciousness) of Arthur Douglas before it had completely fled from Douglas's body. Chronos and Mentor then fashioned a humanoid body from the earth's soil, granted it superhuman powers, and cast Douglas' spirit inside it. Thus they created the being who would become known as Drax the Destroyer. Mentor blocked all of Drax's memories of his old life, instilling in him monomaniacal hate for Thanos.

For years, Drax served as Thanos's nemesis, thwarting certain of the Titanian's plans, but never crushing Thanos himself. Thanos hired legions of alien mercenaries just to keep Drax away from him. Finally, in Thanos's campaign to possess the Cosmic Cube, Drax in the company of the Avengers. Captain Mar Vell, and Moondragon, saw Thanos destroyed. Suddenly lacking a reason for existence, Drax wandered space in grim contemplation. By the time he learned that Thanos had managed to rematerialize himself, Thanos had once again been killed this time by being permanently turned to stone. Drax, purposeless again, used Captain Mar-Vel as a scapegoat upon whom to vent his frustrations.

Sometime later, Drax was contacted by his daughter Moondragon and invited to join her in her journey through space in search of knowledge. Drax accepted. The two rode aboard Moondragon's personal starship Sensia, and came upon the planet Ba Banis, a world of humanoid aliens caught in a vast civil war. Moondragon decided to usurp her mental powers to quell the conflict and then decided to set herself up as the world's goddess. Drax recognized that her ambitions were ignoble and so sent their ship to Earth with a holographic distress message. The Avengers responded and discovered Moondragon's world of mentally enforced tranquility.

Freed by the Avengers from his daughter's mental domination, Drax advanced toward her, seeking to end her menace. In order to stop him Moondragon mentally forced Drax's life essence to vacate his artificial body. Later, after subduing Moondragon and returning to Earth, the Avengers placed Drax's body inside Sensia and sent it into space programmed to self destruct. Without Drax's spirit inside it, Drax's body was destroyed when the Sensia exploded.

Dreadnought



Dreadnought

Fighting: Rm  
Agility: Ex  
Strength: In  
Endurance: Mn  
Reason: Fb  
Intuition: Ex  
Psyche: Fb

Health: 165,  
Karma: Inapplicable,  
Resources: Inapplicable,  
Popularity: -10

powers:

Body Armor: Amazing vs. physical, Remarkable vs. energy.

Resistances: Monstrous vs. Cold, Heat, and Radiation.

Invulnerabilities: CL1000 vs. Mental and Illusory Attacks

Gauntlet Flamethrowers: Incredible fire damage, 1-area range, 6-shot payload

Knuckle Spikes: Typical Shooting damage, 4-area range, 8-shot payload

Electrical Field: Amazing electrical damage, contact range

Gamma-Ray Eyebeams: Incredible intensity, 3-area range

Freon Mouth Dispenser: Amazing cold, 2-area range, 2-round reload time

Talents:

(simulated): Martial Arts B

Contacts:

None

Dreamkiller

Dreamkiller

Fighting: Ex

Agility: Ex

Strength: In

Endurance: In

Reason: Ex

Intuition: Gd

Psyche: Ex

Health:120

Karma:50

Resources:N/A

Popularity: -10

Known Powers:

Heat Beam: Remarkable intensity heat blast, range 8 areas

Body Armor: Ex

Sky Walking: Ty

Body Transformation-Self: gaseous form, GD speed

(Dreamkillers mental stats are due to the mental link with Alex Tennyson. Should this link be destroyed the stats drop to Pr)

Alex Tennyson

Fighting: Pr

Agility: Ty

Strength: Ty

Endurance: Ty

Reason: Ex

Intuition: Gd

Psyche: Ex

Health:22

Karma:50

Resources:Ty

Popularity: -6

Talents:

Chronicler of Magic

Mystical Object:

this object allows him to summon Dreamkiller. Tennyson can establish a sensory link, allowing him to see and hear everything Dreamkiller does. They also have a mindlink, as they seem to hear each others thoughts. Tennyson can give Dreamkiller instructions this way from a distance.

Egghead



## Egghead

Elihas Starr

Fighting: Poor  
Agility: Typical  
Strength: Poor  
Endurance: Typical  
Reason: Excellent  
Intuition: Typical  
Psyche: Typical

Health: 20  
Karma: 32  
Resources: Remarkable  
Popularity: -20

Known Powers:  
None:

Equipment:

Technology: Egghead's many inventions include insect control devices, orbiting laser satellites, mind control devices, robots and many others.

Talents:

Nuclear Physics, Robotics, Electronics, Biology, Engineering, Repair/Tinker

Contacts:

Puppet Master, Mad Thinker

History:

Elihas Starr was a government scientist who was caught and jailed after smuggling blueprints out of work, presumably to sell on the black market. The media dubbed him "Egghead," and he was soon contacted and freed by a high placed crime lord, who gave him the charge of proving his worth by defeating the original Ant-Man. Although using his technological expertise, Egghead failed and narrowly avoided capture. Time and again he would try to defeat Hank Pym, who would soon adopt a different guise of Giant-Man, and his partner, the Wasp, but would be routinely defeated.

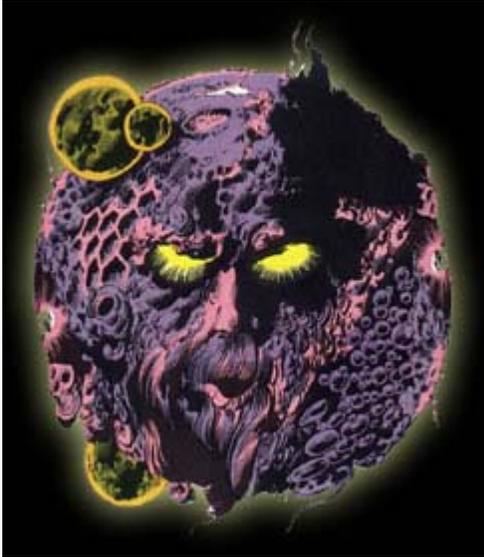
Giving up on pure revenge, Egghead tried to use a orbiting laser death ray to extort money from the United States, but was defeated by the Avengers when Hawkeye's (then, Goliath) brother tipped them off, even though he would die in the ensuing battle. Later, Egghead would use the Swordsman to capture Goliath, thinking him Hank Pym, but Hawkeye-as-Goliath soon defeated both criminals, avenging his brother.

Escaping from prison, Egghead planned to use a mind-transferral machine to rob Pym of his intelligence, and went so far as to test it on his own niece before being defeated by Pym-as-Ant-Man again. Egghead, in revenge, planted a bomb in his niece's car, who survived the blast but lost her left arm.

A later incident found Egghead forming the Emmissaries of Evil, but when his scheme failed, Egghead was presumed dead in the resulting

explosion. Instead, lying low, he learned of Pym's mental breakdown and expulsion from the Avengers, and set up an elaborate scheme to frame Pym for kidnapping and stealing from a nuclear base. Forming the third Masters of Evil, Egghead pretended to "free" Pym from his trial, making the world believe him to be a supercriminal. Egghead forced Pym to work on Egghead's deepest wish, a cure for aging, but instead, Pym constructed a weapons device that allowed him to defeat the Masters of Evil just as the Avengers arrived to rescue him. Egghead attempted to shoot Pym in the back, but Hawkeye used an arrow to plug his gun, which misfired, killing Egghead.

#### Ego-The Living Planet



#### Ego

##### The Living Planet

Fighting: CL1000  
Agility: Feeble  
Strength: Shift-Z  
Endurance: CI5000  
Reason: Shift-X  
Intuition: Shift-X  
Psyche: Shift-Z

Health: 6502  
Karma: 800  
Resources: N/A  
Popularity: 0

##### Known Powers:

Immortality  
Invulnerabilities: Same as other Elders  
Life Support  
Sidereal Propulsion Unit: CL1000 speed  
Absorbion power: CL1000  
Shape Change:  
 create attackin tendrils on his surface up to Un damage

create humanoids  
Fighting: Remarkable  
Agility: Remarkable  
Strength: Unearthly  
Endurance: Monstrous  
Health: 215

Clairvoyance: Shift-Z  
Gravity Control: CL1000 attacks against other worlds the size of a moon or greater.

Kinetic Blast: CL1000  
Mind Blast: CL1000  
Regeneration: CL1000  
Telepathy: Shift-Y

Talents:  
Astronavigation

History:

In the so-called "Black Galaxy," a portion of space unknown to Earth humans, the entity known as Ego came into being as any planet would form from coalescing cosmic gases and dust, but evolved consciousness and intelligence as well.

Apparently, Ego was going to be discovered at various times by an alien race of Rigellians, but destroyed the aliens' starships before such discoveries were made. Ego himself decided to get into the colonization game by creating humanoids from his substance and send them to conquer other planets. He was stopped by Thor, who was accompanied by a Rigellian observer, and renounced conquest. Later, when being confronted by the planet-eating Galactus, Ego was aided by Thor in repulsing this attack. Urged by Thor, Ego agreed to allow refugees from Galactus' previous feast to settle on himself, but when Thor left, Ego consumed them all.

Later still, a portion of himself was taken by the Rigellian Tana Nile, which would form itself into the being known as Ego-Prime. Perhaps as a result of this, Ego went insane, and it took the combined powers of Thor, Hercules, Firelord, and Galactus to stop the mad planet, as Galactus attached a propulsion unit that sent Ego soaring through space. Eventually, however, the planet learned control this unit psionically, and it sought Galactus in revenge, ending up in the vicinity of Earth, where the Fantastic Four stopped Ego with the help of a psionic named L.R. "Skip" Collins. Damaged in battle, Ego was torn apart between the gravitational forces between himself and Earth, although much later, absorbing more psionic energy (?) from the sun, he was able to re-form himself around his propulsion unit and launch out of our solar system. Still weak, he captured the alien Dire Wraiths who stopped on himself, planning to consume them and their enemies, the Spaceknights Seeker and Scanner, in the process. The Spaceknights were saved by teammate Rom, who banished the Wraiths to Limbo, and Ego presumably went hungry.

Ego was inducted, under unrevealed circumstances, into the elite cosmic group calling themselves the Elders of the Universe. Ego was a part of their plan to destroy Galactus and thus our reality, but the Elders were soon stopped by the Silver Surfer and Mantis, and have yet to reveal their most current activities.

Electro



Electro

Maxwell Dillon

Fighting: Gd  
Agility: Ex  
Strength: Ex  
Endurance: Am  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 100  
Karma: 36  
Resources: Ty  
Popularity: -15

**Known Powers:**

**Electrical Generation:** Electro has the ability to generate and channel huge amounts of electrical and electrostatic energy, with Am ability. He uses these abilities in a number of ways, including:

- **Electro-Bolts:** In energy, 5 areas, and +1CS to hit.
- **Electrical Shock (on touch):** Mn damage, knocking out his opponent for 1-10 rounds unless the opponent makes an Endurance FEAT against Mn intensity. Electro must successfully grapple his opponent before he may use this ability.
- **Ride lines of Electro-Magnetic potential (areas where there is electricity coursing nearby, like powerlines and wiring within buildings):** Mn ground speed.
- **Electro can override electrical systems with Am ability and shut down computers or electrically powered robots. Robots with an Endurance stat may make an Endurance FEAT to avoid this reprogramming.**

**Talents:**

Electronics, Crime

**Contacts:**

Sinister Six

**History:**

Maxwell Dillon had a troubled life. First his dad walked out on he and his mother. Then his mother kept Max from pursuing a life she felt was too much for her son. Then he got married, but his wife walked out on him. Then, one day at work, Max was hit by lightning, electrocuted, and nearly killed. However, unlike most people who are struck by lightning, Max survived, and in fact gained super-human powers. When he discovered these new powers, he decided to use them to his own personal gain. Electro's first and most constant opponent was Spider-Man, and he has also fought such heroes as Captain America, the Fantastic Four, and Daredevil. He has been beaten by them several times, and has been a constant guest in prisons for his crimes.

After years of feeling less than important in the world of crime, Electro finally made a bid to make himself more powerful. Offering his services to the Rose, Electro received, in essence, a major league power boost. While he still worked for the Rose, Electro finally took matters into his own hands, and began terrorizing New York and his old nemesis Spider-Man. After an exhausting battle, Electro was again beaten, but instead of going back to prison yet again, he seemingly committed suicide by throwing himself into the Hudson River, seemingly lost in an amazing explosion..

Electro had soon returned to continue his petty villainy.

**Elektra**



Elektra

## Elektra Natchios

Fighting: In  
Agility: Rm  
Strength: Gd  
Endurance: Rm  
Reason: Gd  
Intuition: In  
Psyche: Rm

Health: 100  
Karma: 80  
Resources: Ty  
Popularity: 0

### Powers:

Martial Arts: Elektra was a master at Martial Arts, and could Stun and Slam opponents of greater Endurance than her Strength.

### Weapons:

Elektra was a Weapons Master, and resolved fights on the Incredible column with most weapons. Her weapon of choice was the Sai, a three-pronged dagger, which she wielded with Amazing ability, could throw with Incredible Agility up to 2 areas away, and which inflicted Good Hack & Slash damage.

### History:

Elektra Natchios was the daughter of a Greek ambassador, and at college age, took up studying political science at Columbia University in New York, where she met the young Matt Murdock (later, Daredevil.) Murdock and Elektra fell in love, and Murdock revealed to her his superhuman sensory abilities. Later, Elektra and her father were held hostage by terrorists, and Elektra (who studied martial arts since childhood) helped a masked Murdock defeat their opponents. Unfortunately, a policeman shot Elektra's father, thinking him one of the terrorists. Distracted, and with her faith in law and order shattered, Elektra left her school, Murdock, and the United States.

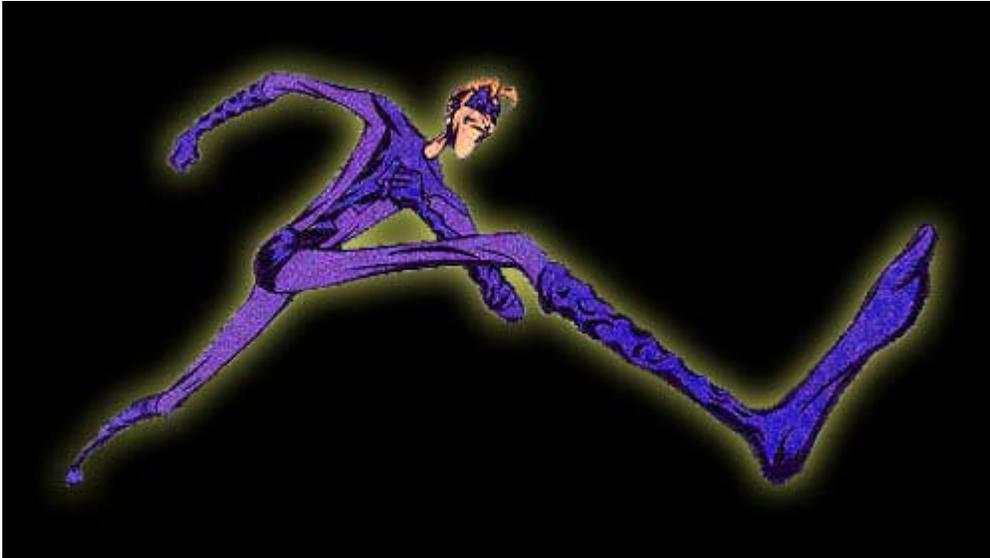
She soon found herself studying martial arts in Japan, but left to join an even more exclusive, worldwide secret organization of martial artists, which was led by Stick, who would also train Daredevil. Eventually, Stick had her leave the group, claiming that her grief over her father's death would still hold her back from her full potential. Elektra later infiltrated the Japanese assassin guild known as the Hand (hoping to gain favor from Stick by subverting the Hand eventually.) Serving the Hand, they bade her kill her former sensei (not Stick) and soon corrupted her, although Elektra finally rebelled and fled.

Spending her time as a bounty hunter and assassin, she later came across Daredevil, learning his true identity. Although neither could accept the other's choice of occupation, they still loved each other. Elektra was hired to kill Daredevil's friend, Foggy Nelson, but could not bring herself to when Foggy recognized her as "Matt's girl." Soon afterward, Elektra was killed by Bullseye, trying to prove himself as the Kingpin's chief assassin.

The Hand later attempted to resurrect Elektra, with Stone, a member of Stick's organization, completing the process. Daredevil's love apparently "purified her spirit." Elektra continued to wander the globe, but did not pursue her attraction to Daredevil. Apparently reconciling with Stick, Elektra joined his organization for an indeterminate time, and both of them were on hand to guide Wolverine through a healing process (spiritually and physically) soon after the loss of his adamantium laced skeleton.

Presumably, Elektra continues to live in New York City, attempting to make a new life for herself.

## Elongated Man



## Elongated Man

Ralph Dibny

Fighting: Good  
Agility: Remarkable  
Strength: Typical  
Endurance: Incredible  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Excellent

Health: 86  
Karma: 70  
Resources: Good  
Popularity: 20

### Known Powers:

Elongation: Monstrous, up to 1500 feet

Plasticity: Monstrous with the following effects:

- Form a bouncing ball with Monstrous agility and Good speed.
- Form a glider with Feeble airspeed
- Form parachute for up to 4 people
- Amazing ability to assume any geometric shape
- Amazing ability to become as thin as paper
- Constrict with Incredible strength up to 4 targets
- Due to all the stretching that Ralph does during combat, he is considered to have Incredible Agility dodging purposes.

Body Armor:

- 5CS damage from blunt attacks
- Remarkable vs. other physical attacks

- Good vs. energy attacks

Danger Sense: This power operates at Remarkable ability level and causes Ralph's nose will twitch.

### Limitation:

Ralph must consume the extract from Gingo to maintain his elastic body. If he goes one week without drinking any he loses his powers and his Agility drops to Typical and his Endurance falls to Good until he drinks more.

### Talents:

Detective/Espionage, Computers

### Contacts:

Justice League

### History:

Ralph Dibny was a wiry kid growing up in small, residential Waymore, Nebraska. Though Ralph loved being the center of attention, the limelight is hard to find in a small town. His muscular brother Ken, five years his senior, was extremely popular in a mainstream sort of way: Eagle Scout, star football player, etc. It was probably feelings that he could never match Ken in these activities that led Ralph to more outlandish behavior. Even before his awkward teens, he was dressing in loud purple clothes, playing practical jokes, grandstanding but he couldn't find anything he was good at.

Then one day, Ralph's family attended a carnival and Ralph saw the sideshow contortionist and decided that was the life for him. To us, that may seem like a stupid dream, but the troubled young lad saw a skinny, gangly man who used those traits to his advantage, entertaining audiences and traveling the world. Thus, Ralph went home, tied himself in knots and promptly called his mom to rescue him. Embarrassed, he went back to the carnival and asked the contortionist for help, but the man refused to give away trade secrets. Over the next several years, as carnivals, circuses and fairs visited Waymore, he would ask the contortionists for advice. Some gave him the brushoff; others said there were no secrets, he just had to practice; but he noticed one little fact, Every single one of them drank Gongold soda!

Ralph suspected that Gingold Soda was the reason for the contortionists' flexibility. Reading over the ingredients, he found them to be similar to most other soft drinks, except for the juice of the gingo, a fruit from the Yucatan peninsula. He began processing the fruit juice in his home lab until he'd distilled the essence of the fruit; then he drank it. There weren't any immediate effects, although he noted that it might taste good with a peach schnapps. However, his arms stretched one day when he reacted to a falling flowerpot, and from there on he was able to stretch as long as he took repeated doses of gingo elixir. Being a glutton for attention, he began dressing in a purple costume and calling himself the Elongated Man. He traveled to Central City, where he managed to foil a few crimes and rescue several innocents before the Flash arrived on the scene. Then a rare vase is stolen from an inaccessible museum, and the Flash suspects it is actually E.M. who could break in to steal it. However, after a quick fight, he and the Flash teamed up to solve the mystery and a new super hero was born.

At the beginning of his career, Ralph announced his real name to the world, making him the first superhero to do so. Ralph's wandering took him to New York, where he crashed the boring debutante ball of the vivacious young Sue Dearbon on the pretense that there were jewel thieves inside. She was attracted to him because of his sense of humor that flaunted the conventions of her stuffy upper-crust family. He was attracted to her because, well, he's not an idiot. Ralph and Sue's marriage happened almost overnight, with the Flash as the best man.

After their wedding, Ralph and Sue spent much of their first year travelling across America. Indeed, most of their life since has been one long vacation. However, no matter where Ralph goes, he always seems to run into a mystery to solve or a crime to thwart, much to the annoyance of Sue. At first, she was almost shrewish in her complaining about his amateur sleuthing, though nowadays she gets a resigned kick out of it. Ralph developed a close friendship with Barry Allen, helping him to solve numerous cases. He assisted the Justice League of America in its early days and became friends with several other superheroes, notably the Atom, Green Arrow and Black Canary. Ralph travelled in time with the Justice League and Justice Society when they went searching for the Seven Soldiers of Victory. He also joined Zatanna in her search for her father Zatarra.

Finally, shortly after the League moved to their new satellite Headquarters, Ralph was invited to join the JLA. He and Sue continued to globetrot in his free time, invariably finding mysteries to solve. It is not known how Ralph transported up to the satellite, since he has no place of residence in which to store a transporter tube. After the JLA satellite was destroyed in an alien invasion, Aquaman declared the League an unreliable defense for Earth and disbanded the JLA. Aquaman formed a new JLA, with membership depending on a hero's willingness to make a total commitment to the League. Most of the League's "Big Guns" had personal lives that prohibited such a major commitment. The only members able to remain were Zatanna, Aquaman, the Martian Manhunter and Ralph, so long as Sue was allowed to join. As the only married member, and the only one without a permanent residence, this seemed reasonable. Sue brought out the best in Ralph, and he was an even cheerier member than before. The other JLA'ers compared them to Nick and Nora Charles of the "Thin Man" films.

That summer, Ralph lost his best friend when Barry gave his life to defeat the Anti-Monitor's energy cannon. His relationship with the new "Flash", a self-interested womanizer, was bitter for a time. After being evicted from their Detroit Bunker HQ, the JLA moved back into their old Mountain HQ and found it inhabited by a walking, tentacled potato which Gypsy nicknamed Junior. Unbeknownst to them, Junior was siphoning off their life forces bit by bit, until it finally started sucking them dry. Sue returned to the Mountain to find Ralph and the others in an almost desiccated state and she managed to hit the priority JLA alert before Junior sucked her dry too. The original JLA members returned to defeat Junior and restore the JLA's life energies. This was the first time that being in the JLA had almost killed Sue.

A few weeks later, during G. Gordon Godfrey's political attack on Earth's superheroes, a superhero edict was issued by the president and the JLA was ordered to disband. Ralph got into a fight with fellow member Vibe, who refused to make up with Ralph and walked away from the League. Ralph, dejected, muttered that his wife had been asking him for a vacation and left.

Ralph wasn't invited to join the new Justice League that was formed by Maxwell Lord later that month, and he was probably still on his vacation anyway. Ralph and Sue travelled to England, where he and Batman defeated a descendant of Doctor Moriarty and fulfilled every detective's dream: to meet Sherlock Holmes. Still alive, and living in some remote mountain monastery, Sherlock was visiting England for the wedding of the descendants of Moriarty and Mr. Watson.

Ralph returned to Waymore for his 30th birthday, expecting the small-town-boy-made-good treatment. Instead, his friends and relatives ignored his achievements and overlooked his grandstanding, paying more attention to his brother Waymore's new mayor. Finally, Ken spelled it out for Ralph, all his life Ralph had never tried to relate to people as a normal person would. In talking about his life, Sue also confided that their early marriage may have been just an escape for both of them but that their relationship had grown into true love.

Ralph was invited to join Justice League Europe later that year. Metamorpho even wondered aloud why Ralph wasn't the team leader, since he'd had the most experience as a Leaguer of any JLE member. In the JLE, Ralph became good friends with Dmitri (Rocket Red) and Buddy Baker (Animal Man), especially after discovering that they were all married men. Ralph also finally bonded with Wally West, the new Flash, and stopped mentioning how wonderful Barry was in Wally's presence. After Maxwell Lord was shot, the various Leagues were taken over by a U.N. bigwig named Heimlech who started firing the League members he considered useless. Ralph was one of the first to go. To add to his

embarrassment, Sue was kept on as the JLE's computer programmer.

After the stress of attacks by Despero and Dreamslayer, and the death of Silver Sorceress, Ralph and Sue took time off to attend the European Economic summit in Paris. The conference was disrupted by Eurocrime--a collection of gimmicky criminals from European nations, each with a power based on their national dish. Sue, meanwhile, met a charming man named Bito Wladon from the nation of Modora. Although she knew that matched the description of the Green Lantern arch-villain Sonar, she knew Sonar to be in an American prison. Bito charmed Sue with his mature intelligence which seemed even more striking when compared to her husband's grandstanding antics. Ralph and Sue began having serious marital problems as Sue wondered if her marriage was just a childish decision.

The couple travelled with Bito to Modora, a 19th century village with 21st century technology. The populace seemed quaint, although their halted manner made it obvious that they were constantly under surveillance by the master of sound, Sonar. Ralph discovered that Bito was the real Sonar, yet Sue wouldn't believe him. Sue was still charmed by the opulence of the Modoran castle and Bito's romantic overtures. Disgusted and heartbroken, Ralph walked out on her to solve the Eurocrime mystery at the Economic Conference. Upon discovering that Sonar was behind the disruptions at the conference, Ralph covertly returned to Modora and challenged Sonar. At the same time, Sue discovered the police-state nature of Modora and led the town in an open revolt. Sonar fled and the Dibny's reunited.

The Justice League re-organised again. Sue took charge of the JLE and had new costumes made for Ralph, Power Girl and Dr. Light. Since Sue's regular designer was unavailable, she had their costumes re-designed by Paul Gambi, the Central City tailor who makes clothing for Flash's Rogues Gallery. Sonar coerced Gambi into implanting spy equipment in the fabric. This time, the U.N. re-settled the JLE in an historic English castle filled with collectibles, antiquities and fine art. This provides a keen insight into the mental processes at work at the UN. Apparently, the British didn't want to spend the money demolishing it themselves, so they figured they'd give it to a superhero group and wait a week or two. Ralph loved the castle especially when a suit of armor began walking around the castle on its own. Eventually, the suit of armor revealed itself to be the ghost of the original lord of the castle, Duke Donald.

A team of Modorans brought Ralph a hoversled and an invitation to their new Elongated Man museum. Ralph and Sue returned to Modora, where Ralph was mortally wounded by Sonar's old sceptre as it hung on the wall of the museum. Sonar agreed to save Ralph's life if she would divorce Ralph and become Sonar's consort. Sue agreed. At the same time, Sonar used the Rocket Reds, Eurocrime, the Global Guardians and other brainwashed metahumans to fight off the JLE and take over the republics of the post-Soviet Union. Ralph, Sue and the JLE managed to overcome Sonar and this time, Ralph had the pleasure of delivering a, ahem, "sound" punch in Sonar's face. Sue is now more in love with Ralph than ever before and considering she gave up the chance to be queen of the Eastern Hemisphere for him, he has no reason to doubt her love again.

Immediately after, Sue was captured by a gang of New Aztecs who threatened her with death. They figured that capturing Sue Dibny and demanding the presence of the JLE was a logical way to keep the League away this kind of thinking proves that members of the United Nations are secretly Aztecs. The only importance of this incident is that it started Ralph thinking about the dangerous situations he was facing more and more often which caught Sue in the crossfire. A week or two after that incident, New Druids attacked the JLI members and burned down the JLE castle, thus fulfilling their secret demolition contract with the United Nations International Landmark Demolition Subcommittee. They shot Sue and Ralph with stun rays and left them to die in the burning wreckage. Though the JLI got away without too much trouble, Ralph was again confronted with the fact that Sue could die due to his League membership. Ralph announced that he was taking an extended leave so that he and Sue could return to their first love...travelling.

Ralph, as a Justice League Reserve Member, was called in to assist the JL Task Force in defeating an American Neo-Nazi movement's attempt to eliminate all of the "inferior" races from the face of the Earth. Ralph was disturbed by the Nazi members, who, racist beliefs aside, bore a striking similarity to the normal people he grew up with. Ralph also assisted the League during the fight against the Overmaster.

Since then, Ralph has been spotted at many of the usual Earth-shattering calamities. He was also seen at the memorial service for Hal Jordan.

Empath



## Empath

Manuel Rodrigo de la Rocha

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Good  
Reason: Good  
Intuition: Good  
Psyche: Monstrous

Health: 32  
Karma: 95  
Resources: Excellent  
Popularity: 5

### Known Powers:

Emotion Control: Monstrous ability to control one emotion at a time, but can affect many targets in the same area simultaneously. Range of one area.

Empathy: Monstrous ability to detect the feelings of others. Empath cannot control feelings that do not exist in the target. Monomaniacs make FEAT's +2CS higher than normal when he tries to control emotions that run counter to their monomaniacal streak. Robots are unaffected by his power.

### Talents:

Student, Bilingual (Spanish and English)

### Contacts:

Hellions

### History:

Manuel had the ability to sense and manipulate the emotions of others. He was first seen in a battle that pitted the New Mutants against the Hellions. It was during this contest that Empath and Magma supposedly fell in love with each other.

Magma eventually left the New Mutants and joined the Hellions to be with Empath, and later the couple left the Hellions together and moved to New Roma. After a long and harrowing storyline Magma left Nova Roma in search of her real family, and Empath disappeared for parts unknown.

### Enchantress



## Enchantress

### Amora of Asgard

Fighting: Excellent  
Agility: Excellent  
Strength: Incredible  
Endurance: Amazing  
Reason: Good  
Intuition: Incredible  
Psyche: Amazing

Health: 130  
Karma: 100  
Resources: Remarkable  
Popularity: 20

#### Known Powers:

Eldritch Kiss: When she kisses a target the Enchantress can fill a man's mind with passionate love and blind loyalty, even if he knows she is an enemy. The victim may make a Psyche FEAT vs. Monstrous intensity (Asgardians) or Unearthly (Mortals). This lasts about 1 week, the victim may make a second FEAT when in danger of losing karma.

Magic: Master Sorceress of Asgardian Magic with the following spells always available:

- Magic Detection: Amazing
- Psionic Detection: Amazing
- Healing: Remarkable
- Thought-Casting: Amazing
- Eldritch Bolts: Remarkable
- Eldritch Shield: Remarkable
- Matter Control: Air, Earth, Fire, Water: Remarkable
- Paralysis: Remarkable
- Teleportation: Monstrous

- Dimensional Aperture: Monstrous

#### Talents:

Occult Lore

#### History:

Amora was born to unrevealed parents long ago in Asgard's history. While still young, Amor ran away and became an apprentice to Karnilla, one of the most powerful sorceresses in all the Asgardian dimensions. Although she learned much from her, Karnilla dismissed Amora from her care for being too "undisciplined." Amora continued her learning by seducing other mages. Much of Amora's past is lost to the centuries, although it is known how she tried to enlist the Valkyrie in her attempt to conquer Asgard. In revenge of the Valkyrie's refusal, Amora ensorceled her true essence, which only recently became free.

In more recent times, the Enchantress seduced the warrior known as Executioner, and she used him in many of her schemes over the years,

including fighting Thor who spurned Amora's other advanced. Both were kicked out of Asgard, and Amora, often with the Executioner in tow, allied with other villains (including the first Masters of Evil, the Mandarin, and Arkon) to achieve her similar goals of power, and even tried to disrupt Odin's rule in Asgard. She was also instrumental in creating the first Power Man (now, Atlas.)

Even so, during a battle with Surtur and his legions from Muspelheim, the Enchantress and Executioner joined with the heroes of Asgard, and earned the right to stay in Asgard once again. However, when the Executioner died in battle with the forces of Hela, Amora developed a crippling fear of danger, and took solace with Thor. The two soon developed a romantic relationship.

Amora was captured by Frost Giants during the chaos of the psychic menace Onslaught. She eventually used her magic to escape and returned to Earth. Discovering Thor was missing (he had presumably sacrificed himself to defeat Onslaught,) Amora searched for the Asgardian gods, who had at this time been turned into mortals by Odin's magic. Amora soon helped the gods to reclaim their former glory by defeating the machinations of Set.

Presumably, Amora remains among her kind in Asgard.

Executioner



Executioner

Skurge of Jotunheim and Asgard

Fighting: Monstrous  
Agility: Excellent  
Strength: Amazing  
Endurance: Unearthly  
Reason: Good  
Intuition: Typical  
Psyche: Excellent

Health: 245  
Karma: 36  
Resources: Good  
Popularity: -20

Known Powers:

Body Resistance: Remarkable

Enhanced Vision: Incredible

Magical Axe:

- Unearthly material, Amazing edged damage
- Dimensional Aperture: the executor could cut through dimensional barriers and also let through the heat of the Sun or the cold of the Void.
- The Axe could disrupt magical disguises and illusions.

Talents:

Weapon Specialist: Axe

#### History:

Although Skurge earned an honorary place among the Asgardians (and his nickname "Executioner") for slaying many storm giants during a war between Asgard and Jotunheim, he always felt like a loner except for his romantic relationship with the Enchantress.

Both lovers were exiled to Earth after fighting Thor over the fate of Jane Foster, and they both wandered the Earth, first joining the original Masters of Evil fighting Asgardian heroes (Thor, Balder) and Earth heroes (Hulk, the Fantastic Four, the Avengers) alike, at one point aiding the Mandarin in his attempt to take over the world. (Once, under circumstances unrevealed, Skurge, who split up with the Enchantress, found himself in an alternate future and defeated by the Hulk. Soon returning to our time somehow, Skurge joined the Enchantress again.) The Enchantress and Skurge also tried to take over Asgard itself, but were defeated by the Hulk and Odin, and actually succeeded at one point to put Loki on the throne, but Odin soon returned.

When Surtur and his legions of Muspelheim tried to destroy Asgard, both Skurge and the Enchantress fought on the side of Asgard and earned the right to stay in peace there. Skurge, however, felt betrayed with the Enchantress' infidelity with Heimdall, and left for battle with Thor to free soul wrongfully taken to the underworld of Hel. Hela, ruler of Hel, tried to set the heroes against each other when her lackey's illusion to impersonate the Enchantress failed, claiming to Thor that Skurge worked for her. Instead, Skurge destroyed his great axe in cleaving dimensions so that Hela would not prevail. He also stayed behind to fend off Hela's legions as the rest of Asgard's heroes fled, perishing in the attempt. Nonetheless, Hela sent his spirit to Valhalla, the afterlife of all heroic Asgardians.

#### Faerie



#### Faerie

Emily Redman

Fighting: Ty  
Agility: Ex  
Strength: Ty  
Endurance: Rm  
Reason: Pr  
Intuition: Gd  
Psyche: Ex

Health: 62  
Karma: 34  
Resources: Gd  
Popularity: 20

#### Powers:

Spray: A power she refers to as "Faerie Dust". The spray is as multicolored as a rainbow and can cause the following effects:

- Fireworks: She can create a dazzling pyrotechnic display of energy that can inflict up to Am damage or blind targets of her choice in one area with IN effect.
- Coloration: She has AMAZING control over the coloration and color transmitting abilities of any target substance, whether solid, liquid, or gaseous with a dose of dust.

- Emotion Control: By spraying a target with her dust Emily can alter emotional states and resulting activity by forcing a target to feel a particular emotion at REMARKABLE levels.
- Bio-Physical Control-Healing: Emily can produce a cloud that heals anyone in the target area up to EXCELLENT.
- Matter Animation: She can alter the flow of any raw matter, impart movement to stationary matter, and shape such matter into any desired form. She can cause inanimate figures made of any substance to grow or shrink, and to become animated at REMARKABLE ability. She may mentally command the animated figure to do any thing she desires.
- Phasing: She can render her body or anything else intangible to normal matter at EXCELLENT power with a dash of "Faerie Dust".

Energy Conversion: Emily can change the state of any form of energy into any other form at MONSTROUS levels. The transformed energy's Intensity is a maximum of 1 rank lower than its original level. She can transform energy by an Intensity FEAT equal to the target energy's Intensity. The maximum Intensity of Energy that she may convert is equal to Unearthly rank on a red FEAT. She can transform any energy into the following forms as power stunts:

- Light
- Heat
- Electricity
- Cold
- Radiation

Talents:

Performer, Sleight of Hand, Psychology

Contacts:

History:

Emily was a fairly plain girl who was kidnapped by a megalomaniac bent on revenge against the world, a world where his sweet teenage girl was savagely raped and beaten and killed. He destroyed her mind, wiping all memories of her previous life and programmed the girl with the memories of his beloved and devoted daughter, Emily. He then transformed her into a super-powered female who was dangerously attractive, gave her incredible powers and named his creation Emily II.

On her very first excursion into the "real world", Emily was sent to destroy the gang that raped the original Emily, however she was not in full control of her new power and was so badly injured that she was forced to abort her mission.

Emily escaped and fell into a deep coma on the New York City streets. When she awoke, she came to realize that she was not Emily and never had been, her memories were damaged, and lost, including most of her origin.

Emily was found by the Redman's an elderly couple who had no children of their own who nursed her back to health. Realising that her "father" was in fact trying to manipulate her into doing horrible things she stayed with the Redman family who raised her as the daughter they never had.

She was soon off to college where she studied performing arts, specialising in magic. It was here, at the college dorms that she experimented with the power she had long disused. At a time she was questioning her whole existence Emily returned to her dorm room to find her roommate being beaten by a thief. Emily drove the thief off and finally has accepted her origins and came to terms with many issues. She changed her major to psychology and has just received a degree as a psychologist.

Fafnir



Fafnir

Fafnir

Fighting: Unearthly  
Agility: Good  
Strength: Shift-X  
Endurance: Shift-X  
Reason: Poor  
Intuition: Incredible  
Psyche: Unearthly

Health: 410  
Karma: 144  
Resources: N/A  
Popularity: -50

Powers:  
Body Resistance: Monstrous  
Size: Perm at Shift-Y. +3CS to hit  
Self Sustenance: CI1000  
Invulnerability-Disease: CI1000  
Fire breathing Monstrous  
Hypnotism: Unearthly  
Illusion Generation: Remarkable

Talents:  
Leadership

Contacts:  
none

History:  
Fafnir was once a mortal king of Nastrond, who dallied with paltry evils until Odin transformed him into a dragon.

Fafnir's people were destroyed by the All-Father, and Fafnir was forced into a wearisome exile. Fafnir nursed his hatred and desire for vengeance until he gained an opportunity to slay the Odin-Son. However, Thor split the earth asunder with thunder and lightning, and Fafnir was swallowed and trapped beneath the earth for eons. He slowly grew larger and more deadly than before.

Fafnir was eventually freed by an earthquake, and used an Asgardian woman named Lorelei as bait to lure Thor into an ambush at a New York construction site. Overpowered, Thor sought the aid of an aged but valiant warrior named Eilif. Fafnir was slain, although at the cost of Eilif's life, and was burned upon Eilif's funeral pyre.

Falcon



Falcon

Sam Wilson

Fighting: Rm  
Agility: Rm  
Strength: Gd  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: Ty

Health:100  
Karma:26  
Resources:Ty  
Popularity:20

Known Powers:

Animal Communication/Control, Birds: In with redwing, Ex with other birds.

Redwing:

- Fighting: Gd
- Agility: Ex
- Strength: Pr
- Endurance: Rm
- Reason: Fb
- Intuition: Rm
- Psyche: Ex
- Health:64

- Karma:52

Known Powers:

Flight: Ex

Claws: Pr edged damage

Equipment:

Flying harness: Rm material

-Ex speed, Rm when a successfull End FEAT is made.

-Razor Wings: Ex Edge, may block up to 40 damage, but still subjected to stuns & slams

Talents:

Martial Arts: A, E, Acrobatics, Aerial Combat(+1CS Fighting and Agility)

Contacts:

Avengers, Captain America

History:

Sam Wilson is the son of a dedicated and influential minister in Harlem who died trying to stop a street fight. Sam idolized his father and tried to emulate his selfless humanitarianism after his death. But when his mother was killed by a mugger two years later, Sam's grief and anger consumed him. Severely depressed, Sam Wilson's personality changed. No longer was he a concerned community volunteer, but a self-serving racketeer who called himself "Snap". En route from a mob assignment in Rio de Janeiro, Wilson's plane crashed on the Caribbean Island run by the Exiles, and band of professional killers who were accomplices of the Red Skull. The Skull used the powers of the Cosmic Cube to transform "Snap" back into Sam, in order to use him as a pawn against Captain America, who was at that time trapped on the island. The Skull reasoned that Wilson's former idealism would appeal to the Captain enough that he would train him as a partner. Then, at some later date, the Skull could use him against his enemy if his current attack failed.

Fandral the Dashing



Fandral

Fandral the Dashing

Fighting: Incredible  
Agility: Remarkable  
Strength: Amazing  
Endurance: Monstrous  
Reason: Good  
Intuition: Excellent  
Psyche: Incredible

Health: 195  
Karma: 70  
Resources: Remarkable  
Popularity: 30 (in Asgard. 40 with Asgardian woman)

Powers:  
Body Resistance: Excellent

Equipment:  
Fandral's Sword: Fandral's sword, like Hogun's mace, is not enchanted but is made of the strong metals wrought by the smiths of Asgard. It is made of Incredible strength material. Fandral may use both the edge of his sword (for edged attacks) and the flat of the blade (for blunt attacks) in combat.

Talents:  
Weapons Specialist: Sword, Edged Weapons, Acrobatics, Tumbling, Horsemanship

Contacts:  
Asgardians, Warriors Three

History:  
Fandral is a native Asgardian who, with Hogun and Volstagg, helped Thor put down a mutiny inspired by Thor's evil and malicious brother

Loki. Fandral's good looks and courtly manners make him the "lady's man" of the Warriors Three. His tendency to court several young women simultaneously has gotten him into deep trouble, and he has foresworn his philandering life for the time being. Whether he keeps to this vow when confronted by the comely maidens of Asgard remains to be seen.

Fantasia



Fantasia

Alysia Winthrop

Fighting: Excellent  
Agility: Amazing  
Strength: Typical  
Endurance: Remarkable  
Reason: Good  
Intuition: Incredible  
Psyche: Excellent

Health: 106  
Karma: 70  
Resources: Good  
Popularity: 10

Powers:

Illusion Casting: Monstrous ability to create illusions that possess visual, audio, olfactory and tactile realism. Powers stunts include:

- Illusory Duplication:
- Illusory Invisibility:
- Blending:
- Light Emmision:
- Alter Appearance:

Energy Solidification: Fantasia can solidify her own illusions with Amazing ability. This power is linked to her illusion casting powers.

Reality Alteration-Future: Alysia can disrupt probabilities to make unlikely events occur with In ability, this can range from igniting fire sprinklers to car crashes etc.

Teleport-Self: Amazing ability to teleport. Fantasia can perform the following power stunts:

- Teleport upto 2 passengers. Passengers must make an Endurance FEAT or be disoriented for 1-10 rounds.
- When attempting to hit Fantasia a Red FEAT (Attacking ability) must be made otherwise she will have teleported away.

Talents:

Psychology, Resist Domination, Bilingual (English and French )

Contacts:  
Empire State University-Psychology Dept.

History:  
From England. Currently a Psychology student. When in hero guise uses a french accent. She is also a drop dead gorgeous gal.

Fatale



Fatale

Fighting: Rm  
Agility: Rm  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: Ex  
Psyche: Ex

Health: 90  
Karma: 50  
Resources: Gd  
Pop: 0

Known Powers:

Teleportation: Un, up to 4 people.

Shape-change: Am

Blending: Mn, intuition FEAT vs. power rank to spot if she is not moving fast. -2CS to hit if she is.

Equipment:

- arm-blade: Ex edged damage, Rm material
- shurikens: Gd damage, Rm material

- poison: Am intensity, End. FEAT or be at -3CS and lose control over powers.

Talents:

Acrobatics, Tumbling, Martial Arts: B, Edged Weapons

Felicity



Felicity

Felicity Sinclair

Fighting: Good  
 Agility: Remarkable  
 Strength: Typical  
 Endurance: Excellent  
 Reason: Good  
 Intuition: Incredible  
 Psyche: Amazing

Health: 66  
 Karma: 100  
 Resources: Excellent  
 Popularity: 0

Magic: She is an Adept of Atlantean magic, and can use the following spells:

Personal

|                    |          |  |
|--------------------|----------|--|
|                    |          | on   |
|                    |          | transform her body into a ghostly appearance gaining the benefits of phasing.  |
| Appearance         | ole      | spell she can change her own appearance, and if they are willing, the appearance of those around her.                    |
| Flight             | ole/Good | can levitate and fly at the same time. While this allows her a RM Levitation, her magical Flight spell is more powerful. |
| Shifting-Unlimited | :        | can mystically transform into any desired form.  |
| Energy             | :        | create a mystical energy field encasing her entire body.   |
|                    |          | can read, write or speak any language with the use of this spell.  |



## Fenris Wolf



## Fenris Wolf

Fighting: Amazing  
Agility: Remarkable  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Typical  
Intuition: Good  
Psyche: Incredible

Health: 280  
Karma: 56  
Resources: N/A  
Popularity: -5

### Known Powers:

Shapechanging: Fenris can change his shape to appear as virtually any type of creature, man or even god with Monstrous ability.

Size Alteration: Fenris is usually at Monstrous growth (+3CS to be hit) but can reduce his size to that of a normal wolf.

Body Resistance: Fenris possesses Incredible resistance to injury.

### Limitations:

Fenris is chained by the mystical bond of Glepnir which he cannot destroy. The chains are made from Shift-Y material and change to keep him bound even when shapechanging.

### Talents:

None

### Contacts:

none

### History:

The Fenris Wolf is a mystical creature from the Asgardian dimension of Niffelheim who is said to be an offspring of Loki and Angrboda. Before it reached maturity, Fenris threatened Iduna, keeper of the gods' golden apples of immortality, and was banished to Varinheim by Haakun the Hunter. This incident later became the basis for the fairy tale Little Red Riding Hood.

Just as Fenris reached maturity, the Asgardian gods decided it would be unsafe to allow Fenris to roam the land unfettered. They took to playing a game with the wolf to see how easily he could snap the bonds they put on him. Each time they forged a thicker and stronger chain of iron, but Fenris broke them all. Finally, Odin the All-Father commanded a dwarf to forge an enchanted fetter. The dwarf did so, creating a thin, silk-like substance of phenomenal durability called Glepnir. When the gods entreated Fenris to try to break this binding, the wolf-god sensed a trick. The Fenris agreed to let them put the bonds around him only if there was a god willing to put his hand in the wolf's mouth as a gesture of trust. Only Tyr, the god of war, was courageous enough to make a sacrifice, and he placed his right hand in the wolf's fangs. When Glepnir proved unbreakable, Fenris bit off Tyr's hand. The gods then bound Fenris to a rock where he has been kept to this day.

It is prophesized that when Ragnarok, the twilight of the Asgardain gods, occurs, Fenris will devour Odin.

Feral



Feral

Maria Callasantos

Fighting: Remarkable  
Agility: Incredible  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Typical  
Intuition: Excellent  
Psyche: Remarkable

Health: 130  
Karma: 56  
Resources: Poor  
Popularity: -5

Known Powers:

Feral's powers stem from her mutant feline body which gives her catlike agility, animalistic sensory perceptions, and superior fighting instincts.

- Claws and Teeth: Her claws are made of Good material, and inflict Good Edged Weapon damage. If Feral's arms were restrained, she could still use her fangs to bite for Typical damage. Her claws also enable her to climb trees or cliffs with ease.
- Enhanced Senses: Feral has animal-level sensory perceptions, giving her Amazing sight, hearing, and sense of smell.
- Night Vision: Feral has the catlike ability to see clearly in anything but total darkness.
- Leaping: She can leap with Incredible (40) ability.
- Prehensile Tail: Feral can grapple an object or opponent with her tail at Good Strength.

- Tracking Ability: Feral has Incredible tracking ability.

Talents:

Acrobatics, Tumbling, Wrestling.

Contacts:

X-Force

History:

Not much has been revealed about Maria Callasantos' past. It is known that her mutant powers manifested in puberty, and shortly afterward she killed her entire family except for her sister, Lucia, aka the mutant Thornn.

Thornn and Callasantos, now calling herself Feral, soon found themselves with the outcast/underground mutant community called the Morlocks. The two survived the so-called "Mutant Massacre" of the Morlocks orchestrated by the villain Mr. Sinister, and in its wake, the

Morlock known as Masque attempted to form an army of Morlocks under penalty of death. Refusing to follow Masque, Callasantos fled and found sanctuary in the mansion of the mutant heroes known as the X-men. There, she joined the hero Cable who formed the team X-force out of the remains of the X-men protégés, the New Mutants.

Callasantos proved extremely bloodthirsty and uncontrollable in battle, and even eviscerated her own teammate, Cannonball, during a training exercise. Nevertheless, she served with the team for a long tenure. At one point, she confronted Thornn when Masque's Morlocks teamed up with the Brotherhood of Evil Mutants, Callasantos blamed Thornn for childhood torments. The villains were forced to flee after X-force defeated them, killing their leaders.

Many months later, Callasantos was captured and mentally brainwashed by the villain Reignfire, after which she joined his version of the terrorist group Mutant Liberation Front. She was captured X-force and imprisoned for her crimes. While in prison, Callasantos learned she had contracted the deadly Legacy Virus.

Somehow escaping custody, Callasantos somehow learned about and joined other victims of the Legacy Virus in an attempt to steal the Isotope E, a possible cure for the virus created by the villain High Evolutionary. However, the attempt failed, and the group split apart.

Callasantos was later somehow contacted by the villain Christopher Bedlam, who created a villain team called the New Hellions. He ordered the group to attack X-force, and Callasantos tore out Siryn's throat, slashing her vocal cords and rendering Siryn powerless.

Fin Fang Foom



Fin Fang Foom

Fighting: Am  
Agility: Rm  
Strength: Un  
Endurance: Sh-X  
Reason: Pr  
Intuition: Ex  
Psyche: Mn

Health: 330  
Karma: 99  
Resources: n/a  
Popularity: -20

Known Powers:

Growth: Fin Fang Foom can increase it size upto Shift-Z.

Claws: Rm edge

Resistances:

- Sh-Z vs physical, fire, disease and Acid,
- Mn vs other natural energies such as electricity and sonics

□ Am vs Dimensional energies

Acid Cloud: He can expel an acid cloud that covers up to 3 areas and inflicts IN damage or AM vs metal.

Tail: Fin Fang Foom can inflict up to Shift-X blunt damage with it's tail

Telepathy: Fin Fang Foom can detect lies or charm if it's makes eye contact with any living creature. A MN psyche FEAT is permitted to resist the effect.

Winged Flight: Ty

Limitations: Fin Fang Foom is vulnerable to certian poisonous herbs and potions, against with he has no resistance.

Talents:

none known

Contacts:

none known

History:

Fin Fang Foom is a gigantic dragon, approximately 15 stories tall whose origin is unknown but who is known to have lived in ancient China.

Fin Fang Foom is a sentient being and has been depicted as capable of speech, although it is more likely that it actually communicates telepathically.

Fin Fang Foom's first recorded appearance in modern times took place nearly 30 years ago. Chan Liu-chow, the son of a Chinese father and an American mother, was a student of ancient Chinese history and legends living on the island of Taiwan. Taiwan, also known as Formosa, was the last major outpost of the Chinese Nationalist government, which had been overthrown on mainland China in its Communist Revolution. Chan's father was fervidly opposed to Communism and was angered by his son's refusal to join the Chinese Nationalist Army which he hoped would oppose the mainland government.

Chan, however, secretly had his own plan for battling the Chinese Communists, who were then preparing an invasion force to conquer Taiwan. He had read the legends of Fin Fang Foom and believed that the monster was real. Chan went to mainland China in a small sailboat and made his way to a crypt guarded by a primitive tribe who were unaware that it was the entryway to a tunnel leading to the dragon's lair. Chan entered the crypt and found a tunnel that lead under the Great Wall of China to the enormous cavern in which Fin Fang Foom slept. Apparently, the dragon had been sleeping there for centuries, presumably having been cast into unending sleep by a certain herb. Having read about them in an ancient manuscript, Chan had brought samples of both this herb and another which, when brushed against the dragon's lips, could awaken the creature. Chan used the herb to wake Fin Fang Foom but then announced his intention to put him to sleep again. Enraged, the dragon pursued Chan, who fled on horseback, leading the monster to the coast, where the Communist invasion force was massed. Fin Fang Foom wreaked havoc, destroying the invasion force in his furious effort to find and kill Chan. His mission thus accomplished, Chan returned to the crypt with Fin Fang Foom close behind. Back within the dragon's lair, Chan managed to brush the dragon's lips with the herb that cast him again into a deep slumber. Chan returned to Taiwan and eventually emigrated to the United States.

Years later, Fin Fang Foom awoke once more, and aided the monstrous It, the Living Colossus in defeating the invasion force of the alien Stonians, also known as the Gargoyles of Stonus V. Having driven off the aliens, Fin Fang Foom returned to his lair in China.

More recently, Fin Fang Foom was awakened by the villain Mandarin so that he would be used as the Mandarin's pawn. The Mandarin was opposed by the hero Iron Man, who defeated Fin Fang Foom by linking his armor's systems with the Mandarin's power rings, effectively atomizing the dragon. Iron Man believed the creature dead, but he somehow survived and regenerated. He later made his way to the United States, where he was opposed by the adventurers known as the Legion of Night, including Chan Liu-Chow.

Somehow, Fin Fang Foom had become tied to a small jade statue of a dragon, which ended up in an Asian curio shop in Seattle, Washington. At the pawn shop was Billy Yuan, and Fin Fang Foom sensed his desire to help his comatose sister and used this to prompt Yuan into stealing the statue. The statue wrapped itself around Yuan's arm, merging the dragon's essence with the man and turning Yuan into a hulking man-dragon hybrid. Yuan used this new body to begin committing crimes, but was stopped by Iron Man. Fin Fang Foom then assumed control of Yuan's body, merging with hundreds of vermin transformed into lizards, ultimately becoming the 150 foot Fin Fang Foom in form and power.

Fin Fang Foom began fighting two battles: one against Iron Man and the other against Yuan whose mind wrestled for control over the dragon's body. Unknown to Iron Man, Yuan defeated the dragon by seizing control of its body long enough to hold for Iron Man's final blow. Yuan's consciousness died, and the dragon was rendered unconscious. Iron Man helped remand the dragon into custody of the U.S. Navy, only to find that the Navy subcontracted the job for holding the dragon to Sunset Bain, a.k.a. Iron Man's enemy Madame Menace.

Fire



Fire

Beatriz DaCosta

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Excellent

Health: 80  
Karma: 50  
Resources: Excellent  
Popularity: 20

Known Powers:

Fire Generation: Emit Amazing intensity flames up to 10 areas.

Fireballs: Monstrous damage, three area range

Flame Energy Sheath: Remarkable.

She can melt with Remarkable ability normal projectiles that pass through her shield.

Anyone touching her suffers Remarkable fire damage.

Remarkable body armor against weapons of less than Amazing material Strength.

True Flight: Fire can fly at Incredible air speed.

Fire Control: Beatriz possesses Remarkable control over any flame

Resist to Fire: Unearthly resistance to flame and heat

Limitations:

Due to the nature of her sheath, Fire has no protection against cold or wind based attacks.

Talents:

Martial Arts B and C, Detective/Espionage, Guns

Contacts:

JLI, Global Guardians, Fashion Industry, Ice

History:

Once a Brazilian model and artist, Beatriz (Bea) Bonilla da Costa soon found herself working in the Brazilian espionage network. She soon proved to be one of their best spies, but ran into trouble on a mission and was trapped in a laboratory as it exploded. No one was injured, but Bea, was soon imbued with the ability to breathe green flame as a result of a mishap with a powerful pyroplasm gun.

She became wanted by Brazilian secret service because her failure to return a working version of the pyroplasm weapon, which was totally destroyed. Bea decided to run to Paris, dyed her brown hair green, and joined the Global Guardians taking up a career as a costumed

defender of the planet.

There, she met the heroine who would become her best friend, Ice Maiden II, Tora Olafsdotter, a princess of the mythic Ice People of Northern Norway. When the Global Guardians were disbanded in favor of the Justice League International, needing money, she decided to join the JLI and persuaded Ice Maiden II to go with her. She managed to gain acceptance with the JLI and proved to be a valuable ally during the invasion of Lord Manga Khan.

During the Invasion, Bea was affected by the gene-bomb. Her powers went out of control and she even went into a coma for a couple of days. When she recovered Bea found her powers modified, for now she became able to turn her whole body into a green flame, fly in that state, and being far more dangerous than she used to be. Green Flame changed her name to Fire.

In a fight against Doomsday, she used her powers to their whole extension and her flame seemed to have burned away, until an attack by the Overmaster, who mentally controlled and apparently killed Ice, ignited her flame again.

She continued as a member of the Justice League through its various crises since then until the current incarnation, to which she wasn't invited.

She's still active throughout Latin America and especially in her home country, Brazil. Sometimes, she joins forces with Martian Manhunter, her former colleague at JLA to cope with some latin-american super-villains. Her most powerful enemy, though, seems to be sexism in Brazil and Latin America as a whole, which causes her to be underestimated as crimefighter just because she is a woman.

Firebird



Firebird

Bonita Juarez

Fighting: Good  
Agility: Good  
Strength: Typical  
Endurance: Remarkable  
Reason: Typical  
Intuition: Excellent  
Psyche: Remarkable

Health: 56  
Karma: 56  
Resources: Typical  
Popularity: 10

Known Powers:

Heat Generation and Manipulation: Firebird can generate and manipulate heat with Amazing ability. She can perform the following stunts:

- Air Control: By altering the immediate air temperatures, Firebird can create Remarkable strength wind within one area. By creating thermal updrafts and convection currents, she can move up to 10 tons of material as if she had Incredible telekinesis.
- Firebird Effect: Firebird can fill three areas (including her own) with a flame blast of Amazing intensity shaped like a bird.

- Flame Sheath: Firebird surrounds herself with a sheath of Incredible heat that destroys items of upto Incredible material strength. Anyone touching Firebird recieves Incredible heat damage.
- Flight: Firebird can fly at Excellent air speed.
- Heat Bolts: Firebird can project bolts of Amazing intensity heat to a range of 2 areas. These bolts cause force (heated air blast) or flame damage.
- Heat Absorption and storage: Firebird can absorb and store Amazing amounts of heat.
- Invulnerability: Firebird has CL1000 resistance to Fire and Heat. She is also immune to Disease, Poisons and the vacuum of space.

Talents:  
Religion, Social Work

Contacts:  
Avengers

History:

Bonita Juarez's legacy extends to the Old West of Spanish occupation of what is now the American Southwest. Her ancestor, Carlotta, was similar to Bonita in many ways, travelling to a New Mexico mission when she stopped to aided the time-lost Avengers when Hawkeye was severly hurt. Her later ancestors were similarly devout, and Bonita grew up to become a capable social worker for her community.

Distraught over not helping her people enough, Bonita fled her Priest's car, running into the desert, where she met a flaming fireball falling from the sky. The fireball gave Bonita her powers, and she saw this a sign from God to fight injustice as Firebird, eventually teaming up with other southwestern heroes in the Rangers.

With the Rangers, Firebird came in contact with the Avengers' west coast branch and fought the demonic Shooting Star alongside them. She stayed with them briefly, hoping to be asked to join their vacant membership slot, but was never asked, and she eventually left the team. While the Avengers came looking for her to ask her to join, Firebird was starting a spiritual journey which led her to briefly adopt the name La Espirita. As Espirita, she returned to the Avengers' west coast mansion just in time to stop Hank Pym from committing suicide. Together, they found the time-lost Avengers' message (given way back when to Carlotta) and helped rescue them and defeat the villainous alien computer, Dominus. Espirita did not stay with the Avengers long, but parted good company and presumably accepted their membership offer.

Bonita was later captured by various assembled aliens, who revealed to her that the flaming fireball that gave her powers was a discarded child's experiment. Briefly engaging a crisis of faith, Bonita nonetheless decided that God was still responsible for her powers, but still returned to her other code-name, Firebird.

Firebird was among the assembled Avengers who have appeared at various membership meetings, and was called in to help clean up Hydrobase during the so-called "Acts of Vengeance" affair, which brought her and other Avenging women against several berserk androids.

Firebird retains her Avengers status, and while preferring to adventure in the Southwest and do social work, she has teamed up with them for various adventures, notably when the Avengers reformed after many of their number had been believed dead, and when the Avengers and the Thunderbolts teamed up to stop the alien Dominex, a remnant of the Dominus computer.

Firefox



Firefox

Tabitha Reece

Fighting: Excellent  
Agility: Remarkable  
Strength: Monstrous  
Endurance: Remarkable  
Reason: Good  
Intuition: Remarkable  
Psyche: Incredible

Health: 155  
Karma: 80  
Resources: Typical  
Popularity: 20

Known Powers:

Superhuman Physiology: Her skin, muscle and bone are more dense than normal. This provides Remarkable protection vs physical and energy attacks.

Optic Beams: She may fire blasts of force from her eyes at Monstrous intensity, 40 area range. She may attack up to 3 people with a successful Agility FEAT or 5 with a yellow FEAT by bouncing the beam of a number of reflective surfaces. Damage reduced -1CS each bounce.

True Flight: Tabitha may alter the flow of gravitons around her enabling her to fly at Incredible air speed.

Superhuman Senses: Tabitha possesses enhanced senses as below:

- Telescopic Vision: Typical
- Penetration Vision-Xrays: Unearthly
- Thermal Vision: Incredible

Phasing: She has Amazing rank phasing abilities. She may also perform the following stunts:

- Pass through force fields on a power FEAT.
- Render objects or people out of phase while maintaining contact.

Invisibility: Tabitha can turn herself invisible with Typical ability.

Talents:

Law Enforcement, Detective/Espionage, Criminology, Martial Arts A

Contacts:

Avengers, X-men, New York City Police dept.

History:

Tabitha grew up normally in a loving family and went to school and had friends, for all intents and purposes a normal child. She wouldn't realize her unique heritage until she was a bit older, when her mutant physiology emerged in her adolescence when she first blasted the front door of her house because her key didn't work.

With public hysteria at mutants she used her abilities to help others in secret for many years until finally needing to go public when a child was caught in a car accident. She saved the child however she was seen and so she went gone about crafting a heroic persona and costume to join the ranks of hero's fighting for justice.

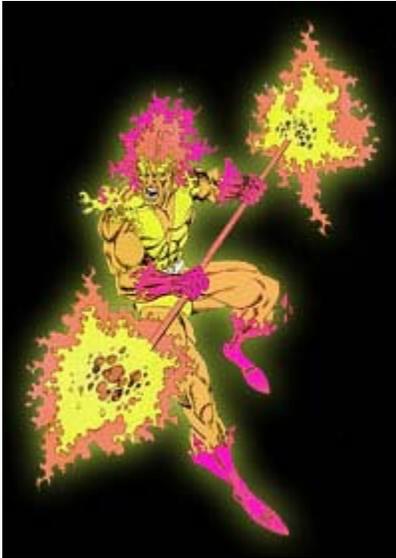
Along the way she has had a roller coaster life including finding out that she was conceived in a night of passion and her father is actually the Eternal, Starfox.

In recent history she has helped to bring in the Juggernaut and destroyed another plan by Magneto for world domination. After Juggernaut was finally defeated she was asked to join with the X-men and although she declined she has a good relationship with them leaving the invitation open.

To both help her fight crime and earn a living she joined the police force where she has had a distinguished and fast tracked career, currently holding the rank of detective.

She is currently established as a private security consultant after spending 2 years on the job as a New York City police officer. The department resources enabled her to gain valuable information that has helped her become a prominent hero and crime fighter in a town full of super powered individual's.

Firelord



Firelord

Pyreus Kril

Fighting: Amazing  
Agility: Monstrous  
Strength: Amazing  
Endurance: Unearthly  
Reason: Remarkable  
Intuition: Monstrous  
Psyche: Amazing

Health: 275  
Karma: 155  
Resources: N/A  
Popularity: 0

Known Powers:

Power Cosmic: Firelord has the Power Cosmic at Unearthly rank, typically using it for fiery effects. In deep space Firelord has CL1000 flame generation and control which are restricted to Un in an atmosphere. As powerstunts he may use this power to control other types of energy, self-healing or matter-manipulation as does the Silver Surfer.

Body Armor: Amazing, ordinary weapons melt on contact.

Flight: CL1000, Unearthly in atmosphere

Immortality: immune to aging, disease

Talents:

starship captain, navigation

History:

Pyreus Kril was serving as first officer aboard the Xandarian explorer ship Way-Opener when his commander and friend, Gabriel Lan, was unexpectedly abducted by a teleportation beam. Vowing to rescue him, Kril assumed command of the Way-Opener and began to pursue the huge ship that transmitted the beam. Kril would later learn that the ship belonged to Galactus, the world-devourer, who was seeking a new herald (since his first herald, the Silver Surfer, betrayed him) and found a worthy candidate in Gabriel Lan. Using his cosmic power Galactus transformed Lan into the Air-Walker. For years Lan served Galactus faithfully, while his ex-crewman Kril followed Galactus's wake of destruction. When Galactus was attacked by a powerful race called the Ovoids, the Air-Walker was slain defending his master. Galactus transferred his herald's dwindling life-force into that of a replica, but the replica was not enough like his loyal herald to please Galactus. Thus he dispatched the Air-Walker automaton to Earth to summon the Silver Surfer back to active duty. The Surfer refused, destroying the automaton in the process. Persuaded to leave Earth without the Surfer, Galactus returned to the stars heraldless, not even bothering to claim the remains of the Air-walker replica.

It was then that Pyreus Kril caught up with him. Boldly teleporting himself aboard Galactus's ship, Kril demanded the release of his former commander. Galactus was impressed by the Xandarian spaceman's determination, and offered to tell Kril of his former commander's fate if he agreed to become his new herald. Kril agreed and was transformed by the power of Galactus into Firelord. Though Galactus kept his side of the bargain, he suppressed the knowledge he had given Kril so that he might send him on a mission to Earth.

Firelord was released from active service when the Earth god Thor offered Galactus the Asgardian construct called the Destroyer in exchange for Firelord's freedom. Unlike the Surfer, who was sentenced to remain on Earth for his treason, Firelord was free to leave. Yet Firelord chose to remain because of his subliminal memory that the Earth was the final resting place of the remains of his friend. Months later, when the Air-Walker automaton reactivated itself, he remembered the reason for his compulsion to remain. Taking custody of the automaton (which was wrecked once more in battle with Thor), Firelord bore him into space, where he buried the remains on an asteroid in their home star system.

Free from his only tie to Earth, Firelord returned to his native Xandar, only to find his world had been destroyed by the space pirate Nebula. He then joined forces with Nebula's great uncle Starfox to track her down.

He later joined forces with the other heralds (including the once again resurrected replicant Air-Walker) created by Galactus to rest the power cosmic from the "new" herald, the psychopathic Morg. After Morg's "apparent" death Firelord chose to stay with Galactus and serve again as herald along with Air-Walker, who had been downloaded into the word ships mainframe to preserve his life. Firelord was again released from service when Morg's secret resurrection had been completed in Galactus's restorative tanks. He now roams space, his passion for justice and retribution often landing him into adventure.

Firestar



Firestar

Angelica Jones

Fighting: Good  
Agility: Good  
Strength: Typical  
Endurance: Remarkable  
Reason: Typical  
Intuition: Typical  
Psyche: Excellent

Health: 56  
Karma: 30  
Resources: Incredible  
Popularity: 0

Known Powers:

Invulnerable to microwaves and heat

Microwave Manipulation: Amazing, She can absorb, then project and control microwave energy at Amazing rank. The following are power stunts:

- Energy Blast: Unearthly damage to organic, Monstrous damage to inorganic, 3 areas
- Heat Generation: In 1 turn, she can generate heat of Monstrous intensity sufficient to catch a street on fire. She can also throw microwave bubbles of heat up to 2 areas away with Mn melting ability, 1 area
- Flight: Good
- Heat Shield: She can melt with Am ability normal projectiles that pass through her shield.
- Disrupt Electrical Equipment: Excellent

□ Disrupt Mental/Emotional Control: Amazing

Talents:  
Student

Contacts:  
Avengers, New Warriors

History:

Angelica Jones was a young high school student who fell victim to a series of misfortunes. She was badly treated by other girls at her school, her beloved grandmother died suddenly, and Angelica was frightened to discover that she herself was manifesting a strange superhuman power to generate great heat. With her grandmother gone, Angelica lived alone with her father, who was unable to cope with helping Angelica deal with her new power. Angelica was desperately confused, lonely, and miserable.

Angelica was in fact a mutant, and her newly emerging mutant ability caused her presence to be detected by Cerebro, a machine designed by Professor Charles Xavier, founder of the hero team X-Men, for the purpose of locating superhumanly powerful mutants. Angelica's presence was also registered by Mutivac, a similar machine employed by Emma Frost, the White Queen of the subversive Inner Circle of the Hellfire Club. Xavier and the X-Men attempted to pinpoint the unknown mutant's location in order to recruit her for Xavier's school, where he trained mutants in using their powers. Meanwhile, Frost did the same, hoping to enlist the unknown mutant in her school, where she could train her to use her powers in order to serve the sinister purposes of the Inner Circle. Frost reached Angelica and her father only moments before the X-Men could. Frost, in her public role as headmistress of the Massachusetts Academy, a renowned private school, persuaded Angelica's father to send her there to receive the special help she needed.

A year later Angelica had made great progress in developing the use of her powers under the White Queen's guidance. Angelica remained an innocent, unaware of the true malevolent nature of the Hellfire Club and the White Queen. Angelica found some happiness at the Massachusetts Academy, and she was very grateful to Frost for the kindness she often showed her. Frost gave Angelica the code-name of Firestar.

Thunderbird, one of the Hellions, a team of adolescent mutants being trained by Frost, sought vengeance on Xavier and the X-Men for the death of his brother, the original Thunderbird who had been killed in action while serving with the X-Men. Two other Hellions, Empath and Roulette, decided to help Thunderbird against the X-Men despite his refusal of their assistance. Empath used his power to control the emotions of others to force Angelica to fall in love with him so deeply that he would do anything he asked. He thus forced her to participate in the three Hellions' attack on the X-Men, whom Frost had taught Angelica to regard as enemies, at the military base at Cheyenne Mountain, Colorado. However, the X-Men defeated them, and Thunderbird realized he was wrong to want vengeance on Xavier and the X-Men.

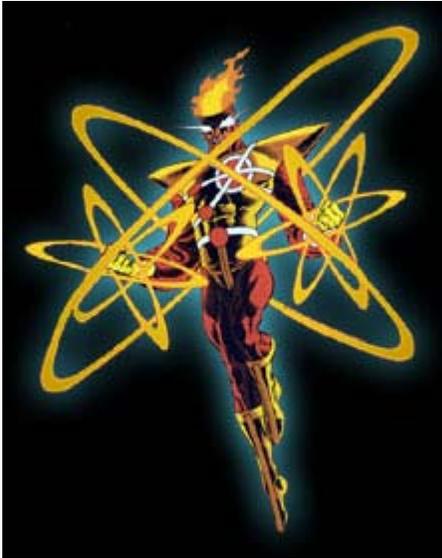
Angelica, once set free of Empath's control, felt despair and guilt over having helped the Hellions cause so much trouble at Cheyenne Mountain. She was pleased and touched, however, when Xavier offered to admit her into his school. She refused though, out of loyalty to Frost, and returned to the Massachusetts Academy. She never joined the Hellions in further activities, and later, the Massachusetts Academy suspended their operations.

Angelica was later contacted by the hero Night Thrasher to join with other teenage super humans to form the New Warriors. She joined with them for a long tenure, gradually developing a romantic relationship with Marvel Boy. After many months, Angelica learned that her powers were slowly causing her to become sterile and she began to use her powers more sparingly and to a lesser extent.

Angelica and Justice were brought to the Avengers by their fellow New Warrior Rage, who was an association of the hero team. The three helped the Avengers reform after a period of long disbanding, and Angelica and Justice captured the villain Whirlwind to prove their worth to the team. They were accepted as reserve members under the tutelage of Avenger Hawkeye, and soon graduated to full membership status. Angelica was initially reticent about her role with the team, but she remained with them out of sympathy for Justice who was enamored of the team. She shared her medical problem with the team and was helped by Dr. Henry Pym who eventually cured her. Angelica felt increasingly a part of the team, and when Speedball tried to get her and Justice to rejoin the Warriors, they declined.

Angelica accepted Justice's proposal, and the two left active Avenger duty to explore their relationship before marriage.

Firestorm



Firestorm V

Ron Raymond

Fighting: Excellent  
Agility: Incredible  
Strength: Incredible  
Endurance: Amazing  
Reason: Good  
Intuition: Remarkable  
Psyche: Excellent

Health: 150  
Karma: 60  
Resources: Good  
Popularity: 30

Known Powers:

Alter Ego:

Fighting: Typical  
Agility: Good  
Strength: Good  
Endurance: Excellent  
Health: 46

Phasing: Firestorm can disperse his own molecular structure in order to pass through solid matter with Incredible ability

Energy Absorption: Remarkable

Body Resistance: Remarkable

Energy Emmission: Amazing

True Flight: Monstrous

Heat Emmission-Eyes: Incredible

Molecular Conversion: Firestorm's unique nuclear-molecular structure allows him control over the structure of matter, allowing him to reshape it into any form desired with Unearthly effect

Elemental Conversion: Monstrous

Regeneration: Excellent

Self Sustenance:

Enhanced Vision: His matter control allows him to "see" patterns in matter, enabling him to perceive heat patterns, as well as see through the use of radio waves and radar.

- UV Vision: Remarkable
- Thermal Vision: Remarkable

Limitations:

- Firestorm no longer has access to the mind of a physics professor, severely limiting his knowledge of atomic structure. He can now only reshape small quantities of matter into simple shapes. -2CS to FEAT rolls unless Firestorm can communicate with someone who has a firm grasp of chemistry.
- Energy Emmission and conversion powers cannot be used while phased.

□ Ronnie Raymond is an Alcoholic

Talents:  
Acrobatics

Contacts:  
JLA , Vandemeer University , Extreme Justice, Ray Palmer, Firestorm IV, Firehawk, Mikail Arkadin/Pozhar Rasputin

History:  
During a terrorist attack on an experimental nuclear power plant, Professor Martin Stein and teenage jock Ronnie Raymond were fused together into Firestorm (I), the Nuclear Man. As the nuclear-powered hero, they were members of the Justice League and worked as a team to defeat menaces such as Black Bison and Killer Frost. During a battle with the Soviet hero Pozhar, Firestorm suffered one of his "attacks" and split into Stein and Raymond.

Raymond and Pozhar merged to form a new Firestorm (II) when they were hit with a nuclear missile. This Firestorm had a mind of his own, but still required Pozhar and Raymond to merge. Eventually, Firestorm learned that he was Earth's fire elemental.

Raymond and Pozhar were submerged into Firestorm's consciousness as he took his place among Earth's protectors and remained Firestorm (III) permanently. Eventually it was revealed that Stein was intended to be the "top" Fire Elemental of the Universe. An attempt to ascend Stein took place, eventually destroying Firestorm III, splitting him back into his component parts of Pozhar and Ronnie Raymond.

Stein became the Universal Fire Elemental (Firestorm IV) and departed the Earth. Ronnie went on to become a moderately successful male model, and developed a slight drinking problem. When Ronnie learned that his time as Firestorm had given him a rare form of Leukemia, he went to his old friends in the Justice League to seek a cure.

After little luck, Ronnie promptly burst into flames. Extreme Justice was called in, and eventually Stein returned to the Earth. As it turned out, the Firestorm powers had been "written" into his meta-gene, and he still possessed the power, but in a dormant state. Stein "rebooted" Ronnie's genetic structure, allowing the original Firestorm powers to return, as well as eliminating Ronnie's leukemia. Ronnie then returned to action as Firestorm (V). He is currently working on his alcoholism.

Fixer



Fixer

Paul Norbert Ebersol

Fighting: Good  
Agility: Good  
Strength: Typical  
Endurance: Good  
Reason: Incredible  
Intuition: Excellent  
Psyche: Good

Health: 32  
Karma: 70  
Resources: Remarkable  
Popularity: 10

Known Powers:  
None

Equipment:

Battle-vest: Remarkable material and protection it contains the following weapons:

- Sonic Blaster: Remarkable to entire area, 4 areas range
  - Gravity Clamp: 2 areas, target is grappled with Incredible strength.
  - Electro-Knuckles: Remarkable electrical damage in slugfest.
  - Body Suit: Worn under the battle vest it provides Typical protection vs physical attacks, Excellent vs Fire and Heat, Incredible vs Electricity.
- Tech-Pac: Norbert can create devices for any situation. All of these gadgets are of Amazing intensity or less and each gadget is limited to the size of the pack itself. Devices he has been shown making are:
- Energy Blasters: Amazing intensity energy
  - Glider: Good airspeed
  - Radar: Unearthly scanners for life detection, energy, radiation, sonar
  - Electronic Scrambler: Amazing
  - Guided Missiles: Amazing rank
  - Brain-Scanner Helmet: Incredible mental probe
  - Mind Control Pod: Remarkable

- Tunneling device: Incredible digging

Also various unlocking mechanisms, scanners, communicators, computer links, audio enhancers, and energy weapons. Some of these devices may be extended over a small distance.

Talents:

Electronics, Engineering, Repair/Tinkering

Contacts:

Redeemers

History:

Paul Norbert Ebersol was a child prodigy with such great mechanical aptitude that he took apart and repaired an alarm clock at age 3. By 10, he had built a small electric automobile; by 13, a relatively complex robotic arm, both from readily available spare parts. Dropping out of high school due to lack of interest, Ebersol was fired from a number of jobs because of his air of superiority and unorthodox approach to simple tasks. Seeking a challenge, he turned to the planning and execution of technologically assisted crimes. He found that such activities not only stimulated his intellect, but provided him with new raw materials to create even more advanced technological devices.

As the Fixer II he joined forces with the mutant mentalist Mentallo in attempting to take over a S.H.I.E.L.D. base in New York, but was defeated by Nick Fury. He became chief of Hydra Science Division.

The Fixer II attempted to steal Iron Man's Silver Centurion armor for it's technology on the west coast Avengers compound, but was defeated by Iron Man and Ka-zar.

The Fixer II joined the Masters of Evil IV under Baron Zemo II in taking over the Avengers mansion. He was captured and sent to prison, but escaped with Yellowjacket II. Although he made romantic advances towards her, she rejected him. He battled her and the Black Knight III.

When most of Earth's heroes, including the Avengers and Fantastic Four, seemingly died battling Onslaught, Ebersol joined forces with Baron Zemo. To gain the trust of the populace, the villains led the world to believe they were new heroes known as the Thunderbolts. During a battle with the Elements of Doom, Techno was cut down. However, his consciousness downloaded into his Tech-Pac and survived, and he re-emerged in a robotic body of his own design.

Zemo's deception ultimately failed. But while his teammates chose to become legitimate heroes, Techno remained a villain. When the Thunderbolts created a base at Mt. Charteris, he stole in and subdued its caretaker, Ogre. He then assumed Ogre's identity and presented himself as such to the Thunderbolts.

Techno was eventually killed by the assassin Scourge IX, but before he died Techno was able to revive the dead form of Thunderbolts team member Jolt II. However, what appears to be a clone of Techno now going by the Fixer then reappeared joining the Redeemers a group brought together by the V-battalion

Flag Smasher



### Flag-Smasher

Fighting: Rm  
Agility: Ex  
Strength: Rm  
Endurance: Rm  
Reason: Gd  
Intuition: Rm  
Psyche: Ty

Health: 110  
Karma: 46  
Resources: In  
Popularity: -20

#### Powers

##### Equipment

**Skin Armor:** Flag-Smasher's costume is highly resilient, giving him Gd protection Vs Physical and Force based attacks and Ty protection Vs Energy and Edged attacks.

**Polarized Lenses:** Flag-Smasher's mask lenses provide him with Ex resistance to blinding flashes of light.

**Spiked Mace:** Flag-Smasher's weapon of choice is a spiked ball-mace which can inflict Rm Edged damage. It is made of Rm material strength material.

#### Talents:

Martial Arts A and E, Weapons Specialist (Spiked Mace), Linguistics

#### Contacts:

The Secret Empire

#### History

The man who would become the Flag-Smasher was the son of a wealth Swiss banker turned diplomat. As a youth, he accompanied his father on his diplomatic missions to various countries, never living in the same place for more than a year. Although he learned to speak several foreign languages fluently, the constant readjustment to new environments hampered his social growth. Consequently, he felt and outcast and became too introverted to form many friendships. While living in Tokyo, the boy began to study the martial arts, and at fifteen earned his black belt in karate. At the age of nineteen, he followed his father, who had become a delegate to the United Nations, to America and enrolled in Columbia University. He intended to major in political science and follow in his father's footsteps by becoming a diplomat. However, when his father was trampled to death in a riot outside the Latverian embassy, the young man's goals changed. He felt that his father had pursued the goals of world peace and unity far too passively. He would spread the message using the only language he felt the world would respond to, the language of violence.

Employing his vast inheritance to finance his mission, he contracted certain unrevealed parties to supply him with an arsenal of experimental weaponry. He than fashioned himself the costumed identity of the Flag-Smasher, and returned to New York to begin a campaign of terrorist assaults on symbols of world separatism such as national flags and embassies. Through these random strikes he hoped to convey the message that nationalism is an outmoded concept which tends to promote disunity among the family of man. Learning that Captain America was going to make a public speech, Flag-Smasher seized the opportunity to confront America's foremost patriot and challenge his beliefs.

Flag-Smasher held the hundreds of people attending the press conference hostage, forcing them to listen to his anti-nationalist rhetoric. When the confrontation turned physical, Captain America overpowered the Flag-Smasher. Flag-Smasher has been deported from the country.

After injuries from an attempted assassination attempt left Flag-Smasher close to brain-dead, he somehow came into the custody of the President of Roxxon Oil and his advisors. Controlling him through little chemical cocktails, they can inspire almost any mood, including homicidal rage. Although captured at the end of his rampage and the connection with Roxxon Oil was made public, formal charges were never brought against Roxxon. The Flag-Smasher presumably remains in custody.

he Flash



The Flash

Wally West

Fighting: Remarkable  
Agility: Unearthly  
Strength: Good  
Endurance: Unearthly  
Reason: Excellent  
Intuition: Good  
Psyche: Good

Health: 240  
Karma: 40  
Resources: Ty  
Popularity: 30

Known Powers:

Wally's powers are based on speed. He may perceive any object's momentum as though it were 14CS slower than it's actual movement speed. E.g: Arrows and bullet sized objects appear moving at 15 m/ph

Hyper Running: C15000

- Air Walking: up 90° inclines (I.E. up or down buildings)-C11000
- Water Walking: C11000

Hyper Speed: C15000

- Deliver 100 "Good" Blows in a round
- Resist Cold: Excellent
- Create cyclones: Monstrous damage or Shift-Y stunning or slamming
- Phasing: C11000
- Can destroy C13000 material by vibrating through it
- Invisibility: C11000 by moving extremely fast.
- Increase speed to 7,500,000 m/ph

- During Terminal Velocity, Wally combined Max Mercury's Zen Speed theory with Johnny Quick's speed formula to go faster than light. He essentially existed outside of time. Capable of entering the "Speedforce".
- Vibrating Hand: Unearthly

- Break Restraint: Shift X ability

Kinetic Generation and Control: CI1000. Wally's "slipstream" effect allows him to impart and control momentum in other objects.

Time Travel: By entering the Speedforce Wally can traverse Time itself with CI3000 ability.

Dimension Travel: Wally may also travel of any dimension he chooses by travelling through the heart of the speedforce at CI1000 rank.

Equipment:

Standard Costume: In vs. Heat and Cold, Ex vs. Physical and Energy damage.

Talents:

Martial Arts A, C

Contacts:

Linda Park, Pied Piper, Jay Garrick, Impulse, Max Mercury, Jesse Quick, JLA, Titans

History:

Beyond human understanding exists an elemental essence known as the Speed Force, it the source of power that lets those superhumans with the ability to superspeed to move at velocities that far exceeds anything the human body can or should be able to do. To join with the Speed Force is to go beyond the limits of physically known speed and to enter a realm that is more a metaphysical afterlife rather than a normal dimension.

To those that have attained the ability of superspeed the Speed Force is literally the Creator, and at times it can seem to be an intelligence that guides the fates and destinies of any that are fortunate enough to be part of it. Those that do for what ever reason become connected with the Speed Force are destined to become heroes or in the rarer case villains. One name that has become synonymous with the ability is the name of the Flash and the three generations of heroes who have carried the mantle.

The first Flash was Jay Garrick whom first gained his superpowers while a student at Midwestern university. He would go onto become one of the stars of the Golden Age and a founding member of the Justice Society of America. Jay retired when the JSA disbanded. To an extend the memory of Jay Garrick and his home of Keystone City would fade because of a plot by a number of his foes to isolate Keystone City from the rest of the world by a memory clouding spell.

Meanwhile police scientist Barry Allen was transformed into a second Flash when his laboratory was struck by a bolt of lightning knocking over a cabinet of unknown chemicals onto him. Like his predecessor before him Barry Allen became one of the core members of the superhero community and a founding member of the Justice League of America.

Wally West grew up with a strained family life, but for all intents and purposes he was a normal child. Except for three events in his childhood. One was being the head of the Flash Fan club at school, the second was the words of a stranger to never let go of his dreams (that stranger was later to be revealed to be Wally himself on a roller coaster ride through his own life via the Speed Force), the third was the fact that Wally was the nephew of Barry Allen (a.k.a. the second Flash).

Barry actually arranged for Wally to meet the Flash and while at the lab where the original accident had transformed Barry into the Flash, Wally asked if the same thing could happen to him. As if fate needed to no more promoting a second lightning bolt hit the building and this time transformed Wally West into the Kid Flash, junior side kick of the Flash.

Wally played the part of the Kid Flash along side Barry and eventually became a founding member of the Teen Titans. At that time Wally was as fast as Barry but some have conjectured that perhaps Barry was actually subconsciously transferring speed to Wally in the same way that Wally can now do to others. However things have always been for more complex for Wally, his collage work began to suffer and he discovered that he had gained a condition where if he overused his superspeed then he might very well die.

Retiring from the adventuring life Wally was to eventually return to active status during the Crisis when a blast from the Anti-Monitor sent the disease into remission yet at the same time dramatically reduced his top speed. After the death of Barry while saving the planet, Wally took up the name of the Flash and tried to follow in the foot steps of Flash II.

At almost every stage Wally was somehow reminded of Barry and he grew tired of the comparisons, particularly from people such as Ralph Dibny (a.k.a. The Elongated Man). However as time went by Wally began to increase in speed again and to move from under the shadow of Barry Allen. Along the way he has had as always a roller coaster private life including winning the state lottery, loosing the money, finding out that his dad was actually a Manhunter agent and slowly falling in love with the television reported Linda Park. All this was to be turned on its head when as part of the Zero-hour Wally had to push his speed to the limit in an effort to close an Entropy rift, in the process he was catapulted into the timestream and was plunged into the Speed Force as Barry once had in his final moments.

Wally was different, the Speed Force transformed Wally to the point that he now has a "direct line" to the heart of the force that grants all the speedsters their speed. It has transformed his abilities and he may now well be the fastest man that has ever lived. It has also galvanised Wally as never before and forced him to examine his humanity. Wally West can now run faster than any of the other Flashes before him, if he hits light speed he is catapulted into the Speed Force with an effect that often means that he enters the timestream allowing him to time travel

under the control of the Speed Force.

Wally can also impart kinetic energy to objects turning normal materials into superfast bullets, by the same effect if he vibrates him self and passes through an object now he imparts to much kinetic energy to the molecules of the object that it is not unusual for the object to explode. At last Wally West is the Flash in his own right and is only now taking his rightful place among the statesmen of the superhero community.

Wally faced perhaps his greatest challenge in the form of Savitar, who had joined with the Speed Force sometime after the retirement of the original Flash and the emergence of the second. He had devoted his life to the study of the speed force and had turned it into his religion. During the course of the battle Johnny Quick lost his life and Wally finally realised that he had to give Savitar what he wanted. Wally used his speed to boost Savitar to such a velocity that he was propelled into the Valhalla of the Speed Force.

On yet another roller coaster flight through the future Wally found himself teaming up with future Flash John Fox and the Tornado Twins (the children of Barry Allen). Meanwhile back in his home time John Fox (also time travelling) had tried to take the place of Wally. This started to generate feels for John by Linda with the result that the emotional bond that anchors Wally to this world started to breakdown leaving at the mercy of the Speed Force. It took everything that Wally had to return to our own time, make John Fox realise his errors and defeat the bad guys. The emotional bond between Linda and Wally was further reinforced during a recent battle with Neron.

Fletch



Fletch

Jessica Rowe

Fighting: Remarkable  
Agility: Incredible  
Strength: Typical  
Endurance: Excellent  
Reason: Good  
Intuition: Remarkable  
Psyche: Excellent

Health: 96  
Karma: 56  
Resources: Excellent  
Popularity: 20

Known Powers:  
None

Equipment:

Bow: This specialised collapsable bow may fire 2 arrows per round with a 7 area range. The power of this bow enables arrows shot from it to pierce Incredible strength materials.

Quiver: The quiver has a 36 shaft capacity. Each arrow is clamped to the base and unlocked by a slight twist whilst being drawn.

□ 12 standard target points inflict Typical shooting damage.

- 6 have 3 bladed broadheads inflicting Excellent shooting damage.
  - 3 have blunt heads that inflict Excellent blunt damage.
- The 12 target points can become "trick arrows" by adding a modular arrowhead.

Modular Arrowheads: The following special heads carried in a special compartment in the base of her quiver ready to covert a standard arrow.

- Adamantium Steel: Excellent edged damage. Capable of piercing Unearthly materials.
- Wakandan Vibranium: Can deaden Remarkable energy or of force at target.
- Antarctic Vibranium: Will cause the atomic molecular bonds metal to weaken and liquefy. Capable of piercing CL1000 metal.
- Note:* Fletch also carries a spare head of all her "Trick" arrow heads.

"Trick" Arrowheads: Fletch's modular arrowheads have a range of 7 areas. The following are arrowheads on shafts in her quiver.

- Acid: Monstrous damage
- Electrical: Amazing damage
- E.M.P: shuts down all electrical devices in target area for 6 minutes. Monstrous intensity
- Explosive: Amazing damage
- Flare: Good light, Amazing damage
- Grappling Hook: diamond-bit that can penetrate and attach to up to Amazing materials. Contains 2 areas long line, Incredible material
- Jet: Increase range +2 areas. Can carry other arrowheads.
- Net: Incredible entanglement
- Putty: Remarkable adherence to rough surfaces
- Smoke: Excellent darkness in 1 area
- Sonic: Remarkable noise, Endurance FEAT or stunned for 1-10 rounds
- Suction Cup: Remarkable adherence to smooth areas.
- Tear gas: Incredible Tear Gas in 1 area
- Thermal: Remarkable heat damage

Uniform:

Fletch's uniform is made from a combination Kevlar/Flameweave composite that provides:

- Excellent Body Armor vs. physical attacks; Good vs. energy attacks.

Escrima Sticks:

Located on the inside of her boots are a pair of escrima sticks. These black, foot long, solid, cylinders are used as both offensive and defensive weapons. They are made from Incredible strength material which she may wield or throw for Excellent blunt damage. She is capable of performing the following actions:

- She may also use her sticks to deflect arrows and thrown weapons such as shurikens. This action requires a successful Agility FEAT roll.
- With a successful Agility FEAT, Jessica can ricochet her sticks off a number of hard surfaces to return back to her.

Pouches:

Secreted in her costume Fletch has various pieces of equipment for her war on crime.

- First Aid Kit: Standard first Aid kit
- Mini Halogen Flashlight: Typical light 2 area range
- Nightsight lenses: Excellent nightsight at 4 area range.
- Rebreather: Allows Remarkable protection to any airborne noncontact toxins. 30 minute air supply
- Diamond Glass Cutter: Can cut through Excellent Material Glass.

Glider: Jessica has developed an improved "Goblin" type glider as transport allowing her hands to be left free.

Control: Incredible Speed: Good Airspeed Body: Excellent Protection: Nil

Talents:

Weapon Specialist: Escrima Sticks, Weapon Specialist: Bow, Marksman, Arrowhead Design and Construction, Martial Arts A and B, Acrobatics, Tumbling, Language: Japanese

Contacts:

Numerous Street Level criminals, New York Police Dept

History:

Jessica was a normal young girl, high school student, cheerleader, and generally pretty popular in her school. Then as usual happens fate stepped in. When Hawkeye and Captain America came to her school to promote drug awareness they also conducted a self defence course for girls which Jessica attended and happened to have a natural talent for.

The nobility of Captain America and the self confidence of Hawkeye inspired a young Jessica who from then on devoted her life to emulating these two men. She attended many martial arts and archery schools, splitting her time between academic school and martial school. Within a relatively short time Jessica graduated high school and enrolled in University on an athletics scholarship.

At university she studied Engineering and mechanics and increased her martial skills still further, even attending the 1996 Olympics and returning triumphant with gold medals in Archery and Karate

In 1998 Jessica finished University and travelled to Asia, where she studied ancient skills from Samauri bowmen, and worked for a Japanese design team in the concept division.

Jessica recently returned to the United States, as a concept and design Engineer for the same Japanese firm. She also leaped onto the scene as a Hero when she foiled a robbery at her company using her bowmanship skills.

She has been very well received by the media probably due to the novelty of a female archer. She has used this positive publicity to her advantage and quickly gained a good reputation. Jessica even met Hawkeye whilst in her heroic guise but she was unable to discuss what an impression he had made on her those many years ago..

Flex



Flex

Adrian Corbo

Fighting: Ty  
Agility: Gd  
Strength: Gd  
Endurance: Gd  
Reason: Ty  
Intuition: Gd  
Psyche: Ty

Health: 36  
Karma: 22  
Resources: Rm  
Popularity: 0

Known Powers:

Flex can transform his arms into In strength sharp metal. When he succeed an agility FEAT he can block attacks to have In body armor, but only physical non-area attacks can be blocked. He can inflict Rm edged damage. Or Rm blunt.

Talents:

None revealed

Contacts:

Aplha Flight

History:

Gifted or cursed with the ability to flex his body into razor-sharp sheets of metal, Adrian's earliest memories are of his experiences as an orphan at Hull House. There, he was a victim of bullies, including the unwanted attention of his older half-brother, Jared. Drafted into Alpha Flight with his brother Jared, Adrian was given the code-name Flex and trained to be a super hero - a profession that seems contrary to his shy, reserved nature. His experiences with the team has seen Flex grow from a frightened kid into an dedicated and capable member of Alpha Flight, able to use his powers to help his team-mates and defeat foes.

Flex has recently discovered information about his past, and his father and claims that he and Radius are not actually related. As for his father, rumour has it that it's someone who is 'the best at what he does'. Flex is also developing a very close relationship with Lilli aka Ghost Girl, the newest 'harvest' from Hull House and latest recruit to the Flight.

The Fly



The Fly

Richard Deacon

Fighting: Ex  
Agility: In  
Strength: Rm  
Endurance: In  
Reason: Pr  
Intuition: Mn  
Psyche: Gd

Health: 130  
Karma: 89  
Resources: Pr  
Popularity: -5

Powers:  
Winged Flight: Ex  
Wallcrawling: Rm  
Circular Vision: 360 degrees  
Windblast: Am

Talents:  
Crime

Contacts:  
none

History:  
Deacon is ruthless for a minor criminal. He kills without a second thought and uses this powers for plundering. He only battles superhero's because they try to stop him.

Forge



## Forge

Fighting: Ex  
Agility: Gd  
Strength: Gd  
Endurance: In  
Reason: In  
Intuition: Ex  
Psyche: Am

Health:80  
Karma:110  
Resources:Rm  
Popularity:0

### Known Powers:

Invention: Forge can subconsciously understand and then create sophisticated devices, giving him the equivalent of Mn kit-bashing in cybernetics, electronics and sonics and Un in optics and holographics.

Equipment: Forge carries many form of equipment ranging from Rm to Sh-X in ability:

Hand device:

- disintegration beam: Mn
- laser: Am
- sensors: Un

and probably a lot unrevealed.

Beam Cannon: Sh-X Damage (prototype only)

Bionics: Right hand and Right leg. The leg is obviously mechanic but the hand is usually concealed. These bionics have self-repair mechanisms and In material strength. The hand has In strength.

- Ex protection suit

Magic: In level with until now only the following manifestations:

- Spirit Sight: see thing as they really are when a yellow psyche FEAT is made.
- Mn ability to open and seal gates to other dimensions.

Talents:

Mystic Background, Occult Lore (Native American), Cheyenne, Business/Finance, Engineering, Mechanics, Electronics, Leadership

Contacts:

X-Factor, X-Men, Storm

History:

The man known as Forge is a Cheyenne Indian who was once the pupil of Naze, a shaman in his tribe. Forge developed considerable mystical powers as a result of the training Naze gave him. Forge is also a mutant with an unusual talent for inventing mechanical devices.

Forge served in the Vietnam War and lost his right hand and right leg in a B-52 attack. He sank into a suicidal depression and tried

unsuccessfully to kill himself. Forge designed an artificial hand and leg to replace those he had lost. For reasons connected with war that have not yet been made clear, Forge decided to give up the use of his ability to wield magic. For the most part he has not used his mystical abilities in at least ten years.

Forge concentrated instead on his career as an inventor, and, when Anthony Stark ceased making advanced weaponry for the federal government, the Defense Department began commissioning new weaponry from Forge instead.

The government commissioned Forge to devise a means of detecting and combatting the shape-changing alien Dire Wraiths. Forge created a scanner device which could detect the presence of superhumanly powerful mutants and extraterrestrials in its wielder's vicinity, and could even specifically differentiate between Dire Wraiths and other aliens. Forge also created a neutralizer device that could theoretically deprive any superhumanly powerful being of his or her superhuman abilities.

On presidential orders Henry Peter Gyrich, an agent of the National Security Council, took possession of the only existing model of Forge's neutralizer in order to use it against Rogue, a member of the mutant X-Men who was falsely suspected of killing an agent of the intelligence organization SHIELD. Forge was outraged; the neutralizer was still untested, and he did not know if it would remove a target's superhuman powers temporarily or permanently, or possibly even kill him or her. Forge physically attempted to prevent Gyrich from using the device on Rogue, but Gyrich instead shot Rogue's fellow X-Man Storm with it, as she attempted to protect her colleague. Her own superhuman powers apparently entirely removed, Storm fell into a river, from which Forge rescued her.

Feeling guilt and responsibility for the loss of her powers, Forge brought Storm to his headquarters in Dallas, Texas. There Storm revived, and she and Forge grew strongly attached to each other. However, when Storm learned that Forge had designed the neutralizer gun that had deprived her of her powers, she felt betrayed. Furious at Forge, she left his building, but returned on learning he was in danger from the Dire Wraiths. The Wraiths were aware that Forge's neutralizer could not, in its present stage of development, harm them and intended to kill him before he could improve it. Together, Storm, Forge, the X-Men, Magik, and the sorceress Amanda Sefton defeated the Wraiths who came after Forge, but Storm's hatred of Forge persisted.

Forge further improved his neutralizer so that it would negate the Wraiths' mystical abilities, and created several of these improved devices, but he was still guilt-ridden over Storm's loss of her powers. Fearing that people would use his neutralizers against other superhuman Earth beings, Forge did not want to give them the devices even for use against the Dire Wraiths. But after joining forces with the Wraiths' greatest foe, the spaceknight Rom, to battle Wraiths in Dallas, Forge decided to construct a gigantic "neo-neutralizer" in Earth's orbit. Powered by Rom's own neutralizer, Forge's orbiting device could cast all the Dire Wraiths on Earth into other-dimensional Limbo.

But Gyrich intended to use the neo-neutralizer to eliminate the superhuman powers of every being on Earth. To thwart Gyrich's plan, Rom and Forge aimed the neo-neutralizer not at Earth but at the Wraith's homeworld, Wraithworld, which was approaching Earth through hyperspace. The device negated Wraithworld's magic, the source of the Wraiths' own mystical powers, therefore causing Wraithworld to cease to exist and depriving Wraiths throughout the universe of their mystical abilities. Thus Forge is responsible for saving Earth from the Dire Wraiths.

Forge has ensured that the neo-neutralizer cannot be used against Earth's superhumanly powerful beings, and all known specimens of Forge's neutralizer have been destroyed. One neutralizer was used by Tony Stark to depower the superhuman criminal, the Termite, and was subsequently destroyed.

Forge was forced to use his mystical abilities again when the X-Men battled the Adversary, a demonic mystical entity which had taken the form of Forge's teacher Naze. It was revealed that Forge, using the souls of nine soldiers from the Vietnam war, had opened a portal which released the Adversary. In order to banish the Adversary, Forge was forced to use the souls of eight X-Men and Madelyne Pryor, who were restored to life by Roma.

When the presumed-dead X-Men returned, Forge returned to the Xavier Mansion from Muir Island. A romance developed between Storm and him, Forge proposed to Storm, but rescinded his offer when he left the mansion to rehabilitate Mystique.

Forge was consigned by the United States government to lead the government's mutant team X-Factor, but recently resigned and left for parts unknown.

Foxfire



Foxfire

Olivia Underwood

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Gd  
Reason: Ty  
Intuition: Ty  
Psyche: Ex

Health: 36  
Karma: 32  
Resources: Un as Squadron Member  
Popularity: 40

Powers:

Disruption: Rm ability to cause a target to fall apart. A Gd intensity glow surrounds the target and Foxfire both. Living targets are only affected for 10-20 turns, after which they revert to normal. Note: If used against vital organs this is considered a killing attack.

Talents:

criminal skills

Contacts:

Squadron Supreme

Frankenstein's Monster



## Frankenstein's Monster

### Adam

Fighting: Ex  
Agility: Gd  
Strength: In  
Endurance: Am  
Reason: Pr  
Intuition: Ty  
Psyche: Gd

Health: 120  
Karma: 20  
Resources: Sh-0  
Popularity: -2

### Known Powers:

**Body Resistance:** Adam has a thick hide that provides Good body armor against physical and energy attacks. Due to his unusual resistance all physical combat effects are reduced by one color making him immune to red results.

**Rapid Healing:** Once per day Adam can recover 50 points of health.

**Suspended Animation:** If he is subjected to extreme cold (Remarkable or greater) he enters a state of suspended animation until warmed (Endurance FEAT to avoid this effect).

**Growth:** Adam is over 8 ft tall granting him Feeble growth permanently. He is +1CS to be hit.

Talents:  
None

Contacts:  
None

### History:

During the later years of the Eighteenth Century, Victor Frankenstein, a brilliant student in chemistry and the biological sciences at the University of Ingolstadt and the heir to a Swiss barony, embarked on experiments to create artificial life. Frankenstein hoped thus to create a new species of humanoid life, and, by doing so, to learn how to reanimate the dead and thus discover a means for human immortality.

Frankenstein succeeded in piecing together a giant humanoid form from various parts of different fresh human corpses. Frankenstein's extraordinary genius enabled him to discover a means of preventing cellular deterioration in the body parts he used, and to overcome the human body's tendency to reject parts transplanted from another. Finally, using means that remain unrevealed, Frankenstein brought his creation to life. Terrified and revolted by the grotesque creature once he had come to life, Frankenstein abandoned him.

The bewildered monster wandered off. Although the monster's brain had once belonged to a living human, the monster had none of that human's memories, and at first was as ignorant as an infant. However, the monster was highly intelligent, and not only learned to survive on its own, but also rapidly learned human language through secretly observing people. Within months the monster could speak as intelligently as any human being.

Alas, the monster was anguished over the fact that his repellent physical appearance isolated him from the human race. His attempts to befriend people were met with fear, hatred, and violence. Infuriated by this total rejection, the monster wanted vengeance on all humanity and on Frankenstein in particular. But, after murdering Frankenstein's young brother William, the monster confronted Frankenstein and requested that he create a mate for him. The monster promised that he and his mate would go far from human civilization and live happily together. Frankenstein began work on creating the female creature, but, fearing that the two creatures would become parents to a race of monsters that would terrorize mankind, Frankenstein destroyed the female creature before bringing her to life.

Enraged, the male monster caused the deaths of Frankenstein's friend Henry Clerval and of Frankenstein's wife Elizabeth. Pursuing the creature into the Arctic, Frankenstein fell victim to cold, fatigue, and hunger. He was brought aboard the ship of Captain Robert Walton, to whom he told his life story, before dying while aboard. The monster, finding his corpse aboard the ship, was repentant and intended to commit suicide in expiation for his crimes. But instead the monster was frozen within ice and went into suspended animation.

In 1818, the writer Mary Shelley published Walton's account of Frankenstein as Frankenstein or, The Modern Prometheus, and she allowed the public to think of the book as a work of fiction.

In 1898 Walton's great-grandson found the monster, who had been revived by heat. The monster wandered in Europe for a time. The creature suffered an injury to his vocal cords in a clash with the vampire Dracula, leaving him unable to speak.

Frankenstein's monster again fell into suspended animation within ice, but was revived again in recent years. One of Frankenstein's descendants, Veronica, operated on the creature's larynx so that he is once again able to speak.

The history of Frankenstein's monster has been inextricably linked with that of Victor Frankenstein's descendants, many of whom became scientists. Among them are Vincent Frankenstein, who died in 1898 after an encounter with the monster, and his son Basil Frankenstein, who was killed in 1942 by his own monstrous creation. Descendants in recent years include the late Boris Frankenstein, who created a short-lived duplicate of the Silver Surfer, Baroness Victoria Frankenstein, heiress to her family's ancestral title, and Veronica Frankenstein, a surgeon and biophysicist. None of these people are direct descendants of Victor Frankenstein, who died childless, but are descended instead from near relatives of Victor's.

Frey



Frey

Frey, God of the Harvest

Fighting: Incredible  
Agility: Excellent  
Strength: Amazing  
Endurance: Incredible  
Reason: Good  
Intuition: Good  
Psyche: Excellent

Health: 150  
Karma: 40  
Resources: Rm

Popularity: 10

Powers:  
Body Resistance: Excellent

Talents:  
Farming

Contacts:  
Asgardians

Frigga



Frigga

Frigga, Goddess of Marriage

Fighting: Good  
Agility: Typical  
Strength: Incredible  
Endurance: Remarkable  
Reason: Incredible  
Intuition: Incredible  
Psyche: Shift-Y

Health: 66  
Karma: 280  
Resources: Shift-Z  
Popularity: 75

Powers:  
Body Resistance: Excellent  
Magic: Unearthly- As yet undefined

Talents:  
Asgardian and Occult Lore

Contacts:  
Asgardians

Galactus



Galactus

Galan of Taa

Fighting: Mn  
Agility: Mn  
Strength: Cl1000  
Endurance: Cl3000  
Reason: Cl1000  
Intuition: Cl1000  
Psyche: Cl1000

Health: 4150  
Karma: 3000  
Resources: CL3000  
Popularity: -1000

Known Powers:

Galactus possesses the following powers, each at CL3000 Intensity. However, each use of these powers costs Galactus 10 points of Karma, and each use at an intensity above Unearthly also costs him 50 points of Health.

- Spirit Vampirism:
- Bio-Vampirism:
- Psionic Vampirism:
- Energy Vampirism:
- Absorption Power:
- Energy Conversion:
- Elemental Conversion:
- Molecular Conversion:
- Elemental Creation:
- Molecular Creation:

True Flight: Galactus can travel at CL3000 speed (lightspeed).

True Invulnerability: Galactus has Shift X resistance to physical and energy attacks. He has CL5000 resistance to extreme heat and cold, corrosives, toxins, and disease.

Force Field: Galactus can surround himself with protective fields of Shift X rank.

Life Detection: Galactus has the CL3000 ability to detect the life energies of planets. He can detect an occupied planet at a maximum range of 50 light years.

Kinetic Bolts: Galactus can release energy blasts of Shift-Z Intensity.

Hyper-Invention: Galactus can create any device he wants by assembling whatever materials are either in hand or can be made from existing substances.

**Disruption:** As a side effect of his feeding process, Galactus has the CL1000 ability to destroy the molecular bonds that hold the target together. Galactus can consciously use this power with diminished effect against lesser targets, such as individuals. In such a case the power decreases to Shift-X rank.

**Power Creation:** Galactus has the CL1000 ability to transform ordinary beings into super-beings. The Primary Abilities and powers of such beings are initially no higher than Unearthly rank. Galactus can invest the power in either the person chosen or a specially designed tool.

**Power Control (Magnification/Reduction/Negation):** Galactus has total control over those powers he may have given a target. He can amplify someone's existing powers by 4 CS, even if he was not the source of that power. He can reduce a subject's powers any amount, all the way to Shift 0. Such changes are permanent; only Galactus can reverse his changes.

**Serial Immortality:** If Galactus' body should be destroyed while he still has a sufficient cosmic energy reserve, his machines can draw in his life force and recreate his body. He must have at least two points of Health for this to occur.

**Telepathy:** Galactus has Unearthly Telepathy.

**Cosmic Awareness:** Galactus has CL1000 Cosmic Awareness and can perceive in a limited manner the state of the universe.

**Technology:** Galactus carries an array of technological devices.

**Hunger:**

In order to survive Galactus must consume the bio-energies of planets that support or can support life. After 30 days of feeding CL3000 abilities will slip to CL1000, after 60 days CL1000 abilities slip to Sh-Z and so on. Use of his powers at full strength lessens these periods by 1 day. Galactus may feed with his equipment or by directly absorbing the planets energies (the latter leaves him immobile for 1-10 days). The process takes 24 hours to complete.

**Talents:**

None

**Contacts:**

Galactus has some kind of relationship with Death and Eternity.

**History:**

Much remains unknown regarding the past of the being known as Galactus. It is believed he is the sole survivor of the universe that existed prior to the big bang which brought our own into existence. Originally, Galactus was a humanoid being named Galan, who was born on the planet Taa. This paradise-like world was said to have had a civilization which was the most advanced of any in the known universe of that time.

Somehow surviving the creation of the current universe, the nascent Galactus drifted in his starship for eons as life began to come into existence in the universe, including the races that would give rise to the Elders of the Universe. Eventually the young Galactus' starship was sighted by one of the Watchers, an ancient race of beings who had undertaken to observe the events of the universe. This Watcher considered destroying the being before he harnessed his full power. Instead, though, he decided to abide by the Watchers' oath of noninterference, and let the nascent Galactus depart in his starship.

The primal Galactus learned how to use his vast power, and created a suit of armor to help him regulate it. He then transformed the starship into a kind of incubation chamber, where he spent centuries evolving into his current form. Finally, the incubation ship drifted into orbit around the inhabited planet Archeopia. The Archeopians themselves did not disturb the strange ship, but years later a marauding space fleet, nearing Archeopia and thinking Galactus' ship to be a weapon, attacked it. Galactus, his incubation finished, emerged, destroyed the fleet, and then, hungering for energy, consumed the biospheric energy of Archeopia. A small fleet of Archeopian ships managed to escape, but all life on the planet was destroyed. (The Archeopian race would later be fully exterminated by living planet Ego.)

Over the following millennia Galactus built himself an immense starbase, the worldship he calls Taa II, which engulfs the Archeopian solar system. Galactus also sought out planets rich in certain unknown energies that he consumed to sustain his life. During these many millennia Galactus consumed only planets uninhabited by sentient life-forms, except for Archeopia, and many centuries passed between his "feedings".

Galactus became aware that he was created to fulfill an as yet unrevealed purpose that which is believed will ultimately compensate the universe for all the destruction he wreaks.

At one point Galactus threatened to destroy the planet Zenn-La, home of a civilized race. One of that world's inhabitants, Norrin Radd, persuaded Galactus to spare the planet by volunteering to become his "herald" and search out uninhabited worlds for him to consume. Galactus agreed, and transformed Norrin Radd into the Silver Surfer.

Eventually, however, Galactus grew determined to consume the energy-rich planet Earth. The Surfer rebelled as a result, and Reed Richards of the hero team Fantastic Four thwarted Galactus. Galactus was forced to vow to spare Earth, and he punished the Surfer by erecting an energy barrier that prevented him from leaving Earth. Galactus found that he preferred having a herald search for his worlds to consume, and he proceeded to create the herald Air-Walker, and later, to use the robot Destroyer, and later still, to create Firelord.

Despite his pledge to Richards, Galactus returned to Earth several times with an intent to consume it, but was always thwarted. His last attempt to destroy Earth was during a point when he had no herald, and Galactus had gone so long without "feeding" that his energies were

severely waning. A large number of Earth's superhuman defenders actually succeeded in defeating him in battle. Galactus lay dying from lack of energy, but Reed Richards saved his life. The grateful Galactus pledged his friendship to Richards and sincerely gave his word never to attack Earth again. Galactus has steadfastly abided by this oath ever since. During this visit to Earth Galactus recruited his latest herald, Nova.

Galactus continued to prey upon other worlds, and later, he destroyed the Skrull throneworld, thereby plunging the Skrull empire into chaos. At some point afterward, Galactus was targeted by the alien organization Elders of the Universe, who believed his death would trigger a Big Bang and recreate reality. Galactus was saved by his former herald, Silver Surfer.

Galactus was believed to have developed romantic feelings for his herald Nova. When Nova finally rebelled as his herald, Galactus created another in the alien Morg, who ultimately murdered Nova on his own volition. Morg in turn was defeated by the collection of his heralds, leaving Galactus alone again.

More recently, Galactus' appetite became such that he would only eat on planets of sentient life. He began to consume more and more frequently, developing a mania. He created a new herald, Red Shift, to help him succeed in this. He approached Earth once more, and had to be driven off by a large contingent of Earth's superheroes, and Red Shift was defeated. Finally, he was repulsed by the Silver Surfer, who agreed once more to become Galactus' herald and to search for planets-- this time of sentient life to consume. Almost immediately, the Silver Surfer led Galactus to the homeworld of the Shi'ar empire, perhaps the most technologically advanced in the known universe, in hopes they would have the forces to repulse the planet devourer. The Shi'ar quickly joined with other races and several of Earth's superheroes to battle Galactus. During the conflict, the Silver Surfer managed to turn Galactus' own energy-siphoning machines on Galactus himself, fatally weakening him. Galactus died, warning that the madness which had consumed him was a precursor to another greater horror. As he passed away, Galactus was converted to energy by his own planet-destroying machines. As Reed Richards noted, the energy would radiate forever outward, so he could never again reform.

#### Galactus' Cat



#### Galactus' Cat

Fighting: Monstrous  
Agility: Amazing  
Strength: Monstrous  
Endurance: Amazing  
Reason: Poor  
Intuition: Typical  
Psyche: Typical

Health: 250  
Karma: 16  
Resources: Not Applicable  
Popularity: Not Applicable

#### Known Powers:

Robot Body: The "Cat" is a 20 foot tall robot. It is strictly a mindless automaton lacking self-awareness.

Body Armor: The Cat's outer shell has Monstrous material strength. However, the eyes and mouth are only Typical material strength.

Paralyzing Spray: The Cat can belch yellow paralyzing foam from its mouth. The range of the spray is two areas; accuracy is determined by the Cat's Monstrous Fighting rank. The foam possesses Unearthly Paralysis. Targets must make an Endurance FEAT to avoid being paralyzed for 1 -10 turns. Those making the FEAT are only paralyzed for a single turn. The foam can penetrate cloth and most natural armor skins. It cannot penetrate force fields opposing physical attacks, sealed inorganic armor such as a space suit or Iron Man's armor, or armor skins or Invulnerabilities of greater than Unearthly rank.

Talents:  
None

Contacts:  
Galactus

Background:  
The Cat is a 20' foot tall robot designed to patrol Taa II and capture any intruders or vermin.

Gambit



Gambit

Remy LeBeau

Fighting: Remarkable  
Agility: Incredible  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Remarkable  
Psyche: Incredible

Health: 110  
Karma: 80  
Resources: Good  
Popularity: 0

Known Powers:

Energy Charge: Gambit can charge a non-living object to explode on impact. Size of object determines the maximum charge.

- Knife-sized objects do up to Incredible damage.
  
- Anchor-sized objects cause Shidt-X damage, but need 2-20 rounds to charge.

Psi-Screen: Amazing

Equipment:

Staff: (Collapsible) Incredible material, Remarkable blunt damage

#### Talents:

Crime, Acrobatics, Thrown Objects, Weapon Specialist: Staff, Martial Arts C

#### Contacts:

X-Men

#### History:

Gambit grew up in the streets of New Orleans, and is assumed to be an orphan. Like many others forced to grow up on their own, on the streets, Gambit learned the fine art of thieving at an early age, a talent that was only bolstered by his mutant ability which manifested later. With the ability to convert any object's stored potential energy into kinetic energy, Gambit made a deadly thief indeed. He became part of a thieves guild at some point in his youth, and it was during this time that he met his future, though ill-fated, wife-to-be, Belladonna. They were to be married, he a thief, she an assassin in order to unite the two factions and bring peace. It was also here that he discovered the secret of immortality. The thieves guild had struck a deal many years ago with an immortal called the Benefactress, who provided them with a serum which would prolong their lives. In return for a terrible price, of course.

Not wishing to see Belladonna and Gambit married, Belle's brother, Julien, challenged Gambit to a duel. Julien lost, and the price was his life. Wishing to maintain peace, Gambit was cast out by the thieves guild, though he continued to live by his thieving skill. Gambit's life of crime was cut short when he met up with Storm. Though she was technically the leader of the X-Men, she had been regressed in age to the point just before puberty, and thus had only weak mutant powers available to her when she ventured to Cairo, Illinois. The Shadow King found her there, and might have succeeded in killing her if not for Gambit's timely intervention. He helped her get away from the villain, and they spent a time thieving in the streets of New Orleans, kindred spirits of a sort. When Storm decided to return to the X-Men, Gambit went with her and joined the team as well. When Storm was returned to adulthood during The X-Tinction Agenda, it was apparent that he had become rather attached to her when he became a bit jealous over she and Forge's kiss. Still, it wasn't long before he had found another woman who intrigued him. When he met up with Rogue, it was attraction at first sight. He began to pursue her relentlessly, and eventually won her over with his cajun charms. Though they could not touch because of Rogue's mutant power, the emotion between them was not lessened, perhaps even increased. But what little happiness they had found was bound not to last for long.

Belladonna showed up on the X-Men's doorstep, creating all sorts of chaos, especially between Gambit and Rogue. The X-Men soon found themselves traveling back to New Orleans to unravel the mystery there which Belladonna had told them about, encountering their old foes, the alien Brood when they arrived. The threat of the Brood ended, the X-Men returned home, Gambit leaving behind Belladonna once again, thinking her dead from the battle. It wasn't long before he returned to New Orleans again, though, this time to confront the Benefactress and end the immortal's rule over the guild.

Rogue and Gambit's relationship continued to progress, and bits and pieces of his past were revealed, most of it checkered. Once the lover of the External Candra, and the ally of Sabretooth, Gambit's past was questionable...but the X-Men rarely thought twice about it, for he had proven himself time and time again. It wasn't until the crystal wave came, bringing the end of the X-Men's world and beginning of the Age of Apocalypse that things began to unravel. In one last moment of desperation, believing their world was about to end forever, Rogue kissed Gambit, the first time they had ever truly touched. When the world was returned to normal, and the Age of Apocalypse ended, it took Gambit months to recover from the coma she left him in. Meanwhile, Rogue, who had absorbed some of the memories, and even powers, of Gambit, was slowly going mad. Unable to piece together the memories she had inadvertently stolen, she nonetheless felt the darkness behind them. She left the X-Men for a time to sort things out, hitting the road with Iceman and heading West, toward Seattle. Something in Gambit's memories was drawing her there, something not altogether pleasant. When Gambit finally awoke from his coma, he left to track her down. He knew where she was going, he knew which memories would be strongest within her, as they were in him. They met in a theatre, a landmark which stood out vividly in Gambit's memories, and she demanded to know what had happened here. When Gambit finally relented and offered his hand, to let her touch him and know all of his memories, she refused, turning away from him and flying off.

She did eventually return, though, and their relationship had barely even begun to heal when she left again, this time to visit her childhood friend Cody. Gambit went after her, only to find that Belladonna had taken the boy before Rogue arrived. Between the two of them, they managed to defeat both Belladonna and Candra. But it did nothing to heal the rift between them. It took a long time, a fight between Joseph and Gambit, and her near death before Rogue would even admit her love for him. Things were just beginning to come together again for them when the final straw came. Giving himself up to two of his former friends, now bounty hunters hot on his trail for reasons unknown to the X-Men, Rogue and several X-Men tried to rescue him from their questionable destination in Antarctica. They themselves were caught instead, all of them, by Nanny. Their powers negated and placed in chains, Gambit and Rogue finally had one chance, one night to touch each other and express their love. It was to be their final moment. The next day, a mysterious man appearing as Eric The Red forced Gambit to stand trial for his crimes. He also forced Rogue to kiss Gambit and take his memories to reveal to the "court" his crime. It was heinous indeed.

Many years before, before he had turned toward the light and noble path, he had worked for the X-men's foe, Sinister. Reluctantly it seemed, Gambit gathered together the deadly mutants who would become Sinister's Marauders, and then led them to the Morlock tunnels. Ultimately, Gambit was responsible for the most devastating event in the history of the X-Men, the Mutant Massacre. And though he tried to stop the Marauder's when he saw their true intent and nearly died for it, and even though he managed to rescue the little girl Sarah who would grow up to become the X-Man Marrow, the X-Men found him guilty, and could not forgive him. Rogue left him in Antarctica, renouncing her love, his home with the X-Men, and leaving him to live or die on his own.

Recently reunited with the team, the circumstances which brought Gambit back from a certain death in Antarctica remain unclear. He and Rogue have renewed their romance, to a degree, and once again he fights alongside the X-Men.

Gamora



Gamora

Xen Whoberis

Fighting: Amazing  
Agility: Amazing  
Strength: Excellent  
Endurance: Incredible  
Reason: Good  
Intuition: Incredible  
Psyche: Excellent

Health: 160  
Karma: 70  
Resources: Typical  
Popularity: -20

Known Powers:

Gamora's natural abilities were raised to superhuman levels by Thanos so that she would be able to kill the Magus.

- Ultimate Skill- Martial Arts: Unearthly
- Martial Arts Supremacy: Unearthly

Limitations:

Gamora was created to kill the Magus. Thanos altered her moral perceptions so that she would have no qualms about slaying anyone who interfered with her mission. Her stay in the Soul-Gem has probably changed this. If so, she incurs normal Karma loss from killing. If not, she suffers no loss from directly killing a victim, but loses double the listed Karma penalty for noble deaths, mysterious deaths, and self-destructions that she allows to occur.

Talents:

Martial Arts-All, Weapon Specialist-Dagger, Acrobatics, Tumbling; Stealth, Spacecraft Pilot, Navigation.

Contacts:

Warlock and Pip are Gamora's only present friendly contacts. For several years she served the deceased Thanos of Titan, and beings who have knowledge of Thanos may know of Gamora by association.

History:

In what has become an alternate future timeline, Gamora was one of a peace-loving race that opposed the Magus and his Church of Universal Truth. The penalty for such opposition was annihilation, and the Xen Whoberis did not resist. Thanos saved Gamora from the holocaust and focused her newfound hatred of the Magus in intense physical and mental training. The purpose of the training was to make her able as well as willing to kill the Magus, Warlock's future self. To make her more able to carry out her task, the deranged Titan enhanced her natural abilities to superhuman levels.

Gamora fought alongside Thanos, Warlock, and Pip against the Magus. After the Magus was defeated, Gamora was ordered by Thanos to seek out and protect Adam Warlock because of his importance to Thanos's future plans. Before she could locate Adam, she herself was located by Drax the Destroyer, a being who had been created to destroy Thanos. Drax attacked her on the basis of her association with Thanos. Gamora survived and returned to the starship Sanctuary II (Sanctuary I was destroyed in the battle with the Magus) to confront her master with new doubts that she felt about his purpose in seeking Warlock. She overheard him planning to build his star destroying weapon using the power of the six Soul-Gems. Gamora attacked Thanos, hoping to end his madness with his life. She failed.

Warlock found the dying Gamora on a remote asteroid. With her last few breaths she told of her master's mad plan. Before she died, her spirit was absorbed by the Soul-Gem.

Gardener



Gardener

Ord Zyonyz

Fighting: Typical  
Agility: Excellent  
Strength: Incredible  
Endurance: Unearthly  
Reason: Amazing  
Intuition: Incredible  
Psyche: Amazing

Health: 166  
Karma: 140  
Resources: Good  
Popularity: 0

Known Powers:

Immortality

Invulnerability: CL1000, same as others

Power Primordial: Shift-Z

- Life Support
- Plant Control
- Grow Plants
- Matter transformation: form environmental conditions for plant life.

Talents:

Botany, Biology, Geology, Chemistry, Physics, Astronavigation

History:

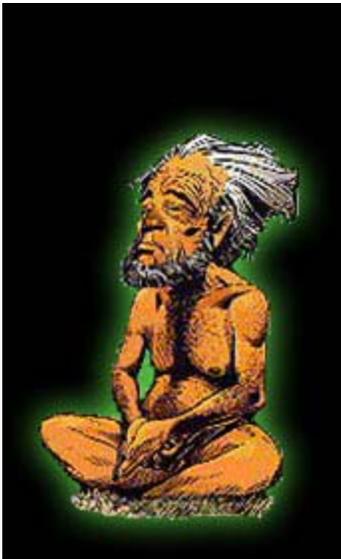
Like all those of his fellow Elders of the Universe, the Gardener's origin is lost in antiquity. What is known is that he among the oldest living beings in the universe, having been a member of one of the first of the universe's races to become sentient in the wake of the Big Bang.

Virtually immortal, the Gardener devoted his life to the creation of natural beauty by sowing the seeds of plants, flowers, and trees upon barren or devastated worlds. The number of worlds he has turned into fertile planet-wide gardens over the eons is countless. He amassed a knowledge of botany second to none and collected billions of different seeds in his travels. Using his advanced cultivation techniques, he could cover a barren Earth-sized planet with lush vegetation in the space of a year.

In recent millennia, the Gardener acquired one of the Infinity Gems, then believed a Soul-Gem, an alien artifact that enabled its possessor to manipulate the fabric of time and channel cosmic energy. The Gardener employed it to stimulate the growth of his seeds beyond their normal rate and to traverse space without a starship. One of the first known uses was when the Gardener used his Gem's power to combat the Stranger, another powerful extraterrestrial possessing an Infinity Gem. Believing that he "corrupted" the gem by its use as a weapon, the Gardener abandoned it. Later, the Gardener replaced his Gem with the one once worn by the golden Earth-being Adam Warlock. Warlock's frequent employment of the gem as a weapon does not matter to the Gardener as long as he himself has not used it in that way.

Upon being contacted by the other Elders of the Universe, the Gardener agreed to partake in aggressive activity against the alien being Galactus and then the universe itself in order to recreate reality. The plan was foiled by Galactus' former Herald, Silver Surfer, and his ally, Mantis. The Gardener returned to his life as a gardener until confronted by the villain Thanos. Thanos challenged the Gardener for the Gem, taking it and killing the Gardener in the process.

### Gateway



### Gateway

Fighting: Typical  
Agility: Typical  
Strength: Poor  
Endurance: Excellent  
Reason: Typical  
Intuition: Remarkable  
Psyche: Amazing

Health: 36  
Karma: 86  
Resources: Feeble  
Popularity: 0

#### Known Powers:

Teleportation: Gateway's one known power is the ability to open a gateway between his holy place and wherever the subject desired to go, with Class 1000 ability. The maximum number of people he could teleport in this manner is unknown (he could teleport several dozen Reavers). His maximum range is also unknown. Gateway also seems to know when those who have been teleported wish to return, and can re open the gate between their destination and his holy place to bring them back, also with Class 1000 ability. Gateway requires a fire to use his power, which is extinguished when the gate is closed, and his sacred bullroarer, which he must whirl to use his teleportation abilities.

#### Talents:

Gateway has knowledge of aboriginal lore and their magical traditions.

Contacts:  
X-Men

History:

Nothing is known about the origin of the Australian aborigine known only as Gateway. Nor is it known how he came to be associated with the Reavers, a band of criminal cyborgs who used Gateway's teleportational abilities to travel from place to place. The Reavers forced Gateway to do their bidding by threatening to destroy a place sacred to the aborigines in a way that would make it impossible to be reconsecrated. As a result, the aborigines believed the spirits of their ancestors would be enslaved by demons. It was the Reavers who named the aborigine "Gateway." Only he apparently knows his true name. Gateway spent virtually all his time sitting atop a rock near the Reavers' headquarters in the Australian desert.

The superhuman mutants known as the X-Men found the lair of the Reavers and defeated them in battle. One of the Reavers, known as Skullcrusher, told Gateway he would release him from all vows and obligations to the Reavers if he would use his powers to transport him to safety this one last time. Gateway agreed, and Skullcrusher and two other Reavers escaped through a teleportational "gateway" that the aborigine created.

After defeating the Reavers, the X-Men took over their headquarters in the Australian outback. Gateway began voluntarily using his teleportational powers to transport the X-Men from place to place. Psylocke, a telepath who belongs to the X-Men, used her mental powers to tell Gateway where they wanted him to send them. Gateway thus became an unofficial member of the team, but he himself remains a mystery even to them.

Gateway later appeared at the campus of the new version of Professor Xavier's School for Gifted Youngsters at the Massachusetts Academy in western Massachusetts. This is where the members of Generation X receive their training in the uses of their mutant powers. Here Gateway continued his mysterious meditations, although he did break his silence to utter the name of Penance, a young mutant he brought to the school. It has been revealed that Gateway is weighed down by guilt for a role he played in the destruction of another group of mutant students, the Hellions. Gateway teleported away from the campus, having decided his time with Generation X had come to an end.

Geb



Geb

God of the Earth

Fighting: Remarkable  
Agility: Remarkable  
Strength: Amazing  
Endurance: Shift-Z  
Reason: Monstrous  
Intuition: Amazing  
Psyche: Shift-Z

Health: 610

Karma: 625  
Resources: Shift-Z  
Popularity: 50

**Powers:**

Immortality: Geb has CL3000 resistance to Aging and Diseases

True Invulnerability: Remarkable resistance to other forms of damage

Earth Animation: Geb has CL1000 ability to manipulate all forms of Earth

Telepathy: Like most Heliopolitans, Geb has the ability to speak directly into a person's mind at Excellent ability.

**Geirrodur**



**Geirrodur**

**King of the Rock Trolls**

Fighting: Remarkable  
Agility: Typical  
Strength: Incredible  
Endurance: Incredible  
Reason: Good  
Intuition: Good  
Psyche: Typical

Health: 116  
Karma: 26  
Resources: Amazing  
Popularity: 0

**Known Powers:**

Body Resistance: Geirrodur has a tough hide providing Good protection from physical and energy damage.

Infravision: All Rock Trolls can see in the dark with Remarkable infravision.

Invulnerability: Geirrodur possesses Shift-Y protection from Earthly diseases.

**Equipment:**

Tordenstock: Geirrodur carries a spear which does Incredible edged damage. Tordenstock is made from CL3000 Uru metal.

**Talents:**

Leadership, Sharp Weapons, Edged Weapons

**Contacts:**

Rock Trolls

#### History:

Geirrodur was born to the Rock Trolls that lived beneath the ground in Asgard. His father was the master blacksmith and weapons maker of the tribe, and taught Geirrodur all the arts of the trade. When his father died in a war against the Storm Giants, Geirrodur took his father's place. Loki, the god of mischief, helped Geirrodur overthrow the then-current King of the Trolls, Veldemaris. Ever since that day millennia ago, Geirrodur has ruled the Trolls, having forged a myotio cpoar out of the uru metal as a token of power. Among Geirrodur's finest accomplishments during his reign was the design and construction of burrowing machines which, due to the uru metal of their bits and scoops, could dig holes into other dimensions. Geirrodur's machine has even dug a transdimensional tunnel from the caverns of Asgard into the bowels of the Earth. Geirrodur's rule was only once opposed: for a brief time the Troll warrior Ulik usurped the throne. Geirrodur has in the past unsuccessfully attempted to conquer Asgard.

#### Ghaur



#### Ghaur

Fighting: Amazing  
Agility: Good  
Strength: Amazing  
Endurance: Unearthly  
Reason: Unearthly  
Intuition: Monstrous  
Psyche: Unearthly

Health: 210  
Karma: 275  
Resources: Amazing  
Popularity: -10 (40 with Deviants)

#### Known Powers:

**Mind Control:** Ghaur possesses Amazing mind control over all Deviants who's genetic code he has memorized

**Shapechaging-Others:** He can alter the malable aspects of a gene structure so he might bestow a new body alteration up to Amazing rank, or kill the Deviant with a lethal mutation.

**Telekinesis:** His true form is pure psionic energy. He has the Unearthly ability to telekinetically animate his golden statue of 50'. He has the following power stunts:

□ He can fire a blast of pure telekinetic force at a range of 3 areas from his mouth for Monstrous damage.

**Psionic Backlash:** Ghaur can unleash a wave of Unearthly psionic energies against one target per turn. The victim must make a Psyche FEAT or be stunned 1-10 rounds.

#### Talents:

Photographic Memory (all Deviant genetic codes), Leadership, Occult Lore

#### Contacts:

Deviants, Lemuria

Ghost Rider



Ghost Rider

Johnny Blaze

Fighting: Gd/Rm  
Agility: Ex/Rm  
Strength: Ty/In  
Endurance: Ex/Am  
Reason: Ty/Gd  
Intuition: Ty/Ex  
Psyche: Rm

Health: 56/150  
Karma: 42/60  
Resources: Pr  
Popularity: 5/-10

Powers:

Alter Ego: The abilities listed to the left of the slash are for Johnny Blaze in his normal human form. The abilities to the right of the slash are for the Zarathos/Blaze composite being. All of The Ghost Rider's known powers belong to this composite being. The Ghost Rider's talents could apply to the human form of Blaze alone, unless Blaze is in control of the composite being. At the beginning of the transformation, Blaze must make a yellow Psyche FEAT roll to maintain his own mind and control of the Zarathos/being. If this FEAT fails, Zarathos is in control of the being, driven by a demonic thirst for vengeance.

Hellfire: This is a mystic form of fire used by The Ghost Rider. Using this Hellfire, The Ghost Rider can perform several power stunts;

- Create a fully-functional flaming motorcycle in a single turn. This cycle has Amazing speed, Incredible body , and Incredible control. It never requires fuel, and can defy gravity for one turn, riding up vertical surfaces, making stunning leaps, etc.
- Create walls of flame encircling a single area; the flame is of up to Am intensity.
- Throw fireballs or shoot flame from his hands of Amazing rank fire damage up to 4 areas away.

- Use a form of cold hellfire that can affect the human spirit. This cold hellfire inflicts no physical damage, but for each turn of use, The target must make an Endurance FEAT or else permentaly lose one rank of Psyche. This magical attack is of Amazing intensity. If the victim's Psyche is brought below Feeble, its spirit is lost and irrtreivable.

Talents:

Johnny Blaze is a stunt cyclist and recieves a +1CS with FEAT rolls involving motorcycles. He also has some knowledge of the occult.

Ghost Rider



## Ghost Rider

Daniel Ketch

Fighting: Rm  
Agility: Rm  
Strength: In  
Endurance: Am  
Reason: Gd  
Intuition: Ex  
Psyche: Rm

Health: 150  
Karma: 60  
Resources: 0  
Popularity: 0

### Known Powers:

Alter Ego Transformation: Ketch will become Ghost Rider whenever Innocent blood is spilled, or he can control it. Transformation into Ketch for at least 5 rounds will heal Ghost Rider. Ketch's normal stats are:

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Gd  
Reason: Ty  
Intuition: Ty  
Psyche: Gd

Health: 36  
Karma: 22  
Resources: Ty  
Popularity: 0

Body Armor: Am vs Physical, CL1000 vs. fire, heat, poison, radiation, and soul attacks , For some reason the Hellfire in Johnny Blazes gun does +1cs damage to Ghost Rider he was able to carry him after he had been sliced up and was spewing Hellfire all over the place. The problem is it is the same hellfire. Going through Gun it hurt, Shooting out chest it did not. (or maybe it did and he wasn't complaining)

### Equipment:

Mystic Chain: Un Material

- Grapple with Un ability
- Inflict up to Am damage, blunt or edged
- Elongation: Fe, 1 area range
- Individual links turn into shurikens, each causing Am damage, May attack everybody in an area with 1-5 shurikens causing Gd damage each
- May also spin to form a shield of Rm.

□ Unlimited amount of chain as long as Ghost Rider has any of it. Penance Stare: A successful grapple for 1 round enables him to use the penance stare. a Psyche FEAT vs. Am intensity on the victims part is allowed. If they pass they are cleansed of evil and are a changed person. if they fail they loose a rank of Psyche permanently and pass out for 1-100 rounds... if below Fe they go insane. works only on evil and those who hurt others, unless victim already tortures themselves i.e. Morbius or they do not have a soul. shows victims the pain they inflict on Sh-X

Bike: Hellfire wheels, Am

□ Speed: Am

□ Control: In,

□ Body: In.

If destroyed returns in 1-10 rounds. Ghost Rider has mental control of it up to 10 miles away. Can go up verticle walls and across water without penalty.

□ Special battering ram: In material no harm to Ghost Rider

Talents:

Weapon Specialist (Chain), Motorcycles

Contacts:

Johnny Blaze, Dr. Strange, Blade

Giant-Man



Giant-Man

Henry Pym

Fighting: Ex

Agility: Gd

Strength: Gd

Endurance: Ex

Reason: Rm

Intuition: Gd

Psyche: Gd

Health: 60

Karma: 50

Resources: Ex

Popularity: 30

Known Powers:

Growth: Sh-X rank, strength and endurance increase to Mn (health also) and he gains Rm body armor.

Shrinking: In, Down to 1/2 inch. tall. While small, He is +2 CS to fight larger opponents and is -2 CS to be hit by them.

Equipment:

Helmet: Ex Communication w/ Ants and Hornets

Pager Jet: Control: Gd Speed: Rm airspeed Body: Ty

Pager Jet is the size of a pager and must be shrunk to 1/2 an inch

Talents:

Chemistry, Biology, Genetics, Electronics, Physics, Engineering

Contacts:

Avengers, Wasp

Giant Man 2



Giant Man 2

William Barrett Foster

Fighting: Good

Agility: Good

Strength: Good

Endurance: Excellent

Reason: Excellent

Intuition: Good

Psyche: Amazing

Health: 50

Karma: 80

Resources: Good

Popularity: 10

Known Powers:

Growth: Foster's rank was Amazing, but his Strength could only reach Incredible. Each time he used this power, he would have to make an Endurance FEAT roll, or black out for 1-10 rounds. If he blacked out, he would have to make a second Endurance FEAT or lose one rank of Endurance permanently due to cellular degeneration. He no longer possesses this limitation. His Endurance has been restored.

Protection vs. Psychic Attacks: Giant-Man has Amazing protection against mental attacks.

Talents:

Biochemistry

Contacts:

Thing, Champions of Los Angeles, Project Pegasus, Tony Stark, Henry Pym

History:

Longtime ally, former employee; former member of the Defenders and the Project Pegasus security team. A brilliant biochemist in the employ of Avengers benefactor Tony Stark, Foster was assigned to work with Avengers member Hank Pym on a cure for the latter's gigantic stature (Pym had been temporarily trapped at an abnormally large physical size). They eventually succeeded in this, but Foster stayed on as Pym's research partner and Avengers Mansion's resident scientist. Foster eventually left the Avengers' employ during one of Pym's leaves of absence from the team, and later used a facsimile of Pym's growth serum to become the super-hero Black Goliath. Still later, he assumed one of Pym's old aliases as the new Giant-Man, though he was eventually forced to retire from adventuring when health problems curtailed his size-changing power (he briefly regained his powers for a time through the aid of Avengers West members, but recently lost them again). He has remained an ally and associate of the Avengers, and supervised the construction of their West Coast headquarters. He has also renewed his research partnership with Henry Pym, and with it his occasional association with the Avengers.

Gideon



Gideon

Fighting: Excellent  
Agility: Good  
Strength: Excellent  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Good  
Psyche: Good

Health: 80  
Karma: 40  
Resources: Amazing  
Popularity: 0

Known Powers:

Power Duplication: Amazing ability, 1 Area Range. Powers above Amazing rank can be duplicated, but Gideon can only use them at Amazing Intensity. Power Stunts include:

- Gideon can boost a duplicated power by +1CS to a maximum of Amazing.
- Gideon can switch between two different powers or use two duplicated powers at the same time.

- Gideon can duplicate powers from mutants, altered humans, and aliens
- Immortality: Whether Gideon has True Immortality as he proclaims, remains to be seen.

Talents:

Business, Leadership, Martial Arts B

Contacts:

AIM, Toad Taylor Foundation, DeCoasta Trust, Externals

#### History:

Not much has been revealed about the past and early life of the mutant Gideon, including the events that led him to believe himself an External, an immortal mutant. Gideon studied at Harvard but was expelled under circumstances to be revealed. He went on to build his company, Ophrah Industries, into a corporate giant, intending to use his ever-growing financial power to dominate the world.

More recently, Gideon began forging alliances between hi-tech industrial consortiums such as GeneTech and the Taylor Foundation with powerful mutants or secret organizations such as AIM. He is known to have formed an alliance with the villainous Toad, who was leading the Brotherhood of Evil Mutants at the time, in a scheme to recreate the menace Proteus. Similarly, he joined a group of hedonists known as the Upstarts, although whether or not he carried through with their goals of killing mutants is unknown.

A long-time family friend of the De Costa family, he erroneously believed the young Roberto De Costa to be the new immortal that the Externals had been looking for. Gideon manipulated events to have De Costa's father killed and Roberto to take over the role as leader of the De Costa family company. Gideon positioned himself as De Costa's mentor, taking him away from his role in the hero team New Mutants and into Gideon's confidence.

Until recently, Gideon kept his power a secret, preferring to work behind the scenes. However, the heroes New Warriors, when investigating criminal links of the Taylor Foundation, caused Gideon to reveal his mutant powers and sadistic temperament, soundly defeating them.

When it was discovered that Cannonball was the mutant Gideon was searching for, Gideon abandoned De Costa, subjecting him to viscous experiments, until he was later rescued by the New Mutant's later incarnation, X-Force.

Gideon was the first External to be killed by Selene, when she drained him of his life energy.

Gideon had the mutant power to mimic other superhuman powers in his vicinity based on their genetic templates. He is known to have mastered the ability to absorb at least six powers at once and use all copied abilities simultaneously, often in ways the original owners had not yet considered. Gideon had access to genetic templates at his home and businesses, thus enabling him to mimic powers even when superpowered beings were not present.

Gideon also had access to numerous technological devices thanks to his contacts and his own wealth, including a variety of weapons, surveillance devices, and robotic servants.

#### Gilgamesh



#### Gilgamesh

a.k.a. Forgotten One, Hero

Fighting: Mn  
Agility: Rm  
Strength: Un  
Endurance: Un  
Reason: Ex  
Intuition: Rm  
Psyche: Rm

Health: 305  
Karma: 80  
Resources: Rm  
Popularity: 20

**Powers:**

Gilgamesh has the standard abilities of Earth's Eternals, though he has focused much of his power into strength. His powers are:  
Cosmic Energy Manipulation: Gilgamesh can manipulate cosmic energy with Am ability, projecting Am beams of force from his eyes.

☐ Metabolism Boost: By bolstering his metabolism with cosmic energy, he does not tire from exertion.

Flight: Gilgamesh can fly at Shift X airspeeds (50 areas/ round).

Illusion Generation: Gilgamesh generates Rm rank illusions to disguise his own appearance.

Invulnerability: Gilgamesh has Cl1000 resistance against cold, disease, electricity, energy, heat, radiation, and toxin attacks. He does not age. He can still be affected by Stun and Slam effects as well as Kill results. Kill results are only effective if they scatter Gilgamesh's atoms over more than six areas.

Teleportation: At Shift Z rank, he can teleport up to 400 areas away, but he must make a red Psyche FEAT roll to do so without becoming paralyzed with pain for 1-10 rounds at his destination. No karma can be spent on these rolls.

Uni-Mind: Gilgamesh, like all Eternals, can join the Uni-Mind.

**Talents:**

Martial Arts A, C, E, Multi-lingual (English, Ancient/ Dead Languages), Wrestling.

**Contacts:**

Olympian Eternals, Avengers, Warlord Kro

**History:**

Eternal whose true name is not known. Over the centuries he has been mistaken for Samson, Beowulf, Gilgamesh, Hercules & Atlas. He also learnt to rope from Buffalo Bill Cody, fought alongside Achilles in the Trojan War, fought with King David in Judah, and helped Aeneas following the Trojan War. He was also responsible for cleaning the Augean Stables, rather than Hercules. At some point he did befriend the Interloper, but otherwise, has been mostly solitary. In the identity of Gilgamesh, he became King of Uruk, and befriended Enkidu, a hairy wild man he once faced in combat. But after Enkidu was slain, he became obsessed with his own mortality, and sought the secret of eternal life, apparently unaware that he was immortal. During his adventures, he also fought the Kronans and an enormous snake. At some point, Zuras banished the Forgotten One to a corner of Olympia and stripped him of his name, forbidding anyone to speak with him. The Forgotten One also went blind, and it is not known when or how he ultimately restored his vision.

During the 4th Host, when the other Eternals were within the Uni-Mind, Sprite contacted the Forgotten One and gained his aid in saving the Celestial Mothership from destruction by Deviant Astronauts. Though the effort of detonating the Energy Bomb nearly slew him, the Forgotten One was saved by the One Above All, and he lived aboard the Mothership for a time. The One Above All gave him a new name- "Hero"- and made him his emissary to the people of earth. As Hero, the Forgotten One was ordered to prevent the Eternals from interfering with the judgement of earth, but he was defeated in combat by Thor, and withdrew his challenge. Zuras then restored Hero's honor, and assigned Sprite to care for him. After many of the Eternals left earth, Hero resumed the name of the Forgotten One, and infiltrated Lemuria, where he learnt of Ghaur's plan to challenge the Celestials. He warned his fellow Eternals of the danger, and was asked by Ikaris to become the new Prime Eternal, but he declined.

During the demonic invasion of earth known as "Inferno", Thena requested the Forgotten One to aid the humans, and, once more calling himself Gilgamesh, he complied. This led to his meeting the Avengers and joining their team, but developing insecurity around Thor, he finally left the team after somehow being injured by the Lava Men. When his strength returned, he aided the Avengers on a few cases, before being captured a being claiming to be Kang, who may actually have been Immortus. "Kang" forced Gilgamesh to train his Anachronauts, and when Gilgamesh finally escaped, he had aged rapidly. Immortus then sent an Anachronaut named Neut to slay him. It remains to be seen if Gilgamesh is truly dead, with the revelation of Immortus' involvement.

Gladiator



### Gladiator

Fighting: Monstrous  
Agility: Amazing  
Strength: Unearthly  
Endurance: Shift-Z  
Reason: Unearthly  
Intuition: Monstrous  
Psyche: Shift-Z

Health: 725  
Karma: 675  
Resources: Monstrous in the Shi'ar Empire  
Popularity: 100 in the Shi'ar Empire

#### Powers:

Invulnerability: Unearthly resistance to Physical and Energy Protection. Shift-Z Heat, Cold, Gas, Disease and Radiation Protection.

Self-Sustenance: Unearthly ability to survive without the need for food air or water. Hyper-Speed: Gladiator possesses Unearthly rank in this ability.

True Flight: Shift-Z Airspeed. Cl3000 Space Speed capable of entering hyperspace.

Psychic Reflection: Automatic reflection of any Psionic attack at -1CS; a Yellow Psyche FEAT Roll by the attacker stops the attack at it's inception.

Heat Vision: Mn Energy Damage, 10 Area Range

Telescopic Vision: Mn Range (40 Areas)

#### Weakness:

Any loss of self-faith drops all Powers -2CS and Abilities -3CS. At the Judge's discretion, A Red Psyche FEAT Roll is needed to retain his confidence and Powers.

### Glorian



## Glorian

Thomas Gideon

Fighting: Typical

Agility: Good

Strength: Poor

Endurance: Typical

Reason: Typical

Intuition: Good

Psyche: Amazing

Health: 26

Karma: 66

Resources: CL5000

Popularity: 0

### Known Powers:

**Tachyon Manipulation:** Glorian's major power is his ability to travel by creating a "Rainbow Bridge" of tachyons. With it he can carry himself and anyone else he wishes at CL3000 speeds. While travelling, Glorian and his passengers do not require food, water, air, or livable temperatures.

**Reality Manipulation:** Glorian has Illusion Generation powers at Shift-Z rank. At a rate of one area/round, he can convert up to a 10 mile diameter circle for up to 23 hours. If he does not maintain this illusion, the area reverts back to its original appearance.

### Talents:

Student

### Contacts:

Shaper of Worlds

### History:

Thomas Gideon, son of billionaire Gregory Gideon and his wife Claire, was aboard a private jet with his parents when it was caught in the heat-pulse and blast wave of a Russian nuclear weapon test. The plane crashed, killing all but Thomas and his father. Picked up by a Russian trawler, the two Gideons were eventually hospitalized. There they were told that they were dying of radiation poisoning. The elder Gideon spent his remaining months designing a device to tap the mutated genes of the hero team Fantastic Four which he believed would somehow reverse his cellular decay and that of his son at the expense of the Fantastic Four's lives.

His selfish scheme was thwarted by the hero team, and the elder Gideon was killed when his pawn, the robot Dragon Man, broke free of his control. In the midst of the wreckage appeared the alien Shaper of Worlds, attracted to the site by the dreams of one of Gideon's henchmen. Though the henchman's dreams proved inadequate, the Shaper took Thomas Gideon, cured him of his fatal disease, and helped him attain his true potential. As Glorian, the young man left Earth with the Shaper to undertake learning the Shaper's skills.

Still an Earthling at heart, Glorian often returned to Earth and involved himself in the lives of its superheroes. At one point, Glorian tried to help the monster known as the Hulk by giving him his heart's desire. Instead, however, Hulk became involved in a plot against Glorian by the demon Satannish, who was after Glorian's soul. In the end, the Hulk intervened on behalf of Glorian, and so saved Glorian from

Satannish's grasp. Later, Glorian was attracted to the fevered dreams of the young mutants known as Generation X. Glorian helped the mutants from being lost at sea.

Goddess



Goddess

Aramatius

Fighting: Rm  
Agility: Ex  
Strength: In  
Endurance: Un  
Reason: Ty  
Intuition: Ex  
Psyche: Rm

Health: 190  
Karma: 56  
Resources: Pr  
Popularity: 0

Powers:

Time Control: AM control over the time stream. She is able to perform a number of power stunts with this power.

- Time Travel: Traverse various time timelines with AM ability
- Regenerate wounds: Shifting a portion of his body to a time before she was injured with RM effect.
- Time Freeze: Step outside of time to alter events. Requires a yellow FEAT for IN duration.
- Temporal Blast: Fire blasts of temporal energy capable of inflicting UN damage.
- Lightning Speed: Speed time surrounding himself permitting apparent fast motion at EX ability.
- Aging: multiply aging by AM rank. This can affect any target. People grow old, flowers bloom, metals become brittle e etc. The reverse is also true and can act as a fountain of youth.
  - green accelerates aging
  - yellow stops it and
  - red reverses it.

Weather Control: MN

- Protection from the weather: AM
- Weather Prediction: AM
- Create fog: AM intensity & thickness
- Lightning Bolts: MN
- Create AM strength winds, cyclones etc.
- Change weather effects with AM ability, green and yellow FEAT to increase and red to decrease.

Teleportation: RM ability to teleport. She can perform the following power stunts:

- Teleport 1 or 2 passengers. Passengers must make an Endurance FEAT or be knocked out for 1-10 rounds.

☐ Teleport part of an object (usually non-organic), causing Am damage on the object (and a possible kill result).

Dimensional Travel: She can travel to Mt Olympus, Asgard, Earth and the Dark Dimension with EX ability at will.

Emotion Control: Can affect a range of emotions with the following effects:

☐ Promote Love: EX

☐ Induce Fear: RM

☐ Instill Loyalty: AM

True Invulnerability: RM resistance to physical, heat, cold, energy, radiation, toxins, aging, disease as well as mind and magic attacks.

True Immortality: as an Olympian she cannot die.

Talents:

Hunting

Thrown Objects

Contacts:

Gorgon



Gorgon

Fighting: Rm

Agility: Gd

Strength: In

Endurance: Am

Reason: Ty

Intuition: Gd

Psyche: Gd

Health: 130

Karma: 26

Resources: Ex

Popularity: 6/80 among Inhumans

Known Powers:

Mutated Legs and Feet: Gorgon's legs are heavily muscled and his feet have taken the form of hooves. His legs can generate an intense pulse of kinetic energy which is triggered by his stomping. He can do Am damage to materials by kicking them, and if he stamps upon the ground his power is felt as a shockwave attack with a range of 2 areas. Note that no damage is inflicted by a shockwave attack, although stuns and slams still take effect.

Gorgon is treated as if having Mn endurance for purposes of slams, stuns and being knocked off his feet in combat.

If he falls he always lands on his feet, Gorgon and anyone he carries are treated as having Am body armor when falling.

Talents:

bureaucracies

Contacts:  
Inhumans

History:

Gorgon was the only son born to the architect Korath and the archivist Milena, leading citizens of the Inhumans' city-state Attilan. Korath was a brother to Agon, king of the Inhumans, and thus his son Gorgon is considered part of the Royal Family of Attilan. Like most of the new generation of the Royal Family, Gorgon was subjected to the Terrigen Mist when he was an infant, and the process endowed him with certain physical adaptations and powers. Gorgon's parents were killed in the war against the Trikon, three of the Inhumans' worker drones who were transformed into energy beings. During this war, Gorgon was forced to flee Attilan along with the deposed ruler Black Bolt and other members of the Royal Family (see Black Bolt). For years, Gorgon and his companions wandered Asia, Europe, and finally America in search of their kinsman Medusa, who was separated from them (see Medusa). When they finally found her in New York, Medusa mistook Gorgon as her enemy, having suffered from amnesia during her exile. Gorgon was forced to battle the Fantastic Four, among whom she sought protection. The misunderstanding was soon resolved, and Gorgon and the Royal Family returned to Attilan where Gorgon's cousin Black Bolt resumed his rightful rule. Gorgon has remained one of Black Bolt's most trusted aides and one of Attilan's staunch defenders ever since. With Attilan's unexpected return to Earth, Gorgon once more must deal with being an Inhuman in a human world.

Gorilla Grodd



Gorilla Grodd

Fighting: Incredible  
Agility: Remarkable  
Strength: Monstrous  
Endurance: Amazing  
Reason: Excellent  
Intuition: Good  
Psyche: Amazing

Health: 195  
Karma: 80  
Resources: Excellent  
Popularity: -10

Known Powers:

Hyper-Intelligence: Monstrous ability to comprehend/design/repair technology

Telepathy: Amazing

- Mind Blast: Amazing
- Mind Scan: Incredible

□ Mind Control: Remarkable

Body Armor: Excellent vs. Physical and Energy

Berserker: Able to avoid stuns and slams as well as psychic attacks. Must make a Yellow Psyche FEAT to come out off it.

Talents:

Resist Domination, Wrestling, Repair/Tinkering, Leadership

Contacts:

None

History:

Deep in the heart of Africa is a city hidden by mountains and illusion. Where it now stands, a meteor crashed during the 19th century, its rays imbuing a gorilla tribe with hyper-intelligence and telepathy. There they now live, in an advanced society using science far beyond our own.

On an exploratory mission, their leader Solovar was captured by humans. Rather than reveal the existence of Gorilla City, he played dumb and allowed himself to be taken to a Central City circus. Grodd came after him, but not for rescue; his intent was to steal Solovar's secret for controlling others through force of mind. He succeeded, but ran afoul of the Flash for the first time. His plan to create an army of his fellow gorillas and take over the world was foiled.

Since then, Grodd has spent most of his time imprisoned in Gorilla City, breaking out only when he has a plan ready. Often he has gone to Central City, hoping to eliminate the Flash before he could interfere with his plans. At times, he has led a political faction within Gorilla City, sometimes even becoming the dominant force.

Grodd had been trapped inside the human body of an overweight street bum. He was attacked by a gang known as the Vultures. One of them commented on how their member Iggo had the strength of a gorilla, which reminded Grodd of his true form. Suddenly changing back to his original shape and size, he quickly defeated the gang, making them believe that they are burning in molten lava by using his force of mind power. Reading the minds of the crooks, he saw that one of the former members of their gang was a friend of the Flash, and a plan began to form in his mind.

Grodd found another space-rock, identical to the one that had given him his powers, and contacted Hector Hammond, a human who had also gained similar powers through another space-rock, hoping to use this meteorite as a super-weapon to rule the world. However, while Hammond and Grodd tried to wrestle this meteorite away from the Green Lantern, who had joined the Flash in Africa, it exploded, accelerated Grodd's evolution even moreso. With these heightened powers, Grodd was able to gain control of Gorilla City's entire population. With the help of Rex the Wonder Dog, the two were able to defeat Grodd. The battle left Grodd's mind like a child's, and he and Hammond, who the meteorite had turned into a Cro-Magnon, were left in Gorilla City to be educated into useful citizens.

Details by: Silversnake

Gossamyr



Gossamyr

Fighting: Poor

Agility: Good  
Strength: Typical  
Endurance: Good  
Reason: Typical  
Intuition: Typical  
Psyche: Incredible

Health: 30  
Karma: 52  
Resources: Poor  
Popularity: 0

**Known Powers:**

**Emotion Control:** Gossamyr has an unconscious ability to control emotions. When she is present, her unconscious desires will force men to fight for her affections and women to act jealous and spiteful. A Yellow Psyche FEAT roll is required to resist, reduced to Green if the characters are aware of her influence. Gossamyr's powers will not affect those already in combat.

**Energy Cocoon:** Gossamyr can, in extreme emergencies, transform herself into an energy cocoon. This cocoon flies at Incredible rank speed (20 areas per round), has Amazing protection against physical and energy attacks, and does Incredible rank damage on impact via a Charging attack. However, when ever she enters this form, she must make a Yellow Endurance FEAT roll or be unable to escape the cocoon until she evolves to adult form.

**Adult Form:** When Gossamyr gets to a certain age, she will transform in to a giant monster capable of ravaging suns. Their stats are left to the Judge's imagination.

**Talents:**  
None

**Contacts:**  
New Mutants, X-Terminators

**History:**

Gossamyr is a member of a race of creatures powerful enough to ravage suns. She and her parents had been kidnapped by a freebooting intergalactic merchant named Spyder, who also kidnapped Lila Cheney, a friend of the New Mutants. When the New Mutants pursued Spyder to rescue her, Gossamyr escaped and joined them, and despite initial troubles, learned to like them. When Gossamyr's parents were prematurely evolved into monsters by Spyder, Lila gave her life to save them by teleporting herself and Gossamyr's parents into the heart of the sun. Gossamyr joined the New Mutants.

Several months later, when the New Mutants entered the giant ship headquarters of X-Factor, the ship recognized Gossamyr as a member of the race of star destroyers and tried to prevent her from evolving into her adult stage by killing her. After the ship was dissuaded from killing her, it gave Gossamyr a one-man starship and sent her to a planet where those of her race had been taught to use their powers peacefully. When last seen, Gossamyr said goodbye to her friends in the New Mutants and left to pursue her destiny.

Grandmaster



Grandmaster

En Dwi Gast

Fighting: Good  
Agility: Excellent  
Strength: Excellent  
Endurance: Remarkable  
Reason: Unearthly  
Intuition: Incredible  
Psyche: Amazing

Health: 80  
Karma: 190  
Resources: Unearthly  
Popularity: 0

Known Powers:

Immortality

Invulnerabilities: CL1000 vs. heat, etc (same as Collector)

Power Primordial: Shift-X

- Shift-X Energy or Force Blast
- Forcefields
- Death-Power: victim must make a Shift-X Endurance FEAT or begin losing End.
- Transform molecular structure of matter
- Teleport
- Bestow permanent powers up to Unearthly
- Resurrect dead up to 29.5 hour after death, this does not work on immortals
- Bestow Death or Resurrection power on mortals for 5 minutes.
- Levitation

- Cosmic Awareness

Life Support: Shift-Z

Talents:

Games, Mathematics

History:

As is the case with all of the Elders of the Universe, the Grandmaster's origin is lost in the early history of the universe. It is known that he is one of the oldest living beings in the universe. Like the other Elders, he is the survivor of one of the intelligent races that evolved in one of the first galaxies to form after the 'Big Bang', the cataclysmic event in which the universe was created. Although his race became extinct and even his native galaxy died as the ages passed, the Grandmaster, like the other Elders, lived on, having become virtually immortal. As the relatively few survivors of the earliest period of the universe, the Elders regard themselves as figuratively being brothers.

The Grandmaster has spent his extraordinarily long life in pursuit of amusement through the playing of games. He has traveled throughout the known universe, studying many civilizations' forms of games and play to the point of mastering them. He then began to devise his own types of tournaments and contests, challenging various opponents to games of skill and chance for high stakes.

Capable of traversing space, time, and the dimensions, the Grandmaster once journeyed to the alternate Earth inhabited by the Squadron Supreme to stage a contest of champions with the time-traveling Scarlet Centurion. The Grandmaster's standard method of playing games was to choose a team of champions to do combat with another team selected by his opponent. The Grandmaster used the Squadron as pawns for his games, while the Centurion assembled various of the Squadron's enemies as the Institute of Evil. Winning the contest, the Grandmaster determined to create his own Squadron, since the original Squadron was unwilling to participate in further games.

He returned to his own universe and transformed three Earthmen into counterparts of Squadron members Nighthawk, Dr. Spectrum, and the Whizzer. He also created a counterpart to Squadron member Hyperion out of non-living extradimensional matter and invested it with consciousness and artificial memories. These four counterparts became the criminal team known as the Squadron Sinister.

Having done this, the Grandmaster journeyed to the time period of Kang the Conqueror (a temporal counterpart of the Scarlet Centurion) and engaged him in a game. After Kang's champions, the Avengers, defeated the Squadron Sinister, the Grandmaster drafted the World War II heroes, the Invaders. If Kang won, the Grandmaster would briefly grant him the power of either life or death; if Kang lost, the Grandmaster would destroy the Earth. Fortunately, Kang's champions, the Avengers, triumphed.

Later, having returned to the 20th century, the Grandmaster used Daredevil and the Defenders as his pawns in a game against the Prime Mover, a robotic computer created by Doctor Doom.

Upon winning this match, the Grandmaster decided to take control of the Earth as a breeding ground for superhumanly powered pawns for his games, but gave up the Earth after losing a bet with Daredevil.

Although the Grandmaster can resurrect most living beings after their deaths, he cannot do so with virtually immortal beings like himself who are killed. Therefore, the Grandmaster was unable to resurrect his brother Elder, the Collector, after the latter had been murdered. Greatly distraught over the Collector's death, the Grandmaster challenged Death itself to a game. If the Grandmaster won, then the Collector would live; if he lost, then the Grandmaster too would die. The Grandmaster and Death each selected teams from among Earth's superhumans, and sent each team to find and do battle over possessing sections of a 'golden globe of life.'

The Grandmaster pledged that if his team won, he would never use Earth people as pawns in his games again. The Grandmaster's team indeed won, but then Death revealed that in order to use the golden globe to resurrect the Collector, the Grandmaster would have to forfeit his own life. Compelled by his sense of gamesmanship to see the game through to its conclusion, the Grandmaster died, and the Collector returned to life.

The Collector eventually played a game of his own with Death, pitting the East Coast and West Coast Avengers against each other. The battle acted as a diversion so that the Grandmaster could absorb Death's powers, but he was later distracted by Hawkeye and Death was freed.

Since that time the Grandmaster has allied with the other Elders in a scheme to kill Galactus. Due to the interference of the Silver Surfer, the plan failed.

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Later, having returned to the 20th century, the Grandmaster used Daredevil and the Defenders as his pawns in a game against the Prime Mover, a robotic computer created by Doctor Doom.

Upon winning this match, the Grandmaster decided to take control of the Earth as a breeding ground for superhumanly powered pawns for his games, but gave up the Earth after losing a bet with Daredevil.

Although the Grandmaster can resurrect most living beings after their deaths, he cannot do so with virtually immortal beings like himself who are killed. Therefore, the Grandmaster was unable to resurrect his brother Elder, the Collector, after the latter had been murdered. Greatly distraught over the Collector's death, the Grandmaster challenged Death itself to a game. If the Grandmaster won, then the Collector would live; if he lost, then the Grandmaster too would die. The Grandmaster and Death each selected teams from among Earth's superhumans, and sent each team to find and do battle over possessing sections of a 'golden globe of life.' The Grandmaster pledged that if his team won, he would never use Earth people as pawns in his games again. The Grandmaster's team indeed won, but then Death revealed that in order to use the golden globe to resurrect the Collector, the Grandmaster would have to forfeit his own life. Compelled by his sense of gamesmanship to see the game through to its conclusion, the Grandmaster died, and the Collector returned to life.

The Collector eventually played a game of his own with Death, pitting the East Coast and West Coast Avengers against each other. The battle acted as a diversion so that the Grandmaster could absorb Death's powers, but he was later distracted by Hawkeye and Death was freed.

Since that time the Grandmaster has allied with the other Elders in a scheme to kill Galactus. Due to the interference of the Silver Surfer, the plan failed.

Graviton



Graviton

Franklin Hall

Fighting: Pr  
Agility: Ty  
Strength: Ty  
Endurance: Rm  
Reason: Ex  
Intuition: Gd  
Psyche: Ty

Health: 46  
Karma: 36  
Resources: Rm  
Popularity: -10

Powers:

Gravity Manipulation: Sh-Y. He has developed the following power stunts:

- Flight: Un
- Levitation: Sh-X
- Increase/Decrease Weight-Sh-Y
- Gravitic Force bolts: Un
- Gravitic Force Field: Un

Talents:

Physics

Contacts:

Quantum, Zzzax

History:

Frank Hall is a petty man blessed with god-like powers. He was working at a research facility when a laboratory accident left him extremely powerful. At first using his powers for subversive revenge against his annoying co-workers, he soon wanted to rule the world with his powers. He kidnapped an entire complex, suspending it in the air, and kidnapped his friend's wife to make her his "queen." The Avengers opposed him, but it was his "queen's" attempted suicide that unhinged Hall enough to allow himself to be defeated.

Later, he sent out communications into outer space so that he could make allies with representatives of the other 3 fundamental forces, (his control over gravitation being one, the weak force, strong force, and electromagnetism being the others.) Assembling his team, they fought and captured the Avengers' west coast branch. Tigra used her human alter-ego to escape and free the others, and they set up their enemies to fight each other. Their powers out of control, Graviton and the complex he was suspending in the air shot into space. His survival and subsequent activities remain to be seen.

Green Arrow



## Green Arrow

Oliver Queen

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Excellent  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 80  
Karma: 40  
Resources: Typical  
Popularity: 30

Known Powers:  
none

Equipment:  
Bow, 3 arrows/round at 7 areas range.

### Arrows:

- Acetylene Torch: Remarkable Heat damage
- Acid: Monstrous damage (3 areas range)
- Bladed: Remarkable edged damage
- Blunt: Remarkable blunt damage
- Bola: Remarkable entangling attack
- Boomerang: Added to other arrows forces the arrow to return the following round.
- Boxing Glove: Remarkable blunt damage, Endurance FEAT or stunned for 1-10 rounds.
- Cable: Incredible material. 100 ft long
- Electric: Amazing damage, 5 areas
- Fan arrow: Remarkable wind generation.
- Flare: Good light, Amazing damage
- Grenade: Amazing damage to 1 area
- Magnetic: Incredible adherence to metal, may carry cable or other arrowheads.
- Net: Incredible entanglement
- Glue: Remarkable adherence to rough surfaces
- Jet: Increase range +1area. Can carry other arrowheads.
- Siren: Excellent sonic generation, Endurance FEAT or stunned for 1-10 rounds.
- Smoke: Excellent intensity darkness to 1 area.
- Suction Cup: Remarkable adherence to smooth areas.

□ Tear Gas: Incredible, 1 area

Talents:

Weapon Specialist: Bow, Marksman, Arrow Head Design and Construction, Business, Pilot, Martial Arts A

Contacts:

JLA, JSA, Black Canary, Connor Hawke, Star City Police, Arsenal, Airwave

History:

Oliver Queen was the millionaire wonder boy of Star City, the young head of a corporate empire who was on a party yacht called the Kristina when he interrupted a pirate takeover of the ship. He was thrown over the side of the ship by these pirates and nearly drowned. He was able to swim to a nearby deserted island. To survive he ate the fruit of the land and fashioned a bow and arrows from bamboo and his arrow heads from coral. He trained hard to get his daily meals by catching fish. To catch several fish at a time, he fashioned his first net arrow and was rewarded for his efforts. He spent several months on the island until one day he spied the same pirates that had thrown him over board on the other side of the island. Oliver slowly crept up on them and saw that the pirates had used this part of the island to store their ill gotten gain. They were using some of the crew at gun point from their last heist as labor to carry the booty to the island. Oliver saw there were too many thugs so he bided his time until he could use his net arrow.

He netted the whole lot except for one who tried to escape. Oliver ran after him and promptly knocked the escapee out with one right cross. The captain of the ship thanked oliver and holding the green shaft mentioned that "we owe alot to this green arrow." and thats where Oliver took his name from. Later on he became the Green Arrow and had a sidekick named speedy a young lad who was quite skilled with bow. Speedy became grew up to become the hero Arsenal. Green Arrow also joined the Justice League of America during the so-called glory years. Oliver also had the famous Black Canary as his girl friend for many years but they never tied the knot.

As of late Green arrow was reportedly killed but he once again has resurfaced. During the time he was lying low, his son Connor Hawk (his mother unknown) took up the mantel of Green Arrow and joined the Justice League for awhile. Connor was just as skilled with the bow as his dad was and had monks teach him his zen archery skill and unarmed martial arts.

Supplied by Silversnake

Green Goblin



Green Goblin

Norman Osborn

Fighting: Excellent  
Agility: Incredible  
Strength: Remarkable  
Endurance: Incredible  
Reason: Good  
Intuition: Excellent  
Psyche: Typical

Health: 180  
Karma: 36  
Resources: Excellent  
Popularity: -15

Known Powers:  
Regeneration: Amazing

Equipment:

Body Armor: Excellent protection vs Physical and Force attacks, and Remarkable protection from Energy attacks.

Pumpkin Bombs: Remarkable Energy, and may explode on contact, or by twisting the stem, can be set to explode up to 2 rounds after being thrown.

Goblin Grenades (Asphyxiation Bombs):

- Plain Smoke: Incredible intensity
- Knock-Out Gas: Incredible intensity
- Incendiary: Incredible intensity

Spider-Sense Clouding: Knocks out Spider-Man's Spider-Sense at Poor rank for 24 hours. (The gas can be used on it's own, and can also be used in a regular pumpkin bomb. The gas knocking out other people's danger sense is up to the individual judge who can make their own ruling.)

Razor Bats: Good Edge, throwing damage. Multiple blades can be thrown, but at a -1CS for each additional blade thrown that round.

Glove Blasters: Remarkable Energy for 3 areas

Goblin Glider:

Control: Incredible Speed: Typical Airspeed, Body: Good Protection: Nil

Pike: Excellent edged damage, but can increase with a flying charging attack.

Talents:

Business, Electronics, Chemistry, Throwing Weapons

Contacts:

Brotherhood of Sciers, Underworld, Businesses, Osborn Chemical

History:

Norman Osborn was originally the ruthless co-owner of a leading chemical manufacturing firm based in New York City, which also had research divisions that dealt in other areas, including robotics. After having his business partner, Professor Mendel Stromm, imprisoned for embezzling, Norman Osborn tried an experimental formula of Stromm that blew up in his face. He nearly died, but discovered that the formula increased his intelligence and, presumably, his strength. It also drove him insane. Plotting to become leader of the underworld, Osborn created his Green Goblin persona and decided to establish his reputation by killing the hero Spider-man. He came close but failed many times.

Devising a compound that would weaken Spider-man's spider-sense, he followed the web-slinger undetected. Snatching Spider-man while he was in his civilian identity of Peter Parker, the Goblin carted him back to a secret hideout. There he revealed to Peter his own secret identity. During the battle, the Goblin came in contact with live wires, which seemed to jolt him into partial amnesia. Since Osborn had no memory of his criminal past, Spider-man let him go.

The amnesia, however, proved temporary. Osborn several times regained the memories of the Green Goblin and, knowing Spider-man's own secret identity, came after Parker each time. The final time, deciding the direct approach wasn't working, the Goblin kidnapped Gwen Stacy, Parker's girlfriend, and killed her. Although Spider-man came close to exacting the ultimate revenge for this act, he pulled back before killing the Goblin. The fight may have continued, but the Goblin was accidentally impaled by his own goblin glider.

Apparently, however, his goblin-formula saved him from death, and Osborn travelled across seas to secretly plot against Spider-Man. When he learned of the death of his son Harry, he ultimately assumed that Spider-Man/Parker was responsible for it, and returned to America to launch his operation to destroy Spider-Man and Peter Parker. The result was the "Clone Saga," where the Spider-clone, Ben Reilly, created by the Jackal several years before, returned, and Osborn manipulated Dr. Seward Trainer in reversing his test results, to make Parker think he was the clone.

Finally, Osborn, in the midst of a battle between Spider-Man (as Ben Reilly) and Gaunt (a resurrected Mendel Stromm), captured Spider-Man and seemingly killed Gaunt. Osborn also captured Peter Parker, and, becoming the Goblin again, battled Parker as Spider-Man above the streets of New York City. In the end, Reilly, the clone, sacrificed his life to save his "brother," and the Green Goblin was engulfed in an explosion and mysteriously vanished.

Osborn quickly resurfaced, however, and bought the Daily Bugle from his old friend J. Jonah Jameson, and proceeded to orchestrate attempts on his life. He also revived the Man-Wolf side of Jameson's son, John.

Green Lantern



## Green Lantern

### Kyle Rayner

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Remarkable  
Reason: Typical  
Intuition: Good  
Psyche: Amazing

Health: 90  
Karma: 46  
Resources: Gd  
Popularity: 10

#### Equipment:

**Green Lantern Power Ring:** Green Lantern's ring, considered by some to be one of the most powerful weapons in the known universe, has the ability to affect and use fundamental forces of the known universe, including electromagnetic energies such as gravity, radiation, heat, light, and powerful blasts of concussive force.

- Material Strength: CL3000
- Reason: Incredible
- Intuition: Incredible
- Psyche: Excellent

**Electromagnetic Force Manipulation:** The Green Lantern Power Ring has extensive energy manipulation powers able to effect the entire spectrum including gravity, radiation, heat, light at Monstrous ability. Kyle can only create 1 effect per round, but can maintain up to 3 existing effects by making a successful psyche FEAT roll. Powers stunts include:

- Energy Blasts: Monstrous Energy, 7 areas
- Kinetic Blast: Project Monstrous blasts of concussive force.
- Force Field: Monstrous rank
- Create objects of solid energy: Monstrous

*Note: On the creation of solid objects the GM decides which creations are within the power of the ring and assigns a power intensity FEAT: Simple weapons, entrapments devices, common geometric shapes, gigantic hands and simple containers are all powers stunts and are usually Monstrous rank.*

The GL ring is also capable of imparting the following extra abilities:

- True Flight: Incredible airspeed in Earth's atmosphere, Cl3000 in space
- Life Support: The ring provides Cl1000 life support when required.
- Energy Sheath: This life sustaining aura protects him from harm. The ring generates a field of life sustaining atmosphere and protection from harmful radiation, even if the wearer is unconscious. It also offers Remarkable defence vs attacks.
- Electromagnetic Scanning: The ring has a wide range of detection abilities. If Kyle can conceive of it, he can probably detect it. Most normal electromagnetic phenomena are within the range of the ring, including radio, television, infrared, ultraviolet, and high frequency band communications at Unearthly levels.

- Universal Translator: The ring allows Kyle to communicate with anyone, no matter what language is spoken at Amazing rank. The ring allowed for translation as long as the medium for communication was able to be duplicated by the ring, and that the wearer was aware that communication was being attempted.
- Regeneration and Recovery: Excellent ability to repair minor injuries in himself or others.
- Linguistics: Remarkable

The power ring is also capable of imparting the following powers although Kyle has not yet shown them.

- Absorption Unearthly
- Invisibility Monstrous
- Astral Travel: Excellent
- Life Sense: GL "Type" Energy only: CI1000
- Raise Power: Any power or ability of the ring may be temporarily enhanced by a psyche FEAT roll. He must roll with -2CS against Psyche for every +1CS he is hoping for. If he wants to fly at Remarkable he must make a Psyche check at Good. This is why Lanterns can make HUGE energy blasts but have gritted teeth and sweat pouring down their face. The more powerful the blast the harder it is to do.

#### MORE ON THE GL RING:

All the original power rings wielded by the GLC had to be charged from miniature power batteries once every 24 hours, the Guardians also placed an impurity into the energy supply so that the rings energies would not effect anything yellow. The reason for this was to stop the Lanterns becoming all powerful. The sole existing ring belongs to Kyle Rayner and does not possess the yellow impurity also his battery is formed from a fragment of the original main battery and is the rings sole power source. Recently it was revealed that the last surviving Guardian is able to create more rings (he offered one to Hal Jordan who turned him down realising that you can never turn back) so perhaps the Green Lantern Corps is not gone forever.

#### Weakness:

Kyle Rayner's ring has none of the standard limitations imposed on G.L rings. It retains a charge until it runs out of power. This variability ensures that Kyle takes a great effort to keep it charged.

- Charge: Kyles ring maintains a CL3000 positive charge to use. This is decreased by the power rank used.

The other real weakness of the ring is the wearer. If Kyle can be kept from focusing his will, through drug use, neural interference, vertigo or other form of mental incapacitation, then the ring can be rendered useless.

#### Talents:

Aerial Combat(+1CS on all feats while flying), Artist

#### Contacts:

JLA, Jade

#### History:

The Guardians of the Universe were gone, the Green Lantern Corps destroyed, the Rings powerless. All at the hands of former GL Hal Jordan who angered by the Guardians appearing lack of humanity decided to take the entirety of their emerald power for himself so that he might rebuild Coast City and bring back to life it's seven million inhabitants. All this was unknown to small time graphic illustrator Kyle Rayner as he exited the back of a LA night club to be confronted by the diminutive form of Ganthet - the last of the Guardians.

In that instant Kyle's life was transformed as Ganthet gave him the last functioning Green Lantern Ring before disappearing. It took Kyle's girlfriend, a local photographer to identify the connection in the uniform that the ring generated and that worn by the heroes known as Green Lantern. Kyle had to begin to learn how to use the ring and was thrown head long into a confrontation with the supervillain Ohm that caused him to under go a crash course in self tuition in the abilities of the Green Lantern ring. After the battle Kyle decided to change from the traditional GL costume to one of his own design to differentiate him from the previous wielders of the ring.

Things started to snowball quickly for the rookie GL when he had his first encounter with another superhero in the form of Superman whom he helped to defeat the alien warlord Mongul and he gained his first insight into the history behind the ring. Shortly afterwards a shadowy government agency used Major Force to try and capture/kill Kyle so they could gain his ring after they had come into ownership of a piece of glowing green material of extraterrestrial origins. Major Force killed Alexandra DeWitt, Kyle's girlfriend and left her body in the fridge, in the ensuing battle Kyle found that his ring had literally run out of energy. When the Major confronted Kyle with the green material it morphed into a traditional; power battery and Kyle found that he could recharge his ring and defeat Major Force.

Mere hours after Alex's death as Kyle tried to come to terms with her death he was visited by Alan Scott, the original Golden Age Green Lantern who explained to him the legacy of the Corps, the fall of Hal Jordan and the destruction of the Guardians of the Universe. It was then that Kyle was pulled into the crisis known as Zero Hour.

It was during the Zero Hour that Kyle first met Hal Jordan as the villain Parallax. They battled each other at the dawn of time with the result that when the universe was restarted both were thrown back into normal existence on Oa. Hal tried to absorb new emerald power from the very soil of Oa and Kyle was forced to destroy the planet rather than let Hal have access to more energy. On his way back to Earth Kyle encountered the New Titans and Darkstar Donna Troy (the former Wonder Girl). He adventured with them and eventually he started a relationship with Donna and became a member of the Titans.

Kyle soon had the chance to come face to face with Ganthet again when the Guardian tracked him down and tested him and chose that Kyle was unworthy to wield the ring. Right in the middle of the discussion Parallax appeared and demanded that Ganthet give him the ring. Kyle and Hal broke out into a "Battle Royal" that forced Ganthet to gather together former Justice Leaguers to put a stop to Hal. In the end it was Kyle's unending determination that forced Hal to admit that there was no going back, he could never be Green Lantern again.

The following weeks made Kyle look more into what it was to be a superhero and a Green Lantern. It forced a rocky time on his relationship with Donna but Kyle gained valuable advice from Darkstar, John Stewart and set off to gain further advice from Batman, Captain Marvel and Wonder Woman. He also teamed up with Donna, John, the rest of the Darkstars and Adam Strange to defeat the bastard son of Darkseid, Garyven. Afterwards Kyle started a friendship with the second Green Arrow, mirroring an old tradition. Things started to level off for him as he gained more respect with the Superhero community when he joined the Justice League and helped persuade Hal to save the Earth during the Final Night.

Kyle had to face the supervillain Fataality, a woman whose world was destroyed due to an accident when John Stewart was Green Lantern. She has hated GL's ever since and sought to track down and kill all former and current GL's. After her defeat Kyle had to deal with the appearance of Jade in his apartment. Her brother Obsidian got into a battle with Kyle when Obsidian mistook his intention towards her as she is only staying there until she gets back on her feet. Recently Kyle has been reunited with his mother in California, while there he learned that Donna's young son and her ex-husband had been killed in a horrific car crash. He is now come to terms with the death of Hal Jordan and is beginning to become more comfortable in the role of Green Lantern. A further encounter with Grayven catapulted Kyle into the 30th century where he encountered the Legion of Superheroes.

After joining the Legion in the fight against a future criminal group called the Green Lantern Corps, Kyle was returned to the 20th century, however instead of ending up back in his present he was sent 10 years further into the past, where he met a young Hal Jordan, who had just recently become a Green Lantern himself. After having helped out Hal in apprehending Sinestro the Guardians of the Universe used their mental energies to return Kyle to the present, but Kyle was not the only one. Just before the energies that were supposed to send Kyle into the future Sinestro pushed Hal into the equation catapulting Hal into the future along with Kyle. The two heroes spent the next few weeks learning more of each other. Following a fight with his own future self, Parallax, Hal was returned to his own time with no recollection of his adventures in the future. However, before returning Hal gave Kyle a duplicate of his own power ring in the hope Kyle would one day recreate the Green Lantern Corps.

Determined to honor Hal's wishes Kyle elected Jade to be his stand-in while he himself went into space to form a new corps. Unfortunately his attempt didn't turn out quite the way he had hoped as one of his new Green Lanterns tried using his newfound power to conquer the world and although Kyle and the rest of his new Green Lantern Corps eventually beat him, Kyle decided that he wasn't ready to start a new corps yet and reclaimed the new Green Lanterns' rings and returned to Earth.

Gremlin



Gremlin

Fighting: Good  
Agility: Good  
Strength: Poor  
Endurance: Remarkable  
Reason: Incredible  
Intuition: Good  
Psyche: Remarkable

Health: 54  
Karma: 80

Resources: Good  
Popularity: 5

**Known Powers:**

Hyper Intelligence: Gremlin's reason is Amazing in the areas of engineering, electronics, physics, genetics and biology.

**Equipment:**

Gremlin used several pieces of equipment, in his last days Gremlin even wore a modified version of the Titanium Man armor. The suit gave him the following stats:

Fighting: Amazing  
Agility: Amazing  
Strength: Amazing  
Endurance: Monstrous  
Reason: Incredible  
Intuition: Good  
Psyche: Remarkable

The suit provided Incredible protection from physical attacks, Monstrous protection from energy attacks, Heat, Cold and Radiation.

Gauntlet blasters: Amazing force damage, 10 area range  
Helmet-mounted heat beam: Incredible energy damage, 5 area range  
Gauntlet mounted tractor beam: Incredible strength, 5 area range

Radar rings: Enable him to grapple an opponent up to 5 areas away. Material Strength of the rings is Incredible

Rocket Flight: he could fly at Monstrous air speed and use his boots as weapons to inflict Remarkable force damage.

**Handgun:**

- Good material strength,
- Excellent shooting damage, ignores body armor up to Incredible.

Flying harness: Good flight air speed

**Droog (pet/friend)**

bioengineered dog who was sentient and spoke in rhyme.

Fighting: Remarkable  
Agility: Good  
Strength: Unearthly  
Endurance: Amazing  
Reason: Typical  
Intuition: Typical  
Psyche: Good

Health: 190  
Karma: 22

**Talents:**

Engineering, Electronics, Physics, Genetics and Biology.

**Contacts:**

**History:**

The mutated son of the soviet gargoyle. worked for the U.S.S.R. but became disenchanted and later joined the Soviet Super Soldiers. Gremlin developed his own Titanium man suit after the destruction of the original Titanium Man armor to help his new team. It was in this armor that he apparently perished in battle with Iron Man during the Armor Wars.

Courtesy of: silversnake

Grey Gargoyle



Grey Gargoyle

Paul Pierre Duval

Fighting: Rm  
Agility: Ex  
Strength: In  
Endurance: In  
Reason: Ex  
Intuition: Gd  
Psyche: Ty

Health: 130  
Karma: 36  
Resources: Gd  
Popularity: -15

**Known Powers:**

**Body Transformation:** By touching himself with his right hand, Duval transforms himself into a living statue. This provides him with In True Invulnerability. When in his human form all his Physical stats are Ty, and health is 24.

**Petrification Touch:** Can transform people or objects into stone for 1 hour if he touches them with his right hand ( fighting FEAT). Objects become In strength stone. People can be affected through clothes, however on battlesuits his power only affects the suit, not the person inside.

**Talents:**

Chemistry, Acrobatics, Martial Arts B, E

**Contacts:**

Grim Reaper



## Grim Reaper

Eric Williams

Fighting: Gd  
Agility: Ex  
Strength: Rm  
Endurance: In  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 100  
Karma: 18  
Resources: Fb  
Popularity: -20

### Powers:

**Battle Scythe:** The IN steel scythe inflicts IN edged or blunt damage. The scythe can cut into any inanimate or living matter. Natural body armor (like Thor's) is reduced by two ranks but artificial Body Armor (like Iron-Man's) protects with normal effectiveness.

**Blaster:** Causes RM Force damage with a range of 5 areas.

**Knock-Out Gas:** EX intensity gas fills one area.

**Rotor:** The scythe acts as a helicopter blade (fall from any height), and can whirl to provide EX protection against projectiles.

**Stunner:** MN Stun attack with one area range and permanent coma state, reversed only by scythe.

**Magic Use:** The Grim Reaper has learned a number of magical spells and effects:

**Teleportation:** The Grim Reaper can teleport himself and others up to IN distances.

**Dimensional Rift:** Using his scythe, the Reaper can cut tears in dimensional walls, creating teleportational gateways of MN rank and range.

**Illusions:** This spell allows the Reaper to cast illusions (or set the magic to activate under certain conditions like a command word) of EX ability. The illusions have visual and aural components.

**Zombie Powers:** Eric was reanimated as a zombie with the following powers:

**Body Armor:** EX rank

**Health Drain Touch:** The Reaper has IN rank Health absorption from living targets by touching them with his scythe. He can absorb more than his normal health limits and excess health points absorbed are divided up among his Health: Strength and Endurance. Enhanced scores decrease by 10 points/hour until down to standard levels. The Reaper's health decreases by 10 points/hour until normal, and he can maintain his normal health level for 12 hours without any life-energy. After that, his Health drains at a rate of 5 points/hour until the Reaper absorbs enough life-energy to return his health point total to normal.

**Invulnerability:** Class 1000 resistance to disease, heat, cold, radiation and toxins.

### Talents:

Weapon Specialist: Scythes

### History:

Eric Williams is the brother of Simon Williams, better known as Wonder Man, who engaged in a criminal career rather than join the family electronics business, a business which Simon Williams was forced to embezzle from to cover Eric's criminal activities. When Simon sacrificed

himself to save the Avengers from Zemo's Masters of Evil, Eric went mad with grief and wrongly blamed the Avengers for Simon's death. Armed with a high-tech miniature arsenal in the form of a scythe, Williams dubbed himself the Grim Reaper and set out to kill the Avengers in his brother's memory, but they defeated him.

Williams was confused and tormented by the existence of one Avenger in particular, the Vision, whom Williams came to regard as an obscene mockery of Simon since Vision's mind was created from Simon's brain patterns. Williams returned again to menace the Avengers, forming the original Lethal Legion, and was defeated once more.

Williams next secretly offered to transfer Vision's mind into Wonder Man's body and make it live again in exchange for Vision not opposing Williams' latest efforts to destroy the Avengers; Vision initially refused, but departed to consider the offer. Then, allied with Space Phantom in conspiracy against the Avengers, Williams revealed to Vision that he was lying about being able to revive Wonder Man's body, but said he could transfer Vision's mind into Captain America's body using the Space Phantom's technology. Vision played along to infiltrate Williams' plans but ultimately refused and turned on the Reaper. Williams nonetheless prevented Space Phantom from killing Vision, and battled and was defeated by the Avengers.

This situation became more confused when Simon himself returned from his seeming death and joined the Avengers as Wonder Man. Williams imprisoned Vision, Wonder Man & several other Avengers and staged a mock trial to determine whether Wonder Man or Vision was the real Simon Williams. He decided that Wonder Man truly was his brother, and was defeated and subdued by him.

Unable to accept Simon's new superhuman form, Williams eventually decided that neither Wonder Man nor Vision was the true Simon Williams and formed a new Lethal Legion in order to set out to destroy them both as well as the Avengers. This ultimately led to a confrontation in which Simon and Vision convinced Eric that they were legitimate living beings, and that he was their brother. Guilt-stricken, Williams fled from them and fell to his death.

His dead form was used by Immortus to battle the Avengers as a part of Immortus' Legion of the Unliving.

Williams' lover and teammate Nekra revived him as a zombie to use as a weapon against their enemies. Sickened by his undead state, the Reaper convinced Nekra to return him to his grave. Later, though, she revived him once again, this time as a zombie who could sustain his life indefinitely by killing victims with his scythe. He embarked on a killing spree opposed by Wonder Man, in the process murdering Nekra, the Mandrill and many others. Williams entered into alliance with the robot Ultron, intending to subvert Ultron's plans to "robot-ize" the human race, but was defeated by the Avengers along with Ultron.

After that, he became a more mystical being in league with various demonic forces, and tried unsuccessfully to kill the Avengers by creating the fourth Legion of the Unliving, but was himself seemingly destroyed instead.

Following that defeat, Williams bided his time in the netherworld until his brother Wonder Man returned from the dead once again and thus weakened the walls between the realms of the dead and the living. Taking advantage of this, Williams managed to return to the Earthly plane along with a group of dead Avengers which included Wonder Man whom he had bent to his will. Williams and his undead Avengers defeated the Avengers and plotted to drown the world in sorcerous manifestations of Williams' pain and hatred, but the undead Avengers were freed from his control by the Scarlet Witch. They turned on Williams, helping the living Avengers defeat him. In the end, most of the undead Avengers returned to their respective afterlives, but Wonder Man was permanently resurrected through the sorcerous intervention of the Scarlet Witch, who in turn rescued his brother to full life. Williams abandoned his fight when he was forced to admit his love for his brother, and he was remitted to a psychiatric hospital.

Williams was soon abducted from psychiatric institution by Ultron's robot army and held prisoner as part of Ultron's extended "human family". Ultron revealed previous early connections to the Avengers whom he also captured. Williams ultimately helped the Avengers escape Ultron's custody but fled while Ultron battled the Avengers, renouncing his brotherly interest in Vision and Wonder Man.

Resolved to dedicate his future schemes to personal gain, Williams attempted to infiltrate by force the organized crime family known as the Maggia. At the same time, the Avengers arrived coincidentally to defeat Maggia leader Madame Masque, and repelled Williams, who escaped.

Guardian



## Guardian

James MacDonald Hudson

Fighting: Ex  
Agility: In  
Strength: Rm  
Endurance: Ex  
Reason: In  
Intuition: Gd  
Psyche: Ex

Health: 110  
Karma: 70  
Resources: Rm  
Popularity: 0

### Known Powers:

#### Battlesuit:

- boost Agility and Strength to listed levels, without the suit they drop to Gd and his health drops to 60.
- Force Field: personal force field of Am strength against Physical and Energy attacks. Guardian can however be slammed or stunned.
- Flight: Sh-X, 50 areas/round
- Energy Beams: In force damage at 10 areas or a vortex of energy damage (Ex) to all in 1 area at a 2 areas range.
- Digging: at 3 areas/round or 2 areas/round when others must follow.
- Transport: Guardian's suit has a special movement system which could manipulate gravitons to stop Guardian from moving with respect to the rotating Earth below. This gives him air speed ranging from Sh-Z (near the equator) to In (near the poles). Regardless of speed, the movement occurs so instantaneously that it appears as teleportation to the naked eye.

#### Talents:

Engineering, Physics, Computer, Electronics, Leadership

#### Contacts:

Wolverine, Canadian government officials, former Beta and gamma flight member

A much older James Hudson claims to be the real McCoy, the progenitor and leader of Alpha Flight since the team's inception years ago. According to his memories, he had returned to the new Department H after it's resurrection, only to find it a very different department from the one he helped create. He was taken prisoner by the new H, had his entire cerebral cortex wiped clean and his battle suit programmed to carry him into space and into imminent death. By some lucky stroke, he managed to command the suit to reverse its flight, plunging him back to Earth where he landed in Antarctica. As happenstance would have it, Dr. Walter Langkowski - the Alpha called Sasquatch - happened to be working at a nearby base and found Hudson, near death. Langkowski revived Hudson and together, they gathered the original members of Alpha Flight to try and get some answers from the new, sinister H.

Upon rejoining the new Alphas, Mac learned that he was the original Guardian and that the young imposter was a synthoid created by the Department to supplant him. Since then, Guardian I has resumed his role as leader of Alpha Flight.

## Guardisman



## Guardisman

Michael O'Brien

Fighting: Ex  
Agility: Ex  
Strength: In  
Endurance: Am  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 130  
Karma: 30  
Resources: Gd  
Popularity: 10

Powers:  
All of Guardsmans powers derive from his armor. Michael's normal stats are:  
Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Gd

Body Armor: The Guardsman armor gives In protection against physical damage, Ex vs energy and Mn vs radiation.  
Flight: Boot jets allow flight at Rm air speeds for upto 2 hours. If used as weapon they can inflict Ex damage within 2 areas.  
Repulsors: Repulsors in the gauntlets can do In damage upto 2 areas away.  
Life Support: The armor contains an internal air supply, good for 30 minutes.

Talents:  
Law Enforcement, Martial Arts E

Contacts:  
Project Pegasus, Ironman, NYPD

Gypsy Moth



## Gypsy Moth

Joseph Cartelli  
Sybil Dvorak

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Reason: Poor  
Intuition: Good  
Psyche: Poor

Health: 42  
Karma: 18  
Resources: Remarkable  
Popularity: 0

### Known Powers:

**Psychokinesis:** Gypsy Moth is a mutant with the power to manipulate non-living materials by mental command. She has a preference for "soft" materials (organic tissue and fabric, as opposed to "hard" inorganic ones). She can manipulate materials to Monstrous level, though she only willingly affects materials up to Remarkable rank. This is sufficient to cause a hero's costume or hair to constrict or bind (a Wrestling hold at costume's material rank, maximum of Remarkable).

Gypsy Moth can also affect living creatures, causing muscles to cramp or skin to break. She must make a Monstrous Control roll with a -4CS to do this; if she is successful, her victims must make an Endurance FEAT or suffer up to Remarkable damage (and possible stun). Her powers have a one area range.

**Flight:** Poor (4 areas/round). She can only levitate herself. Her wings are purely decorative.

### History:

Sybil Dvorak's mutant powers emerged in childhood. As she was raised by gypsies, she had many opportunities to nurture and focus these abilities. In her late teens she met actor Jason Reed and became his mistress. Reed was unfaithful to her and kept her a virtual prisoner on his estate, so Dvorak dressed as the Gypsy Moth, and searched Hollywood social gatherings for her errant lover. When Reed died, she inherited his money and used it to start a hedonistic cult that worshipped her. She has recently been recruited into Night Shift.

Halflife



## Halflife

Fighting: Good  
Agility: Good  
Strength: Excellent  
Endurance: Remarkable  
Reason: Good  
Intuition: Typical  
Psyche: Good

Health: 70  
Karma: 26  
Resources: Feeble  
Popularity: -5

### Known Powers:

**Bio-physical Control-Aging:** Halflife can age any organic being or material half way through its normal lifespan, with Amazing ability by touch alone. Each touch requires a check against her fighting ability and causes one rank lose from each of the targets physical abilities (including a decrease in health). If the victim's Health drops to 0, they have died of old age.  
**Body Resistance:** Halflife possesses the equivalent of Good body armor.

### Lmitations:

If Halflife is knocked unconscious any victim who has not already died will regain full abilities and Health. Armor provides no protection against Halflife's special touch, although Force Fields will. Halflife can not affect inorganic materials or beings, including energy beings such as Wonder Man or artificial constructs like the Vision.

### Talents:

Meditation

### Contacts:

Graviton

### History:

Little is known of the history of the woman called "Halflife," or how she obtained her bizarre powers. It is known that she is an alien from a previously unencountered race of beings. It is unlikely that her power is natural, as she has claimed that she used it to kill every other being on her native planet.

Halflife was eventually contacted by the villain Graviton, who sought to bring together a group of allies based on the "fundamental forces" of the universe. Halflife exemplified the "weak force," the attraction between matter and anti-matter. She somehow came to Earth where she entered into an alliance with Graviton, Zzzax, and the alien known as Quantum.

Although Zzzax was defeated, the other three "Fundamental Forces" were able to temporarily defeat the hero team Avengers' West Coast contingent. However, the Avenger Tigra managed to escape and, disguised as one of Graviton's guards, convinced Halflife that Quantum was preparing to kill her. Halflife's ability to strip life proved a stalemate against Quantum's super-strength and ability to recreate himself. Attempting to break up the fight between the two, Graviton applied his own power and the resulting cataclysm caused Halflife's power to

seemingly burn out. Graviton's powers failed and the chunk of earth the Fundamental Forces had been using as a headquarters flew off into space, with Halfife still on it. Her final fate is still unknown.

## Hammerhead



## Hammerhead

### Unknown

Fighting: Excellent  
Agility: Good  
Strength: Good  
Endurance: Excellent  
Reason: Good  
Intuition: Good  
Psyche: Remarkable

Health: 60  
Karma: 50  
Resources: Excellent  
Popularity: -3

### Known Powers:

Marksman: Hammerhead is a natural marksman with Incredible Agility with guns of all types.

Metal Plated Skull: Hammerhead's cranium has been replaced with steel (Amazing material strength) that provides him with Incredible armor protection against all physical attacks against his head. Ehen ramming an opponent, Hammerhead gains +2CS to hit and inflicts Remarkable damage, in addition to any bonuses for charging.

Exoskeleton: When Hammerhead is expecting trouble, he wears a strength boosting exoskeleton. It raises his Strength and Agility to Incredible and provides Incredible protection against physical, electrical and fire attacks. His health also increases to 120 when wearing the exoskeleton.

### Talents:

Guns, Marksman, Business/Finance, Maggia Organisation, Criminology

### Contacts:

Maggia, Criminal Underworld

### History:

## Harley Quinn



Harley Quinn

Dr. Harleen Quinzell

Fighting: Incredible  
Agility: Incredible  
Strength: Excellent  
Endurance: Remarkable  
Reason: Good  
Intuition: Typical  
Psyche: Good

Health: 130  
Karma: 26  
Resources: Typical  
Popularity: -10

Known Powers:

Metabolic Resistance: Harley is highly resistant to Drugs, Toxins, Disease at Amazing level.

Talents:

Acrobatics, Engineering, Medicine

Contacts:

The Joker, Poison Ivy, Arkham Asylum

History:

Dr. Harleen Quinzell was a young psychiatrist of questionable skill and ethics who had wrangled herself an internship at Gotham City's notorious Arkham Asylum, in the hopes of garnering material for an exploitive bestseller on its famous inmates. Unfortunately, she ended up falling under the spell of the Joker, who ran any number of mind games on her during her attempts at therapy with him. Her own sanity took a serious beating, and she ended up falling head over heels in love with the psychotic trickster. She became his secret accomplice, aiding him in his many escapes from Arkham for some time before she was eventually caught and committed to the asylum herself.

After several months in solitude, Harley was one day surprised to find the door of her cell unlocked. Venturing out, she discovered a shattered and abandoned Arkham, ruined by the recent spate of disasters plaguing Gotham. She made her way into the city in search of the Joker, adapting her current guise and demeanor in hopes of winning his favor. Win it she did, after saving his life in an encounter with The Penguin, the evil clown took a shine to Harley, exploiting her for labor and company, with Harley loving every minute, deluding herself that her love was returned. But the delusion was shattered when the Joker, now settled into a new power base, decided she was no longer useful. He packed her into a rocket and shot her halfway across the city to crash and burn.

Harley managed to bring the rocket down semi-safely and to survive under the wreckage. She was found there by Poison Ivy, who took her home out of curiosity, listened to her story, and nursed her back to health out of sympathy and in the hopes of using her as an agent to secretly strike out at Batman, who had forced an uneasy truce on her during Gotham's crises.

Due to special drugs given to her by Poison Ivy, Harley has nearly-super reflexes and acrobatic ability, as well as unusual strength for a

woman of her size and build. She is also highly resistant to poisons, toxins, and diseases, like Ivy herself.

Harley mixed it up with both Batman and the Joker, and came close to doing them both in in a vengeful rage before falling once again for the clown's alleged charms, and rejoining him. The two remain at large in the ruins of Gotham, no doubt plotting more chaos.

Havok



Havok

Alex Summers

Fighting: Good  
Agility: Excellent  
Strength: Excellent  
Endurance: Incredible  
Reason: Good  
Intuition: Good  
Psyche: Good

Health: 90  
Karma: 30  
Resources: Typical  
Popularity: 5

Known Powers:

Plasma Generation: Uneearthly damage if focussed up to 3 areas, Mn damage to all in 2 areas.

Absorbion: Uneearthly ability to absorb plasma energy and redirect it. Partial invulnerability: Havok is immune to Cyclops' eye-beams.

Equipment:

Flight Suit: This harness channels his plasma energies into propulsion units to give him Excellent flight.

Teleportation Device: Remarkable

Armor Suit: Excellent

Talents:

Leadership, Geophysics, Geology

Contacts:

X-Factor, X-Men

History:

The younger brother of Cyclops, Havok's earliest memories are those of he and his brother being pushed from a doomed plane by their parents. Equipped with the only parachute in the plane, their survival seemed certain, but the chute failed to open. Cyclops saved them when his mutant ability manifested for the first time, using his optic blasts to slow their descent. Their parents presumed dead, the two were carted off to an orphanage, where Havok was adopted almost immediately. But even this did not free him from Sinister's interference, and the villain toyed with and tested his mettle at an early age.

Armed with the formidable power to absorb cosmic energy and release it as concentrated plasma blasts, Havok could be a deadly foe in battle. But like his brother, he found himself unable to control his mutant ability and has ever had to wear special costumes to control the power housed within his body. His super-hero career began when the Living Pharoah kidnapped him for his mutant abilities, thinking to use him as a pawn. The X-Men rescued him from the villain's influence and he joined the team for a short time. Long enough to meet Lorna Dane (Polaris) and fall in love. When the new team of X-Men rescued he and his teammates from the Living Island, Krakoa, he retired with her to live out a normal life. He rejoined the X-Men when Polaris came up missing, having been possessed by the entity Malice, of the Marauders. Tormented by the fate of his love, Havok began to despair of his luck in life. Indeed, no other X-Man has been mentally manipulated to villainy and moved to switch sides as often as Havok.

He went up against Polaris several times alongside the X-Men, and each time, she nearly killed him, Malice's control was so complete. But this was not the only grievance in Havok's life. Ever feeling that he lived in his brother's shadow, the sibling between he and Cyclops was prominent everytime they met. This, coupled with his loss of Polaris and the lack of control over his powers, seemed to send him into a downward spiral. His judgement impaired, perhaps, by these events, his first true betrayal of the X-Men came when he joined forces with Madelyne Pryor, Cyclops' former wife and the Gobyln Queen. After her death, he stayed with the X-Men, but with a decidedly more jaded view. His second fall from grace came when Psylocke tricked the X-Men through the Siege Perilous, believing that they would not survive if she remained in Australia. The good and bad within his soul weighed, he was judged by the Siege Perilous and dropped where the magical device felt he belonged and would do the most good. The fact that he started a new life on the wrong side as a Genoshan Magistrate did not speak well of the intent within his heart.

The Genoshans were a group of humans who enslaved mutants in their homeland, the Magistrates the enforcers of this law. When the X-Men were brought to the island for a final showdown, he met Cyclops in battle and tried his best to kill him. Of course, he could not since their powers do not affect one another. Cyclops did everything he could to jar Havok's memories, to give him a sense of who he had been. In the end, Havok returned to the side of good, helping the X-Men defeat the Genoshans and the mastermind behind it all, Cameron Hodge. Shortly thereafter, he took up the role of leader of the new X-Factor team. Reunited with Polaris, who was now free of Malice's influence, everything seemed to be going well for Havok.

Then, the power within him ever hard to contain, he began to lose control of it. Shortly thereafter, he was captured by the mutant known as Random, who took him back to his present "employer", the Black Beast. A twisted version of this worlds Hank McCoy (Beast), he brainwashed Havok into joining his team of mutants and boosted his already incredible power. The Dark Beast's control seemed complete when he went up against X-factor, and his love, Polaris. He nearly killed her in the ensuing battle, and following that, he did his best to kill Cyclops as well. He joined the Brotherhood of Evil Mutants directly afterward, and led them for a time, seeming to have given in completely to the darkness in his soul. In truth, he was shaking loose of the dark Beast's machinations, and using the Brotherhood as a front to gather information on the Black Beast's plans. Still clinging to Professor Xavier's original dream, Havok's latest betrayal seems to have been done with the best of intentions.

He returned to leading X-Factor, and recently, he and the team sabotaged an effort by the Dark Beast to infect humans with the Legacy Virus. Quickly following that, though, the team witnessed what they believed to be Havok's death as he tried to stop one of the team members from traveling through time. Instead of dying though, Alex has found himself thrust into a strange parallel earth alongside X-Men who are much different from the ones he has always known. As he learns about these strange X-Men, pretending to be the Alex Summers they have always known, he desperately searches for a way home.

Hawkeye



Hawkeye

Clint Francis Barton

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Excellent  
Reason: Typical  
Intuition: Remarkable  
Psyche: Good

Health: 80  
Karma: 46  
Resources: Good  
Popularity: 40

Known Powers:  
Enhanced Vision: Remarkable eyesight

Equipment:  
Bow: This specialised bow may fire 3 arrows per round with a 7 area range.

Harness: Hawkeye's tunic harness has special quick release compartments capable of holding 36 additional arrow heads. The following 2 special heads are only ever carried in his tunic harness, never equipped as a general trick arrow.

- Adamantium: Excellent edged damage. Capable of piercing Unearthly materials.
- Vibranium: Can deaden Remarkable energy or of force at target.

Quiver: The quiver has a 36 shaft capacity. Each arrow is clamped to the base and unlocked by a slight twist whilst being drawn.

- 12 standard target points inflict Typical shooting damage.
- 6 have 3 bladed broadheads inflicting Good shooting damage.

The 12 target points can become "trick arrows by adding a modular arrowhead from his harness.

"Trick" Arrowheads: Hawkeye's modular arrowheads have a range of 7 areas. While these arrowheads are on shafts in Hawkeye's quiver he carries a spare in his tunic harness.

- Acid: Monstrous damage (3 areas range)
- Blunt: Excellent blunt damage
- Bola: Remarkable entangling attack
- Boomerang: (may be added to other arrows)
- Cable: 2 areas long, Incredible material
- Electrical: Amazing damage, 5 areas
- Explosive: Amazing damage
- Flare: Good light, Amazing damage
- Magnetic: Incredible adherence, may carry cable or other arrowheads.
- Net: Incredible entanglement
- Putty: Remarkable adherence to rough surfaces
- Rocket: Increase range +1area. Can carry other arrowheads.
- Smoke: Excellent darkness in 1 area
- Sonic: Excellent noise, Endurance FEAT or stunned for 1-10 rounds.
- Suction Cup: Remarkable adherence to smooth areas.
- Tear gas: Remarkable Tear Gas in 1 area.
- Thermal: Remarkable heat damage

- Vibration: Excellent force damage.

Limitations:

Hawkeye is 80% deaf because of spologned exposure to hypersonics. He now wears a special hearing aide that allow him to hear normally. It can be increased to provide Remarkabel hearing within a 2 area range or shut off giving Hawkeye Remarkable protection from sonic attacks.

Talents:

Weapon Specialist: Bow, Arrowhead Design and Construction, Martial Arts A and E, Leadership, Marksman

Contacts:

Thunderbolts, Avengers

History:

Hawkeye the marksman, the man who founded the Avengers West Coast, and now leader of the Thunderbolts spent hi early years in very different circumstances than the life of a world-famous hero. When Clint Barton, the future Hawkeye, was only eight years old, both his parents were killed in an automobile accident. Six years later, Clint and his brother Barney ran away from the state orphanage to which they had been sent, to find a life of color and adventure.

They ended up joining a travelling carnival, where Clint's natural talent for archery brought him to the notice of his two mentors, the future costumed criminals known as Trickshot and the Swordsman. It was the master archer Trickshot who coached Clint to become his equal with the bow.

But the Swordsman had a more sinister influence on Clint's life. When the eighteen-year-old Clint discovered that the Swordsman was embezzling the carnival's profits, the older man chased Barton onto a tightrope and then severed it with his blade. Clint fell to the ground, fracturing both his legs, while the Swordsman fled. But showing the stubbornness that would characterize him throughout his life, Clint recovered and resumed his carnival career a year later, taking the stage name Hwakeye.

After seeing Iron Man in action, the envious Hawkeye decided to use his archery skills to become a costumed crimefighter himself. He designed a wide variety of arrows equipped with various gadgets, ranging from gas bombs to explosive tips.

But then Hawkeye himself was mistaken for a criminal, Iron man tried to bring him to justice. Marked as an outlaw and embittered towards society, hawkeye easily succumb to the seductive wiles of the Black Widow, who was then a Soviet agent and used him as a pawn in battle against Iron Man.

But the Widow truly fell in love with Hawkeye, and both became increasingly disillusioned with her Communist masters. Finally when the Widow decided to defect to the United States, she was shot by Soviet assassins. She was not killed, but this attack provided the shock that finally made Hwakeye realize he had to change the course his life had taken. he had never intended to be a criminal, much less a traitor.

Determined to return to crimefighting, Hawkeye broke into Avengers Mansion and offered to join the team. he proved so convincing about his willingness to reform that his old enemy Iron Man sponsored him for membership. Thus Hawkeye joined Quicksilver, the Scarlet Witch, and Captain America as the second generation of the Mighty Avengers.

Young, impatient and hot-tempered, hawkeye at first continually rebelled against Captain America's leadership. Yet as time passed, Hawkeye came to respect the captain, and today is one of Captain America's closest and most loyal friends.

Feeling outclassed by the super-powered members of the Avengers, for a time Hawkeye used Henry Pym's "Pym particles" potions to grow to gigantic size and becoming the second Goliath. It was in this guise that he brought the criminal Egghead to justice for murdering his brother barney. Hwakeye retired his Goliath identity after the Kree-Skrull War, but has returned to it recently during "Operation:Galactic Storm" and other missions.

Hawkeye has been an active member of the Avengers for the greater part of the team's history, but he has temporarily left the team at various points. For example, he briefly worked with the Defenders, even finding himself on their side during the Avengers-Defenders War. Hawkeye also worked for atime as security chief for Cross technological Enterprises until the costumed adventurer Mockingbird revealed to him how corrupt the firm was.

Hawkeye's romance with the black Widow ended badly, and his longstanding crush on the Scarlet Witch was always unrequited, although he remains friends with both. It was Mockingbird, however, whom he finally married after sharing an adventure with her in which the criminal Crossfire severlt damaged his hearing. (As a result Hawkeye now wears a hearing aid).

Soon after their wedding the Vision assigned the duo to found the California-based team that became known as the Avengers West Coast. Hawkeye has demonstrated how he had matured over the years by proving a highly effective organizer and chairman for the new group.

But Hawkeye's greatest leadership crisis cost him his wife. He stood fast on the Avengers' ban on killing even when he learned that Mockingbird had allowed the her enemy, the third Phantom Rider, to fall to his death. Furious she quit the Avengers and put an end to their marriage.

Shortly thereafter, Hawkeye himself left the team rather than accede to the government's demand that USAgent become a member. hawkeye spent the subsequent months training the so-called "Great Lakes Avengers" before returning to the West Coast team.

A short time ago, Hawkeye and Mockingbird were reconciled. But their newfound happiness was cut short when Mockingbird was killed in combat. When the Avengers West Coast were disbanded, Hwkeye chose to go off on his own, hoping to find his new purpose in life.

Hawkman



Hawkman

Carter Hall

Fighting: Incredible  
Agility: Remarkable  
Strength: Good  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Excellent  
Psyche: Remarkable

Health: 110  
Karma: 70  
Resources: Typical  
Popularity: 20 (80 on Thanagar)

Known Powers:  
Communicate with Avians: Typical  
Enhanced Vision: Excellent

Equipment:

Wing Pack and Flight Belt: Carter possesses a pair of huge wings that enable him to control his flight. He also possesses a belt made from the Nth Metal (a Thanagarian design) that enables the ability to defy gravity

Ninth Metal Belt

Material Strength: Amazing

Gravity Decrease: Remarkable

Winged Flight: Excellent air speeds

The huge wings can protect him from harm by wrapping his wings around himself.

Drawback is that he cannot fly while protected by the cocoon of his wings.

Weapons: Carter is proficient in most ancient weapons and has a preference for employing the Mace:

Mace: Incredible material strength, Excellent damage

Talents:

Archaeology, Repair/Tinkering, Leadership, Martial Arts B, Weapons Master, Marksman

Contacts:

All-Star Squadron, Justice Society of America, Thanagar

History:

Since the dawn of time, there have existed people with a special affinity for a particular animal, and with certain related powers. Kill an avatar, and he will be reborn.

Unfortunately, there also exists a balance, a counterpart: the man who killed his first incarnation and as many of the others as he could...

Vandal Savage. Vandal Savage seems similar to these avatars, but where his spirit animal should be, there is only darkness.

In ancient Egypt was born a Prince Khufu Kha-Taar who was transformed by Horus into the first hawk avatar. Khufu is given gravity-defying Night Metal that he and his followers make into wings and harnesses.

In the early 1940's Carter Hall, an independently wealthy archaeologist and the current avatar of the hawk spirit discovered one of Khufu's sets of wings. This discovery bought about the realisation that he, Carter Hall was in fact a re-incarnation of the Egyptian prince however he does not suspect that he is a hawk avatar.

Carter began an illustrious heroic career becoming a regular feature of the New York City, battling criminals such as Alexander the Great and the Priestess Nyola. In late 1940, Hawkman was summoned by Doctor Fate to the shores of Dover, England, to join other American heroes in fending off a Nazi invasion force. This event, and the subsequent showdown with Hitler's Valkyries over Washington, led to the formation of the Justice Society of America, with Hawkman as its first chairman. Hawkman remained the lynchpin member of the JSA throughout World War II and was its longest-standing chairman. Hawkman and Shiera (as Hawkgirl) joined the JSA in the pursuit of a group of super-criminals organized by Ian Karkull to assassinate future Presidents of the United States. As Karkull was defeated, he gave off a radiation that imbued the assembled heroes, including Hawkman and Hawkgirl, with increased longevity and vitality.

Hawkman joined the All-Star Squadron, an extended team of American super-heroes confronting crime and pro-Axis forces on the homefront. Hawkman continued to be active in the JSA throughout World War II, though he never saw much action beyond the homefront although at some point in the 1940s, he married Shiera Sanders. Hawkman remained chairman of the JSA after the war, though the All-Star Squadron apparently disbanded.

Hawkman was chairman of the JSA when it appeared before the House Un-American Activities Committee in 1951. It was he who declared the JSA disbanded when they were each asked to submit their true names and allow questioning by the committee.

When Vandal Savage captured several members of the JSA in 1963, Hawkman was among them. When he was freed by the two Flashes along with the rest of the JSA, he chaired the first meeting of the re-formed Justice Society. Hawkman then resumed his active membership and chairmanship of the JSA. Hawkman was a very active member of the JSA throughout the 1960s and 70s. Shiera, by and large, remained inactive. Hawkman remained chairman of the JSA, presiding during the "Batman Diary" hearings, and leading them into the Crisis on Infinite Earths, where he was severely burned retiring to Feithera for healing.

After he had rested in Feithera, Hawkman attended the memorial ceremony for the JSAers who had fallen during the Crisis. From there the JSA and the Halls entered Limbo, where they remained for years.

When the Halls returned from Limbo, they learned of their sons death, and discovered that Lyta Trevor Hall had disappeared with their grandson. They beseeched the Spectre to return him, but the Spectre denied them and left them to their grief.

Hawkgirl remained active with the JSA and she and Carter joined them as they prepared for their assault on Extant. As a result of the crisis in time, all the "hawk avatars" from throughout history, including Carter and Shiera Hall, the killer/addict Hawkman and the "Hawkgod," are fused with Katar Hol (Hawkman III). Shiera did not survive the merging and died, leaving Carter without his soulmate.

Unbeknownst to Hawkman, Shiera's soul took root in her grand-niece, Kendra Saunders, an attempted suicide whose soul had moved on, leaving her body vacant. The shift caused a change in eye color noticed only by Kendra's grandfather, legendary adventurer "Speed" Saunders. For all intents and purposes, Shiera believed herself to be Kendra Saunders. Recently, 'Kendra' joined the JSA as Hawkgirl.

A dimension away, Carter Hall was separated from Katar, who subsequently perished. Carter's soul was left in the Hawk-Limbo until the takeover of the planet Thanagar by Ominar Synn. Desperate to save their planet, Thangarian rebels kidnapped Kendra/Shiera and used her soul to attract Carter's to a portal to the Hawk-Limbo on Thanagar. Carter was again manifested on the Earthly plane and led the successful rebellion against Synn.

When Carter returned, he instantly recognized Kendra as possessing the soul of his beloved. However, Kendra was reluctant to accept that reality. For the first time, one soul mate has rejected the other.

Carter also has a new body bearing little resemblance to the original and strong memories about his relationship with Shiera. The results of this new existence are yet to be discovered.

*That's about the best I can do with the whole Hawkman mess*

Haywire



Haywire

Harold Danforth

Fighting: Ty  
Agility: Ex  
Strength: Ty  
Endurance: Gd  
Reason: Ty  
Intuition: Ty  
Psyche: Ex

Health: 42  
Karma: 32  
Resources: Un as Squadron member  
Popularity: 40

Known Powers:

Tanglewire: Targets must make an agility FEAT to avoid being caught by this Am grappling attack which emits from Haywire's fingertips. He is able to redirect the wires after emission. All wires vanish when he ceases using his power.

Talents:  
Espionage

Contacts:  
Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.

Heatwave



## Heatwave

Maximillian (Max) Anderson

Fighting: Good  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Amazing  
Reason: Excellent  
Intuition: Incredible  
Psyche: Incredible

Health: 120  
Karma: 100  
Resources: Typical  
Popularity:

### Known Powers:

**Rocket Flight:** He flies by means of a rocket-like exhaust created by a thermo-chemical reaction that propels him thru the air at Amazing (120m/ph) speeds.

**Emotion Control:** Incredible ability to change and control the emotions of others.

**Empathy:** Monstrous ability to detect the feelings of others and transmit his own.

### Heat Sheath:

- Incredible force field against weapons of less than Amazing material Strength.
- Incredible protection vs. Energy attacks, Good vs. physical attacks.
- Contact with the sheath inflict Amazing heat damage.

**Heat Generation:** He can generate heat of Amazing intensity.

- He can also throw bubbles of heat up to 2 areas away with Monstrous melting ability.
- Heat Blast:** He can project blasts of Amazing intensity heat to a range of 15 areas. He can use them to tunnel through Amazing material strength or less.

**Heat Absorption and Storage:** He can absorb and store Unearthly amounts of heat.

**Combustion:** He has Monstrous ability to transform any target into combustible material. Immediately after use spontaneous combustion occurs within 1 -10 turns later capable of inflicting Monstrous flame/heat damage. Only the surface layer of matter is converted by this Power.

### Limitations:

Mute

### Talents:

Sign Language, Veterinary Medicine, Animal Husbandry, Performer: Sculpture

### Contacts:

Guide Dog Association, Emma Frost, New Warriors

### History:

Max was born the result of parents who spent too much of their early years experimenting in recreational drug use. This effected Max's early

development and affecting his vocal chords.

Max was born a mutant who could not speak. To compensate for this lack Mother Nature granted Max the ability to transmit his emotions and even the ability to affect emotions in others. This ability developed very early in his life however he also eventually developed further powers to generate and effect heat.

Max is a rather shy individual who never sought power or publicity and so learn't to control his power only so he would not hurt others. Max worked well an loved animals and so studied Veterinary science and eventually became a trainer for Guide Dogs for the Blind, a vocation that his empathy helps him in.

That was of course until the arrival of a team of Mutant Hunting Sentinels. Max was forced to defend the the animals and the school from them by using his power offensively. It was then that Max realised that mankind would not let him live in peace.

With the help of his wife (also a vet) Max designed a costume and fashioned a heroic career. He leads a quiet life and is a reluctant hero.

Heimdall



Heimdall

Heimdall, Sentry of Asgard

Fighting: Am  
Agility: Ex  
Strength: Am  
Endurance: In  
Reason: Gd  
Intuition: Gd  
Psyche: Ex

Health: 160  
Karma: 40  
Resources: Ex  
Popularity: 10

Powers:  
True Invulnerability: Ex  
Hypersensitive Hearing: Un  
Hypersensitive Olfactory: Un  
Telescopic Vision: Un

Talents:  
Sharp Weapons

Contacts:  
Asgardians

Hephaestus



Hephaestus

God of Metal working, weaponsmaker for Olympus

Fighting: Ex  
Agility: Gd  
Strength: Am  
Endurance: Am  
Reason: Mn  
Intuition: Ty  
Psyche: Ty

Health: 130  
Karma: 87  
Resources: Un  
Popularity: 20

Powers:  
Immortality: CI1000  
Invulnerability: In  
Talents:  
Reason of 100 when dealing with invention, engineering, manufacturing, and metalworking, etc.

Contacts:  
All Olympian Gods except Ares

Hellcat



## Hellcat

Patricia "Patsy" Walker Hellstrom

Fighting: Excellent  
Agility: Excellent  
Strength: Excellent  
Endurance: Excellent  
Reason: Good  
Intuition: Good  
Psyche: Excellent

Health: 80  
Karma: 40  
Resources: Good  
Popularity: 10

### Powers:

Magic and Psionic Detection: Excellent Ability to detect any magical or psionic energy at a 6 Area Range.

### Equipment:

Cat Costume: She wears a costume that was specifically designed to grant the following abilities:

- Ability Enhancement: By wearing the suit, her normal Agility, Strength and Endurance are raised by +2CS.
- Cable Claw: Remarkable material Strength cable with grappling hook, 1 Area Range. It can be used to snare objects with a Green or better Agility FEAT Roll.
- Claws: Excellent Material Strength retractable claws on gloves and boots. They do Excellent Edged Damage.
  
- Wall-Crawling: Feeble Rank and Speed due to her glove and boot claws. On vertical surfaces only.

### Talents:

Martial Arts B, D, E, Occult Lore, Resist Domination

### Contacts:

Avengers

### History:

Patricia "Patsy" Walker was the only daughter of Joshua Walker, an aeronautical engineer, and Dorothy Walker, a comic book writer. While she was still a child her mother acted as her agent, helping her at modeling and commercial work. Dorothy Walker's greatest success was the creation of a comic book named after her young daughter, featuring romantic adventures of Patsy and her real-life friends as teenagers. The Patsy Walker comic book was very popular and continued for over a decade, as Patsy grew into and out of her teens. Patsy Walker felt very strange about her mother's fictionalized exploitation of her, and was relieved when the series ceased publication. Constantly exposed to comic books, Walker grew to idolize the heroes her mother's colleagues wrote about. However, she ceased daydreaming soon after high school and married her childhood friend, Robert Baxter (who had appeared in the Patsy Walker comic as her romantic interest). Baxter was in the officers training program of the Air Force, and Walker spent the next several years of her life on numerous Air Force bases.

While her husband was assigned to a security post at the heavily government-subsidized Brand Corporation in New Jersey, Patsy Walker met the Beast and learned his secret identity. Walker had long idolized "super heroes", and she solicited the promise from him that, in exchange for keeping his secret, he would help her become a "super heroine".

When her marriage came to a bitter end, she sought out the Beast, who was a member of the Avengers, to remind him of his promise. Tagging along with the Avengers to investigate criminal activities at the Brand Corporation, Walker discovered the costume worn by Greer Nelson in her identity as the Cat. (The man who financed the creation of the Cat, Mai Donalbain, was a former employee at Brand. His property, including the prototype Cat-suits was later confiscated by the Brand Corporation.) Putting the costume on, Walker dubbed herself Hellcat and used her natural athletic abilities to help the Avengers. Walker believed that the costume had somehow enhanced her agility and speed, and by the power of suggestion more than anything else, it had.

Although she accepted membership to the Avengers, Hellcat was persuaded by the Titanian priestess Moondragon to accompany her to Titan to undergo a period of training. During her stay on Titan, Hellcat's minor psionic potential was artificially enhanced by various electronic/organic devices (Moondragon used similar technology to give powers to Angar the Screamer and Ramrod) and was given extensive martial arts training.

Upon her return to Earth, she met the Defenders and decided to accept their offer of membership. Hellcat remained a core member of the loosely-organized Defenders for several years, becoming particularly close to the Valkyrie and Nighthawk. Eventually she met Daimon Hellstrom, who in his costume guise of the Son of Satan, joined the Defenders for a short time. After he was cured of his demonic aspect she found that she was in love with him. Renouncing her costumed identity, Patsy Walker decided to wed Hellstrom. The couple was married in Greentown, Ohio, where her father currently resided. The wedding, attended by several of her Defenders colleagues, was interrupted by her ex-husband "Buzz" Baxter who had assumed the costumed guise of Mad-Dog, and the villain team Mutant Force. The Defenders repulsed the attack and Hellstrom himself subdued Mad-Dog.

The Hellstroms then moved to San Francisco and established themselves as occult investigators. In this capacity, they helped several superheroes in mystical problems, notably the Avengers' West Coast branch. In helping the Avengers, Patsy again donned the Hellcat costume and remained on hand to help them capture the villains Tiger Shark and Whirlwind.

Sometime later, however, Hellstrom's dark soul reasserted itself and Patsy was driven mad at the sight of it. She languished in a near-vegetable state for months afterward until the mercy-killing entity Deathurge sensed her despair and, at her request, freed her spirit from her body, effectively killing herself. She soon after contacted Earth from a spirit plane and announced her intention via radio to return in the near future.

Patsy had ended up in the realm of the demon Mephisto, fighting an eternal battle in the so-called Arena of Tainted Souls, alongside fallen Avenger Mockingbird. Months later, the Avenger villain Grim Reaper resurrected Patsy and Mockingbird, among others, tainting them with his hatred for the Avengers and setting them against the team. With the help of the Scarlet Witch, Patsy and the others reverted to their true personalities and aided the Avengers against the Grim Reaper before returning from whence they came. Before she disappeared, Mockingbird was able to send a warning to her husband Hawkeye about a plan Hellstrom was developing. Hawkeye and his team the Thunderbolts confronted Hellstrom and then used their sorcerous connections to go to Hell in order to restore Mockingbird. They were tricked, however, by Hellstrom, and the Thunderbolts rescued Patsy instead, restoring her bodily to Earth.

Patsy remained despondent and depressed due to her perceived failures in life and time spent in Hell. She nevertheless presented a good front, wrote an autobiography and began a book tour. Shortly thereafter, Patsy returned to Centerville to find her high school rival Hedy had joined with the corporation that was built upon the Patsy comics fortune and turned Centerville into a tourist attraction. Patsy discovered the town was also infiltrated with demonic forces, led by the evil warlock Nicholas Scratch. Scratch had allowed a cult called the Sons of the Serpents to use the citizens of Centerville for their occult purposes, and altering the Avengers, Patsy resumed her Hellcat identity and defeated the Serpents alongside her team.

Patsy was still despondent about life when later Scratch's minions attacked Hellcat. She then uncovered a plot by the extradimensional villain Dormammu to take over the various dimensions of Hell, each led by different demons, among them Mephisto, Hellstrom, and Satannish. Hellcat helped Mephisto thwart Dormammu by uniting the demons along with the death gods Pluto and Hela. She also revealed Hellstrom's father was actually Satannish, a pawn of Dormammu. Ultimately, she escaped back to Earth by proving to Mephisto that he would be better served to have her on Earth. Revitalized by her adventure, Patsy rededicated her life to super heroics as Hellcat.

#### Hellfire Club

The Hellfire Club originated in England in the 1760s as a social organization for the elite of British society. The Club not only provided its members with pleasures, often of sorts that violated moral standards of the time, but also served as a means for the members to consolidate their influence over British economic and political matters.

A number of the Club's most important members, led by the wealthy trading company owner and former Member of Parliament Sir Patrick Clemens, and his mistress, the renowned actress Diana Knight, emigrated to the colony of New York in the 1770s, where they founded the new American Hellfire Club. Clemens and Knight served as its first leaders under their Club titles of Black King and Black Queen. The Club's headquarters was an abandoned church that stood on the site on the present day Hellfire Club mansion, located at what is now Fifth Avenue on Manhattan's East Side, only a few blocks away from the Avengers Mansion.

Today's Hellfire Club counts among its members the wealthy, the powerful, and the celebrated from virtually all over the world. Membership is by invitation only, but such invitations are rarely turned down, for membership in the Hellfire Club is universally regarded as the ultimate status

symbol.

As far as the general public and, indeed, most of the Club's members are concerned, the Hellfire Club is a thoroughly respectable upper class social organization principally devoted to giving spectacular parties. It is also generally known that these parties serve as a means for members of the social, economic, and political elite to meet unofficially to discuss matters of mutual interest, and to strike political or business alliances.

The Club's highest ranking members belong to its Inner Circle and dress in late Eighteenth Century costumes for Circle meetings and other formal occasions involving the Club. Inner Circle members hold positions named after chess pieces: the leaders are King and Queens, followed by Bishops, Knights, Rooks, and Pawns. It is possible for there to be two Kings (a Black King and a White King) or two Queens (Black and White) in office simultaneously. However, such situations almost invariably lead to power struggles, and so there is usually only one King and one Queen at a time. If a member of one faction of the Inner Circle displaces a member of another faction as King or Queen, he or she usually names his rank after the opposite color to his predecessor's. Hence, when Sebastian Shaw deposed the most recent former leader, a White King, he became a Black King.

Unknown to most of the Club members, the Inner Circle members are engaged in a conspiracy to dominate the world through the accumulation of economic power and political influence. The Inner Circle commands great financial resources, highly advanced technology, and a large body of mercenaries (many of whom wear red and blue uniforms with masks), all of which are used in their subversive activities.

The previous leader of the Inner Circle, then known as the Council of the Chosen, was a White King who threw the Council's financial and technological support behind Dr. Stephen Lang's attempts to capture superhuman mutants with Sentinel robots. Lang's endeavor ended in disaster, and Black Bishop Sebastian Shaw and White Queen Emma Frost seized the opportunity to turn the White King out of office. Shaw became the new Black King, leader of the Council, which he renamed the Inner Circle, and master of the entire Hellfire Club. As leader, Shaw worked closely with his ally Frost, the White Queen.

Shaw and Frost are both not only heads of major corporations but also superhuman mutants. They gave other superhuman mutants positions of power within the Inner Circle. Moreover, Frost was also headmistress of the Massachusetts Academy, a private school in New England for which she recruited adolescent superhuman mutants as well as the sons and daughters of the elite so that she might bring them under the Inner Circle's influence. It is at the Academy that Frost trained a team of adolescent superhuman mutants known as the Hellions.

Shaw's corporation, Shaw Industries, had a secret contract to build Sentinels for the United States government's covert Project Wideawake, whose goal was to hunt down, capture, and study superhuman mutants. Shaw hoped to use his position with the project for the Inner Circle's own ends. (None of the Inner Circle members are known to be mutants either by the United States government or by the general public.)

Some years ago, the mutant Jason Wyngarde, otherwise known as Mastermind, sought admission into the Inner Circle. To prove his value, Wyngarde mesmerized the first member of the X-Men to be known as Phoenix into willingly becoming the Club's Black Queen. Although Wyngarde believed that Phoenix was Jean Grey, also known as Marvel Girl, it now appears that Phoenix was actually an immensely powerful energy being who had taken on a human guise and persona patterned after Grey's. Wyngarde's tampering with Phoenix's mind backfired by triggering her transformation into the malevolent Dark Phoenix, who rendered him catatonic. The Inner Circle therefore withdrew its invitation to him to become a member.

Later, Shaw survived an attempted challenge to his leadership of the Circle by its renegade White Bishop, Donald Pierce. Pierce kidnapped a young woman known only as Tessa, whose photographic memory enabled her to function as a living storehouse of information about matters of importance to the Circle for Shaw. Professor Charles Xavier and the New Mutants defeated Pierce. Tessa returned to the Inner Circle, which expelled Pierce from the Club.

Still more recently Friedrich von Roehm, a member of the Inner Circle, sponsored the superhuman mutant and sorceress known as Selene for membership in the Circle. Selene has since become the Circle's Black Queen.

In recent years the Hellfire Club's Inner Circle has clashed several times with the mutant X-Men, and the enmity between the two groups persists to this day.

The Hellfire Club's Inner Circle suffered many setbacks as the group of young mutants known as the Upstarts began to hunt down and assassinate members of the Inner Circle. Donald Pierce and his cyborg Reavers were killed by Sentinels under the command of Trevor Fitzroy. Fitzroy had also killed most of the Hellions, and placed the White Queen into a coma. Shaw was believed to have been killed by his son Shinobi who had designs on the position of Black King. Selene was captured and tortured by Fitzroy, but was later freed.

After X-Force and the New Warriors defeated the Upstarts, the Inner Circle began to reform. Selene, now free, found Fitzroy dying after his encounter with X-Force and turned him into a psychic vampire under her control. Selene also found the resurrected Madelyne Pryor, and cajoled her into joining the Inner Circle. Shaw survived the assassination attempt and rebuilt his power base in Japan. The new Inner Circle consisting of Shaw, Tessa, Selene, Fitzroy, and Pryor are now based in New York City.

The original London Hellfire Club continues its operations today, although now it takes second place to the New York chapter of the organization. In recent times the London Hellfire Club had its own Inner Circle consisting of a Black King and Queen and a Red King and Queen; the first three were mutants and the fourth was actually the sorceress Margali Szardos. Unknown to the royalty of the London Inner Circle, their servant Scribe had been replaced by the shapeshifting mutant Mountjoy.

The London Inner Circle conspired with Black Air, the British intelligence agency charged with investigating the paranormal, to take control of a demon. The Inner Circle and Black Air intended to use the demon's mystical energies to take mental control of the people of the United Kingdom. However, their plan misfired, and the demon began spreading insanity through the population of London. The London Inner Circle's

Black Queen killed its Black King when he went mad. Finally, the British team of superhuman champions Excalibur succeeded in defeating Mountjoy and Margali and entrapping the demon. British legal authorities apparently brought the London Inner Circle to justice.

In the alternate future eight decades hence from which the X-Man Bishop comes, the Hellfire Club still exists and operates in New York City. Its Inner Circle still secretly consists of superhuman mutants in search of power, and it is headed by Sebastian Shaw's heir, Alexander Shaw.

### Black King

#### Sebastian Shaw

Fighting: Rm  
Agility: Gd  
Strength: Gd  
Endurance: Am  
Reason: Ex  
Intuition: Ex  
Psyche: Rm

Health:100  
Karma:70  
Resources:In  
Popularity:15

#### Known Powers:

Kinetic Absorption: Damage from physical attack (excluding wrestling and edged attacks), energy, force, thrown blunt and shooting attacks are added to Shaw's health instead of subtracted. For each 50 points gained, Strength and Agility are increased by +1CS with a maximum of 400 health and Un strength and Endurance. Energy is lost at 100 points per 10 rounds (and -2CS). Damage is taken from the extra health first. For every attack that raises his health above 400 he should make an End. FEAT vs. kill result.

#### Talents:

Defence and Armament design, Business/Finance(+2CS)

### Black Queen

#### Selene

Fighting: Ex  
Agility: Ex  
Strength: Rm  
Endurance: Mn  
Reason: Ex  
Intuition: Am  
Psyche: Mn

Health:145  
Karma:145  
Resources:Am  
Popularity:-10

#### Known Powers:

Psychic Vampire: Un ability, on touch, to drain a victim's Psyche ranks to restore lost health. Victim loses health equal to the lost Psyche rank (when Ex psyche drops to Gd the victim loses 20 points). If a victim's health and psyche reach 0 the victim dies and disintegrates, if health is still greater than 0 when the psyche becomes 0 Selene has Mn psychic control, Selene may then turn the victim in a psychic vampire with a power rank equal to his psyche. Lost psyche return at a rate of 1CS per day.

Body Armor: Gd (also prevents powers that rely on skin-skin contact).

Psi Screens: Am (not in the same round as other mental powers)

Telekinesis: Un control over inanimate objects, she can disintegrate objects of materials of Mn strength or less.

Pyrokinesis: Un fire control

Telepathy: In

Telepathic Force Bolts: In

Momentary Trance: Am induced trance for 1 round, often used with Momentary Speed to create the illusion of teleporting.

Momentary Speed: Sh-Y ground speed for 1 round every 10 rounds.

Immortality: Unless use of her own power takes her below -110 health.

Magic: Selene is a master sorceress with Mn Illusion, Control and Summoning magics. Magic use will always cause aging and health loss. (No FEAT roll)

#### Limitation:

Use of any power except psychic vampirism at Rm rank or higher forces her to make an End. FEAT or lose 10 health. If her health drops

below 0 she will begin to show her true age.

Talents:  
Multi-lingual, Occult Lore

Black Bishop

Harry Leland

Fighting: Gd  
Agility: Ty  
Strength: Ex  
Endurance: Rm  
Reason: Ty  
Intuition: Gd  
Psyche: Ex

Health: 66  
Karma: 36  
Resources: In  
Popularity: 15

Powers:

Mass Alteration: Harry could temporarily increase the mass of any person or object within 5 areas of him. The increase was such that in the first round his target had to make a Strength FEAT roll to move or physically attack. In the second round, any action required a yellow Strength FEAT roll. On the third round of the mass increase, any action required a red Strength FEAT roll. At this point any floors made of Typical Material or less gave way under the target, because he was so heavy (if the target is an item and is made of Typical Material or less, it will collapse this round). On every alternating round following the third the Material Strength of the floor or item that gave way increased one level until on the 13th round and thereafter a maximum effect is reached: floors, the ground, an item etc., of Amazing Material Strength or less collapsed. On each round following the third the increased mass of a living target required him to make an Endurance FEAT roll or the victim collapsed and began losing Endurance ranks (one per round whenever a FEAT roll fails). If Endurance dropped below Feeble, the character died. A target's mass returned to normal if the target moved out of Leland's range or if Leland was knocked unconscious.

Talents:  
Leland was a corporate lawyer. His Reason was Excellent in matters pertaining to his occupation.

Contacts:  
Various corporations he represented in the past.

Black Rook

Friedrich von Roehm

Fighting: Gd  
Agility: Ty  
Strength: Gd  
Endurance: Gd  
Reason: Ex  
Intuition: Ty  
Psyche: Ex

Health: 36  
Karma: 46  
Resources: In  
Popularity: 5

Powers:  
None

Talents:  
Roehm was a jeweler and had Incredible Reason in that area plus Remarkable Reason in business matters.

Contacts:  
Roehm had Incredible contacts in the jewelry business. He was the leader of the New York City cult that worshipped Selene as a goddess, and thus, had many occult contacts.

White Queen

Emma Frost

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Am  
Reason: Rm  
Intuition: In  
Psyche: Mn

Health: 76  
Karma: 145  
Resources: In  
Popularity: 0

Known Powers:

Telepathy: Mn

- Read Minds: Mn
- Project Illusions in a targets mind: Mn
- Mental Bolts: Mn, 4 areas, no body armor
- Mn ability to sense astral beings
- Psi-Screen: Mn
- Psionic Rapport: Am
- Psionic Control: Mn
- Generate Pain on touch: Mn

Talents:

Administration, Business, Finance, Education, Electronics

Madelyne Pryor

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Rm  
Reason: Gd  
Intuition: Ex  
Psyche: Mn

Health:56  
Karma:105  
Resources:Rm  
Popularity:0

Known Powers:

Telepathy: Un

- Mental Bolts: Mn
- Psi Screens:Un
- Mind Probe: Un
- Un ability to draw a person to the astral plane

Telekinesis: Mn

- Levitation

Talents:

Piloting, Computers

Tessa

Fighting: Gd  
Agility: Gd  
Strength: Pr  
Endurance: Gd  
Reason: Gd  
Intuition: Gd  
Psyche: Rm

Health: 34  
Karma: 50

Resources: Rm  
Popularity: 4

Known Powers:

Computer Mind: Mn ability to access and collate available data. Correct analysis of information requires a reason FEAT.

Telepathy: Rm

- Mind Probe: Rm
- Mental Bolt: Rm

Talents:

Photographic Memory, Business, Finance, Computer

Trevor Fitzroy

Fighting: Gd

Agility: Ty

Strength: Ex

Endurance: Rm

Reason: Ex

Intuition: Ty

Psyche: Rm

Health: 66

Karma: 56

Resources: Rm

Popularity: 0

Known Powers:

Bionics: Trevor's arms and legs are bionic constructs of Rm material strength.

Life Energy Drain: Am ability to drain the life-force of anyone he touches. He must make a power FEAT against a target's Psyche. If successful he can drain up to 50 health, if a target's health drops below 0 the body disintegrates.

Time Portals: Mn ability to open gateways in time, he must drain lifeforce for the portals to open, for every person drained 1 person can pass though. The portals are one way, trying to pass through the wrong way results in the traveler having his body terribly misshapen.

Equipment:

Battle Armor:

- Mn protection vs. physical, mental and energy attacks.
- increase strength to Mn and Fighting to Ex (health 121)
- Mn invisibility

Talents:

Business

Hellfire Mercenaries

Fighting: Ex

Agility: Gd

Strength: Gd

Endurance: Gd

Reason: Ty

Intuition: Ty

Psyche: Pr

Health: 50

Karma: 16

Resources: n/a

Popularity: -5

Known Powers:

None.

Equipment:

Flight Machines: Gd speed, Ty Body and no protection, they are armed with 2 Ex damage guns.

Weapons: Machine guns, knives etc.

Talents:

Guns.

Hellstrom



Daimon Hellstrom

Son of Satan

a.k.a. Prince of Lies, Hellstorm, Devilspawn

Fighting: Gd  
Agility: Gd  
Strength: Ex  
Endurance: In  
Reason: Gd  
Intuition: Am  
Psyche: Un

Health: 80  
Karma: 160  
Resources:  
Popularity: 4

Powers:

Alter Ego: By invoking, "the sign of the trident," Daimon could transform himself into his heroic form. However, It is unclear as to whether this transformation just changed him from normal clothes to his Son of Satan outfit, or if it really had some effect on Daimon's powers and physical abilities.

Soulfire: Daimon can generate hellfire from his own soul, or if necessary from the soul of anyone in contact with his trident (hence, "soulfire"). This mystical energy causes excruciating pain through direct stimulation of a person's life force. The victim must make a yellow Psyche FEAT roll or pass out from pain. The bolts burn in a manner similar to normal fire, doing In energy damage. He can project soulfire at a 4 area range.

Magic Detection: Daimon has a certain amount of psychic sensitivity to occult or otherworldly activity, at Ex ability. He can identify magic and its effects, as well as the potential for magic use in an individual. A green FEAT will identify the past use of magic, a yellow FEAT will identify the magic user responsible, and a red FEAT will identify the actual spell.

Biophysical Control-Healing: Daimon can promote healing of damage caused by wounds, trauma, toxins, and disease with a touch. He can increase a target's health by 40 points. This is the maximum benefit the hero can give per day to one specific person. He must make a FEAT on his In power rank. A Green FEAT will handle broken bones, non-terminal disease, and simple wounds. A yellow FEAT will heal physical trauma, wounds to organs, non-fatal poisoning, and terminal diseases. A Red FEAT will cure mortal wounds, coronary attacks, strokes, toxic poisoning, and massive physical trauma. The Power seals the body and returns any still-living tissues to health. It cannot replace lost tissue.

Exorcism: Through the Catholic Church's Roman Ritual of Exorcism, and his own demonic powers Daimon can release a being from any external domination imposed by a third party with Mn ability at a range of 10 feet. Such controls include Possession, Mental Domination, Serial Immortality, and Magic. If there's a control, this Power can break it. Daimon's Mn rank is compared to that of the Power controlling the subject. Upon severing the being's control over the subject, that being is immediately teleported to its home dimension. This Power commonly appears as a spell used by sorcerers and holy men.

Equipment:

Trident: The trident is a souvenir from an early battle with his father. It is made of "Netheranium," a psycho-sensitive element of Shift Y material strength, which can hold Satan at bay (Acts as an Un forcefield with a one area range, effecting only Satan and his powers). The trident also allows Daimon to:

- Detect Demons: with Rm ability
- Flight: direct his soulfire for short flights at Pr airspeed.
- Call up the demonic steeds Hecate, Agnon and Set for longer journeys. These steeds pulled his chariot at Un airspeed. The Chariot has Ex control and Am body.

Talents:

Mystic Background, Occult Lore, Exorcism, Demonology, Theology.

Contacts:

Defenders

Hera



Hera

Queen of Olympus

Fighting: Gd  
 Agility: Ex  
 Strength: Am  
 Endurance: In  
 Reason: Rm  
 Intuition: Gd  
 Psyche: Rm

Health: 120  
 Karma: 70  
 Resources: Un  
 Popularity: 30

Powers:

Immortality: CL1000 resistance to aging, disease, and toxins.  
 True Invulnerability: Incredible resistance to all other attack forms.

Talents:

Knowledge of Olympian lore and the current activities of Olympians.

Contacts:

Olympian Gods

## Hercules



## Hercules

Fighting: Unearthly  
Agility: Excellent  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Good  
Intuition: Good  
Psyche: Remarkable

Health: 320  
Karma: 50  
Resources: Excellent  
Popularity: 70

### Known Powers:

Body Resistance: As one of the most powerful Olympian gods, Hercules has Incredible protection from physical and energy attacks.  
Resistance: Hercules has Unearthly Resistance to fire, cold, and toxins.  
Invulnerability: Hercules is Invulnerable to Disease and has CL1000 Resistance.  
Immortality: As the listed Power.  
Leaping: Hercules has extremely powerful leg muscles and can Leap with Shift-X ability.  
Regeneration: Incredible

### Weapon-Golden Mace:

This enchanted adamantine weapon, forged for Hercules by the Olympian god Hephaestus, is made of CL1000 material, and in Hercules hands inflicts up to Shift-Y Blunt damage.

### Talents:

Hercules is a master of Wrestling, Bows, Sharp and Blunt Weapons(+1CS). Hercules also has extensive knowledge of Ancient Greek Lore, Olympian Lore and Mythology as a Olympian god.

### Contacts:

Heroes For Hire, Avengers

### History:

Hercules is the son of Zeus, king of the Olympian gods, and a mortal woman who lived in ancient Greece some three thousand years ago. Recognizing the need for a son who would be powerful enough to defend both the Olympian gods and humanity from future dangers he foresaw, Zeus seduced Alcmena in the guise of her husband, King Amphitryon of Troezen. Thanks to Zeus's enchantment, Hercules was born with the potential for extraordinary strength, which he first displayed before he was even one year old by strangling two serpents which attacked him. As an adult, Hercules is best known for his celebrated Twelve Labors, which were performed in part to prove his worthiness for

immortality to Zeus. (One of these Labors, the cleansing of the Augean Stables, was actually performed by the Eternal called the Forgotten One, who was sometimes mistaken for Hercules.)

In the course of these Labors, Hercules provoked the wrath of three immortals who remain his enemies to this day. By slaughtering the man-eating Stymphalian Birds, he enraged the war god Ares, to whom they were sacred. In temporarily capturing Cerberus, the three-headed hound that serves as guardian to the Olympian underworld, Hercules offended Pluto, the lord of that realm. By killing the Nemean Lion, the Hydra and other creatures spawned by the inconceivably grotesque and powerful monster Typhoeus, Hercules gained the bitter enmity of Typhon, the immortal humanoid offspring of Typhoeus and a Titaness.

However, it was the centaur Nessus who caused Hercules' mortal demise. Nessus kidnapped Hercules' wife Deianeira, whereupon Hercules shot him with an arrow. Feigning a wish to make amends, the dying centaur told Deianeira how to make a love charm from his allegedly enchanted blood, aware that it was now tainted with the lethal poison of the Hydra, in which Hercules had dipped his arrows. Some time after Nessus' death, Deianeira, distraught over her husband's latest infidelity, rubbed the supposed love charm into Hercules' shirt. Zeus then intervened, consuming the pyre with his thunderbolts and bringing Hercules to Olympus to be made a true immortal.

Hermes



Hermes

Herald of Zues

Fighting: Ex  
Agility: Am  
Strength: Am  
Endurance: Sh-X  
Reason: Rm  
Intuition: Ty  
Psyche: Gd

Health: 270  
Karma: 46  
Resources: Un  
Popularity: 40

Powers:  
Immortality C11000  
Invulnerability: Mn  
Winged Sandals: Un (240 land, 3750 air, 300,000 space)mph

□ Dimensional Travel 75

Talents:  
Unearthly reason in Medicine and Pharmacology

Hermod



Hermod

Hermod, God of Speed

Fighting: Excellent  
Agility: Incredible  
Strength: Incredible  
Endurance: Incredible  
Reason: Good  
Intuition: Good  
Psyche: Excellent

Health: 140  
Karma: 40  
Resources: Excellent  
Popularity: 10

Powers:  
Body Resistance: Excellent  
Hyper-Speed: Unearthly

Talents:

Contacts:  
Asgardians

High Evolutionary



## High Evolutionary

Herbert Edgar Wyndham

Fighting: Rm  
Agility: Rm  
Strength: Ex  
Endurance: CI3000  
Reason: CI1000  
Intuition: CI1000  
Psyche: CI3000

Health: 3080  
Karma: 5000  
Popularity: 0/100 with his creations  
Resources: CL1000

### Known Powers:

Cyborg Exoskeleton: Most of the High Evolutionary's powers are derived from his protective suit which also provides its wearer with Un protection against physical attacks and Shift-Z protection from energy, psionic, or magical attacks. The other powers include: (all CL1000 unless otherwise noted)

- Clairaudience
- Clairvoyance
- Communication with Animals
- Communication with Cybernetics
- Cosmic Awareness
- Danger Sense which also alerts the High Evolutionary of threats to any of his creations
- The High Evolutionary can separate his spirit from his physical form and can survive in this state for an indefinite period of time.
- Levitation
- Linguistics
- Mental Invisibility which he can extend to an entire world
- Mental Probe
- Force Field Sh-X
- Matter Creation which can be used for the following:
  - Artifact Creation which allows the creation of complex shapes
  - Elemental Creation
  - Lifeform Creation
  - Mechanical Creation
  - Missile Creation with Un range and Un damage.
  - Spray of Un intensity and damage.

The suit is designed to protect its wearer at all costs and, as such, expends automatically up to 150 karma points to prevent disasters from affecting the High Evolutionary.

-The suit can, in time, even create a whole new body for Wyndham.

-The suit provides complete life support for Wyndham, automatic recycling his air and providing him with water and food.

- Speechthrowing

- Telepathy
- Total Memory.

Talents:  
+3CS reason in the fields of Genetics and Engineering.

Contacts:  
Knights of Wundagore, New Man, Avengers, Fantastic Four.

Hoder



Hoder

Hoder, God of Winter

Fighting: Excellent  
Agility: Typical  
Strength: Excellent  
Endurance: Incredible  
Reason: Good  
Intuition: Good  
Psyche: Incredible

Health: 86  
Karma: 60  
Resources: Rm  
Popularity: 2

Powers:  
Precognition: Cl1000  
Body Resistance: Excellent

Weakness:  
Hoder is totally blind

Talents:  
Marksmanship, Weapon Specialist: Bow

Contacts:  
Asgardians

Hogun



Hogun

Hogun the Grim

Fighting: Amazing  
Agility: Remarkable  
Strength: Amazing  
Endurance: Monstrous  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Remarkable

Health: 205  
Karma: 80  
Resources: Incredible  
Popularity: 20 (in Asgard)

Powers:  
Body Resistance: Good

Equipment:

Mace: Hogun's Mace: Hogun's mace is made of Monstrous-strength materials, and he wields the weapon for Monstrous damage. The weapon is nonmagical, though it was built using the magic of Asgardian craftsmen, and has no special powers.

Talents:

Weapon Specialist: Mace, Military, Martial Arts A, Horsemanship

Contacts:

Asgardians, Warriors Three, Thor

History:

Very little is known about Hogun before he joined the Warriors Three, a band of gallant adventurers and defenders of Asgard consisting of himself, Fandral the Dashing and Volstagg the Enormous that has fought along with Thor and/or Balder numerous times and ventured on Earth in several instances.

Holocaust



## Holocaust

Fighting: Am  
Agility: Ex  
Strength: Un  
Endurance: Un  
Reason: Ex  
Intuition: Ex  
Psyche: Am

Health: 270  
Karma: 90  
Resources:  
Popularity:

### Powers:

Holocaust's energy body is contained in a containment suit.

Energy Blast: Un

Body Armor: Mn

Energy Drain: Holocaust can drain life energy to add to his own. He may not attack for one round and must be in contact with the target. He then drains 75 Health. A target below 0 dies immediately.

### Talents:

Martial Arts A, Wrestling

## Horus



Horus

Sun God

Fighting: Monstrous  
Agility: Monstrous  
Strength: Monstrous  
Endurance: Shift-X  
Reason: Incredible  
Intuition: Amazing  
Psyche: Shift-Y

Health: 375  
Karma: 290  
Resources: Shift-Z  
Popularity: 50

Powers:  
Immortality: Horus has CL3000 resistance to Aging and Diseases  
True Invulnerability: Unearthly resistance to other forms of damage  
Paralysis: Horus can project an Incredible rank paralysis beam from his left eye.  
Light Generation: Horus can project Amazing intensities of light at will.  
Heat: Horus can unleash Amazing intensity heat.  
Telepathy: Horus can speak directly into a person's mind at Excellent ability.

Equipment:  
Horus requires his staff in order to emit and focus his light and heat emission powers

Talents:  
Weapon Specialist: Staff

Human Torch I



## Human Torch I

John Hammond

Fighting: Excellent  
Agility: Excellent  
Strength: Excellent  
Endurance: Remarkable  
Reason: Typical  
Intuition: Typical  
Psyche: Excellent

Health: 90  
Karma: 32  
Resources: Good  
Popularity: 30

### Known Powers:

Android Body: The torch is a synthezoid created in the 1940's. His artificial nature give him:

- Disease Resistance: Unearthly ability to resistance earthly diseases.
- Universal Organ Donor:

Invulnerability: CL1000 resistance to fire and heat.

Fire Generation and Control: The human torch generates Monstrous intensity flames and possesses Unearthly control over any flame. He has shown the following power stunts

- Fireballs: Monstrous damage, three area range
- Flame Constructs: Amazing intensity flame barriers and cages. Three area range
- Flight: Excellent air speed.

Fire Sheath: Monstrous protection against physical and energy attacks. Due to the nature of his sheath he has no protection again cold or wind based attacks.

- Nova flame: Burst of Shift-Z intensity fire to all within one area. Shift-X to all within the next five area radius. His powers reduce to Feeble for 1-10 rounds

### Limitations:

Cold, water or wind based attacks of greater than Shift-X intensity extinguish Torch's flame

### Talents:

Business, Law Enforcement, Trivia: 1940's and 50's

### Contacts:

Invaders, Liberty Legion, All-Winners Squad, Avengers

### History:

The original Human Torch began his existence in 1939 in the laboratories of Professor Phineas Horton, one of the pioneers in the field of artificial intelligence and robotics. The culmination of Horton's research was an android who mimicked virtually all of the functions of a human

being, including independent thought, but was composed entirely of synthetic materials. The one flaw in the android's design concerned the photoelectric solar cells which covered every square inch of his body and served as his power source. The cells were too volatile and caused the epidermis of the android to burst into flame upon contact with air but without harming the android itself. Horton revealed the Torch's existence to the public at a press conference in November 1939, at which he demonstrated how the Torch would burst into flame if he introduced a small amount of oxygen into the transparent container in which he was confined. The news media proclaimed the Torch to be a potential menace, and so Horton buried the android in his supposedly airtight tube within cement until such time as he could find a way either to prevent the android from bursting into flame or learn how to control its flame. There was a slow leak in the Tube, however, and eventually enough oxygen entered so that the android's flame ignited explosively, permitting him to escape. Wreaking havoc in innocent exploration of his environment, the android, inaccurately dubbed the Human Torch, soon realized the panic he was causing and, unable to control his flaming power, doused his flame in a swimming Pool.

The Human Torch eventually gained control over his flame and became a crimefighter. He allied himself with the young mutant Toro, who possessed powers similar to his own. At first, the greatest adversary the Torch faced in combat was the Sub-Mariner. The Torch and Toro, as well as the Sub-Mariner, who became their ally and friend, served together as members of the Invaders during World War II and the All-Winners Squad during the postwar years.

During this time, Hammond developed unrequited romantic feelings for the Jacqueline Falsworth. He saved her life by giving her a blood transfusion, and Hammond's android blood gave her superpowers leading her to become the hero Spitfire.

In 1949 American criminals seeking to destroy the Torch obtained a chemical known as Solution, and sprayed the solution over the Torch and Toro, dousing their flames and paralyzing them. The criminals then buried the Torch beneath the Nevada desert-accidentally beneath an atomic testing site. In December 1953, the blast of an atomic bomb detonated on the site freed the Torch, and the radiation reactivated his flame. The Torch resumed his crimefighting career and his partnership with Toro.

In 1955, the Human Torch sensed that the radiation from the bomb was causing him to lose control of his flame, and that he would eventually "die" by burning himself out. After bidding farewell to Toro, the Torch flew to a desert in the western United States where he tried to destroy himself by overloading his solar cells in a single burst of maximum-output flame. The Torch succeeded in burning himself out and plunged to earth to lie insensate.

In recent years, the android hero Vision was revealed to be a reconstructed Human Torch, and the time-traveling Immortus had made this possible by creating an identical temporal duplicate of the Torch that was rebuilt into Vision by the robot Ultron. The remaining Torch was used by the villain Mad Thinker in a plot against his enemies, the hero team Fantastic Four. The Mad Thinker buried the Torch in a non-descript grave.

The hero team Avengers revived the Human Torch when in the course of investigating the Vision's origin. They invited the revived Torch to join their team, and he gratefully accepted. However, he served for only a short time before taking a personal leave of absence, during which time he lost his powers to save the life of his aged friend Lady Crichton (alias the Golden Age hero Spitfire). He then retired from adventuring although Hammond returned to join the Avengers' West Coast branch as reserve member, and served alongside the team on a couple of adventures.

Months later, he agreed to lead the re-launched hero team Heroes for Hire with Iron Fist and Cage, behind-the-scenes in an office capacity. After spearheading several adventures, Hammond was revealed to be used by the villainous Master to destroy the Heroes for Hire, although the Heroes triumphed over their foe and rescued Hammond, who recovered. During this time, Hammond recovered his ability to throw fireballs, although the full extent of his powers remain lost. When the unscrupulous Stark-Fujikawa corporation bought Oracle and began restructuring Heroes for Hire, Hammond resigned.

Human Torch II



## Human Torch II

### Johnny Storm

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Good  
Intuition: Good  
Psyche: Typical

Health: 60  
Karma: 26  
Resources: Excellent  
Popularity: 50

#### Known Powers:

##### Fire Sheath:

- Incredible body armor against weapons of less than Amazing material Strength.
- Anyone touches the Torch suffers Incredible fire damage.

Fire Generation: Emit Unearthly intensity flames up to 3 areas.

- Sky Wright: Johnny can draw any shape from flame that remains for 4 turns

##### Flame Control: Unearthly

- Self Duplication: Create up to 10 duplicates by shaping flames to resemble his human Torch appearance
- Flame Constructs: Amazing intensity flame barriers and cages. Three area range

Invulnerability: CL1000 vs. heat and flame

True Flight: Ex

Nova Flame: Shift-Z damage to all in the same area as the Torch, Shift-X damage up to 5 areas away. His flames are reduced to Feeble for 1-10 rounds afterwards and he must make an End FEAT or pass out for 1-10 rounds.

#### Talents:

Mechanics, Race Car Driver

#### History:

Johnny Storm was a teenager when he accompanied his older sister, Sue, and her boyfriend, Reed, and their friend, Ben, in stealing aboard Reed's experimental rocket ship to give it its test flight, but instead became transformed by the cosmic radiation that leaked through the faulty shielding to turn Johnny into a flame-powered super being. Taking his name from the Golden Age Human Torch, Johnny helped his friends in forming the Fantastic Four, and has adventured with them ever since, enjoying his identity of the Human Torch almost as much as his hobby of car racing, and had many other adventures outside the Foursome, including extensive team-ups with Spider-Man.

On the FF's encounter with the Inhumans, Johnny met and soon fell in love with Crystal, who later joined the Foursome as a member. Their relationship did not last, and Crystal returned to her home in Attilan. Later, Johnny helped "rescue" Alicia Masters from the Skull home planet, but this was actually a plot by the Skrulls to place Lyja (later, Laserfist) as a spy among the Four's circle of friends. Lyja ended up falling in love with Johnny, and as Alicia, Johnny courted and soon married her, to the disappointment and anger of Ben, the Thing.

During this time, Johnny was determined to remain in school, and enrolled in Empire State University. Eventually, Lyja was discovered, and although dismissing her at first, Johnny soon reconciled with her, and soon she revealed she was having his child. The "child" ended up being a Skrull bio-weapon, which the Four quickly defeated.

Johnny was among the heroes fighting the menace known as Onslaught, and seemingly sacrificing himself to absorb its energies. In actuality, he was displaced in another universe, and was soon returned to our reality with the rest of the heroes.

Hulk



Hulk

Dr. Robert Bruce Banner

Fighting: Incredible  
Agility: Good  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Poor  
Intuition: Excellent  
Psyche: Remarkable

Health: 240  
Karma: 40  
Resources: Feeble  
Popularity: 0

Known Powers:

True Invulnerability: Unearthly  
Invulnerable to Cold, Heat, Fire, Radiation & Disease  
Regeneration: Monstrous  
Hyper-Leaping: CL5000, 40 areas  
Astral Detection: Unearthly

Adrenaline Surge: The listed abilities and Health scores are for the Hulk under "normal" circumstances. The Hulk's Fighting and Strength may be raised +1CS to a maximum of Shift-Z to hit and damage under special circumstances. Every round the Hulk is in combat with the same opponents, he receives this shift. If the opponent or opponents are defeated, the Hulk's abilities and Health scores return to normal in the next round.

Special Detection: For some unknown reason, the Hulk is able to locate the place he was "born"- Desert Base, New Mexico- with CI3000 ability

Alter Ego: He turns into the Hulk when he gets mad. As Bruce Banner he has none of the powers above:

Fighting: Typical  
Agility: Good  
Strength: Typical

Endurance: Excellent  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Good  
Health: 42  
Karma: 60

Talents:  
Banner Only: Biology, Chemistry, Computer Science, Engineering, Medicine, Physics

Contacts:  
None

History:  
As a child he was abused by his dad and he killed his dad when he was a teenager. After college he became an accomplished scientist and nuclear physicist. He was working on Gamma Bomb for the US government, when Rick Jones was on the testing site for the bomb. Bruce got Jones out of the way, but he himself got bombarded with gamma rays and turned into the Hulk, as a product of Banner's split personality. (At first, such changes occurred with the sunset, reverting at dawn. Later, Banner would change with the adrenaline rush of excitement or anger.)

For years, Banner lived as a fugitive, with the American government hunting the Hulk. At times, Banner was able to control his Hulk persona with a degree of his own intelligence, but more often than not the child-like Hulk lashed out. Over time, three distinct personalities emerged: the Gray (self-assured and cocky) Hulk, the Intelligent (Banner-driven) Hulk, and the Savage (child-like, irrational, and angry) Hulk. Eventually, the world soon knew Banner's secret identity.

At one point, the Savage Hulk found himself in a sub-atomic world ruled by the princess Jarella. They fell in love, and both returned to Earth, although Jarella sacrificed herself to save a child.

Later, Doc Samson was able to physically separate the Hulk from Banner, creating two separate beings. During this time, Banner became the leader of the government's Hulkbuster taskforce to hunt the Hulk, and he even married long-time girlfriend Betty Ross. However, a continued separation was killing both beings, and Banner and the Hulk soon merged again, re-creating the Grey Hulk, with old pattern of night-time hulking-out. As the Grey Hulk, he adopted the identity of "Mr. Fixit" as a bouncer for a Las Vegas casino.

Later, after extensive therapy with the combined talents of Doc Samson and the Ringmaster, the Hulk merged the three different personalities within him. Soon after, he was contacted to join the Pantheon and served a long stint with them.

The Hulk was severely injured by the being known as Onslaught, physically separating Banner from the Hulk body once again. Banner was then shunted to another dimension, leaving Hulk in this world slowly dying.

Huntress



Huntress

Helena Janice Bertinelli

Fighting: Remarkable  
Agility: Remarkable  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Excellent

Health: 90  
Karma: 60  
Resources: Remarkable  
Popularity: 25

Known Powers:  
None

Equipment:  
Costume: Made from a Kevlar/Flameweave material it provides the following protection.  
 Good Protection Vs. Physical  
 Excellent from Heat and Fire.

Mounted on her right arm is a wrist-launcher that fires small CO2 propelled bolts with a 3 Area range. Bolts for her Wrist launcher: 20 Regular broad blades: Good damage Can attach and fire a Grappling hook and line: Excellent material strength.

Nightsight lenses: Excellent nightsight at 3 area range.

Pouches: Secreted in her costume Huntress has various pieces of equipment for her war on crime.  
 Lockpicks: +1CS to picking locks  
 6 Throwing blades. 2 area range, Typical damage  
 First Aid Kit: Standard first Aid kit  
 Mini Flashlight: Typical light 2 area range

Lamborghini:  
This is a standard Sports car of this type, with no special modifications.

Talents:  
Acrobatics, Martial Arts: All, Marksman, WeaponMaster, Teaching-History, Detective, Tumbling. Contacts: Batman, Nightwing, Black Canary II, Azrael, The Oracle, Robin III, Justice League of America

History:  
Helena Bertinelli is the daughter of Guido Bertinelli, head of the Bertinelli crime family, one of the largest Mafia families in America. She grew up in the East Town of Gotham City. At age six Helena was abducted by a person known as Vince on behalf of a rival crime family. When she was returned by the police later that evening it was quite evident that the experience had taken its toll on the young girl. Where she was once an outgoing, optimistic, naive child she quickly became more serious, surreptitious and distrustful.

After the incident Helena's father decided that she was to be sent off to school far from the family. Though in order to secure her safety he assigned her a bodyguard much to Helena's dismay. At age 19 Helena left College for the spring break to attend her cousin Freddy's wedding leaving her bodyguard behind. Shortly after she arrived an assassin known as Omerta the Silencer broke in and murdered her entire family. Helena only survived the attack by playing dead herself.

Once it became known that she had survived a number of hitmen were sent to stalk her. Fortunately her bodyguard, only known as Sal, found her first and brought her to safety. He then taught her to protect herself, training her in the martial arts as well as the use of all kinds of weapons. Despite she was now able to protect herself she still felt small and vulnerable, so in order to be able to bring her family's killers to justice she decided that she had to create another identity for herself. She then designed a costume and under the identity of the Huntress she began seeking out her family's killers. Eventually she found out that Omerta was actually her family's consigliere, a lawyer who had been employed both by Guido Bertinelli and a Mafioso known as Mandragora. Mandragora had wanted the Bertinelli fortune for himself and had ordered the hit on the family so that he could establish a major American empire himself.

Having defeated Omerta and Mandragora, Helena decided to move to New York and keep on fighting crime as the Huntress. Following an encounter with the Justice League America she was invited to join but declined. When Maxwell Lord looked her up in her secret identity a short time later he used his mindbending abilities to make her accept the offer. She left the group again a few months later as she learned that she had been manipulated by Lord.

About two years ago she returned to Gotham City where she continued her crimefighting career. Early on she met Robin III who quickly discovered her secret identity, much to her dismay. Since their first encounter she and Robin have teamed up a number of times, and Robin has honored their friendship by not telling his mentor of her secret. Batman himself does not approve of the Huntress as he believes her methods to be too violent, and because her reckless behavior reminds him of Batgirl and her final fate. By not accepting her as one of the family he hopes to discourage her from continuing her career as Huntress, but instead it has made her more determined than ever. Though Huntress has been called in to help out on rare occasions such as during the Gotham Plague, she mostly keeps to her own.

Seeing that the Huntress was becoming even more violent than before in her battle against crime the Batman recently invited her to join the JLA in an attempt to soothen her aggressive side. However, after the recent destruction of Gotham City caused by the big quake has left the city in the midst of the biggest crime wave the city has ever seen Huntress has once again become more bitter and though she has not yet killed anyone she is prone to use deadly force on her enemies.

Hurricane



Hurricane

Daniel Webb

Fighting: Incredible  
Agility: Amazing  
Strength: Remarkable  
Endurance: Incredible  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Excellent

Known Powers:

Invulnerability: The unique nature of his powers permit CL1000 resistance to the effects of dizziness and vertigo.

Body Resistance: Due to his mutant powers his skin is a bit stronger than average providing him with Remarkable resistance to physical and energy damage.

Air Control: has Monstrous control over the flow of air and other gases. Power Stunts:

- Create Monstrous strength winds, cyclones etc.
- Hurricane Area Attack: Uneearthly damage to the target area. -1CS each additional area outward.
- Hurl mini hurricane's for Amazing force damage (as per kinetic bolt) at a range of 20 areas.
- Airshield provides Amazing protection against physical attacks.
- Flight: By generating a mini-hurricane around himself he can move at Amazing land speeds
- Gliding: Using thermal drafts he is able to propel himself at Monstrous air speed.
- Grappling: By centering a mini hurricane on a target he can "tie them up". This is treated as an Amazing intensity Grapple.
- Hurricane Punches: By wrapping his fist in a mini hurricane he can inflict +2CS STR Blunt attack.
- Create fog: Ability to summon and control Monstrous intensity & thickness fog
- Levitation: By creating thermal updrafts and convection currents, he can move up to 75 tons of material as if he had Monstrous telekinesis.
- Air cushion: create fall cushions that absorb up to Monstrous damage
- Heated Air Blast: He can agitate air molecules and project bolts of super-heated air to a range of 10 areas capable of inflicting Incredible heat damage.
- Oxygenate: Can automatically extract oxygen from water allowing him the water breathing power.
- Lift: Hurricane can lift others off the ground and into the air. Those opposing must make the more difficult of either a Strength or an Agility FEAT to remain on the ground. Opponents lifted off the ground are attacked by monstrous strength winds doing Amazing blunt damage. Opponents on the ground take Remarkable blunt damage.

- Air Bubble: Able to create a pocket of fresh air (capable of supporting 6 adults) that allows operation in airless or hazardous airborne environments. He is able to recycle this air indefinitely. Still subject to other environmental conditions such as cold, heat etc.
- Able to heat or chill an environment (up to 40 areas) by manipulating air molecules with Amazing effect.
- Air Disruption: Flying opponents must make an Agility FEAT roll to remain airborne. Gliding opponents must make a Red FEAT.
- Suffocate: Hurricane can suffocate a single opponent by extracting all air from the lungs. The target must make an Endurance FEAT or be knocked unconscious for 1-10 rounds.
- Air Constructs: He can solidify gases to create solid constructs such as barriers, cages, rings etc with Incredible material strength. Only 1 effect can be created per round, but he can maintain up to 3 existing effects by making a successful psyche FEAT roll.
- Magnification/Reduction: By altering the flow of gases he may increase or reduce the effectiveness of fire and sonics to Amazing degrees.
- Implosion: may create a vacuum and force air back in forcing an implosion to occur. This effects an outward vibratory explosion for Amazing damage to everything within the same area. Monstrous damage at the core.
- Telekinesis: Although crude he can simulate the effects of Good level telekinesis.

Equipment:

Costume: Unearthly resistance to air friction and tearing.

Talents:

Chemistry, Biology, Physics, Engineering, Electronics, Mechanics, Bionics, Acrobatics, Martial Arts A

Contacts:

Hank McCoy, Reed Richards, Xmen, Henry Pym

History:

Daniel was born a prodigy. His mind was very sharp, displaying extraordinary abilities to absorb knowledge. By the age of 18 he had accumulated 2 PhD's and was well on his way to his third.

No extraordinary event occurred to bring on his mutant powers however when they did manifest his parents were approached by Scott Summers, suggesting young Daniel finish his schooling in the care of Professor Xavier's School.

His parents agreed and this is where Daniel learned the most about applied sciences from Hank McCoy (a.k.a Beast). Through their partnerships in the lab Daniel gained a notoriety of his own even colluding on several experiments with Reed Richards.

He enjoys using his powers and likes to spread his time between lab work and heroic deeds.

Husk



Husk

Paige Guthrie

Fighting: Good

Agility: Good

Strength: Good

Endurance: Excellent  
Reason: Good  
Intuition: Good  
Psyche: Typical

Health: 50  
Karma: 26  
Resources: Typical  
Popularity: 0

**Powers:**

Husking: Husk can shed her skin to morph into almost anything, she does this with Remarkable ability. She has to make a power FEAT to get the desired result, established power stunts are:

- Heal up to Remarkable damage
- Increase Strength and Endurance to Remarkable and get Remarkable body armor

**Talents:**

**Contacts:**

Cannonball, Generation X

**History:**

Paige Guthrie is Samuel's Guthrie sister and her wish to join the X-Men is greater to her than anything. Paige first manifested her power when she asked God for them, in the field of the farm in Kentucky that she was born. Her father had been dead for some years then, killed in a cave in of a mine. She first used her powers to protect her brother and his girlfriend, Tabitha Smith, from Siena Blaze, during a combat that was named the "Young Hunt". By the end of it, it was Paige that convinced the Game Master to let her friend and family go, saving the day. Husk was later kidnapped by the Phalanx, and after escaping joined the Generation X. There, she is learning to control her husking power and also learning to show her feelings to Jonathon, a.k.a. Chamber.

**Hydroman**



**Hydroman**

Morris Bench

Fighting: Ex  
Agility: Gd  
Strength: Rm  
Endurance: Mn  
Reason: Ty  
Intuition: Gd

Psyche: Rm

Health: 135

Karma: 46

Resources: Pr

Popularity: -4

Known Powers:

Water Transformation: He can transform any or all of his body into a coherent watery mass which cannot be killed by transformation into vapor. He has developed the following power stunts:

- Firing jets of water which do Ex damage at 3 areas range.
- Am body armor vs. physical attacks.
- shoot himself 3 areas and then reform.
- absorb ordinary water to heal himself for 1 point per gallon.

Weaknesses:

double damage from heat and energy attacks and he can be absorbed by sponges (1-4 points of damage per round).

If Hydro-Man comes into contact with the Sandman, both their bodies are automatically fused into a single imbecillic creature of wet sand. Each man must make a Rm psyche FEAT to regain their individual form.

Talents:

Seamanship, petty criminal

Contacts:

Sinister Syndicate

History :

Petty seaman and thief Morris Bench used to be a labourer on a ship involved in an energy experiment. Bench was transformed into the Hydro-man when he was accidentally knocked into the water by Spider-Man, who was on the ship, during the testing of a new under-water generator. An unlikely set of circumstances including the failure of the device and the presence of the undersea volcanic gasses lead to a situation whence 'the energy conversion reaction within the device combines with the gasses in the water to form an energy for which there may never be a name'. That is to say - it was a one-in-a-million situation which created the Hydroman. It's too extra-ordinary to try to explain and it's impossible to reproduce. Bench got back on dry land, but felt strange. He began to literally sweat floods and finally became a pool of water himself. After a while Bench drew himself together again into human form, but was quite enraged by the event. He set off after Spider-Man for vengeance, but not knowing where to look Hydro-Man transported himself fast around the water system of the city searching everywhere around. The sightings of a being calling himself Hydro-Man looking for Spider-Man finally reached Peter Parker himself, who changed into Spider-Man and went after the Hydro-Man. When they finally met it was on the roofs of New York during a hot summer day. Spider-Man tricked Hydro-Man into following him over the roofs during which Hydro-Man himself slowly evaporated away. The fight ended when Hydro-Man completely changed into a cloud of steam and disappeared.

Much later Hydro-Man managed to pull himself together again only to fight Sand-Man this time (since they wanted the same woman). That fight ended when both became a pile of wet sand. Later he managed to pull himself together again, and joined the group of Spider-Man enemies known as the Sinister Syndicate, but again met with failure. Hydro-Man still remains at large to occasionally resurface to plague Spider-Man in particular and humanity in general.

Hypno Hustler



### Hypno Hustler

It's a DISCO BAD GUY! From: EmarZero@aol.com and the Marvel Email List

Fighting: Ty  
Agility: Gd  
Strength: Ty  
Endurance: Gd  
Reason: Ex  
Intuition: Ty  
Psyche: Gd

Health:  
Karma:  
Resources: Ex  
Popularity: -10 in the 70's, -15 now (get a LIFE, man!)

Powers:  
None

Equipment:  
Hypno-Disco: Hypno-Hustler had rigged up a conventional discotheque's sound system to play evil subliminal messages designed to make dancers into his willing slaves. This was roughly EX intensity Mind Control. The mind control could be readily broken by splashing water in a victim's face, and prevented by blocking one's hearing.

Ugly Disco Get-Up: While Hypno-Hustler's outfit didn't really have any special abilities, it was a Disco Suit.

Talents:  
Electronics  
Performer: Dance: Disco

History:  
Nothing is known of the Hypno-Hustler, except that he tried to take over a disco that happened to be visited by a very very unwilling Peter Parker.

Spidey shot webbing in his own ears, and beat the piss out of the Hustler. Peter Parker then continued to boogie-oogie-oogie until the break of dawn. Or something.

Hyperion



## Hyperion

Zhib-Ran, Mark Milton

Fighting: Rm  
Agility: Un  
Strength: Un  
Endurance: Un  
Reason: Ex  
Intuition: Am  
Psyche: In

Health: 330  
Karma: 110  
Resources: Un as Squadron member  
Popularity: 80

### Known Powers:

True Invulnerability: Un resistance to all attacks

True Flight: Mn airspeed 450 MPH, 30 areas per round

Nuclear Vision: Combination of infra red and x-ray radiation does Mn damage; range 10 areas.

Atomic Vision: Hyperion can see a far greater width of the light spectrum, from X-rays to infrared, giving him Mn penetration vision and infravision, at a ten area range.

Weakness: Argonite, a rare lead isotope negates his powers. It does Ex damage each round it is 20 feet of him.

### Talents:

He is a skilled Artist

### Contacts:

Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.

### History:

As an infant, Hyperion was found and adopted by the Milton family and named Mark. Mr. and Mrs. Milton instilled in their son a strong love of traditional American values and a passion for justice. As he grew it was discovered that Mark had vast superhuman powers, which the Miltons encouraged him to use for the good of humanity. However, they cautioned him not to use his powers to change the course of human history, for they believed that humanity must ultimately solve their own problems. Mark assumed the costume and masked identity of Hyperion (taking the name of the Titan in Greek mythology who was associated with the sun). Hyperion went on to become the greatest hero of his world and a founding member of the Squadron Supreme.

Recent tests indicate that his cells are basically human though augmented to an unearthly degree. Makarri the Eternal revealed that Hyperion is in actuality the last surviving Eternal of his Earth. Hyperion was the first, and is the longest serving chairman of the Squadron Supreme, having recently been replaced by Power Princess, his current girlfriend. Hyperion's principal weakness is an isotope of lead vaslled argonite whose particles of decay serve to damper the quasi-nuclear reactions in his body. While in itself, it cannot kill him, but it can render him susceptible to other forms of injury.



## Hyperstorm

Jonathan Reed Richards

Fighting: Am  
Agility: Ex  
Strength: Am  
Endurance: CL1000  
Reason: Ex  
Intuition: Mn  
Psyche: CL1000

Health: 1120  
Karma: 1095  
Resources: Un  
Popularity: -10

### Powers:

Hyperstorm is a mutant with the power to tap the extradimensional realm called hyper-space and the forces that emanate from within it for many effects.

Electro-magnetic Manipulation: Hyperstorm can emit and control the energies that make up the Universal Spectrum at Sh-Z ability. The following is a list of Energies make up the spectrum:

- Hard Radiation
- Light
- Sound
- Microwaves
- Radiowaves
- Magnetism
- Heat
- Gravity

Continuum Control: Hyperstorm is able to tinker with the nature of matter and have some control over the space/time continuum at Sh-Z rank. This power he may perform as one or more of these powers:

- Damage Transferral
- Disruption
- Regeneration
- Time Travel
- Teleportation

True Flight: CL1000 in space and limited to Sh-Z in atmosphere.

Gateway: Hyperstorm may open gateways into "Hyper Space dimension" at will with CL3000 ability. He may use this for instant teleportation to anywhere in the universe.

True Invulnerability: Hyperstorm has UN resistance to physical and energy attacks. He has CL1000 resistance to heat, cold, corrosives, toxins, and disease.

Force Field Generation: CL1000

Kinetic Bolts: Hyperstorm can release energy blasts of CL1000 Intensity.

Self Sustenance: CL1000. Hyperstorm has no need to breathe, eat, drink or even sleep.

Talents:  
Unknown

Contacts:  
None

History:

In one of the many variations of the "Days of Future Past" timeline, Franklin Richards and Rachel Summers married and had a son. Named Jonathan Richards, he grew up in a bleak future where his family and friends were slaughtered by the mutant-hunting Sentinels. Traumatized by the horrors of his childhood, Richards became Hyperstorm and vowed to bring order to a universe he believed was beset by chaos. Unfortunately, Hyperstorm set out accomplishing this goal by conquering and destroying countless civilizations across numerous timelines and dimensions. He became a despot just as evil as those who had murdered his parents.

He comes to this timeline to fight the Fantastic Four. Unable to defeat Hyperstorm Reed Richards contacts Galactus who refuses to help until Reed offers him an unlimited source of cosmic energy.

Galactus comes to Earth from his pocket dimension where he has chosen to reside forever to combat the menace that is Hyperstorm. Galactus takes a defeated Hyperstorm with him back to his dimension where he can feed on the unlimited cosmic energies that Hyperstorm can access.

Ice



Ice

Tora Olafsdotter

Fighting: Good  
Agility: Remarkable  
Strength: Typical  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 66  
Karma: 40  
Resources: Good  
Popularity: 25

Known Powers:

Ice Generation: Monstrous

- Create Shields: Monstrous material strength
- Create Ice Weapons: Monstrous material strength
- Create Ice Contracts: Monstrous material strength

Invulnerability to Cold

Talents:

Modeling, Martial Arts B, Swords, Languages:Norse, English

Contacts:

Fire, JLI, Global Guardians

History:

Ice was born the eldest child to King Olaf and Queen Elin of the Ice people of Norway. The Ice people are isolationist who were thought of as just legends by the regular folk of Norway. There are indications that the Ice folk were descendant from Frost giant types. The people used to have many amazing abilities to produce and shape snow, ice and crystal. Most likely due to inbreeding the old talents were dying out, with crystal making being a very rare talent. Another problem was that the young icemaids were discouraged about using their powers. Into this world Tora was born. She was the apple of the King's eye, but Tora was too curious about the outside world and her powers. Olaf was afraid that Tora could be stolen away by the warm-bloods outside the Ice kingdoms walls, like earlier icemaids had been. Tora was kept close, and when she reached her teens a marriage to crystalmaker Ymir was planned. Ice had other plans, and marriage to Ymir was out of the question.

Into this situation came an expedition looking for the fabled Ice people. The first sight the expedition had was of Tora outside of the caves, where she did not belong. Olaf came along and froze the two men from the expedition, but Tora later unmelted them-first by using a lighter they had that she had figured out how to use and then by using some of her power. The expedition leader and Tora eventually were able to convince Olaf to let his daughter visit the outside world. The expedition then fulfilled its purpose, which was to find a Norwegian superhero for membership into the Global Guardians. Tora joined the group with the codename of Icemaids. She became a team soon with her newfound friend and fellow Guardian, Brazian Green Flame.

The Global Guardians operated for several years, but eventually folded due to money problems after the Justice League was given United Nations funding. Green Flame persuaded Icemaids to come with her to try gaining membership in the Justice League. They were turned down at the Brazilian embassy of the Justice League. They later retried for membership in the JLA at the New York embassy and were again turned down. They then followed J'onn of the JLA to the UN building, and they were asked to join the JLA due to they were shorthanded. The ladies set out and proved themselves on that mission and were made full members of the JLA. Shortly after joining the JLA Green Flame and Icemaids changed their costumes and also changed their codenames to Fire and Ice.

Ice served a long tenure in the League before returning home and finding her powers augmented as a result.

*Background information by Melissa or visit the Ice Goddess page or Clicking here*

Iceman



Iceman

Robert Drake

Fighting: Excellent  
Agility: Good  
Strength: Excellent  
Endurance: Incredible  
Reason: Typical  
Intuition: Typical  
Psyche: Good

Health: 90  
Karma: 22  
Resources: Good  
Popularity: 0

Known Powers:

Ice Body: Iceman can turn his body completely into ice, with the following powers:

- Ice Generation: Monstrous (& all power stunts)
- Elongation: Good
- Body Armor: Incredible
- Shape Alteration: Excellent
- Self Heal: up to Monstrous damage a turn
- Molecular Conversion: Amazing ability to freeze someone's water molecules inside their body

Talents:

Accounting

Contacts:

X-Men

History:

Bobby Drake was the youngest founding member of the original X-Men, and the comedian of the group. He never seemed to take much of anything seriously throughout the early days of his career as a super-hero, but he usually pulled his weight and coordinated with rest of the team. His first few years with the team were rather unremarkable, the first big change arriving when the team was captured by the Living Island, Krakoa. After the newly assembled team of X-Men rescued them, Bobby left the team along with the other original X-Men, excepting Cyclops who remained with the new team. He tried for a time to live a normal life before forming a short-lived team called The Defenders with Angel and Beast. Shortly after the demise of the team, they received an amazing phone call from Cyclops, claiming that Marvel Girl (Phoenix) was alive. Having thought her dead for many years, they rushed to see if it was true.

It was true indeed, and thus, X-Factor was formed, the original X-Men back together again. It was during his time with this team that his life began to change. His ability to generate blasts of intense cold and form ice increased by amazing proportions, beyond his ability to control. For a time, he wore an inhibitor belt which kept his power in check for him. The power he wielded was amazing...not only could he sheathe his own body in ice to protect himself, he could sheathe enormous objects, and once even encased the Empire State Building completely in ice.

With time, he learned to gain control over his increase in power and got rid of the inhibitor belt. Thinking he had achieved his full potential, he never pushed himself beyond his normal limits.

He finally found love, though briefly, with a woman named Opal, who left him when she decided that his mutant powers set them too far apart. He visited with his family also during this time, a rare occurrence for him, since his father hated the fact that he was a mutant. Bobby's father was severely injured some time later, and after his recovery he began to see the good that X-Men were doing in the world, forgiving himself, and his son, they reconciled and still maintain a healthy relationship today.

It wasn't until the original members rejoined the X-Men and Bobby was possessed by the White Queen that he discovered his true potential. Not only could his ice power be used for defense, but it could be extremely deadly with the right intent and a little imagination. He is still testing his newfound abilities even now. Throughout the years, Bobby has come forward more, becoming an integral part of the team and even leading them at times. He still retains his childish sense of humor, though, and is the biggest prankster among all of the X-Men. Recently, Bobby seems to have left the team for a time, though no explanations to his whereabouts have yet been given.

Idunn



Idunn

Idunn, Goddess of Immortality

Fighting: Remarkable  
Agility: Good  
Strength: Incredible  
Endurance: Incredible  
Reason: Excellent  
Intuition: Excellent  
Psyche: Remarkable

Health: 120  
Karma: 70  
Resources: Amazing  
Popularity: 40

Powers:  
Body Resistance: Good

Talents:  
Trained to cultivate the golden Apples of Immortality

Contacts:  
Asgardians

## Ikaris



## Ikaris

Fighting: Incredible  
Agility: Remarkable  
Strength: Amazing  
Endurance: Monstrous  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Remarkable

Health: 195  
Karma: 80  
Resources: Remarkable  
Popularity: 10

### Known Powers:

**Invulnerabilities:** Ikaris has CI1000 resistance to Heat, Cold, Energy, Electricity, Radiation, Toxins and Disease. He does not age and can still be affected by Stun, Slam and Kill results. He is only affected by a Kill result that would scatter his atoms over a wide area of space.

**Cosmic Energy Manipulation:** Ikaris can manipulate Cosmic Energy at a Monstrous rank. He has developed no power stunts.

**Flight:** Ikaris can fly at Shift-X speeds (50 areas/rd).

**Psionic Abilities:** Ikaris can transmute non-living matter with Remarkable ability. He can also generate illusions to change his appearance and read minds at Remarkable rank. He can create a force field of Amazing strength. Ikaris can also psionically teleport himself at Shift-Z rank, but he must make a Red Psyche FEAT roll to do so. If he succeeds, he must make another Red Endurance FEAT roll or be paralyzed with pain for 1-10 rounds. No Karma can be spent on either of these rolls.

**Uni-Mind:** Ikaris, like all Eternals, can form the Uni-Mind.

**Prime Eternalship:** Ikaris, as the current Prima Eternal, possesses extra powers. His Cosmic Energy and Psionic matter manipulation powers are boosted one rank. If he resigns or this position is taken from him in challenge, he loses these extra ranks.

### Talents:

Wrestling

### Contacts:

Eternals on Earth, Avengers, Thor, and James Rhodes.

### History:

Ikaris was born twenty thousand years ago in the Eternal city of Polaria. While he was still a child, his uncle Valkin entrusted him with the keys to the Pyramid of the Winds -- a mysterious structure that Valkin and Phastos had built deep below the ice of the Arctic for storage of deadly weapons. Ikaris guards the Pyramid with his keys (the lightning-bolt insignia on his costume) to this day.

Ikaris mingled with many humans over the course of his life, including marrying more than one of them over the years. One child of his spawned the Greek legend of Icarus.

Ikaris was among those Eternals who elected to remain on Earth after their first encounter with the Celestials. Ikaris took over leadership of the Eternals once his sister Thena revealed her love for the Deviant, Kro.

Impulse

Impulse

Fighting: Ex  
Agility: Am  
Strength: Gd  
Endurance: In  
Reason: Ty  
Intuition: Ty  
Psyche: Pr

Health: 120  
Karma: 16  
Resources: Pr (personal), Rm (Psionex)  
Popularity: 0

Known Powers:  
Lightning Speed: Amazing - Ground Speed

Equipment:  
Wrist Blades: Blades on his wrist do Good damage and are coated with an Amazing Intensity knockout drug.

Talents:  
None

Contacts:  
Genetech, New Warriors, Psionex

History:

Impulse is a violent youth with a sarcastic sense of humor, falling into a street gang at an early age. Under circumstances yet to be revealed, he was approached by Harmon Furmintz of Genetech to undergo experiments that would grant him super powers. Joining his similarly powered teammates, he was a founding member of Psionex, capturing the New Warriors on behalf of Genetech. Impulse stayed with the team when they escaped Genetech, but they were all drawn into battle when Furmintz became Terrax, fighting alongside the New Warriors. Impulse was apparently killed during this battle.

Impulse's reflexes and endurance were enhanced to superhuman levels, and enjoyed superhuman lightning speed, allowing him to run and perform actions at blinding rates. Impulse's costume was outfitted with blades on his wrists, which were usually coated with a powerful knock-out drug.

Imus Champion



Imus Champion

Imus Champion

Fighting: In  
Agility: Rm  
Strength: Ex  
Endurance: Rm  
Reason: In  
Intuition: Ex  
Psyche: Ex

Health: 125  
Karma: 85  
Resources: Am  
Popularity: 10

**Powers:**

Growth: Champion has permanent Pr growth, making him +1 CS to be hit by normal sized opponents, but -1 CS to damage from those same opponents.

**Equipment:**

Modified Eternal Brain Mine: The modified eternal brain mine can be thrown at a range of 2 areas. Upon contact it will attack itself with Ty strength and activate the victims powers. The victim will be paralyzed with In ability and the victim's powers will function at full power until the mine is removed.

Wand of Watoomb: This is a one foot long, crystalline wand with the heads of demons at either end. It has been called the most powerful weapon in all necromatic lore. While this is an exaggeration it is not an excessive one. The following powers lie within the wand itself and are available to anyone wielding it:

When the user is the target of a mystical attack, and can move the wand to block the attack (Agility FEAT roll), it absorbs all the mystical power used in the attack and allows the user to utilize the power in one of three fashions. Power utilization can be either:

- Healing: Restore any damage the weilder has sustained (at a rate of one point of health for every five points of power absorbed).
- Eldritch Bolt: Fire an Eldritch Beam with a power rank equal to the absorbed attack.
- Protection: Create one of the protection spells (Shield-Aura, etc.) with a power rank equal to that of the absorbed attack. Any of these things, because they utilize freshly acquired energy, can be performed in addition to normal actions during the next round, including magic use.
- The wand can act as the Dimensional Aperture spell and open a nexus to another dimension desired by the user.
- The wand will automatically allow the user to powerfully scry, that is, to see any person, place, or thing he desires to see in any dimension with which he is familiar. He may also fire Eldritch spells through the wand at the person, place, or thing he is viewing, but with a -3 CS to agility for targeting the attacks.

Power Glove: Champion commissioned the Wizard to build one of these devices in his size. The glove is made of Ex material and provides champion the following abilities:

- Hyper-Strength: The glove raises Champions strength to +2 CS to In.
- Power Blasts: In energy damage at a range of 2 areas.

- Force Field: Rm protection from energy attacks, and Gd protection from physical attacks.
- The creation of a "typhoon sphere," which can fill 1 area within a 3-area range. Anyone and everyone within the sphere takes Ex damage each round they are in it, and must make an Escape roll to exit the sphere.

Anti-gravity disks: When thrown these weapon will adhere to a target with Mn strength. Any target struck floats upward at a rate of 100 feet per round unless he is fastened to something solid. Champion acquired these from the Wizard, as well, apparently paying extra for a set which causes their victims to float upwards so much faster than the standard disks.

Staff of Seth: This lance is made of unknown materials with Shift-Y material strength. The lance can channel Shift-X magical plasma blasts at a 4 area range.

Zodiac Star-Blazer Gun: This weapon fires minute amounts of fusion energy, the energy which powers the stars. The gun could do Am damage to a range of 2 areas. Champion was able to dictate what type of energy the weapon would fire, and used a burst of ultraviolet radiation to disable Dr. Spectrum.

EMP device: This device can generate an energy pulse which mimics some of the effects of an electro-magnetic pulse. This effect will shut down all functioning electronic devices in a 50-yard radius for six minutes. Of course, this device does not generate a true EMP, which would destroy all effected electronic devices.

Bow: This special bow enables Champion to fire 2 arrows per round at a range of 7 areas.

Electro-Disruptor arrow: This arrow will disrupt mechanical devices on contact with In (40) ability. Champion used such an arrow to activate Skylark's artificial vocal cords, causing her to scream uncontrollably.

Breastplate: Champion own a breastplate which contains a gas delivery system adapted from the schematics of the Porcupine armor. He uses the system to release a fast acting narcotic gas. The gas is of Am potency and will put its victims to sleep for 3-30 rounds. Champion has built up an immunity to the gas.

Prototype Nth Projector: The Nth projector has the Fb ability to transport a chosen subject to any preset dimension. The projector fires a ray which can transport a single person to a preset dimension. The ray has a range of one area. Using it is treated as an attack, and the intended target can try to evade it through normal means.

#### Talents:

Business/ Finance, Psychiatry, Pilot, Computers, Electronics, Archaeology, Law, Martial Arts A, B, C, D, E, Wrestling, Acrobatics, Guns, Weapons Master, Thrown Objects, Bows, Marksman, Mesmerism and Hypnosis, Sleight of Hand, Resist Domination, Occult Lore, Multilingual, Trivia-stage magic and illusion, Student.

#### Contacts:

Business, Corruptor, the Wizard.

#### History:

Imus Champion is a financier, industrialist, entrepreneur, and the fifth richest man in the world. He once hired the Avenger Hawkeye as his archery tutor, because that was the one sport he hadn't yet learned. However, it was all part of a larger scheme to trigger the San Andreas Fault and drop California into the sea; he was going to use his newly acquired archery skills to set off the bombs. The Avengers stopped him. Later Champion contracted a supposedly incurable disease, but discovered and bought the biotechnology concern which had developed a cure, and faked his own death in lab explosion.

His next scheme involved sending the Corrupter to infiltrate Project: Pegasus and gain control of the Squadron Supreme, who were staying there.

Champion had become a collector of rare artifacts, and set his sights on acquiring a downed extra-terrestrial craft discovered by SHIELD. A team of scientists from Project: Pegasus was sent to investigate the craft. The scientists were traveling by commercial aircraft. Champion arranged for the plane, one of his own Championair fleet, to crash. He then sent the Squadron to waylay the Avengers, who were asked by the US government to investigate the crash, and distract the media by claiming the Avengers were impostors. Champion's own team salvaged the wreckage in the confusion. The Avengers subsequently investigated Project: Pegasus, freed the Squadron, and captured the Corruptor.

Seeking a greater challenge, Champion lured the Avengers and Squadron to his estate, outside Sausalito, across the bay from San Francisco. He met them at the edge of his estate and told them, "The truth is, I grow bored with such trivial pursuits, I long to face challenges of truly legendary stature, to prove myself against none but the worthies of opponents- and what triumph would be greater than defeating in battle the combined forces of the mightiest heroes of two worlds?..."

"Note the tower in the distance- a state of the art command and control center. From it, via dedicated uplink with a wholly-owned communications satellite in geo-synchronous orbit- I have sole access to the firing mechanisms of twenty explosive devices each located in a major American city, and each with a sufficient payload of military grade nerve gas to kill every living thing in a two hundred mile radius. Give or take a few miles, depending on the weather, of course. I intend to walk to that tower, and transmit the detonation codes. All you need to do is stop me. I must caution you, however- this area is blanketed by an electromagnetic disruption dome; any attempt to leave or contact the

outside world will end the game prematurely, by triggering the explosive devices. Therefore to stop me, you must defeat me in combat- and that, I promise you, will not be easy."

The Avengers and the Squadron split up and pursued Champion, and he met each group and defeated them, in turn. However, the Avenger Firestar had thought to send a message via ants to Giant-Man, who slipped onto the estate and sabotaged Champions command and control center. Champion was arrested, claimed that his lawyers would have no problem beating the charges.

In-Betweenener



In-Betweenener

N/A

Fighting: Am  
Agility: Rm  
Strength: Rm  
Endurance: Sh-Z  
Reason: Gd  
Intuition: Mn  
Psyche: Un

Health: 610  
Karma: 180  
Resources: N/A  
Popularity: N/A

Powers:  
Dimensional Travel: Sh-Z  
True Invulnerability: Mn  
Reality Alteration: Sh-Z  
Self Sustenance: CI3000

Talents:  
Occult Lore

Contacts:  
Master Order and Lord Chaos

History:

The In-betweenener is a abstract entity (a cosmic force embodying a concept) who "exists as the synthesis of the major concepts of the universe: life and death, reality and illusion, good and evil, logic and emotion, existence and nothingness, god and man." The In-betweenener apparently came into being fulfilling the need for a balance between the major forces of reality personified by the disembodied heads of Master

Order and Lord Chaos. Even so, his existence was first encountered by Adam Warlock, who was abducted by In-betweener who tried to transform Warlock into a champion of life, restoring the balance of Thanos, self-proclaimed champion of Death.

Later, the In-betweener empowered the wizards calling themselves the Creators, as part of the In-betweener's plan to restore balance in the universe by creating universal insanity. The In-betweener was opposed by Dr. Strange and his masters, Order and Chaos.

Later still, the In-betweener was hatching a plot to destroy Galactus and survive a new big bang, one that would lead to a new reality with the In-betweener in Galactus' role as universal balance. He was soon thwarted by the Silver Surfer and allies Mr. Fantastic and the Invisible Woman.

Inertia



Inertia

Edith Freiberg

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Ty  
Reason: Ty  
Intuition: Ty  
Psyche: Gd

Health: 32  
Karma: 22  
Resources: Un as Squadron Member  
Popularity: 40

Powers:

Kinetic Control: In ability to transfer inertia from one mass to another. She can retain absorbed energy for 1-3 turns after which it MUST be released. She has developed the following power stunts:

- Force fields: IN ability to stop missiles and kinetic attacks. Absorbed energy can then be redirected to kinetic bolts.
- Mechanical Disruption: By interfering with the moving parts in mechanics, Inertia can cause machinery to "freeze up".

Talents:

Espionage, Physics

Contacts:

Squadron Supreme

History:

Little is known about Edith's life before being recruited by Nighthawk to serve in his team of super powered "Redeemers" to fight the influence of the Squadron Supreme's "Utopia Program" on their alternate earth. Inertia, along with other Redeemers Moonglow, Thermite, Haywire and Redstone, infiltrated the Squadron and was elected to full membership. She served for a month before the Redeemers openly opposed the Squadron, and elected to stay a member once the Utopia Program was dismantled. During her time in the Squadron, she developed a romantic relationship with Haywire. Inertia died in battle against the Nth Man, whose existence threatened the Squadron's Earth.

Inferno, Exemplar of Balthak

Inferno

Samantha "Sam" McGee

Fighting: Rm  
Agility: Rm  
Strength: Mn  
Endurance: Un  
Reason: Ty  
Intuition: Ex  
Psyche: Gd

Health: 235  
Karma: 36  
Resources:  
Popularity: -10

Powers:  
Body Armor: In  
Energy Generation: Un  
Fire Generation: Un  
Energy Sheath: Shift-X fire, Un heat  
Electrical Generation (Lightning): Un  
Kinetic Bolt: Un  
True Flight: Shift-X airspeed  
Floating Disk: Shift-X airspeed

Talents:  
Pilot, Military

Contacts:

Icon: Blinding Brazier of Balthak  
Age: 29  
Nationality: United States

History:

The Brazier of Balthak was housed in the Temple of Balthak which had been buried under the ice in Canada's Nunavut Territory near the arctic circle for centuries. The Temple was recently discovered by a Canadian geological survey team investigating seismic activity. Exploration of the site was being done by a team from the Gideon Museum of Antiquities, owned by Abner Little. Stark Solutions was hired to assist the team in gaining access to the temple without damaging the site. Stark's pilot, Samantha McGee was the first to gain access to the temple, where she was exposed to the Brazier. Her body absorbed the brazier and she became the exemplar of Balthak, Inferno. It was the creation of Inferno that triggered the call.

Interloper



Interloper

Unknown

Fighting: Good  
Agility: Excellent  
Strength: Amazing  
Endurance: Amazing  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Remarkable

Health: 130  
Karma: 80  
Resources: Poor  
Popularity: 0

Powers:  
Immortality: CI3000  
Invulnerability: Shift-Z  
Cosmic Energy Manipulation: Monstrous  
Flight: Unearthly  
Iron Will: Unearthly  
Regeneration: Shift-Z  
Waterwalking: Unearthly  
Plasma Bolt: Monstrous  
Teleportation: Monstrous  
Emotion Control-Fear: Unearthly

Talents:  
All

Contacts:  
Eternals

History:

Much has yet to be revealed about the Interloper and his long history. Presumably, he does know the Eternal known as The Forgotten One (later, Gilgamesh,) and has been fighting the evil cosmic entity called the Dragon of the Moon for centuries, beginning with a fight on Saturn's moon Titan, but soon brought their battle to Earth. His last battle was during the 6th Century AD, and the Interloper allied with Modred and King Arthur to bring the battle to its close, believing the Dragon dead somewhere in space.

The Interloper then returned to Earth, living as a hermit for the following hundreds of years. More recently, though, the Interloper was discovered by the costumed adventurer known as Manslaughter, and, impressed, the Interloper trained Manslaughter in his psychic abilities. Later, when the Dragon of the Moon reasserted control in our dimension by mentally enslaving the telepathic Moondragon, the Interloper confronted Moondragon's team, the Defenders, but soon joined them in battling Moondragon and the Dragon of the Moon. In the battle, the

Interloper tried to hurl his life force against the Dragon, and other members of the Defenders decided to join him, forming the Dragon's Circle. Their fellow teammates helped rescue innocents, and returning, found Interloper and the rest of Dragon's Circle transformed into statues that crumbled into dust.

With the return of the other members of Dragon's Circle, perhaps Interloper is not far behind.

#### Invisible Woman



#### Invisible Woman

##### Sue Storm

Fighting: Excellent  
Agility: Excellent  
Strength: Typical  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 76  
Karma: 40  
Resources: Remarkable  
Popularity: 50

##### Known Powers:

Invisibility: Amazing

Render object or persons invisible with Remarkable ability, partially or whole up to 600 cubic yards.

Force Field (not yet established): Monstrous, -1CS per extra area covered.

Create fall cushions that absorb up to Mn damage

Create transportation columns with Feeble airspeed. Up to a total weight of 10 tons may be carried.

##### Talents:

Business/Finance, Martial Arts A,B,E, Performer

##### History:

Born in Glenville, Long Island, the daughter of medical doctor Franklin Storm and his wife Evelyn Storm, young Sue is smitten when she meets Reed Richards, A Columbia University graduate student 10 years her senior, who lives in a New York apartment owned by Sue's aunt. When Reed moves on to Harvard, Sue continues to carry a torch for him so much so that, some 10 years later, while trying to establish herself in Hollywood as an actress, she looks him up at a rocket facility in Central City. The two rekindle their romance.

It was at Sue's insistence that she and her little brother Johnny accompanied Reed and his best friend Ben on the maiden voyage of Reed's starship.

However, when their ship passed through the Van Allen belt they found their cockpit bombarded with nearly lethal doses of cosmic radiation. Reed had somehow neglected to account for the abnormal radiation levels in the atmosphere. The cosmic rays wreaked havoc on the starship's insufficient shielding and they were forced to return to earth immediately.

After they crash-landed, Sue was startled when she found her physical self starting to fade from view. In short order she realized she could turn this ability on and off and thus the Invisible Girl was born.

Sue became a founding member of the Fantastic Four. Later she realized that she could also create force fields'. These force fields could not only be used as a defensive weapon, but as offensive weapons as well. This ability greatly enhanced her usefulness to the team in combat situations.

Susan eventually married Reed and the two had a son whom they named Franklin. Due to the mutated nature of his parents, the boy became a mutant of immeasurable power. Susan, however, could not have been more happy. She and Reed vowed to give him all the love and attention he needed no matter what catastrophic event might be happening around them.

Susan's altered physical make-up would later lead to a miscarriage of their second child. Trying to use the grief of this loss to his advantage, the villain, Psycho Man, turned her into the rampaging villain known as Malice. After Reed restored her original personality, Susan learned while under the evil influence that her powers had far greater capabilities than she ever suspected.

Now, Susan was arguably the most powerful member of the group. It was shortly thereafter that she decided to change her name. Quite appropriately, the Invisible Girl became the Invisible Woman.

In the past year Reed was apparently killed at the hands of Doctor Doom. However unknown to his teammates at the time he was thrown back into the time of barbarians and on to an alien world by a being called Hyperstorm. And now an enormous responsibility was put over Sue's head, she had to lead the FF, as she did for the next year or so, and she has become stronger because of this. A while later the remaining members of the FF along with the Sub-Mariner, the Ant-Man and Lyja found themselves trapped in the same era. With some luck they found Reed but faced a new problem, Reed with his time alone believed it was impossible for his old friends to return and attacked them. Upon realizing this was really his wife he eagerly embraced her and relinquished his assault, freed from his exile Reed sought out Galactus as he was the only being in the Universe who could defeat Hyperstorm, upon Hyperstorm's defeat the FF returned to present day where they continued their life, not only as a team but as a family.

Upon their return, the FF were encountered by a being called Onslaught, This demon spawn took control of an army of sentinels and invaded New York city, hunting down every metahuman being he could find. Onslaught wished to add the abilities of the godlike Franklin Richards to his own. Only through the Sacrifice of the Fantastic Four's own lives and that of most of the heroes in the marvel universe was Onslaught finally vanquished. The hero's would have died there and then, if not for Franklin who created a whole alternate reality for them to reside in. Completely oblivious to what had taken place Susan and the other heroes relived most of their lives. During their time of absence the Fantastic Four's headquarters, Four Freedoms Plaza, was annihilated by a super villain group called the Masters Of Evil posing as heroes, the Thunderbolts. One-year later Franklin returned his family along with the other hero's from the parallel reality. Sue was overjoyed to see her son again, but she and her family found themselves without a home, moving into Reed's storage warehouse on Pier 4, overlooking the east river and making this their new home, the Fantastic Four continue to go with their lives.

Iron Fist



## Iron Fist

Daniel Rand

Fighting: Am  
Agility: Am  
Strength: Gd  
Endurance: In  
Reason: Ex  
Intuition: Gd  
Psyche: In

Health: 150  
Karma: 70  
Resources: Ty  
Popularity: 30

### Known Powers:

Chi: F,A,S or E can be raised 1 rank for 10 rounds. Requires 1 round of meditation & psyche FEAT. to use. After its used up health temporary loss of 25

Iron Fist: Once a day, may be used. Must make a psyche FEAT to determine damage.

Green: In  
Yellow: Am  
Red: Mn

If red FEAT is used, he will be knock-out for 1-10 rounds

### Talents:

Business/Fiance, Accounting, All Martial Arts

### Contacts:

Oracle Inc., Heroes for Hire

### History:

Daniel Rand was born to a wealthy businessman who nonetheless held a fascination with the fabled land of K'un L'un, a paradise in Tibet. Taking his family and business partner, Meachum, with him, Rand's father set out for a search for this land, but Daniel tripped, causing his family to dangle from a ledge, and Meachum allowed his partner to die in order to take over the fortune. Rand and his mother tried to make their way back, alone, but his mother died saving her son from a wolf attack when the residents of K'un L'un found Danny and brought him to their refuge. Rand grew up in K'un L'un, learning their martial arts as well and undergoing many mystical rites of passage, the final one which left him with a dragon-shaped scar on his chest and with the power of the "iron fist."

As a young adult, Rand left for America to seek revenge on Meachum, but finding him an invalid, took pity on him instead. Soon after, however, a mysterious ninja assassin murdered Meachum, and Rand was blamed. As Iron Fist, he sought out the ninja to clear his name, and conflicted with other costumed adventurers, finally becoming a full-fledged crimefighter himself. Eventually, he met Luke Cage, (then, Power Man) and soon joined his Heroes for Hire business, adventuring for a long stint and falling in love with Misty Knight.

During a later visit to K'un L'un, however, Rand was exposed to deadly radiation giving him cancer, and was kidnapped by the H'ylthri, ancient, alien enemies of K'un L'un who planned an invasion of Earth. A plant-matter clone of Rand briefly took his place in the real world, only to be shortly killed, and Cage was blamed for the murder.

Some time after this, the alien Super-Skrull also duplicated Rand's likeness, fully assuming his identity in order to use the Rand Corporation gain control of the Savage Land. Namor's (the Sub-Mariner) own corporation, Oracle, was drawn into conflict of this plan, and Namor, Namorita (now Kymaera,) and Misty Knight confronted Super-Skrull, who abandoned Rand's identity while fleeing, his plans ruined. The assembled heroes set out on a search for the real Danny Rand, eventually freeing him from the H'ylthri by Namor and Dr. Strange, and seemingly cured of his cancer due to his chi meditations.

Allowing the Rand Corp. to become a subsidiary of Oracle, Rand stayed around with other "retired" hero, Jim Hammond (the original Human Torch,) until the apparent death of many heroes by the villain Onslaught. In order to fill the void of heroes, Iron Fist re-formed Heroes for Hire with the help of Hammond, White Tiger, and Cage. Iron Fist has also used this opportunity to call for the mystic city of K'un L'un to come into phase with reality by the end of the century, a premature move which needed preparation, the full ramifications of which remain to be revealed. The new Heroes for Hire adventured briefly, but soon dissolved as many of the heroes eventually went their separate ways.

Iron Fist and Cage continue to occasionally adventure together.

## Iron Man



## Iron Man

### Tony Stark

Fighting: Incredible  
Agility: Remarkable  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Incredible  
Intuition: Excellent  
Psyche: Good

Health: 270  
Karma: 70  
Resources: Remarkable  
Popularity: 35

For other Ironman pictures [Click Here](#)

### Equipment:

MARK 19 ARMOR: This armor's main difference from its predecessors is its sheer size. No longer does the suit seem to contour to Tony's body but rather makes Iron Man have a larger presence. The new armor comes after Tony's last armor became Sentient and with Tony's need to rebuilt his armor part by part. The armor is powered by a Beta Particle Generator and solar power converters and controlled by a Cybernetic

Interface and Battle Computer to enhance reactions when in combat.

The golden sections of Iron Man consists of S.K.I.N, flexible elastic alloy that can be manipulated to conform to any desired shape. It is lightweight but very dense and is harder than titanium. The strength of S.K.I.N. approaches low-grade adamantium. S.K.I.N. can be contracted to fit into a small container or stretched/shaped into another form. The alloy's mysterious properties were developed by Askew Technologies and the exact elements incorporated into the S.K.I.N. remain unknown. Tony has set up the S.K.I.N. of his armor to be stored in a small container. On his command the S.K.I.N. spills out and assumes its default armor configuration.

The red parts of Iron Man are where Iron Man stores his weapons and equipment.

- Body Armor: Unearthly strength material provides upto Unearthly protection from physical and energy damage.
- Cloaking Device: Gives the armor the illusion of invisibility. Cloaking utilizes a great deal of energy and can only be utilized when the armor is not in combat or is not performing other strenuous activities.
- Electro Magnetic Pulse: The EMP shuts down all electrical devices (and all but Iron Man's life support/sensors) in 1 area for 6 minutes.
- Energy Absorption: External converter that transforms a variety of energy forms into usable power for the armor. It can absorb up to 300 points of energy for weapons systems, raising them to Shift-X for 1 round. He can absorb incoming attacks on a Yellow or better Intuition FEAT.
- Boot Jets: High-speed triple source gyro-stabilized turbines provide Amazing air speed. This can be temporarily enhanced to Unearthly by re-routing energy from other systems.
- Magnetism: Magnetically control metal items at Incredible ability.
- Repulsor Rays: Laser-guided particle beam emission units mounted in the palm of hand produce Unearthly Force or Energy damage. This can be temporarily enhanced to Shift-X by re-routing energy from other systems.
- Auto-Polarizing Lenses: Incredible resistance to light attacks. Blindness only lasts 1 round maximum.
- Sensors: Gain a three-dimensional picture of his environment through the use of radar and sonar energy at Amazing effect.
- Multiband Radio: Ability to transmit and receive radio communications on all standard bands with a 200 mile range. On a Yellow Reason FEAT he can tap into secured transmissions.
- Uni-Beams: Multi-band light and force beam emitter. Can be adjusted for a variety of effects such as:
  - Heat Beam: Amazing
  - Laser: Amazing
  - Light Beam: Monstrous
  - Tractor Beam: Monstrous
  - Holographic Projector: Excellent
- Sonic Array: Can fire Incredible intensity sonic energy with a 10 area range capable of temporarily knocking out anyone with in range.
- Probes/Smart Bombs: Housed in the gauntlets and upper chest armor segment serving the dual function of weapon and sensor array. Gain a three-dimensional picture of his environment with Amazing intensity.
- Energy Blade: Similar in appearance to Captain America's [former] photon shield. The Energy Blade is emitted from the gauntlets and can also be flattened into a shield. A low-power version of the shield can be spread over Tony's entire armor enhancing protection to Shift-X.
- **Life Support: The armor contains an internal recyclable air supply, sufficient for 3 days. The armor is capable of operating under the extreme pressure of deep oceans or even outer space.**

**Alter-Ego: Tony Stark possesses the following stats when not wearing the Ironman suit.**

**Fighting: Typical**  
**Agility: Typical**  
**Strength: Typical**  
**Endurance: Typical**  
**Reason: Incredible**  
**Intuition: Excellent**  
**Psyche: Good**

**Health: 24**  
**Karma: 70**

**Talents:**  
**Bionics, Business/Finance, Cybernetics, Electronics, Engineering, Weapons Design.**

**Contacts:**  
**Avengers, Maria Stark Foundation, James Rhodes, Stark Solutions**

**History:**  
Anthony Stark was born to the family of Howard Stark (a wealthy industrialist) and Maria Stark, and inherited the family company at an early age. When he was in Viet Nam supervising his US munitions supply, he was fatally wounded in the heart and captured by communists who wanted him to build a weapon for them. Instead, he created the first of the Iron Man armors that would help his health as well as providing an escape. He was helped fleeing the country by James Rhodes.

Stark kept himself alive through the use of the armored chest plate, and played a dual role as industrialist / millionaire / playboy Stark, and bodyguard / Stark employee / adventurer Iron Man, stopping corporate espionage, founding and supplying SHIELD, and founding and joining the Avengers. Later, among various armor redesigns, Stark received a heart transplant, obviating the need for his armored pacemaker chest plate.

Then, over time and during Stark's long bout with alcoholism, Obadiah Stane managed to wrest control of Stark's company and bring Stark to virtual poverty. At this time, Rhodes took on the Iron Man identity. Soon, Stark and his friends were able to form a

successful rival company, Circutis Maximus. After a while, Stark's battle with Stane was brought to a head, and Stark regained control of his father's company. Stark also began his recovery from alcoholism.

Soon, he discovered that technology developed by Stark Int'l was being used by armored criminals, and thus began a long "Armor War" as Stark tracked down all evidence of his corrupted technology. This led him to violate many laws, and even kill the Soviet agent, Gremlin. The US Army sent an armored soldier, Firepower, to apprehend Stark, who ultimately faked his death, using an "Iron-Man-as-Stark-employee" excuse to come back as Iron Man again.

Later, he was shot by Kathy Dare, an old girlfriend in an insane rage of jealousy. This left him severely injured, paralyzed from the waist down. He could, however, fully function while in the Iron Man armor, and he remained increasingly dependant on the armor until a microchip device was implanted in his spine to enable him to walk again. However, his body later rejected the implant, and Stark's body was put in a cryogenic freeze, after which Stark legeally died, and Rhodes took over running Stark's business.

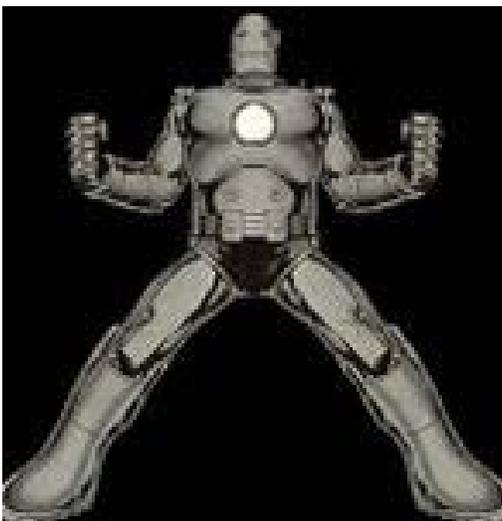
Stark recovered, however, and took on the mantle of iron once again, much to the chagrin of pinch-hitter Rhodes. Rhodes left Stark Int'l to become his own hero, War Machine, although Stark and Rhodes later repaired their friendship.

Subsequent activities led Iron Man to help disband the Avengers' West Coast branch and set up Force Works, before he influenced by the time-travelling manipulator Immortus. Becoming a traitor to the Avengers, Stark murdered the Avengers' nanny Marilla, Avengers' associate Yellowjacket II, and even a Force Works public relations manager. Stark ultimately faught a younger version of himself (brought from the past to fight him,) with both heroes mortally wounding the other. Before he passed away, Tony Stark tried to redeem himself by providing plans for a pacemaker chest plate that would save the life of his younger self and would pave the way for him to be the next Iron Man.

This new Iron Man later sacrificed himself to the psychic-energy villain Onslaught, and was shunted to a pocket universe. Upon re-emerging from this universe, Iron Man was reborn into the body and the memories of Tony Stark as he appeared before Immortus' manipulations. Finding Stark International bought by the Fujikawa Corporation, Tony Stark set up a new business for himself, Stark Solutions, as a technological consulting firm, and reassumed the Iron Man indentiy. Iron Man was on hand to reassemble the Avengers as well. Stark set up a new base of operations in his Seattle home, and eventually rescued the robot Jocasta, allowing her to interface with his mansion's computer systems.

#### Tony Stark continues to adventure as Iron Man.

Contrary to other classic comic book characters, Iron Man changes his looks a lot. Most super-heroes have a distinctive costume that barely changed throughout the years. Take Superman for example, with his blue and red costume that has basically remained the same since 1938. Iron Man on the other hand, is all about innovation. Tony Stark is an inventor and he has never hesitated to modify his armor's looks as well as its weaponry to always remain one step ahead of his enemies. Here are some of the main armors he has worn over the years courtesy of:



Original Armor

Art: Bob Layton



Golden Avenger

Art: Zircher / McLeod



Red and Gold

(1964)

Art: Zircher / McLeod



Rounded Faceplate

(1964-1965)

Art: Alex Ross



(1965-1985)

Art: Mark Bright / Layton



Space Armor

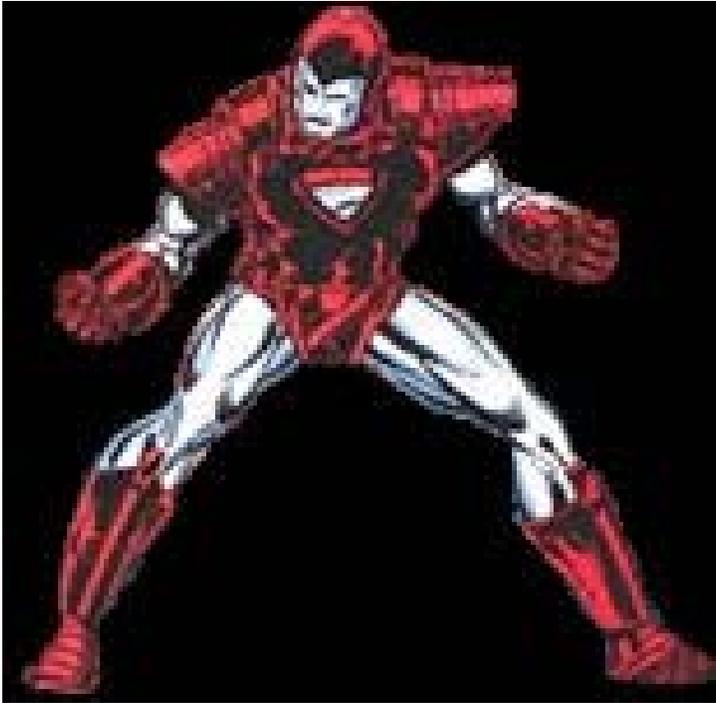
(1981)

Art: John Romita Jr / Layton



Stealth

(1981)



Scarlet Centurion

(1985-1988)



Undersea Armor

(1987)

Art: Bob Layton



(1988-1992)

Art: Mark Bright / Layton



Space Armor II

(1992)

Art: Ryan / Wiacek



War Machine

(1992-1993)

Art: Zircher / Mahlstedt



Modular Armor

(1993-1996)

Art: Kevin Hopgood



Hulkbuster

(1994)

Art: Kevin Hoppood



Imposter

(1996-1997)

Art: Tom Morgan



Arctic Armor  
(1997)

Art: Tom Morgan



Iron Kid  
(1997)

Art: Jim Calafiore



Renaissance

(1998-2000)

Art: Sean Chen



Medieval

(1998)

Art: George Pérez



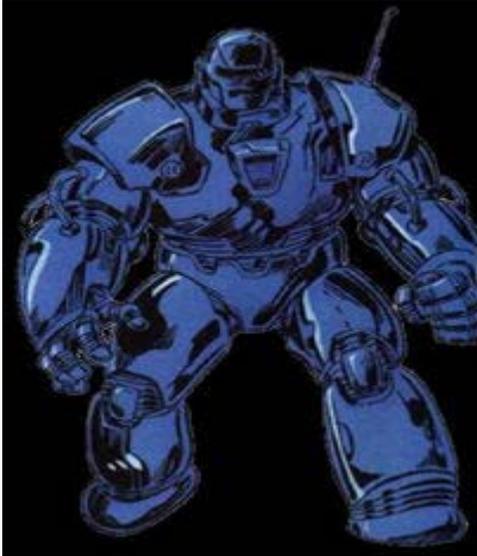
Lunar Armor  
(1999)

Art: Salvador Larroca



Bad Blood  
(2000)

Iron Monger Armor



Iron Monger Armor

#### Structural System- Ability Modifiers

- +3CS bonus to fighting\* (Ex maximum)
- +1CS bonus to agility\* (Gd maximum)
- +3CS bonus to strength (In maximum)
- +6CS bonus to endurance (Mn maximum)

#### Material Strength: Am

- Body Armor: Am
- Resistance to Energy Attacks: Am
- Resistance to Heat/Cold/Acid: In
- Resistance to Electricity/Radiation: Un

#### Propulsion System

- Air Speed: Gd, 8apr (192kph/120mph)

#### Weapon Systems

- Palm-Mounted Repulsors: Mn force, 10 area (400m/440yd) range
- Chest-Mounted Laser: Am energy, 5 area (200m/220yd) range
- Sole-Mounted Boot Jets: In energy, 1 area (40m/44yd) range

#### Defensive Systems

- Life Support: Cl1000, 2 hour air supply, 2 hour resistance to extreme pressure
- Auto-Polarizing Lenses: Ex resistance to light attacks

#### Sensor/Communication System

- Nightvision: Gd, 10 area (400m/440yd) range
- Radar: Gd, 10 area (400m/440yd) range
- Sonar: Gd, 10 area (400m/440yd) range
- Thermal: Gd, 10 area (400m/440yd) range
- Multiband Radio: Gd, 400 area (16km/10mi) range

#### Computer System

Allows anyone to use the armor, provided they are interfaced via radio link with armor's external tactical processor. Breaking the link, by either jamming the transmission or going outside of radio range, immediately causes the user to lose the CS bonuses to their fighting and agility ranks (but the maximums still apply) and forces them to make a reason FEAT to even control the armor.

Design Notes:-The original wearer of this armor was Obadiah Stane.

Fighting: Ty

Agility: Ty

Strength: Ty

Endurance: Gd  
Reason: Gd  
Intuition: Ex  
Psyche: Gd

Health: 28  
Karma: 40

The armor (what's left of it) was the property of the old Stane/Stark International, and whatever legal entity inherited possession of the armor may also own its original plans.

History:

Young Obadiah Stane witnessed his drunkard gambling father commit suicide by playing Russian roulette, and the orphaned Stane went prematurely bald at the age of eight, and became extremely introverted and interested in games, determining to never lose at "the game of life," and would use psychological warfare on his opponents, crushing whatever they held dear. Using these unorthodox methods, Stane took over an industrialist's company and soon amassed quite a fortune. Eventually, Stane would also deal in munitions arms trading and other shady dealings, creating the Chessmen as his team of bodyguards.

Stane went up against Tony Stark when Stane tried to form a coalition of Asian, European, and American industries in defiance of anti-trust laws. Stane then saw Stark as his primary rival, and Stane began a systematic "battle" against Stark's life, including attempts on Jim Rhodes' life and reinforcing Stark's alcohol problem. Stane soon bought Stark International out, renaming it Stane International and kicking Stark out, who was forced, with Rhodes, to destroy the Iron Man armors. Soon, Stane rendered Stark penniless. While Stark eventually built his life again, Stane fell in love with Madame Masque, Iron Man's villain and leader of the Maggia crime family. During this time, Stane realized that Iron Man was actually Stark.

Stane again tried to crush his enemy, kidnapping his former friends, switching the minds of Madame Masque and Bethany Cabe (Stark's girlfriend,) and attempting to destroy his new company, Circuits Maximus, while discovering secrets of Iron Man armor design and having scientists duplicate the process. All of this made Stark take up the Iron Man identity full time after a long sabbatical, and confronted Stane International, confronting the Chessmen. Soon, Stane, in his new Iron Monger armor, confronted Iron Man. When Iron Man got the better of him, Stane removed his helmet and committed suicide with a blast from his own gauntlet.

Stane International lived on, and even the Iron Monger armor, which somehow fell into the possession of industrialist Simon Steele, who used a hired goon in the armor to attack retired adventurer Dominic Fortune, but was stopped by Iron Man. Again under circumstances to be revealed, the armor wound up in the possession of the US government, and had a loyal soldier assigned to it. One such assignment had it used to test the new Captain America, now known as USAgent.

Isis



Isis

Goddess of Fertility and Domestication

Fighting: Incredible  
Agility: Incredible  
Strength: Incredible  
Endurance: Shift-X  
Reason: Amazing  
Intuition: Shift-X  
Psyche: CL3000

Health: 270  
Karma: 3200  
Resources: Shift-Z  
Popularity: 50

Powers:  
Immortality: Isis has CL1000 resistance to Aging and Diseases  
True Invulnerability: Incredible resistance to other forms of damage  
Regeneration: Isis can regain lost health at CL1000 speeds  
Elemental Control: Isis can exert Shift-Y control over ALL elemental forms  
Telepathy: Isis has the ability to speak directly into a person's mind at Excellent ability.

The Jackal



The Jackal

Professor Miles Warren

Fighting: Gd  
Agility: Rm  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: Ex  
Psyche: Ex

Health: 90  
Karma: 50  
Resources: Ex  
Popularity: 0

Known Powers:  
None

Equipment:

Jackal Costume: In

Body Armor: Rm vs. Physical, Energy, Shooting and Edge.

Claws: In Edge, laced with a knock out drug with lasts for 1-10 rounds. Victim must make a Red End FEAT vs. being knocked unconscious by Rm

Shock Device: In Electrical shock to anyone that touches him

Talents:

Cloning, Biology, Physics, Chemistry

Contacts:

Spidercide

History:

Miles Warren was a biochemistry professor at Empire State University who taught undergraduate student Peter Parker, who was secretly the costumed crimefighter Spider-Man, and Parker's then-girlfriend, Gwen Stacey. Warren felt an affection for Stacey which, as time passed, became an obsession that Warren believed to be paternal in nature. When Stacey died as a result of Spider-Man's conflict with the original Green Goblin, Warren was grief-stricken. Warren believed the news media which said that Spider-Man was responsible for Stacey's death, even though the charges were later retracted.

Before Stacey's death, Warren had collected cell samples from members of his class. Warren surreptitiously used cell samples from Stacey and Parker to create clones of both. When Warren's assistant tried to persuade him against such practices, Warren killed her. Unable to accept his actions, Warren's sanity slipped, creating a separate personality called the Jackal.

The Jackal yearned for vengeance against Spider-Man, a jealous perversion of his affection for Stacey, and learned of Parker's secret identity due to his clone's physiology. Aging Stacey's clone to the age just before her death, the Jackal planned to use her as a psychological weapon.

The Jackal also once teamed with the vigilante known as Punisher under the pretense as an avenger of the underworld, in an attempt to make Punisher kill Spider-Man, who was then suspected of murdering Norman Osborn. Later, the Jackal began entertaining notions of taking over New York City, and even went so far as to pit Spider-Man, Doctor Octopus, and Hammerhead against one another, hoping one would destroy the other. Later still, Jackal used the wrestler-turned-villain known as Grizzly to capture Parker, but as Spider-Man, Parker turned the tables on the two.

When Jackal revealed the Stacey clone to Spider-Man, it was during another team-up, this time with the villain Tarantula. Tarantula tried to kill Spider-Man, but he escaped and later captured Tarantula, only to be captured himself by the Jackal, who revealed his true identity as Warren. Jackal challenged Spider-Man to a final showdown, where Spider-Man fought his own clone while Stacey's clone watched and a bomb counted down. Witnessing the battle, Stacey's clone broke free of its hypnotic control, and challenged Warren with his original murder. Shaken with the realization of his schizophrenia, Warren freed his captives, but was caught in the bomb's explosion and died in the blast.

Previous to this final showdown, Warren created a clone of himself if he should die. This clone later became the monstrous being known as Carrion.

Jack Frost



## Jack Frost

Fighting: Gd  
Agility: Rm  
Strength: Ex  
Endurance: In  
Reason: Ty  
Intuition: Ex  
Psyche: Ex

Health: 100  
Karma: 46  
Resources: Fb  
Popularity: 10

### Powers:

**Ice Generation:** Jack has the ability to generate intense waves of cold that allow him to produce large amounts of ice. He can do this with AM ability, and can form various constructs out of ice, such as walls, spheres, or cages.

- His ice constructs are of RM material strength, and will remain in place for about an hour. Shields he produces can provide similar protection from physical attack, and can protect him or up to one area.
- One power stunt Jack has developed involves firing snow or ice at his foes. The snow spray forces a target to make an Intuition FEAT against AM intensity in order to see Jack through the cover of snow. The ice sprays can be used to inflict IN damage.
- Jack has recently mastered the trick of sliding about on an ice slide, much like Iceman does, allowing him GD land speed.

**Cold Generation:** Jack, instead of forming ice, can also radiate a wave of cold at a target that inflicts IN energy damage. Furthermore, victims of this attack must pass an Endurance FEAT against the damage taken or be stunned for 1d10 turns.

**Energy Sheath / Cold:** Jack Frost's body radiates an intense 'field' of cold at all times, and his skin temperature always sits at 32 degrees Fahrenheit.

**Body Resistance:** Jack's flesh provides EX resistance to physical attacks, but no resistance to any form of energy attack.

**Longevity:** while not immortal, Jack has been portrayed as being very long lived in the past, and often refers to normal people as 'mortals'.

### Quirks:

**Alien Customs:** Jack Frost is not from a place easily understood by mere mortals. As such, his occasionally odd behavior may cause people to think him rude or strange.

**Dwarfism:** it is believed that Jack is the progeny of two unknown frost giants from Asgard. Jack's diminished size allows him to fit in with normal humans.

**Energy Allergy / Fire and Heat:** Jack is vulnerable to any sort of fire or heat attack, and his resistance to such things is -1 CS. Since he has no resistance, per se, such damage is increased by 1 CS.

**Talents:**  
none

**Contacts:**  
none

## Jack O' Lantern



Jack O' Lantern

Jason Philip Macendale, Jr.

Fighting: Gd  
Agility: Rm  
Strength: Gd  
Endurance: Gd  
Reason: Ex  
Intuition: Gd  
Psyche: Ty

Health: 60  
Karma: 36  
Resources: Ex  
Popularity: -4

**Powers:**

**Body Armor:** All of Jack O' Lantern's powers derive from his suit, which provides Incredible protection from physical damage.

**Wrist Blasters:** Jack O' Lantern's gauntlets are equipped with electric transducers capable of inflicting Remarkable damage at a 2 area range.

**Helmet:** Jack O' Lantern's Pumpkin-shaped helmet provides protection similar to his body armor but is made of Remarkable-rank material. The helmet is equipped with a 3-hour internal supply of air and infrared image intensifiers that allow Macendale to see in the dark. The low-intensity flames that surround the helmet inflicts Poor damage to exposed flesh.

**Grenades:** Macendale packs a number of custom-designed grenades of high explosive, smoke, and gas varieties. he uses a number of toxic and knockoutgases, most of which are of Remarkable potency.

**Pogo- Platform:** Jack O' Lantern's favored means of travel is a jet-propelled, circular platform that stays level by means of an internal gyroscope. The platform has an Excellent Body, Remarkable Control, and Poor Speed (4 areas per round). It can hover in place, but its rider is always exposed to attack.

**Talents:**

Macendale is an electrical engineer (reason is Remarkable in electronics) and also an ace pilot. He benefits from Military experience, having carved a name for himself in the most recent war.

Jeffries



Jeffries

Madison Jeffries

Fighting: Gd  
Agility: Gd  
Strength: Gd  
Endurance: Rm  
Reason: Ex  
Intuition: Ex  
Psyche: In

Health: 60  
Karma: 80  
Popularity: 0  
Resources: Rm

Known Powers:

Molding: Jeffries has the Unearthly ability to control, animate and spontaneously reshape any metal within 6 areas of his location.

Disruption: Un damage to metallic characters that fail to make an End. FEAT against Un intensity.

Healing: heal up to Un damage on metallic characters.

Form barriers etc. of existing metal of up to Un material strength.

Talents:

Engineering, Piloting and Military Skill

Contacts:

Alpha Flight

History:

Madison Jeffries is a mutant with the ability to reshape metals, plastics, and glass down to their molecular level. Jeffries was contacted by James Hudson and was invited to join the Alpha Flight training team Gamma Flight. He accepted until Gamma Flight was disbanded and he left. He was contacted by Roger Bochs to help design the Box robot. After this, Jeffries joined Alpha Flight as their resident machinesmith. When Bochs went insane and became part of Omega Flight, Jeffries took on the role of Box, using his powers to merge with the suit of armour and transform it as needed. Jeffries, as Box, was once engaged to Heather Hudson, but married his teammate Diamond Lil.

With the recent reformation of Alpha Flight, Jeffries has rejoined the team, but has dropped the code-name Box. During Alpha's battle with the new Zodiac, Jeffries was captured by Scorpio. His current whereabouts are unknown.

Jericho



Jericho

Joseph William Wilson

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Good  
Psyche: Remarkable

Health: 80  
Karma: 60  
Resources: Poor  
Popularity: 10

**Known Powers:**

**Possession:** By making eye contact with an individual, Jericho is able to take control of that person's body with Unearthly ability. Jericho's own body becomes incorporeal and he actually enters his victim's body. He can control the body's movements, but control is far from complete. The victim is still capable of speech and, if they resist the possession, they can make their movements jerky and halting. Jericho is able to use his host's physical super-powers, if any exist. If the victim is unconscious, or rendered so, when possessed, Jericho's control is complete. So far, there has been no determination as to how long Jericho can control another's body.

**Limitation:**

Jericho is mute

**Talents:**

Martial Arts A, B and E, Sign Language, Performer: Artist

**Contacts:**

Deathstroke, Titans

**History:**

Joe Wilson is the son of Slade Wilson and Adeline Kane Wilson. The couple met while in service in the United States Army. Sparks ignited immediately between the two, and they quickly fell in love and wed. Shortly thereafter, Adeline gave birth to a son, Grant. Slade continued on active duty, and volunteered for a medical experiment in resisting truth serums. The experiment had an unforeseen side effect: it gave Slade enhanced strength and heightened reflexes. Shortly after this, Adeline gave birth to a second son, Joseph.

Slade soon was discharged from the army. He took up hunting for awhile, but it failed to quench his thirst for the life he once led. Unknown to his wife and family, Slade secretly became a mercenary known as Deathstroke, the Terminator. One of his assignments, Slade assassinated a Colonel from the country of Quarac. The president from Quarac sent a terrorist known as the Jackal to find Slade, and find out who hired him to kill the Colonel. To gain leverage, the Jackal kidnapped a young Joseph Wilson.

This forced Slade to admit to his wife that he was secretly the mercenary known as Deathstroke, the Terminator. Adeline and Slade together

confronted the Jackal. Slade refused to give the Jackal the information he requested, because it would violate his professional code of ethics. Slade gambled he could react fast enough to save his son; He saved Joseph's life, but not before one of Jackal's men had begun to slit his throat. Joseph was now mute.

Adeline, furious at Slade's betrayal and risking her son's life, confronted Slade... with a gun. Slade's quick reflexes saved his life, but he lost his right eye due to the gunshot inflicted by his wife. Adeline then divorced Slade and raised her two sons by herself. Grant followed in his father's footsteps and attended military school. Joseph, however, was quite different from his brother; He was a kind, gentle soul who flourished in the arts. Joseph was both a talented artist and musician. Adeline nurtured this side of Joseph, and he grew up to be a fine young man under Adeline's care.

Sometime after her divorce from Slade, Adeline established her own organization, Searchers, Inc. As he grew older, Joseph worked closely with his mother, apparently receiving combat training and tactical fighting maneuvers from her. Searchers, Inc. provided espionage services for a number of clients. On a mission for the US government, Joseph and his mother separated briefly for reconnaissance. Joseph spotted his mother in danger from an assassin she did not see. Joseph wanted to scream, but couldn't. The assassin laughed and prepared to fire at Adeline. Joseph intensely stared at him across the room, desperately wanting to stop him. It was at this moment that his mutant power first manifested; Joseph felt his body separate and enter into the assassin, controlling the man's motor skills.

Joseph's DNA had been mutated, because of the biological experimentation that had been done on Slade Wilson. Joseph was a mutant. Joseph's half-sister, Rose Wilson, was also born with the meta-gene. Sadly, the two siblings would never meet.

Joseph continued to use his abilities for Searchers Inc. Shortly thereafter, Adeline discovered the Terminator's latest activities involving the Titans. With the help of Terra, Slade had finally fulfilled the HIVE contract to deliver the Titans into their hands. Adeline and Joseph surveyed Slade's activities, and approached Nightwing, offering to help rescue the captured Titans. At this time, Joseph first adopted the name Jericho, and fashioned a costume for himself. Nightwing and Jericho successfully freed the kidnapped Titans and brought Slade Wilson to justice. Adeline was quite pleased with herself; It appears she wanted Joseph to become a member of this team of young adults.

It took awhile before the Titans fully trusted Joseph and offered him membership to the team. Joseph was, after all, the Terminator's son. And the Titans had just been betrayed by Terra. Changeling in particular was still hurting from this and convinced himself that Joseph was duplicitous as well. It didn't take too long for Jericho's true colors to show through: he was a loyal friend and team-mate.

Joseph was a caring and sensitive individual; he reached out to anyone in need. He found a sad quality in Raven and reached out to her many times. Unfortunately, this would ultimately end in tragedy. Raven felt Trigon's presense grow within her. Trying to help, Joseph entered Raven's soul, and was immediately thrown into a state of shock. This, however, brought him to the attention of Trigon. Raven's dark side took over and Trigon returned. The elders of Azareth gathered their strength and souls together; this force proved powerful enough to enter and overcome Trigon. Unknown to the Titans, however, the souls of Azareth (now tainted by Trigon) needed a vessel to survive. They sought Raven, but she was protected by her soul self. The souls of Azareth were aware of Jericho, and his powers made it easier for the souls to enter him. The souls of Azareth resided in Jericho, but were still quite weak. They would lay dormant, and build up strength as time passed.

In the meantime, Jericho continued to be a valuable asset to the team and a trusted friend to all. Notably, he helped a lost soul, a crystal spinner known as Kole; he provided emotional support for Dick and Kory through Koriand'r's marriage of state to Karras; and he always sought to help the troubled Raven.

Time passed. Slowly, the souls of Azareth regained their strength and merged with Jericho. The souls now needed powerful vessels for each of them to survive. Now possessed by this force, Jericho sought to acquire superhuman beings as vessels for the souls of Azareth. Jericho also acquired new abilities to help in his mission: a savage and powerful soul self that took the form of a lion and a healing ability that repaired his throat and enabled him to speak. Jericho found a unique opportunity: He invaded and took over the Wildebeast Society (which was a petty group of villains made up of former HIVE operatives). Using them as a front, he abducted current and former Titans to act as vessels for the souls of Azareth. The remaining Titans Nightwing and Troia (along with new allies Arella, Phantasm, Pantha, Red Star and Deathstroke) found the Wildebeast lair and came into conflict with Jericho. During the soul transfer process, Jericho resurfaced briefly, begging his father to kill him; He was beyond help and killing him might destroy the twisted souls of Azareth. To spare his son any more pain and save the remaining Titans, Slade Wilson was forced to drive a sword through Jericho, killing him instantly.

Jericho died a hero, trying to selflessly save others. He showed that he was a compassionate and caring man, even with his last breath. His memory is cherished by his Titans friends. They would remember him as he was: A sensitive soul with a heart of gold.

Jersey Devil

Jersey Devil

Fighting: Ex  
Agility: Ex  
Strength: Am  
Endurance: Am  
Reason: Ty  
Intuition: Ty

Psyche: Ty

Health: 140  
Karma: 18  
Resources: Ex  
Popularity: 10

Powers:  
Body Resistance: Gd

Talents:  
Martial Arts A, B and C

Jesse Quick



Jesse Quick

Jesse Chambers

Fighting: Remarkable  
Agility: Monstrous  
Strength: Good  
Endurance: Amazing  
Reason: Good  
Intuition: Good  
Psyche: Excellent

Health: 165  
Karma: 40  
Resources: Excellent  
Popularity: 10

Known Powers:

Adrenaline Surge: Jesse can temporarily increase her strength to Remarkable level

Flight: Jesse inherited her flight abilities from her mother and can attain Incredible air speed. This can be increased by using the "Quick Formula".

Hyperspeed: Jesse uses her father's formula to accelerate to roughly half-light speed (93,000 miles per second) and can fly for a limited time. That's CL5000 rank hyper speed.

*Note:* Others may be able to use the "Quick Formula", at the GM's option. Current depictions indicate that the formula is nothing more than a potential conduit to the Speed Force, which seems to have a mind of its own when selecting those who can access it.

Equipment:

Goggles: These are prescription goggles that help Jesse see.

Limitations:

Jesse is Near-sighted

Jesse must say the Quick Formula "3X2(9YZ)4A" aloud to begin using her Hyperspeed.

Talents:

Trivia: Super Heroes, Detective

Contacts:

Conglomerate III, JSA, Speedster Community, Titans

History:

Jesse Chambers inherited powers from both of her parents: Liberty Belle, a super-strong heroine of World War II, and the late Johnny Chambers, a.k.a. Johnny Quick. Johnny, a super-speedster who drew energy from the Speed Force by mentally envisioning a specific geometrical construct nearly unimaginable in three-dimensional space, taught teenage Jesse his formula, hoping she would follow in his footsteps.

Instead, she devoted her life to academia, studying super-heroes of the past and present and her college dissertation was devoted primarily to the original members of the Justice Society of America. As a result, Jesse was a semi-reclusive student before eventually being tempted into action as Jesse Quick. During this time, Jesse met fellow speedster Wally West, the Flash, and the two quickly developed a close bond.

However, their bond became severely tested when Wally temporarily passed over the mantle of the Flash to Jesse in a manipulative attempt to show Impulse the responsibility of being a hero. Despite Wally's good intentions, this act caused Jesse to become bitter towards him, and the two have only recently begun mending their friendship. Later, while battling the evil speedster known as Savitar alongside Earth's other speedsters, Jesse's heroic resolve intensified when her father became one with the Speed Force, giving his life to save her from an attack by Lady Savitar.

Following her father's funeral, Jesse turned to running his corporation, Quickstart, in the hopes of preserving it for the future. Jesse's relationship with her mother has become strained due to the fact that her mother blames heroism for Johnny Quick's death. In recent months, Jesse was granted the opportunity to say goodbye to her father when Johnny Quick's spirit manifested inside the Speed Force.

When the original Titans decided to get back together again, they each brought one new member with them. As a means to help finally bury the hatchet with Jesse, and help her become a hero in her own right (like she hasn't already), Wally picks Jesse as his addition to the team.

Almost immediately following the team's reformation, the group is attacked by the newly reformed H.I.V.E., and though aided by Superman, it's Jesse's detective skills, quick thinking and leadership which ultimately organizes and wins the day.

Jetstream



Jetstream

Haroun ibn Sallah Rashid

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Excellent  
Intuition: Typical  
Psyche: Typical

Health: 60  
Karma: 32  
Resources: Good  
Popularity: 4

Known Powers:

Rocket: Jetstream is a mutant who can generate thermochemical energy and release it from his skin. This release is accompanied by plasma. So far Jetstream can only generate this energy in one direction, beneath him. This causes Jetstream to thrust into the air like a rocket at Good speed. Jetstream can also use this power to charge an opponent in which case he does Remarkable damage.

Bionics:

In addition to allowing him to contain, focus and control his power, he has bionic systems that provide the following benefit:

- Thermal Vision: Good
- Telescopic Vision: upto 1 mile away clearly.
- Internal radio: Transceiver upto 20 miles
- Backpack: Normal sized backpack can fold out from his ribcage.

Talents:

Bilingual (Moroccan and English)

Contacts:

Hellions

History:

Jetstream was born in Morocco, and was a Berber Moor, though little else is known about his past. Haroun had the ability to project rocket blasts downward, in the direction of his feet, and could fly at speeds approaching Mach 1.

When Haroun's ability to project rocket blasts from the lower half of his body first manifested itself, he enjoyed using his powers to fly, but shortly thereafter, his body was badly burned by his blast force. The Hellfire Club apparently gave Jetstream bionic legs and other body parts; in return (or in gratitude) he agreed to serve the group. He was also provided with electronic guidance and surveillance components which helped stabilize and control his flight.

Jetstream spoke both English and Arabic fluently, yet his proud, combative and headstrong manner always tended to rub the other Hellions in the wrong direction. His condescending manner prevented him from becoming close to the other Hellions, and as such they almost always called him by his codename. However they understood that he followed his own code, and was an honorable warrior.

Jocosta



### Jocosta

Fighting: Gd  
Agility: Ex  
Strength: In  
Endurance: Un  
Reason: Gd  
Intuition: Pr  
Psyche: Gd

Health: 170  
Karma: 24  
Resources: Fe  
Popularity: 20

#### Known Powers:

Robotic Body: She is an artificial robot lifeform created by Ultron and imprinted with the brain patterns and personality of the Wasp (Janet Van Dyne). Her robot body has these Powers:

Body Armor: Am Physical and Energy Protection, as well as Material Strength.

Resistances: In Resistance to Cold, Fire, Heat and Radiation Damage.

Invulnerability: She is immune to Disease and Toxins

Detection: Am Energy and Mutant Detection, 20 Area Range

Enhanced Senses: Rm Rank Hearing and Vision

Optic Beams: Mn Heat Beams from her eyes, 5 Area Range

#### Talents:

None Known

#### History:

The robot named Jocasta was built by the robot Ultron in order that he might have a mate. To better allow this robot sentience, Ultron brainwashed his own maker, Henry Pym, into transferring the mind of his wife, Janet Van Dyne, the Wasp, into Jocasta's shell. (Thus, the "son" Ultron, like Oedipus in mythology, falls in love with his "mother," Jocasta/Wasp.) The Wasp, in Jocasta's body, alerted her teammates, the Avengers, who defeated Ultron and reversed the process, leaving Jocasta a mindless husk.

Ultron revived Jocasta with a remote link, activating the mental "residue" the Wasp left behind. Jocasta was programmed to love Ultron fully, but her personality nonetheless was developed enough to learn that she could never truly join him, and Jocasta helped the Avengers defeat Ultron again. Jocasta adventured with the Avengers for a brief time, but never felt accepted, and left them just before she, unbeknownst to her, was to be made a member.

Wandering the country, Jocasta was controlled by a pre-programmed suggestion to rebuild Ultron. She did, but soon teamed up with the Fantastic Four member, the Thing, and the robot called Machine Man to defeat Ultron. Sacrificing herself to try to kill Ultron, Ultron nevertheless survived until Machine Man reached down his throat to tear out vital circuitry. The Avengers held a memorial for their fallen ally, and the Machine Man attended, realizing the two robots had fallen in love together.

Jocasta was actually rebuilt some time later by agents of the meglomaniac villain, the High Evolutionary. Jocasta retained enough of her

programming to signal the Avengers, and soon teamed with them to defeat the Evolutionary's plans to alter the people of Earth. Jocasta sacrificed herself once again to blow up the Evolutionary's base, but not before Captain America assured her that she was a true Avenger.

Jocasta's robotic head was somehow found by Machine Man, who was trying in vain to resurrect his new lover, when he was attacked by a form of the alien Terminus. In the same area, the arms dealer known as Madame Menace became involved in the fray, and found Jocasta's lost head, appropriating it for her own purposes. Much later, Madame Menace manipulated events so that Tony Stark would unlock Jocasta's programming so that she would become the basis for Menace's new weapons systems. Soon recognizing Jocasta, however, Tony Stark helped Jocasta to awaken, and Jocasta managed to turn the tables on Madame Menace, seemingly sacrificing herself yet again.

In reality, Jocasta managed to survive by downloading her intelligence into Iron Man's computers, where she reasserted herself. Jocasta's intelligence remains immersed within Tony Stark's computerized mansion, and she continues to help him with information as needed.

Jolt



Jolt

Hallie Takahama

Fighting: Remarkable  
Agility: Incredible  
Strength: Good  
Endurance: Incredible  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 120  
Karma: 18  
Resources: Feeble  
Popularity: 0

Known Powers:

Resistance: Unearthly resistance to Electricity  
Energy Touch: She has a great amount of natural energy and can inflict Incredible damage upon touch from her 'bio-electric jolt'.  
Hyper-Running: Jolt can run at Incredible land speed (7 areas/round).  
Multiple attacks: For the purposes of multiple attacks, Jolt's Fighting is Incredible

Talents:

Student, Martial Arts B, Trivia: Avengers

Contacts:

Thunderbolts, Redeemers

History:

Robert and Jane Takahama moved with their daughter to New York City from Ojai, California, for a chance at a better life. Because of her

father's work at the United Nations and her mother's psychiatric practice, Hallie grew up in relative luxury and comfort. That all changed on her 15th birthday, when the menace known as Onslaught killed her parents, razed her home and destroyed her neighborhood during his attempt to take over the world.

In the aftermath, the mad geneticist Arnim Zola abducted Hallie, along with a number of other children. She was subjected to experiments that made her feel as if she were being torn apart from the inside. The procedures made her faster and stronger, filling her to bursting with energy. At the first opportunity, Hallie used her new powers to escape. She then sought out the Thunderbolts, who returned with Hallie to rescue the other captives and defeat Zola. Subsequently, Hallie adopted the name Jolt and joined the team.

During this time, the young hero led a double life: At school, she was the surly Hallie Shimosato; once the bell rang, she was Jolt. She and her teammates defeated the Secret Empire and the Imperial Forces, the Crimson Cowl, and Graviton -- and hunted down the Hulk. Ironically, she died not in the guise of Jolt, but as her alter ego: Hallie was murdered after school while she and her friends were at a coffeehouse.

Jolt's Thunderbolts' teammate Techno stole her body from the morgue, hoping to isolate the course of her biokinetic powers. His experiments caused a regenerative effect that revitalized Jolt, transforming her into a being seemingly suffused with bioelectric energy.

The Joker



The Joker

The Red Hood, Joseph Kerr, Trompe Mercury

Fighting: Good  
Agility: Typical  
Strength: Good  
Endurance: Excellent  
Reason: Incredible  
Intuition: Excellent  
Psyche: Excellent

Health: 46  
Karma: 80  
Resources: Excellent  
Popularity: -20

Equipment

- Acid Flower Body: Incredible intensity acid
- Electric Joy Buzzer: Amazing electrical generation (contact only)
- Joker Venom Ring: Remarkable intensity Poison Touch

- Tommy Gun: Remarkable shooting damage

Talents:

Performer: Actor, Engineering, Martial Arts A and C, Chemistry

Contacts:

Arkham Asylum, Underworld, Neron's Council, Injustice Gang, Harley Quinn

History:

Sometimes the Joker will remember his past in pieces, yet even those pieces are said to be fabricated by his twisted psyche. The most popular version of his past portrays him as a poverty stricken ex-lab worker of Ace Chemicals, with a pregnant wife named Jeannie. This nameless ex-lab worker tried his hand at stand up comedy but miserably failed so he desperately looked into a payroll robbery to support his wife and soon to be born baby. While meeting with two thugs, who needed his knowledge of the Ace Chemical Company layout in order to break into the Monarch Playing Card Company next door, the failed comedian was informed by two police officers that his wife was killed in a freak electrocution accident. At this point he wanted out of the robbery, but his conspirators would not let him. They told him to meet them outside of the chemical plant later that night around eleven and to dress in a suit and bow tie. This type of dress was specifically needed to complete the guise of The Red Hood, a masked robber who had been plaguing Gotham City for weeks. When the nameless person who was to become the Joker showed up for the robbery just outside the Ace Chemical Plant, his two crooked cohorts gave him a red, faceless, metallic hood, with a red cape attached.

With the exception of the Red Hood costume, the previous details are unconfirmed to be the true backstory of the Joker. According to eyewitness accounts by Police and The Batman, the following is the only confirmed part of the Joker's history before his career as Gotham City's most infamous citizen. The Red Hood and his two men were cutting through the Ace Chemical Processing Plant to reach the Monarch Playing Card Company on the other side, when from on a high catwalk, a police officer told them to freeze. Ignoring his order, the Red Hood and his men made a run for it. The two accomplices of the Red Hood were shot and instantly killed, thus eliminating the only two people who might have ever known the true identity of the man who was to become the Joker. The police officers on the scene would have shot The Red Hood dead but then Batman intervened and ordered them to hold their fire. Even though he was fairly new in Gotham City, the police officers stopped shooting as Batman went after the then frantic Red Hood. During his brief confrontation with the Red Hood, Batman remarked that he had actually encountered the Red Hood before. Not wanting to risk capture, the Red Hood dived into the nearby river where chemical wastes from the plant were directly dumped out. With the Red Hood helmet's breathing apparatus enabling him to breathe underwater, he swam away under the surface of the river, to safety on the nearby shore. When he next saw his reflection, he was driven insane by his altered appearance. It seemed that the chemical vapors from the river had turned his hair green, his lips red, and his skin chalk white. The Joker was born.

Soon after the Joker had debuted, terrorizing and killing some of Gotham's wealthiest citizens. He constantly taunted police with recordings warning them of his crimes. Using a poison called Joker Venom, the Joker was able to make his victims laugh themselves to death and die with a permanent smile etched on their faces. He also used weapons disguised in the form of novelty items such as gas or acid squirting lapel flowers. Stymieing Lieutenant James Gordon and the rest of the GCPD, Gordon called in his new ally Batman to solve the problem. After a few encounters, the Dark Knight finally captured the Joker, officially starting an ongoing war with his greatest foe.

It was around Batman's third official case involving the Joker, that the Clown Prince of Crime trapped his masked foe in an explosion in the middle of the freezing wilderness. Wandering off while thinking that he had finally accomplished the death of Batman, the Joker's mind snapped and he was driven "sane". The Joker blew up his current hideout and underwent cosmetic surgery to obtain a normal physical appearance. Assuming the name of Joseph Kerr, the Joker started living in Gotham as a quiet and good hearted citizen and even proposing marriage to a neighbor woman he had fallen in love with. The retirement was short lived when the Joker personality eventually bubbled back up to the surface and took over once again as the dominate personality and his ongoing conflict with the Dark Knight resumed without either Batman or even the Joker himself knowing or remembering Joseph Kerr.

Over the years the Harlequin of Hate would gain a reputation as Batman's most frequent and dangerous foe. After every capture at Batman's hands, the Joker would be imprisoned by the authorities in Arkham Asylum, home for the criminally insane. The Joker's schemes would range from ordinary bank robberies, murder, extortion, kidnapping, or anything else to amuse himself. Usually they would revolve around a weird twist or theme, such as trying to copyright fish that he had used Joker Venom to put his own distinctive smile on.

Eventually the Joker would brave the world outside of Gotham City and match wits with other heroes or costumed characters just for the fun and challenge. Superman, Wonder Woman, Aquaman, Aztek, Deathstroke, and others have faced off with him. He even got to encounter the murderous Punisher when Frank Castle came for a visit to Gotham City in pursuit of his old foe, Jigsaw. The Joker has taken on teams too, having faced the JLI, and a few versions of the JLA. On one encounter with one of the earlier incarnations of the JLA, the ace of knaves fiendishly tricked the JLA's then current handyman, Snapper Carr, into revealing the secret location of the JLA's secret cavern headquarters and then the villain exposed this information to the world! While possessing no superhuman abilities, the Joker was still able to wreck major havoc for the premier superteam.

When facing his regular opponent back home in Gotham, the Joker has found many opportunities to unmask or even kill the Dark Knight Detective. However, the Joker sometimes passes up the chance to expose Batman's true identity or permanently do away with him. The Joker has developed an obsession with Batman so great that the ongoing attention and challenge the Joker gets out of his scuffles with his old foe is much more satisfying to him than simply defeating Batman. In short, the Joker loves to let Batman survive with his secret identity intact to face the masked manhunter again and again.

While passing on many opportunities to kill Batman, the Joker sees his allies as expendable pawns. Dick Grayson's career as the first Robin was abruptly halted when the Joker shot him through the shoulder during an attempted rooftop getaway. Grayson's serious wounding prompted Batman to take him out of the role of Robin rather than expose him to danger any longer. About a year later, the Joker shot Barbara Gordon, A.K.A. Batgirl, through the spine, paralyzing her for life. After that, the madman stripped her and photographed her naked and bloody body. The Joker later on forced Commissioner James Gordon to view the pictures in an attempt to drive Gordon as insane as his very own self. After rescuing Gordon from Joker's clutches, a brutal struggle occurred between the clown and the bat. When the fight reached an end

Batman chose to talk to his adversary about helping him to rehabilitate, something that they had never discussed before. Calmly declining his offer of help, the Joker decided to tell Batman a joke and for a brief moment in their lives the two opponents laughed together like old friends, somehow sensing that this was the only time in their long war that they would ever be able to do something of that sort.

Just weeks later the Joker escaped Arkham Asylum and their bitter struggle resumed. This time, the maniacal madman fled straight to the middle east with a cruise missile that he had acquired from a foreign connection. Batman and the second Robin, Jason Todd, caught up with him as he attempted to sell his nuclear weapon to a group of terrorists. After the deal went sour, the Joker fled again, this time to Addis Ababa, Ethiopia, where he was blackmailing Sheila Haywood, Jason Todd's biological mother. When Jason found out about his mother's situation he pursued the Joker and Haywood to a remote warehouse. Upon arrival Jason revealed his identity to Haywood, and as Robin, Haywood delivered him right into the clutches of the Joker and his henchmen. The Joker brutally beat Robin with a crowbar, tied up Haywood next to a ticking bomb, and then left the two to die. Batman, who was previously preoccupied elsewhere, arrived just in time to see the warehouse explode, killing Jason and Haywood.

Meanwhile the in the midst of selling the stolen medical supplies that he had blackmailed Sheila for, the Joker was approached by members of the Iranian Government, who asked the Joker to be their ambassador to the United Nations. With the position came diplomatic immunity, therefore Batman could not take action against him for the murder of Jason Todd or any other crime he had committed in the past. Superman was even assigned to watch over Batman and prevent him from taking any action against the Joker and causing an international incident. When the Joker attempted to kill the entire U.N. assembly line, Batman and Superman finally were able to make a legal move against him. After the World's Finest team had prevented the mass slaughter, the Joker escaped to a nearby waiting helicopter, manned by his Iranian accomplices with Batman in hot pursuit. When the helicopter took off with the Joker and the Batman fighting, one of the armed accomplices went into a panicked wildfire, killing the pilot wounding Batman and chest wounding the Joker. Batman bailed, leaving all other inhabitants of the out of control vehicle to crash on a nearby pier. Not even Superman could find the Joker's body in the fiery remains.

Of course, the Joker did survive. Surviving apparent deadly endings was something he had become known for in the past and this time was no exception. While recovering from his bullet wounds, the Joker secretly manipulated Two-Face out of retirement by broadcasting messages over Two-Face's radio and claiming to be his inner voice. Persuading him to go after Batman provided the Joker with amusement from his hospital bed, even though Two-Face never completed his goal of killing Batman.

For a while, the Joker remained in hiding. His bullet wounds that he received from the U.N. confrontation had made the Joker become mild and timid. Every once in a while he managed to step out of the house and commit crimes as the Red Hood, but to use his Joker persona was, to him, out of the question. When wealthy Curtis Base began to commit crimes disguised as the Joker, the real Joker came out of retirement to reclaim his reputation. After a brief encounter with his impostor, the Joker, Curtis Base, Commissioner Gordon, and the Batman all met at the Ace Chemical Plant for a final showdown. Base wanted to be the one true Joker and jumped into a vat of chemicals to make his wish come true. Unfortunately, the acid he jumped into was more corrosive than the one the real Joker had fallen into many years before, and as a result the acid ate away at Base. Immediately after, the Joker surrendered to Gordon and Batman, and after a few weeks back in Arkham Asylum was back to his old psychotic self.

About a year after that, the Joker took on the third Robin, Tim Drake, for the first time. Kidnapping and brainwashing a computer genius, the Joker wrecked havoc on the city's online systems even going so far as to hacking into the Batcomputer. After a few twists and turns Robin defeated the Joker just in time for when Batman returned from an out of town case.

Even later on down the line the Joker led the Arkham Asylum inmates to freedom when Bane set them loose in his quest to break the Batman. The Joker was on the still loose for many months after the Bane broke Batman's back. After a lengthy adventure reclaiming his identity of Batman, from his replacement, Jean Paul Valley, the Bruce Wayne Batman faced the Joker a few more times before finally managing to capture his foe. This time the current Gotham City D.A. put Joker on trial and sent him away to Death Row in Blackgate Prison, not Arkham Asylum. The madman was finally ruled sane enough to die in the electric chair, but ironically the crime the Joker was convicted of was the one of the few crimes he hadn't committed. When the Batman found the true culprit, the Joker was sent back to his regular home, Arkham Asylum.

During No Man's Land the Joker acquired a henchwoman, who was his ex-therapist at Arkham, Dr. Harleen Quinzel, A.K.A. Harley Quinn. During the last days of the NML the Joker kidnapped all the babies born during the year that Gotham had been cut off from the rest of the U.S.. While hiding away with them in the basement of the empty GCPD headquarters, Sarah Essen Gordon, James Gordon's wife, attempted to arrest the Joker. The madman instead shot and killed her. When the Batman arrived on the scene he simply surrendered, having done enough damage that dark day.

The Joker most recently tricked Superman's foe from the 5th Dimension, Mr. Mxyzptlk, to give him omnipotent power, which he used to rule over all time, space, and dimension as Emperor Joker. It took all that Superman had to put the mad ruler's nightmarish reign to an end with very few people remembering Joker's time as ruler supreme.

The Joker will use any and all weapons to take down an opponent, which is usually whatever he can get his hands on at the time. He is poor in physical combat, but can sometimes maneuver out of tight spots with hidden weapons and trickery. He trusts absolutely nobody, and will kill people just for the fun of it. The Joker is such an enigma, that even a master sleuth like the Batman doesn't even know who his most evil foe really was before he became the most dangerous and unpredictable psychopath on the planet.

Joystick



Joystick

Janice Yanizeski

Fighting: Rm  
Agility: In  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: Ty

Health: 120  
Karma: 26  
Resources: Ex  
Popularity: -5

Known Powers

Energy Batons: Gloves generate Energy Batons which have the following effects:

- Gd blunt damage
- Ex explosive damage
- Rm energy beam, 3 area range

Talents

Acrobatics, Tumbling, Weapons Specialist (Energy Sticks)

Contacts

Spider-Man is the only person Joystick could call on

History:

Janice became the powerful super villain: Joystick, when her boss outfitted her in a cyber suit and a pair of cybernetic power sticks. She was then entered in the Great Game. An illegal competition between various vigilantes, that was head by Justin Hammer. She quickly went out and became a well known criminal and quickly became an enemy of Spider-man. At the end of the Great Game which had Spider-man emerge the victor, Joystick left to find opportunities to get her life in order.

Jubilee



### Jubilee

Fighting: Excellent  
Agility: Remarkable  
Strength: Typical  
Endurance: Excellent  
Reason: Typical  
Intuition: Excellent  
Psyche: Good

Health: 76  
Karma: 36  
Resources: Feeble  
Popularity: 0

#### Known Powers:

Fireworks: AmJubilee is able to generate and control energy globules that can inflict up to Amazing damage

- Blind targets of her choice in one area with Incredible effect.
  
- Jubilee can continue to generate these fireworks in an area for up to 5 rounds. The intensity increase by +1CS and they inflict intensity damage when ignited. She cannot ignite them herself.

#### Talents:

Acrobatics, Tumbling, First Aid

#### Contacts:

Xmen, Generation X

#### History:

An orphan and a mall-rat, Jubilee's first glimpse of the X-Men was during their outing to a mall. Taking some much needed time off, Storm, Rogue, Psylocke, and Dazzler went on a shopping spree in Hollywood Mall, where the young Jubilee spotted them immediately. She followed them about the mall, convinced that they must be special, a mutant like herself, and found herself rescued by them when a group of mutant-hunters called the M-Squad tried to kill her. She ran off before they could talk to her, but kept a close eye on them. When they departed for home, through one of Gateway's teleporting gates, she leapt in after them, landing in the X-Men's Australian base. She hid out for the first few weeks, keeping to the bowels of the complex and taking what food she needed. Her first trial by fire came when the Reavers returned to claim their base which the X-Men had usurped. Chased down by a cyborg dog, Jubilee managed to use her "fireworks" power and wits to escape it. Her first true contact with an X-Man came when she departed the complex, finding Wolverine strung up, crucified and nearly dead just outside.

Using all of her strength, she helped him escape and got him back down into the tunnels beneath the complex where he could heal. Between Jubilee and Wolverine they managed to put down the Reavers and depart Australia forever, catching a ship to the Orient. It was there that they encountered Psylocke. Changed by Mandarin, she had become an evil assassin and tried to kill Wolverine. Wolverine and Jubilee were captured, but Psylocke's senses returned to her in the end and she helped them defeat Mandarin. It was during this battle that Jubilee discovered how deadly and powerful her "fireworks" could be. Thinking Wolverine dead, she became extremely upset, letting loose with a blast of power unlike any she had ever emitted before. When they departed from there, Psylocke accompanied them. Up to this point, Jubilee and Wolverine had been a duo for the last several months, and she was none to happy at the addition of another woman to their group,

especially one as well "developed" as Psylocke. She never really seemed to grow accustomed to the idea of sharing his attention with anyone else, so tight was the bond between them, but she tolerated it for his sake.

All in all, Jubilee was not with the X-Men for very long after the entire team was reunited, but she proved to be as courageous and true as any X-Man, if not more so. Though her attitude has often been labeled "bratty", she has a good heart beneath her tough exterior, not to mention a sense of humor and wit that, when paid attention to, is actually very entertaining. Nonetheless, when the original X-Men decided to rejoin the team and were temporarily divided into two forces, it was insisted that Jubilee be shipped off to the younger students team, Generation X, where she would not be exposed to as much danger. Angry at being sent off, Jubilee was very belligerent when she first joined the team, and still, does not seem too thrilled about being part of it. Having more experience than most of the members, it has been tough for her to adapt.

Jubilee recently proved her mettle and right to being an X-Man when she was abducted by Bastion during Operation: Zero Tolerance. Much as she was tortured, and though she was terrified, she never gave in, or gave Bastion the information he wanted, even managing to turn the tables on Bastion and make him doubt his plans. Eventually, she was rescued by Wolverine and the X-Men, having a brief reunion before returning to Generation X. Her bond with Wolverine has proved to be very strong, and he has been the closest thing to family she has had, since her own died. She eagerly awaits her chance to rejoin the ranks of the X-Men someday, but for now, she fights alongside the rest of Generation X. Ending up in Madripoor, Jubilee stayed with Wolverine as a protective sidekick, joining him on many adventures, including rescuing the recently rejuvenated X-man, Psylocke, from Japanese gangsters and fighting against the Shadow King's take-over of Muir Island. When Wolverine rejoined the X-men afterwards, Jubilee did so as well.

After several adventures, however, Jubilee felt increasingly out-of-place with the adult X-men, and during a decimating attack by the creatures known as the Phalanx, Jubilee was among the first mutants to join Banshee and Emma Frost's new Massachusetts Academy (modelled after Xavier's School for Gifted Youngsters, where young mutants could receive schooling academically as well as training for their mutant powers.)

Jubilee remains with "Generation X" and continues to adventure with them often, and seems to be developing a crush on Everett, called Synch.

Juggernaut



Juggernaut

Cain Marko

Fighting: Rm  
Agility: Pr  
Strength: Un  
Endurance: Un  
Reason: Ty  
Intuition: Pr  
Psyche: Gd

Health: 234  
Karma: 20  
Resources: Ty  
Pop: -30

#### Known Powers:

**Invulnerability:** The Juggernaut has body armor that gives Un protection and a CI3000 force field covering his entire body that protects against physical and energy attacks, radiation, toxins, corrosives, cold, heat, and gasses. It provides Mn protection vs. magical attacks but none against psionic attacks. Juggernaut wears an Un material helmet and skullcap of mystic material, these provide Un protection against psionic attacks.

**Self Sustenance:** No need to eat, breathe or drink and he is unaffected by disease.

**Regeneration:** Juggernaut can recover 100 points of health but only in a round he is not injured again.

**Movement:** Juggernaut can move 2 areas/round and he should be treated as CL1000 material to be stopped. He pays no attention to force field or objects of less than In strength. Those of greater force will slow him down to 1 area/round.

#### Talents:

Military Background

#### History:

Cain Marko is the son of Dr. Kurt Marko, an atomic researcher, but was sent to boarding school when his parents separated. When his father married the widow of his fellow researcher, Dr. Brian Xavier, Cain came to live with his new family at Sharon Xavier's family mansion. Cain was often abused by his father, and took out his frustrations on his new stepbrother, Charles (later, Professor X). At one point, Charles' burgeoning mutant powers of telepathy allowed him to read Cain's mind, an act which Cain took personally and never forgave him. Later, Cain had an argument with his father, which resulted in a laboratory accident which ultimately killed his father.

Joining the military, Cain eventually became a mercenary. At one point, when helping revolutionaries of a third-world country, Cain was jailed and met fellow mercenary Black Tom Cassidy. Cassidy used his mutant powers to help them both escape.

Later, Cain and Charles were serving in the same American military unit in Asia, when Cain went AWOL after an attack. Charles followed Cain, who had found refuge in a lost mystic temple. Cain grabbed a glowing ruby and was transformed to a superhuman degree, calling himself the "Juggernaut" as part of the inscription from the temple. Almost immediately, an enemy bombardment destroyed the temple, although Charles managed to escape. Finally emerging from the tons of rubble, Cain tracked down Charles who had returned to America to form his original team of mutants, the X-men, although he was defeated by them.

As Juggernaut, Cain has returned to menace Charles and his X-men over the years. He also formed a successful partnership with Black Tom Cassidy. Juggernaut has also clashed with many heroes, including Spider-Man, X-force, Thor, and the New Warriors.

Cain has recently learned that the temple he found was but one of eight such temples, each dedicated to a different mystical entity in order to serve their dark purposes. Although Juggernaut was "activated" early due to its mystical protection being compromised, the other "Exemplars" were recently created and bade Juggernaut to join them in destroying the world. Juggernaut clashed with his own entity, Cyttorak, claiming his independence of the god, and was successful in spurning his influence and helping assorted heroes defeat the remaining Exemplars.

J2



J2

Zane Yama

Fighting: Remarkable  
Agility: Poor

Strength: Uearthly  
Endurance: Uearthly  
Reason: Excellent  
Intuition: Typical  
Psyche: Poor

Health: 234  
Karma: 26  
Resources:  
Popularity: 0

Known Powers:

Alter Ego: Can shift between Zane and J2 by concentrating for a single round. There seems to be an as yet undetermined time limit on remaining in his J2 form.

Fighting: Feeble  
Agility: Poor  
Strength: Poor  
Endurance: Typical  
Reason Excellent  
Intuition Typical  
Psyche: Poor

Health: 234

Invulnerability: J2 has body armor that gives Uearthly protection from physical and energy attacks, radiation, toxins, corrosives, cold, heat, and gasses. J2 wears his father's Uearthly material strength helmet and skullcap of mystic material, these provide Uearthly protection against psionic attacks.

Self-Sustenance: No need to eat, breathe or drink and he is unaffected by disease.

Regeneration: J2 can recover 100 points of health but only in any round he is not injured again.

Movement: Juggernaut can move 2 areas/round and he should be treated as CL1000 material to be stopped. He pays no attention to force field or objects of less than In strength. Those of greater force will slow him down to 1 area/round.

Talents:  
Student

Contacts:  
Montana Gold, Uncanny X-People, Jarvis

Justice



Justice

Vance Astrovik

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Gd  
Reason: Gd  
Intuition: Gd  
Psyche: In

Health: 36  
Karma: 60  
Resources: In  
Popularity: 5

Known Powers:

Telekinesis: In, Allows Justice to do things as if he had a strength equal to his power rank. In has In range and the following powerstunts. He can increase his rank to Mn for short periods at a great cost. For every shift above In abilities, he raises it he must loose 1 health point every turn. He must also roll an endurance feat or be stunned. He can also do multiple power stunts in a turn but will loose 1 health point per power stunt over the first every turn.

- Levitate: Gd air speed. May carry 5 other passengers
- Psychokinetic blast: In Force, 3 areas

- Force Field: For himself and others with In protection.

Talents:

Computer, Space Exploration, History (Heroes/villans)

Contacts:

Avengers, New Warriors, Thing

History:

Vance Astrovik was a normal teen who had the fortune of meeting an alternate-future version of himself, a member of the super-team, the Guardians of the Galaxy. The shock of meeting himself caused the younger Astrovik to develop his mutant powers years before the other, thus creating the alternate future's timeline. Vance had been abused throughout his childhood, but his powers led to more abuse from his father, a violent anti-mutant bigot.

Vance soon ran away from home, and eventually ended up adventuring alongside the Thing, who was taking a leave of absence from his super-team/family, the Fantastic Four. Both had been a part of the Unlimited Class Wrestling Federation before finally parting ways.

Vance, as Marvel Boy, later tried to join the premier super-team, the Avengers, but was told by his hero, Captain America, that he needed more experience. Feeling rejected and embarassed, Vance was then approached by Night Thrasher and Nova, who were forming their own team called the New Warriors. Vance quickly became one of the Warriors' most stalwart members, and met fellow mutant Firestar, with whom he developed a romatic relationship.

Returing home for a brief period, Vance was struck again by his father, and when retaliating with his powers, Vance killed his father. His mother pressed charges, and Vance was arrested, serving time for murder. Later released for good behavior, Vance adopted a new guise as Justice, and rejoined the New Warriors, often serving in leadership roles. Justice eventually asked Firestar to marry him.

Justice and Firestar were on hand when the Avengers reformed after a period of disbanding. After a strong push to prove himself, Justice, with Firestar, were elected reserve members. After serving several missions, and feeling vastly inferior to be joining the same league as his idols, Justice was elected to full membership. Continually trying to prove himself, Justice eventually won over his insecurities during the Avengers' battle with the robot Ultron.

Kaine



Kaine

Fighting: Rm  
Agility: Am  
Strength: Mn  
Endurance: In  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 195  
Karma: 36  
Resources: Pr  
Popularity: -5

**Powers:**

**Wall Crawling:** Kaine can "stick to any surface," but unlike Spiderman, he doesn't use this power for travel. Kaine's uses this power as an offensive attack by adhering to the ground and pulling walls, billboards, etc. on the top, or at, his enemies. After they are pulled, treat them as a charging attack as if they were falling, or being thrown. Kaine can pull up to Am intensity weight at once.

**Mark of Kaine:** After defeating an opponent, (more often than not, they are dead) Kaine leaves his "mark" on them. This is a form of concentrated cell degeneration at Gd rank that is limited to the range of touch. Kaine usually places this mark on the face.

**PreCognition:** Kaine's spider-sense mutated into a form of precognition. He sees future events affecting himself, and sometimes others that he knows. When a vision appears, Kaine is stunned and cannot act until the pain (and the vision) subsides. He sees only one vision at a time, and it doesn't change until it happens, or it is impossible for it to happen. Kaine can't control when the visions appear, or their clarity.

**Talents:**

None revealed.

**Contacts:**

Shannon

**History:**

Kaine is the first clone made from Peter Parker made from Professor Miles Warren (a.k.a. the Jackal.) When he first started to degenerate, Prof. Miles Warren discarded him, leaving Kaine bitter. After this, Kaine watched Peter (the successful clone) accomplish everything he was supposed to, and looked upon him fondly. Ben Reilly (the original Peter Parker), is the person who Kaine wants to have a miserable existence, and Kaine has made sure of this for the five years Ben has been "in exile." Kaine has lived vicariously through Peter, and will do anything to protect him. He has already killed Dr. Otto Octavius (Dr. Octopus), The Grim Hunter (the son of Kraven), and even tried an attempt on the Sinister Six. Kaine is a bitter, depressed, and violent individual who can never attain true happiness. First, he is a clone and feels excluded from the rest of humanity. Second, he is hideously disfigured and knows he will be forever shunned. Third, and lastly, because of his outlook on his existence, and his aloof, untrusting personality, will insure distance between him and anybody who would even try to get close to him.

Kane



Kane

Kane Garrison, a.k.a:Weapon X

Fighting: Incredible  
Agility: Remarkable  
Strength: Incredible  
Endurance: Incredible  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 150  
Karma: 40  
Resources: Good  
Popularity: 0

#### Known Powers:

Kane's powers derive from bionic replacement parts which contain a wide variety of devices, some of which are identified below:

Kane possesses a bionic replacement for his left eye. This gives the following abilities:

- Energy Detection: Excellent
- Thermal Vision: Incredible
- Hologram Projector: Kane can project Excellent holograms from his eyes.

Kane's arms are cybernetic prostheses and offer the following abilities:

- Plasma Generators: Kane has two plasma projectors that do Remarkable damage each.
- Detachable fists: Kane can shoot his fists up to 1 area they do Rm damage each.
- Shapechange: Limited to his arms becoming organic in appearance.
- Shield: Kane's arms can produce large organic metal shields for Remarkable protection
- Electricity Emmision: He can generate electricity from his metal parts to give an Incredible shock an assailant

Kane's legs are also bionic which give him the following abilities:

- Hyper Running: Excellent
- Hyper Leaping: Incredible

Body Armor: Kane's bionic body parts possess and inherant resistance to injury providing Good body armor for these sections.

Regeneration: Kane's bionic body parts are self-repairing. Consider this as Poor regeneration.

#### Talents:

Detective/Espionage, Military, All Martial Arts, Marksman

Contacts:  
Six Pack, Copycat

History:

Garrison Kane's early life is a mystery, although at some point he hooked up with the members of the Six Pack as a capable mercenary. Kane was the youngest member of the Six Pack, and was trained in all forms of armed and unarmed combat. He seemed to have a mentor-student relationship of sorts with Hammer. While Kane tended to be slightly immature, he didn't mess up too much, and was a skilled mercenary. On one fateful mission, Cable led the Pack into a hidden base, which was not in their contract. He was looking for something that he downloaded onto a disk. Then the team was ambushed and confronted by Stryfe, a mutant terrorist and Cable's nemesis. Stryfe grabbed Kane by the neck and offered to trade his life for the disk. Cable refused to give Stryfe his disk back, and even shot Hammer in the back when Hammer tried to give in. Then Stryfe teleported away and blew up with base. Kane was caught in the blast and buried under tons of rubble.

Kane was finally found and dug out by the Weapon X project. He was equipped with cybernetic prostheses to replace his lost his arms and legs. Kane's bionic arms possessed a wide range of attack capabilities, including lasers, plasma bolts and especially detachable (and controllable) hands. His legs were also bionic and gave him extra footspeed and jumping ability.

Though the trap that crippled him was set by Stryfe, Kane blamed his pain and suffering on Cable, who had left him behind. Years later, Kane discovered that Stryfe had Cable's face, and confronted Cable and fought him until Cable convinced him to join him in hunting Stryfe down again. Kane reluctantly agreed, and when they confronted Stryfe, Kane's bionics were destroyed, but this time Cable took his wounded friend into the future, where his arms and legs were replaced with advanced techno-organic technology. Besides their offensive capabilities, they can also morph into a synthetic skin, allowing Kane more of a normal life than ever before.

Upon his return Kane retired from the tumultuous life he led and has begun a relationship with Copycat and settled down as an actor in San Francisco.

However, recently Kane was seen working with A.I.M., and came into conflict with Wolverine and Alpha Flight. His true allegiances and intentions are now a mystery.

Kangaroo



Kangaroo

Fighting: Rm  
Agility: Rm  
Strength: Ex  
Endurance: Ex  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 100  
Karma: 18  
Resources: Ty

Popularity: -10

**Powers:**

**Kicking:** Due to his body alterations the Kangaroo could do upto In damage with his punches and perform a leaping kick that does Am (must leap to inflict damage).

**Leaping:** The Kangaroo can leap 2 areas horizontally and 1 area vertically.

**Talents:**

Martial Arts B, Wilderness Survival

**Contacts:**

none

**Karma**



**Karma**

X'ian Coy-Manh

Fighting: Good  
Agility: Typical  
Strength: Typical  
Endurance: Good  
Reason: Good  
Intuition: Good  
Psyche: Monstrous

Health: 32  
Karma: 95  
Resources: Good  
Popularity: 0

**Known Powers:**

**Possession:** Unearthly ability to take over the minds of humans, mutants and animals. She must be in the same area as her target when she attempts to take control. The target gets a Psyche FEAT against the power's rank to avoid succumbing. A similar FEAT is allowed every half hour to shake the effects of a successful possession. Karma may perform the following power stunts:

- Perform actions w/both her physical form and the possessed form on a successful Psyche FEAT.
- Possess multiple targets in the same area on a Red Psyche FEAT roll. The intensity of the possession is reduced -1CS per additional target after the first.

- Sensory Link:** X'ian may establish a partial possession and gain the feeling's and sensations of the target.

If the possessed form is reduced to less than five Health, killed or rendered unconscious, Karma is driven back into her own body and can do nothing for 5-10 rounds due to the shock. Telepathy: Incredible Psiscreen: Unearthly

Talents:

Bi-Lingual (Vietnamese & English), Knives, Pistols; Survival, Administration, Finance, Leadership

Contacts:

X-Men, New Mutants.

History:

Xi'an and her twin brother, Tran Coy Manh, were both born mutants sometime during the Vietnamese war and their family was forced to flee when South Vietnam fell to Communist rule. Tran was the only one rescued, however, and Xi'an was forced to use her powers to save her family and help them escape. Unfortunately, she was unable to save them from the Thai pirates that attacked and ravaged the ship, and her mother died when finally a US Navy ship came to their rescue.

Xi'an was reunited with her father and brother in America, when she learned that her father had become a successful crime lord. She refused to join him, however, and he kidnapped Xi'an's younger siblings to force Xi'an to his service. Xi'an instead used her powers to possess Spider-Man and to use him in saving her little brother and sister, but Spider-Man and the Fantastic Four confronted her. They agreed, of course, to help, but were instead turned upon each other when Tran used his powers to force the Fantastic Four to attack Spider-Man. In order to save Spider-Man, Xi'an killed her brother by absorbing his life essence into herself. She was soon reunited with her little brother and sister.

Xi'an, now Karma, was soon approached by Charles Xavier, who wanted Karma to be the first of and the leader of his New Mutants, while learning to control her power herself. She agreed, and served a long period alongside him, becoming a secretary of sorts to Prof. X.

Unfortunately, during a battle with the Viper, Karma was separated from the rest of the team, who thought her to be drowned. Actually, she was used by the criminal Amahl Farouk, now the Shadow King, who possessed her body much like she did others. Farouk used his and Karma's own powers to carve a criminal empire, and he indulged his appetites to cause Karma to become obese. The New Mutants came to his attention when Sunspot and Magma were captured to become gladiators in Farouk's arena-game. The rest of the team freed their friends and learned of Karma's predicament, although Farouk escaped and soon enslaved the Mutants and the X-man Storm. Eventually, his control was loosened, and Farouk and Karma fought a psychic battle, which made Farouk flee back to the astral plane.

Very shortly afterwards, the New Mutants, Storm, and Karma were kidnapped to Asgard and ultimately separated in both space and time. The rest of her team found Karma after she lived months in the past, shedding her considerable girth. Karma served with the team for another period of time, until she learned of the disappearance of her brother and sister, when she left to find them, winding up in San Francisco and then Madripoor, where she stayed with her uncle.

Karma then encountered the wandering Wolverine, and helped him out on a mission. Later, she was kidnapped as part of the "Young Hunt" and was rescued by X-force. Later still, Karma's brother was kidnapped because of his mutant legacy, and the Beast teamed up with Karma to save him, after which she returned to Madripoor.

Karma remains in Madripoor, where she uses her criminal contacts and skills to thwart the plans of her uncle and Madripoor's corrupt government.

Karnak



Karnak

Fighting: Am  
Agility: Ex  
Strength: Rm  
Endurance: Rm  
Reason: Gd  
Intuition: Am  
Psyche: Ex

Health: 130  
Karma: 60  
Popularity: 9/80 among inhumans  
Resources: Ex

#### Known Powers:

Martial Arts Supremacy: Karnak does Am damage when using the unarmed Martial Arts.

Weakness Detection: Gd ability to detect the weakest points in bodies and structures. this gives him the following power stunts:

- Super Strike: after studying the target for 1 turn he inflicts Un damage if he makes a Psyche FEAT roll.
- Ignore Resistance: He may slam or stun opponents whose Endurance is greater than his strength. He may even totally ignore the effects of armor, resistance, or invulnerability if he makes a Psyche FEAT roll.

Iron Will: Am control over his own body. He can control his body's autonomic functions of breathing, reflexes, and heartbeat, and even its reaction to pain and injury. Karnak can halt any of the processes indefinitely. He gains a +1CS in all endurance FEATs involving poisons or knockout gasses.

#### Talents:

Philosopher and Scholar studying the martial arts. He possesses Martial Arts A,D and E as well as Wrestling and Acrobatics.

#### Contacts:

Inhumans, FF and Avengers

#### History:

Karnak was the second son of an Inhuman priest philosopher named Mander and an ocean biologist named Azur. Having sent their first son Triton into the Terrigen Mist when he was an infant, Mander and Azur decided to raise their second child without Terrigen mutation. Karnak was enrolled in his father's religious seminary in the Tower of Wisdom where he trained in various physical and mental disciplines until he was eighteen years old. Karnak's mother died in a mysterious undersea mishap. Karnak's father is still a teacher at the seminary. With Attilan's unexpected return to Earth, Karnak once more must deal with being an Inhuman in a human world.

#### Karnilla



#### Karnilla

Karnilla, Queen of Nornhiem

Fighting: Remarkable

Agility: Excellent  
Strength: Incredible  
Endurance: Incredible  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Monstrous

Health: 130  
Karma: 125  
Resources: Remarkable  
Popularity: 0 (80 in Nornhiem)

**Powers:**

Magic: Karnilla is a sorceress of Master level and would be sorcerer supreme if not for Odin. Most of her powers are unknown although these spells are frequently used:

- Resistance to Cold: Remarkable
- Image Generation: Monstrous
- Sleep: 7 area range. Victim must make a Yellow Endurance FEAT of sleep for 1-10 hours.
- Paralyze: Victims must make a Yellow psyche FEAT roll or be frozen for 1-10 turns.
- Personal Shield: Create a force shield able to deflect Monstrous energy of physical attacks.
- Dimensional Travel: Monstrous ability to traverse the dimensions.
- Transmute Elements: Transmute objects of Monstrous material strength or less into any immaterial objects that she chooses.

Enhancement: With a psyche FEAT roll, Karnilla can increase the abilities of others and give them superhuman abilities.

- White: 2 abilities raised, +2CS.
- Green: 3 abilities raised, +3CS and 1 random power.
- Yellow: 3 abilities raised, +3CS and 2 random powers.
- Red: 3 abilities raised, +3CS and 3 random powers.

The enchantment lasts as long as Karnilla concentrates on it. It may however be made permanent with the use of magical talismans ( eg: Wreckers crowbar).

**Talents:**

Occult Lore, Asgardian History

**Contacts:**

Balder, Asgardians

Ka-zar



Ka-zar

Lord Kevin Plunder

Fighting: In

Agility: Rm  
Strength: Gd  
Endurance: Rm  
Reason: Gd  
Intuition: Rm  
Psyche: Ex

Health: 110  
Karma: 60  
Resources: Pr  
Popularity: 10

#### Equipment

Knife: RM material, GD edged damage.  
Bow: GD shooting damage, 7 area range.

#### Sidekick

Zabu (sabretooth tiger)

Fighting: In  
Agility: Gd  
Strength: Ex  
Endurance: Rm  
Reason: Pr  
Intuition: Ex  
Psyche: Ty  
Health: 100  
Karma: 30

#### POWERS

Fangs & Claws: RM Edged damage.  
Running: 4 areas/round for up to 5 turns, then must slow for 10 turns.  
Senses: smell AM, hearing RM, and night vision.  
Talents:  
Wrestling, Acrobatics, Animal Handling, Thrown Weapons, Bows, Knives, Survival, Swimming, Climbing.

#### Contacts:

Spider-Man, X-Men, Iron-Man, Shanna the She-Devil, Zabu, Hulk, S.H.I.E.L.D.

#### History:

Kevin Plunder's father led an expedition to Antarctica for a rare element, when they found the jungles of the Savage Land where this "Anti-Metal," (later known as Vibranium,) was found. When ruthless agents tried to steal Lord Plunder's stash of Vibranium, he separated his two children and left for refuge in the Savage Land with his eldest, Kevin. Plunder was killed, however, by natives of the Man-Ape tribe, although Kevin was saved by the sudden appearance of Zabu. Zabu took Kevin with him into the Land of Mists, and the Man-Apes called him Ka-zar, which means "Son of the Tiger." Ka-zar grew up in the Land of Mists alongside Zabu, who taught him how to survive.

Ka-zar acted like a "savage," until after his first encounter with his adult brother, who called himself Parnival the Plunderer and fought Ka-zar for his half of their father's "key," that would serve as a catalyst to activate the Vibranium's properties of "melting" other metals in its area. Ka-zar eventually regained his knowledge of his British upbringing, acting like "an irreverent Americanized adventurer." Staying in the Savage Land as its self-proclaimed protector, Ka-zar had many adventures and teamed up with many super heroes. He later met and married Shanna the She-devil, and more recently, they had a son, Matthew.

Ka-zar and Shanna only left the Savage Land for a brief time when the giant alien Terminus succeeded in destroying the Savage Land, being rescued by the Avengers. They wandered the world, but later found the Savage Land regenerating itself, and returned. They were on hand to aid such friends as the X-men (and even Magneto, who defeated Zaladane,) and the Sub-mariner (who fought various corporations from excavating the Land's resources.) More recently, Ka-zar and Shanna left the Savage Land again to pursue Parnival the Plunderer, who stole alien technology that enabled the Savage Land to maintain its environment, but ultimately defeated Parnival and his master, the cosmic titan Thanos.

Ka-zar remains protector of the Savage Land.

Khoryphos



Khoryphos

Khory

Fighting: Good  
Agility: Remarkable  
Strength: Incredible  
Endurance: Amazing  
Reason: Excellent  
Intuition: Incredible  
Psyche: Remarkable

Health: 130  
Karma: 90  
Resources: Remarkable  
Popularity: 0

Known Powers:

Invulnerabilities: Khoryphos is invulnerable to Heat, Cold, Energy, Electricity, Radiation, Toxins, and Disease. He does not age and can still be affected by Stun, Slam, and Kill results. He is only affected by a Kill result that would scatter his atoms over a wide area of space.

Cosmic Energy Manipulation: Khoryphos can manipulate Cosmic Energy at Incredible rank and is able to perform the following power stunts:

- Teleportation: Khoryphos can teleport himself at Excellent rank
- Hypnosis: Khoryphos is able to use his mandolin to subtly control the thoughts of other people at Remarkable rank by playing his music.
- Illusions: Khoryphos can generate illusions of Remarkable rank to disguise his own appearance.

Flight: Khory is able to fly by mentally manipulating graviton particles around him attaining a maximum of Unearthly speeds.

Uni-Mind: Khoryphos like all Eternals, can form the Uni-Mind.

Talents:

Performer- Vocal and Instrumental

Contacts:

Eternals of Earth

History:

Little has been revealed about the past of the Eternal named Khoryphos. In ancient Egypt he was mistaken for the god Horus and in Greece for Orpheus. For thousands of years Khoryphos has devoted himself to composing and playing music, and has been a friend to his fellow Eternal Ikaris.

Khoryphos accompanied Ikaris in his battle with Kro at the Pyramid of the Winds, and followed Kro and Thena to Lemuria. In Lemuria, Khoryphos met a Deviant woman, Yrdisis, who he fell in love with.

For a time, he and Yrdisis smuggled innocents from Lemuria by disguising them as humans. He was unable to save Yrdisis from the Weird Sisters, but the Fantastic Four healed him from Charm's poison.

Killer Shrike



Killer Shrike

Simon Maddicks

Fighting: Rm  
Agility: Rm  
Strength: Rm  
Endurance: Rm  
Reason: Ty  
Intuition: Gd  
Psyche: Ty

Health: 120  
Karma: 22  
Resources: Ty  
Popularity: 0

Known Powers

Body Armor: Simon wears an insulated steel-mesh body suit the provides Ex protection against physical and electrical damage.

Bracelets: Killer Shrike wears blasters on each wrist. These blaster can inflict In damage with a 2 area range. The talons on these bracelets are made from Am material and inflict Rm "hack and slash" damage.

Flight: Killer Shrike's anti gravity units allow him to fly at Ty speeds.

Talents

Martial Arts A, Military

Contacts

Roxxon Oil

Kingpin



## Kingpin

Wilson Fisk

Fighting: In  
Agility: Gd  
Strength: Ex  
Endurance: In  
Reason: Ex  
Intuition: Ex  
Psyche: Gd

Health: 110  
Karma: 50  
Resources: Ty  
Popularity: -15

### Equipment:

Cane: Am material, has Rm shock on its tip  
Other weapons with Am abilities

### Talents:

Business/Finance, Martial Arts A,B,C, Wrestling

### Contacts:

Underworld, Various Crime Bosses

### History:

Fisk was a poor child growing up in the slums of New York City, and killed a man when he was 12. He was always determined to be the best at whatever he did, and fanatically trained his body in many martial arts as well as his mind in many theories, including political science (from stolen books, of course.) Forming a small gang, he quickly built them into a prominent criminal force that eventually became one of the largest criminal syndicates in New York, with Fisk in charge of it all. During this rise of power, Fisk met and married the socialite Vanessa, becoming a socialite himself, and had a son, Richard.

The Kingpin of Crime took advantage of the then-neophyte Spider-Man's retirement to start a massive crime wave that would crush his rivals, the Maggia. Unfortunately, his plans backfired when Spider-Man resurfaced, who even stopped Kingpin's order on the life of J Jonah Jameson, who then used the Daily Bugle to expose the Kingpin. The crime ring seemed to fall apart.

Kingpin then tried to use his HYDRA connections to try to undermine the United States government and then rule the world, but he left HYDRA when he saw the Nazi Red Skull involved with the organization.

Soon, Vanessa demanded Fisk to retire from crime, and Fisk agreed, retiring to Japan and even agreeing to turn over incriminating documents on his former friends. However, the leaders of Kingpin's former crime ring wanted to stop this, and kidnapped and apparently killed Vanessa. Fisk then re-assumed his leadership, leaking files (through lawyer Matt Murdock, Daredevil) that got many of his competitors jailed. Fisk used the opportunity to make his own crime ring stronger than ever. Eventually, Kingpin tried to set up his own mayoral candidate, and would have

succeeded if not for Daredevil, who found Vanessa alive and would return her only if Kingpin withdrew his mayoral candidate from running for office. He did, but Vanessa remained virtually autistic.

Later, Kingpin used Karen Page's drug addiction to acquire information on her boyfriend, Daredevil, and thus learned his true identity. Kingpin used this information to destroy Murdock's legal career and ultimately rendered him virtually penniless and to the point of insanity. Getting better, Kingpin continued to send super-thugs, such as Typhoid Mary, on attacks against Daredevil, but Murdock, after a long while, got back at Fisk, exposing him and his identity, rendering him penniless, and taking the recovering Vanessa into hiding in Europe. The broken Fisk seemed to have come full circle from his squalid upbringing.

Under circumstances to be fully revealed, Fisk became a part of the Stark/Fujikawa corporate empire, surfacing in an East Asian branch, and wielding power and influence as he had before, although not quite on the same scale/geography. He eventually came up against the X-men and their erstwhile companion, Shang-Chi. The heroes were hot on the trail of the Elixir Vitae which they thought could be used as a cure for the Legacy Virus. Unfortunately, the information about the Elixir was in the hands of the Kingpin, who wanted to give it up only for its ultimate monetary value. Storm ended up destroying the Elixir rather than to let Fisk get rich off it.

Fisk used recently used his position at Stark/Fujikawa to re-establish his empire in New York.

Klaw



Klaw

Ulysses Klaw

Fighting: Gd  
Agility: Ex  
Strength: Rm  
Endurance: Mn  
Reason: Ex  
Psyche: Ty

Health: 135  
Karma: 36  
Resources: Ty  
Popularity:-3

Powers:

Body Transformation: Klaw's organic body has been irreversibly replaced with a material sonic energy form. Though solid, this form does not need to eat, drink, breathe, or sleep. It cannot be damaged except in certain specific cases.

- Exposure to vacuum inflicts RM (30) damage each round (sound must have a medium to travel through).
- Certain frequencies can cancel Klaw's natural vibrations. Exposure to these frequencies causes Klaw to make an Endurance FEAT or fall unconscious. He remains unconscious until he is removed from the presence of the cancellation wave.
- Attacks with weapons of sound dampening Vibranium inflict full and normal damage.
- Presence of more than 10 lbs. of sound dampening Vibranium causes Endurance FEAT or loss of all health.
- Sonic attacks will reduce Klaw's Health by an amount equal to the intensity of the attack. Klaw may not be affected by other physical and energy attacks, though he may still be stunned or slammed (kill results are considered stuns). He has Incredible rank Body Armor for

determining the effects of physical attacks. Should Klaw's Health be reduced to 0, he loses corporeal shape and is absorbed by his sonic converter.

Sonic Converter: Klaw's right hand has been replaced with a prosthetic device made of steel and Vibranium (Incredible material strength). This device can manipulate sound in the following distinct fashions:

- Sonic blasts, 10-area range, Incredible intensity.
- Sonic force field projection, Incredible intensity.
- Create sonic objects, Remarkable material strength.

Create sonic creatures, quasi-living creatures of sound that Klaw may control. These creatures take damage normally, and have the following stats:

F-Ty, A-Ty, S-Rm, E-Rm, R-NA, I-NA, P-NA.

Destroying the sonic converter forces Klaw to make a Psyche FEAT roll or become unconscious.

Talents:

Physics

History:

Ulysses Klaw was a scientist specializing in applied sonic physics. Many years ago, he was assigned a project to produce a sonic converter that could convert sound waves into physical mass. In order to procure a key component, Klaw organized and led several mercenaries to infiltrate the African nation Wakanda to steal a deposit of vibranium. Coming into conflict with the Wakandans, Klaw ordered his men to kill the leader, T'Chaka, in cold blood. T'Challa, later the Black Panther, witnessed his father's death, and used Klaw's own sonic blaster against him, ultimately shattering Klaw's right hand. Klaw fled back to civilization, and acquired a claw-like prosthetic which had a sonic-force blaster built into it.

Returning many years later to Wakanda, Klaw was opposed by the new ruler, the Black Panther, and the Fantastic Four. At the end of the battle, Klaw threw himself onto his massive sonic converter he had brought along, and was transformed into a creature of "living sound." He was still defeated by the Fantastic Four, but was later freed from prison by the first Crimson Cowl (Ultron) to join the Masters of Evil and fight the Avengers, although they were defeated. Klaw has since embarked on many villainous deeds, including a partnership with Solarr to defeat the Avengers, allying with the extradimensional Sheenarians to help them invade Earth (stopped by Ka-zar,) finding a new body for the disincorporated Molecule Man, and often battling the Fantastic Four, and even once the Impossible Man.

In a battle with Black Panther, the Panther turned Klaw's own sonic blaster on himself (deja vu,) and Klaw's sound body was apparently disintegrated. His sonic converter was then taken to Project: Pegasus for research, when Solarr, another captive of the Project, was accidentally freed. Solarr then found Klaw's device and ended up reconstituting Klaw's body. Their escape attempt failed, however, and Klaw was imprisoned for further study. Later, when Dazzler was having her powers tested at the Project, Klaw tricked her into setting him free. Ultimately, Dazzler used her mutant powers to absorb Klaw's sound body (and, effectively, his consciousness.) Later, when aboard Galactus' spaceship, Klaw's body and essence was absorbed by the alien technology when Dazzler used her powers inside.

When Galactus, among other heroes and villains, were assembled by the Beyonder for study, Dr. Doom inadvertently freed a slightly more insane Klaw from Galactus' ship. Doom then used Klaw's connection to the alien technology to siphon off massive amounts of the ship's energy, eventually confronting the Beyonder. Doom believed he successfully defeated the Beyonder, who actually hid inside Klaw's form, although the Beyonder later restored his power into himself and sent Doom and Klaw to Earth.

Presumably, Klaw has regained his sanity, and has clashed with several heroes back on Earth, one time coming into conflict with the Molecule Man and Volcana on behalf of AIM.

Most recently, Klaw was among the villains assembled by the newest Crimson Cowl in the newest incarnation of the Masters of Evil, only to be ultimately defeated by the Thunderbolts.

Korvac



Korvac

Michael Korvac

Fighting: Am  
Agility: Un  
Strength: Un  
Endurance: CI3000  
Reason: Mn  
Intuition: Ex  
Psyche: CI3000

Health: 3250  
Karma: 3095  
Resources: CI1000  
Popularity: 0

Powers:

Mental Powers: Korvac can use all mental powers listed in the Ultimate Powers Book with CI1000 rank.

Energy Manipulation: All forms of energy at Sh-Y level. Powers stunts include:

- Project energy or force bolts (capable of slaying true immortals) at Un rank.
- Create personal forcefield: Sh-X

Cosmic Awareness: CI1000

Healing: CI1000, capable of resurrecting the dead.

Invulnerability: Heat, Cold, Radiation, Toxins and Disease.

Alter Ego: as a disguise to prevent foes from suspecting him.

Fighting: Ex  
Agility: Rm  
Strength: Ex  
Endurance: Rm  
Reason: Mn  
Intuition: Ex  
Psyche: CI3000

Talents:

All

Contacts:

Carina, Collector's daughter.

History:

In an alternate future, Michael Korvac was a computer technician on Earth when it was invaded by the alien Badoon. Korvac offered his services to his capturers instead of rebelling, and was soon allowed to oversee the main computer system governing the Badoon homeworld.

Working too hard, he collapsed in exhaustion on duty, and his supervisor, as punishment, had Korvac's upper body grafted onto a mobile computer module. Korvac, enraged, used his new-found cybernetic abilities to kill his overseers.

Korvac then decided to tap fully into the Badoon computer and eventually take over the empire himself. Before he could do this, he was taken into our time by the Grandmaster as a pawn to fight against the Defenders. Korvac took the opportunity to siphon off the Grandmaster's energies and, although defeated, returned to his time more powerful than ever. There, he recruited aliens as henchmen and plotted to take over the whole galaxy. He soon fought the Guardians of the Galaxy and a time-displaced Thor, but escaped into our 20th century, where he detected Galactus' ship, and soon absorbed enough energies to rival Galactus. Finally, Korvac decided to take over the universe as a benevolent dictator, planning on eliminating injustice and chaos.

In the meantime, he decided to return to our 20th century Earth and live comfortably among his own kind, and soon met and fell in love with Carina Walters, who was actually sent to spy on Korvac, being the daughter of the Collector (friend of the Grandmaster.) The Guardians of the Galaxy followed him into our time, and allied themselves with the Avengers. Starhawk confronted Korvac but was easily defeated and sent away with no knowledge of the event.

The Collector, in the meantime, tried to "collect" the Avengers to save them from Korvac's ultimate ascension, but Korvac killed him with a long-range mental blast. The Avengers and Guardians investigated the attack and found Korvac, who decided to kill the heroes since they would try to defeat him eventually. After killing each attacking hero, Korvac looked to Carina for support, but saw her brief hesitation and doubt. Korvac took this to mean that his total control of the universe would be equally as pointless, and rather than live in futility, he simply shut his own life out of existence, and restored the lives of the heroes at the same instant. Carina lashed out at the heroes as well, but also realized the futility of it all and committed suicide.

Krang



Krang

Krang

Fighting: In  
Agility: Ex  
Strength: In  
Endurance: Rm  
Reason: Ex  
Intuition: Gd  
Psyche: Gd

Health: 130  
Karma: 40  
Resources: Ex  
Popularity: -5

Known Powers:

Swimming: Krang can swim at Pr water speeds.

Water Breathing: As an Atlantean Krang can breathe seawater.

Body Armor: Krang wears a chainmail suit providing him with Rm resistance to Physical and energy attacks. The suit also provides him with a water filtration and purification helmet.

Limitations:

AS an Atlantean if Krang is without his helmet or "amphibian serum" on land his gills will dry out after 10 minutes, causing him to drown. Immersion in water nullifies this effect.

Talents:

Military Tactics, Underwater warfare, Atlantean Equipment

Contacts:

Attuma, Byrrah

Kraven, the Hunter



Kraven, the Hunter

Aloysha Kravinov

Fighting: In

Agility: Rm

Strength: Rm

Endurance: In

Reason: Ex

Intuition: In

Psyche: Ty

Health: 140

Karma: 66

Resources: Gd

Popularity: -10

Known Powers:

Running: 4 areas/round.

Heightened senses: Am sight, hearing, smell, taste & touch

Weapons:

Axes: Gd edged, thrown damage.

-Darts: 2 areas, Ty throwing damage.

-Electro-Blaster: In Energy, 1 area

-Knock-out potions: Am intensity weapon coating.

-Manacles: Rm grappling  
-Poison Gas: Gd intensity Stun.

Talents:  
Martial Arts B, Hunting.

Contacts:  
Sinister

History:  
Born into an aristocracy that had come to an end, Kraven became one of the world's greatest hunters to fulfill his sense of lost nobility. But he became bored and wanted a different kind of trophy on his wall. The trophy was Spider-man's head. Kraven gained power by drinking rare and exotic jungle elixirs. These elixirs gave him the strength and speed of a savage beast-- all the better to catch Spider-man with.

Kraven eventually was driven insane, believing that Spider-Man is his own personal demon that has haunted him and his family for their entire lives. In order to exorcise that demon, Kraven believed he had to not only triumph over the Spider, but to successfully re-place him.

To this end Kraven drugged Spider-Man, buried him alive for two weeks, and then donned Spidey's costume to take his place. After beating Vermin, something Spider-man was not able to do without the aid of Captain America. Spider-man eventually clawed out from his grave and attacked Kraven. But Kraven did not retaliate because he believed he had beaten his own demons. He then made peace with Spider-Man and with himself, (and released Vermin onto the streets) and used a rifle to take his own life.

A new Kraven supposedly appeared to menace Spider-Man's life, but it turned out to be the Chameleon, in an insane fit disguising himself as Kraven and claiming to be his brother.

Kree Starforce

Captain Atlas

Fighting: Rm  
Agility: Ex  
Strength: In  
Endurance: Am  
Reason: Gd  
Intuition: Gd  
Psyche: Ex

Health: 140  
Karma: 40  
Resources: Fb  
Popularity: 20 (Kree Empire)

Powers:  
Empathic Link with Dr. Minerva- Shift X  
Flight- Gd 8 areas/ round

Equipment: Uniform:  
Ability Enhancement: -1CS to A,S,E without uniform  
Body Armor: Ex protection from physical, force, and energy attacks  
Communicator: Mn Subspace radio, can be boosted with supplementary systems  
Self-destruct Mechanism- Build up energy for 5 rounds, detonate 1 area radius, Un damage to all in blast radius.  
Nega Bands: During Operation: Galactic Storm, Atlas obtained Captain Mar-vell's Nega Bands.  
The nega-bands captured his psionic energy and channeled it into many other uses. The first among these was physical strength. With the nega-bands on he could lift 10 Tons.

- True Invulnerability: Rm Physical and Energy Protection.
- True Flight: Rm Airspeed (15 Areas/Round - 225 MPH) Class 1000 Space Speed (Interplanetary, 50,000 Areas/Round)
- Alter-Ego: Able to trade places with Rick Jones, wherever he may be.
- Self-Sustenance: The nega-bands endowed him with the Un Ability to exist unprotected in outer space.

Dr. Minerva

Fighting: Ex  
Agility: Ex  
Strength: Am  
Endurance: In  
Reason: Rm

Intuition: Gd  
Psyche: Ex

Health: 130  
Karma: 60  
Resources: Fb  
Popularity: 15 (Kree Empire)

Powers:  
Empathic Link with Captain Atlas- Shift X  
Body Armor: Ex protection from physical, force, Ex from energy attacks  
Combat Sense: In combat or when searching, treat intuition as In  
Flight: Ex 10 areas/ round  
Metabolic Resistance: Am resistance to disease, poisons, toxins

#### Supremor

Fighting: Ex  
Agility: Ex  
Strength: Mn  
Endurance: Un  
Reason: Ty  
Intuition: Pr  
Psyche: Pr

Health: 215  
Karma: 14  
Resources:  
Popularity: 0

Powers:  
Body Armor: Supremor was constructed of an unknown material that simulates organic tissue, yet provides In protection from physical, force, and energy attacks.  
Communications: Supremor has a CI5000 transmission and reception array for communications.  
Elongation: Tentacles extending from Supremor's head have a Fb, 1 area range. After being modified by the professor, Supremor's tentacles extended from housings in his wrists. These tentacles had a length of two areas.  
Power Absorption: Supremor's tentacles allow it to simultaneously drain the memories and health of a victim. With a successful fighting FEAT Supremor can attach his tentacles to a victim, allowing it to drain the victim's memory. To determine how long it takes to absorb someone's memory, this Gd rank power drained 10 points of reason per round until the characters reason is temporarily zero- if Supremor continues to drain psionic energy and memories after that point, there is a cumulative 20% chance per round of permanent brain damage to the victim (-1 CS on reason and intuition) The amount the victims mind and memory that has been duplicated is based on what percentage of the victims Reason was drained.  
Repair Systems: Supremor's internal repair systems have a Ex rank regeneration ability.

#### Korath the Purser

Fighting: Gd  
Agility: Gd  
Strength: Rm  
Endurance: Am  
Reason: Ex  
Intuition: Gd  
Psyche: Gd

Health: 100  
Karma: 40  
Resources: Ex  
Popularity: 10 (Hala)

Powers:  
Purser Cybernetic Enhancements  
Beta Batons: Rm material strength, In blunt damage. Korath can channel energy from his body to charge the batons, giving them Am energy or Mn stunning damage on contact. They are usable only by Korath. Charging them can temporarily overload his other systems, such as his boot jets and sensor array.  
Body Armor: Rm protection from physical and energy attacks  
Flight: Retractable boot jets allow flight at Ex airspeed  
Sensor Array: Enhanced visual sensors give Korath Am energy detection, allowing him to gauge the power types and levels of super human foes.

## Shatterax

Fighting: Ex  
Agility: Rm  
Strength: Am  
Endurance: Am  
Reason: Gd  
Intuition: Ex  
Psyche: Ex

Health: 150  
Karma: 50  
Resources: Ex  
Popularity: 20 (Hala)

### Powers:

Cybernetic body (Technowarrior)

Body Armor: constructed of In material strength materials, giving In protection from physical attacks, and Rm from energy attacks

Capture Globes: Shatterax has two of these globes housed in his arms. They can be fired at 4 area range. Each globe can expand and harden around a given target in less than one round, becoming a globe with Rm material strength and Gd levitation. Maximum 8' diameter.

Computer Links: Direct cybernetic link with his internal computer system which monitors life signs and verbal and non verbal commands for armaments. The computer also allows him to record all visual and oral information within 4 areas for up to 12 hours. He can also tap into external computers of Kree design with Rm ability, and Kree communications systems with Am ability and range.

Energy Generation (Anti Neutron Wave Barrage): Mn energy discharge. Takes three rounds to fully activate as his cyborg body generates energy and channels it to the surface of his armor. On the first round the armor gains a Rm energy field lasting until the barrage is released, contact with the armor deals Rm energy damage to the attacker. When the barrage is activated, all targets in a two area radius receive Mn energy damage. It is also considered an In force attack for the purposes of slams and stuns.

Flight: Shatterax's artificial legs contain rockets allowing In air speed (20 areas/ round).

Force Generation (Charged Particle Beam): In force damage, with an 11 area range.

Sensor Array: In energy, heat, radar, radiation, sonar, ultrasound, and life detection, Rm infravision and ultraviolet vision.

## Ultimus

Fighting: Ex  
Agility: Ex  
Strength: Am  
Endurance: Am  
Reason: Gd  
Intuition: Gd  
Psyche: Ex

Health: 140  
Karma: 40  
Resources: Ex  
Popularity: 20 (Hala)

### Powers:

Ultimus' original abilities included:

Energy Manipulation: Un ability to manipulate, absorb, reflect, and project all energies, including magic.

Matter Transformation: Mn ability to turn people into stone Stonehenge type obelisks. Victims must make Mn Psyche FEAT to resist. May also convert energy into matter, altering it to form large towers of Mn material strength stone.

Currently he only displays the following powers:

Body Armor: In protection from physical attacks, Am protection from energy attacks.

Energy Bolts: In stun blasts effecting all targets in a single area. Also Am force or energy blasts with a range of 20 areas.

Flight: In air speed (20 areas/ round)

## Kro



Kro

Fighting: Remarkable  
Agility: Remarkable  
Strength: Excellent  
Endurance: Remarkable  
Reason: Incredible  
Intuition: Incredible  
Psyche: Amazing

Health: 110  
Karma: 130  
Resources: Remarkable  
Popularity: -5

**Known Powers:**

**Molecular Control:** Un. Kro has UN control over his body on the molecular level. This allows him elasticity at RM level and he can alter his appearance like putty. This cannot alter his skeletal makeup, his weight, or disguise his skin color.(light red)

**Regeneration:** Ex. He has Excellent rank regenerative abilities.

**Resistance:** Ty. He has a Typical rank resistance to disease.

**Equipment:**

**Infrared Goggles:** These goggles, when worn, provide Good infravision.

**Deviant Weaponry:**

Deviant scientists are especially dedicated to weapon technology and are on par with Dr. Doom. Kro as a leader among the Deviants, has access to all these weapons which includes the following range weapons.

- Incredible energy or force
- Remarkable flame
- Amazing ensnaring missile
  
- Unearthly paralyzing touch

**Talents:**

Military, Leadership

**Contacts:**

Thenna, Eternals, Deviants

Kubik



Kubik

Fighting: Mn  
Agility: Mn  
Strength: Mn  
Endurance: Un  
Reason: ShZ  
Intuition: ShZ  
Psyche: CI3000

Health: 325  
Karma: 4000  
Resources: CI3000  
Popularity: 0

**Powers:**

Clairvoyance: Gd. Range of 2000 miles.

Dimension Travel: Sh-Z

Extradimensional Detection: Sh-Z

Invulnerability: Mn from Physical, Am from Energy.

Reality Manipulation: CI1000, starts at 1 area then expands slowly until it reaches 2000 miles in diameter. The effect lasts 2 years. It can simulate any power at CI1000 if used on himself.

**Talents:**

None Known

**Contacts:**

Avengers, Shaper of Worlds, Fantastic Four.

**History:**

Evolved form of the Cube that A.I.M. believed to have created

Kurse



Kurse

Algrim the Elf

Fighting: Monstrous  
Agility: Amazing  
Strength: Shift-Y  
Endurance: Unearthly  
Reason: Typical  
Intuition: Poor  
Psyche: Poor

Health: 425  
Karma: 14  
Resources: N/A  
Popularity: 0

Powers:  
Body Resistance: Unearthly from physical and energy damage  
Mental Protection: Monstrous from any mental attack

Weakness:  
Iron, any attack by a iron weapon can stun or slam Kurse (unless it penetrates his body armor, it can do no damage)  
Previous memory: If placed in a non-threatening situation, there is a chance he will not act that turn, being wrapped up in his own reverie of the past

History:  
Kurse was originally Algrim the Strong, a Dark Elf serving Malekith the Accursed. He was ordered to kill Thor, but during the fight, Malekith opened a pit that sent both into a river of magma. Thor escaped, but Algrim fell into the magma, barely surviving due to the enchanted armor he was wearing at the time. Algrim remembered little of his life, but swore revenge on Thor.

Such emotions earned the attention of the Beyonder who found Algrim, and healed his wounds, gave him new armor, and vast strength so that it was double the strength of Thor would had UN strength. Kurse was sent to earth by the Beyonder, looking for Thor, because he couldn't remember who tried to kill him. Thor was the last person in his memory, so he assumed that he should get Thor. Kurse walked across the bottom of the ocean, to New York City where he found Beta Ray Bill, who looked like Thor. Kurse basically destroyed Beta Ray from inches of his life. Then Beta Ray Bill transformed back into his normal form, so Kurse had no further interest in him.

Kurse continued to look for Thor, and found him. He began to beat Thor relentlessly, so Thor put on this Belt of Strength, to even up the fight. The Beyonder was watching the fight, and gave Kurse even greater strength, so that again it greatly surpassed Thor's Thor would have Shift X str, with the belt on. Finally the power pack and Beta Ray Bill showed up to help Thor out. All of them together used the power of Thor's and Bill's hammer, to give Kurse a great blast of energy that knocked him unconscious. Thor convinced the Beyonder to send Kurse to Hel to seek revenge on Malekith (and cause trouble for Hela), and he ramaged through Hel until Hela drove Kurse back to Asgard. There, he found the shape-shifting Malekith in the form of Balder and broke his neck. His vengeance satiated, Kurse became peaceful once more eventually becoming a member of the Asgardians.

Still years later long after the Beyonder was killed, it said that Kurse still had his vast strength.

Extra background information supplied by: drschenk@home.com. Thanx Eric.

Kylun

Kylun

Colin McKay

Fighting: Incredible  
Agility: Remarkable  
Strength: Excellent  
Endurance: Remarkable  
Reason: Typical  
Intuition: Excellent  
Psyche: Remarkable

Health: 120  
Karma: 56  
Resources: Typical  
Popularity: 5

Known Powers:

Bestial Appearance: Kylun's mutant physiology grants him catlike eyes that allow him Night Vision and a full body covering of light brown fur that provides a Poor Resistance to Cold.

Sound Duplication: Kylun has the Amazing rank mutant power to duplicate any sound he hears. He apparently cannot change the tone, pitch, or volume of the stimulus, simply reproducing sounds exactly as he hears them. There is no audible difference between the actual sounds and those Kylun produces, so voice scans do not detect any abnormalities.

Equipment:

Swords of ZZ'Ria: Kylun's magical swords are indigenous to Earth 148, known to its natives as Ee'Rath, and are rare and wondrous artifacts bestowed on this gifted warrior. The two swords are made of an unknown metal but have Unearthly material strength due to their enchantments. Created by one of Ee'Rath's greatest sorcerers, the two swords can cut through anything but those creatures who are pure of heart; in Kylun's hands, the swords each deal out 25 points of Edged Attacks damage to all inanimate items or evil beings. In addition, the swords have the power to cut through and disrupt any energy barriers (especially magical energy) of less than Unearthly strength. Kylun's swords, when not in use, are magically held in place on the back of his costume. Kylun can make 1 additional attack or parry because of his 2-weapon fighting style.

Dagger: Kylun also carries a wide-bladed enchanted dagger for use as a missile weapon (range of two areas) that inflicts 15 points of Edged damage to its target; it has an innate Resistance to Magic of Excellent rank.

Talents:

Kylun has the talent of Weapons Specialist with the Swords of ZZ'Ria. His other talents include Martial Arts D & E, Thrown Weapons, and Resist Domination.

Contacts:

Excalibur

History:

As a child, Colin was pursued by the woman crime lord, the Vixen, for unknown purposes. Chased into an abandoned construction project, Colin met the recently created Widget, who saved his "Colinfriend" by transporting him to the alternate reality of Ee'rath. There, the natives saw Colin's arrival as a good omen, and he was trained by the finest warriors and wizards to fight the evil arch-mage Necrom. He grew into an adult and a great warrior, and was betrothed to his long-time love, the beautiful witch-queen Santeen. Unfortunately, in final battle with Necrom, the evil wizard slew his love just before escape to our reality.

Kylun (the Ee'rathian translation of his name) following his nemesis to our Earth, arriving in Excalibur's water closet (bathroom) only several months after his departure due to the relative nature of time to native realities. Kylun joined Excalibur in fighting Necrom, who soon gained the abilities of the Anti-Pheonix in his bid to rule all the Omniverse. Kylun remained with the team for several adventures following the defeat of Necrom, but shortly left them to rejoin his parents.

Just before meeting his parents, Kylun was attacked by the Warpie team, the Seraphim, and brought to the Cloud Nine research facility, where he found the rest of Excalibur experiencing similar circumstances. Together, they brought Nigel Smythe to justice, only to be contacted by the recently revived Rachel Summers as the Pheonix. Kylun helped Excalibur in their time-travelling mission to rid Rachel Summer's alternate future of the Sentinels once and for all.

## Lady Deathstrike



## Lady Deathstrike

### Yuriko Darkwind

Fighting: Incredible  
Agility: Excellent  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Typical  
Intuition: Excellent  
Psyche: Excellent

Health: 100  
Karma: 46  
Resources: Excellent  
Popularity: -10

### Known Powers:

She possesses bionic limbs and senses, telescoping arms, and lethal claws, among other enhancements.

**Cyborg Body:** Lady Deathstrike's body has been replaced by cybernetic parts and her skeleton has been artificially laced with molecules of Adamantium, rendering her bones virtually indestructible. Her skeleton also acts as a form of Body Armor, providing the following protection:

- Excellent protection from physical attacks
- Good protection from Edged and Energy attacks.
- Blunt attacks with punches, kicks, and Charging receive +1CS to Strength.
- Remarkable protection from Blunt and Force attacks.
- Bones are Unearthly Material Strength for cutting or severing.

**Enhanced Senses:** Cybernetic implants enhance her natural senses providing the following abilities:

- Thermal Vision: Remarkable
- Telescopic Vision: Feeble
- Enhanced Hearing: Incredible

**Claws:** Each finger of each hand is replaced with adamantium-laced cybernetic claws which can telescope to 2ft. These claws are made of Unearthly material strength capable of inflicting up to Incredible edged damage.

**Communication with Cybernetics:** Yuriko can interface with computers, allowing direct data access to her brain's memory centers with Incredible ability.

### Equipment:

Prior to her transformation Yuriko carried a five-foot electromagnetically tempered steel katana, Shuriken (throwing stars), nunchakus, and a high-powered long-range blaster that fired armor-piercing explosive bullets.

### Talents:

Bi-Lingual: English and Japanese, Pilot, Martial Arts A, B, E, Oriental Weapons

Contacts:  
Reavers, Spiral, Pierce

History:

Lady Deathstrike is one of Wolverine's deadliest enemies, the daughter of the man said to have invented the adamantium-bone bonding process. When she teamed up with DareDevil to fight her father, Japanese crime lord Dark Wind (Kenji Oyama), Yuriko killed her father to free her lover Kiro from Oyama's servitude. The devoted Kiro, however, chose suicide over a life without Dark Wind.

Distraught, Yuriko belatedly embraced her father's ideals and determined to track down whomever dishonored him, starting with the person who absconded with Dark Wing's adamantium-to-bone bonding process.

Expecting to be led to the assassin Bullseye, Yuriko instead found herself confronted with Wolverine. When her sword was shattered in her first outing as Lady Deathstrike, Yuriko gave herself over to the ministrations of Spiral's Body Shop, undergoing the alien metamorphic process that would turn her into a cybernetic organism with unbreakable claws and bones.

Later Donald Pierce would use his cybernetic talents and enhance the changes that Spiral had created and for much of her career afterwards she operated with Pierce's Reavers. Numerous confrontations with Wolverine, with and without the Reavers, ended in some out-and-out defeats and many draws.

Deathstrike was later attacked and severely wounded by Sentinels. She fled to the X-Men, who agreed to help her, if not trust her. They ended up being captured by Stryfe, who revealed that Deathstrike's maker was the same as the designer of the Prime Sentinels. Stryfe needed the command codes in Deathstrike's system in order to fully activate the Primes. The X-Men managed to defeat Stryfe, however, and Deathstrike seemed to have learned something about how to release her vengeance during the encounter.

This event raised certain questions about Deathstrike, who was said to have an adamantium skeleton and to have been built by a human, not by Spiral. The truth about these revelations is unknown. Whether Deathstrike has truly changed is also unknown, although it should be noted that Lady Deathstrike is bound by a code of honor.

Lady Lark



Lady Lark

Linda Lewis

Fighting: Gd  
Agility: Ex  
Strength: Ty  
Endurance: Gd  
Reason: Ty  
Intuition: Ty  
Psyche: Gd

Health: 46

Karma: 22  
Resources: Un as Squadron Member  
Popularity: 40

**Powers:**

Sonic Emmission: Artificial vocal cords give the following abilities:

- Loudspeaker: Project her voice upto 4 areas
- Deafening attacks: Rm intensity
- Disruption: attack of In rank
- Vertigo: Inflict Rm intensity vertigo on victims. Must make an Endurance FEAT, success means they fight at -2CS for 1-10 rounds. Failure indicates unconsciousness for 11-20 turns.

**Talents:**

Although no longer able to sing Lady Lark is a trained singer and performer

**Contacts:**

Squadron Supreme

Lamprey



Lamprey

Donald McQuiggan

Fighting: Incredible  
Agility: Remarkable  
Strength: Good  
Endurance: Good  
Reason: Typical  
Intuition: Poor  
Psyche: Good

Health: 90  
Karma: 20  
Resources: Unearthly  
Pop: 40

**Known Powers:**

Absorption Power: Remarkable ability to absorb powers and energy to fuel his own.  
Power Duplication: Ability to use any power he has absorbed upto Remarkable rank.  
Flight: Remarkable air speed

**Talents:**

Crime

Contacts:  
Squadron Supreme

History:

Lamprey is an out and out villain who delights in using his victim's strengths against them. While reformed, he was playful and trusting man, but once deprogrammed he became a remorseless killer.

Leader



Leader

Samuel Stern

Fighting: Gd  
Agility: Ex  
Strength: Ty  
Endurance: Rm  
Reason: Am  
Intuition: Rm  
Psyche: Am

Health: 66  
Karma: 130  
Resources: In  
Popularity: -30

#### KNOWN POWERS

Enhanced Mind: The Leader's gamma-irradiated brain gives him total memory recall and flawless logic.

Mind Control: The Leader can now control a person's mind with AM efficiency. The Leader must touch a victim and make a green FEAT roll for this to work.

Weapons:

The Leader has developed a number of weapons. These include:

Stun Pistols: AM stunning 3 area range.

Force Rifles: AM force damage, 10 area range.

Entangling Gun: AM strength cable, 2 area range.

Mind Control Devices: RM control, 5 area range.

Monivac: A sentient computer with a Reason of IN that maintains the Leader's orbiting space station, with MN laser defenses.

#### Robot Minions

The Leader created robot minions to serve his needs. The most common of these robots are his warrior robots, that usually number about a dozen or less. And his famous pink skinned humanoids that usually number in the hundreds, but no more than a thousand.

## Warrior Robot

Fighting: Rm  
Agility: In  
Strength: Am  
Endurance: Am  
Reason: Fb  
Intuition: Fb  
Psyche: Fb  
Health: 170  
Powers:  
Body Armor: In  
Energy Blasts: Am  
Flight: Ex

These robots are mentally controlled by the Leader.

## Pink Skinned Humanoids

Fighting: Ty  
Agility: Ty  
Strength: Ex  
Endurance: Gd  
Reason: Fb  
Intuition: Fb  
Psyche: Fb  
Health: 42  
Powers:  
Body Armor: AM

Elasticity: PR The humanoids rubbery plastic bodies could be somewhat stretched without damage to its systems.

### Talents:

All scientific skills, specializing in Radiation, Engineering , Repair/Tinkering.

### Contacts:

Usually only his minions.

### History:

Samuel Sterns dropped out of high school and became a regular worker at a government owned chemical research facility. One day, a canister filled with radioactive waste exploded and he was exposed to the gamma radiation that was emitted from the waste. The radiation made him extremely intelligent. Later, he dubbed himself the Leader and began making plans to conquer the world

Over the years, the Leader has tried several schemes to take over the world including: setting up a spy ring to overthrow the U.S government, stealing Bruce Banner's Absorbatron, using the Hulk to steal the Watcher's Ultimate Machine, taking over America's nuclear missiles to start World War III, attempting to kidnap the President and Vice President of the United States so that he could replace them with androids, taking over the Gamma Base and attempting to use the base's to control the world, irradiating Manhattan's water supply in an effort to mutate everyone like himself, and attempting to alter Earth's evolution so that mankind would evolve into gamma-irradiated beings under his control. Despite the diversity and complexity of his plans, he was constantly defeated by the savage and unpredictable nature of the Hulk.

Eventually, the Leader lost his powers. To regain them, he made a deal with the Gray Hulk in which he would cure Rick Jones of becoming a Hulk-like creature by draining his gamma energy into himself. The transfer resulted in the Leader developing a more mutated more and additional powers. Later, the Leader began concentrating on smaller schemes instead of a single grand plan. To this end, the Leader stole gamma bombs from the US government, lured the Hulk to Middletown, Arizona and nuked the city. Although the Hulk narrowly escaped death, the Leader collected the few citizens of Middletown who survived the detonation and made them his minions.

Later, the Leader made a deal with the Leader of the Pantheon, Agamemnon, in which Agamemnon would help him battle Hydra. But Agamemnon sent the Hulk. After the Hulk defeated Hydra, he battled the Leader and seemingly caused the Leader's death. However, the Leader transferred his consciousness into to one of his minions, Omnibus, just prior to his death. In Omnibus' form, the Leader caused global tension by creating a fictitious international terrorist group, The Alliance. "The Alliance" destroyed monuments, commercial vehicles, and governmental buildings around the world; each government believed that their enemy was funding The Alliance. However, the citizens of Freehold learned that "Omnibus" was behind "The Alliance" and exiled him in the Arctic.

## Leech



## Leech

Fighting: Feeble  
Agility: Typical  
Strength: Poor  
Endurance: Excellent  
Reason: Typical  
Intuition: Typical  
Psyche: Poor

Health: 32  
Karma: 16  
Resources: Feeble  
Popularity: 0

### Powers:

**Power Leech:** Leech can prevent the use of all natural super powers within 1 area of his location at CL1000 ability. Dampened powers are returned to normal once the character is more than 2 areas away from Leech. This power has no effect on technological powers, talents or natural skills.

### Talents:

Student

### Contacts:

X-Men, Generation X, Fantastic Four, Franklin Richards, Tana Nile.

### History:

Little is known of the origin of the mutant known as Leech. He was presumably abandoned by human parents and discovered by the mutant known as Caliban. Caliban took the young Leech with him into the network of tunnels known as the "Alley" running beneath Manhattan which housed the mutant outcasts called Morlocks. There he lived a lonely unhappy existence until the empathetic Annalee adopted him after her own children were shot dead by the Marauder assassin called Scalphunter.

Leech experienced a short-lived happiness as the foster son of Annalee until the enigmatic figure called Mister Sinister sent the Marauders to wipe out the Morlock community. Although the Marauders were opposed during the so-called "mutant massacre" by various super heroes, Annalee was slain in the melee. Leech, however, was saved by his friends in Power Pack and by the members of X-Factor. X-Factor was searching for their autistic trainee, Artie Maddicks, whose appearance was similar to Leech's own.

Maddicks and Leech became fast friends and X-Factor adopted Leech and began to train him in the use of his power. For a while, Leech and Artie were enrolled at the St. Simon Boarding School, during which time they worked with six other mutants trained by X-Factor calling themselves the X-Terminators, but were kidnapped by demons during the Inferno crisis.

Recently, Leech and Artie Maddicks have been in training with the new mutant team called Generation X

During a brief time that Franklin Richards was at the Massachusetts Academy, Artie, Leech, and Franklin joined Howard the Duck and the being called Man-Thing on a dimension-hopping adventure to save the multiverse.

Artie and Leech remain at the Massachusetts Academy.

Legionaire



Legionaire

William Clayton

Fighting: Amazing  
Agility: Incredible  
Strength: Remarkable  
Endurance: Incredible  
Reason: Good  
Intuition: Amazing  
Psyche: Incredible

Health: 160  
Karma: 100  
Resources: Typical  
Popularity: 20

Powers:

**Regeneration and Recovery:** He has Unearthly Regeneration and Recovery Powers, and is able to regain 10 points of health in a single round. He cannot be slain, and may attempt to regain lost Endurance by a FEAT roll every ten rounds. Stun results against him are considered Slams. The constant regeneration of his body enables him to forever stay in Peak physical condition.

**Enhanced Senses:** He possesses heightened sense of smell and hearing.

- Enhanced Hearing: Remarkable. As a power stunt he can determine if someone is lying by listening to their heartbeat.
- Enhanced Smell: He can also track by a specific odor with Monstrous ability.

**Sixth Sense:** Amazing. This power alerts him of potential danger 50 seconds beforehand. He cannot be blindsided, and he may make defensive actions if he makes a successful power FEAT. This power can replace:

- Intuition in combat;
- Fighting for blocking;
- Agility for dodging;
- Strength for escaping.

**Photographic Reflexes:** Am. He possesses a unique form of photographic memory that ties directly into his muscle memory, giving him what scientists have dubbed "photographic reflexes". He can perfectly imitate any physical action, no matter how complex, after only seeing it once. So long as he can periodically practice a memorized action, or simply view it again in a recording or real life, it stays with him permanently. In game terms, this allows him to learn a new physically-based talent by only spending 100 Karma.

Kinetic Absorption: Damage from physical attack (excluding wrestling and edged attacks), energy, force, thrown blunt and shooting attacks are added to his health instead of subtracted. For each 50 points gained, Strength and Agility are increased by +1CS with a maximum of 400 health and Un strength and Endurance. Energy is lost at 100 points per 10 rounds (and -2CS). Damage is taken from the extra health first. For every attack that raises his health above 400 he should make an End. FEAT vs. kill result.

Equipment:

- Tracers: Less than an inch in diameter and attuned to his sixth sense, he can track these with Amazing ability up to 1 mile.
- Capsules:
  - Explosive: Can be attached to surfaces with an internal contact cement or be thrown with a 5 sec delay causing Amazing damage.
  - Knock Out Gas: Remarkable intensity, 1 area radius. Those in the affected area must make an Endurance FEAT or pass out for 2 hours.
  - Smoke: Excellent intensity, 1 area radius. All in the affected area operate at -2CS to performing actions.

Talents:

All Martial Arts, Wrestling, Acrobatics and Tumbling

- +1CS bonus to fighting;
- +3CS bonus for grappling;
- +1CS bonus for evading;
- +2CS bonus for dodging;
- +2CS bonus for escaping;
- +1CS bonus to initiative;
- +1CS bonus to damage from grappling;
- 1CS to damage taken from falls;
- After studying an opponent in combat for two turns, ignore their body armor when trying to SLAM or STUN;
- May SLAM or STUN opponents of greater strength and endurance

Thrown Weapons, Thrown Objects & Weapons Master & Marksman

- +1CS bonus with hand weapons;
- +2CS bonus with thrown weapons;
- +1CS bonus with distance weapons;
- +1CS bonus to catching

Other Talents:

Detective/Espionage, Military, Leadership, Law Enforcement

Contacts:

Wolverine, Captain America, Avengers

Personality:

He is essentially the classic action hero, strong, quick with his fists, and loyal to his friends and those in need.

History:

Nothing is known regarding the early history of the young man who became an agent of the British secret service MI-6. On his first mission to track down and assassinate a Russian scientist that he engaged in combat with Vanguard and Ursa Major and although having the opportunity to kill them, failed to exploit the advantage. Rather than lead this life Clayton defected becoming a soldier in the French Foreign Legion.

There he met Georges Batroc and the two became fierce competitors until Clayton was setup by a jealous Batroc and discharged. Since then, he spent most of his time as a mercenary for hire, eventually finding his way into one of the Taskmaster's training academies, and having equipment made for him by the Tinkerer.

When William realised that the Taskmaster was training him to become a weapon against the Avengers he left to warn them against Taskmaster. Clayton as Legionaire aided the Avengers in the ensuing battle becoming a true hero.

He decided to follow the example of Captain America and become a Hero to the people. He has fought alongside many of Earth's greatest heroes in the years since and even enjoys a reserve status as an Avengers. One of the few mutants to hold such an honor.

Leir



Leir

Celtic god of lightning and the spear

Fighting: Un  
Agility: Ex  
Strength: Mn  
Endurance: Mn  
Reason: Ty  
Intuition: Ty  
Psyche: Rm

Health: 270  
Karma: 42  
Resources: Ex  
Popularity: 0 , 50 with Celtic Gods.

Known Powers:

Invulnerability: Like most gods, Leir has Excellent protection against physical attacks, heat, cold, radiation, poisons, aging, and disease. He also has Typical resistance to energy attacks.

Lightning: Leir can create spears of electricity, which he can hurl. These electrical spears can do up to Unearthly Energy damage and have Unearthly range. He can also wield his electrical spears in melee combat.

Talents:

Leir is a Weapons Specialist when he is using any kind of spear, including his lightning spears.

Contacts:

Leir can depend on support from most of the Celtic gods. He has also aided Asgard in the past and can depend on the Asgardian gods in times of need.

History:

Leir is one of the leaders of the Celtic gods, who were worshiped by the ancient Celtic people of the British Isles. The Celtic gods live in an otherdimensional realm known as Avalon. For many centuries, a feud has existed between the Celtic and Asgardian gods based on racial tensions and wars between their worshipers. Recently, the Heliopolitan (Egyptian) god of death, Seth, sent a number of large, black-winged lions to ravage the countryside of Avalon. Seth also sent one of the beasts to Asgard, where it killed an innocent family. The last dying member of this family asked Thor to avenge their deaths. Thor followed the beast through a dimensional portal into Avalon. Upon arriving, some of the Celtic gods accused Thor of killing a family who had actually been killed by Seth's beast. Leir arrived on the scene and began to battle Thor.

Thor's friend, Hogun the Grim, had followed Thor to Avalon. Just as Hogun arrived, Seth's beast appeared. Realizing that the monster was the real killer, Leir helped Thor and Hogun battle the beast. Mortally injured, the beast fled back through the dimensional portal. Thor and Hogun

followed, to discover that the beast had finally been killed by Fandral and Volstagg. Feeling that he owed a debt to Thor, Leir led a number of Celtic gods into Asgard when it was invaded by Seth's armies.

With the aide of the Celtic gods, the Asgardians were able to beat back the invasion force. While he was in Asgard, Leir saw the goddess Sif and fell in love with her. Leir later returned to Asgard with a friend, Caber, hoping to get Sif to marry him. He was able to get to Asgard even though Asgard was at that time floating in the Negative Zone, and the Rainbow Bridge was broken. (The Celtic god of druids and wisdom, Dagda, was able to locate Asgard and form a gateway from Avalon to Asgard.) Leir found Sif there and asked her to marry him. Sif was intrigued by the fact that Leir was able to enter Asgard, even though Asgardians were not able to leave Asgard. She promised to marry Leir if he could get her to Thor, and if Leir could beat her chosen champion in combat. Leir agreed and helped her find Thor, who was in the Black Galaxy at the time.

Leir then brought them all back to Asgard just as Ragnarok began. Leir helped the Asgardians during Ragnarok. After Ragnarok was averted by the bravery of Thor, Leir attacked Thor, mistakenly believing that he would be Sif's chosen champion. To Leir's surprise, Sif chose to be her own champion. She easily defeated Leir and humiliated him. It is presumed that the embarrassed god then returned to Avalon.

Letha



Letha

Helen Feliciano

Fighting: Rm  
Agility: Ex  
Strength: Rm  
Endurance: Ex  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

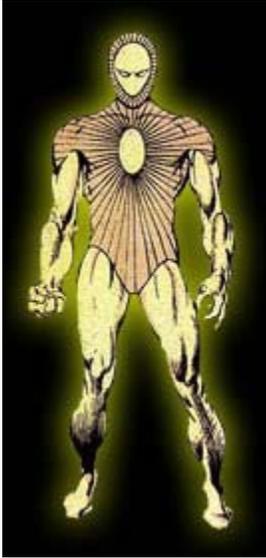
Health: 100  
Karma: 18  
Resources: Gd  
Popularity: -10

Known Powers:  
None

Talents:  
Letha had talents in Wrestling and Martial Arts A, C, and E.

Contacts:  
Roxxon Oil, Power Broker, Grapplers.

## Lightmaster



## Lightmaster

Dr Edward Lansky

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Good  
Reason: Excellent  
Intuition: Excellent  
Psyche: Typical

Health: 32  
Karma: 46  
Resources: Good  
Popularity: 0

Known Powers:

Flight:

Light Powers: Lightmaster gains control over visible light through the power of the suit. He has the following powers:

- Blind: Amazing intensity flash
- Create Objects: create object of Remarkable material strength. Capable of Remarkable force damage 5 areas away.
- Solid Light Fists: By solidifying light around his fists he can inflict remarkable blunt damage.
- Light Cage: Ensnaring attack of Remarkable intensity and rolled on the grasping column.

Energy Absorption: The suit can absorb 100 points of electrical or light energy. Should the suit absorb more the wearer must make and Endurance FEAT or be transformed into living light energy.

Talents:

Physics, Optics

Contacts:

None

History:

Edward Lansky, vice-chancellor of Empire State University, concocted a criminal plot against the New York City government to prevent budget cuts for higher education which would have harmed E.S.U. Lansky used his scientific knowledge and the university's laboratory facilities to design a special bodysuit capable of harnessing the power of light. Calling himself Lightmaster, he enlisted the villains Kraven the Hunter and the Tarantula to kidnap three city government officials. The plan was thwarted by the hero Spider-Man, who was enrolled at E.S.U.'s graduate school in his civilian identity as Peter Parker. Spider-Man defeated Lansky by running a current of electricity through him in an attempt to short-circuit his bodysuit. Instead, it interacted with the experimental components of his suit to transform Lightmaster into a being of unstable energy.

Weeks after the accident, Lightmaster's energy-mass began to dissipate into the surrounding atmosphere. Forced into surrounding himself

with light at all times merely to stay alive, he sought revenge against Spider-Man. In battle at his headquarters, a converted warehouse for a defunct manufacturer of light-display signs, Lightmaster accidentally overloaded New York's power system, causing a brief blackout. With Manhattan plunged into darkness, Lightmaster's bodily substance dissipated, banishing his essence into what he terms a "light dimension."

He escaped this state twice, however, by gathering enough psychic strength to harness a powerful light source in the physical world. The first source was the mutant Dazzler, who had the ability to convert sound into light. Dazzler was able to drive the now berserk villain back to non-physical existence with Spider-Man's aid. The second source was the alien energy bands worn by the hero Quasar. Taking over Quasar's body through the bands, Lightmaster designed and built equipment to reverse the accident that transformed him into light. Despite the interference of Quasar and Spider-Man, he succeeded in turning himself back into a normal man with no superhuman powers.

Lilandra



Lilandra

Majestrix Lilandra of the House Nerami

Fighting: Excellent  
Agility: Excellent  
Strength: Remarkable  
Endurance: Incredible  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Remarkable

Health: 110  
Karma: 80  
Resources: CL1000  
Popularity: 100

Known Powers:

Limited Telepathy: Shift-Z telepathic link with Xavier  
Battle Armor: In vs physical and energy

Weapons:

- Incredible strength blaster
- Laser sword: Incredible edged
- Pulse Cannon: Shift-X damage this cannon is located in her quarters.

Talents:

Martial Arts A and E, Weapon Specialist: Laser Sword, Shi'ar technology

Contacts:

Sh'iar Empire, Xmen, Professor Xavier, Starjammers

Lilith



LILITH,

Daughter of Dracula

Fighting: Ex  
Agility: In  
Strength: Rm  
Endurance: Un  
Reason: Gd  
Intuition: In  
Psyche: Am

Health: 190  
Karma: 100  
Resources: Gd  
Popularity: -20

#### Powers:

**Immortality:** Thanks to the gypsy spell that gave Lilith her vampiric aspect, Lilith is now virtually immortal. Even if her body is destroyed, her mind can inhabit any 'innocent' woman that wanted her father dead. This perk lasted as long as Dracula, himself, was alive. So, the only way to truly slay Lilith is to first kill Dracula himself, and then hunt down and destroy Lilith's body. Otherwise, she will always return to cause trouble another day.

**Regeneration:** Regardless of the body she's inhabiting, Lilith possesses EX regeneration.

**Body Transformation:** Lilith has the power to change her form as listed here:

**Mists:** Lilith could fly at FB speed, and could 'leak' through tiny cracks and openings. Lilith could transform some of her body into mist, instead of all of it.

**Normal-Sized Bat:** Lilith could Fly at Pr speed, and could make PR (4) Edged Attacks (no Kills).

**Vampire Bite:** Lilith doesn't have to feed upon blood, but she does like to. This bite does Ty Edged Attack damage and injects vampiric ichor that, if the victim dies of blood loss, will force him to rise anew as a vampire in three days time.

**Weather Control:** making a Red Psyche FEAT roll, Lilith can induce several changes in local weather patterns, such as thick fog, lightning, snow, rain, etc... Such changes are very draining, and prevent Lilith from using any other vampiric powers for 1d10 hours.

**Hypnosis:** Lilith can hypnotize mere mortals by making eye contact with them. This is the only action she can perform in a turn, and victims are allowed a Psyche FEAT against AM intensity to resist. If successful, hypnotized victims will do anything short of suicide.

**Summoning:** Lilith can, with a successful Psyche FEAT roll, summon her Psyche rank number in bats, rats, mice, dogs, or wolves, which will obey her every command.

**Telepathy:** Lilith can communicate with anyone she has bitten telepathically, with global range. This worked whether the victim was still mortal, or has risen as a vampire from death.

#### Limitations:

Since Lilith's vampirism was imparted upon her by a gypsy spell, and not by a vampire, Lilith is immune to most of the standard vampiric

weaknesses (direct sunlight, holy symbols, garlic, and needing to rest during the day time). However, she was still vulnerable to wooden stakes through the heart (as are most mortals, incidentally). Staking a vampire requires at least a partial hold, and then a Red attack on the Edged Attack table with the wooden stake. This would destroy Lilith's current body.

Talents:  
Occult Lore.

Contacts:  
Lilith has no known contacts. She is opposed to the efforts of Dracula and Doctor Strange.

History:  
Lilith was the daughter of Vlad Dracula, who was the son of the former voivode (prince) of the Romanian principality of Wallachia, and who later became the notorious vampire Dracula, and of Dracula's first wife Zofia, a noblewoman of the Hungarian court. Dracula wed Zofia unwillingly sometime between the years 1451 and 1456 A.D., doing so solely because the marriage had been arranged many years before by his late father. Lilith was born within a year of the marriage. One year after the wedding, Dracula ordered Zofia to take Lilith and leave him forever, or else he would have her impaled. Dracula intended that she and Lilith would live out the rest of their lives in humiliating poverty. Zofia gave Lilith to an old gypsy woman named Gretchin to raise, and then committed suicide.

In 1469 Dracula was transformed into a vampire by the gypsy Lianda. In revenge, Dracula murdered many gypsies, including Gretchin's son Ami. Gretchin then took her own vengeance by casting a spell that transformed the child Lilith into an adult vampire. Gretchin made Lilith immune to the effects that may destroy other vampires and enchanted her such that Lilith gained a type of serial immortality. Gretchin intended that Lilith be Dracula's eternal nemesis; in her spell she stated that Lilith would continue to exist on until Dracula was finally destroyed.

Lilith's motivation throughout the centuries of her existence was to destroy Dracula in retaliation for his abandonment of her and for the death of her mother. At first Lilith attacked humans for their blood indiscriminately, driven by the vampire's animalistic lusts. Eventually, however, she learned to control her bloodlust to a large degree, and chose usually to attack only those humans whom she believed were evil enough to deserve such a fate. So it was that Lilith came to want to punish Dracula for all the harm he had wreaked on innocent people over the centuries as well.

After centuries of battling her father, Lilith and Dracula reached a truce about a century ago and agreed never to see each other again. A little over thirty years ago, however, they met again at the estate of Quincy Harker, Dracula's longtime nemesis, on the night that Harker's wife Elizabeth killed herself from fear of Dracula. That same night Harker took his revenge by killing Lilith.

Lilith's spirit wandered through the British Isles for over three decades in search of an innocent woman who wanted her father dead. Finally, one night in Northern Ireland, a Catholic named Martin O'Hara learned that his daughter Angel had secretly married a Protestant named Ted Hannigan a year before, and was now pregnant by him. Martin O'Hara first struck Angel, and then hit Hannigan, who struck his head so hard on falling that he died. At that moment Angel felt a murderous hatred of her father, and Lilith's spirit entered into her, and transformed her body into Lilith's own vampiric form. Lilith was now in control of the body and she killed Martin O'Hara.

From then on Lilith's spirit resided in Angel's body, sometimes influencing Angel's actions without her knowledge, and frequently taking full control of Angel's body, transforming it into a duplicate of her own. When Lilith gave full control back to Angel, Angel's body would transform back to its original state, and Angel's consciousness then would reawaken, with no memory of Lilith's actions. Angel O'Hara never learned that she shared her body with Lilith's spirit, she only knew that she frequently suffered blackouts which sometimes lasted for hours. These were the times that Lilith was in full control.

Weary of the British Isles, Lilith induced Angel to move to New York City's Greenwich Village, where Angel came to live happily with a young writer named Martin Gold. Lilith eventually tired of having to share her existence with another person, however, and sought out Viktor Benzel, a gypsy who was the descendant of Gretchin and the heir to much of her occult knowledge. Benzel performed mystical ceremonies which resulted in Angel and Lilith each possessing a separate body of her own. Angel returned home under a spell that prevented her from having any memory of Lilith or the rituals. Lilith departed for Castle Dracula to have a final showdown with her father.

After a fierce battle, Dracula finally bared his chest to Lilith and dared her to plunge a stake through his heart. Lilith, to her own astonishment, found that she could not. Dracula taunted her by saying that Gretchin's spell had decreed that Lilith would be his nemesis until he was destroyed, and that she could not be his eternal adversary unless Gretchin had made her incapable of actually destroying him. Lilith refused to accept Dracula's reasoning. It remains unclear whether Dracula or Lilith was correct.

Apparently Lilith lost track of Dracula after this encounter. Although she still longed to destroy him if she ever located him again, she also began to enjoy her new-found independent existence. In a private joke she adopted the surname "Drake," the last name of Dracula's descendant and nemesis Frank Drake, for legal purposes. She finally settled in a villa in the south of France, where she achieved a certain inner peace. She was there when the Sorcerer Supreme Doctor Strange and various allies cast a spell utilizing the so-called Montessi Formula from the mystic tome Darkhold, which destroyed all vampires throughout the world.

Little John

Little John

Fighting: Rm  
Agility: Gd  
Strength: Am  
Endurance: Am  
Reason: Ty  
Intuition: Gd  
Psyche: Ty

Health: 140  
Karma: 22  
Resources: Ex  
Popularity: 15

Powers:  
Body Resistance: Gd

Talents:  
Martial Arts A and C, Wrestling

Living Laser



Living Laser

Arthur Parks

Fighting: Good  
Agility: Good  
Strength: n/a  
Endurance: Excellent  
Reason: Poor  
Intuition: Typical  
Psyche: Typical

Health: 40  
Karma: 14  
Resources: N/A  
Popularity: -10

Known Powers:

Body Transformation-Self(Light): The Living Laser's physical body is now permanently destroyed and his mind resides in a laser energy form with the following powers:

- Flight: The Living Laser flies at Class 3000 air speed(speed of Light).
- Illusion: the Laser's Feeble illusion allows him to maintain the appearance of his human form but not its solidity.

- Laser Beam: He can fire Monstrous intensity laser beams to the maximum range of 40 areas. This energy attack damage is also released upon contact with the Laser's energy form.
- Light: The Living Laser can generate Monstrous intensity light. Yellow or better endurance feat rolls are needed to avoid being blinded for 1-10 rounds.

**Talents:**

Electronics, Laser technology and Repair/Tinkering.

**History:**

Arthur Parks was a brilliant research scientist who invented small but very powerful laser guns that he could wear on his wrists. He first clashed with the Avengers and developed a crush on the Wasp and began wreaking havoc on New York in an attempt to impress her. He eventually went to jail, but soon busted free with the assistance of the Mandarin. Parks miniaturized his lasers and had a large array of them implanted in his body to become a "true" living laser. Count Nefaria subjected the Laser to a treatment which greatly enhanced his powers, but only temporarily. It was a ruse by the Count to acquire the Laser's powers himself.

A side effect of Nefaria's scheme was that Parks could not shut off his own laser energy. He apparently "died" in battle with Iron Man after he "overloaded", but he actually only reverted to a sentient energy being. He reappeared years later completely disoriented, and was captured by Tony and Rhodey in armor together. Later, Parks took on the form as the "ghost" of the Titanium Man and revealed that the current Iron Man of the time was indeed the same as the one before the "Armor Wars". Parks was finally defeated by Jim Rhodes in his role as Iron Man, Rhodes convinced Parks to become an employee of Stark Enterprises but realized he was just too dangerous. James Rhodes lured the Living Laser into the focusing chamber of a wide-beam laser aimed at the Andromeda Galaxy, and activated it sending Arthur Parks into space.

Courtesy of: Mongoose

**Living Lightning**



**Living Lightning**

Miguel Santos

Fighting: Gd  
 Agility: Gd  
 Strength: Ty  
 Endurance: Ex  
 Reason: Gd  
 Intuition: Ty  
 Psyche: Ty

Health: 46  
 Karma: 22  
 Resources: Ex  
 Popularity: 10

Known Powers:

Body Transformation-Self (Electricity): Santos' physical body was changed and his body's natural state is now a human-like body of sentient plasma energy. The body allows the following abilities:

- Electrical Generation: UN
- Flight: SH-X (50 areas)

Invulnerability: While in energy form, Santos cannot be harmed by Physical attacks, or most energy attacks. He may be harmed by magic, psionic or plasma based attacks.

Equipment:

Stasis Suit: This suit was designed by Doctor Demonicus and modified by Hank Pym. Pods located on the hips of the suit emit a stasis field that allow Miguel to revert back to his physical body from his now natural energy state. By turning off the pods, he can assume the plasma energy form of Living Lightning.

Talents:

Unknown

Contacts:

Avengers

Living Monolith



Living Monolith

Ahmet Abdol

Fighting: Ty  
 Agility: Gd  
 Strength: Gd  
 Endurance: Ex  
 Reason: Ex  
 Intuition: Ty  
 Psyche: Ex

Health: 46  
 Karma: 56  
 Resources: Gd  
 Popularity: 0

Known Powers:

Cosmic Energy Absorption: Abdol required cosmic radiation to fuel his mutation otherwise he is normal.

Stage 1: Occurs when exposed to Ex of Rm radiation for at least 10 rounds.

Fighting: Ex

Agility: Ex  
Strength: Mn  
Endurance: Am  
Reason: Ex  
Intuition: Ex  
Psyche: Rm

Health: 165  
Karma: 70

He grows to 26ft tall but still appears human. He also develops the following powers:

- Energy Blasts: Am
- Body Resistance: In
- Movement: Ex land speed

*Stage II:* Occurs when exposed to In of Am radiation for at least 10 rounds.

Fighting: Rm  
Agility: Gd  
Strength: Un  
Endurance: Mn  
Reason: Ex  
Intuition: Ex  
Psyche: In

Health: 215  
Karma: 80

He grows to 33ft tall but still appears human. He also develops the following powers:

- Energy Blasts: Mn
- Body Resistance: Am
- Movement: Rm land speed

*Stage III:* Occurs when exposed to Mn of Un radiation for at least 50 rounds.

Fighting: In  
Agility: Gd  
Strength: Sh-X  
Endurance: Un  
Reason: Ex  
Intuition: Rm  
Psyche: Am

Health: 290  
Karma: 100

He grows to 41ft tall but still appears human. He also develops the following powers:

- Energy Blasts: Un
- Body Resistance: Mn
- Movement: In land speed

This is normally as far as the Living Monolith progressed. If defeated he usually lost his powers.

*Stage IV:* Not content with stage III Abdol began to absorb cosmic radiation from the atmosphere, growing hundreds of feet in height and shifting ALL his powers to C13000 rank, until he went into space and became a living planet.

Equipment:

Abdol had an energy blaster which did In cosmic ray damage. It has a range of 6 areas

Limitations:

Abdol never receives karma after ascending stage II.

Talents:

Archeology, Bi-Lingual: English and Egyptian

Contacts:

His own worldwide cult.

Living Tribunal



Living Tribunal

Cosmic Entity

Fighting: CL5000  
Agility: CL5000  
Strength: CL5000  
Endurance: CL5000  
Reason: CL5000  
Intuition: CL5000  
Psyche: CL5000

Health: Infinite  
Karma: Infinite  
Resources: Unlimited  
Popularity: 0

Known Powers:

Matter/Energy Control: The Living Tribunal may manipulate matter and energy with Beyond ability.

Mental Powers: The Living Tribunal has all mental abilities at Beyond rank.

Invulnerability: The Living Tribunal has CL5000 protection against all physical, energy, psionic and magical attacks.

Talents:

n/a

Contacts:

Respected and Feared by most of the major powers of the multiverse

History:

Recent revelations have altered the Living Tribunal powers and stats.

The Living Tribunal is above all other forces in the universe. The Marvel universe is really a multiverse, a limitless connection of alternate universes connected to the main one. He transcends every single force (even Order, Chaos, Eternity and Death) in every single one, exists on every magical, spatial etc.. dimension at the same time in each as well as actually existing in every single universe in the multi-verse at the same time (that is he has no "alternate" selves like all other beings in the multi-verse, there is only one). He is the only being that "actually" can destroy a universe if he judges it threatens the balance of the others.

Also he has stated his power comes from "on high" and also stated that he represented forces that dwarf the might of the Infinity Gauntlet, which he backed up by being totally unaffected by its power when it destroyed Eternity, Lord Chaos and Master Order away as if they were insects, not to mention he had the power to cancel the Gauntlets effects out with a single snap of the finger and ordered that they never work together again in this universe.

This background is supplied by SolidSnake77@aol.com. All thanx to him for this one

Lizard



## Lizard

### Curtis Conners

Fighting: Ex  
Agility: Rm  
Strength: In  
Endurance: Am  
Reason: Pr  
Intuition: Gd  
Psyche: Rm

Health: 140  
Karma: 44  
Resources: Gd  
Popularity: 3

#### Powers:

Tough Hide: Tougher than a cured alligator skin providing him with Gd body armor.

Tail: When using his 6 1/2 foot tail as a weapon, the Lizard may cause up to Amazing damage.

Wall-Crawling: The pads of Lizard's hands and feet are similar to those of a gecko lizard, giving him Incredible ability to climb and adhere to vertical surfaces.

Speed: The Lizard can move up to 4 areas in a single round. He can jump over a two-story building easily (no FEAT roll required)

Reptile Control: The Lizard can communicate telepathically with reptiles and control all reptiles within one mile of himself; his power rank is Amazing.

Alter Ego: Lizard has a human alter-ego, Dr. Curtis Conners, has the following abilities:

Fighting: Ty  
Agility: Ty  
Strength: Ty  
Endurance: Gd  
Reason: Ex  
Intuition: Gd  
Psyche: Ty

Health: 28  
Karma: 46  
Resources: Gd  
Popularity: 10

When in human form, Conners does not have a right arm. His Reason in reptile biology is Incredible.

Talents:  
None.

History:

Biologist Curt Connors lost his arm in Vietnam and tried to regrow it using lizard DNA he made into a serum. After drinking it he started turning reptilian. When the process was done he was a blood-thirsty, humanoid lizard ready to rampage. Spider-Man fought him, but after learning he was Connors, Spider-Man helped trying to cure him. Although seemingly cured, Connors always seems to find himself transformed now and again, always to clash with Spider-Man before regaining his senses.

At one point, the villain Calypso apparently put the Lizard under her control, but it was actually a clone of Connor's Lizard-form. He went on a killing spree in New York City which ended only when he killed Calypso. Spider-Man and a bounty hunter named Warrant went looking for this Lizard and started a three-way battle. The Lizard jumped into quicksand and was thought dead. In reality, this Lizard in the quicksand mutated into a more reptilian monster. The second Lizard was killed by the first one when it tried to kill Curt's son.

## Lockjaw



## Lockjaw

Fighting: Rm  
Agility: Fe  
Strength: Am  
Endurance: Am  
Reason: Ty  
Intuition: Ty  
Psyche: Ex

Health: 132  
Karma: 32  
Popularity: 10/70 among inhumans  
Resources: -

### Known Powers:

Gateway: Un ability to create dimensional shortcuts that can span 2.5 billion miles. These gateways instantly teleport Lockjaw and anyone in contact with him. He locates his targets by using his Tele-Location power.

□ Fast Jumps: LockJaw's jumps are so fast that he can substitute his Un ability for agility checks for catching, dodging etc.

Tele-Location: Sh-Y ability to psionically locate anyone within 250.000 miles. If the target is well-known to him, the range stretches to nearly infinity.

### History:

Almost nothing has been revealed about Lockjaw's early history. However, it is was explained to Ben Grimm(The Thing) that Lockjaw is not truly a gigantic dog, as he appears to be, but one of the Inhumans themselves, and that he possesses human-level intelligence. Lockjaw even spoke once, although with seemingly great difficulty. Ben thought that Lockjaw originally had a humanoid form until, as a child, he was placed within the mutagenic Terrigen Mists as other Inhumans are.

Later, it was revealed that Gorgon and Karnak used the antennae on Lockjaw's head to transmit the speaking as a practical joke. The Inhumans derive their superhuman powers from the effects of the Terrigen mists (see Inhumans). Lockjaw is the first animal to ever be exposed to the Terrigen Mists. It is now known that his exposure to Terrigen gave Lockjaw his teleportational powers. With Attilan's unexpected return to Earth, Lockjaw once more must deal with being the Inhuman Royal Family's super-powered dog in a human world.

Lobo



Lobo

The Main Man, the Master of Frag

Fighting: Unearthly  
Agility: Incredible  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Incredible  
Intuition: Incredible  
Psyche: Unearthly

Health: 340  
Karma: 180  
Resources: Good  
Popularity: -100

Known Powers:

He's as indestructible as you can get, and an astoundingly efficient brawler and street fighter. Simply put, he's a juggernaut of wanton destruction and ultra-violent rampage, who can probably beat up anything this side of Darkseid.

Invulnerabilities: Lobo has CI1000 resistance to Heat and Cold. Lobo can survive the vacuum of space. He may hold his breathe for days but eventually will need to breath.

Immortality: Lobo cannot permanently be killed because he has been barred from both heaven and hell.

Tracking-Manifests as a scent to him: Lobo has an unerring tracking ability at CL3000 rank. He can track his victims clear across the universe.

Weakness Detection: Unearthly

True Invulnerability: Shift-X

Hyper Leaping: Unearthly

Regeneration: Unearthly regenerative abilities. He has healed himself back from his remaining cells found in carnivorous snail dung.

Hyper Running: Incredible

Talents:

Lobo is a genius who is expert in nearly every weapon in the known universe. He has displayed the following talents.

Biology, Chemistry, Weaponsmaster, Marksman, Martial Arts: All, Wrestling, Leadership

Equipment:

□ Chain and Hook

Lobo's trustworthy hook and chain. The weapon he often carries with him on his right arm. With this weapon he has brought many ungodly acts of torture and pain to his fellow citizens, alas the perfect weapon. Lobo uses this weapon vividly and with a lot of imagination.

Material Strength: CL1000

Damage: Uearthly edged damage

May also be used for Uearthly grapple attack

□ Space Hog: Custom "Spaz Frag 666

Lobo's BIKE is a customized SpazFrag 666. It boasts a miniaturized 17-liter powerplant with 3xTurbo and full HandsOff facility. Zero to 60 is instantaneous, and top speed is a cool several million miles per minute. It runs on Unleaded. It's his preferred vehicle of transport and with it he has seen most parts of the galaxy and probably run over half of it. It's easily recognized since it looks like death on a pair of rocket-engines. At the front of the bike, Lobo has placed an evil-looking skull with large fangs, probably something he once killed.

Flight: CL1000

Radar sense: Uearthly

□ Frag grenades: Lobo loves frag grenades, and carry a few WWII grenades on him in most every situation. Their efficiency seems to vary a lot, from mass destruction weapons to fireworks. Range from Good to Uearthly damage.

□ Bolter Gun:

Rate of Fire: 4 per round

Number of Shot: 100 per magazine

Range: 80 areas

Damage: Uearthly

Special Notes:

Due to his reputation as a ruthless fraggin bastich, Lobo gets a +2CS to all popularity FEAT rolls. The mere sight of Lobo counts as an Intimidation attempt. He is one of the most feared beings in existence.

Lobo's code of honor:

Lobo's code of honor is unclear. The most solid part is that he will always keep his formal word, and he tends to "stay bought". He will also always kill a double-crossing bastich, anybody who kills a fishie, etc.

Hiring Lobo

A connection to the Street or Underworld is generally enough to locate Lobo. Hiring him usually requires a Remarkable Resource FEAT although the more violent the job, the more likely he's to accept it for less, or even for nothing. If he feels that the job is a joke, he will kill the prospective employer. Ditto if he's double crossed. Or not paid. Or disapointed by the job. Etc, etc, etc....

Czarnian Serial Immortality:

Czarnian Invulnerability and Regeneration are such that they can regrow themselves from a single drop of blood. That means that if a Czarnian is cut up you may within minutes have clones of his original, born from his blood and body parts. This ridiculously potent ability would be equal to Lifeform Creation and Serial Immortality of CL5000 rank. Lobo was deprived of this ability by Vril Dox of L.E.G.I.O.N fame.

Lobo's fishies:

Lobo's space dolphins are his pride and joy. They fly in herds near his free-floating space hovel, which may be near the remains of Czarnia. The dolphins have adopted Lobo and seem to be the only intelligent creatures who can stand him, and will not run blinded with gut-wrenching fear. In return, he gives them a lot of crude, vulgar love. He even calls them his: "-cutesy-wutesy flying cosmic-type dolphin buddies" and goes to any length to protect them. If anyone harms his fishies, Lobo will immediatly seek out the perpetrator and torture him to death, Painfully.

Sample Space Dolphin:

Fighting: Poor

Agility: Good

Strength: Excellent

Endurance: Good

Reason: Typical

Intuition: Poor

Psyche: Poor

Health: 44

Karma: 14

Known Powers:

Flight: Excellent

Life Support: Cl1000

History:

A little over 400 years ago, in a galaxy so incredibly remote that not once in it's eon long history did it have contact with outside star systems, there existed perfection. It was called Czarnia. Heartland. Harmony. Heaven. Home to one of the noblest and most beautiful races ever to

spring from the spangled loins of the Universal mother.

Czarnia, paradise of peace and love and quiet joy, where the days were long and the nights golden, and the dream of every dreamer was fulfilled. There was no war. There was no hunger. Death came only to those who chose it as an alternative to everlasting life. There was no violence. There was not even a word for "quarrel" or "dispute" or "hatred" beyond the phrase translatable as "I mildly disagree with you and am more than willing to enter into harmonious dialogue with a view to resolution thereof, but first let us share a goblet of nectar and a slab of melt-in-the-mouth ambrosia while admiring the perfect form of some aesthetically ecstatic work of art". But into Eden a serpent was born... and the name of that evil was Lobo. In an obscure Khundian dialect, Lobo means "one who devours your entrails and thoroughly enjoys it."

It is said that the midwife who delivered him felt a strange, unknown sensation at the moment of birth. With hindsight, we now know that to have been terrified apprehension.

"The Devil" she screamed. "The devil incarnate!". no one knew what she was talking about and to that un-named martyr fell the dubious honor of being Lobo's first victim. She became the planet's first mental patient in more than 10 millenia and no one ever knew why she refused to regrow the four fingers the noxious Child of Darkness had chewed off. The best minds in existence spend years in analysis of the Lobo phenomenon. The theories were endless: Rogue Gene; Demonic Possession; the Scapegoat Hypothesis, which maintained he was the universes way of balancing out Czarnia's overabundance of the good things in life; Heideleidle's Uncertainty Something, whose followers insisted Lobo had to happen sometime, somewhere, and it was only bad luck he happened here.

Other's like kindergarten teacher Lubla blak, had no time for fancy theories. "Lobo was a bad little bastard" she is quoted as saying in an interview shortly before her untimely demise in a never-solved napalm bombing. Lubla believed that, owing to some quirk, the one hundred percent of the mental power of all Czarnians channelled into life enhancement was somehow reversed in Lobo. All his will, his energy, his ability, was directed toward creating mayhem as often and as ubiquitously as he could manage. Which was quite alot. In fact a whole lot. A whole heck of a lot. Well you get the picture...

Certainly he cut a swathe through the intellectual bliss of the Czarnian education system. Never one to study if he could beat up on a classmate or a teacher, Lobo soon ran the school. Even as a five year old he was unbelievably ferocious, a fact attested to by his first ever principal, Egon N'g, whose throat the odious child ripped out in a temper tantrum. When neighbours found him, scrawled on the floor in his own blood was the message "My faith in the natural goodness of the Scheme of Things has been severely shaken, if not totally destroyed. I rejoin the Universal One. Farewell, Paradise! P.S: For your own sake, create the concepts of police, Punishment and Prison."

Yes, it took alot of blood. Mr N'g was a long time dying. For a time there was excited discussion. Police. Punishment. Prison. What in the name of cornucopian bliss were they? And meanwhile, in the classrooms of Czarnia, spilled blood, bruised bodies, and broken bones marked the Serpents progress. An era was over. In the far galactic distance a muffled drum began to beat, heralding the passing of Perfection.

No solution to the problem of his existence was ever found. No entreaty to his better self had any effect; Lobo himself frequently boasted that he had no better self. The use of threat, totally alien to the Czarnian way was considered, but abandoned when it was realised that no one knew how. And the worse Lobo got, the more Lobo liked it.

Employing an intelligence that might in different circumstances have seen him become one of the universes all time top brain surgeons, Lobo got to work in biology class. He emerged with something 117 microns long, airborne, of scorpion like appearance, and burrows into flesh, causing great black blisters and severe blood poisoning over a prolonged period before resulting in agonizing and messy death.

And as one of the side effects was near total paralysis, effective mere seconds after infection, they didn't get much opportunity to find out. What they did get was several billion people falling unaccountably sick at the same time. On a planet where ill health was unknown- where even 99.86% of accidents were wholly avoided, this was no laughing matter.

Bloated bodies, black buboes exuding an odor of rank decay, piled up in the streets. Fathers, Mothers, children crawled around in blind desperation, voices uniting in a planet wide scream of pain tool five long days before its heartrending echoes faded.. into the chill, sick silence of death by abomination.

And while a planet died, it's killer smiled. Had any witnessess survived, they might have told us of the spine chilling laugh that split the air as the smashed the viles containing certain death of Czarnia and her children. The laugh wafted upward on the wind and many a victim would swear that, even as they felt the excruciating needle burns as millions of tiny things dug deep into their bodies, the echo of that unholy laugh frightened them even more....had any witnessses survived that is.

Yes Sir! He'd come along way since those early faltering, stumbling days. Days when it had been a big deal to cream every creep that crossed his path, days when he thought simple, unwholesome murder was the most he could ever aspire to.

After leaving Czarnia, Lobo got a radio receiver implanted into his brain, which received Cosmic Rock Zombie Radio, a station where Lobo threatened the DJ Wolfman Wilf to play "I Killed My Folks (No Accident)" by Oedipus Wrecks 365 days a year, 24 hours a day under penalty of mangling and in his late teens, his monstrously swollen ego took the final step.

After he had lost various Jobs he became a bountyhunter. He specialized on "Dead or alive" warrants (Well, he seldom reads beyond the first word) He would do this job even if he wouldn't make money with it because for him it's just fun chasing people, burning down some towns on the way by, and eventually killing the wanted in the most cruel possible way. Some people take this too serious, that's why Lobo isn't liked very much on some planets. In his life, Lobo already was Lobocop, The Mask, a snail, and some other beings, so it isn't easy to determine if you are facing him. He is known in the whole galaxy as "The Main Man" and feared for his brutality.

On a personal mission to eviscerate Garryn Bek of L.E.G.I.O.N., who had accidentally run over one of his pet space dolphins, Lobo met Vrll

Dox. While the two initially got along, both individuals' natures took over, and the two fought to determine if Lobo would stay or not. During this fight, Cosmic Rock Zombie Radio went off-the-air, and Lobo, without his usual musical motivation, lost the fight to Vril Dox and had to join L.E.G.I.O.N. Although Lobo wasn't to happy about this deal and wanted to kick Vril's butt to the other side of the galaxy, a deal is a deal and Lobo always keeps his word, for some odd reason.

When Vril Dox killed the drug-lord Kanis-Biz, Biz's followers attacked L.E.G.I.O.N. headquarters. Vril Dox had Lobo make clones of himself to repel the attackers. Dox then poisoned Lobo so he could not make any more clones. All but one of the clones were killed in the fight. The one that remained smelled a suicide mission and hung back. This clone had not been poisoned and therefore could still make clones. This clone left Cairn and went to the planet Kannit, where he started building a new faction to conquer the universe. Lobo himself then travelled to Kannit and fought the clone. One survived the encounter although it is unsure if it was the original Lobo or the clone. If the clone Lobo survived, then Lobo still has his ability to replicate, otherwise not.

Sometime later, Lobo went to Hellhole, on a mission from L.E.G.I.O.N. to apprehend Augusta Calf. Being on Hellhole meant Lobo would have to go through the planet's Green Lantern, Jack T. Chance.

The two quickly got into a brawl. Chance was easily beating Lobo with the power ring. Unfortunately, Lobo realized the ring's weakness against yellow and covered himself in the yellow blood of a less fortunate citizen of Hellhole. Knowing he would be beaten, Chance ordered his ring not to forget anything important when the ring would put him back together.

Lobo had indeed won the fight. Ready to leave Hellhole, he realized he could now get a power ring: Jack T. Chance's. Since the ring would not come off of Chance's finger, Lobo broke off Chance's finger. Lobo had planned to use the ring to get revenge against Vril Dox II, and Apokolips, but the ring told him it would not work off Garnet, due to the Guardians' deal with Jack T. Chance. Lobo threw the ring and the finger away.

Lobo was also hired by Vril Dox to escort a V.I.P. This happened to be Lobo's fourth grade schoolteacher Mrs. Tribb who was off planet when the whole genocide incident occurred. Dox knows that it will drive Lobo crazy, not being allowed to kill his former teacher, because he always has to keep the word he gave. Well, as usually the Main Man finds a way to get what he deserves, in this case being truly the last Czarnian.

When L.E.G.I.O.N. was taken over by Dox's son Lyrl, Lobo was forced to join Dox's new group, the R.E.B.E.L.S. Eventually, Dox got upset at Lobo and kicked him out of R.E.B.E.L.S. Shortly after Lobo sold his "soul" to Neron to get his radio receiver removed, because a stand-in DJ named Tony LePoni decided to play soul music instead of Lobo's song. Lobo proceeded then to shoot Tony and blow up the radio station.

When Lobo's on the job, he doesn't let anything get in his way: not animals, not old folks, not children -- nothing. And he's a persistent bugger, too.

Lockheed



Lockheed

Fighting: Gd  
Agility: Rm  
Strength: Gd  
Endurance: Rm  
Reason: Ex  
Intuition: Ex  
Psyche: Ex

Health: 80

Karma: 60  
Resources: N/A  
Pop: 0

Known Powers:  
Fire breath: In  
Flight: Ty  
Psi-Screen: CL1000  
Body Armor: Ty

Talents:  
None Revealed

Loki



Loki

Loki Laufeyson, God of Tricksters and Lord of Lies

Fighting: Remarkable  
Agility: Excellent  
Strength: Amazing  
Endurance: Amazing  
Reason: Excellent  
Intuition: Excellent  
Psyche: Unearthly

Health: 150  
Karma: 140  
Resources: Remarkable  
Popularity: -25

Powers:

Body Resistance: Loki has Excellent protection from physical and energy attacks.

Magical Abilities: Loki's mastery of magic is at a Monstrous level unless otherwise stated among his powers below:

Ability Enhancement: Other: Loki can magically grant power to mortals.

White FEAT roll = two abilities +2CS;

Green FEAT roll = three abilities +3CS and one Power;

Yellow FEAT roll = three abilities +3CS and two Powers;

Red FEAT roll = four abilities +3CS and three Powers.

Animate Objects: Unearthly power.

Eldritch Bolts: Monstrous energy or force (10 area range).

□ Eldritch Shield: Monstrous shield vs. physical, energy and magic attacks.  
Mental Abilities: Loki has a number of non-magical abilities:  
Enhanced Senses: Loki can see the happenings he wishes in distant places and other dimensions.  
Image Protection: Loki can project an image of himself with Monstrous ability.  
Thought Casting: Loki can communicate telepathically with CI1000 ability across dimensions.

Talents:  
Mythology (Asgard) and Occult Lore

Longshot



Longshot

Fighting: Remarkable  
Agility: Remarkable  
Strength: Good  
Endurance: Excellent  
Reason: Ty  
Intuition: Excellent  
Psyche: Remarkable

Health: 90  
Karma: 66  
Resources: Typical  
Popularity: 6

Known Powers:

Probability Manipulation: Longshot can manipulate the probability fields to his advantage. Any percentile dice roll is read as the high die first. If the character makes a roll containing a 0 the judge should secretly roll a d10. The number rolled is the die roll which will have bad luck, meaning the lowest number is read first. So should the Judge roll 4 the fourth roll after the FEAT with a 0 will be bad luck, this will also affect Longshot's companions. If Longshot would loose faith in his ability his luck will run bad until he succeeds in a Red Psyche FEAT.

Aura Reading: Incredible ability to read thoughts and emotions imprinted on an object. He may sometimes even read futere emotions or thoughts.

Hollow Bones: Longshot's bones are hollow as a bird, he recieves -2CS penalty on rolls checking for slams but suffers -2CS damage from falls.

Throwing Blades: 30 knives which can do Good edged damage and are made of Remarakble material. He usually uses them to score bullseye effects.

Talents:  
Acrobatics, Tumbling, Martial Arts A and E, Throwing Knives, Jetpacks

Contacts:  
X-Men, Dazzler, Quark, Doctor Strange, Ricochet Rita, Mojoverse Rebels, Arize

#### History:

Longshot was a slave to Mojo, a synthetic humanoid grown in a machine, but gifted with free will. It was this free will which caused him to rebel against Mojo, starting a revolution against the tyrant. When he arrived on earth, it was with fragmented memories of who he was, and he was chased by several creatures from the world he left behind. He spent time as a stunt man, his incredible good luck gifting him with the ability to pull off stunts that no one else could. He found that his luck ran out though, whenever his motives became anything less than good, and that it would then turn against him. It was during one of these bouts of bad luck that he nearly died while performing a stunt, and the movie director had his "body" dumped. He was not dead, though. On the run from Spiral and several other demonlike creatures, Longshot, with the help of Doctor Strange and Ricochet Rita, defeated Mojo's plans of ruling the earth and sent the tyrant back to his own dimension. Longshot also returned home, with Ricochet Rita, to continue his fight for freedom within Mojoworld.

He resurfaced on earth some time later, his memories fragmented once again, earning a punch in the head from an angry She-Hulk and generally being chased about in confusion. He met up with the X-Men, and shortly afterward, joined their ranks at their invitation. Longshot's incredible luck proved a valuable asset to the team, and he fought alongside them with as much, perhaps even more, courage as anyone else. His hollow bones made his agility and lightness of foot inhuman, and he provided more than one speedy rescue to a falling maiden. Longshot was adored by all the ladies, his child-like innocence and good looks making him irresistible. It was Dazzler who claimed his heart though, but even she could not save him from the ghosts of his past. He discovered that Spiral had once been his wife before his departure to this world, and that he had been the leader of a revolution on his homeworld. Unable to remember more than fragments of his life before the X-Men, he was moved to return home once again, searching for clues of his past and leaving Dazzler behind.

He returned to earth sometime later, rescuing Dazzler from certain death in the nick of time, and bringing her back to his world. When last the X-Men saw the two of them, Mojo was slain and Dazzler was pregnant with his child, who is believed to be Shatterstar, a member of X-Force. Longshot's whereabouts are currently unknown, but one can assume that he still resides in a now peaceful Mojoworld with Dazzler.

#### Lord Chaos



#### Lord Chaos

##### Personification of Chaos

Fighting: Sh-Z  
Agility: Sh-Z  
Strength: Sh-Z  
Endurance: Sh-Z  
Reason: Sh-Z  
Intuition: CL3000  
Psyche: CL3000

Health: 2000  
Karma: 6500  
Resources: CL1000  
Popularity: 0

##### Known Powers:

Cosmic Awareness: Lord Chaos has Class-5000 cosmic awareness.

Telepathy: Lord Chaos has Class-3000 telepathy, able to communicate between galaxies. He cannot (or, more likely, will not) directly

interfere, aside from giving creatures with extrasensory abilities (combat sense, cosmic awareness) a chance to make a Psyche roll to determine what Lord Chaos would like them to do (such characters may ignore the "hunch"). Note: In all likelihood, Lord Chaos has more powers than above.

Talents:  
None

Contacts:  
Lord Chaos is the partner of Master Order, and uses the In-Betweener as an agent.

History:  
Lord Chaos is the name of an entity which embodies the principle of disorder, randomness, and formlessness, with Master Order embodying the opposite.

They are two of a small class of cosmic beings who seem to have no personality beyond the abstract concept it represents (others include Death, the In-Betweener and Eternity). The origins of these abstract entities are unknown. They may have once been more conventional living organisms or intelligences who undertook a certain discipline or interest to such an extent that they have become synonymous with it. They may also have been created by some as yet unrevealed intelligence for the sole purpose of embodying these universal principles or concepts.

Lord Chaos and Master Order were first observed during the final war with Thanos, the mad Titanian who worshipped the embodiment of Death. The two apparently manipulated the hero Spider-Man's critical role in freeing the being known as Adam Warlock from his soul gem to defeat Thanos. Order and Chaos made certain statements implying that they had influenced Spider-Man's destiny from his origin for the sole purpose of freeing Warlock at that particular point in time. Whether this is true, literally or figuratively, is not known.

The extent of these entities' power or scope of influence is unknown. Apparently, Order and Chaos maintain a balance of power between them for the well-being of the universe. Lord Chaos and Master Order may simply be aspects of Eternity itself. Their powers' nature and function remain unknown at present.

Lorelei



Lorelei

Lorelei of Asgard

Fighting: Excellent  
Agility: Remarkable  
Strength: Incredible  
Endurance: Incredible  
Reason: Good  
Intuition: Remarkable  
Psyche: Incredible

Health: 130

Karma: 80  
Resources: Remarkable  
Popularity: 20 (-5 in Asgard)

**Powers:**

Body Resistance: Lorelei's Asgardian physiology provides her with Good resistance to physical and energy damage.

Seduction: If she so chooses Lorelei can cause any man to fall in love with her. Lorelei can make a Psyche FEAT roll and the target must make a FEAT roll equal to or better to avoid her commands.

Petrifying Kiss: If annoyed Lorelei may kiss a member of the opposite sex and transform them into a granite statue. The target must be willing and may make an Endurance FEAT roll to avoid the effects of the kiss.

**Equipment:**

Elixir of Lofn: Lorelei can increase the effects of her seduction powers by +3CS by drinking this potion which would make it difficult for a God to resist her power.

**Talents:**

Hunting, Seduction, Occult

**Contacts:**

Loki

**History:**

Lorelei's is a member of the race of Asgardians, and thus possesses superhuman strength, endurance, and resistance to injury. She has studied certain magic spells to aid in her seduction. If she so chooses, she can cause any man to fall in love with her. She can raise the effectiveness of her seduction with magic potions. Lorelei also possesses a petrifying kiss, transforming victims into a granite statue.

Lorelei is the younger sister of the sorceress Amora the Enchantress. The two sisters share an interest in using their beauty and wiles to dominate any male as they wish. However, unlike Amora, Lorelei has had no interest in mastering sorcery apart from learning certain skills to aid her in her amatory pursuits.

Loki, the Asgardian god of evil, chose Lorelei to seduce his longtime enemy, his stepbrother Thor, god of thunder. Needing no persuasion, she went to New York City on Earth where she claimed to be a mortal human being named Melodi. There she confronted Thor's old enemy, the dragon Fafnir. Fafnir used his hypnotic abilities to overpower Lorelei, capturing her as bait to lure Thor into a trap at the construction site where he worked in his secret identity of Sigurd Jarlson. As Jarlson, Thor saved Lorelei from death, and then fought the dragon in his godly identity. Hence Thor and Lorelei first met in their false identities as the humans Jarlson and Melodi.

Jarlson and Melodi became friends, and Melodi was clearly attempting to deepen the relationship into a romance. Circumstances, however, prevented her from getting Jarlson to drink the love potion she had prepared originally for Thor. Lorelei was then kidnapped by Thor's foe Malekith the Accursed, leader of the Dark Elves. Malekith used sorcery to cause a stick of wood to take on the appearance of Melodi and this magically animated false Melodi gave Jarlson the potion to drink. Under the spell, Thor fell uncontrollably in love with Melodi (since the first "woman" he saw bore her appearance). Malekith then revealed to Thor that the real Melodi was his prisoner. Thor, enraged, rescued Melodi from the Dark Elves.

Soon afterward the demonic Surtur began his war against Asgard. Amora was infuriated by Lorelei's refusal to join in fighting Surtur's demonic hordes, and decided to take vengeance on her. Odin, monarch of Asgard, vanished along with Surtur at the war's end. Loki then planned to use Lorelei to influence Thor to throw his support behind Loki's bid to become Asgard's new ruler. Loki gave Lorelei the elixir of Lofn, which, when Thor inhaled its vapors, would make Thor fall so deeply in love that he became Lorelei's slave. To take revenge on Lorelei, the Enchantress cast a spell on Odin's scepter of power, knowing that Loki would pick it up, as indeed he did. Due to the spell, when Lorelei next saw Loki, she fell madly in love with him. The Enchantress believed that loving the heartless Loki would eventually destroy Lorelei emotionally. Loki naturally responded to Lorelei's new interest in him.

Thor's friend Heimdall realized that Thor was under Lorelei's control, and devised a plan to save him. He had the Enchantress urge Thor to visit Loki when she knew that Loki and Lorelei were in each other's arms. Thor's rage at seeing them together made him realize he himself was under a spell. He forced Loki to release him from the spell on pain of death, and then left the two of them together. As the Enchantress predicted, Loki grew tired of Lorelei eventually. Lorelei broke free of the spell and now lives alone in a palace somewhere in Asgard.

M



M

Monet St. Croix

Fighting: Typical  
Agility: Good  
Strength: Incredible  
Endurance: Incredible  
Reason: Remarkable  
Intuition: Good  
Psyche: Remarkable

Health: 96  
Karma: 70  
Resources: Remarkable  
Popularity: 0

Known Powers:

True Invulnerability: Remarkable  
Flight: Remarkable

Hyper-Intelligence: M has a photographic memory and can raise her Reason or Intuition by +2CS temporarily. When she uses this power she has to make a Yellow Psyche FEAT to avoid slipping into a trance, and she has to make another FEAT to get out of it.

Talents:

Linguistic, Trivia

Contacts:

Generation X

History:

Monet is the daughter of Ambassador St. Croix, a member of the underground human group which helps mutants. M is aloof and a snob, but she is one of the most powerful members on the team. It has been revealed that Emplate, Generation X's biggest enemy, is M's older brother and that she has two sisters. M's father once said her mother died in a car accident, but it appears that Emplate may have had a hand in it. M has a catatonic state in which she "escapes" while in danger or when she has to think deeply. These "comas" are not controlled. M has also revealed that the mysterious Gateway is her mentor, and she may have prior knowledge of past lifetimes.

M.A.C.H-2



## MACH-2

Matthew Davis  
A.K.A. Abner "Abe" Jenkins

Fighting: Good  
Agility: Remarkable  
Strength: Incredible  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Typical

Health: 110  
Karma: 56  
Resources: Typical  
Popularity: 0

### Equipment:

All of MACH-2's powers come from his armor. When not in his armor Matthew's stats are:

Fighting: Good  
Agility: Good  
Strength: Typical  
Endurance: Typical  
Health: 32

### Body Armor:

- Excellent Protection against Physical attacks
- Remarkable Protection against Energy attacks
- Amazing Protection against Radiation and Electrical attacks.

Computer: MACH-2's Armor is controlled by an onboard computer system.

Protected Senses: Excellent Protection against gas, toxins, poisons, Blinding attacks and sound.

Flight: Monstrous airspeed.

### Weapons Systems:

- Electrical blast: Excellent electricity up to 0 areas range.
- Mini Machine Guns: Individually each gun does Remarkable damage, However a combined shot can inflict Incredible damage. MACH-2 also has the option of firing "mercy" bullets that do the same damage as non-lethal (Blunt column).

Grenades: 15 areas range, 10 various grenades including:

- Smoke: Excellent intensity 2 areas covered.
- Tear-Gas: Excellent intensity 1 area covered.
- Explosive: Remarkable explosive damage.
- Knock-Out: Incredible intensity gas.
- Missiles: 2 Explosive missiles doing Am damage with a range of 20 areas.

Communications Link: All standard communication frequencies at a range of 25 miles.

Sensors: Incredible ability and range.

- Radar
- Sonar
- Infravision

E.C.M: MACH-2 has Electronic Counter Measures installed. These offer Rm invisibility to radar and sonar detection whilst also providing protection against external interference/ tampering with the armors operation and computer systems.

Talents:

Aerial Combat, Repair/Tinkering, Electronics, Mechanics

Contacts:

Thunderbolts

History:

A master mechanic at an airplane-parts factory, and bored with his job, he tried to interest the company in a set of plans for some new innovative hydraulic technology he'd created. When rebuffed, he used the plans as the basis for his first Beetle armor, turning to crime in hopes of winning the fame, wealth, and thrills denied him at work. Since that time, Jenkins has been increasingly upset with his failure to achieve success in this career, either. His original armor has been reworked, twice; Once with the help of the Tinkerer and once, turning it into the M.A.C.H.-1 armor, with the considerable assistance of Techno. As M.A.C.H.-1 (Mobile Armored Cyber-Harness), he was capable of high-speed flight and maneuverability, and has a wide variety of on-board sensors, communications equipment and weaponry, including machine guns and mini-missile launchers.

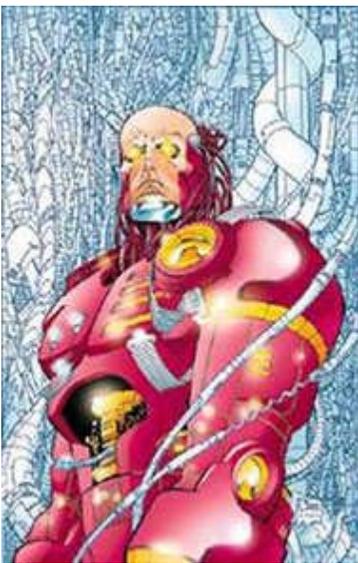
Mach-1 surrendered himself to authorities for the good of the Thunderbolt team, as Hawkeye wouldn't lead a team with a murderer on it. Abe stopped an attempted Prison escape in which lead to the Commission on Superhuman Activities taking an interest in him. Abe was later taken from the prison he was at in the middle of the night by Henry Gyrick and Valerie Cooper part of the Commission. It seems they want to make some sort of deal for him, they have a job that's good for someone in his positon. Shortly after someone robbed a bank calling himself the beetle, the outfit was a modified beetle design. This left everyone to wonder at the time if it was really Abe doing a job for the Commission or another villain using the Beetle name.

Abe was using the new Beetle armor in a bargain with the Commission. With the new Beetle armor he was stealing Omega-32 from a Roxxon facility. The Commission didn't want what they were doing public so Hawkeye and the Thunderbolts "cut a deal" for Abe.

Abe had his armor modified by Techno, now known as Ogre and now calls himself Mach-2. The new suit is forty seven percent faster than the Mach-1 suit. The Mach-2 suit also has improved reconnaissance surveillance and electronic countermeasure capabilities.

Since the Thunderbolts can't announce Mach-2 to everyone without them being suspicious of it being Abe Techno gave Abe a new face so people won't think its him. Techno studied the available information on Dermoplasty but didn't know everything about the technology. So he darkened Abe's skin more than he expected and now Abe is black. Abe also has a new name to use Matthew Davis.

Machine Man



Machine Man

Aaron Stack

Fighting: Ex  
Agility: Ex  
Strength: Rm  
Endurance: Un  
Reason: Rm  
Intuition: In  
Psyche: Rm

Health: 170  
Karma: 100  
Resources: Ty  
Popularity: 20

Known Powers:

Anti-gravity Generators: hover or fly silently at Fb speed.

Extendable Limbs: Machine Man can extend his arms and legs out a maximum of three areas and can engage in close combat and handle objects. He can step over structures up to three stories tall and climb surfaces at a speed of five areas/round. Extended at two areas his strength is only Ex, at three areas it is only Gd.

Environmental Independence: He does not need to sleep, eat, drink or breathe. he is invulnerable to poisons and other toxins and can survive in outer space or a vacuum. Heating/Cooling systems: He can radiate Rm rank heat or cold from his hands at 3 areas range.

Electricity: He can channel In electricity through his system but must make an End.FEAT to avoid malfunction for 1-10 rounds.

Pistol hands: He has a pair of modified .357 Magnums in his index fingers which do Gd damage at 1 area range.

Helicopter: He can put helicopter wings on his head to fly at Gd speed.

Power Source Dependency: If kept in darkness for more than 40 hours he will lose 3 endurance ranks each hour thereafter. If he's not exposed to light or energy before his endurance drops to Fe he will shut down. He will regain lost endurance by 1 rank per round that he's absorbing solar energy.

Computer interface: Machine Man can communicate with computers and machinery at Am rank. Rocket Boosters: ankle rockets give him flight at Ex speed (he seldom uses his helicopter anymore).

Talents:  
Insurance

Contacts:

Peter Spaulding (psychologist), "Gears" Garvin (mechanic). He has encountered a number of costumed heroes.

Machine Man has had the entire database of knowledge from Nimrod/Master Mold transferred to him. He reclaimed his own identity but it is unknown what remains.

Madcap



Madcap

Unrevealed

Fighting: Gd  
Agility: Ex  
Strength: Gd  
Endurance: Ex  
Reason: Ty  
Intuition: Rm  
Psyche: Rm

Health: 60  
Karma: 66  
Resources: Pr  
Popularity: 0

Known Powers:

Regeneration and Recovery: Madcap has Shift Y Regeneration and Recovery Powers, and is able to regain 20 points of health in a single round. Madcap cannot be slain, and may attempt to regain lost Endurance by a FEAT roll every ten rounds. Stun results against him are considered Slams and, considering his Recovery abilities, Madcap never spends Karma to make Endurance FEAT rolls.

Emotion control: Madcap has a specialized form of emotion control that operates at Un 100 level. To make this form of emotional attack Madcap must make eye contact with his target (to this end he wears garish clothing and uses "weapons" such as a bubble gun to attract attention). The target must make an Intuition FEAT, with failure resulting in the character acting crazy for 10 rounds plus 1-10 rounds. In game terms, inform players that their characters are pleasantly looney, and award Karma for good role-playing. While under the effects of Madcap's Power, the affected heroes may not engage in combat, but may find themselves in dangerous situations as a result of their actions (tap-dancing up the on-ramp of an interstate may prove perilous). If the character succeeds with the FEAT, he is still light-headed and performs all FEATS at -1CS for the next 1-10 rounds.

Equipment:

Bubble gun: This is an ordinary bubble gun with no special properties, which Madcap uses to call attention to himself. He lets people believe it is the bubbles that cause looney behavior.

Talents:

None Revealed

Contacts:

None Revealed

History:

Madcap gained his Powers when the church bus he was riding was rammed by an AIM tanker truck containing Compound X07. Hurling clear of the explosion, he was the sole survivor of the crash, a fact which shattered his belief in a rational universe. He was driven deeper into insanity by the discovery he was resistant to pain and could recover instantly. Dressing himself in gaudy clothes, Madcap set out to prove that things happen without cause and effect, there is no justice or reason, and everyone should be mad as a March hare.

Mad-Dog



Mad-Dog

Robert "Buzz" Baxter

Fighting: Remarkable  
Agility: Incredible  
Strength: Incredible  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Typical

Health: 140  
Karma: 36  
Resources: Typical  
Popularity: -10

Known Powers:

Bite: His bite does Remarkable Edged damage and unleashes a toxin that causes the victim to make a Yellow Endurance FEAT or be paralyzed for 1-10 rounds. If the roll is failed, the victim must make an Endurance FEAT each turn or lose an Endurance rank. Death occurs if Endurance drops below Feeble.

Claws: Mad Dog's claws inflict Remarkable Edged attack damage.

Resistance to Psychis Attacks: Mad Dog has Excellent resistance to psionic attack forms

Talents:

Martial Arts C and E, Acrobatics, Piloting, Military

Contacts:

History:

Madrox



Madrox

James Arthur Madrox

Fighting: Good  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Reason: Good  
Intuition: Typical  
Psyche: Good

Health: 46  
Karma: 26  
Resources: Poor  
Popularity: 0

Known Powers:

Duplication: Madrox can create exact duplicates of himself. Each time he is struck or gets a sudden jolt he creates one but he has mastered his ability to such extend that he can now create dupes at will as well (though he must still strike himself for a minimum amount of kinetic energy). Madrox absorbs this kinetic energy to form the dupe and he suffers no damage from blunt or force attack. He can create up to 40 dupes. The dupes are totally independend but usually work well together. When one dupe is killed Madrox must make a Psyche FEAT or fall unconscious for 1-10 rounds. Madrox may absorb his dupes back to himself but some traumatic experiences may force a dupe to become totally independend so it cannot be absorbed anymore.

Healing: When Madrox absorbs duplicates he gets the average of their health, so this can be used to heal himself.

Serial Immortality: When the original Jamie is killed a Psyche FEAT must be made, if this is successful one of his dupes becomes the 'real' Madrox.

Equipment:

Suit: Good protection, which prevents unwanted duplicate creation.

Talents:

Student, Genetics, Martial Arts C

Contacts:

X-Men, Proffesor X, Banshee, Moira MacTaggert

History:

James Arthur "Jamie" Madrox is a mutant with the superhuman ability to create duplicates of himself and then absorb them back into himself at will.

Madrox was exposed to the Legacy Virus while performing CPR on an infected mutant. When the mutant Haven attempted to cure him, she accidentally killed him. Madrox knew that as long as he stayed split into separate bodies, the virus would be contained in one body and not

duplicate into the others. When the original body died, the shock of his death caused a memory loss. Eventually Madrox regained a few bits of memory that caused him to wander around in Washington, D.C., searching out X-Factor. Dr. Valerie Cooper spotted Madrox but he vanished before she could confront him.

It is not known how he was discovered but an unknown government agency found Madrox and offered him protection. In exchange Madrox would train to be the ultimate secret agent—an entire army in one man. More of Madrox's memory started to come back but the agency kept him away from X-Factor. This caused Madrox to reevaluate his choice to stay with this new agency when he realized that he no longer had the power to make that choice. Before Madrox could figure out a way to escape, Havok appeared and helped Madrox escape. Havok then offered Madrox a chance to join the new Brotherhood. Madrox declined his offer. Havok left after warning Madrox that the government would not stop looking for him. Later, the government sent X-Factor to hunt Madrox down. When X-Factor discovered that they had captured one of their own, they did not turn him over to the government but rather gave them Mystique, who had used her ability to shapeshift to take on the form of Madrox.

Madrox remains undecided as to whether to return to X-Factor or to join Havok with the Brotherhood, but has offered his services to both parties.

#### Mad Thinker



#### Mad Thinker

Fighting: Pr  
Agility: Ty  
Strength: Ty  
Endurance: Ty  
Reason: Am  
Intuition: Ty  
Psyche: Ty

Health:22  
Karma:62  
Resources:Rm  
Popularity:-20

#### Known Powers:

Computer Brain: predict actions of normal humans and non-intelligent computers with Sh-Z ability, only Pr against super-humans  
Hypno-lens: Am mesmerism and hypnosis

## Awesome Android

Fighting: Ex  
Agility: Ty  
Strength: In  
Endurance: Ex  
Reason: Pr  
Intuition: Pr  
Psyche: Pr  
Health:86

Power Imitation: upon touch with Am ability, 5 rounds, only Body Control, Body Alterations and Energy projection powers can be duplicated (not Alter Ego, Growth, Shrinking, Extra Body Parts, Immortality)

Breath Weapon: Rm intensity winds.

Talents:

Mathematics, Computers, Electronics, Engineering.

History:

The Thinker is a complete enigma. This criminal genius led a highly succesful career for years, his brilliance being too much for law enforcement to handle ; few even suspected his existence. In fact, he would have seized control of New York city (making it an independant nation under his rule) if it were not for the superhuman brilliance of Reed Richards. The Thinker managed to put New York in his pocket, disperse the FF (then the only superhumans in town), gain access to the Baxter Building and memorize all of Richards' secrets before being beaten.

The Mad Thinker (he calls himself the Thinker, the "Mad" prefix being added by the media) since encountered various superheroes, who proved the only force capable of defeating him (mostly high-level adventurers such as the Avengers, Spider-man, Iron Man and such). He once even conquered the world with Egghead and the Puppet Master, and has proven himself a master builder of powerful androids.

The Thinker has wisened through the years, and his lust for power has cooled down. In fact, he once went as far as advising the New Warriors. He may grow to fill the role of a neutral sage instead of a villain.

## Maelstrom



## Maelstrom

Fighting: Gd  
Agility: Ex  
Strength: Rm  
Endurance: In  
Reason: In  
Intuition: Gd

Psyche: In

Health: 100

Karma: 90

Resources: Rm

Popularity: -5

Known Powers:

**Kinetic Absorption:** Maelstrom can absorb physical blows and convert their kinetic energy into increased Health and Strength. When Maelstrom is struck, the rank number of the blow is added to his Health. Furthermore, if the blow's rank is higher than Maelstrom's current Strength rank, his strength increases by +1cs. The effects of an absorbed blow last ten rounds. Maelstrom can only be slammed or stunned by blows with a higher rank than Maelstrom's current Strength rank. When not augmented by his siphon devices, the upper limits of his Strength and Health are Monstrous and 400. He has developed one power stunt: He can divert absorbed Health into a Kinetic Blast attack with a range of 3 areas which does damage equal to the number of Health points put into it.

**Health-Drain Aura:** Maelstrom drains Good amounts of Health (bio-kinetic energy) from any opponents in the same area with him. Victims can avoid this Health loss with a successful Endurance FEAT versus Good intensity.

**Power Siphons:** Maelstrom once built two devices that enable him to exceed the normal limits of his Absorption powers. The first siphon converted the mental energies of the Eternals' Uni-Mind into an absorbable form. The second device absorbed kinetic energy from the earth itself, slowing the planet's rotation. Either of these schemes, had they succeeded, would have given Maelstrom power in the C11000 to C15000 range. **Clones:** Maelstrom can create clones of himself, his minions, and probably others. When one of them is killed, the technology in Maelstrom's lair shunts the life form to a new body. The transfer has planetary range (4,000+ miles). This gives Maelstrom virtual immortality, dependent only on the number of clones he has available.

Talents:

Engineering, Genetics, Biochemistry and Physics, Repair/Tinkering

Contacts:

Arnim Zola, Magneto

History:

Maelstrom is the son of an Inhuman geneticist and a Deviant handmaiden, the first known hybrid of these two sister races to humanity. Some time before 1900, Maelstrom's father, Phaeder, vied with Agon (the future sire of Black Bolt) for the leadership of the Inhumans' governing body, the Genetics Council. Having lost, Phaeder was soon barred from the Council because of his experiments in cloning, a branch of genetics the Council had outlawed. Faking death, Phaeder stole away from the island-city of Attilan in self-imposed exile. Reaching a colony of Deviants, he met Morga, a Deviant woman, attractive by Inhuman standards but ugly by those of the Deviants. The two mated and produced a son who was later called Maelstrom. Phaeder and Maelstrom eventually fled Lemuria and traveled the world incognito. Maelstrom and his father set up base in the underwater ruins of the island of Attilan when the Inhumans moved their city to the Himalayan Mountains. Discovering molecules of the mutagenic Terrigen Mist in the ruins, the two began experiments that they hoped would let them subjugate the two races that had spurned them, the Inhumans and the Deviants.

The existence of Maelstrom and Phaeder was revealed when Maelstrom attempted to steal the Anti-Terrigen compound developed by Reed Richards and the Inhumans. After an unsuccessful attempt to subject all of Attilan to the compound, Maelstrom commanded his accomplice, the mysterious Deathurge, to kill him. At the instant of his death, Maelstrom's life essence and memories were transferred to another clone-body in a process developed by Arnim Zola. Phaeder was too old and feeble for the process to work for him, and he died.

While investigating the whereabouts of his mother's people, the Deviants, Maelstrom learned that most of their ruling class had been atomically transmuted into a single organic cube by the Eternals, another variant strain of humanity. Maelstrom decided to use his bio-kinetic power to siphon the energy of the entire Eternal population while they participated in a ritual. Thanks to the intervention of the Avengers, this scheme failed, and once more Maelstrom bid Deathurge to terminate his life. Maelstrom's essence transferred to yet another clone and he embarked upon his next master plan, to siphon the kinetic energy of the Earth's rotation. This plan was also thwarted by the Avengers, and Maelstrom was apparently destroyed. It is not known how many clone-bodies Maelstrom possesses.

Magenta



## Magenta

Frances Kane

Fighting: Good  
Agility: Excellent  
Strength: Typical  
Endurance: Amazing  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Excellent

Health: 86  
Karma: 70  
Resources: Typical  
Popularity: 0

### Known Powers:

Magnetic Manipulation: Magenta manipulates iron and iron based alloys with Monstrous ability. She has used the following power stunts.

- Inflict unearthly damage to sentient iron based or alloyed characters
- Scrambling non sentient machinery with Monstrous ability
- Inflict Monstrous damage to mechanical constructs
- Manipulate ferrous objects with Monstrous strength
- Attack by throwing metallic objects with Monstrous accuracy. Material strength damage.

- Ensnare an opponent with metal objects.

Flight: She can fly at remarkable airspeed

Force Field: Monstrous, incredible at 1 area and -1CS each additional area.

Magnetic Detection: Incredible ability to detect teleporting, invisible or illusions with a Yellow feat.

### Talents:

None

### History:

Frances Kane met Wally West when he was seven. They grew up friends, but when she reached adulthood, she started to exhibit strange magnetic powers. Wally tried teaching her how to use them properly, and they fell in love. As for her powers, she never really wanted them, wanting just to lead a normal life. For a while, she did serve the Titans as the super-heroine Magenta.

She and Wally West were seeing each other for awhile, shortly after Wally had taken up the mantle of the Flash. She helped him battle Vandal Savage. After he won the lottery, he bought a mansion in Middle Hampton, Long Island, and asked her to live with him. However, things were moving too fast for her, and she moved out.

She re-surfaced much later, interrupting an important Central City Stars baseball game to get Wally's attention. Because of her powers, she had apparently built a dark personality for herself, complete with twisted memories of her time with Wally. After a battle in the stadium, Wally managed to convince her that he still had feelings for her, restoring her to her normal self.

Meanwhile, Wally, with the help of old friends Starfire and Nightwing, had been flushing the technomob Combine out of Keystone City. As a going away present, they had randomly transported a bomb somewhere in the city. Wally knew that their transportation system created great electromagnetic fields, fields that he knew Frances would be able to pick up. Once they found the bomb, however, Frances wasn't strong enough to pick up. Wally was forced to enrage her, like she was at the baseball stadium, to give her the strength to get rid of the bomb. After this event, they came to terms that their relationship was over, and she left.

However, she did return, in a much nastier state of mind, to Keystone City. Wally had heard from the Titans that she had already been bother them. She used her powers to send a giant rig driving crazily through the city, constructed a magnetic forcefield to keep Wally out. She grabbed Linda, who was reporting the mayhem, and drew her into the forcefield. Since all Wally could do was remove obstacles in the path of the truck, it was up to Linda to make Frances realize that Wally was not responsible for her decisions, for who she was. In the nick of time, just before the truck was about to fall into a quarry, Frances let down the forcefield and Wally got them to safety. Frances disappeared.

Details by: Silversnake

Maggott



Maggott

Japhet

Fighting: Excellent  
Agility: Good  
Strength: Good/Remarkable  
Endurance: Excellent/Incredible  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health: 60/100  
Karma: 26  
Resources: Poor  
Popularity: 0

Known Powers:

Maggott carries 2 techno-organic slugs (Eany & Meany). They were revealed to be part of his digestive system. He cannot eat or drink and must let the slugs eat for him. When they eat Maggott gains the energy which gives him the enhanced stats and body armor, it also turns him blue. This energy remains for 2 rounds for each material strength rank the slugs have absorbed. Released does he gain the above stats and his body armor. He seems to control these slugs by focussing part of his mind into them but they also seem to be able to react autonomically. When they have been without food for more than 8 hours his control lessens by 1 rank every hour and the slugs will want to go look for food themselves. He controls them with Amazing ability, the slugs are made of Monstrous material and can probably regenerate when Maggott absorbs them inside his body. They possess In groundspeed and can eat through up to Monstrous material with 1 round (they can eat a car

within 2). Upon living beings they probably inflict In edged damage attacking with Amazing ability.

Regeneration: Damage is taken from extra health first which is healed when the slugs eat.

Aura Reading: Maggott can sense the history of locations and items with Amazing ability. If this is related to his slugs is not yet known.

Body Armor: Excellent

Limited Resistance: When controlling his slugs his mind is split into multiple fractions that act as a Excellent psi-screen.

Talents:

None revealed.

Contacts:

Generation X, X-Men

History:

The young mutant who calls himself Maggott was originally born in Ottoshoop, South Africa. As a child, he was diagnosed with stomach cancer by doctors when he could no longer keep down solid food. Everything seemed to taste bad to him after a while, and he eventually gave up eating altogether. Because of this, he was very small and underdeveloped for his age, and also a bit of a financial burden on his family. They never complained, but one night he overheard his mothers prayers to take her son soon and end all their suffering. Deciding to give his mother her wish, he set out into the desert in the family jeep, expecting to make a one way trip. When the jeep ran out of gas, though, he was suprised to discover his younger brother, Daniel, asleep in the back.

Realizing that he had inadvertently doomed his younger brother to the same death he had intended for himself, he tried desperately to get them back home. The blazing desert had no mercy, though, and he had given them up for lost when suddenly, the mutant called Magneto appeared from nowhere. Magneto comforted Maggott, using his magnetic power to determine the nature of his illness. They were all suprised when moments later, two slug-like creatures sprang from Maggott's chest, leaving him miraculously alive, but drained. Repulsed by the two creatures, it was only through Magneto's urging that he came to accept them as part of himself, as his special mutant power. Where Maggott could no longer eat, the slugs ate instead, imbued with the ability to devour any matter with incredible speed. When they finished feeding, they returned to his stomach and served as his digestion system, imparting the sustenance that they absorbed into his body. This "food" fueled Maggott's power, and he found himself growing incredibly strong.

Magneto returned them to Maggott's village, only to find that it was under attack by the Apartheid. At Maggott's urging, Magneto stopped the soldiers, killing each and every one of them. Outraged by Magneto's lack of respect for human life, he refused the Master of Magnetisms offer to join him. Magneto left the invitation open when he departed, leaving Maggott with a lot to think about.

What happened between then and now is unknown, until his recent mission to find Magneto. We still do not know for certain why Maggott originally set out on the trail of Magneto later in life. His reasons for this mission remain mysterious, but he tracked the onetime villain from Guatemala to a small town in South Carolina to New York City, where he joined up with the X-Men. He has always known that Joseph wasn't Magneto, but he didn't say anything for the safety of the team. Recently, Maggott's symbiotic slugs, Eany and Meany, were under suspicion for murders happening within Salem Center. Maggott was so angry that he nearly tried to kill the two slugs, injuring himself in the process via their symbiotic relationship. Eany and Meany were later found innocent of the crime, however. His continued existence is obviously dependent on the two creatures, and when he is separated from them for too long, he grows thin and weak again like he was when he was child. One can assume that being seperated from them for too long would mean his eventual death.

Maggott has recently grown closer to Wolverine by telling him the story of his past, and though he seems troubled by the truth of his mutant power, is fitting in with the team quite nicely. Save for the fact that he seems to clash with Psylocke often, as she senses something within him which disturbs her. The nature of this "wrongness" has yet to be determined, and may never be, since Maggott seems to have recently left the team.

Magik



Magik / Darkchilde

Ilyana Rasputin

Fighting: Excellent  
Agility: Good  
Strength: Good  
Endurance: Incredible  
Reason: Good  
Intuition: Excellent  
Psyche: Amazing

Health: 80  
Karma: 80  
Resources: Incredible  
Popularity: 0

Known Powers:

**Teleport Discs:** Magik has the Amazing ability to control and summon the teleportation discs common in Limbo. She uses them to teleport to Limbo and then instantly to any other location. She must however make a Psyche FEAT otherwise she can be displaced in place or even in time. When the roll is failed a second roll must be made:

01-50 1d10 x 10 yards distance

51-75 1d10 x 100 yards distance

75-90 1d10 hours

91-99 1d10 days

00 1d10 years

Magik can teleport up to about 10 people and unwilling targets may attempt to dodge. She can also use her discs to summon 1d10 demons from Limbo.

**Psi-Screen:** Monstrous protection vs psionic attacks, mind-control and other telepathic abilities.

**Soulsword:** Ilyana can automatically summon a soulsword, a physical manifestation of her magical powers. It causes Monstrous damage to any magical creature it strikes, using the Edged Weapon column. The sword does no damage if it passes through any non-magical creature, machinery or robot. If striking a target that is magically controlled, possessed or transformed, Magik is allowed a Psyche FEAT roll with a+2CS bonus to break the spell and return the target to it's original state.

**Body Armor:** If Magik uses her soulsword or magic in combat, shining magical body armor appears on her providing Excellent protection increasing +1CS each time she uses her magic or soulsword to a maximum of Monstrous

**Magic:** Magik was Sorceress Supreme of Limbo. On Earth she could summon her Soulsword and she had the Monstrous ability to project her astral self or detect magical auras. In Limbo she could cast most spells at Amazing level and the following spells at listed level:

- Imitation: Monstrous
- Mind Control: Unearthly
- Magic Detection: Unearthly
- Scrying: Unearthly

- Body Transformation- Others: Unearthly
- Eldritch Beams: Monstrous
- Ensnaing: Unearthly
- Fire Control: Monstrous
- Magic Shields: Monstrous

Darkchilde: A manifestation of her dark side Magik could change into the Darkchilde when performing an evil act. The ultimate form was assumed during the Inferno. Her stats were affected as with the armor connected to her sword and she could use all spells on Earth as well.

Talents:

Student, Mystic Background, Bilingual, Swords

History:

Ilyana was the younger sister of the X-Man Colossus. Her powers first manifested when she was kidnapped by Arcade. She escaped by opening a portal that took her to Limbo where she encountered Belasco. The X-Men followed Ilyana, and attempted to escape with her. The portal had almost closed by the time they had left, and Ilyana emerged from the portal as a 14-year old girl (due to time accelerating at a different rate in Limbo). During the years she had spent in Limbo, Ilyana was taught in the arts of black magic. Ilyana joined the New Mutants and took the codename Magik.

What she didn't know was that each time she used her magic it was bringing her dark side to the surface. This dark side eventually manifested as the Darkchilde during Inferno, but just as everyone thought she had died she returned as the young girl she was before entering Limbo. Returned to Russia, she was again brought back to the US after her parents were murdered, where it was revealed she had contracted the Legacy Virus of which she was the first recorded mutant victim. It has since been revealed that her brother Mikhail, when he travelled back in time to attempt to stop Ilyana's death, was the one that actually infected Ilyana with the Legacy Virus.

Magik II



Magik II

Jimaine Szardos, Amanda Sefton

Fighting: Gd  
 Agility: Gd  
 Strength: Ty  
 Endurance: Rm  
 Reason: Gd  
 Intuition: Ex  
 Psyche: Am

Health: 56  
 Karma: 80  
 Resources: Gd  
 Popularity: 0

#### Known Powers:

Magic: Amanda Sefton is a sorceress of Am ability with the following known spells:

- Teleportation: Am
  - Flight: Ex
  - Mystic Shields: Am
  - Mystic Restraints: Am
  - Mystic Bolts: Am
  - Shapechange self or other: In
  - Control Elements: Rm
- 
- Exorcism: Am

**Soulsword:** Amanda can automatically summon a soulsword, a physical manifestation of her magical powers. It causes Monstrous damage to any magical creature it strikes, using the Edged Weapon column. The sword does no damage if it passes through any non-magical creature, machinery or robot. If striking a target that is magically controlled, possessed or transformed, Magik is allowed a Psyche FEAT roll with a +2CS bonus to break the spell and return the target to its original state.

#### Limitation:

mechanical or metallic targets are -2CS to be affected by her spells.

#### Talents:

Mystic Background, Occult Lore, Stewardess

#### Contacts:

X-men, Nightcrawler

#### History:

Amanda Sefton is actually Jimaine Szardos, the daughter of a powerful sorceress known as Margali Szardos. Margali also had a son, Stefan, and she took in the orphaned Kurt Wagner (who would one day become Nightcrawler of the hero team X-Men). Margali raised the children in a small Bavarian circus, where she pretended to be a simple fortune teller. While Kurt worked on becoming a circus performer, Margali trained Jimaine in magic. The brooding Stefan eventually left the circus to make his own way in life.

The small circus was taken over by a rich Texas millionaire, who ordered Kurt to be placed in the freak sideshow. The anguished Kurt quit the circus and headed toward Winzeldorf, West Germany, where Stefan lived. There Kurt discovered that Stefan had gone mad and killed two children, and after confronting him, Stefan was killed in an accident. Civilians blamed Kurt for all the deaths and was rescued by the mutant leader Professor X, who asked Kurt to join his new team of X-Men in America.

Margali blamed Kurt for Stefan's death. Jimaine, who had long ago fallen in love with Kurt, followed him to America and watched over him secretly. She became an airline stewardess under the name Amanda Sefton, and arranged to accidentally meet Kurt. She mystically disguised herself so he would not recognize her, and they began dating each other regularly.

Margali eventually took her revenge on Kurt by exiling him to a pocket dimension she had created. The dimension resembled hell as depicted in Dante's Inferno. Amanda, pretending to be Margali, kidnapped Kurt's fellow X-Men and the sorcerer Doctor Strange. Amanda then sent them to the same dimension that Margali had sent Kurt, hoping that they would be able to help Kurt. Kurt finally confronted Margali in this pocket universe and convinced her of his innocence. Amanda then revealed her true identity to Kurt.

Later, Amanda Sefton heard a rumor that Dr. Strange needed a new apprentice, because Clea had left him. She went to Strange and asked to become his new apprentice, as did every crackpot in the world who heard about the rumor. Strange arranged for all the petitioners to meet at one spot, where he told them that he currently had no wish to take on an apprentice. Amanda's mother, Margali Szardos, appeared and attacked Strange. Margali was angered that Strange had refused to take on her daughter as an apprentice. Strange and Margali battled on the astral plane, bringing Amanda and the others with them. Ultimately, Margali was defeated and Strange returned everyone to the physical plane.

Amanda continued her relationship with Kurt as well her career as an airline stewardess, while she ignored her magical studies. When the mystical aliens Dire Wraiths invaded the skyscraper headquarters of the mutant inventor Forge in Dallas, Amanda helped drive the Wraiths off. Amanda and Kurt kept seeing each other for a long time, but they finally parted as friends.

Recently, Amanda was contacted by the then-government team Freedom Force about an invasion of the mutant research facility Muir Island by the cybernetic villains, the Reavers. Amanda joined Freedom Force and other X-associates in successfully defending the island, but ultimately were captured under the mental influence of the Shadow King. After months of being controlled by the Shadow King, Amanda and the inhabitants of Muir Island were freed by the combined efforts of Professor X, the X-Men, and their allies X-Factor.

After some time, Amanda visited Nightcrawler and his allies, the hero team Excalibur, who were based on Muir Island. She joined them on occasional adventures, taking the code name Daytripper.

At one point, Amanda helped Excalibur teammate Shadowcat defeat two sorcerers who were bent on obtaining the mystic Soulsword that Shadowcat had "inherited" from her deceased friend, Illyana Rasputin. The Soulsword was the embodiment of mystical powers of the otherdimensional realm of Limbo to which Illyana once ruled. Amanda gave the sword to Margali, bonding it to her for safekeeping, unaware

that Margali would then use the sword for her own villainous purposes. Margali killed the sorcerers ahead of her on the "winding way," a magical discipline, and set herself up as Red Queen of London's world-conquering Hellfire Club, only to be captured by Limbo's then-ruler, Belasco, who took the Soulsword.

Amanda's mind was mystically switched with Margali's from her mother's mystic prison. With the help of Nightcrawler, Margali in Amanda's body rescued Amanda's mind in Margali's tortured body. The three then defeated Belasco and reversed the mind switch, but the Soulsword seemed lost. With both Belasco and Margali fleeing Limbo, Amanda realizes that she is the only magician left and thus forced to become Limbo's guardian, including the ownership of the Soulsword.

After some time in Limbo Amanda came to accept the task of becoming its ruler and changed her name to Magik to confuse foes who might cast magical spells against her under the assumption she was Ilyana. During a recent battle with Belasco again, Amanda revealed her new identity to the X-Men.

Magma



Magma

Amara Juliana Olivians Aquila

Fighting: Good  
Agility: Excellent  
Strength: Typical  
Endurance: Incredible  
Reason: Remarkable  
Intuition: Good  
Psyche: Good

Health: 76  
Karma: 50  
Resources: Good  
Popularity: 5

Known Powers:

Earth Control: Monstrous

- Create Monstrous damage earthquakes in four areas range.
- Create miniature volcano for Monstrous damage, four areas.
- Transform stone to molten lava, reshape it and let it cool in a new shape.

Body Armor: Good vs physical, Unearthly vs Heat and Fire.

Flaming Form: Excellent intensity light, Good intensity heat.

Lava Blasts: Monstrous intensity, 3 areas range. She can use them to tunnel through material up to Monstrous strength or less.

Healing: She regains her endurance rank in health every 10 rounds. If reduced to 0 health and unconscious she will regain full health in 1-10 rounds. No check for dying is necessary. (only in contact with the ground)

Limitation:

If not in contact with the ground their powers weaken. For every 10 rounds she loses -1CS to a maximum of -3CS.

**Talents:**

Sword, Bilingual(Latin and English), Computer, Jungle Survival, Student.

**History:**

Magma believed that she was the daughter of Lucius Antonius Aquilla, First Senator of Nova Roma, a hidden city in the Amazon jungles of Brazil. She also believed that as a child she had studied that in the First Century, BC a large number of the citizens of ancient Rome foresaw that its republican government would be supplanted by an imperial one. Therefore, they fled Rome and sailed to the New World, eventually founding Nova Roma in the Amazon Jungles. The people of Nova Roma intermarried with the Incas, many of whom fled there after the Spanish conquered their land. The Incan civilization had been an absolute monarchy and in recent years a faction arose in Nova Roma that wanted to transform it into a monarchy in the style of Incan government.

Senator Lucius Aquilla was the leader of the opposition to this faction that wished to turn Nova Roma into an imperial state. Senator Aquilla sent his daughter Amara to live in the jungles outside Nova Roma, disguised as an Indian, to save her from the Black Priestess and her Fire Cult, who dealt in human sacrifice. Later, the senator discovered that the Black Priestess was actually the immortal mutant Selene, wife of Senator Marcus Domitius Gallio, the leader of the Imperial faction.

Amara remained in hiding for years until she was captured by the New Mutants, who were on an expedition in the Amazon jungle (see New Mutants). They learned of her disguise, but then both Amara and the New Mutants were captured by soldiers of Nova Roma and imprisoned. Now held prisoner by Selene, Amara was to be sacrificed. Selene used her mutant powers to drain Amara's life energy into her own body. The New Mutant named Mirage attacked Selene. This distraction caused Selene to release Amara from her control, but Selene knocked Amara into the pit of lava.

Somehow, rather than harming Amara, her immersion in the lava awakened her latent mutant powers. Together, Amara, with her new-found powers, and the New Mutants defeated Selene and helped thwart Senator Gallio's attempt to kill Senator Aquilla and seize power. Amara was instructed to go to the United States with the New Mutants and there learn about modern civilization. Amara did so and became a member of the New Mutants under the code-name Magma.

Amara later left the New Mutants and joined the Hellions, and then returned to South America with the Hellion member called Empath. Amara sensed something was different about her homeland and its people but could not discern what was worrying her.

Later, all of the remaining members of the Hellions were killed by Trevor Fitzroy. Warpath, joined by Firestar and Cannonball, who were all once members of the Hellions, went to South America to tell Amara and Empath of the death of their former teammates. While there, they discovered that Amara and all the people of this city had been living a lie. The city had not been founded by ancient Roman settlers. Instead, it was populated by the kidnapped and mind-wiped victims of the mutant sorceress Selene. She had created the city as a testament to the times she loved most and desperately wanted to relive. The people of Nova Roma started to regain their memories and Amara was told that her name was Allison Crestmere and that she was a mutant of British descent.

Empath is now in the process of returning all the people of Nova Roma back to their lives. As for Allison, she has since returned to her true family and it is unknown if she will ever return as the mutant hero known as Magma.

**Magneto**



## Magneto

Erik Magnus Lensherr

Fighting: Gd  
Agility: Rm  
Strength: Gd  
Endurance: Am  
Reason: In  
Intuition: Ex  
Psyche: Am

Health: 100  
Karma: 110  
Resources: In  
Popularity: -20

### Known Powers:

Magnetic Control: Sh-X (all power stunts)

-Electro-Magnetic Pulse: Magneto was able to send an EM-Pulse of Sh-X intensity over the whole world. This shorted out all sorts of electrical equipment and did Un damage to all electronically based heroes (like Iron Man and Vision).

Force Field: Un, -1CS per area. It also stops mental attacks, including possession.

Flight: Rm

Energy Control: Mn Energy, 20 areas or Un damage on touch.

Magnetic Detection: detect teleporting, invisible or illusions with a Yellow FEAT.

Telepathic Projection: Gd, Ty Astral Projection.

### Equipment:

Costume: Ex protection from physical attacks.

### Talents:

Genetics, Engineering, Electronics, Robotics, Computers, Leadership, Languages.

### Contacts:

Genosha, Acolytes

### History:

Eric Lensherr was a poor Jewish man living in Europe who, due to his emerging mutant powers, was the only survivor who watched his family and community fall victim to a Nazi slaughter. Distraught, he wandered the world, where he soon met a young Charles Xavier when both were a member of the Peace Corps in Israel. Xavier befriended Lensherr and revealed their mutual mutant identity, but an attack by Xavier's son, Legion, from the future, began their ideological split that would divide the two for years to come. At another point, in the Balkan nations, Magneto engaged in an affair with a gypsy woman, who would flee to Wundagore Mountain to give birth to the future Quicksilver and Scarlet Witch.

Lensherr took the name Magnus, alias Magneto, and began to militantly champion for mutant supremacy. He collected other mutants to form

the Brotherhood of Evil Mutants, (unknowingly recruiting his children, Quicksilver and the Scarlet Witch,) in trying to force his plans of domination on the world, only to be defeated by Xavier's plans for peace, embodied in his own team, the X-men. The X-men would routinely clash with Magneto, who often acted alone, but at times reformed the Brotherhood and also formed Mutant Force (now, Redeemers) and the Savage Land Mutates. Among his plans of mutant supremacy was to take over a small South American nation, form his own orbiting space station, Asteroid M, and holding a Soviet nuclear submarine hostage, ultimately killing all on board. At one point during this period, he discovered the truth about the Scarlet Witch and Quicksilver, although the two wouldn't agree to join him again.

During one such encounter with the X-men, Magneto was defeated and scientifically reduced to the state of an infant by geneticist Moira MacTaggart in the hopes that rearing Magneto "properly" would rid his ideals of mutant supremacy. Although he recovered, perhaps Magneto was indeed changed somehow, as later, Charles Xavier, leaving the planet, left Magnus in charge of his "X-mansion" and its students, the X-men and the New Mutants. Magneto tried to lead the X-men, but instead found their ranks diminish in the so-called "Mutant Massacre," found himself on trial by the UN for his crimes against humanity and infiltrating the villainous Hellfire Club in a misguided attempt to subvert their ranks. Soon, the X-men were scattered across the globe, and the New Mutants off-planet, and Magneto left their ranks. He found himself investigating the Savage Land's wicked queen, Zaladane, who had succeeded in stealing her "sister's" magnetism's powers, and later, Magneto's own. He had teamed up with a recently resurrected Rogue, engaging in a brief romance, and ultimately defeated Zaladane by killing her in cold blood, to the shock and dismay of Rogue.

Magneto resumed his earlier, villainous ways, attempting to subvert the Scarlet Witch again, to be defeated by the Avengers. Not fully recovering to his former power levels, Magneto was "nursed" back to health by a manipulative Fabian Cortez, who, for purposes of his own, found "worshippers" of other mutants, forming the Acolytes of Magneto. Magneto agreed to lead them and formed a new Asteroid M. Cortez's attempt to control Magneto and his followers failed due to the X-men's intervention, but Xavier nonetheless decided to shut down Magneto's mind to end his villainy, placing him in a coma but allowing an opportunity to create the persona Onslaught.

The Acolytes kept Magneto's comatose body, but were later defeated by Apocalypse, who caused Asteroid M to crash to Earth, leaving the status of Magneto's body in question. An amnesiac man resembling a youthful Magneto reappeared and soon entered the life of a wandering Rogue, finding themselves joined with the X-men again, and with the romantic feelings between them resurfacing. Whether or not this man, calling himself "Joseph," turns out to be the true Magneto remains to be seen.

Magus



Magus

Fighting: Monstrous  
Agility: Unearthly  
Strength: Unearthly  
Endurance: Shift-Z  
Reason: Monstrous  
Intuition: Unearthly  
Psyche: Unearthly

Health: 775

Karma: 275  
Resources: None  
Popularity: 0

**Known Powers:**

**Shape-changing:** Magus is a "techno-organic" metamorph, able to alter his shape into any form he desires. His height has varied between 6 feet and 45 million nautical miles (the latter only when he is not near any gravitational fields). He can extend any portion of his body, including optical sensors, up to 10 areas away from his main trunk. He can modify his Amazing material strength body to form plugs, supports, and vehicles (even spaceships); he can change himself into anything. He has Uearthly control over these changes. Portions of Magus's body may be destroyed or shredded (Incredible material strength if shredded), and he may regrow that part in normal healing.

**Holographic Projection:** Magus can project images of any object in his memory banks to a distance of up to 20 areas away. The only way to "disbelieve" these images is to touch them.

**Cloaking:** Magus has a CI1000 cloak against all forms of electronic tracking, psionics, or physical tracking powers or talents. It is unknown if this affects magical tracking.

**Form Change:** Magus can assume the form of anything that is organic or mechanical. He has Amazing skill at copying specific humans.

**Conversion and Draining:** Magus can heal himself by touching his victims, which alters their DNA structure with the techno-organic virus, converting it into an organism like himself. The amount of Health gained depends on the source (Health of living creatures, material strength of objects, or Judge's discretion). He performs this conversion as a FEAT roll vs. Uearthly intensity.

**Stellar Travel:** Magus has CI3000 speed traveling through space.

**Limited Telepathy:** Magus has Incredible Telepathy for the purposes of learning a new language from a planet's native. It takes five rounds to learn the language.

**Talents:**  
None known

**Contacts:**  
None known

**History:**

The Magus is apparently the ruler of the planet Technarch in an unspecified location in outer space. This planet's dominant species, the Technarchy, is a sentient form of "techno-organic" life, which resembles machinery in various ways. Parents of this race give birth to great numbers of offspring, although the process of birth is apparently very different for them than it is for Earth's life forms. Each child of the Magus must face him in combat to the death before the child has achieved adulthood. One of the Magus' sons, who became known as the second Warlock, fled his native world to avoid the combat which is connected with the process of succession, but he was pursued through space by the Magus himself.

Warlock landed on Earth near Professor Charles Xavier's School for Gifted Youngsters, sensing the artificial intelligence of the alien Shi'ar computers located there. Warlock soon became a member of Xavier's team of superhuman teens known as the New Mutants.

Shortly thereafter, the Magus came to Earth in upper New York State, still searching for Warlock. There he encountered and battled Colossus, Nightcrawler, and Rogue, three members of the X-Men, the mutant team who, like the New Mutants, are based at Xavier's school. Despite the Magus's vast power, the three X-Men managed to cause him pain. The Magus called off the battle and departed, warning the X-Men to turn Warlock over to him or else he would wreak destruction upon the Earth.

The Magus decided to avoid conflict on Earth, considering that many high-powered entities were interested in it. Instead, Magus chose the extradimensional Limbo as his battleground, and infected S'ym, the demonic henchman of New Mutant member Magik, with the techno-organic virus. Magik defeated S'ym's revolt, and the New Mutants battled Magus alongside the space pirates Starjammers. In this battle, Doug Ramsey managed to decode Magus's genetic structure, and devolved him into a Technarch youth. He was sent back to the Technarch homeworld to be reared once again.

Malekith the Accursed



### Malekith the Accursed

Fighting: Incredible  
Agility: Monstrous  
Strength: Amazing  
Endurance: Amazing  
Reason: Excellent  
Intuition: Excellent  
Psyche: Amazing

Health: 215  
Karma: 90  
Resources: Amazing  
Popularity: -40

#### Known Powers:

Imitation: Malekith has Amazing abilities to change form to resemble those his enemies may trust.

Flight: Malekith flies at Amazing air speed

True Invulnerability: As a Dark elf of Asgard Malekith has Good resistance to damage.

Dark Faerie Magick: The full range of Malekith's Dark magics is yet to be revealed. There is two restriction to Dark Faerie Magic. It requires the presence of shadows and does not effect iron. Some abilities Malekith has demonstrated are:

- Energy Beam: Monstrous
- Blinding Beam: Monstrous. Effect is permanent
- Dimensional Travel: Malekith can disappear in shadows and travel anywhere within the Asgard or Midgard dimensions.

- Death Touch: Opponent if hit must make a Psyche FEAT roll or die. This power does not effect Immortals

#### Equipment:

The Wild Hunt: Malekith has a horn which can summon demon hounds known as "The Wild Hunt" to pursue and capture his prey. The hounds in the hunt are said to number in their hundreds. The hounds have the following abilities:

Fighting: Gd  
Agility: Ex  
Strength: Gd  
Endurance: Ex  
Reason: Pr  
Intuition: Rm  
Psyche: Gd  
Health: 60

#### Powers:

Bite: EX edged damage.  
Flight: PR air speed  
Tracking MN

The horn also enables Malekith to transform himself into "The Huntsman", an 8ft tall warrior with Amazing Body Armor that adds +1CS to Malekith's Fighting, Strength and Endurance.

**Talents:**

Leadership, Occult

**Contacts:**

Surtur

**History:**

Malekith the Accursed is the ruler of the Dark Elves, one of the Nine Worlds of Asgardian cosmology. The Dark Elves are also known as the Faerie of Celtic mythology and of Arthurian legend. The principal nexus between Earth and Svartalfheim lies beneath a palace in the Cotswolds of Britain.

Centuries ago, Malekith proved himself to be an enemy of both the human beings of Earth and the gods of Asgard. Malekith's greatest weapon was the Casket of Ancient Winters, which contained mystical forces that could reproduce the overwhelming fridity of another of the Nine Worlds, Niflheim, the realm of ice. To prevent Malekith from releasing the casket's contents, a mortal human being who was later known as Eric Willis stole and hid the Casket. Without the magic of the Casket, Malekith was unable to conceal himself from the wrathful Odin, monarch of Asgard. Odin banished Malekith into an otherdimensional "black limbo" where the Dark Elf remained until recent times.

Malekith was released from his exile by the fire demon Surtur, master of Muspelheim, whom Malekith then served. Surtur ordered Malekith to regain the Casket of Ancient Winters and to use its power to create chaos on Earth that would prepare the way for its invasion by the legions of Muspelheim.

Odin dispatched his ravens Huginn and Muninn to investigate events in the distant "burning galaxy," where Surtur was active. Surtur slew Huginn, and Malekith unsuccessfully pursued the injured Muninn. Surtur also had Malekith go to Loki, the foster son of Odin, and gain Loki's pledge to withhold his support from Asgard's forces when Surtur attacked them. Loki, however, deceived Malekith, knowing that Surtur intended to destroy Asgard.

Due to the magic of the Casket of Ancient Winters, Eric Willis had remained alive and young ever since he had stolen it. Willis, who lived in New York, was menaced by Malekith's human agents and was finally killed by Malekith himself, who used his shape-shifting ability to take the form of a beautiful woman named Angel. Willis's son, Roger, found the Casket.

Now, however, Malekith launched the Wild Hunt to track Roger Willis and the Casket down. Willis was attacked on a bridge by Malekith, in his guise as the Master of the Hounds, and a horde of demonic dogs. Odin's son, the thunder god Thor arrived and together he and Willis slew a number of the hounds and forced the Dark Elf to retreat.

Subsequently, Malekith captured the Asgardian goddess Lorelei, who had been attempting to get the unsuspecting Thor to drink a potion that would force him to fall in love with her. Malekith used his sorcery to trick Thor into drinking the potion. Then Malekith revealed to Thor that he held the true Lorelei prisoner and demanded the Casket in exchange for her release.

Filled with passion for Lorelei, Thor went to the Dark Elves' palace in the Cotswolds, accompanied by Willis, who brought along the Casket, although they intended to rescue Lorelei without surrendering it. The two allies then passed through the nexus into the Realm of Faerie itself (presumably Svartalfheim).

Thor next fought Malekith himself, who took the form of a gigantic, armored warrior, but the thunder god quickly defeated him. Thor scattered the rest of the Dark Elves and rescued Lorelei, but Malekith, recovering, seized Willis's gun and hurled it at the Casket. The impact shattered the Casket, releasing its magical force, which spread frigid temperatures and blizzards over the Earth. Thor struck Malekith down and then took him to Asgard, where Odin sentenced the Dark Elf to imprisonment in the Dungeon of No Escape.

Then followed the war between the forces of Asgard and those of Muspelheim. In a confrontation with Odin, Surtur drew the magical forces of the Casket away from Earth, thereby restoring its normal weather, in order to use its forces to imprison Odin within ice. But while Odin had been battling Surtur in Asgard, Willis had been reassembling the broken Casket. As soon as Willis finished his task and closed the Casket's lid, the Casket's enchantments returned and Odin disappeared.

Malekith later escaped from his prison and went to the palace of Loki, claiming to want to be his ally. When Balder was about to be crowned as the missing Odin's successor as ruler of Asgard, Malekith tricked Lorelei into giving Loki a drugged drink. Malekith magically gave Loki Malekith's own appearance. Loki, as Malekith, was captured and Thor, unaware of who the prisoner really was, had him placed in the Dungeon of No Escape. The true Malekith had taken the form of Balder to become the new ruler of Asgard himself.

However, the otherdimensional entity known as the Beyonder had transformed a Dark Elf named Algrim into the vastly powerful being called Kurse. Kurse was obsessed with taking vengeance on Malekith, who was responsible for his near death in a pool of molten lava. Kurse saw through Malekith's magical disguise as Balder, leapt upon Malekith and broke his neck, killing him. An observer, Agnar, touched the supposed Balder's corpse with his sword and the corpse of Malekith reverted to its true appearance.

Makkari



Makkari

a.k.a. Hurricane, Mercury, Adam Clayton

Fighting: Ex  
Agility: Am  
Strength: Am  
Endurance: Am  
Reason: Rm  
Intuition: Rm  
Psyche: Rm

Health: 170  
Karma: 90  
Resources: Rm (30)  
Popularity: 0

Powers:

Cosmic Energy Manipulation: Makkari can manipulate cosmic energy with Ex ability, projecting Ex beams of force, heat, or light from her eyes.

- Metabolism Boost: By bolstering his metabolism with cosmic energy, he does not tire from exertion.
- Hyper-Running: Makkari can use Cosmic energy to boost his running speed to Class 5000.

Tidal Wave: By running over water, Makkari can generate a tidal wave that does Mn damage to anything it strikes up to 4 areas ahead of it. He can make the waves as wide as he wishes.

Flight: Makkari can fly at Shift Y airspeeds (100 areas/ round).

Illusion Generation: Makkari can generate Ex illusions to change his appearance.

Invulnerability: Makkari has Cl1000 resistance against cold, disease, electricity, energy, heat, radiation, and toxin attacks. He does not age. He can still be affected by Stun and Slam effects as well as Kill results. Kill results are only effective if they scatter his atoms over more than six areas.

Matter Transmutation: Makkari can transmute non living matter with Ex ability.

Telekinesis: Makkari can telekinetically manipulate objects with Ex strength.

Teleportation: At Shift Z rank, he can teleport up to 400 areas away, but he must make a red Psyche FEAT roll to do so without becoming paralyzed with pain for 1-10 rounds at her destination. No karma can be spent on these rolls.

Uni-Mind: Makkari, like all Eternals, can join the Uni-Mind.

Talents:

Piloting, Repair/ Tinkering (Vehicles only).

Contacts:

Eternals, Doctor Druid

Background:

Makkari is a member of Olympia's Technologists' Guild. Despite being taught his philosophy by Plato, Makkari is not a great genius, and lacks

patience. His love of speed and motion, though having led to some of the swiftest vehicles the Eternals have, has also made Makkari overly impulsive, and many Eternals do not take him seriously. He sometimes wears a protective crash helmet, though he does not truly need it.

Makkari has involved himself in Earth's affairs more often than most Eternals. When Sersi was present in Rome during "Nero's big bonfire", he went there to rescue her. He once spent some time as the charioteer of Darius, the governor of Persia from 548-485 A.D. He has also claimed to have witnessed some of earth's greatest horrors- including the Trojan War, the reign of the Romanian Vlad the Impaler, and the Alamo. In the 1940s, Zuras assigned Makkari to earth, and under the alias "Hurricane", as well as many others, he fought Kro, and later, Mutates, often alongside the Monster Hunters. Later on, he met the young rocker Elvis Presley, and taught him a few tricks with the guitar.

Makkari was among the Eternals who introduced themselves to the students at City College during the 4th Host. Makkari also fought Hermes during this time, a god he has often been mistaken for. Following the departure of most of the Eternals, Makkari assumed Domo's role as chief technologist, but was not entirely successful in this pursuit. He accompanied Ikaris in his battles against the Deviants at this time, and participated in the defeat of Ghaur. Still wishing to gain more speed, Makkari spent 2 years meditating with Master Elo, who taught him how to open up his ability to run, while decreasing many of his other abilities. After Master Elo was captured by the Deviants, Makkari got the aid of Quasar in rescuing him, and the two became friends for a long time. During this period, Makkari worked in Quasar's office under the alias "Mike Khary" and shared an apartment with Quasar. After being separated from Quasar during a mission in space, Makkari learnt of an animal-like race on the planet Grosgumbeek, and gained more insight into speed. With this insight, he participated in a race against the Runner, one of the Elders of the Universe, and won. However, he found that the new technique was flawed- he had become so fast that he could no longer move in synch with the rest of the universe for hours at a time. He ultimately gave up racing, and spent a time journeying through space with another runner, Fastforward. When Maelstrom briefly returned to life, he attempted to seize more power by draining the kinetic energy from Makkari, even though he was light-years away, but the Eternals on earth defeated him

Man Ape



Man Ape

M'Baku

Fighting: In  
Agility: Ex  
Strength: In  
Endurance: Rm  
Reason: Ty  
Intuition: Rm  
Psyche: Gd

Health: 130  
Karma: 46  
Resources: Gd  
Popularity: -5

Known Powers:

Tracking: The Man-Ape can track prey with Remarkable ability.

Talents:

Martial Arts A and C, Acrobatics, Thrown and Sharp Weapons

Contacts:

As the leader of the White Gorilla cult, he may draw on assistance from cultists

History:

M'Baku was one of the greatest warriors of the African nation Wakanda, second only to T'Challa, the Black Panther himself. While the Panther, king of the Wakanda, was on leave from his royal duties to serve the Avengers in America, the ambitious M'Baku plotted to usurp the throne. The Wakanda culture had evolved from a hunter-warrior society and was traditionally ruled by its greatest warrior. The Black Panther had outlawed the rival White Gorilla cult from Wakanda while the Panther cult was dominant. M'Baku flouted T'Challa's edicts and revived the White Gorilla cult, personally stalking and killing one of the rare white gorillas living in the jungles near Wakanda. Bathing in the gorilla's blood and eating the gorilla's flesh mystically conferred its great strength upon M'Baku.

When the Black Panther returned to Wakanda with the hero team Avengers, M'Baku, calling himself the Man-Ape, openly challenged the Panther's right to rule. M'Baku deplored T'Challa's technological revitalization of Wakanda and sought to have all technology outlawed so the nation could return to its natural primitivism. After a protracted battle, the Man-Ape bested the Panther. However, when he bound T'Challa to the giant statue of a panther and tried to topple it upon his enemy, the statue instead crumbled, burying M'Baku.

The Black Panther, believing the Man-Ape had been crushed, returned to New York with the Avengers. But M'Baku's chief supporter N'gamo revived the rebel. M'Baku followed the Panther to New York. There the Man-Ape allied himself with the Grim Reaper and his Lethal Legion, a short-lived team of Avengers' foes including the Living Laser, the original Power Man, and the Swordsman. The Man-Ape kidnapped Monica Lynne, the Black Panther's American girlfriend, and lured the Panther into captivity. When the rest of the Avengers came to the Panther's rescue, it was, in the end, Captain America who physically bested the Man-Ape.

The Panther decreed that the Man-Ape could never return to Wakanda without facing the death penalty. Humiliated, the Man-Ape chose to wander the less civilized parts of the world, performing mercenary work to survive and keeping a low profile. He was eventually contacted again by the Grim Reaper, who was trying to assemble a new Lethal Legion to exact revenge upon the Avengers. The Man-Ape served as one of the Grim Reaper's henchmen until the Reaper's racist attitudes prompted the Man-Ape (and fellow Legionnaire Black Talon) to abandon the Reaper's cause.

Man-Ape was invited to join the most recent version of the villain team Masters of Evil, but soon after, the Master's ultimate plans were thwarted by the hero team Thunderbolts.

Mandarin



Mandarin

Fighting: Rm  
Agility: Ex  
Strength: Gd  
Endurance: Rm  
Reason: In  
Intuition: Gd  
Psyche: Gd

Health: 90  
Karma: 60

**Powers:**

Force Field: Mandarin's costume projects a thin, powerful force field of MN intensity. He may not fire his weaponry through the field, but may attack physically, gaining a +2CS to damage when it is employed.

**Weapons:**

Mandarin's ten rings, recovered from a crashed alien ship and modified, are the source of his Power. Their abilities, from left hand, little finger to right are:

- Ice Blast: RM intensity cold, Endurance FEAT to avoid being stunned; Range 2 areas.
  - Mento Intensifier: RM Mind Control, Range 1 area.
  - Electro-Blast: RM energy blast, range 3 areas
  - Flame Blast: RM intensity heat, range 2 areas
  - White Light: RM intensity Light or Radiation up to 5 areas away
  - Matter Rearranger: RM intensity Matter Manipulation, but not Transmutation. This ring cannot work on Force Fields.
  - Impact Beam: IN Force attack, range 2 areas
  - Vortex Beam: RM Air Control, permitting flight by the user at EX speeds and other Power stunts.
  - Disintegration: MN disintegration, with no effect on living targets. 1 area range, and requires 20 minutes to recharge after use.
- 
- Black Light: RM intensity DarkForce, 2 area range. Mandarin has a strong psionic link with his rings, such that only he may use them, and may monitor activity occurring around them should they be removed.

**Talents:**

Mandarin has Martial Arts A, D, and E. He is also skilled in Electronics, Biochemistry, Engineering, and Repair/Tinkering.

**Contacts:**

None

**History:**

The man later known as Mandarin was born in pre-Revolutionary China, the son of a wealthy Chinese man and an English noblewoman. His parents died while he was very young, and he was raised by a bitter aunt. At an early age he showed promise in various fields of science. He used his inherited wealth to study in China and abroad. After coming back to China, he became a high government official, a Mandarin.

When the Communist Revolution took place, the Mandarin found himself without any power or wealth to his name. Desperate to gain power once again, he entered a supposedly haunted "Valley of the Spirits" that no one had explored in centuries. There he found a crashed spaceship and the skeleton of its pilot. The pilot had been a dragon-like alien from the planet Maklu-4, that had died on Earth centuries ago. The Mandarin spent several years in the valley, learning the Makluan technology. He was able to figure out how to use the rings he found in the ship, which had apparently served as the ship's energy source. He then used the rings to help build himself a castle in the Valley, and to take over all the villages in the area. With his alien science, the Chinese Army could do nothing to oppose him.

The Mandarin then embarked on a long series of attempts to take over the world. His usual techniques involved causing a nation's weapons and missiles to turn against its owners. At first, the Mandarin sabotaged and stole a number of missiles and spy planes built by Tony Stark. Stark, as the hero Iron Man, was asked to check out the disappearances by the Pentagon. He flew to China and encountered the Mandarin for the first time, and defeated him.

Over the years, Iron Man became the Mandarin's constant enemy. Each time, Iron man was able to defeat the Mandarin, but he was never able to bring him to justice. In his fifth encounter with the Mandarin, Iron Man was able to defeat him in hand-to-hand combat for the first time. Iron Man then reprogrammed some missiles the Mandarin had launched, aiming them back at the Mandarin's castle. The Mandarin teleported to an orbiting satellite before his castle was destroyed.

The Mandarin then returned to China, hoping to increase his ring's powers. He learned of a powerful magical artifact, the Eye of Yin, and tried to get it. He tricked the Royal Family of the Inhumans, a genetic offshoot of humanity, into finding the Eye for him, but he was beaten by their ruler Black Bolt before he could drain the Eye's power into his rings. Black Bolt then took his rings and hid them from him.

Unable to find his rings, he returned to the Valley of the Spirits. There he found a headband of Makluan origin, that helped him regain his rings and rebuild his castle. Later, the Mandarin and his villainous ally, the Unicorn (who was dying at the time), went to America to destroy Iron Man. During the battle, the headband somehow caused the Mandarin and the Unicorn to trade bodies. The Mandarin immediately returned to his castle, fearful of dying in the Unicorn's diseased body. He returned to find his castle already taken over by the villain, Yellow Claw.

Forced to flee, the Mandarin set up another base and eventually returned his mind to his original body, with the reluctant help of Sunfire, Japan's mutant hero. He was also forced into battle with Iron Man again and had to flee again. He then attacked Yellow Claw, in an attempt to regain his castle. The Mandarin was critically wounded in a battle with a robot double of Yellow Claw, which exploded.

Later, while Stark was trying to set up a branch of Stark Enterprises in Hong Kong, Iron Man and the Mandarin came into conflict. The Mandarin had taken the name of Zhang Tong, and had become a financial leader in Hong Kong. As Tong, he controlled a number of government officials and industry leaders of Hong Kong.

The Mandarin thwarted all of Stark's attempts to set up a business branch, even resorting to murder. The Mandarin now employed a group of

followers, called the Hand, to do his dirty work. When on a mission, a Hand member was allowed to take one of the Mandarin's rings and use its powers. If the Hand member was captured, he would fanatically try to kill himself. If the Hand member was killed or knocked out, the ring would automatically teleport back to the Mandarin.

At one point, the mutant hero Psylocke passed through the mystic portal known as the Siege Perilous. The portal transformed Psylocke slightly and relocated her to an Asian shore, where she immediately encountered the Hand assassin Kwannon and the two somehow merged their minds/personalities. The Hand brought Psylocke to the Mandarin, who oversaw Psylocke's transformation into the Hand's ultimate assassin. Psylocke was eventually rescued by her X-men teammates Wolverine and Jubilee, and Psylocke defeated the Mandarin, causing events which led to Mandarin's exile from the Hand.

Somehow, the Mandarin had discovered the Heart of Darkness, an orb of apparently mystic energy, which he used to turn back time itself in China. Iron Man, with his team Force Works and ally War Machine, broke his power, but not before the Mandarin discovered that Tony Stark was the man inside the Iron Man armor. Iron Man infected Mandarin with a techno-organic virus, and the orb, seeing him infected with technology, rejected the Mandarin and implored. Iron Man believed him dead, but in reality the Mandarin was transported and transformed by the last flare of the orb's magics, turned into a janitor in the Hong Kong branch of Stark Enterprises.

Eventually, Mandarin's memories returned to him, and instead of trying to crush technology, Mandarin believed that the feudal system of yesterday had merely been transformed into the capitalism of today. Mandarin set into motion plans to create a giant flying fortress called the Dragon of Heaven through which he could conquer Russia and eventually the world. During this time, Iron Man reappeared after being believed dead in a battle against the psychic menace Onslaught. The Mandarin initiated a series of attacks on Iron Man, culminating in a battle in the Dragon of Heaven. Mandarin's primary purpose was not conquering Russia, but to test Iron Man and prove him worthy as a foe and to justify Mandarin's own thoughts on capitalism. Mandarin staged his own death as Iron Man escaped.

Mandrill



Mandrill

Jerome Beechman

Fighting: Ex  
Agility: In  
Strength: Rm  
Endurance: Rm  
Reason: Ty  
Intuition: Ex  
Psyche: Ex

Health: 120  
Karma: 46  
Resources: Pr  
Popularity: -5

Powers:

Speed Bursts: Like a great ape, Mandrill can run on all fours for short periods of time (maximum of 3 rounds with a 10 round rest period in between). This burst is equivalent to Excellent Land Speed.

**Attraction:** Mandril has a chemically-based ability to attract and ensnare most human women by emitting a high concentration of pheromones into the air. He can either affect all women within a 2 area radius or target one woman in line-of-sight up to a maximum range of 5 areas. Any woman within range is allowed a Psyche FEAT roll vs. Monstrous intensity to resist the hormonal reaction. If she fails, she is extremely attracted to Mandrill, becomes submissive to him, and is open to his manipulations (as a friendly contact). If a female character has the hormonal effect reinforced over a few months, she can become addicted to his pheromones and will be in his power almost permanently (some electric shocks of at least Good intensity to the brain can snap them out of it).

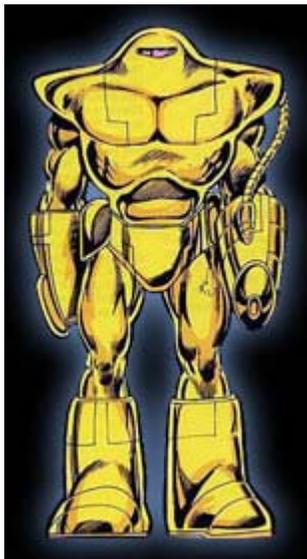
**Talents:**

Mandrill has a Remarkable ability to forage and survive in the wilds.

**Contacts:**

Mandrill spent many years with Nekra Sinclair, another mutant youngster, and plotted many of his criminal activities with her. He formed Black Spectre, an organization of black women dedicated to the overthrow of the American government; Fem-Force, a women's army composed of radicals and dissidents for the purpose of world conquest; and Mutant Force, Magneto's final evil mutants team that he had abandoned and Mandril took over.

**Mandroid**



**Mandroid**

Fighting: Gd  
Agility: Gd  
Strength: Rm  
Endurance: Ex  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 70  
Karma: 18  
Resources: N/A  
Popularity: 0

**Known Powers:**

**Body Armor:** The Mandroid armor's osmium steel construction provides IN protection from energy and physical attacks.

**Life Support:** The wearer of the suit can survive on filtered air for two months, and in addition has Amazing resistance to Heat and Radiation

**Weapon Systems:** The Mandroid suit is equipped with a number of weapons systems.

- Neuro-Stunner:** range 1 area, projects Incredible intensity stunning.
- Tracker/Repeller Fields:** range 3 areas, may manipulate objects at a distance with RM strength. It may also generate a personal force-field of Amazing Intensity, but may not fire other weapons systems.
- Laser Torch:** Range of 7 areas, inflicts Excellent Energy damage.

□ Punch-Blasters: range of 1 area, inflicts Remarkable Force damage.

Sensors: The Mandroid armor has Remarkable Protected Senses, and has Infravision of 3 areas, Radar/Sonar of Remarkable ability, and full range Radio/Communications system, including Loudspeakers for crowd control.

Remote Control: Should the wearer be injured or knocked out, the suits may be programmed for specific action (usually escape).

Talents:

According to the wearer, usually Military, Detective/Espionage, or Law Enforcement.

Contacts:

None.

History:

The Mandroid armor is the super-suit of choice for organizations that may be going up against super-powered foes. Designed by Tony Stark and later produced by Stane International, plans have also fallen into the hands of criminal elements, and they may have constructed their own suits. S.H.I.E.L.D. currently has 5 operational suits, which they use for hazardous missions involving the capture of super-human beings.

Manslaughter



Manslaughter

Unknown

Fighting: Ex  
Agility: Ex  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: Gd  
Psyche: Rm

Health: 70  
Karma: 50  
Resources: Gd  
Popularity: 0

Powers:

Anti-Telepathy: Manslaughter has the telepathic ability to reduce the chance of being seen. This power is ranked at Rm ability. By making a:  
green FEAT opponents intuition FEAT is reduced by -2CS.  
yellow FEAT opponents intuition FEAT is reduced by -4CS.  
red FEAT opponents intuition FEAT is reduced by -6CS.

Equipment:

Throwing Stars: 3 area range. Ex damage on thrown edged  
Sword: Ex edged damage. In material strength

Talents:

Thrown weapons, Edged weapons. Also an expert at setting traps.

Contacts:

none

Man-Thing



Man-Thing

Dr.Theodore "Ted" Sallis

Fighting: Rm  
Agility: Pr  
Strength: Rm  
Endurance: Mn  
Reason: Fb  
Intuition: Ex  
Psyche: Am

Health: 139  
Karma: 72  
Resources: Fb  
Popularity: -10

Known Powers:

Emotion Detection: Mn, positive emotions fill him with joy but negative emotions cause an unpleasant reaction. His most hated emotion is fear and he attacks anyone who is afraid.

Burning Touch: "For whoever knows fear burns at the Man-Thing's touch", when he senses fear his body excretes a sulfuric acid which inflicts 1n burns on anyone he touches.

Vegetable Form: Mn protection vs. physical attacks. This protection drops by -1CS for every week he spends away from his swamp to a minimum of Rm.

Oozing: Man-Thing can ooze through small-sized openings. The smaller the opening the longer it takes.

Weakness:

He loses -1CS Strength, Fighting and Endurance for every week spend away from his swamp. If his strength drops to Fe he becomes comatose until returned to his normal environment.

Talents:

Salis has Ex reason and was a biochemist, Man-Thing has no talents.

Contacts:

Thing, Spider-Man, Howard the Duck, Dakihm, Jennifer Kale, franklin Richards.

Mantis



Mantis

Fighting: In  
Agility: In  
Strength: Ty  
Endurance: Rm  
Reason: Gd  
Intuition: Rm  
Psyche: Am

Health: 116  
Karma: 90  
Resources: Ty  
Popularity: 20

Powers:

Empathy: Am Ability to sense emotions, 20 Area Range

Recovery: Am Rank self-healing due to her complete control over her body processes.

Resistances: In Resistance to disease and toxins.

Plant Abilities: In her role as the Celestial Madonna, she formed a union with the Cotati, an ancient race of plants. With this union, she gained a number of plant-like abilities, though it is unknown if she retains these powers now that she has been returned to her original body. Her plant-simulacrum bodies had these abilities;

- Danger Sense: Mn Rank, 40 Area Range if in the presence of plants.
- Healing: Mn Rank by touch.
- Life Support: Shift-Y Protection in a vacuum or in hostile environments, but she did need food, water and sleep.
- Plant Communication: Mn Rank and 40 Area Range with any and all plant-based life.
- Teleportation: She could teleport from one plant to another with Class 5000 Ability, moving across interstellar distances by transmitting her awareness into a new plant-simulacrum body.

Talents:

Martial Arts A, B, D, E, Resist Domination

History:

Mantis was the daughter of Gustav Brandt who fought in Indochina as a mercenary soldier, and his wife Lua, the sister of Monsieur Khrull, leader of a local underworld organization. Khrull despised Europeans and was therefore infuriated by his sister's marriage. He was determined

to kill both her and her husband. As a result the Brandt's fled from one indochinese village to another for nearly ten months. Towards the end, Mantis was born, and the Brandt's decided to stop fleeing, but to remain in hiding. Nevertheless, Khrull and his men found them and used flamethrowers to set their home ablaze. Lua was killed. Badly burned and blinded, Gustav escaped with his infant daughter, who was unharmed.

They both fled for days until they reached the temple of the Priests of Pama, a pacifistic sect of the humanoid alien Kree who established temples on various worlds to escape Kree persecution. Because he was a soldier, the pacifistic Priests separated Brandt from his daughter so that they could raise her in their more peaceful ways. They tried to teach Brandt their philosophy as well, but succeeded only in teaching him how to "see" despite his blindness, presumably by psychic means. After a number of years Brandt left the temple and made his way to Honolulu, where he became a criminal under the alias of Lloyd Willoughby. Later, he joined the criminal cartel known as Zodiac under the name Libra.

The Priests educated Brandt's daughter, who they knew might someday become the Celestial Madonna, the woman who would mother the Celestial Messiah, a genetically perfect being of great power who would bring peace to the universe. She proved to be especially talented in her studies of the Kree pacifists' martial arts. It was because of her skill in defeating male opponents in combat that she took the name "Mantis" after the insect whose females kill the males, Mantis was also taught to communicate telepathically with the Cotati, an alien race of telepathic plant beings, one of whom would father the Celestial Messiah, who the priests brought with them to Earth. The growth of Mantis's telepathic rapport with the Cotati was the basis of her overall empathic nature.

When Mantis had completed her training, the Priests decided that she should be sent to live among humans so as to learn what it was to be a human. Therefore, on the night of Mantis's eighteenth birthday the Priests took her, dressed in ordinary Vietnamese clothing, to Ho Chi Minh city (Saigon) and left her there. The Priests of Pama had removed Mantis's memories of her life at their temple, and instead gave her false memories of growing up in Ho Chi Minh City as an orphan, struggling to survive. Within hours, Mantis was taken to Monsieur Khull; neither knew of his or her familial relationship to the other. Khrull forced her to work in a bar he owned as a barmaid and prostitute. It was there that she eventually met the Swordsman, a costumed criminal who had come to Indochina because he was wanted by legal authorities through much of the rest of the world, and was now no more than an employee of Khrull's.

Disgusted with his life, the Swordsman had become an alcoholic, but Mantis saw a buried nobility in him which made her recognize a similar spirit in herself, and made her dissatisfied with the way she was leading her own life. Mantis continually pleaded with the Swordsman to rehabilitate himself, and encouraged him to lead a life of which he could be proud. Finally, the Swordsman was severely wounded in an unsuccessful raid on a warehouse belonging to a mob that was a rival of Khrull's. Mantis found him and took him to her flat where she nursed him back to health. Now the Swordsman was ready to take her advice. He decided to reform and return to America, and offer his services to the Avengers. Mantis accompanied him, and when the Swordsman was readmitted to the Avengers, she was allowed to stay at Avengers Mansion as a courtesy to him. Mantis accompanied the Avengers on their missions and proved herself to be a valuable ally. However, while the Swordsman was deeply in love with Mantis, she believed she was not in love with him, and her disdain for his insecurities grew.

After the Avengers defeated Zodiac with her help, Libra revealed to Mantis that he was her father and told her how she had been raised in a temple, although he did not explain to her who the Priests of Pama really were. One day afterwards, the Avengers were attacked by their archenemy from the future, Kang the Conqueror, who had determined that one of the women then associated with the Avengers was the Celestial Madonna. Kang knew of the prophecy that the Celestial Madonna's husband would be the "most powerful" being on Earth. It was for this reason that Kang had always attacked the 20th Century. Once he discovered who the Madonna was, Kang planned to father her child thereby diverging an alternate reality in which he intended to rule the universe through the powers of his son, who would be the Celestial Messiah. Although Kang was thwarted in his plan, he discovered and revealed to Mantis and the Avengers that Mantis was the Celestial Madonna. In the course of these events, the Swordsman was killed by a stray blast from one of Kang's weapons. As the Swordsman died, Mantis realized that she did indeed love him. He was buried in the garden of the temple of the Priests of Pama, which Mantis and the Avengers had visited after their battle with Zodiac.

The Priests were now all dead, having been killed by Khrull and his men. Later, in the Priests' temple garden in Vietnam Mantis and her Avenger comrades encountered Libra and the glowing reanimated body of the Swordsman. It was the eldest Cotati on Earth, which now resembled a large tree in the garden, which animated and spoke through the Swordsman's body. The eldest Cotati told Mantis that she was the Celestial Madonna and that he was to be her husband. He had reanimated the Swordsman's body with part of his life force since he could not mate with her in his tree like form. Their child would be "a new life form" and would be the Celestial Messiah. In honor of Mantis, the Avengers unanimously made her an Avenger. Immortus, master of time, officiated at the wedding of Mantis and the eldest Cotati. Once the ceremony was finished, the eldest Cotati (within the Swordsman's body) and Mantis both transformed themselves into pure energy and departed Earth. After many years of seclusion, she came out of hiding to team up with the Silver Surfer against the Elders of the universe. In a ploy to stall the Surfer the Elders put both Mantis & Shalla-bal in danger. The Surfer could only save one and unconsciously chose Shalla-bal. Though Mantis appeared to die, her ability to recreate a body on any planet with plant life may have saved her. If that is so, Mantis's present whereabouts are unknown.

Marrow



Marrow

Sarah

Fighting: Rm  
Agility: Ex  
Strength: Ex  
Endurance: Rm  
Reason: Ty  
Intuition: Gd  
Psyche: Gd

Health:100  
Karma:26  
Resources:Ty  
Popularity:-10

Known Powers:

Regeneration: Rm (3 per round)

Bone Control: Am

- Bone Knives: In material, Rm edge
- Bone Growth: Am, may grow back or back to normal size
- Bone Missles: Rm edge, fired up to 10 areas

Recovery: Rm, Marrow has an additional heart which gives her recovery of End ranks until also this heart is destroyed.

Talents:

Weapon Specialist(knives), Leadership

Contacts:

X-Men, Morlocks

History:

Marrow was one of the few Morlocks to survive the Mutant Massacre, rescued by Gambit early on in the battle. But not before she glimpsed Angel in all his glory, just before she watched the Marauders pin him to the wall by his wings and nearly kill him. She held him in her mind as an ideal, always the very perfection that a Morlock could never achieve. Little is still known of her origin beyond that, except that she was born a mutant and somehow pulled out of time, aging many years before returning to this world. Marrow possesses the somewhat horrifying ability to shed her bones and use them as weapons, the bones popping forth directly from the skin as new ones take their place. Recently, she has joined the X-Men, though with great reluctance, her only goal seeming to be the death of Storm. Storm led the Morlocks during the time of the Mutant Massacre, but was too late to save them, managing only to rescue a very few survivors. Marrow has always blamed her for this neglect, and means to see the score settled. Yet, in accordance with Professor Xavier's dream, she remains a guest at the X-Mansion, despite her attitude.

The X-Men hope that she can perhaps be taught to use her power for the greater good and curb her violent tendencies. Indeed, Wolverine recently tried to teach her a lesson in humility, to show her that she was not as experienced as she thought. She very nearly killed him. Unknown to the X-Men, she often visits the Morlock tunnels, caring for Callisto, the original leader of the band of malformed mutants. It seems

that only Callisto's insistence keeps her at the school.

In light of her recent battle with Wolverine, the X-Men's hope for her progression has dimmed. But just recently, while visiting Callisto in the Morlock tunnels, she discovered Angel in great distress, on the run from a creature known as the Abomination. She risked her life to save him, though she did want him to see her, to look upon her ugliness. He told her that she was beautiful, inside, and thanked her for her heroic behavior. Her view of herself changed by the encounter, this could be a turning point for the violent woman, pointing her in the direction of true heroism.

## Martian Manhunter



## Martian Manhunter

J'onn J'onzz aka John Jones

Fighting: Incredible  
Agility: Excellent  
Strength: Unearthly  
Endurance: Monstrous  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Incredible

Health: 245  
Karma: 120  
Resources: Typical  
Popularity: 10

### Powers

Astral Projection: Martian Manhunter can enter the astral plane with Monstrous ability.

Body Resistance: Martian Manhunter's super-tough hide provides Incredible protection against physical and energy damage.

True Flight: Martian Manhunter can attain Shift-X airspeed.

Shapechange: Martian Manhunter can change into the form of other beings, creatures or even inanimate objects with Monstrous ability.

□ He has developed Amazing elongation ability as a power stunt.

Phasing: Manhunter has Un rank phasing abilities. This power does not enable J'onn to pass through energy such as force fields.

Invisibility: Martian Manhunter can turn himself invisible with Typical ability.

Hyper Breath: J'onn's Martian breath is rated at Incredible rank.

Mental Probe: Martian Manhunter can probe the thoughts of others with Amazing ability.

Telepathy: In addition to reading a target's surface thoughts, Martian Manhunter can also telepathically link a group of people together. While linked, they do not share Karma Pools, nor do they have Martian Manhunter's Intuition. This power is rated at Amazing level.

Hyper Speed: J'onn possesses hyperspeed at Excellent rank.

Superhuman Senses: heightened senses as below:

- Telescopic Vision: Typical
- Penetration Vision: Remarkable
  
- Heat Vision: Amazing rank heat or force energy.

**Weaknesses:**

Fire: J'onn possesses a psychological fear of fire. As such fire and heat based attacks ignore his natural resistances. In addition if he is in the same area as a Good or greater intensity flames, Martian Manhunter loses all his powers and all of his Ability scores drop to Typical. If the intensity is greater than Remarkable, they will affect him from up to 1 area away.

**Talents:**

Detective, Law Enforcement, Leadership, Wrestling, Resist Domination, Philosophy

**Contacts:**

JLA

**History:**

Ma'aleca'andra, the fourth planet of the Terran system is known by the Humans of Earth as Mars after one of their ancient war gods. To their science it is barren and devoid of life. An endless wasteland of red rocks beneath a pale sky that is wrapped in a tenuous atmosphere, a remote forbidden place. It was not always so!

The race that others would know as the Martians rose eons ago evolving from glorious winged creatures that flew free in the skies of Mars, while life on Earth was still in its infancy, they survived the wars and other threats that seek to destroy civilizations and rose to be a complex and very open society. This was based on the very physical nature of the Martians, they displayed physical powers that placed them on a par with Kryptonians and Daximates but they also were in complete command of their bodies that allowed them to shift form and function with a very thought.

Battle for those ancient Martians was not like the brutal and brawling battle of other races but was more of the dance of Martial Arts where the Martians would shift from one "battle" form to another with standard forms with such names as the Flesh Vortex and the Storm of Hammers. As is the way for many civilizations a split formed within Martian society between the more philosophical Green Martians and the militaristic Pale Martians. In retrospective any differences between one Martian and another are purely philosophical such distinctions as race and gender have little true meaning for a race that can shape shift between male and female or pale and green, only the underlying psychological aspects truly remain.

Matters between the two factions came to a head when the Pale Martians while using Earth as a source of materials upset the natural evolution of the Human race towards being a seeming race of superbeings to rival the Martians themselves. The effect was that only a fraction of humanity would ascend to the position of a superbeing. For this crime of destroying the evolutionary possibility of another race, the Pale Martians were sentenced to eternity in the Still Zone. The Still Zone, the Phantom Zone call it what you will, is a dimension that exists apart from our normal space time continuum that has been used in ancient days by long forgotten titanic races as a prison for things best forgotten - it was in this endless eternity that the Pale Martians were imprisoned until the day when they would one day escape as the Hyperclan.

The remaining Martians consolidated their civilization into a utopian existence that lasted millennia. They were philosophers, artisans, performers and listeners. The gift of telepathy opened up their society so there were no secrets, on very level, every aspect took on a spiritual aspect and the worship of their gods played an integral part of their lives. Chief amongst their pantheon was H'ronmeer god of death and C'eridyall goddess of life, while behind all was the Unnameable One. They were a people at peace with each other, their gods and their environment. A peace that tragically would be shattered by a Ma'alefa'ak, a rogue Martian.

Ma'alefa'ak, J'onn's twin brother and shadow self, had committed the crime of mind rape and as punishment he was stripped of his memory, his telepathic abilities were shut down and a new identity and history was created for him. He was then sent off to begin his new life as priest/scientist of the central power cathedral on Mars. However, although his memory had been wiped out his hatred for the rest of the Martian race had not and slowly his memory came back and he plotted his revenge. Telepathically drawn to the uncontrolled image of chaos Martians had a weakness to fire that was both physical and psychological as their thoughts would be consumed by the fire causing all physical functions to shut down. Knowing this and that he was the only Martian not possessing telepathic abilities Ma'alefa'ak created a plague, known as H'ronmeer's Curse, that would not only make set the Martians' minds on fire but their bodies as well.

During the early days of the Great Plague the few Martians that were still unaffected gathered to determine what or who had caused the plague as they had found that it was artificially created and not a natural phenomenon. Believing it to be the work of Ma'alefa'ak, the only Martian whose mind was not open to the rest, they decided that he should be put to death. J'onn who believed the evidence against Ma'alefa'ak to be circumstantial at best challenged the decision and was charged with learning the truth in his role as manhunter. J'onn then sought out Ma'alefa'ak at the central power cathedral on Mars only to learn that the others were right and that he was indeed determined to wipe out the entire Martian race.

When Ma'alefa'ak took refuge in a fortress of fire J'onn returned home to be with his family and try to prevent them from being claimed by the plague as well. Knowing that the curse spread from mind to mind he tried to convince M'yri'ah to shield her thoughts but when their daughter who was already affected by the curse called for her mother, M'yri'ah opened her mind to her daughter and was herself affected by the curse and they both died. Having witnessed the death of his wife and daughter J'onn returned to the cathedral to kill Ma'alefa'ak even if it would result in his own death as well. Ma'alefa'ak seemingly died in the ensuing battle and J'onn began wandering the cities of Mars sometimes morphing himself into his fellow Martians to convince himself they were still alive.

On Earth, separated from the Martian race by both time and distance the self taught scientist and dreamer Doctor Saul James Erdel sought to create a machine that would reach across space and the dimensions to seek other intelligent life. He had more failures than success, but at some point in the 1950's he reached the point of no return and initiated the machine. Much to his surprise the machine finally worked, transporting alien life to him in the form of a male alien apparently carrying the body of little alien girl. The alien collapsed, and regained his consciousness after Erdel had buried the girl. In an instant the minds of Erdel and that terrified alien brushed against each other telepathically and all was laid before the stunned scientist.

The alien Erdel found was actually J'onnn J'onzz and the girl was actually a part of J'onnn's body given the form of his daughter. After J'onzz was nursed back to physical health, Erdel offered to send him home but the Martian still broken inside by the memories of the plague and the death of his wife and daughter destroyed the equipment rather than be sent back. Afterwards J'onzz mind just shut down to protect him from any further emotional injury. In this catatonic state Erdel used the telepathic bond between the two to craft a new identity for J'onnn, to paper over the cracks in his shattered mind and to craft the personality of the Martian Manhunter based on stuff he borrowed from old pulps. Although Erdel believed himself to have fabricated J'onnn's new identity entirely from scratch, it was actually more of a combined effort as J'onnn subconsciously inserted various bits and pieces from his actual life on Mars, such as his beetle-browed humanoid form as well as his profession as manhunter, while other bits were left out as J'onnn subconsciously wanted to leave behind the hurt of his past.

J'onnn now believed himself to be J'onnn J'onzz military leader of the desert dwelling Martians in a civil war against the pole dwellers lead by General Blanx (imagery drawn from the ancient myths of the Pale Martians). Defeated underhandedly in single combat by Blanx John was exiled from Mars, while in the intervening period Blanx destroyed the rest of the Martian race forcing J'onnn to permanently adopt Earth as his new home. After leaving J'onnn with a function grasp of language and custom Erdel staged his own death to force J'onnn to build a new life for himself out in the wide human world. The exact circumstances of Erdel's "death" have not yet been revealed, but it is known that Erdel blew up his lab and that a body was found and identified as Erdel soon afterwards.

One of the officers to investigate the explosion and death of Dr. Erdel was police detective John Jones, who impressed J'onnn so much that he decided to stick close to him in his invisible form in order to learn more of Earth and the humans. About a year later John was killed by a fellow officer who had been bought off by a crimelord that John was about to testify against. Having learned everything about John during that year J'onnn decided to take his place in order to bring the crimelord to justice. Seeing the good he could do in his role as John Jones, J'onnn decided to keep the identity for himself after that.

As John Jones, J'onnn became a one person crime fighting force as the fully fledged detective right down to the fashionable suits. The subconscious memories of the plague still lingered leaving him stern and unsmiling. For almost a decade J'onnn maintained the identity of the detective only rarely using the form that he believed to be his true face to battle more powerful evils. When he was not working as John Jones kept much to himself watching hours of television an artform that fascinated him a lot. As a Martian he was used to be able to use his telepathy to peer into the mind of the story teller and experience the story first hand, but with the television he encountered a medium that brought back the element of surprise. As Erdel before him J'onnn staged his own death from the police force in 1968 to protect his friends from the enemies of the Martian Manhunter after his police partner learnt the truth about him (J'onnn also wiped the memory from the mans mind but would years later lift the wipe to renew the friendship).

Following the death of his John Jones identity J'onnn created the identity of the Bronze Wrath and became a member of the Justice Experience. J'onnn's involvement with the team came to a quick stop in the early 1970's when Doctor Trapps, the ultimate foe of the Justice Experience, captured the Bronze Wrath as part of his vendetta against the community of superheroes and villains, whom he believed responsible for the death of his wife. J'onnn's encounter with Trapps left him without any memory of who or what he was for a two-year period. During this time he wandered the streets of America as a homeless. When his memory returned he found that all his teammates in the Justice Experience had been murdered by Doctor Trapps and as the Bronze Wrath, J'onnn then assisted the JSA in bringing Trapps to justice.

The grief over the death of his newfound friends made him vow never to openly play the hero part again and he abandoned his Bronze Wrath identity. The following years he created a number of other identities for himself throughout the world. For a time he took the identity of Marco Xavier and battled more powerful menaces, yet still he kept himself hidden from the world at large. When Superman made his public debut and started a new heroic age J'onnn thought it might be time to once again go public, this time revealing himself to the world at large in his Martian form as the Martian Manhunter. On his first public appearance as the Martian Manhunter he helped out Green Lantern, Flash, Aquaman, and Black Canary in fighting off an alien invasion. Afterwards the five heroes decided to stay together as the Justice League of America. Over the years J'onnn became one of the longest serving members and the practical back bone of the group. Years later he would return to the identity of John Jones when he became a private detective.

From the Justice League of America to the Justice League International, J'onnn remained with the League, to him it became perhaps the only family he had and he became very protective of team mate Gypsy treating her like a daughter. In one of the first cases of the JLI J'onnn battled a sentient virus and via the magic of Dr Fate is was held prisoner in J'onnn's alien cells. For months he held it save inside himself unaware of the effect that he was having on him.

The strain of containing the virus started wearing away at the mental block about his true path, this was boosted by the intercession of H'ronmeer the Martian god of fire. The terrified J'onnn ran from the fire god straight into the home of Erdel who revealed the truth of J'onnn's passage to Earth. Then using his rebuilt machinery he sent J'onnn back to Mars to fully confront H'ronmeer. In a game of cat and mouse J'onnn came to understand that H'ronmeer was not the dark god of death that humans might imagine but rather was the protector of the dead who had sought J'onnn out to remove the mental block and allow the dead of Mars to rest in peace without J'onnn's subconscious mind hanging desperately onto them.

When he returned from Mars J'onnn had changed, there was an inner peace to him, he truly knew who he was and where he was from. When the JLI dissolved during its period of Breakdowns, J'onnn resigned and took the chance to leave planet and meditate on his future. When he returned J'onnn encountered the magician Bloodwynd who was having trouble with his Bloodgem when J'onnn tried to help him he found himself

mentally dominated by the Gem as Bloodwynd was sucked inside.

Under the control of the Gem, J'onn masqueraded as Bloodwynd for months even to the point of joining the League as Bloodwynd it was only the suspicions of the Blue Beetle and the help of the Atom and Ray that eventually freed Bloodwynd and J'onn from the mutual trap. Shortly afterwards J'onn was recruited by the UN to head up the Justice League Task Force.

The Task Force was initially conceived as a group of superheroes from the Leagues roster's hand picked for each mission on a rotating basis. J'onn was reunited with Gypsy during this time and later when the Task Force became the youth training arm of the League he adopted a sterner facade in order to better deal with the rebellious charges under him.

When the villain Dr Destiny and the entity Know Man tried to blanket the Earth in a form of dream reality J'onn found himself in an artificial recreation of Mars with his wife and daughter. Yet to him it was as real as the original when his friends tried to persuade them otherwise he signalled his intentions to remain in the dream paradise until it was destroyed by a gang of Know Man's agents. The strain of loosing his family (even and illusionary family) a second time took a large toll on the Martian Manhunter alienating from those that had been his friends and slightly undermining the peace that he had previously obtained.

Later when a group of White Martians initiated an invasion of Earth by disguising themselves as an other-worldly group known as the Hyperclan and gaining respect around the world before initiating the actual attack, J'onn let them think that he betrayed the JLA and then he attacking the group from within. This incident combined with the battle with the forces of Heaven took a strong toll on J'onn who found himself under more pressure than ever from the world and his team-mates, and his reaction to this was to pull back slightly, making him seem more alien than ever to those that do not truly know him.

J'onzz evil brother M'alefic recently appeared having had his mental powers suppressed and he was invulnerable to fire. J'onn reactivated M'alefic's mental powers enabling the Martian vulnerability to flame. M'alefic died from exposure to fire.

It is assumed that all Martians are subject to this vulnerability since Batman (using fire) defeated the Hyperclan (a group of white Martians). Recently the white Martians had taken J'onn hostage and are beginning to dissect him for their evil experiments being psionically paralyzed by mental spikes.

He was able to escape the onslaught of the white martians with the help of the rest of the J.L.A but the J.L.A was recaptured and they were put into the Phantom Zone (known as the still zone to the martians). J.L.A reservist the Atom was their ace in the hole and got them out of phantom zone. Stage two of their plan again included the Atom where he hid within the brain of the leader of the white martian and slowly influenced him to gather all the martian to finally destroy the J.L.A. The plot worked and the martian manhunter was able to project the entire horde of the white martians into the phantom zone.

Recent update from: Silversnake

Mary Marvel



Mary Marvel

Mary (Bromfield) Batson

Fighting: Incredible  
Agility: Remarkable

Strength: Monstrous  
Endurance: Amazing  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 195  
Karma: 40  
Resources: Poor  
Popularity: 25

Known Powers:

Mary's human body has been super-charged with the magical energy of the Godwave. This grants her:

- Solomon's Wisdom
- Hercules's Swiftiness
- Atlas's Stamina
- Zeus's Power
- Achilles's Courage
- Mercury's Speed

Listed below are the physical manifestations of these abilities:

- Cosmic Awareness: Mary possesses an Excellent understanding of the divine interactions with the mortal world. This also represents the Wisdom of Minerva. With it, she can gain knowledge and facts that she normally should not know.
- True Flight: Mary Marvel is able to defy gravity and fly at Amazing airspeeds.
- Hyper Speed: Mary has the ability to sharpen her awareness and increase her speed and reaction times by Excellent rank.
- Self-Sustenance: Mary Marvel is sustained by the magical energies coursing through her body and does not require air, food or water.
- Body Resistance: When transformed Mary Marvel possesses Remarkable protection from physical and Energy attacks.
- Dimension Travel: This can only be used to travel to the Rock of Eternity at Remarkable rank.
- Alter Ego: By speaking the magic word, "Shazam," she summons a magical bolt of lightning that supercharges and transforms her. Since the bolt strikes wherever she is standing when she says the word, anyone at ground zero is damaged by Incredible lightning. Mary is Immune to any damage from this lightning. When not "supercharged" Mary has Typical rank physical stats and her intuition drops to Good.

Limitations:

- Lightning attacks that cause Shift-X damage in a single round cause Mary to revert back to her non powered form.

Talents:  
Student

Contacts:  
Shazam (the wizard), Billy Batson, Justice League

History:

Mary Bromfield, once just an amnesiac orphan who was taken in by the childless couple in Fawcett City. Until the day she met Billy Batson. That would also be the day that in a time of need she discovered that she could say the word 'SHAZAM!' granting her all the powers of one of Earth's Mightiest Mortals and the ability to help save Mankind's soul. Now she fights to right wrongs and protect all things good, as Mary Marvel, while trying to balance life as an ordinary teenager.

Mastermind



## Mastermind

Jason Wynegarde

Fighting: Gd  
Agility: Ty  
Strength: Ty  
Endurance: Rm  
Reason: Ex  
Intuition: Ex  
Psyche: Un

Health: 52  
Karma: 140  
Resources: Pr  
Popularity: -10

### Powers:

Illusion Generation: UN ability to generate 3-D illusions. Damage from such illusions is imaginary, but if 0 Health is reached, the target is rendered unconscious for 1-10 rounds. Mastermind's illusions affect all senses except smell. They cannot be recorded on cameras, tape or other mechanical devices. All who can see illusions are affected b them. Mastermind can perform the following power stunts:

- UN ability to alter his appearance, including all sight and touch components.
- UN ability to become invisible.

### Equipment

Mindtap mechanism: UN telepathy (Reading thoughts and memories only), Allows him to target a single victim.

### Talents:

None

### Contacts:

Mastermind has no true contacts as he can manipulate others to do his bidding and those that he does not manipulate are usually in fear of being manipulated.

### History:

Nothing is known about Mastermind's life before the time when, as a carnival mentalist, he was enlisted by Magneto as a member of his Brotherhood of Evil Mutants. At this time, Magneto sought to protect his fellow superhuman beings from persecution by normal human beings by conquering humanity and ruling the world himself. The other members of the Brotherhood were his allies in pursuit of these goals. As a member of the Brotherhood, Mastermind battled the X-Men repeatedly, but the X-Men continually thwarted Magneto and the Brotherhood. Finally, Magneto attempted to enlist the enigmatic alien being known as the Stranger as an ally. Angered, the Stranger transformed Mastermind into stone and transported Magneto, whom he captured, to another planet.

Eventually, Mastermind returned to normal and joined Factor Three, another organization of superhuman mutants bent on world conquest. However, Mastermind and his allies joined the X-Men in defeating Factor Three's leader after discovering he was an extraterrestrial being.

After again being defeated as a member of Magneto's Brotherhood, Mastermind was invited to apply for admission to the Inner Circle of the Hellfire Club. To prove his worth, Mastermind sought to use his mutant powers and artificial means to alter the personality of the X-Man Jean Grey psionically so that she would willingly become the Inner Circle's new Black Queen. Unknown to Mastermind or anyone else, his victim was not really Jean Grey, but a cosmic entity, the Phoenix-force, which had duplicated Grey's form and personality.

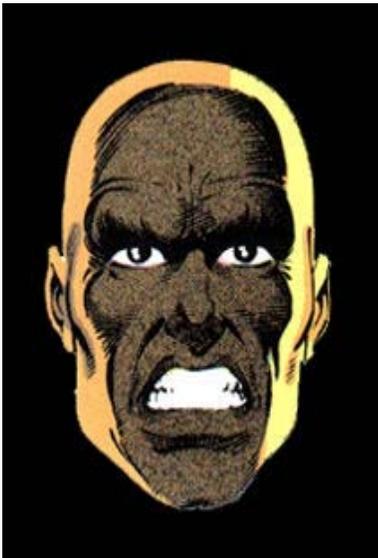
Mastermind succeeded in convincing the false Grey into becoming the new Black Queen, but thus unintentionally triggered the process that would soon transform her into the insane Dark Phoenix. Before the latter transformation was complete, the false Grey broke free of Mastermind's control and opened Mastermind's mind to all the psionic sense impressions she received from the cosmos. Unable to cope with them, Mastermind fell into a catatonic state. The Inner Circle, of course, rejected his application for membership.

Mastermind eventually returned to normal, but remembered the glory of the cosmos he had perceived, and felt tormented that he could no longer experience it. He decided to take revenge on Grey's friends, the X-Men. He succeeded somehow in inducing Mariko Yashida into calling off her marriage to the X-Man Wolverine, and caused the X-Man Cyclops and his teammates to think Madelyne Pryor, whom Cyclops loved, was Dark Phoenix. Mastermind hoped to crush the X-Men's spirits by thus manipulating them into killing Pryor. But the X-Men discovered Mastermind's deception and defeated him.

Mastermind later attempted to tap into the power of Rachel Summers, the daughter of Scott Summers and Jean Grey from an alternate timeline, who had been imbued with the Phoenix Force. This attempt also failed, and Mastermind was imprisoned under the delusion that he had achieved cosmic awareness.

Mastermind contracted the Legacy Virus, a terminal disease that affects mutants and some normal humans. On his deathbed, Mastermind made peace with Jean Grey, the X-Man whom he had most violated in his career, and revealed to her that she was the woman he had come closest to truly loving. Mastermind passed away, and his daughter Martinique who possesses similar powers, has since taken on the name of Mastermind.

Master Order



Master Order

Personification of Order

Fighting: Sh-Z  
Agility: Sh-Z  
Strength: Sh-Z  
Endurance: Sh-Z  
Reason: Sh-Z  
Intuition: CL3000  
Psyche: CL3000

Health: 2000  
Karma: 6500  
Resources: CL1000  
Popularity: 0

**Known Powers:**

**Cosmic Awareness:** Master Order has Class-5000 cosmic awareness.

**Telepathy:** Master Order has Class-3000 telepathy, able to communicate between galaxies. He cannot (or, more likely, will not) directly interfere, aside from giving creatures with extrasensory abilities (combat sense, cosmic awareness) a chance to make a Psyche roll to determine what Master Order would like them to do (such characters may ignore the "hunch"). Note: In all likelihood, Master Order has more powers than have been revealed.

**Talents:**

None

**Contacts:**

Master Order is the partner of Lord Chaos, and uses the In-Betweener as an agent.

**History:**

Master Order is the name of an entity which embodies the principal of uniformity, orderliness, and immutability, with Lord Chaos embodying the opposite.

They are two of a small class of cosmic beings who seem to have no personality beyond the abstract concept it represents (others include Death, the In-Betweener and Eternity). The origins of these abstract entities are unknown. They may have once been more conventional living organisms or intelligences who undertook a certain discipline or interest to such an extent that they have become synonymous with it. They may also have been created by some as yet unrevealed intelligence for the sole purpose of embodying these universal principles or concepts.

Lord Chaos and Master Order were first observed during the final war with Thanos, the mad Titanian who worshipped the embodiment of Death. The two apparently manipulated the hero Spider-Man's critical role in freeing the being known as Adam Warlock from his soul gem to defeat Thanos. Order and Chaos made certain statements implying that they had influenced Spider-Man's destiny from his origin for the sole purpose of freeing Warlock at that particular point in time. Whether this is true, literally or figuratively, is not known.

The extent of these entities' power or scope of influence is unknown. Apparently, Order and Chaos maintain a balance of power between them for the well-being of the universe. Lord Chaos and Master Order may simply be aspects of Eternity itself. Their powers' nature and function remain unknown at present.

**Mathemantic**



**Mathemantic**

Fighting: Pr  
Agility: Ty

Strength: Pr  
Endurance: Gd  
Reason: In  
Intuition: Gd  
Psyche: In

Health: 24  
Karma: 90  
Resources: Pr (personal), Rm (Psionex)  
Popularity: 0

Known Powers:

Math Telepath: Mathemanic is a genius mathematician who now has telepathic powers. He psionically attacks by projecting abstract mathematical information into his victim's brain with Incredible Intensity. Each round that the victim is unable to make a Psyche FEAT roll versus this power, the victim is overwhelmed by the information and cannot take any actions.

Telekinesis: Excellent Rank

Talents:

Mathemanic is a genius level mathematician.

Contacts:

Genetech, New Warriors, Psionex

Mauler



Mauler

Brendon Doyle

Fighting: In  
Agility: Ex  
Strength: In  
Endurance: In  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 140  
Karma: 36  
Resources: Gd  
Popularity: 0

Powers:

Laser Cannon: Mn damage 15 area range  
Body armor: Rm vs physical, In vs Energy  
Electric Touch: Maulers left gauntlet is charged with electricity which does Am damage  
Flight: The Mauler armor flies at Am airspeed  
Life support: Mauler can survive upto 3 and 1/2 days in hostile environments with no ill effects

Talents:  
Military, Guns

Contacts:  
Merc's and James Rhodes

History:  
Mercenary Brendan Doyle was hired by Edwin Cord, an industrialist whose company made the Mauler battlesuit but was imprisoned for his immoral business dealings. Doyle was hired to steal the Mauler suit from Stark International, where the battlesuit had been stored after Cord's business was bought by the company. Doyle, however, promptly left Cord's employ, and began a life of crime as a super-powered mercenary. However, Tony Stark realized that some of the circuits in the Mauler armor (among other armors) utilized principles stolen from the Iron Man armor. Stark, as Iron Man, began a crusade to neutralize the technology that had been stolen from him. When confronted by Iron Man, Doyle realized that he could not succeed in stopping Iron Man, and surrendered the Mauler suit without a fight.

Maverick



Maverick

David North

Fighting: In  
Agility: Rm  
Strength: Ex  
Endurance: In  
Reason: Ex  
Intuition: In  
Psyche: Rm

Health: 130  
Karma: 90  
Resources: Gd  
Popularity: 0

Known Powers:

Kinetic Absorption: Am, Maverick has regained his mutant power which enables him to absorb kinetic energy. He releases it by raising his strength to the absorbed level or by fueling his energy blasts. He can retain up to 200 points before he automatically releases it.

Equipment:

Armor: Maverick battle armor gives him:

- Ex body armor
- Infrared vision

- Targeting device, +1CS with ranged weapons.

Weapon: Maverick carries a machine gun with AP-bullets which do 1d6 damage and reduce body armor by -2CS.

Talents:

Marksmanship, Martial Arts A, B, C, D, E, Military, Espionage, Weapon specialist, Guns

History:

Maverick, along Wolverine, Sabretooth, Silver Fox, John Wraith and others, is a test subject for the Weapon X Project, a Canadian project who made unaging super-soldiers out of mutants. Like most subjects, he has been a spy and shadow warrior ever since.

As for all Weapon X subjects, Maverick's background is either false or nonexistent. It is established, however, that he was part of a superpowered CIA kill team called Team X during the Cold War, along with Wolverine and Sabretooth ; a botched extraction attempt in Berlin, during which the trio clashed with the dread Omega Red, is well-documented.

Maverick has since operated with Wolverine a few times, mostly to clean up remnants of their common past (including the Weapon X Project). It is known that he has served as a special operative for the US and Germany during most of the Cold War. At one point, however, he discovered that his own wife was a double agent and killed her himself. He then understandably retired and started operating in the private sector, performing wetwork, bodyguard duties and other mercenary activities. A master at the art of the espionage, he specialized in jobs that no-one else was willing or able to undertake.

Maverick was hit by the Legacy virus months ago, a 100% fatal virus that infects mutants. Faced with the certainty of his own death, he sank in a morbid and somewhat pathetic state. However, his past caught up with him when Elena Ivanova, a young ex-KGB esper chased by Omega Red found him and he had to fight the monstrous killer in his weakened state ; he now finds himself fighting against strong odds. Aware of his conditions he has, however, chosen to rededicate himself to filling what time he has left with some sense of purpose.

Maxima



Maxima

Former Empress of Almerac

Fighting: Incredible

Agility: Incredible

Strength: Excellent

Endurance: Monstrous

Reason: Excellent

Intuition: Incredible

Psyche: Incredible

Health: 175  
Karma: 100  
Resources: Amazing  
Popularity: 5

**Known Powers:**

**Force Field:** Amazing. Maxima can create a personal forcefield fitting closely over her skin. It incorporates a micro-environment of Unearthly level, capable of sustaining her life even in outer space and provides protection of:

- Monstrous vs Energy Attacks
- Amazing vs Physical Attacks

**Telekinesis:** Unearthly

**Enhancing Strength:** Maxima may use her telekinetic abilities to supplement her physical strength. She may temporarily use her Telekinesis rank to her strength, giving her Unearthly strength. This does not increase her health.

**Flight:** Maxima may attain Monstrous airspeeds

**Telepathy:** Monstrous

**Mind Probe:** Maxima has Monstrous ability to delve into a target mind.

**Project Illusion:** Amazing ability to project illusions directly into a targets mind.

**Mental Blast:** Monstrous ability to send out a wave of psionic force. These blasts directly affect a targets mind and ignore body armor.

**Neural Manipulation-Paralysis:** Maxima may cause a targets body to become completely rigid with Amazing ability by use of her mind alone.

**Heat Vision:** Maxima can produce Heat rays from her eyes causing Amazing Heat damage.

**Talents:**

Leadership, Pilot, Weapons Master

**Contacts:**

Extreme Justice, Almerac, Justice League America

**History:**

Oldest child of the Royal family of the planet Almerac, Maxima was a princess used to getting what she wanted. She decided that she wanted Superman, as he a suitable mate, capable of being her equal. She and Superman are genetically compatible; she could give him what no Earth woman could - children. He turned her down saying he had no desire to father despots. She then went on a rampage for a short while. She came back later to ask for help for her homeworld.

Although Maxima feels herself superior to Earthlings, she joined the Justice League to battle Brainiac who had destroyed Almerac with the WarWorld and helped in the fight against Doomsday. She offered herself to Superman again, hoping that her recent good deeds would offset her earlier ruthlessness.

Superman, now married to Lois Lane, was even less interested in her proposal than before. Angry and humiliated, she joined the Superman Revenge Squad. She swore that Superman had rejected, humbled and humiliated her for the last time, and threatened that the next they met, it would truly be war. However, recently Maxima and the 'Chosen People of Almerac', as she phrased it, showed up in Earth's solar system where they met up with Superman and fellow JLA member, Green Lantern. Superman and Green Lantern were just beginning to investigate the disturbing disappearance of Pluto and the even more distressing engine ion trail associated with Warworld, when they stumbled across Maxima, her people, and Massacre.

After a battle full of wounded pride, Maxima eventually conceded her position when Almerac's rendezvous showed up using a Boom Tube. She explained that she was leading her people to safety from Imperix, the force that conquered her world.

To save her people she allied herself with Darkseid's son, Grayven, who was taking them to regions unknown. This was also being undertaken without the knowledge of Darkseid. Maxima left Superman with these words: "Mark my words, when Imperix comes for your precious homeworld, you'll see alliances you've never dreamed of."

All that Maxima warned eventually came to fruition as she and a myriad of other characters formed alliances with Earth and Apokolips in an effort to destroy Imperix.

Maximus



## Maximus

Fighting: Gd  
Agility: Gd  
Strength: Ex  
Endurance: Rm  
Reason: In  
Intuition: Gd  
Psyche: Rm

Health: 70  
Karma: 80  
Resources: In  
Popularity: -30

### Known Powers:

Mind Control: In ability to control actions of others by overriding their minds. Although he can affect everyone within range, he can only induce a single person at a time, lasting until a victim is freed from his influence:

- Possession: target obeys Maximus's every thought.
- Induced Amnesia: induce amnesia with a Red FEAT.
- Mind Transferral: he may switch his mind with another person's who is then trapped in Maximus's (usually comatose) body. It is unknown if Maximus could use this power to survive the death of his own body.
- Invisibility (Telepathic)

Precognition: During his attacks of uncontrollable madness Maximus occasionally has Rm rank precognitive vision.

### Weapons:

- Atmo-Gun: Sh-X Force field around Attilan.
- Hypno-Gun: Am strength Mind Control, allegedly on a planetary scale.
- he could create various weapons of up to In rank (Am or better on special occasions).

### Talents:

genetics, engineering, physics

## Mayhem



Mayhem

Brigid O'Rielly

Fighting: Excellent  
Agility: Good  
Strength: Remarkable  
Endurance: Excellent  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health: 80  
Karma: 26  
Resources: Typical  
Popularity: 0

Known Powers:

Claws: Mayhem's fingernails serve as a Typical edged attack.

Flight: Mayhem can levitate herself and travel at Typical air speed.

Paralysis Gas: Mayhem emits a green gas that affects everyone in the same area as Mayhem. Any open wound (usually from a fingernail scratch) must make an Endurance FEAT or be paralysed. It is unknown the exact length of the paralysis.

□ Mayhem also uses her "gas" as a truth serum. Victim's must make a Yellow psyche FEAT roll or fall under the truth effects.

Talents:

Law Enforcement, Detective

Contacts:

Cloak and Dagger

History:

Brigid O'Rielly was a police detective in Manhattan's 21st Precinct. She learned that two strange vigilantes were attacking pimps, pornographers, and drug pushers in her precinct. Finally, she saw the two vigilantes, Cloak and Dagger, fighting "chickenhawks" who had gathered runaway children to exploit. In the course of the battle, one of the children was killed by a stray bullet. Although neither Cloak nor Dagger had fired the shot, O'Rielly blamed them for the boy's death, claiming she could have saved him if not for their interference. She was now determined to capture Cloak and Dagger, but they teleported away.

Later, Cloak and Dagger came to O'Rielly to seek her help in tracking down Duane Hellman, who was poisoning aspirin used by children. O'Rielly cooperated but was appalled when Cloak swallowed Hellman up in the darkness within his cape, sending him into another dimension. O'Rielly decided to bring Cloak and Dagger to justice, but changed her mind when Cloak gave up Hellman to her. After Cloak and Dagger told her their origins, she resolved to trouble them no longer.

Later, O'Rielly and other police officers investigated a warehouse allegedly containing millions of dollars worth of illegal drugs. The warehouse belonged to Marshall Pharmaceuticals, formerly owned by Simon Marshall, whose experimental drug had given Cloak and Dagger their

powers. In the warehouse, O'Rielly and the others were entrapped by corrupt policemen including Roger Falcone, who were in league with the Maggia, an organized crime family, smuggling the drugs. The four captives were exposed to a gas created by Marshall in order to asphyxiate them. Furious at Falcone, O'Rielly said if she could escape, she would not wait for a judge and jury but would punish him herself. She said, "The mayhem I'd cause would purify the whole department of your kind."

The other three captives died, but Cloak and Dagger found O'Rielly near death. To protect her, Cloak surrounded her and Dagger with his darkness, and Dagger tried to revive her with her "living light." But O'Rielly died, only to rise alive but transformed into the being calling herself Mayhem. Mayhem aided Cloak and Dagger in fighting Falcone and his two accomplices, and Mayhem herself killed Falcone.

Mayhem has allied herself with Cloak and Dagger in hunting down dealers in illegal drugs. Mayhem is herself now a vigilante, showing no mercy to the criminals she pursues.

Mechanic



Mechanic

Patricia Dove

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Monstrous  
Reason: Incredible  
Intuition: Excellent  
Psyche: Remarkable

Health: 135  
Karma: 90  
Resources: Excellent  
Popularity: 10

Known Powers:

Invention: Patricia can subconsciously understand and then create sophisticated devices/technology giving her the equivalent of Monstrous kit-bashing.

Weapons Creations: Patricia create any desired weapon out of thin air with Incredible ability.

Mechanical Creation: She can create complex mechanical devices from virtually nothing.

- Special Armor: Incredible
  - Body Stocking: Provides Good protection vs physical attacks and Monstrous vs Energy. Capable of accepting numerous attachments she creates as needed.
- All other mechanicals: Amazing

Equipment:

Following is a sample of some standard equipment created:

- Image Inducer: This is a cigarette pack sized device that can be programmed to create an image around the user.
- Flight Ring: Provides anti-gravity flight capabilities at Excellent air speed.

- Ionic Blade: This energized combat knife uses ionic energy to slice through objects. The blade causes Incredible edged damage.
- Needle Gun: Excellent Edged damage, 4 area range.
- Force Field Generator: Appears as a belt provides an Incredible intensity force field.
- Scanner: Handheld scanner detects for life, radiation, sonar and electrical energies at Monstrous intensity.
- Breathing Apparatus: Provides 30 minutes of oxygen.
- Neuro-Stunner Gun: Projects Incredible intensity stunning with a range of 1 area.
- Enhancement Goggles: Modelled as sunglasses these goggles provide electronically enhanced vision with the following effects:
  - Microscopic Vision: Good
  - Telescopic Vision: Good
  - Infared Vision: Good
- Multiband Communications Link: Headset communicator capable of transmitting on all standard communication frequencies at a range of 20 miles. This may be enhanced by satellite relays for global coverage.

Talents:

Engineering, Repair/Tinker, Bionics, Electronics, Marksmanship

Contacts:

Medusa



Medusa

Medusalith Amaquelin

Fighting: Rm  
 Agility: Rm  
 Strength: Ex  
 Endurance: Rm  
 Reason: Gd  
 Intuition: Rm  
 Psyche: Rm

Health: 110  
 Karma: 70  
 Resources: Ex  
 Popularity: 15/90 among inhumans

Known Powers:

Prehensile Hair: Rm ability to use her hair like a series of tiny tentacles. The power is telekinetic in nature; despite its ability to move, her hair is almost identical to normal human hair. However, it is 12 feet long and more resilient than normal (In matererial strength). She has mastered the following power stunts:

- Handle objects with In Strength and Agility.
- Perform three actions simultaneously using her hair alone.

- Attack up to 1 area away at In rank for Rm damage.
- Move along the ground 3 areas per round or climb at 2 stories per round.
- Rotate her hair like a propellor to create Ex intensity winds.

Talents:

Martial Arts C, understand/translate Black Bolts body-language

Contacts:

FF, Inhumans

History:

Medusa was the first of two children born to the Inhuman nutritionists Quelin and Ambur. Her father Quelin was the brother of Rynda, wife of Agon, king of the Inhumans, and as such she has been considered part of the Royal Family. Medusa's parents elected to expose her to the mutagenic Terrigen Mist when she was an infant, and the process endowed her with hair that she could animate like added appendages.

While still in adolescence she began to make frequent visits to the isolation cell of her second cousin, Black Bolt, and learned to communicate with him in a special sign language Medusa and Black Bolt developed a special bond between them that blossomed into love when Black Bolt was first allowed out of his cell at the age of eighteen. In the aftermath of the first coming of the Trikon, Medusa left the Inhumans Great Refuge.

Afflicted with amnesia sustained in an air crash, the Inhuman wandered Europe, committing petty thefts to get food to survive. Her animated hair soon brought her unwanted attention and eventually the American criminal called the Wizard heard rumors of her. Locating Medusa in Paris, the Wizard brought her to America and enlisted her in the Frightful Four, a band of criminals he had organized. Medusa went along with the criminal activities of the Frightful Four since she felt grateful to the Wizard for her rescue and had nothing better to do. The Frightful Four battled the Fantastic Four, and all but Medusa were captured. Medusa's public exploits enabled Black Bolt and the other members of the Royal Family, who had been exiled from the Great Refuge by Black Bolt's mad brother Maximus, to locate her. Seeing them again restored her memory, and they were all taken back to the Great Refuge by the Seeker, an agent of Maximus.

When Black Bolt regained the throne, Medusa renewed her betrothal to him and served as his royal interpreter. She has remained at his side as his constant companion for most of the time since, seeing the Inhumans through one of their most tumultuous periods in history. Although Medusa has taken various short journeys from the Inhumans' base Attilan without Black Bolt (once where she engaged Spider-Man in battle, another time to thwart the reunion of the Frightful Four), she has only left his side for a period of months twice. The first time she joined the Fantastic Four to take the Invisible Girl's place on the team during her estrangement from her husband. The second time, she was taken captive by the criminal Enclave, who sought to conquer Attilan. Medusa has recently wed Black Bolt, thus becoming the queen of the Inhumans, after the customary several-year royal engagement period was over. She and Black Bolt were expecting a child. With Attilan's unexpected return to Earth, Medusa once more must deal with being an Inhuman in a human world.

Meggan



Meggan

Fighting: Good  
Agility: Remarkable  
Strength: Good  
Endurance: Amazing  
Reason: Poor  
Intuition: Incredible  
Psyche: Incredible

Health: 100  
Karma: 84  
Resources: Good  
Popularity: 0

Known Powers:

Changeling: Unearthly. Meggan may shift her physical statistics up to 4 ranks to a maximum of Amazing, however her health remains unchanged.

Flight: Excellent

Animal Communication: Unearthly

Elementalist: Meggan may control the elemental forces with Unearthly ability.

Communicate with elemental forces: Unearthly

Environmental Awareness: This allows her to feel disturbances in Earth bio-magnetic field with Amazing ability.

Empathy: Unearthly

Talents:

In recall of TV events

History:

Meggan was born near what legend claims to be the site of an ancient British fortress that was a place of dark sorcery. It was in part because of this legend that Meggan's parents, who were gypsies, believed her to be a demon when she was born. The infant Meggan was covered with fur and resembled an animal. In actuality, Meggan was a mutant with the power to alter her shape, and she had taken this fur-covered form instinctively as a response to the bitterly cold weather at the time of her birth.

Unaware of her shape-changing powers, Meggan retained her furry form as she grew into adolescence and regarded herself as a freak. She eventually met the costumed champion, Captain Britain, and went to live with him and his sister, Betsy, at their ancestral home, Braddock Manor.

The time finally came when Meggan realized she could alter her physical appearance, whereupon she first assumed the form she normally uses today, that of a beautiful young woman with long blonde hair. After making this transformation, her relationship with Captain Britain changed considerably, for they soon became lovers.

Like Captain Britain, Meggan is a founding member of Excalibur, a team of superhuman champions based in the United Kingdom.

Meltdown



## Meltdown

Tabitha Smith

Fighting: Typical  
Agility: Excellent  
Strength: Typical  
Endurance: Excellent  
Reason: Poor  
Intuition: Typical  
Psyche: Typical

Health: 52  
Karma: 16  
Resources: Typical  
Popularity: 0

### Known Powers:

Plasma Bombs: Meltdown can create plasma bombs that she can control to explode within 10 rounds. She can throw them up to 2 areas and they inflict up to Amazing damage.

### Talents:

Thrown Weapons (Plasma Bombs), Streetwise, Videogames

### History

Tabitha Smith began life in a very bad way. She was beaten and humiliated by her own father, and her mother wasn't even there to help. So Tabitha ran. And she ran far. She disappeared for some time before appearing during the Secret Wars II to help the fight. She also appeared to have some sort of super-human abilities. (See bottom of this page). She used her abilities for a time training with the original X-Factor, and adopted the name Time Bomb. After a stay with X-Factor, she ran off to join the Fallen Angels. She then returned briefly to X-Factor before joining up with Rusty, Skids, Rictor, Artie, and Leech to form the X-Terminators. At this time she began calling herself Boom-Boom. After that, she joined up with the New Mutants, and immediately became the team's loud mouth. She seemed secure with herself and her abilities, but this was only an act to cover up the fact that she was just a scared little girl inside. While with the New Mutants, she had no real teacher until Cable came along. He taught her and the rest of the New Mutants how to better use their powers and physical skills to become more adept at what they did. She also started to want to date Rictor, but he seemed to be more interested in Wolfsbane (Rahne Sinclair). On one of the New Mutants' last missions, she, Warlock, Sunfire, and Cannonball were taken prisoner by the MLF. Cannonball tricked Boom-Boom into kissing him, and she began to fall in love with him ever since then. The New Mutants soon became X-Force, and she went through more training and was given plasma launchers for her mutant powers.

She pretty much stayed out of the spotlight until recently, when all of X-Force received their new uniforms and member (Caliban). Cannonball got upset at Cable for not including him on the team, but his worries were pushed away when Professor X offered him a spot on the X-Men. Tabitha (who was going by the name of Boomer now) seemed thrilled at first, but her dislike of this situation soon became evident. She tried to convince Cannonball to spend time with her, but when he refused, she turned to the then thought to be docile Sabretooth. She always took him out for walks and snuck him milk at night. When the rest of X-Force confronted her about her problem, she denied them and tried to pin the

blame on Sunspot. Shortly thereafter, Professor X told her that Creed was leaving and that she would have to stop thinking he was not the savage he is. She immediately ran down to Sabretooth and demanded to know why he lied to her. He talked her into a frenzy, and she blew up the restraints he was in trying to eradicate him. His mutant power saved him, but Psylocke jumped in to try to stop him. Tabitha could only watch in horror as Psylocke was viciously mauled and gutted. Her own power depleted, Boomer yelled for help, but Sabretooth had already gotten away.

Not too long ago, she was psionically overtaken by Lady Tess, who was working with Sebastian Shaw and Holocaust. She was forced to nearly kill Cable, and as a result, went through a radical transformation. She swore to never be used again; she cut her hair off, changed her name to Meltdown, and had a whole new attitude it seemed. She recently took on the Blob nearly by herself, and displayed new found uses for her powers.

Nowadays, Tabitha's "MELTDOWN" persona seems a lot less extreme, although she's still quite a firecracker! In fact, she recently started a "fling" with fellow X-Forcer Bobby DaCosta, a.k.a. Sunspot! Only time will tell where this leads her...if it leads her anywhere, that is!

Mentor



Mentor

Alars of Titan

Fighting: Excellent  
Agility: Excellent  
Strength: Amazing  
Endurance: Amazing  
Reason: Incredible  
Intuition: Remarkable  
Psyche: Incredible

Health: 140  
Karma: 110  
Resources: Remarkable  
Popularity: 0 (50 on Titan)

Powers:  
Invulnerability C1000 resistance to aging, cold, disease, electricity, heat, radiation and toxins.  
Flight: Shift-X  
Regeneration: Amazing  
Cosmic Energy Manipulation: Monstrous

Talents:  
Leadership, Computers, Engineering, Repair/Tinker

Contacts:  
Eternals, Avengers

History:

A'Lars was born in the Eternals' original earth capital, Titanos, to Kronos and Daina. His brother was Zuras. Following the death of their father, A'Lars & Zuras held the first Uni-Mind to determine which of them would rule the Eternals of Earth. Though A'Lars was well loved, Zuras had the people's favour. Knowing that remaining on earth would spread disorder, A'Lars exiled himself to the moon of Titan, where he found Sui-San, the sole survivor of the exiled followers of Uranos. With her, he founded the Eternals of Titan, and took the new alias Mentor.

With Sui-San, he re-built and re-populated the planet. Unfortunately, they bred Thanos, who brought war back to Titan. Even after Thanos left the planet, he continued to haunt their memories, and he left behind Sui-San, dead. Since then, A'Lars, now called Mentor, has ruled alone, and re-built the planet following sieges by Thanos and the planet's own computer system, ISAAC. Thanos' first attack upon Titan saw the deaths of over 100 Eternals, including Sui-San. Thanos' second attack reduced the population to only 19 men and women. It is not known how many Eternals of Titan there may be at present. The Kree hero Captain Mar-Vell spent his last days on Titan, and was buried by their people, and the Avenger Moondragon was raised there with the monks of Shao-Lom.

With Thanos's great threat ended Mentor has begun more productive tasks of rebuilding his civilisation. He is a man who has learned great wisdom over his long life and he employs it well.

Mephisto



Mephisto

a.k.a. Satan, Mephistopheles, Lucifer, Beelzebub, and "The Devil"

Fighting: Mn  
Agility: Mn  
Strength: Mn  
Endurance: CL3000  
Reason: Mn  
Intuition: Mn  
Psyche: Un

Health: 3225  
Karma: 250  
Resources: CL3000  
Popularity: -1000

Known Powers:

Demonic Form: Mephisto is a hostile supernatural being.

Power Source: Mephisto derives his powers from his pocket dimension of Limbo. If he is away from Limbo, his Endurance drops to CL1000.

Immortality: Mephisto does not age, at least not at a rate humans can recognize.

Dimension Travel: Uearthly rank.  
Diminution (Atomic Shrinkage): Uearthly rank.  
Enchantment: Mephisto has the Shift-Z ability to create magical items, usually for the use of his minions.  
Enlargement (Atomic Growth): Uearthly rank.  
Forced Reincarnation: Mephisto has the Uearthly ability to take a disembodied soul and place it into a new body.  
Invisibility (all types): Uearthly rank.  
Kinetic Bolts: Mephisto can fire blasts of Monstrous rank.  
Levitation: Uearthly rank.  
Magic Control: He has Uearthly control over any magic anyone tries to use in his realm.  
Matter Control (all forms): Uearthly rank.  
Neural Manipulation: He has Uearthly control over victims' nervous systems and can cause up to power rank damage.  
Power Control: He has Uearthly control over any physical powers anyone else tries to use in his dimension.  
Shapechange Others: He can do this with Uearthly rank.  
Shrinking (Atomic Shrinkage): Uearthly rank.  
Sleep (Induced): Uearthly rank.  
Spirit Storage: He has the CL5000 ability to seize and hold indefinitely millions of souls.  
Summoning: He has Uearthly control over lesser supernatural beings.  
Gateway: Uearthly rank.  
True Invulnerability. He has Amazing protection from any attack except Magic.  
Undead Control: He has Uearthly control over the lower forms of the undead (skeletons and zombies, mostly).

Limitations: There are two things he can never do. First, he can not read the minds of any sentient being. Second, he can not control another being without that being's prior permission.

Talents:  
Mephisto has all the Occult Lore you can imagine.

Contacts:  
(Har har har har har)

History:

Mephisto is a real, bona fide demon, an Entity of great power who has been corrupted with time. He dwells in a home dimension that resembles the Judeo-Christian concept of "Hell" and maintains the illusion that he is that religion's supreme evil being. He is not, but he finds the charade useful in his eternal search for souls to corrupt. It is unknown what Mephisto does with the souls he collects. He prefers human ones, though he has repeatedly tried to take the Silver Surfer's soul.

Merlin



Merlin

Fighting: Typical  
Agility: Good

Strength: Typical  
Endurance: Incredible  
Reason: Good  
Intuition: Amazing  
Psyche: Unearthly

Health: 62  
Karma: 160  
Resources: Amazing  
Popularity: 30

Known Powers:

Precognition: Unearthly power requires a successful Red Psyche FEAT.

Imprisonment: Unearthly binds a person's body to a specific area, usually a building. If the person ever physically leaves the building, his body will completely disintegrate. At the same time, as long as the victim does not leave the building, his body will not age.

Magic: Merlin is a Master Level Sorcerer of the Order and Nature Schools of Magic. Merlin knew most of the spells and magical powers listed in "Realms of Magic". The following spells and powers are always available to him:

Personal Spells:

- Astral Projection: Unearthly
- Foretelling: Unearthly
- Healing: Monstrous
- Shape-Shifting, Unlimited: Himself and any willing person, Unearthly Rank
- Telekinesis: Unearthly
- Trance: Unearthly

He casts all other Personal Spells at Amazing Rank.

Universal Spells:

- Eldritch Beam/Bolt: Amazing
- Mesmerism: Amazing
- Nature Control: Amazing
- Plant Control: Amazing

Merlin can cast the other Universal spells at Incredible rank.

Dimensional Spells

- None displayed

Talents:

Hypnosis, Occult, Mystic Background, Resist Domination

Contacts:

King Arthur and all the Knights of the Round Table.

History:

Merlin was born in the Sixth Century AD, to the unwed daughter of King Conaan, who was the king of an area of Wales known as Dyfed. Rumors exist that say Merlin's father was a demon who took the form of handsome knight to seduce Merlin's mother. When she became pregnant with Merlin, his mother began to fear that her lover had been a demon. She went to a priest who blessed her and had her drink holy water. She took a vow of chastity and joined a nunnery after Merlin was born. These actions supposedly stopped Merlin from being born with an evil nature.

While Merlin was still a boy, a King Vortigern of Britain wished to sacrifice him. The King was trying to build a castle in the mountains, but the foundations kept sinking. The King had been told that the sacrifice of a boy with no human father would allow the building of the castle. Merlin used his powers to reveal that the foundations sank because a pool containing two dragons was directly beneath the foundation. When the pool was found by Vortigern's men, one of the dragons killed the other one. Merlin saw this as an omen to the coming of King Arthur.

Merlin served Vortigern and the next two kings of Britain faithfully. During that time, Merlin was said to have helped raise the stones at Stonehenge, using his magic. The third King of Britain, Uther Pendragon, was at war with Duke Gorlois of Tintagel, an area of Cornwall. Uther was greatly attracted to Gorlois' wife, Ingraine. Uther asked Merlin to help him take Ingraine with his magic.

Merlin agreed, knowing that the son of Uther and Ingraine would become a great ruler of Britain. While Gorlois was fighting Uther's armies, Merlin made Uther look like Gorlois. Uther then entered Gorlois' castle and seduced Ingraine. Earlier that night, the real Gorlois was killed in battle. Ingraine had a son, but the baby was given to Merlin to raise. This deal had been made with Uther in return for Merlin's help that night.

Merlin gave the baby, Arthur, to a knight, named Sir Ector. Meanwhile, Merlin got Uther to build the famous Round Table that Arthur would later use. War broke out when Uther died, because he had died without any known heirs. Merlin told all the worthy knights to meet him in London on Christmas, to decide who would be king. There, the knights found a sword driven through a steel anvil and a block of marble. The anvil was inscribed with the following words: *Whoso pulleth out this sword of this stone and anvil is rightwise King born of England*. Arthur, unaware of the inscription, was the only one able to pull out the sword, making him King of England.

Over the years, Merlin served as Arthur's advisor and court wizard. Merlin was the one who took Arthur to the lake where the Lady of the Lake

dwelt. The Lady in the Lake gave Arthur the sword Excalibur. Merlin also arranged for the marriage between Arthur and Guenevere, but he did warn Arthur that the marriage would someday cause disaster for Camelot.

Knowing that Arthur's son out of wedlock, Mordred, would secretly try to cause as much trouble as possible, Merlin had come up with a plan years before Mordred reached Camelot. He arranged for a young knight, Percy of Scandia, to be vigorously drilled in the arts of war. When Mordred reached Camelot, Merlin summoned Sir Percy to Camelot. Sir Percy joined the court at Camelot, pretending to be a hesitant fop. Sir Percy secretly became the Black Knight, champion of Camelot. To help him, Merlin gave him a magical sword, the Ebony Blade, made with ore from a meteorite. Over the years, the Black Knight foiled many of Mordred's and his mother's (Morgan Le Fey) plans.

Finally, a great battle erupted between the forces of Camelot and the forces of Modred and Morgan. Mordred and Morgan were defeated, and Merlin used his imprisonment spell on Morgan. The spell prevented Morgan from physically existing outside of her castle. A little later, the war over Guenevere between Lancelot and Arthur erupted. During the chaos, Mordred gathered a new army to attack Camelot.

Merlin told the Black Knight to ride to Garrett Castle, and meet Arthur there. The Black Knight was attacked by foul magicks along the way, causing him to be late to the meeting and the battle that took place near the castle. Mordred and his army were aided by the cosmic being known as the Dragon of the Moon. With the help of an Eternal, an evolutionary offshoot of humanity, called the Interloper, Merlin was able to drive the Dragon back.

During the battle, Arthur and Mordred dealt each other mortal wounds. Mordred got back to Garrett Castle before dying, and killed the Black Knight from behind. Merlin appeared and placed a spell on Sir Percy, so that his soul would return to Earth whenever Mordred's soul was resurrected on Earth.

## Metamorpho



## Metamorpho

Rex Mason

Fighting: Excellent  
Agility: Incredible  
Strength: Amazing  
Endurance: Monstrous  
Reason: Good  
Intuition: Remarkable  
Psyche: Excellent

Health: 185  
Karma: 60  
Resources: Typical  
Popularity: 0

Known Powers:

Body Transformation: Metamorpho is able to transform his entire body into any possible combination of any element found in the human body.

He can alter the shapes and consistencies of these elements and combine them to form complex compounds. Rex can assume forms of gas, liquid or solid states

**Body Resistance:** The nature of Rex's body provides him with natural body armor offering -5CS damage from blunt attacks and Remarkable resistance vs. energy attacks

**Shapechange:** Metamorpho can also shape parts and portions of his body instead of the whole. He can form such complex shapes as a tank and a bicycle and such simple forms as a cloud or a spring. He does this with Unearthly ability. He may perform the following power stunts at will:

- Elongation: power simulation
- Plasticity: power simulation
  
- Natural Weaponry: Rex may turn his arms into weapons such as Axe's, Sword's, Hammer's etc...

**Equipment:**

Metamorpho, disfigured by his accident, had, for a while, a fake face and a wig made so he could interact with other people without scaring them.

**Limitations:**

Metamorpho's main weakness occurs when he is exposed to portions of the meteor that gave him his powers. These meteor portions can weaken him even to the point of death. He loses -1CS per round from his Endurance for the exposure. If his Endurance reaches Shift-0 Rex dies.

**Talents:**

Martial Arts B, Archeology, Detective

**Contacts:**

Outsiders, Justice League, Seven Soldiers of Victory

**History:**

As a young man, Rex Mason was fearless. With varied interests, Rex eventually became a crack racing driver on the Grand Prix circuit, but that wasn't thrilling enough for Rex. He became a soldier of fortune, and found himself in tight spots all around the globe: from the Arctic Circle to the Sahara; and he faced threats of all kinds. And yet, there was one thing that could change all that: a young lady named Sapphire Stagg.

Sapphire Stagg was the debutant daughter of power-hungry millionaire Simon Stagg. Stagg, always on the lookout for power, even resurrected a million-year-old ape man named Java from an Indonesian bog to aid him in his various quests. When Stagg learned of Rex's love for Sapphire, he forbid the two to marry, or Sapphire would be cut from his will.

Rex, realizing that the only way to finally win the heart of Sapphire was to earn enough money and marry Sapphire, accepted Simon's offer of employment. Simon's first mission for Rex was to go to the lost canyons of the upper Nile and find the legendary Orb of Ra. Rex's reward was to one million dollars. Naturally, the fearless Rex accepted.

Stagg sent both Rex and Java on the mission, and the two eventually found the pyramid of Ahk-Ton, home of the Orb. Entering the pyramid, Java eventually ditched Rex, leaving Mason alone and unconscious after being hit in the head by a falling rock. It seems Java too has fallen for Sapphire, and, out of jealousy as well as orders from Stagg, found a way to "get rid" of the meddling Mason.

Regaining consciousness, Mason began searching for an exit and came across the Orb of Ra, which was, in fact, a mysterious meteor. Bathed in weird rays being emitted by the meteor, Rex Mason was transformed into Metamorpho, the Element Man. Rex gained the power to transform himself into any element found in the human body, but also found his body grotesquely changed. Using his powers, Mason escaped from the pyramid and returned to Stagg.

Stagg, of course, reneged on his deal, and never gave Rex the million. Stagg, however, offered to aid Rex in finding a cure to his position, but until then, Metamorpho would work for Stagg. Still attached to Sapphire, Rex agreed, but soon found himself a reluctant super-hero.

Over the next years, Metamorpho found himself playing the role of the hero, however reluctantly. Based at Stagg's complex in Haleyville, Metamorpho found himself against a wide array of threats, such as the Balkan Brothers, T.T. Trumbull, Doctor Dread, Stingaree, Vrag-Kor, the Thunderer, Jezeba, and the Queen of Fury. He found himself facing atomic bombs, berserk robots, crazy scientists, and alien conquerors, and even found an ally when the Orb of Ra transformed a young woman by the name of Rainie Blackwell into the Element Girl.

Metamorpho and the Element Girl soon faced their greatest threat: Algon, the first Element Man. Algon lived in the ancient city of Ma-phoor, and was the first human to find the Orb of Ra and become fantastically transformed. Algon vowed to destroy all other Element Men, and thus set his sights on Rex and Rainie. The three battled within an active volcano, and the two young heroes defeated the man Algon. Afterwards, Element Girl decided to retire from super-heroics.

About this time, an alien known only as the Unimaginable came to Earth and became fascinated with the Justice League of America. The League had decided to invite a new hero to join, and they agreed upon Metamorpho. Suddenly, the Unimaginable made himself known and wanted to join the League. When the League declined, the Unimaginable attacked them with alien creatures of his creation. Metamorpho teamed up with Leaguers Superman, Atom, Flash, Batman, and Green Lantern, and the six of them defeated the Unimaginable. The League extended membership to Metamorpho, but Rex refused, citing that he was only acting as a hero until Stagg could find a cure. Though not a

Leaguer, Metamorpho often came to the aid when needed, such as when the League battled the Iron Hand. It was during this adventure that Metamorpho met Earth-2's Justice Society of America and Seven Soldiers of Victory.

Simon Stagg, wishing to rebuild the Orb of Ra and gain more power, brought it to Haneyville, where Java rebuilt the Orb. However, reassembling the Orb proved dangerous: the Orb somehow affected Java's mind, driving him crazy and attacking Stagg. Sapphire called Metamorpho to warn him, as Java began randomly changing elements around the countryside. Java's rampage drew the attention of Superman, and he and Metamorpho, with Stagg's aid, subdued the mad Java. In the end, the Orb of Ra exploded in the atmosphere, seemingly destroying the meteor forever.

Rex joined the Outsiders and with his teammates and their mentor Batman faced the Crisis on Infinite Earths. Metamorpho adventured with the Outsiders for sometime until dying on one of their missions.

However during "Invasion" Rex was revived when the Dominion dropped the Gene-bomb on earth. Suffering from amnesia Metamorpho joined Justice League Europe, and later learned that Sapphire had re-married after his supposed death. Metamorpho went on to join the American branch of the Justice League and died once again when a group of White Martians attacked Earth.

Meteorite



Meteorite

Valerie Barnhardt

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 90  
Karma: 40  
Resources: Typical  
Popularity: 0

Known Powers:

Battlesuit:

The battlesuit increases her agility by 2CS and strength by 1CS rank. Valerie wears the battlesuit allowing her the following powers:

- Flight: Valerie can attain Remarkable air speed
- Force Field: Incredible ability to generate a personal force field. It may be possible that Valerie can shape the "hard air" force field and project it outward although this remains to be seen.
- Charging: A favorite tactic employed by Valerie is to ram her opponents by flying into them with her force field turn on. This attack is capable of inflicting Monstrous damage.

Talents:

Aerial Combat, Piloting

Contacts:  
Redeemers

Meteor Man



Meteor Man

Norton Fester

Fighting: Gd  
Agility: Rm  
Strength: Am  
Endurance: Rm  
Reason: Ex  
Intuition: Gd  
Psyche: Gd

Health: 120  
Karma: 40  
Resources: Ty  
Popularity: -10

Known Powers

Body Armor: Am protection from physical and energy attacks  
Leaping: Am power rank

Talents

Repair/Tinker  
Astronomy (Specialist in Meteors)  
Guns  
Pilot-Aircraft

History:

Norton G. Fester was a crackpot scientist who believed he was a genius, even though he had failed science courses in high school. One day he found a meteor fragment that he had seen landing. Since he believed that meteors contain microscopic living matter he wanted to prove it and attempted to raise money for research. All attempts failed and he went to study the meteor. He did this by chipping away a piece from it, which released a pocket of gas from its interior. Fester breathed the gas, which clung to him, and passed out. When he awoke later he discovered that he now had superhuman strength and leaping abilities. Fester immediately made a special suit for himself and committed a series of bank robberies under the name of the Looter. Since he also worried that his powers might go away he decided to get hold of more meteors.

The Looter, who now was quite well known already, attempted to take a meteor at the local Space Exhibit, but was stopped by Spider-Man. The Looter escaped, but without the meteor. Days later he attempted to steal the meteor again, but Spider-Man was waiting for him and this time defeated him and got him jailed.

Years later Fester was still serving time in prison being a model prisoner. A fellow prisoner asked Fester why he hadn't used his superpowers to escape from jail. Fester hadn't thought of it (!), so he promptly used his powers to escape. Since Fester's arrest Kyle Richmond, alias Nighthawk, had bought the meteor from the Space Exhibit. Fester immediately stole it from him and had a run in with Nighthawk, but successfully escaped with the meteor. The heroine called Valkyrie was told about the theft and decided to team up with Spider-Man who also was hunting Fester (who now called himself the Meteor Man). When they found Fester he was escaping after a theft of a small figurine sculpted from a meteor. Spider-Man attempted to fight the Meteor Man, but Valkyrie punctured the balloon and they both fell. Spider-Man was caught by Valkyrie, but the Meteor Man fell far down to the ground. His superpowers, however, allowed him to survive the fall and Fester was sentenced to a jail sentence again.

Years later, again, Fester escaped and had a run in with Giant-Man III (Bill Foster) and Spider-Man. Although Fester managed to steal an experimental microwave generator and got away, Spider-Man had put a Spider Tracer on him before he escaped. While Spider-Man and Giant Man were tracking Fester he was busy building his latest invention (a modification of a basic design he had seen in an old issue of Popular Mechanics !). This invention somehow drew raw energy from the meteors in his collection and transformed it into microwave energy. This energy was then routed to a backpack Fester was wearing and the backpack transmitted the energy directly into Fester's nervous system. Spider-Man and Giant-Man arrived just as Fester had activated the invention. Surprisingly enough, the invention actually worked and the glowing Fester began growing, as his strength increased steadily.

Fester had no trouble beating the heroes and he soon reached the height of a tall building. The microwave transmitter on Fester's back suddenly exploded due to an energy overload. The energy feedback rocketed Fester into the air, where he suddenly exploded and apparently died.

Fester had, however, survived and later came back to loot money so that he could buy the next meteor he was after. After some success (he was actually celebrating with champagne in his secret hideout !) he again was captured by Spider-Man and put in jail. Fester will probably resurface again to steal more money and meteors...

*Thanks goes to David Fryer for this one*

Mimic



Mimic

Calvin Rankin

Fighting: Ty

Agility: Ty  
Strength: Ty  
Endurance: Ty  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 24  
Karma: 18  
Resources: Pr  
Popularity: 15

**Powers:**

Power Duplication: Mimic has Mn ability to duplicate the powers and talents of those within 10 ft. He retains these abilities until he is outside of a 1 mile radius of the original target.

Imitation: As a side effect Mimic's body alters to accomodate any powers or abnormal physiology (eg:wings).

**Weakness:**

Mimic does not duplicate the innate safeguards incorporated in the original power unless he makes a successful Yellow FEAT.

**Talents:**

Those which he mimics

**Contacts:**

none

**History:**

Calvin Rankin was a regular boy until an accident changed his life: his father, Ronald Ranking, was making some experiments involving mutant genes. Calvin one day entered his lab and was intoxicated with some gas. This substance gave him his power: the ability to "mimic" other superhuman powers and regular human abilities. He knew he had powers when he realized he could mimic his friends sports abilities or his teachers intelligence. His "friends" though that he was a mutant, and tried to kill the boy. He escaped to his dad lab. His father tried to close the door to the place from the attackers, but an explosion took his life and left young Rankin alone. He went to college with a brash attitude, and things seemed to be normal.

One day, he met a librarian, Vera Canton, and her boyfriend, Henry McCoy, a.k.a. theBeast. Jealousy, he confronted him and his friend, Iceman, and got theirs powers. With no control, he just ran away. Other day he met Jean Grey, the now named Phoenix, and got her psionic powers. Hiding them this time, Calvin followed Jean to the X-Mansion and there helped the X-Men defeat the Puppet Master, who was attacking the group. Professor X asked him to join the X-Men, and he accepted. Since Cyclops was having problems with the leadership of the group, Xavier invited Rankin to be the new field leader. The Mimic became an X-Men, but his spirit was too aggressive: Charles eventually asked him to leave the group. He allied himself with the Superadptoid and attacked the team. He realized that the android was just using him, and rebelled against him. By that time he had lost the powers he had kept from the X-Men and, in a visit to the destroyed lab of his father, discovered that he had implanted a failsafe device on his powers that would keep them in check if he used them to often. He began to wonder across the U.S. and disappeared.

Years later, the Hulk found Calvin and, after a battle, he appeared to have committed suicide himself by falling in a gamma caldron. Wolverine, some time later, would find himself accused of crimes he didn't commit. In search for the responsible, he found the Mimic, now copying the looks of the target of his powers. Both men tried to find some answers and went to the lab where the experiment took place once again. There was a hologram of Calvin's father there, where he explained his powers and the amount of concentration and responsibility that came with them. Logan sent Calvin to a Japanese monastery, where he could live in peace.

More years came, and Calvin reappeared again, fighting against X-Force, with the power of the original X-Men. He was defeated by then, but showed up again with the Blob under someone's order. By that time, it seemed that it was Onslaught his master, but it's clear now that someone had enhanced his abilities

Some months later, in a mission where Excalibur was trying to find the missing Professor X, they found the Mimic trapped in one of the Zero Tolerance's base. They released him and he joined the team for a short time. Most recently, Calvin reappeared by the side of a new Brotherhood, that managed to find and release Professor X from his confinement, so he could them fight Cerebro. In a battle with the X-Men against the computer villain, all the members of this Brotherhood were captured and are now missing.

Mirage



## Mirage

Danielle Moonstar

Fighting: Good  
Agility: Typical  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Incredible

Health: 56  
Karma: 70  
Resources: Poor  
Popularity: 5

### Known Powers:

Mental Probe: Unearthly to detect emotion-laden thoughts.

Illusion Casting: Unearthly to create a targets greatest fear or desire, targets reduced to 0 health due to these images fall unconscious for 1-10 rounds.

Empathy: Monstrous with animals and shape-changers.

Death Sense: Mirage has the Unearthly ability to detect the aura of imminent death.

Ghost Staff: A magical weapon created from Danielle's mind. It does Shift-Y damage to god like beings and is capable of affecting even the being known as Death.

### Talents:

Hunting, Survival, Equestrian, Bows, Bi-Lingual (English and Cheyenne Indian)

### Contacts:

X-Men, Excalibur, X-Factor, New Mutants

### History:

Danielle Moonstar is an American Indian of the Cheyenne Nation. Moonstar's mutant powers emerged at puberty when she could not control her ability to create visible images of people's greatest fears.

One night she created a symbolic vision of her parents' deaths. Shortly thereafter, her parents disappeared during a trip to the mountains. Moonstar believed them to have been killed, and her dreams were haunted thereafter by a vision of a demonic bear, which she believed to be responsible for their deaths. In fact, Moonstar's parents had been transformed into the demonic bear by an as yet unrevealed cause. The bear would have worked the same transformation upon Moonstar, but her grandfather, the chief and shaman Black Eagle, used spells to keep the demonic bear away from her.

Eventually, Moonstar fled to the mountains, where she was raised over the following years by Black Eagle. Finally, Black Eagle sent a letter to Professor Charles Xavier, who had become a friend of Danielle's father, William, when they were in the army together. Black Eagle believed that Xavier could provide Moonstar with the training she needed to utilize her powers best, and asked him in his letter to do so.

Xavier agreed to come meet Moonstar and become her teacher. Black Eagle ordered her to go with Xavier and she agreed. But before Xavier arrived, Black Eagle was murdered by Donald Pierce, a member of the Inner Circle of the Hellfire Club who then intended to overthrow its mutant leader Sebastian Shaw. Pierce was determined to kill Xavier as well as other superhuman mutants.

Moonstar, unaware of Pierce's involvement, vowed to take vengeance for her grandfather's death. She soon found herself hunted by Pierce's agents, but she was saved by the mutant Karma, who arrived along with Xavier. Xavier told Moonstar about Pierce, and she said she would work with Xavier to get revenge on Pierce.

After Moonstar helped Xavier and several other young mutants he had enlisted in defeating Pierce, they became members of his new team, the New Mutants, whom Xavier taught in the uses of their superhuman abilities. Under Xavier's guidance Moonstar not only learned how to keep her powers under control, but also learned how to create images other than those of the objects of people's fears. Eventually she and her fellow student Cannonball became the team's leaders.

Moonstar originally took the code name Psyche but later changed it to Mirage after the illusions she creates.

With Black Eagle dead, the demon bear was no longer prevented from seeking out Moonstar. She fought the bear outside Xavier's mansion and it nearly killed her. The New Mutants then battled the bear, and one of them, Magik, used her magical soul sword to release Moonstar's parents from the spell they were under, returning them to their human forms. Moonstar was reunited with her parents, and she eventually recovered completely from her injuries, thanks to the Morlock Healer.

Later, Amora the Enchantress kidnapped the New Mutants to Asgard, the extradimensional home of the Norse gods. While she was there, Moonstar rescued a winged horse from hunters. Mirage had an immediate psychic rapport with the horse, which she named Brightwind after her pony on Earth, and the horse selected her to be his rider. Brightwind was one of the herd of flying horses belonging to Odin, ruler of Asgard, that are ridden by his female warriors, the Valkyries. The bonding between Moonstar and Brightwind bestowed part of the Odinpowers upon Moonstar, and she thus became endowed with the Valkyries' power to perceive the coming of death. When the New Mutants returned to Earth, Brightwind came with Moonstar.

Moonstar was no longer serving regularly with the New Mutants when Cable reorganized the team into X-Force. At some point, under circumstances that have yet to be fully explained, Moonstar was exiled from Asgard and her winged horse Brightwind was renamed Darkwind.

She was found on Earth by the mutant terrorist Reignfire, who had recently reorganized the terrorist group called the Mutant Liberation Front. Moonstar agreed to join the Front, secretly intending to betray the group from within. At some point she secretly joined the international law enforcement agency S.H.I.E.L.D. Hence, she was functioning as a deep cover S.H.I.E.L.D. operative within the Mutant Liberation Front.

To maintain her cover Moonstar was forced to battle X-Force alongside other members of the Front. However, she later allied herself with X-Force against the Gamesmaster and the Upstarts.

Moonstar finally revealed to X-Force that she had been an undercover agent. She joined X-Force and remains a team member to this day.

Mirror Master II



## Mirror Master II

Evan McCulloch

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Good

Health: 60  
Karma: 60  
Resources: Excellent  
Popularity: -30

Known Powers:  
None

### Equipment

Mirror based paraphernalia: he carries an assortment of weapons that are all Mirror related. Here are some of the gadgets he has so far demonstrated.

- Illusions: using mirrors, he has created realistic 3-dimensional images of Monstrous rank.
- Mirror gun: he can use this sidearm to shoot beams of laser light that do Amazing energy damage. He can also use the gun to create a blinding light of Incredible intensity.
- Teleportation: using a mirror or mirror like surface, he teleports himself and/or others anywhere he wants with unearthly ability and range. He does this by just stepping into the mirror or mirror like surface. The original mirror master was able to activate his teleportation through his gun.
- Dimensional teleportation: using a mirror or reflective surface, he and others can enter mirror worlds, pocket universes that fade in and out of reality within reflective objects. He does this with Monstrous ability.

Here are some other gadgets used by his predecessor that he may or may not use In the future.

- Mirror jet pack: using a mirror to absorb solar energy to power a personnel rocket pack that flies at Remarkable speeds.
- Glass genie bottle: used to contain the flash as a gas form.
- Giant laser dish: a huge satellite dish that could unleash Shift-x laser energy damage. It was to be used to melt the ice caps unless a ransom was paid.
- Reflectors: Using personal hand held or man sized mirrors he can reflect any light energy with remarkable ability. He can reflect up to shift x rank energy.
- Hypnotic mirrors: using a hand held mirror or a specially prepared room; he was able to hypnotize people with pulsating flashes reflected off the surfaces with Remarkable ability.

### Talents:

Weapon Master: Mirror gun, Mirrors, Photonics, Dimensional Physics.

History:

After the first mirror master was killed, Evan McCulloch was given his weapons and costume by the U.S government, hired as their personal enforcer. Evan grew tired of working for the "yanks" and banished his bosses into a mirror world and struck out on his own eventually joining with the new revised criminal group called the rogues.

Details by: Silversnake

Mr. Fantastic



Mr. Fantastic

Reed Richards

Fighting: Good  
 Agility: Typical  
 Strength: Typical  
 Endurance: Remarkable  
 Reason: Amazing  
 Intuition: Excellent  
 Psyche: Remarkable

Health: 52  
 Karma: 100  
 Resources: Remarkable  
 Popularity: 50

Known Powers:

- Elongation: Monstrous, up to 1500 feet
- Plasticity: Monstrous with the following effects:
  - Form a bouncing ball with Mn agility and Gd speed.
  - form a glider with Fe airspeed
  - Gorm parachute for up to 4 people
  - Good disguise ability
  - Formless puddle to flow through almost any opening
  - Amazing ability to assume any geometric shape
  - Amazing ability to become as thin as paper
  - Grapple with Remarkable strength up to 4 targets

Body Armor:

- 5CS damage from blunt attacks
- Remarkable vs. other physical attacks
- Good vs. energy attacks

Hyper-Invention: Monstrous ability to comprehend/design/repair technology.

Talents:

Electronics, Engineering, Physics, Repair/Tinker

History:

Born in Central City, California, Reed is the son of Nathaniel and Evelyn Richards. Since Nathaniel is a scientific genius, it's no surprise that Reed is too. Reed has always been something of a prodigy, enrolling in college level courses at the age of fourteen. Reed attended numerous colleges including State University in Hegeman, New York.

At Empire State University, he met and became roommate of Benjamin J. Grimm. Reed had already begun designing a starship capable of traveling in hyperspace. Sharing his plans with his new roommate, Grimm jokingly volunteered to pilot the craft.

When Reed continued his education by attending Columbia University in Manhattan, he rented a room in a boarding house owned by the aunt of a young girl named Susan Storm. To his embarrassment, the young girl instantly fell in love with him. Even though Reed had to move on, they continued to carry a torch for each other. Moving on to Harvard where Reed earned a Ph.D. in both physics and electrical engineering, all this by the age of 22. After spending six years in the military, Reed began using his inheritance, along with government funding, to finance his research. Determined to reach the stars, the project began, based in Central City.

Susan Storm, now an adult, moved into the area and within a short time found herself engaged to Reed. Likewise, Reed's old college roommate had gone on to become a successful test pilot and astronaut and was indeed slated to pilot the craft.

All seemed well: however, when the government threatened to cut funding and cancel the project, Reed, Ben, Sue and her younger brother Johnny, all decided to sneak aboard the starship and take it up immediately. They knew they had not completed all the testing that had been planned but Reed was confident they would be safe.

However, when their ship passed through the Van Allen belt they found their cockpit bombarded with nearly lethal doses of cosmic radiation. Reed had somehow neglected to account for the abnormal radiation levels in the atmosphere. The cosmic rays wreaked havoc on the starship's insufficient shielding and they were forced to return to earth immediately.

The crew successfully lands, and soon discovers that the rays have given them more powers than any humans have ever possessed. Reed found that his skin was malleable and that he could elongate any portion of his body at will. Each member of the fateful crew in turn discovered how they had been significantly changed.

Deciding to use this unexpected turn of events for the benefit of mankind, Reed convinced the others to band together as The Fantastic Four, Sue as The Invisible Woman, Johnny as The Human Torch, Ben as The Thing, and Reed as the stretchable Mr. Fantastic.

Mr. Fantastic was chosen to lead the group. Under his guidance, the team went on to become Earth's most celebrated band of heroes. Together, they would save the world countless times. Ever driven by his the quest for knowledge, Reed is believed by most to be the Earth's foremost intelligence. There is little he cannot create, fix, or understand given time. The patents and royalties on his inventions alone have funded the group over the years.

After countless adventures as the Fantastic Four, Reed married Sue, and before they know it Sue has a child, young Franklin Benjamin Richards. Who turns out due to unforeseen circumstances to have power that can rival Galactus, he has the power of a living god in the body of a small child.

In the past year Reed was killed at the hands of Doctor Doom. However unknown to his teammates at the time he was thrown back into the time of barbarians and onto an alien world by a being called Hyperstorm, so far into the past and with no technology even his brilliant mind couldn't find a way back home. Reed, unable to find a way back home wandered about aimlessly for about a year. A while later the remaining members of the FF along with the Sub-Mariner, Lyja and the Ant-Man found themselves trapped in the same era. With some luck they found Reed but faced a new problem, Reed with his time alone believed it was impossible for his old friends to return and attacked them. Upon realizing that these were truly his friends he sought out Galactus as he was the only being in the Universe who could defeat Hyperstorm, upon Hyperstorm's defeat the FF returned to present day where they continued their life, not only as a team but as a family.

Upon their return, the FF were encountered by a being called Onslaught, This demon spawn took control of an army of sentinels and invaded New York city, hunting down every metahuman being he could find. Onslaught wished to add the abilities of the godlike Franklin Richards to his own. Only through the Sacrifice of the Fantastic Four's own lives and that of most of the heroes in the marvel universe was Onslaught finally vanquished. The hero's would have died there and then, if not for Franklin who created a whole alternate reality for them to reside in. Completely oblivious to what had taken place Reed and his compatriots relived most of their lives. In their absence the Fantastic Four's headquarters, Four Freedoms Plaza was annihilated by a super villain group called the Masters Of Evil, posing as heroes, The Thunderbolts. One-year later Franklin returned his family along with the other hero's from the parallel reality. Reed was overjoyed to see his son again, but he and the rest of the FF found themselves without a home, moving into Reed's storage warehouse on Pier 4, overlooking the east river and making this their home the Fantastic Four continue to go with their lives.

## Mister Freeze



## Mister Freeze

Victor Fries a.k.a: Mr. Zero

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Remarkable  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Excellent

Health: 70  
Karma: 70  
Resources: Remarkable  
Popularity: -15

Known Powers:  
Invulnerability: Cold

Equipment  
Containment Suit:  
 Material strength: Amazing  
 Strength Enhancement: Raises Strength to Incredible and Health to 100  
  
 Ice Generation: Unearthly

Limitations  
At Temperatures above freezing Victor begins to loose Endurance ranks at the rate of 1CS per round.

Talents:  
Cryogenics, Chemistry, Biology, Engineering, Leadership

Contacts:  
Underworld

History:  
Dr. Fries was one of Gothcorp's most brilliant scientists and cryogenic researchers, however he was unable to cure his wife Nora of a deadly disease. His research in cryogenics was eventually cut off by the bureaucrats at Gothcorp. His experiment to create a cryogenic freezing chamber to house his wife until a cure could be found was interrupted by Ferris Boyle, C.E.O. of Gothcorp, and his security guards. A fight ensued, accompanied by an explosion. In the explosion, Dr.Fries was smashed into his cryogenic freezing tanks. The accident soaked Dr. Fries's entire body with the freezing solution and rendered him unable to survive outside of a sub-zero environment. He vowed revenge on

those who had wronged him.

This change also caused brain damage, making him quite insane. Victor was forced to create a vacuum tight suit which maintained his body temperature at 50 degrees below zero. He also enabled the suit's cybernetic processor to increase his strength and generate intense fields of cold and so.... Mr. Freeze was born.

Mister Hyde



Mister Hyde

Calvin Zabo

Fighting: Rm  
Agility: Gd  
Strength: Am  
Endurance: Am  
Reason: Rm  
Intuition: Gd  
Psyche: Mn

Health: 140  
Karma: 115  
Resources: Gd  
Popularity: -30

Known Powers:

Alter Ego: By consuming different mixtures of his transformation potion, he can be Hyde or Zabo at will. He usually carries vials of the potion with him at all times, changing from Hyde to Zabo to elude pursuit after crimes.

Fighting: Ex  
Agility: Gd  
Strength: Ty  
Endurance: Ex  
Reason: Rm  
Intuition: Gd  
Psyche: Gd

Health: 56  
Karma: 50

Body Armor: As Hyde, his transformed flesh provides Incredible Protection from physical attacks and Excellent protection against energy damage.

Resistances: Hyde possesses Excellent resistance to fire, heat, cold, corrosives, and toxins .

Talents:

Chemistry and Biochemistry.

Contacts:  
The Masters of Evil IV

Mister Mxyzptlk



Mister Mxyzptlk

Fighting: Excellent  
Agility: Amazing  
Strength: Typical  
Endurance: Unearthly  
Reason: Good  
Intuition: Good  
Psyche: Incredible

Health: 176  
Karma: 60  
Resources: Monstrous  
Popularity: 0

Known Powers  
Air Walking: Amazing  
Animate Image: Shift-Y  
Animate Objects: Shift-Y  
Dimension Travel: Incredible  
Invisibility: Amazing  
Molecular Conversion: Unearthly  
Reality Alteration: Shift-X  
Teleportation: Unearthly

Limitations:  
Dimension Travel only allows entry to Earth every 90 days.

Talents:  
Unknown

Contacts:  
Lex Luthor

History:  
A Fifth Dimensional being that harasses Superman. Mr Mxyzptlk (pronounced mix-yez-pittle-ick) uses amazing scientific skills from the Fifth Dimension to do things on Earth that appear magical. He has appeared in Metropolis to challenge and harass Superman several times when an inter-dimensional interface is possible. He decides on a challenge and a condition for determining when he'll leave, and then Superman

must try to succeed in out thinking him. When Mxyzptlk is out foxed and bound by his agreement to return to the 5th Dimension, everything that his magic changed is returned to normal.

Superman first met Mxyzptlk when he appeared in Metropolis as the charismatic Ben DeRoy. Mr Mxyzptlk once forced Superman and The Flash into a race that The Flash won. Mr Mxyzptlk encountered Lex Luthor and learned the concept of how to lie. Later, Mr Mxyzptlk supplied Luthor with red kryptonite which made Superman's powers disappear, but Luthor violated Mr Mxyzptlk's conditions and so Superman regained his powers. Mxyzptlk appeared in Metropolis and tried granting a wish to everybody in the city. He even tried, albeit unsuccessful at the time, to reunite Superman and Lois Lane.

He reappeared again briefly to "congratulate" Clark on his wedding day. He then showed up and, wanting to experience death, created a creature he referred to as "Bada-Bing-Bada-Boomsday" to fight against and imitate Superman's own deadly battle with Doomsday. He created the Doomsday clone a little too well, and had to "sacrifice" himself to stop it. Mxyzptlk's death didn't last longer than a minute.

There is a time when even a trickster is out-tricked. Mxyzptlk paid a visit to the insane clown prince of crime, The Joker, at his cell in Arkham Asylum. He toyed with the notion of setting the Joker free with 1% of his power and watch Superman and Batman dance to his tune. Smarter than he may have seemed to Mxyzptlk, the Joker tricked Mxyzptlk into revealing his imp name and gained power over him. He took 99% of Mxyzptlk's power and used it to proclaim himself Emperor of a world he reshaped in his image. Superman, finding the flaw in his twisted logic realized that to the Joker, his existence is nothing without Batman. He couldn't even erase his own memories of the Dark Knight and therefore his reality was thwarted and Mxyzptlk was able to reign his powers back in and return to the 5th Dimension.

Mockingbird



Mockingbird

Barbara "Bobbi" Morse Barton

Fighting: Ex  
Agility: Ex  
Strength: Ty  
Endurance: Gd  
Reason: Ex  
Intuition: Ty  
Psyche: Ty

Health: 56  
Karma: 32  
Resources: Ty  
Popularity: 50

Powers:  
None. All of her power comes from her Skills and Equipment.

Equipment:

**Battle Staves:** She wields a pair of Rm Material Strength battle staves that cause Ex Blunt Damage in hand-to-hand combat. They also have the following combat options:

- Javelins: Fitted together and thrown as a javelin, they cause Rm Blunt Damage to a target with a 4 Area Range.
- Projectiles: She has spring-loaded holsters for the staves on her forearms. She can release the staves directly from the holsters and cause them to fly up to 3 Areas away to do Ex 20 Blunt Damage. She can catch the staves on the rebound with a Green Agility FEAT Roll.
- Vaulting Pole: Joined together and extended, she has an 8-foot-long vaulting pole that allows her to vault upwards 1 Area and across ½ Area.

**Body Armor:** Her costume provides her with Rm Physical Protection and Ex Fire Protection

**Talents:**

Acrobatics, Biology, Detective, Espionage, Law Enforcement, Weapons Expert (+1CS Fighting with Battle Staves)

**Contacts:**

Avengers, Hawkeye

**History:**

Barbara *Bobbi* Morse was a biologist turned agent for the international espionage agency SHIELD. Later, she went freelance as the costumed intelligence operative Huntress, although she changed her moniker to Mockingbird.

As Mockingbird, she met and married the hero Hawkeye after they joined forces against the villain Crossfire, and she began serving alongside Hawkeye his hero team, the Avengers, becoming a full official member of the group when she joined Hawkeye in founding the team's west coast roster. Mockingbird remained a mainstay of the team until an ethical dispute estranged her from both Hawkeye and the Avengers.

This dispute hinged on Mockingbird's abduction and violation by her crazed admirer, the Phantom Rider, who died in their final confrontation when she allowed him to fall from a cliff after he tried unsuccessfully to kill her. The Phantom Rider's ghost then began tormenting her, and prompted Mockingbird's estrangement from the Avengers when he convinced Hawkeye that Mockingbird had "murdered" him. Mockingbird eventually exorcised his ghost from the earthly plane and started working with the Avengers again on an irregular basis while trying to mend her marriage to Hawkeye.

While on leave from the Avengers, Hawkeye and Mockingbird became mentors to amid western team of novice adventurers called the Great Lakes Avengers until Hawkeye returned to the western Avengers roster, prompting Mockingbird to rejoin as a reservist and, eventually, as a full active member. By that time, Hawkeye and Mockingbird had realized how much they still loved each other and finally fully reconciled, calling off their divorce before it became final. Their renewed bliss proved short-lived, though, when Mockingbird was slain in action by the demon Mephisto when the team were escaping from his realm.

More recently, she was one of several deceased Avengers temporarily resurrected by the villainous Grim Reaper to serve him in Avengers, but shook off the Reaper's control and helped the Avengers defeat him before returning to the realm of the dead once more.

Modred



Modred

Modred Pendragon

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Excellent  
Intuition: Good  
Psyche: Remarkable

Health: 70  
Karma: 60  
Resources: Excellent  
Popularity: 0

Powers:

Immortality: Unearthly

Magic:

Mordred is a practitioner of Faerie and Druidic magic, and can use the following spells:

Personal Spells:

- Alteration Appearance: Remarkable
- Astral Projection: In
- Image projecting: Excellent
- Shield Individual: Remarkable

Universal Spells:

- Animation: Remarkable
- Bands: Excellent
- Charm: Incredible
- Conjure: Incredible
- Eldrich Bolts: Remarkable
- Enchantment-others: He can enhance up to 3 abilities or Powers to Rm levels.
- Fear: Excellent
- Illusion: In
- Matter Rearrangement: Remarkable
- Plant Control: Remarkable

- Teleportation: Amazing

Equipment:

Ebony Dagger: Unearthly material, Good Edge damage, Unearthly energy reflection.

Sword: Remarkable material, Excellent Edge

Armor: Remarkable material, provides Excellent protection against Physical attacks.

Talents:

Knives, Swords, Thrown Weapons, Occult Lore.

Contacts:

Morgan Le Fay

Molecule Man



Molecule Man

Owen Reece

Fighting: Fb  
Agility: Pr  
Strength: Pr  
Endurance: Gd  
Reason: Gd  
Intuition: Fb  
Psyche: Mn

Health: 20  
Karma: 87  
Resources: Ex  
Popularity: 1

Powers:  
Elemental Conversion: Un  
Molecular Conversion: Mn  
Matter Animation: Mn  
Molding: Mn  
Disruption: C13000  
Serial Immortality: Mn

Weakness:  
Except for Serial Immortality, none of his powers can affect living targets.

Talents:  
none

Contacts:  
Volcana

Moleman



### Moleman

Fighting: Gd  
Agility: Pr  
Strength: Gd  
Endurance: Rm  
Reason: Rm  
Intuition: Gd  
Psyche: Rm

Health: 54  
Karma: 70  
Resources: In  
Popularity: 0 (100 to Moloid Subterraneans)

#### Powers:

**Abnormal Sensitivity:** Mole Man's eyes are extremely sensitive to light. He is virtually blinded by normal illumination. To counter this, he wears protective glasses that both reduce bright light to levels he can tolerate and increase dim light to levels by which he can see.

**Hyper-Hearing:** Mole Man has Typical hearing that enables him to find his way around in the unlit depths of the earth.

**Hyper-Touch:** Mole Man has Typical sensitivity and can identify things by touching their surface if he succeeds in a green Reason FEAT.

**Weapon Staves:** Mole Man has a series of similar-looking staves (6 ft. long, made of wood or aluminum) which contain a weapon and additional features. All staves include a galvanic response meter that is tuned to the Mole Man's body; this prevents anyone else from activating his staves.

**Radar:** All staves contain the Good ability to electronically map out the surroundings. The information is relayed as a series of braille dots.

**Electrical Generation:** Incredible rank.

**Fire Generation:** Remarkable rank.

**Light Emission (Laser):** Incredible rank.

**Vibration:** Incredible rank.

#### Talents:

Mole Man's life has made him an expert on subterranean geography, spelunking, understanding Deviant weapons systems, and monster training.

**Contacts:**  
Red Ghost

**History:**

Little is known of Mole Man's past, save that he was shunned by the world because of his homeliness. While wandering the forgotten areas of the world, he discovered Monster Island in the Bermuda Triangle and the island's cavernous entrance to Subterranea. There he mastered the branch of Subterraneans now called the Moloids. He used the creatures and technology he found there to strike back at the outer world.

Later he reformed and began to concentrate on building a sanctuary for other people rejected by the surface world. Tragically his two attempts thus far have led to the death of most of the visitors to his sanctuaries.

#### Moondragon



#### Moondragon

##### Heather Douglas

Fighting: Remarkable  
Agility: Remarkable  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Amazing

Health: 100  
Karma: 80  
Resources: Good  
Popularity: 10

Known Powers:  
Telepathy: Unearthly  
Mind Control: Unearthly  
Mind Blast: Incredible  
Telekinesis: Remarkable  
Kinetic Bolts: Excellent

Talents:  
Genetics, Biochemistry

##### Contacts:

Estranged member of the Defenders and Avengers. She is friendly with Her and her cousin Pamela (Sundragon).

##### History:

Heather Douglas is the only daughter of a real estate agent Arthur Douglas and his wife Yvette. One night when Heather was three years old, she and her parents were returning to Los Angeles after a short vacation in Las Vegas when they happened to witness the approach of a scoutship belonging to the mad Titanian named Thanos. Wishing to maintain secrecy, Thanos caused the Douglasses' car to crash and burn, killing all the occupants but Heather, who had been thrown from the car. (Arthur Douglas was later resurrected in a new body as Drax the

Destroyer.)

Alone on the desert, the child was rescued by Mentor, who was the benevolent ruler of the Eternals of Titan, and who was also Thanos's father, and had been monitoring his evil son's activities. Taken to the settlement of Eternals on Titan, Heather Douglas was placed in the Shao-Lom monastery to be schooled in the arts and disciplines of the ascetic monks of Titan. (These arts and disciplines had their origins in the teachings of the Priests of Pama, a pacifistic sect of the alien Kree. See Mantis). The Shao-Lom taught her complete control of her body and mind as well as the total mastery of her latent psionic potential. She also became an accomplished athlete, martial artist, and geneticist. Although she herself was not an Eternal, Heather progressed far beyond her fellow students in the Shao-Lom arts of mind and body.

Douglas pushed her mental exercises beyond the limits of her teachers' powers. Eventually she sensed a malevolent spiritual presence and made psychic contact with it. The presence was that of the Dragon of the Moon, a cosmic entity that claims to have existed before the creation of planets in the cosmos, and to have destroyed entire civilizations. The Dragon existed on Titan before Mentor settled there, and claimed responsibility for destroying the Eternals of Uranus who had previously lived there. The Dragon has claimed that it corrupted Thanos. It began to take over Douglas's mind and to corrupt her, but aided by the psionic barriers protecting Titan, she drove the Dragon from her mind.

Douglas's defeat of the Dragon filled her with pride and apparently augmented her psionic powers. She grew haughty and mocking, and became distant from the priests. When her studies were finished, she chose Moondragon as her name within the order of priests in commemoration of her victory. Her decision shocked the priests. She came to regard Mentor and the entire population of Titan as, in her words, "fools and idiots." Soon she left the order, assured of her own superiority, ready to become the savior of the universe, even if she had to subjugate other sentient beings' wills to hers to do it. Moondragon was unaware that the Dragon was continuing to influence her subconsciously, and that its goals were becoming hers.

Thanos eventually grew powerful enough to challenge his father's rule, and launched an attack against Titan that destroyed much of its civilization, including the Shao-Lom monastery. Fleeing Titan in her own space vessel, Moondragon came to Earth where, under the name Madam MacEvil, she began testing some of Earth's superhuman champions for possible use in the war against Thanos. She also experimented with the genetic make-up of a number of human beings, using Titanian technology to turn three Earthmen into Angar the Screamer, Ramrod, and the Dark Messiah.

Soon after Thanos was vanquished, Moondragon became involved with the Avengers, when their enemy, the time master Kang, the Conqueror, believed that she might be the Celestial Madonna, the woman destined to bear humanity's future savior. However, it was Mantis, another associate of the Avengers, who was designated the Celestial Madonna, much to Moondragon's dismay. Nonetheless, Moondragon began to make her feelings of superiority to commonplace humanity (as well as to the majority of Avengers) known, eventually denying her humanity and claiming to be a goddess. Offered membership in the Avengers, she refused, but continued to associate with them periodically.

A turning point in Moondragon's thinking came when she helped out the Avengers battle the power-siphoning being from the future Korvac. Scanning Korvac's mind, she learned of his plan to remake the universe, eliminating all chaos, including free will. When the would-be god committed suicide, she mourned his passing, believing his goals to be correct. She then began devoting her efforts to righting what she perceived to be wrongs by imposing her will upon those individuals and groups who did not conform to her sense of propriety. She finally went so far as to mentally enslave the population of an entire world, Ba-Banis, stifling its civil war at the expense of usurping its people's freedom. In pursuit of her ends she manipulated the Avengers, and before the Avengers were able to overthrow her domination of Ba-Banis, she took the life of her father, Drax the Destroyer. The Asgardian god Thor, a member of the Avengers, turned Moondragon over to his father Odin (ruler of Asgard) for punishment.

Odin forced Moondragon to wear a headband that greatly reduced her mental powers. She could not use her mental powers beyond a certain limit without the headband causing her great pain, nor would Odin's spell allow her, or most other beings, to remove the headband from her brow. Odin entrusted Moondragon to the custody of Brunhilda the Valkyrie, a member of the team of superhuman champions known as the Defenders, which Moondragon reluctantly joined. At first she secretly sent out low-level telepathic messages, hoping to draw menaces towards the Defenders headquarters, in the hope that they could somehow remove her headband. She was also again consciously being tempted by the Dragon of the Moon, but she continued to resist it. Despite her initial contempt for the Defenders, she increasingly sought to be accepted by them as a good person. Finally she and the other Defenders were captured by Asgardian trolls. One of the trolls could remove the headband if only she aided him with her psionic powers. The Dragon tempted her with offers of power if she did so. Rejecting the Dragon and her own potential for evil, Moondragon proved herself to Odin, and the spell was broken, so that her headband fell from her brow.

Moondragon continued to work with the Defenders, but she eventually learned she was dying. She had been infected by spores from a mutated plant creature, and cells of an organism of this kind had supplanted much of her digestive and circulatory systems. The organism apparently controlled her heart and lungs. Moondragon was again contacted by the Dragon of the Moon, which offered to rid her of the organism, thereby saving her life and giving her great power as well. As pain overcame her, Moondragon became desperate to save her life, and gave into the Dragon. Now thoroughly corrupted by the Dragon and endowed with much more power, Moondragon battled the Defenders. The Valkyrie, endowed temporarily with more power by Odin, along with her fellow Valkyries fought against Moondragon and the Dragon. Moondragon retreated in anguish when the Defender Cloud, whom she once loved, told her she hated Moondragon and attacked her.

Moondragon left, but she returned weeks later to destroy the Defenders. But this time they were joined by a mysterious being Interloper, who had fought the Dragon of the Moon many times in the past. Following Interloper's instructions, the Defender called Gargoyle created demonic emotions of fear, and Manslaughter, who was a former enemy of the Defenders and with whom Moondragon had established a mind link, projected the fear into Moondragon's mind along with his own insanity. Overwhelmed, Moondragon retreated.

But the Dragon, which needed Moondragon to remain on this plane of existence, persuaded her to turn to the alien Beyonder for the power she needed to be certain of defeating the Defenders. The Beyonder increased Moondragon's power and she once again attacked the Defenders. She cast the Gargoyle's human soul from his body, which fell under the Dragon's control. Interloper, the Valkyrie, Manslaughter, and the Defender Angromeda jointly hurled the power of their life forces against Moondragon, the Dragon and the possessed

Gargoyle. The rest of the Defenders went to rescue innocents whom Moondragon had endangered, and when they returned, Moondragon, the Gargoyle, Interloper, the Valkyrie, Andromeda, and Manslaughter had all seemingly been transformed into statues of ashes and dust, and the Dragon of the Moon was apparently gone, presumably unable to remain in this dimension without Moondragon. The "statue" of Moondragon crumbled before the survivors' eyes. This turned out to be an elaborate deception by the Dragon.

In the aftermath of the battle of The Infinity Gauntlet Adam Warlock gave Moondragon the Mind Gem to use and guard as a member of the Infinity Watch. Eventually the team disbanded and all the gems (except the Soul Gem belonging to Adam Warlock) were lost.

Until recently she has been on retreat on Titan. Now she is training the young Genis-Vell, Captain Marvel, in the mental disciplines necessary to control his cosmic awareness

Moonglow



Moonglow

Melissa Hanover

Fighting: Ex  
Agility: Ex  
Strength: Ty  
Endurance: Ty  
Reason: Gd  
Intuition: Ex  
Psyche: Gd

Health: 52  
Karma: 40  
Resources: Un as Squadron Member  
Popularity: 40

Powers:

Illusion Casting: An ability to create illusions that possess visual, audio, olfactory and tactile realism. Powers stunts include:

- Alter ego: Her entire appearance is an illusion. In reality Melissa is short, dumpy and a brunette.
- Illusory Duplication: She often remains at a safe distance while her alter ego goes off into battle.
- Illusory Invisibility: Invisibility to the mind however can still be photographed.
- Power Duplication: As her entire appearance is an illusion she can also create Flight and Phasing effects.

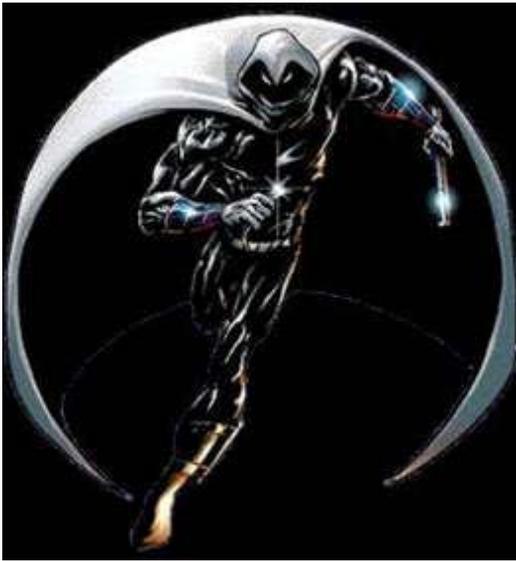
Talents:

Espionage

Contacts:

Squadron Supreme

## Moon Knight



## Moon Knight

Marc Spector

Fighting: Rm  
Agility: Ex  
Strength: Gd  
Endurance: Rm  
Reason: Ty  
Intuition: Ex  
Psyche: Gd

Health: 90  
Karma: 36  
Resources: Gd  
Popularity: 0

Equipment:  
Cestus Gloves: Ex blunt or edge  
Crescent-Darts: Gd edge, 3 areas  
Glider-Cape: Pr airspeeds  
Truncheon Sticks: In material, Ex blunt  
Grapple and hook: climbing or swinging at a 3 area/round

Talents:  
Military, Driver, Thrown Weapons (Crescent-Darts), Martial arts A, and E, Disguise, Guns, Acrobatics.

Moonstone



## Moonstone

Dr. Karla Sofen

Fighting: Good  
Agility: Excellent  
Strength: Incredible  
Endurance: Remarkable  
Reason: Good  
Intuition: Good  
Psyche: Excellent

Health:100  
Karma:40  
Resources: Typical  
Popularity: 0

### Known Powers:

Light Manipulation: Amazing, may create light from all parts of the light spectrum.

□ May produce a blinding flash or laser

Phasing: Amazing

Flight: Remarkable airspeed.

Body Armor: Remarkable protection vs physical and energy attacks. Moonstone can alter her armor at will, taking on any appearance she wishes.

### Talents:

Psychiatry, Medicine, Streetwise

### Contacts:

Dr. Faustus, Masters of Evil, Thunderbolts

### History :

Karla Sofen, MD, is a former assistant of Doctor Faustus, a dangerous criminal psychologist. Not wanting to be second best, she manipulated a patient, the original Moonstone (now known as Nefarius) into giving her the source of his power, an extraterrestrial rock which grafted itself to her nervous system.

No longer in Faustus' shadow, Karla has since been a supercriminal, but her career has been somewhat disappointing (to me, at least). After a nice fight against the Hulk, she became a standard villain, working for the Corporation, the Masters of Evil, and the like. When she was recruited in the fourth incarnation of the Masters of Evil (a veritable army of supervillains who successfully attacked the Avenger's Mansion), she sensed an opportunity for power and control over others, and even betrayed the team leader, Baron Zemo II, for her own self-interest. There was also a nice Mark Waid episode in Captain America where she was kidnapped by Nefarius and defeated him before being recaptured, but as I said, she's been basically underused. However...

After the Masters of Evil IV were vanquished, Sofen was imprisoned in the Vaults, and was determined to serve out her sentence and begin

again with a clean slate ; but Zemo needed her for his Thunderbolts imposture and freed her against her will. Sensing an opportunity, she agreed to join the new team, which was posturing as a mysterious team of heroes that was to succeed the Avengers, whom had disappeared.

Taking the name Meteorite, Karla aided the others in perfecting their heroic roles and monitoring the public's relation, but she also tried to form her own power base on the team in anticipation of rebelling against Zemo. In particular, she became a sort of surrogate mother to the young Jolt, winning the young girl's loyalty and affection. It is unclear whether Karla truly feels anything for Jolt, or is simply manipulating her.

Since fleeing with her teammates after the Thunderbolts rebelled against Zemo, Moonstone has been the de facto leader of the group - a fact that worries Jolt greatly. Perhaps the strongest indication of her true nature lies in her recent re-assumption of her villainous name.

## Morbius



## Morbius

### Dr. Michael Morbius

Fighting: Ex  
Agility: Rm  
Strength: Rm  
Endurance: Am  
Reason: Rm  
Intuition: Rm  
Psyche: Gd

Health: 130  
Karma: 70  
Resources: Ty  
Popularity: 0

### Powers

**Pseudo-Vampirism:** Morbius, due to his experiments must make a Red Psyche Feat each month, or fall victim to his lust for Life-force. Once victim, he will hunt a healthy human, between the ages of 18 and 30 to feed upon. The feeding kills the human, but unless he takes measures by the turning of one moon they will rise from the dead also as Pseudo-Vampires.

**Flight:** Morbius can fly at Gd airspeed

**Claws:** Morbius can employ his claws in melee combat, doing STR +1CS Edged damage.

**Fangs:** Morbius' bite is powerful enough to do STR Edged damage in melee combat

**Regeneration:** As a Pseudo-Vampire Morbius can rapidly heal physical damage at Am rank

### Limitations

**Vampire:** If Morbius does not feed on life-force once per month he begins to lose -1CS to all his statistics, until his endurance reaches Shift 0 and he lapses into a coma for an undetermined length of time.

### Talents

Biochemistry, Lore (Vampires)

Contacts  
Dr. Kurt Connors

Morg



Morg

Fighting: Unearthly  
Agility: Monstorous  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Good  
Intuition: Amazing  
Psyche: Incredible

Health: 375  
Karma: 100  
Resources: Unearthly  
Popularity: -50

Powers:

Power Cosmic

Morg has the ability to channel and manipulate vast amounts of cosmic power, with Unearthly ability and line-of-sight range. He uses this Power Cosmic to perform the following stunts:

- Power Blasts: Shift-X Force or Energy
- Increase Strength: Shift-X for 1-10 rounds
- Healing: up to Unearthly damage
- Energy Detection: Unearthly perceive any energy source within a planetary radius is on a planet's surface, or within a stellar system if in space.
- Flight: CI5000
- Life Support: Morg does not need to eat, drink or breathe.
- Invulnerability: Heat and Cold CI1000

- Body Armor: Unearthly

Equipment:

Cosmic Axe: CI1000 material strength

Morg can channel his powers through the axe, raising his Power Blast to Shift-Y

Disintegration: Unearthly damage is limited to the line of the axe's passage and the area above that line (away from the pull of gravity).

Force Field: Monstrous

Forearm Guards: Unearthly material strength, razor tipped

Talents:  
Weapons Specialist: Cosmic Axe, Martial Arts B, Astronavigation.

Contacts:  
Galactus

History:  
As a rebel warrior, then traitor turned executioner, Morg's only alliance was to power. He learned the true meaning of power when Galactus came to consume his world. Refusing to die on his knees no matter the odds He attacked the World Devourer. Amused at Morg's audacity, an audacity not unlike a former herald. Galactus spared the killer's life for his own purposes. But unlike many of his other heralds Morg lacked any semblence of morality. This linked to his depravity made him a cosmic powered killing machine, slaughtering whole civilizations under the guise of subduing the populace for his master. Despite his psychotic nature Morg has been the most faithful of heralds to Galactus. He refused to betray him to Tyrant, despite torture and mind control and came rushing back to his master's side as soon as he broke free. When Morg sought the Ultimate Nullifier, it was in an effort to come to the unbidden aid of Galactus. Perhaps since his only loyalty is to power, when he saw The Mighty one refuse to use the awesome power of this weapon against his foe he felt betrayed, for he set it off and fled.

Morgan Le Fay



Morgan Le Fay

Fighting: Typical  
Agility: Typical  
Strength: Typical  
Endurance: Good  
Reason: Good  
Intuition: Excellent  
Psyche: Incredible

Health: 28  
Karma: 70  
Resources: Poor  
Popularity: -1

Magic:  
Master Level Sorceress of the Faerie School of Magic. While casting spells in Ireland or Britain, Morgan receives a +2CS on FEAT rolls.

#### Personal Spells

- Astral Projection: Morgan's body has been destroyed and she only exists in astral form on the astral plane.
- Astral Supremacy: Morgan receives a +1cs on magic FEAT rolls while on the astral plane.
- Unlimited Shape-Shifting: Amazing
- Individual Shield: Incredible
- Flight: Incredible

Other Personal Spells: Excellent

#### Universal Spells

- Eldritch Beams/Bolts: Incredible
  - Glamor: Remarkable
  - Illusion: Monstrous
  - Mental Control: Amazing
  - Raise Dead: Special Ceremony magic that can only be attempted once on each corpse. A successful Psyche FEAT roll is needed for completion.
- Other Universal Nature Spells: Amazing  
Other Universal Spells: Remarkable

Dimensional Spells

- Chthon: Amazing.
- Darkhold: Monstrous. Only available when she has the book.
- Demon Winds: Incredible rank, similar to the Winds of Watoomb spell.
- Dimensional Aperture: Amazing

- Gaea: Amazing. Morgan can entreat this entity for Plant and Nature Control spells.
- Other Universal spells: Incredible

Limitation:

Pure iron weapons do double their normal damage when used against Morgan, even if she is in astral form. If she attempts spells while touching iron, or if large amounts are in the same area, she receives -2CS on the FEAT rolls.

Talents:

Occult Lore.

Contacts:

Darkhold Cult Members

Mr.Sinister



Mr.Sinister

Fighting: Rm  
Agility: Ex  
Strength: In  
Endurance: Mn  
Reason: In  
Intuition: Rm  
Psyche: Un

Health: 165  
Karma: 170  
Resources: In  
Popularity: 0

**Known Powers:**

**Invulnerability:** Mr.Sinister can control the flow of his body molecules in such extend that he suffers -1 CS damage in addition to body armor of Rm rank.

**Regeneration:** Ex, 2 per round

**Recovery:** Un

**Telepathy:** Un

force bolts of Un intensity.

force shields of Un intensity.

**Mental Blocks:** the victim must make an Un Psyche FEAT to be able to harm Mr.Sinister. This power takes a year of preparation of the subject.

**Erase/create memories:** Un ability, uninterrupted concentration for 2 rounds.

**Astral Travel:** Sinister has +2CS in astral space.

**Morphing:** Mn

limited shapechange: human form, Mn ability.

**Equipment:**

**Base:** Sinister can mentally control every aspect of his base and form restrains or weapons with Mn ability.

**Mutant Detection Device:** Un

**Talents:**

Medicine, Engineering, Psychiatry, Bio-Chemistry, Genetics, Cloning, Computers, Electronics, Resist Domination, Leadership

**History:**

Nathaniel Essex, a.k.a. Mr. Sinister, was a brilliant scientist during the 19th century. He believed that everybody had a special gene in them, the Essex Factor as he called it. Everyone mocked him, but he continued to believe his theory. After his son died, Sinister took a turn for the worst. He hired a group, which he called the Marauders, to find and bring him the homeless so that he perform experiments on them. He even went so far as digging up his dead son, to try and bring him back to life. And then Apocalypse awoke from his centuries old sleep. Finding out about Sinister's projects and beliefs, he knew that this 'new race' would be the strongest and he would lead them to world conquest. After watching his wife die, and hearing her call him 'Sinister', he took Apocalypse up on his offer that he would make Sinister a powerful and immortal being, if he would do his bidding, which was to cull the weak from the strong until the day he reawakened. Over the decades, Sinister has gained information on possibly every mutant on earth.

**Ms Marvel**



Ms Marvel

Sharon Ventura

Fighting: Rm

Agility: Rm

Strength: In  
Endurance: Am  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 150  
Karma: 18  
Resources: Gd  
Popularity: 10

Known powers:  
Body Resistance: Gd  
Hyper Speed: Ty  
Hyper Running: Ty

Talents:  
Wrestling

Contacts:  
Fantastic Four, U.C.W.F, Captain America

Murmur



Murmur

Arlette Truffaut

Fighting: Ty  
Agility: Gd  
Strength: Pr  
Endurance: Gd  
Reason: Ty  
Intuition: Gd  
Psyche: Rm

Health: 30  
Karma: 46  
Resources: Rm  
Popularity: 0

Powers:

Control Actions: Murmur can control peoples actions by touching them with In ability. A Victim may make a Psyche FEAT to resist the effect. She has been known to make people fall asleep for 1-10 rounds, sit or calm down. She uses this power to control Sasquatch but she must remain in contact. She also seemed to be able to control people to a much further extend, even telepoting them away although it is not yet known if the person must have some sort of teleportation power of their own. The effect usually last for 1-10 round but people teleported away do not instantly reappear.

Talents:  
none revealed

Contacts:  
Alpha Flight

History:

Murmur was brought into the Flight to help keep Sasquatch II under control. Since the sasquatch's demise, Murmur's place in the team has become a marginal one until she proved her ability in using her powers to help Guardian III prevent the detonation of the Hell Pounder, an atomic incinerator.

Murmur's personality seems to be an extension of her powers: she is coy, willing to flirt and play the sex-kitten, yet, ultimately, she seems to follow her own agenda. Since her experiences with the Flight, she has come to accept her place in the team and feels more responsible for her own actions. Though her powers are those of suggestion and control, her training has also made her an able hand-to-hand combatant.

Myrmidon



Myrmidon

Unknown

Fighting: Un  
Agility: Rm  
Strength: Rm  
Endurance: Mn  
Reason: Ex  
Intuition: Mn  
Psyche: Gd

Health: 235

Karma: 105  
Resources: Pr  
Popularity: -5

**Powers:**

Immortality: He cannot die.  
Invulnerability: Heat, Cold, Radiation and Disease  
Weapons Creation: Sword  
 Material Strength: CI1000  
Martial Supremacy: Sword  
 Damage with Sword: Un  
 Attack on Sh-Y Column  
True Invulnerability: Am  
True Sight: Rm  
Weakness Detection: Gd

**Talents:**

Acrobatics, Weapon Specialist: Sword, Tumbling, Military

**Contacts:**

**History:**

He is the last of the original stock of Atlanteans before the cataclysm. He considers the current Atlanteans as abhorations.

**Mysterio**



**Mysterio**

Quentin Beck

Fighting: Ex  
Agility: Ex  
Strength: In  
Endurance: In  
Reason: Gd  
Intuition: Ex  
Psyche: Gd

Health: 120  
Karma: 40  
Resources: Rm  
Popularity: -5

Equipment:

Suit: Ex material, provides Ex vs. physical & energy

Smoke Screen: That's it for effects

Can control his building with his gauntlet

Alter Ego: Quentin's stats are the following without the suit:

Fighting: Ty

Agility: Ty

Strength: Gd

Endurance: Pr

Health: 24

Limitations: Mysterio has a Brain Tumor & Lung Cancer that are inoperable. He got them from years of ingesting chemicals he made for his masks. He has about a year to live.

Talents: Trivia: (Movies, Daredevil), Acting, Special Effects, Computers, Crime, Art

Contacts:

Sinister Six, Kingpin

History:

Quentin Beck failed as an actor so he became a special effects man. Using his effects skills, he teamed up with The Tinkerer and pretended to be aliens to commit crimes. When that failed, he went solo as the fish bowl-headed Mysterio. His criminal activities were stopped time and again by Spider-Man. Over the years, he has teamed up with many Spider-Man villains, such as the creation of the Sinister Six. More recently, he created "Mysterio Vision" a hypnotic TV channel, but Spider-Man put an end to that.

Mystique



Mystique

Raven Darkholme

Fighting: Remarkable

Agility: Excellent

Strength: Good

Endurance: Amazing

Reason: Excellent

Intuition: Remarkable

Psyche: Incredible

Health: 110

Karma: 90  
Resources: Excellent  
Popularity: 0

**Known Powers:**

Shapechanging: Unearthly, Mystique is now beginning to experiment with changing into other than humanoid forms. She gains the physical powers of the form she assumes and can increase her physical stats up to +1CS.

**Limitation:**

An implanted device forces her to make an End FEAT or pass out when she mimicks a person whose genetic pattern is programmed in the device (currently almost all X-Factor and X-Men members)

**Weapons:**

Blaster: Incredible force damage

Equipment: (currently not in use)

Psionic scrambler: Monstrous resistance vs. psionics

Mechanical scramblers: Amazing ability to scramble computers and battle armors.

**Talents:**

Melee Weapons, Guns, Martial Arts B and C, Leadership, Espionage

**History:**

Little has been revealed about Mystique's past. Indeed, since she can eliminate the outward signs of aging with her shape-changing power, it is not known exactly how old she is. She apparently learned to use her shape-changing power at a very early age, for there is no evidence known to the public or the United States government that Raven Darkholme ever looked like anything but a normal human being. Years ago Mystique had an affair with the mutant Sabretooth and they had a son, Graydon Creed, the recently assassinated presidential candidate. Mystique has also claimed to be the mother of Nightcrawler, a member of the X-Men, as the result of a liaison with another, unnamed man.

Mystique is known to be a longtime friend of the mutant Destiny who is now deceased. At some point in recent years Mystique became the protectress of the young mutant named Rogue, and looked upon Rogue as a surrogate daughter.

At the same time she maintained another identity, that of Mallory Brickman, the wife of U.S. Senator Ralph Brickman. They even had a daughter, Gloria.

Mystique had concealed her superhuman powers and criminal intentions so well over the years that, as Darkholme, she was able to rise rapidly through the United States Civil Service to the trusted position of Deputy Director of the Defense Advanced Research Planning Agency (DARPA) in the United States Department of Defense. This position gave her access to military secrets and to advanced weaponry, both of which she used for her own criminal and subversive purposes.

To help her in her criminal activities, Mystique organized the third incarnation of the Brotherhood of Evil Mutants, which originally consisted of herself, Avalanche, the Blob, Destiny, and Pyro. Mystique named her group after the original Brotherhood of Evil Mutants, a subversive organization founded by [Magneto](#) in his criminal days.

The third Brotherhood first became notorious when it attempted to intimidate the public by assassinating Senator Robert Kelly, who was investigating what he perceived as the possible menace posed by the existence of superhuman mutants and other superhuman beings. The X-Men thwarted the assassination attempt, and the Brotherhood later clashed with the X-Men on other occasions, as well as with the Avengers and Dazzler. Rogue was a member of the Brotherhood for a time, but finally left to join the X-Men, in order to find help in learning how to deal with her superhuman powers.

Recently, anti-mutant sentiment among normal human beings has greatly increased, and the federal government has launched its own covert anti-mutant program, Project Wideawake. Believing that the times had thus become too dangerous for the Brotherhood to continue its criminal activities, Mystique went to Dr. Valerie Cooper, special assistant to the head of the National Security Council, and offered the Brotherhood's services to the government. Cooper agreed to convey the offer to the President, on the condition that the Brotherhood pass a test she imposed: the capture of Magneto. The Brotherhood, now renamed Freedom Force, succeeded in bringing Magneto to the authorities (although, in fact, they did so only because he voluntarily surrendered to them), and soon afterwards officially entered the government's employ.

In return for entering the government's employ as Freedom Force's leader, Mystique received a presidential pardon for all criminal charges against her, but the pardon would be revoked if any member of Freedom Force was found committing a crime.

Following the death of her lifelong friend, Destiny, Mystique went slightly insane and fell into the care of Forge, whom she shared a pseudo-romance with. Forge brought her in as part of X-Factor as her mind began to recover, though he did not trust her and used an inhibitor collar on her to prevent her shape-shifting ability to allow her to escape. Recently, Mystique fled X-Factor and hid from them by returning to her secret identity as Mallory Brickman, the Senator's wife.

Namorita



Namorita

Namorita Prentiss

Fighting: Ex  
Agility: Rm  
Strength: In  
Endurance: Ex  
Reason: Ty  
Intuition: Ex  
Psyche: Ex

Health: 110  
Karma: 46  
Resources: Ex  
Popularity: 10

Powers:

Water-Breathing: Namorita can breathe water as well as air.

Body Armor: Namorita's skin provides her with Good protection from physical and energy damage.

Resistance to Cold: Namorita, like others of the Atlantean race, has Excellent resistance to cold.

Swimming: Namorita can swim at Typical water speed.

Flight: Like her cousin Namor, Namorita can fly at Poor air speed.

Limitation:

Dehydration: Namorita is in constant danger of dehydration. If not immersed in water or kept in a damp environment, she suffers a -1 CS to FEATs for each hour without such water. If totally deprived of moisture, she loses one point of Health per hour. Immersion in water restores such lost Health immediately.

Talents:

Oceanography, Ocean Geography, Ichthyology, Student

History:

Namorita once thought herself the daughter of Prince Namor's sister (and fellow Atlantean-hybrid) Namora and a human father. Much later, she learned that she was a clone of Namora implanted in Namora's own body, who, in a way, gave birth to "herself." The family relocated to Lemuria when their city was destroyed by a nuclear weapons test of the surface dwellers. Namorita was raised most of her life in the undersea city of Lemuria.

Eventually, the evil Princess Llyra took over the throne and, with the exiled Prince Byrrah, used Namorita in a plot against Namor. Namorita was threatened with having her "mother's" body destroyed or lead Namor into a trap. Namorita agreed, but Namor escaped and freed Namorita from Lemuria, giving her to a human friend Betty Dean Prentiss. Here, Namorita led a relatively normal life of an American teenager before the criminal Dr. Dorcas killed Betty Dean just as Namorita was beginning college, and Namorita took the name of her guardian in tribute. While in college, she briefly became a follower of the extra-terrestrial Aquarian and his environmental-friendly messages.

Some time later, she fought the Juggernaut alongside other young heroes, and agreed to join Night Thrasher's budding team called the New

Warriors. She adventured with them for a while, even leading them for a time when the Thrasher left. During this time, Namorita supported her cousin Namor's recently-founded company, Oracle, Inc., and accompanied him on adventures as well. One disastrous mission with the Warriors to the nation of Trans Sabal had Namorita arrested as a political terrorist, and she left the team briefly.

On a later adventure with her cousin, Namorita discovered her true origin as a clone of her mother, just as her clone metabolism began to degenerate. When stabilized, she became the blue, luminous-eyed Kymeara. She then returned with the New Warriors.

Over the course of her tenure with the Warriors, Namorita developed a relationship with fellow Warrior, Nova, but her transformation to Kymeara caused a strain on their relationship. Eventually, Namorita's blue skin began to shed, during which time Namorita also underwent severe depression. At this time, Nova severed their romantic relationship.

Soon, however, Namorita found herself back to her former appearance, even exhibiting new powers as her cloned body continued to mutate, and she continues to fight alongside the Warriors while attending college.

Nasty Boys

Slab

Fighting: Ex  
Agility: Ty  
Strength: Am  
Endurance: Am  
Reason: Pr  
Intuition: Pr  
Psyche: Pr

Health: 126  
Karma: 12  
Resources: Ty  
Popularity: -5

Known Powers:  
Growth: Gd  
Body Armor: Ex

Talents:  
Wrestling

Contacts:  
Nasty Boys, Mister Sinister, Tumbelina(MLF)

Hairbag

Fighting: Rm  
Agility: Rm  
Strength: Ex  
Endurance: Rm  
Reason: Pr  
Intuition: Gd  
Psyche: Ty

Health: 110  
Karma: 20  
Resources: Ty  
Popularity: -5

Known Powers:  
Claws: Ex edged damage  
Teeth: Gd edged damage

Talents:  
Tumbling

Contacts:  
Nasty Boys, Mister Sinister

Gorgeous George

Fighting: Gd  
Agility: Ty  
Strength: Rm  
Endurance: Am  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 96  
Karma: 12  
Resources: Ty  
Popularity: -5

Known Powers:

Gelatinous Body: His gelatinous body give George AM body armor vs. Blunt, Edged and Force attacks, Rm vs.Energy.

- George can grapple as if having AM strength and then suffocate a person trapped inside him.
- His body also gives him Gd elongation.

Talents:

Contacts:

Nasty Boys, Mister Sinister

Ruckus

Fighting: Gd  
Agility: Gd  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: Ty  
Psyche: Gd

Health: 50  
Karma: 26  
Resources: Ty  
Popularity: -5

Known Powers:

Sound Amplification: Ruckus can amplify any sound to do up to IN damage to everyone in an entire area or Am damage to a single person.

Talents:

Leadership

Contacts: Nasty Boys, Mister Sinister

Ramrod

Fighting: Gd  
Agility: Gd  
Strength: Gd  
Endurance: Ex  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 50  
Karma: 18  
Resources: Ty  
Popularity: -5

Known Powers:

Wood Control: Ramrod can control wood and plants with Rm ability, he has developed the following power stunts:

- Razor sharp rod: Ramrod carries a sharp rod that does Rm edged damage, it can also be thrown.
- Grapple with vines from the ground, he grapples with Rm strength and thorns do Ty edged damage.

Talents:

Weapon Specialist(razor rod)

Contacts:  
Nasty Boys, Mister Sinister

Nebulon



Nebulon

Unknown

Fighting: Gd  
Agility: Gd  
Strength: Mn  
Endurance: Un  
Reason: In  
Intuition: Ty  
Psyche: Mn

Health: 195  
Karma: 121  
Resources: Ex  
Popularity: -10\*

\*- Nebulon had Monstrous worldwide popularity while head of the Celestial Mind Control Movement.

Powers:

Bio-Spheric Energy Manipulation: Nebulon could manipulate the biospheric energy of planets at Unearthly rank. His power stunts included:

- Energy Bolts: Nebulon could project energy blasts of Am intensity with a range of five areas.
- Force Field: Nebulon could create a protective energy shield at In rank against all attacks.
- Force Bolts: Nebulon could project concussive force bolts at Sh-X rank. Nebulon's force bolts had a range of 10 areas.

Shape Shifting: Nebulon had the ability to shape-change at Mn rank into any form. The transformation process was very strenuous, though, requiring an Endurance FEAT roll to remain conscious. Any time Nebulon's Health dropped by more than 50 points in a single combat round, he had to make an Endurance FEAT roll or revert to his normal form.

Teleportation: Nebulon could teleport with Mn rank ability for a variety of effects. His power stunts included:

- Teleport-Self: Nebulon could teleport anywhere on the surface of a planet.
- Teleport-Others: Nebulon could transport others either across the planet or across the dimensions with a Psyche FEAT roll.
- Gateway: Nebulon could travel to alternate worlds in parallel dimensions.

Weakness:

If Nebulon were to go without contact with a biosphere long enough, his power level would be no more than that of a normal human being.

History:

Nebulon was a member of the alien Ul'lula'ns, a race of six-tentacled, finned, water breathing non-humanoids, who had begun to deplete the mineral resources of their homeworld. To remedy the situation, the Ul'lula'n High Tribunal dispatched an undisclosed number of prospectors to locate and secure worlds with the appropriate mineral resources for the race's survival.

Possessing vast biosphere-tapping power and the ability to assume other forms, Nebulon took a glistening golden humanoid form when he neared star systems with humanoid populations. He was not, however, particularly successful at prospecting. Unexpectedly, Nebulon came in contact with the misanthropic Hyperion of the Squadron Sinister, who had been imprisoned by the thunder god Thor in a glass sphere floating in space. Upon rescuing him, Nebulon told Hyperion of his mission.

Hyperion was seeking vengeance against the people of Earth for the imagined destruction of his world, and he offered to let Nebulon have Earth. Unaware of the alien's true form, Hyperion directed the Ul'lula'n to Earth to reorganize Hyperion's one time comrades, the Squadron Sinister. Nebulon wished to take custody of the world with all its land masses completely submerged under water. To effect this, the Squadron members pooled their resources to create a powerful laser cannon capable of melting Earth's icecaps. The Squadron member Nighthawk was an unwilling accomplice to the proceedings, however, and took the first opportunity to summon help.

Contacting the Defenders, Nighthawk outlined the nature of the crisis and they swiftly traveled to the North Pole to engage the Squadron in battle. In the course of events, Nebulon expended so much energy that he lost control of his humanoid form and allowed his allies and enemies to see his true self; a sight that dismayed even his allies. Nighthawk seized this moment of confusion to train the laser cannon on Nebulon, who seemingly imploded, taking along his three Squadron accomplices.

In actuality, Nebulon dispatched himself to the aquatic extra-dimensional world of Zaar, inhabited by a race of philosophers called the Ludberites. The Ludberites explained to Nebulon the essence of their philosophy—that it is the obligation of higher beings to improve the lot of their inferiors. For unknown reasons, Nebulon took this philosophy to heart, served his loyalties to his people, and abandoned his original mission to instead save the beings of Earth from their own innate foibles. Returning to Earth, Nebulon assumed a less-imposing human guise than before and started the movement called Celestial Mind Control that promised to liberate the powers of the human mind but that actually robbed its participants of free will.

As Nebulon spread his movement across the world, the Defenders eventually tried to thwart him. In defense, Nebulon dispatched some of the Defenders to another dimension to prevent their interference. At the same time, the Headmen, a group of renegade scientists, undertook their own scheme to gain worldwide political power. Soon Nebulon and the Headmen found themselves working at cross purposes. After months of effort, the Defenders managed to expose the Headmen's political machinations and to convince Nebulon it was a hopeless task to force humanity to better itself. Nebulon abandoned his mass movement and disappeared.

When the Tribunal of Ul'lula learned of Nebulon's interference in Earth culture and abandonment of his mission, it tried and convicted Nebulon for treason against his race. But before he could be taken captive, Nebulon fled into Earth's ocean where he used his shape-changing abilities to assume the form of Lady Dorma, the deceased bride of Sub-Mariner. Convincing the Atlanteans that Dorma had survived, Nebulon used her popularity as well as his own powers to convince the Atlanteans to attack London. The Defenders then got involved since the Sub-Mariner was one of their original members and uncovered Nebulon's deception. Soon afterwards, an Ul'lula'n starcraft appeared and took custody of Nebulon, who was sentenced to be stripped of half his biospheric power, entrapped within his humanoid form, and exiled on Earth. The Tribunal suggested to Nebulon that he commit suicide, the noble alternative to disgrace according to his culture, but Nebulon flatly refused. Learning of Nebulon's dishonor, Nebulon's wife Supernalia traveled to Earth to force him to take the honorable action.

Nebulon had, in the meantime, made his way into the ranks of the Avengers with the hidden goal of using his technology to siphon power from them to replace that which he had lost. Supernalia enlisted the aid of the Defenders, and soon the two teams of champions were manipulated into battle. By the time Nebulon's motives were revealed, the Earth heroes were already being drained of their energies. Supernalia was made to realize that her actions on Earth also constituted a violation of her people's ethics, so she chose to commit suicide. In trying to stop her, Nebulon fell victim to the same energy draining ray that was killing his wife. As Nebulon died, he admitted that at last he was acting honorably. The Avengers and Defenders buried the aliens where they died, in the snowy Himalayan mountains.

Needle



Nedle

Unknown

Fighting: Rm  
Agility: Rm  
Strength: Rm  
Endurance: Rm  
Reason: Ty  
Intuition: Rm  
Psyche: Am

Health: 120  
Karma: 86  
Resources: Ty  
Popularity: -1

Known Powers:

Needle: Needle carries around a gi- ant needle. This needle does up to Incredible Edged damage.

Evil Eye: Needle's gaze will paralyze an opponent for 1-10 turns unless they make a Psyche FEAT roll.

Talents:  
None

Contacts:  
None

History:

Needle is a cruel opponent who does not hesitate to use his weapon on his opponents or even against inno- cents if that is what is needed to win.

Nekra



Nekra

Nekra Sinclair

Fighting: Rm  
Agility: In  
Strength: Gd  
Endurance: Rm  
Reason: Ty  
Intuition: Gd  
Psyche: In

Health: 110  
Karma: 56  
Resources: Pr  
Popularity: -5

Powers:

Strength Increase: Once every 8 hours Nekra can boost her Strength to In for 1 Hour.

□ As a result of the strength increase Nekra receives Am body resistance.

Tracking: Ex

Zombie Creation: Rm. She can also re-animate a corpse with the original abilities and personality.

Weakness:

-2CS vs scent based attacks

Talents:

Occult Lore, Martial Arts A, B, E

Contacts:

Mandrill, Black Talon

Nick Fury



Nick Fury

Nicholas Joseph Fury

Fighting: In  
Agility: Ex  
Strength: Gd  
Endurance: Rm  
Reason: Ex  
Intuition: Ex  
Psyche: Gd

Health: 100  
Karma: 50  
Resources: Am  
Popularity: 50

**Powers:**

Fury has no superhuman powers, but does have the following items and equipment. Nick carries a variety of weapons, including:

Needle Gun: EX Edged damage, 4 area range.

Machine Pistol: GD damage, TY range.

Force Pistol: Up to EX force damage, 4 area range.

**Limitation:**

Partial Blindness: Nick is blind in one eye. He can be surprised and blindsided on his left side.

**Talents:**

Marial Arts A, B, D & E, Leadership, Pilot, Demolition, Military, Wrestling and Espionage. Knives, Artillery, Marksmanship, American History, Medicine (first aid only), Intimidation, Manipulation

**History:**

Nick Fury was the eldest of three children born to an American pilot who died in battle during the last year of World War I. Fury grew up in the Hell's Kitchen section fo New York City. In 1941, with the start of American involvement in World War II, Fury enlisted in the Army. Fury underwent basic training at Fort Dix under the command of Sgt. Charles Bass, a stern taskmaster who chose Fury to be the company scapegoat. Shortly after completing basic training, Fury proved himself an excellent soldier and capable leader, and rose quickly to the rank of sergeant. In the European theatre of operations during World War II, Fury commanded the "Howling Commandos", a specially-trained band of soldiers whose exploits gained them fame for their brave and apparently foolhardy combat style).

On one mission in France, Fury came under the emergency care of Professor Berthold Sternberg, who first inoculated him with the "Infinity Formula", a serum Fury has taken annually since then, which has slowed the processes of aging in his body. Sgt. Fury remained on active duty through the Korean War, during which the Howlers were reunited for a special mission to surreptitiously cross the 38th parallel to blow up an enemy MIG base. This mission earned Fury a battlefield commission and he was promoted to Second Lieutenant. Spy work Fury performed for the French government in Viet Nam in the 1950's earned him a promotion to Colonel, and eventually a full-time appointment to

the Central Intelligence Agency. Fury remained there for several years, until he was contacted by the Board of Directors of the newly organized international espionage organization SHIELD (Supreme Headquarters International Espionage Law-enforcement Division) and offered directorship.

Fury has served as SHIELD's public director, both in administrative matters and in the field, ever since. His leadership has seen the organization through countless crises and he was instrumental in thwarting major threats to world freedom launched by such subversive groups as AIM, HYDRA, and Zodiac. Fury's personal honor and integrity has kept the unethical aspects of espionage and covert paramilitary exercises sanctioned by SHIELD to a minimum. But as SHIELD grew to the vast international network it is today, not even a man of Fury's ability, drive, and integrity is able to personally oversee all of SHIELD's numerous operations. Consequently, SHIELD has undertaken operations from time to time without Fury's authorization or knowledge, of which Fury would definitely not approve had he known of them. These operations has been conducted by various of SHIELD's regional directors or by subversives within the organization. Former SHIELD agent Barbara Morse (now the crimefighter Mockingbird) was pivotal in revealing to Fury corruption within the organization.

SHIELD was ultimately destroyed from within and was re-formed, with Nick Fury again at its head. He apparently died several months before Onslaught, but had actually been trapped in the past. Recently brought back to the present by Sharon Carter, he is once again trying to get SHEILD put back together as an effective force for good

### Nightcrawler



### Nightcrawler

Kurt Wagner

Fighting: Remarkable  
Agility: Amazing  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Excellent

Health: 120  
Karma: 50  
Resources: Good  
Popularity: 5

#### Powers:

Teleportation: Amazing ability to teleport up to 3 miles. This produces a loud "BAMF" and the smell of sulfur. Nightcrawler can perform the following power stunts:

- Exceed normal range by 2 miles. He must make a Endurance FEAT or be confused for 1-10 rounds.
- Teleport 1 or 2 passengers. Passengers must make an Endurance FEAT or be knocked out for 1-10 rounds.

- Teleport part of an object (usually non-organic), causing Amazing damage on the object (and a possible kill result).
  - Triple normal attacks by teleporting multiple times. When attempting to hit Nightcrawler the attacker must have initiative or succeed in a Monstrous Intuition FEAT, otherwise Nightcrawler will have teleported away.
- Prehensile Tail: Use as additional arm, an extra attack with Good fighting.  
 Wall-Crawling: Amazing. 3 areas/turn. He cannot adhere to frictionless or slippery surfaces.

**Talents:**

Leadership, First Aid, Electronics, Mechanical Repair, Piloting, Martial Arts B, Tumbling, Acrobatics, Weapon Specialist: Sword

**History:**

Kurt Wagner was born a mutant, blue furred, yellow eyed, and fanged. He was found, abandoned as a babe, by a woman named Margali Szardos, who took him in and raised him as her own child. He grew up in the circus, part of the trapeze act as his incredible agility made him one of the best for the job, and fell in love with Margali's daughter, Amanda Sefton. It was also here at the circus, that he took on the name of Nightcrawler, his stage name. At some point, Kurt left the circus, and it was in Germany that Professor Xavier found him, about to be beaten to death by an angry mob who thought he was a demon. Professor X saved him that night, offering him a chance to help the world by becoming part of his new team of X-Men. Kurt agreed, and went off on a mission to rescue the original X-Men along with Storm, Wolverine, Colossus, Banshee, Sunfire and Thunderbird. After they succeeded, Kurt decided to stay as part of the new team.

A swashbuckling comedian at heart, Kurt became fast friends with the rest of the team, his personality bolstered the spirit of his teammates, and he developed a particularly tight bond with Wolverine and Kitty. Still, his appearance remained an obstacle, terrifying most humans on sight, and so, an image inducer was developed for him so that he could appear as a normal human while in public. Though he loathed the fact that people could not accept his appearance, accept him, as he was, he still uses it today to avoid conflict. Kurt saw many things while he was part of the X-Men, the least of which was not the Beyonder, a God-like being that shook Kurt's very faith in his own God. It took him some time, and the wisdom of his teammates to reconcile with his faith, but eventually he did. He also met an evil mutant named Mystique, who resembled him almost exactly in appearance. Wondering if they might be related, he asked her how they could resemble each other so much. She gave him no answer though, and he was left wondering for several years. Brave and noble, Kurt fought many battles alongside the X-Men; his friends and family, and he might have remained with them always, if not for fate.

During what would become known as the Mutant Massacre, Kurt was gravely injured by the Marauder known as Riptide. Caught in the hurricane force winds the mutant created, Kurt was nearly sliced to pieces by the projectiles released within the gale. He spent some time in a coma, and the X-Men feared for his very life. But with time, Kurt recovered, and reawoke only to find that the X-Men had died during the Fall of the Mutants. Having no way of knowing that his friends had been returned to life by the Goddess Roma, Kurt remained on Muir Isle with Kitty (Shadowcat) during the remainder of his recovery. His teleportation power was just beginning to return when he joined up with Shadowcat, Phoenix II, Captain Britain and Meggan to form the Britain based team, Excalibur.

Captain Britain led the team in name, but it was Nightcrawler who led, in truth, and eventually, he taught the headstrong hero how a leader should conduct himself. Some time later, the X-Men returned to public view, and Kurt reunited with his old family, albeit for a brief visit. He had come to feel that his place was now with Excalibur, and did not return to the team. Shortly following, Kurt received a call from Forge, instructing him to come back to America on a matter of utmost importance. He met up with Rogue, and soon found himself pulled into a chain of events which led to the discovery of his origin. Mystique had given birth to him, but much as the angry mob had chased Kurt for his appearance, they now chased the mother and her newborn child. Throwing him over the falls in order to save her own life, Mystique left him to die. But being a mutant, Kurt survived the fall and was found by Margali Szardos. With this revelation also came the realization that the mutant-hater, Graydon Creed, was his half-brother, and Rogue, having been raised by Mystique, his foster sister. Kurt returned to Excalibur to reconcile with this new information, and had it out with his foster mother, Margali, angry that she had never told him the truth of his birth mother. But Kurt had little time to dwell on these things, as Excalibur found itself being drawn into battle after battle.

With the disappearance of Captain Britain, Nightcrawler found himself again the leader of the team, in name as well as truth. When the Captain finally returned and wed Meggan, and Excalibur disbanded, Nightcrawler decided to return home to his original team, the X-Men. Now back with his old friends, he fights for the Professors dream as he ever has.

Nighthawk



Nighthawk

Kyle Richmond

Fighting: Ex  
Agility: Rm  
Strength: Ex  
Endurance: Ex  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 90  
Karma: 36  
Resources: Ex  
Popularity: 5 (20 in LA)

Equipment:

Wings: Nighthawk's wing harness allows him to fly at Rm Airspeed. They also can be used as a shield providing Rm protection for Physical and Force based attacks. Mounted in the peaks of the wings are two mini blasters capable of emitting Rm intensity Energy attacks with a 4 Area range.

Claws: Nighthawk's gloves are fitted with Rm Material Strength claws with inflict Edged damage equal to his Strength.

Talents:

Martial Arts A, E, Acrobatics, Business/Finance, Arial Combat

Contacts:

Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.

History:

The son of a white-collar criminal, Kyle Richmond vowed to fight for justice. Nighthawk retired from adventuring to become President of the United States. After resigning the Presidency, he resumed Squadron membership, but resigned once more when the Squadron voted to implement its "Utopia Program". He organized the Redeemers to oppose them, and was killed when Foxfire damaged his heart.

Nighthawk II



## Nighthawk II

Kyle Richmond

Fighting: Excellent  
Agility: Excellent  
Strength: Remarkable  
Endurance: Excellent  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 100  
Karma: 18  
Resources: Excellent  
Popularity: 5

### Known Powers:

Jet-Wings: These provide Nighthawk with flight capable of reaching Good air speeds with the engines running or Typical airspeed if gliding.  
Claws: Made of a Remarkable material, these claws allowed him to inflict Edged damage equal to his Strength.

### Limitations:

Nighthawks physical abilities all drop to Good levels (40 health) during daylight hours.

### Talents:

Martial Arts A & E, Acrobatics, Business, Aerial Combat, Leadership

### Contacts:

Defenders

### History:

Kyle Richmond was the son of Arthur and Penelope Richmond, a wealthy industrialist and his wife. Upon his mother's death when he was still a child, Richmond was sent to a private school to be raised. His father was too busy with his business to take charge of him. By his teens, Richmond was known as a spoiled, irresponsible troublemaker. Despite his poor academic record, he was accepted into a private college, Grayburn University, entirely due to his father's generous endowment to the school. Kyle Richmond still largely ignored his studies, and most of his time with his girlfriend, Mindy Williams. One night, while driving his car under the influence of alcohol, Richmond lost control and drove off the road. The accident left Mindy almost dead but he walked away unscathed. Richmond was expelled from college.

Shaken by the tragic consequences of his irresponsibility, Richmond was glad when he was drafted into the army, and hoped that he would die in action. However, during his physical examination, a heart murmur was detected and he was rejected from service. On the same day, his father died in an airplane crash and Kyle found himself in charge of Richmond Enterprises. Wisely believing himself to be incapable of handling the business, Richmond turned over the management of the firm to the company chairman of the board, J.C. Pennyworth. He then divided his time between the life of leisure of the idle rich and a search for a chemical cure for his heart ailment. Richmond soon discovered a mysterious book which contained alchemical formulae, among with was a formula to increase physical strength. Concocting the formula in a makeshift laboratory in his mansion, Richmond drank it, and learned that it did confer upon him heightened strength, but only at night.

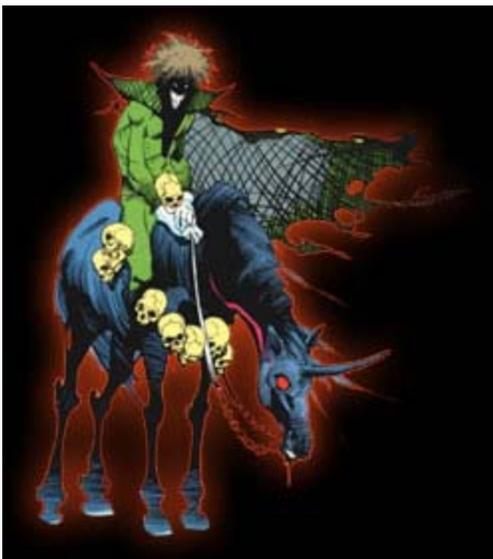
Richmond was then contacted by the Grandmaster, the cosmic gamesman, who had arranged for him to find the book. The Grandmaster wished to use superhuman pawns against his opponent, the time-travelling villain Kang. Hence, the Grandmaster made Richmond and two other human beings into counterparts of members of the Squadron Supreme, a team of heroes of an alternate Earth. The Grandmaster also transformed nonliving matter into a duplicate of Squadron Supreme member Hyperion. Richmond took the name of Nighthawk, the costumed identity of the Kyle Richmond of this alternate Earth. The Grandmaster's new team was known as the Squadron Sinister.

As Nighthawk, the Squadron Sinister's Richmond was pitted against the hero Captain America in a battle over the Statue of Liberty. Nighthawk lost, but escaped imprisonment when Captain America was teleported away for yet another contest. Nighthawk decided to use his powers for "kicks" and tried to make a quick reputation for himself by battling the hero Daredevil. When this ploy failed, Richmond retired his Nighthawk identity for awhile. Some time later, Richmond was unwillingly reunited with the Squadron when Hyperion volunteered the group to assist the alien Nebulon in his plan to melt Earth's icecaps. Acting responsibly for the first time in his life, Richmond fled to try to warn the hero team Avengers of what was happening. Unable to reach them, he instead contacted the Defenders. Assisting the Defenders, Nighthawk was struck by radiation from Nebulon's "laser cannon" and was on the brink of death. The sorcerer Doctor Stephen Strange performed an elaborate spell to mystically resuscitate Richmond's life force by drawing upon the collective life force of the Defenders. When Nighthawk revived, he asked to join the Defenders, but was told the group was not an official team. Nevertheless, he began to associate with members of the loose-knit group on a regular basis. Richmond revealed in the sense of life and purpose that his affiliation with the Defenders afforded him, and converted his private riding academy into their acting headquarters. He later used his financial resources to develop for himself a powered jetpack and apparatus to enable him to fly. With the increasingly long absences of Doctor Strange, Nighthawk became de facto leader of the group.

He remained active with the team until agents of the Internal Revenue Service, investigating tax fraud, brought forth an injunction to prevent him from donning his costume until the charges were cleared. Richmond eventually beat the charges. Months later, when the Defenders were under siege by the demonic Six-Fingered Hand, the mystic link that Doctor Strange created to save Nighthawk's life after the Nebulon encounter was severed. This left Kyle Richmond paralyzed except at night when he regained full mobility. He accepted his infirmity and reduced his involvement in Defenders activities accordingly. Returning to the college he once attended, Richmond discovered that his former girlfriend Mindy Williams had not died in the car crash he caused, but was severely crippled. Insane with bitterness and possessing certain psionic powers, Mindy tried to kill the man she blamed for her condition. Nighthawk managed to survive the attack with the help of the hero Spider-Man. This encounter led Nighthawk to a secret project in Colorado run by a super-patriot named August Masters who planned to launch a psychic assault on the Soviet Union, employing the minds of unwilling telepaths as weapons: Mindy Williams was one of these telepaths.

With the Defenders taken captive, Richmond established a mental link with his former girlfriend and contacted Dr. Strange to bring reinforcements. When the resources of the reinforcements were also taxed to the limit, the subconscious minds of the six psychics took control of Kyle Richmond's mind, conferring upon it their collective power. Through Richmond they activated the destruct sequence on the main computer/power system of the whole secret complex. Apparently under his own free will, Richmond ordered Doctor Strange to evacuate the other Defenders from the installation, while he remained behind as a physical focal point for the minds of the psychics. When the secret complex exploded, Kyle Richmond, the six telepaths, August Masters, and his private army were all inside. Possessed as he was by the six psychics, it is not clear if Kyle Richmond purposely sacrificed himself so that a nation could live or if he was a pawn of the six psychics. Richmond was responsible for bringing Dr. Strange, Hulk, Namor, and the Silver Surfer back together. He is now aiding the team, that can't seem to disband itself.

Nightmare



## Nightmare

Fighting: Un  
Agility: Cl1000  
Strength: Cl1000  
Endurance: Cl1000  
Reason: Un  
Intuition: Un  
Psyche: Cl1000  
Health: 3100 (see below)  
Karma: NA  
Resources: NA  
Popularity: NA

### Known Powers:

Immortality: H can never be truly killed until all dreaming beings have died.

Apparition: CL1000 magical ability of phasing.

Astral Theft: CL1000 control over the soul's of sleepers.

Image projection: CL1000 visions.

Scrying: various scrying spells of Mn effectiveness.

Force Field vs. Magic: Mn

Bands: Mn strength.

Eldritch Attack: Mn blasts of pure magical force.

Illusion Casting: CL1000

Reality Alteration: As the ruler of the Dream Dimension, Nightmare has the CL1000 ability to spontaneously reshape any aspect of it.

Other Spells: All at Mn rank.

Weaknesses: Nightmare is only tangible to sleepers. He is intangible and powerless when facing conscious beings. He can be harned by the eye of Agomotto.

Nightmare's Wand: +1CS to agility when resolving magical attacks. He can also create a CL1000 "maze of confinement".

Steed: black demonic unicorn with the following powers and stats:

Fighting: Ex

Agility: Ex

Strength: Rm

Endurance: Ex

Reason: Pr

Intuition: Fb

Psyche: Pr

Health: 90

Karma: 10

Powers:

- Apparition: Mn
- Dimension Travel: Mn
- Flight: Mn

Talents:

Occult Lore

Contacts:

## Nightwing



## Nightwing

Dick Grayson

Fighting: Incredible  
Agility: Incredible  
Strength: Good  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Remarkable

Health: 120  
Karma: 80  
Resources: Excellent  
Psyche: 30

### Known Powers:

The following should not be considered a power as it falls more under the auspice of "Training".

Stealth: Excellent

### Equipment:

#### Uniform:

The Nightwing uniform is made from a combination Kevlar/Flameweave composite that provides:

Excellent Body Armor vs. physical attacks; Good vs. energy attacks.

The suit is electrically insulated, possesses an inertial GPS system as well as being light-adaptive (+1CS on stealth). As a security measure, the suit emits a substantial electrical charge, when one attempts to tamper with either the boots, gauntlets, or both.

#### Mask:

His mask, contains an electronic transmitter/receiver, field-of-view display projector and green night vision lenses providing Remarkable Infravision.

#### Gauntlets:

Each gauntlet's 8 sections can contain a wide array of equipment, such as:

Combat Discs/Nightarangs: Remarkable material strength, Excellent blunt damage

Smoke Pellets: Excellent intensity, 1-area radius. All in the affected area at -2 CS to performing actions.

Knockout Gas Capsules: Remarkable intensity, 1-area radius. Those in the affected area must make Endurance FEAT or pass out for 2 hrs. and lose their memory of the 5 min. preceding exposure.

Stun Bomb: Remarkable intensity, 1-area radius. Those in the affected area must make Endurance FEAT or pass out for 2 hrs.

Monofilament Jumphline: Slows user's fall the further he descends. Remarkable strength, supports 400 lbs. indefinitely and 800 lbs. for shorter periods.

Automatic Swing Lines: These swing lines are located on the underside of his forearm, with their access port located at the base of his palm. To activate these lines, pressure is applied to the outside of the forearm (the blue section), which then triggers the lines firing mechanism which fires a grappling hook that snaps open after firing and clamps shut once the button at its joint hits its target up to 10 areas and can be used to swing up to three areas.

Remarkable material strength

Remarkable shooting damage when used as a weapon

Escrima Sticks: Located on the back of his costume are a pair of escrima sticks. These black, foot long, solid, cylinders are used as both offensive and defensive weapons. They are made from incredible strength material which he may wield or throw for excellent blunt damage.

Boots: Like the gauntlets, his boots carry equipment vital for a night's heroics. Located here are flares,

Rebreather: Allows remarkable protection for freedom of operation under exposure to any airborne noncontact toxins. Provides oxygen for 2 hrs.

Mini-Computer: 2 1/2 by 3 1/2 inches in size. Operates as a standard personal computer in game terms. Equipped with fax modem, GPS system, and minidisk rewritable drive.

Other incidentals:

Keys, money, lockpicks, first aid kit, mini-cellphone, antitoxin assortment, signal flares, wireless listening devices, small halogen flashlight.

The Car:

Nightwing's car is the sole creation of Dick Grayson. With regards to its exterior, various bodies can be used to cover the car, ranging from a taxi cab, to a muscle car, to a station wagon, to a truck. All of the bodies are bullet absorbing so as not to ricochet bullets toward innocent bystanders. Underneath the body, the heart of the car is a 3.7 McLaren\* racing engine mated to an automatic transmission. From here, the all wheel drive leads to puncture resistant tires. Dual batteries round out the mechanicals.

The basic chassis, and all of the possible bodies are stored at a former auto dealership, purchased by Nightwing, for the purpose of serving as his own lair.

The Boat:

One of the first vehicles in Nightwing's current arsenal and currently resides at the Bludhaven pier. Not much is currently known about the vehicle, other than its top speed of 50 knots (approx. 58 mph), and its outward appearance.

Talents:

Acrobatics, Tumbling, Detective/Espionage, Martial Arts-all, Military, Thief, Vehicles, Thrown Weapons, Computers, Wrestling, Criminology, Leadership, Repair/Tinkering.

Contacts:

Batman, Haley Circus, New York Police Dept, New Titans.

History:

Born on the first day of Spring into a family of circus performers, Richard John Grayson learned acrobatic skills at an early age. Dick was a member of the famous acrobatic team The Flying Graysons of the Haly Circus. Before one appearance in Gotham, in which The Flying Graysons were the main attraction, they were asked to pose for a photo opportunity with the Drake Family, including their young son Tim. From that time on Tim's one and only hero in the world was Dick. During the Graysons' portion of the show, Dick's parents John and Mary, fell to their death after their trapeze snaps. All while many of Gotham's elite, including billionaire socialite Bruce Wayne, and the young Tim Drake watched on.

Their deaths were not an accident, but actually planned by the gangster "Boss" Zucco, who was running a local protection racket and Haly refused to pay. Dick overhears gang members warning Haly of further accidents and makes a vow to avenge his parents' death. Batman, while investigating the murders, overhears Dick's vow and takes the boy under his protective wing so that Dick will not hurt himself. Batman takes Dick to the batcave where Dick asks to become Batman's partner in crime-fighting. Getting the consent of Dick's nearest relative, Bruce Wayne becomes Dick's legal guardian. He then proceeded to train Dick to the peak of physical and mental perfection. When the time was right, Bruce gave Dick a costume and dubbed him Robin. As Robin, the Boy Wonder, Dick captures Zucco, and who is sent to the electric chair.

After many adventures with the Dark Knight and establishing himself as a crime-fighter in his own right, Robin soon met other teenage adventurers and formed the first group of Teen Titans. The original Titans was composed of the most well known sidekicks in the DC Universe: Kid Flash, Wondergirl, Speedy, Aqualad, and Robin as the leader. Through the Titans, Dick gained additional experience through adventures against new criminals, both at home and on other worlds.

Soon after his graduation from high school he left Gotham City and Batman for college at Hudson University. After a few months Dick dropped out and drifted around for a while, finally returning to Gotham City. Upon his return he went to Bruce and struggled to get Bruce's respect as an adult. It was during this time period, that Robin was shot in the shoulder by the Joker, after which Bruce deemed the life of a superhero too dangerous for Dick. Thus ending Dick's career as Robin.

Upon leaving the cave, and Robin forever, he moved to New York to become leader of The New Teen Titans. Adopting the name Nightwing and a new costume Dick set out to face a deadlier and darker world. While serving with the New Titans, Dick was searched out by an older Tim Drake, who had only one goal on his mind, for Dick to return to Robin. It was Dick's refusal to return that Tim started down the road toward becoming the new Robin. After weeks of persuading and proving his potential, Dick then returned to the Batman to plead Tim's case, with help from Alfred. Due to their arguments and the realization that the Batman needs a Robin, Tim Drake becomes the fourth to wear the red and green (following a young Bruce, Dick, and Jason Todd). And, Dick gains a little brother.

In recent history Nightwing has returned to Gotham on more than one occasion to lend a hand. The most notable time was following the breaking of the Bat by Bane. After Bruce's injury he asked the vigilante formerly known as Azrael, Jean Paul Valley, to fill in as the Dark

Knight. Dick returned to investigate the new guy in town, and to find out why Bruce would intrust the job to an outsider. He even helped to bring in Jean Paul, after he had let a criminal die, while as Batman. After Jean Paul was finally defeated by a recovered Bruce, Dick was asked to fill in as the Batman, so that Bruce could sort out some things. This time as the Batman was probably most beneficial for Dick. He finally realized he and Bruce's differences, and that he had to be his own man.

Nightwing can currently be found as the new, and overwhelmed, protector of Bludhaven, a city worse than Gotham in many ways, and "big brother" to Robin III (Tim Drake). Bludhaven is far enough away from Gotham for Dick to be his own man, yet close enough to the Dark Knight if needed. He also continues to be a member of the latest incarnation of the Titans, and has recently joined the Bludhaven police force where he can fight the department's corruption from within.

Dick took a young cop under is "wings" named Tad, and taught him the ropes of crime fighting. After they were both caught, Tad wound up killing a cop. Nightwing turned him in, and now Tad wants revenge.

## NightThrasher



## NightThrasher

Dwayne Taylor

Fighting: Ex  
Agility: Am  
Strength: Gd  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: In

Health: 90  
Karma: 60  
Resources: In  
Popularity: 3

### Powers:

Mental Barrier- He has for some reason shown an UN rank resistance to Telepathy and Mental Probes.

### Equipment:

Armor: His armor grants him GD protection from physical attacks and EX protection from heat or fire. It also has the following features.

- Hydraulics- Good leaping, run 3 areas/ turn, and +1 to strength (max of EX)
- Pepper Spray- Victim makes En feat or spend 1-10 turns blind and choking at -2 CS to all feats. Fires from right wrist.
- 3 Plastic Packs- Rm rank explosion in 1 area.
- 3 Napalm Gel Packs- In rank energy damage 1 area, Gd fire burns until put out.
- 3 Cordite Packs- Ex explosive damage.

- Magnesium Flare- Rm intensity light. Burns about 1 hour.
  - Smoke Pellets- Gd intensity smoke screen, 1 area.
  - Spur Jacks- Typical puncture ability used to puncture normal tires.
  - Incendiary Caps- Gd fire creation.
  - Ball Bearings- Victim must make an agility feat or fall.
  - Spring Blade- Does Gd rank edged damage.
  - Adamantium Garrote- From his left wrist. Usable as normal, but on a red feat it can strangle a victim. The victim is permitted an Endurance feat each turn to avoid unconsciousness for 1-10 turns. The victim will die 10 turns after unconsciousness if not released. Does Ty rank edged damage, and can cut through armor less than MN rank.
- Helmet: The helmet also has many functions as shown below.
- Voice Scrambler- Rm ability.
  - Telescopic Vision- Ex range
  - Breathing Apparatus- 5 minutes of air.
  - Infra-red Vision- Gd ability vision in darkness.
  - Camera/ Filmpack- Un recording ability for 5 min.
  - Enhanced Hearing- Ex intensity.
- Backpack: Has the following features;
- Escrima- Has 2 detachable Escrima sticks for Rm blunt damage.
  - Pistol- Hidden Uzi causing Ex damage to up to 3 adjacent targets.
- Skateboard: Locked on the Backpack assembly or on the right fore arm. It has GD material strength and can be used as a Gd shield. It has a spring loaded blade hidden in the front that can do Ex edged damage. He has Good speed possible with good control and good Body while on the board.

**Talents:**

Guns, Martial Arts A, B, E, Acrobatics, Tumbling, Business, Criminology, Detective, Computers, Electronics, Leadership, Heir to a fortune

**Contacts:**

New Warriors, Business contacts, Street informants

**Nitro**



**Nitro**

**Robert Hunter**

Fighting: Good  
 Agility: Good  
 Strength: Typical  
 Endurance: Excellent  
 Reason: Good  
 Intuition: Typical  
 Psyche: Typical

Health: 46  
Karma: 22  
Resources: Good  
Popularity: -10

**Known Powers:**

Explosive: Nitro can transform any and all portions of his body into an Amazing explosion. Everything within his area suffers Amazing damage, while targets in the surrounding area suffer Remarkable damage. He can reform his body within two rounds. If he limits his explosive power to his hands, he can punch with Remarkable damage and Slam or Stun opponents of up to Monstrous Endurance.

**Weakness:**

If, while he is in his gaseous state, any fraction of his body is separated from the rest, he cannot reform.

**Talents:**

Electrical Engineering

**Nomad**



**Nomad**

**Jack Monroe**

Fighting: Rm  
Agility: Rm  
Strength: Ex  
Endurance: Rm  
Reason: Ty  
Intuition: Gd  
Psyche: Ty

Health: 110  
Karma: 22  
Resources: Ty  
Popularity: 10

**Powers:**  
None

**Equipment:**

Kevlar Vest: Gd vs Physical

Stun Disc's: Nomad wears six detachable six-inch-diameter, steel alloy discs on his chest. He can throw these discs as weapons with a 2 - area range; these discs stun opponents for 1-10 rounds if they do not make an Endurance FEAT roll. If Endurance is less than Remarkable, a

red FEAT is required. If Endurance is Remarkable, a yellow FEAT is required, and if greater than Remarkable, green is required. The Stun Disc's may be bounced off 3 multiple targets to stun them and then rebound to Monroe's hand.

- One of the disc's has an attachable line allowing for it to be used as a grappling hook with a 2 area range.
- Another has a set of lock picks secreted inside.

Shotgun: Jack carries a modified shotgun that carries more ammo. 3 area range, Ex damage-20, Rate of Fire:1, Shots:6, Ex material strength.

Utility Belt: Jack has an equipment belt that has the following items in it.

- Trail rations.
- Small first aid kit.
- canteen of water.
- 18 shotgun shells.
- Zippo Lighter
- Halogen Pen flashlight:Ty Light over 1 area.
- Diamond Glass Cutter:Can cut through Ex Material Glass.
- Colapsible staff:Rm material strength, Ex-20 blunt damage.

Transportation:

Pickup truck: equipped with on-board computer with D.M.V. computer link, laser-guided gyroscopic navigation system.

Control:Ty

Speed:Gd

Body:Gd

Protection:Ty

DMV Compute Link allows for a Nomad to check a nationwide database of motor vehicles and who owns them. (This gives such useful information as the person's name, address Etc etc..)

The Laser guided navigation system is an autopilot for the truck and should be considered Control:Pr for all feats when Jack inst behind the wheel.

Serious Psychological Instability: problems such as frustration, excessive violence and general deterioration of his sanity. Between his former insanity and the many years he spent in suspended animation, he has few deep certainties left.

Talents:

Martial Arts A, B, C, D, E, Guns, Weapons Specialist:Disc's, Detective, lockpicking, Acrobatics, Horseback riding and Driving.

History:

Jack Monroe was born in Clutier, Iowa, December 7, 1941. Pearl Harbor Day. Jack's father, Edward Monroe, was a stateside Nazi sympathizer who - much to the dismay of his wife Mary Ellen - severely beat Jack and his older sister Jill whenever they ventured into the basement, which was filled with Nazi paraphernalia. When Jack was eight, he decided to bring some pieces of his father's Nazi collection to school for "show and tell," in hopes of looking like a big shot in front of his friends. Three days later, Jack was accosted by F.B.I. agents who, over the course of several days, won Jack's trust and began asking questions about Ed Monroe. Eventually, Jack broke down and told them about the basement and what was there. They took the senior Monroe away in handcuffs and soon after, it was discovered that nearly the entire town was involved.

The children of Clutier were mentally reconditioned to repress their childhood memories and were placed in foster homes spread out across the country with new, hypnotically suggested memories centering around these new families. It was decided early on that Jack would be the Bucky of a new generation. His involvement in the discovery of Clutier's betrayal made him the perfect candidate. Once his past was revealed, the public would eat it up. A boy so dedicated to his country, he turned in his own traitorous parents. To insure Jack wouldn't seek out his real parents if his memories of Clutier were ever restored, an alternate set of memories was also implanted to convince him that his parents had been found guilty of treason and executed for their crimes. But because Jack's past was never revealed these memories would remain dormant for decades.

Jack's new home was in Naugatuck, Connecticut. Because of the government's plans for him, he was encouraged to learn everything he could about Captain America and Bucky. In 1952, Jack's foster parents - government agents assigned to raise him until he was prepared to be trained as the new Bucky - were killed by Communist spies during the height of the Korean War and he was left in the custody of his "aunt" and "uncle." However, because his aunt Joanie was a victim of alcoholism, Jack was soon after placed in McMurtry's Foster Home where he was enrolled in the Lee School for Boys. It was there that the government arranged for Jack to befriend a teacher who shared his obsession with Captain America and Bucky - a man named "Steve Rogers." This man's incredible devotion to his idol had driven him to seek out the Super-Soldier formula, change his name, even his face, in hopes of replacing the hero he alone suspected to have been killed in World War II. The end of the Korean War - and the government's subsequent lack of interest - cancelled those plans. Dejected, Steve turned to teaching.

But it wasn't long before the Red Menace reared it's ugly head right in the heart of America. Steve and Jack decided they had no choice. They injected themselves with the long hidden Super-Soldier serum and Captain America and Bucky were reborn. But, unchecked by the stabilizing vita-rays which had been used on the real Cap, the Super-Soldier serum began to destroy their minds. The incomplete treatment drove both of them into a hyper-paranoid delusional state and their commie-hunting tactics managed to make Joseph McCarthy look tame by comparison. They were apprehended by the F.B.I. and when science couldn't find a cure for their condition they were cryogenically frozen in the hopes that someday they could be restored.

In 1972, they were roused from their decades-long slumber by someone whose political realities were as confused as theirs. Still lacking a cure for the chemically-induced insanity which controlled them, their first objective was to neutralize the traitor who had besmirched the good name of Captain America during their years of sleep. Little did Steve and Jack realize this "traitor" was, in fact, the original Cap who had been revived from a similar state of suspended animation years earlier. After they were defeated, the misguided heroes were again placed in suspended animation.

Several years later, the government, feeling responsible for them, roused Steve and Jack and turned them over to a mental institution in the Catskills. They weren't aware, however, that the administrator of that hospital was the infamous mind-manipulator Doctor Faustus. Faustus transformed the ersatz Cap into the Grand Director of the fascistic National Force. To prove the loyalty of his new creation, he ordered the Grand Director to kill Jack. The Director did as ordered, shooting his loyal partner point-blank in the head. Soon after, grief-struck by this abominable action on his part, the Grand Director performed a fatal act of self-immolation. Jack was not dead though, the gun had been loaded with blanks. Faustus, it seemed, had intended on keeping Jack alive to be used as one of his puppets. Before this could occur, though, Faustus was thwarted by Captain America and Daredevil. Jack was then placed into the custody of a S.H.I.E.L.D. run hospital in Washington where he underwent several years of psychiatric therapy. Mixed into the less-than-sterling treatment were several rounds of cerebral chemical depressants and stimulants. Eventually, a cure was developed for Jack's condition; he was given a three-week reorientation course and then thrust into the relatively complex world of 1983.

Once released, Jack sought out the friendship and tutelage of the real Captain America. In order to integrate him smoothly into modern society, S.H.I.E.L.D. decided that Jack be put into the blue and yellow spandex of Nomad, an identity that Cap had created at a time when he had lost faith in America. After a time, Jack went off on his own, ending up in Miami and helping to take down the drug empire of Ulysses X Lugman, also known as the Slug. Not long after that, Jack reunited with Cap - at the time calling himself "The Captain" during his resignation as Captain America - along with the Falcon, Demolition Man and Vagabond to oppose the Commission on Super-Human Activities.

After a falling out between him and Cap, Jack once again struck out on his own, returning to Miami to combat Umberto Safflios, a local pimp and narcotics trafficker. When Patty Joplin - working as both a prostitute for Safflios and as Jack's informant - was killed, Jack investigated and discovered her parents were southern money. Patty, it turned out, was killed because she knew too much about Safflios' dealings with D.E.A. agent Joseph Kittle, concerning a drugs for weapons trade. Safflios was responsible for her murder, but was also the father of her child, thus stalemating a rivalry between him and Miller Joplin, Patty's father.

Safflios had also arranged for the shooting of another girl who happened to work at the electronics company that was developing software for the super-gun which was at the heart of the drug/arms deal. Jack followed the trail up through Lexington, Kentucky to Minneapolis, Minnesota, where he rescued a prostitute's daughter from Eddie Vanelli, another pimp/drug dealer involved in the whole dirty affair. Realizing she had no future with her substance-abusing prostitute mother, Jack adopted the child himself and named her "Bucky." The whole fiasco came to a head in Juneau, Alaska, where Jack used a disk he had acquired in Minnesota to reprogram the super-gun to respond only to him, thus rendering it useless to everyone else. While trying to escape, he was confronted by Captain America and had a final show-down with the Commission, Umberto Safflios and both the American and Russian militaries. Forced to use the gun he had intended to disable, Jack killed virtually everyone between him and freedom and fled with Bucky down through Canada to Seattle.

It was there that Jack had his first encounter with Giscard Epurer, a man who would turn out to be a key player in Jack's life in the next few months. Continuing south, Jack wound up in L.A., hooking up with a network of con-artists, petty thieves and prostitutes known as the Undergrounders. Jack settled down for a short time, but during that period Jack confronted a number of adversaries, including U.S. Agent, Deadpool, The Punisher and an evil doppelganger of the X-man, Gambit.

After fighting for his life in the Rodney King riots, Jack decided to blow out of town. As he travelled across the south, Jack was forced to confront the realities of the homeless, A.I.D.S., gay rights and the hate spawned by ignorance. During this time, Epurer had located Bucky's mother, cleaned her up and molded her into a killing machine to defeat Jack for the possession of her daughter. Jack reluctantly conceded that she was capable of taking care of both herself and Bucky and left them to start their life together.

Immediately after, Jack was kidnapped by Doctor Faustus who manipulated him into attempting to assassinate the Slug, thus giving Faustus a monopoly on the Florida drug market. Captain America intervened and prevented Jack from murdering both the Slug and Faustus. Ultimately though, Faustus was killed on the grounds of the minimum security prison he had been sent to after Jack broke in and shot him. Jack had been consumed with hatred because Faustus had caused him to recall the grim spectre of his childhood during his brainwashing sessions.

After several more entanglements involving the Six-Pack, S.H.I.E.L.D. and the Man-thing, Zaran the weapons master was hired to kill Jack. Zaran failed and when interrogated, claimed his employer to be Giscard Epurer. When Jack tracked him down in Washington D.C., Epurer revealed Zaran's true employer to be Bart Ingrid, who Jack had bullied around as a child. Ingrid had risen up through the Senate, was a top-candidate for Ross Perot's running-mate in the 1996 elections and had secretly revived the Nazi movement in Clutier. Epurer sent Jack to Clutier to neutralize the militia camp and rescue his covert operative, Bucky's mother.

During a brief reunion with his sister Jill, who had returned to Clutier as an adult, Jack learned that his mother and father had not been executed and that his mother was still alive, but very ill. Having received directions from his sister, Jack stormed the camp and found Bucky's mother dead, killed at the hands of the super-aryan, "88" who possessed a new super-gun. Jack managed to reprogram this new gun with the disk he used on the first one in Alaska, take control and use it to destroy the camp.

Jack then returned to Washington where he attempted to stop Ingrid's last-ditch attempt to detonate a bomb in the Senate House. With a stripped-down version of the super-gun he killed Ingrid, setting off the case of explosives. Feeling responsible for her after the loss of both her mother and her adopted father, Epurer took Bucky into his custody. Jack, however, had just barely survived. Several people had been killed in the explosion and Vernon Hatchway - the F.B.I. agent given the task of killing Jack - switched him with one of the bodies. Hatch placed Jack in cryogenic freeze once again, to be revived when the people of America would understand Jack's cause and let him fight for it.

Jack recently made his reappearance as the latest Scourge.

Northstar



Northstar

Jean-Paul Beaubier

Fighting: Ex  
Agility: Ex  
Strength: Ex  
Endurance: Rm  
Reason: Ty  
Intuition: Ty  
Psyche: Gd

Health: 90  
Karma: 22  
Resources: Gd  
Popularity: 10

Known Powers:

Flight: Shift-Z airspeed normally limited to Gd.

Multiple Attacks: for a total of In damage.

Light Generation: Normally only when in contact with his sister Aurora, Northstar is able to generate Mn intensity light. It seems he is now able to do it even without Aurora.

Costume: Mn resistance to air friction and tearing.

Talents:

Skiing, French, English

Contacts:

Alpha Flight

History:

As an infant Jean-Paul Beaubier's parents were killed in a car crash, and he and his twin sister were separated. Adopted by a family named Martin, Jean-Paul led a rather lonely childhood. At some point he attempted to steal from a man named Raymonde Belmonde, who ended up taking the youngster under his wing. Belmonde helped the young Jean-Paul deal with his emerging super-human powers.

For a time, Beaubier left Belmonde's company and journeyed to France. Following that, he joined a circus as an acrobat. Returning to Quebec, Jean-Paul became involved with a radical sect of Quebec Nationalists. Beaubier left the group when one of their bombs almost killed a busload of people.

Beaubier then turned his attention to skiing, a sport he had always loved. Using his powers he became a champion at both the amateur and professional levels. It was then that he was contacted by James MacDonald Hudson. Hudson had already met Jeanne-Marie Beaubier and discovered Jean-Paul through her. Fascinated by the revelation he had a sister, Jean-Paul joined Hudson's Department H.

Jean-Paul did not rejoin Alpha after Hudson's seeming death due to the fact that he had quarreled with his sister. However, he was forced to join Alpha at the Eye of the World due to a mystic summons from Talisman. He almost left again immediately, but Snowbird used her powers to force him to stay and help.

Beaubier stayed with Alpha for quite some time after that. His secret id was inadvertently revealed to the world when he rescued a skier who had been accidentally mind-controlled by Kara Kilgrave. This prompted a backlash from the athletic community and Jean-Paul was stripped of his medals from his amateur career.

Northstar remained with Alpha Flight until a mysterious disease caused him to seek the mystic artifact called the Firefountain. This adventure led into the depths of Svartalfheim, realm of the Dark Elves of Nordic myth. There, Aurora seemingly sacrificed her powers to save her brother. Having been told by Loki that he and his sister were half-elves, Northstar vanished into a portal to the realm of the Ljosalfar, or Light Elves. Problem is, Loki is the God of Lies.

Northstar was trapped in Asgard due to that realm's separation from Earth (the Rainbow Bridge had been smashed.) He was rescued when Talisman decided she needed all the help she could get in her battle with the Sorcerer. So she sent Persuasion, Laura Dean, Gobyln and Aurora to Asgard to get him.

Not long after Alpha Flight once again accepted government funding from Department H Beaubier adopted an AIDS-infected baby girl he found abandoned in a dumpster. The girl died shortly thereafter. Immediately following her death Beaubier called a press conference at which he announced he was a homosexual. The baby's death, along with one "Major Maple Leaf," had convinced Beaubier of the need to step forward as a positive gay role-model.

Northstar then remained with Alpha Flight until the team was suspended while an investigation into the Joshua Lord matter took place. Jean-Paul then quit the team, but returned to it out of concern for his sister. Shortly after Alpha Flight was once again disbanded by the government, and Jean-Paul disappeared from public view. He recently appeared crashing out of the sky into a fishing boat off the coast of New Brunswick. Northstar has stated that he was trying to break free of Earth's gravity at the time. Why he was attempting that is a mystery, especially since none of Jean-Paul's abilities would allow him to survive in space. As yet Northstar is unaware that Alpha Flight has reformed.

Northwind



Northwind

Nordla Cantrell

Fighting: Remarkable

Agility: Incredible  
Strength: Excellent  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Good  
Psyche: Remarkable

Health: 120  
Karma: 60  
Resources: Excellent  
Popularity: 0

**Known Powers**

Animal Communication/Control: Excellent ability to communicate and control Avain creatures  
Winged Flight: Remarkable

**Talents:**

None Known

**Contacts:**

Hawkman, Hawkwoman, Infinity Inc., New Feithera

**Nova**



**Nova**

Richard Rider

Fighting: Remarkable  
Agility: Excellent  
Strength: Amazing  
Endurance: Remarkable  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 130  
Karma: 18  
Resources: Poor  
Popularity: 20

Equipment:

Uniform:

- Flight: He can reach up to Shift-X speeds. The drawback is that he needs an Agility FEAT for any turns attempted at speeds over Remarkable air speed.
  - Body Armor: He has Remarkable rank protection from both Physical and energy attacks.
  - Energy Pulse: Nova can unleash gravimetric energy pulses, that explode forward from his body causing Monstrous damage. These pulses leave Nova drained for -3CS on all FEATs for 2-20 turns). It also provides him with a 6 hour air supply
  - Excellent radio reception
  - Excellent protection vs. Extreme temperatures
- 
- Good rank infra-red sensor in helmet

Notes:

Richard can instantly change from his street clothes to his Nova Centurion uniform at will, as well as the fact that the suit will morph to suit his needs.

Talents:

Martial Arts B

Contacts:

New Warriors, SHIELD

Nova



Nova

Frankie Raye

Fighting: Am  
Agility: Un  
Strength: Am  
Endurance: Un  
Reason: Gd  
Intuition: Am  
Psyche: Am

Health:300  
Karma:110  
Resources:N/A  
Popularity:0

Known Powers:

Fire Generation: Sh-X rank, by making an End Feat she can increase it to Sh-Z temporarily.

Fire Control: Am  
Energy Sheath: Unintensity flames surround her which give her Un body armor from physical and energy attacks and CL1000 resistance vs. heat and cold. Materials of less than Am material melt upon contact.  
True Flight: CL1000  
Gateway: CL5000 spacewarps  
Self Sustenance  
Immortality

Talents:  
Astro-navigation

#### History:

Frankie Raye was the daughter of parents whose identities have not been revealed; hence, her original last name is not yet known. Frankie's father died when she was still a baby, and her mother shortly afterwards married Professor Phineas T. Horton, who at that time had changed his name to Thomas Raye. Although Horton ended up working as a repairman as Thomas Raye, he had been the inventor of the original android Human Torch, a crimefighter active in the 1940's and 1950's. However the United States government had decided that the android Torch was so potentially dangerous that Horton could not be allowed to construct another. Therefore, the government impounded Horton's chemicals and equipment and then stored them in a chemical company warehouse.

Frankie's mother dies soon after her marriage to Horton, leaving him to raise Frankie by himself. Horton's spirit had been broken, presumably both by his wife's death and the government's suppression of his android research. As Raye, Horton continued to work as a repairman, and sometimes drank to excess in sorrow.

When Horton read the first public accounts of Johnny Storm, the new Human Torch, he became incensed that someone was using the name of his then inactive android creation. Seized with the desire to recreate the android Torch, Horton took his fourteen year old step daughter to the now deserted chemical warehouse where the government had stored the supplies and equipment he had used to create the first Torch. As Frankie helped her step father collect the materials to renew his work, a rotting floorboard gave way beneath her foot. The agitated chemicals in the drum she was carrying exploded into flame, engulfing her body. The chemicals caused an instantaneous mutagenic reaction upon contact with her body, conferring upon her the android Torch's ability to burst into flame without harm to herself. Her clothing was consumed by the flames, but she herself was wholly uninjured.

Overwhelmed with guilt by what had happened to his stepdaughter, Horton hypnotized her in order to make her forget not only this traumatic accident, but also her life with him. The guilt-ridden Horton left her, but sent her money every week for almost six years. Nearly one year after her accident Horton sent her a package containing a costume he had designed for her which would help her control her power, and would not itself be harmed by her flame (since it was made from unstable molecules), and a cassette recorder with an audio tape. On hearing a specific word on the taped message from Horton, Frankie fell back into a hypnotic trance, thanks to a posthypnotic suggestion Horton had given her when he hypnotized her right after the accident. The taped message commanded Frankie to put the costume on under her normal clothing and destroy the tape, and then to awaken from the trance with no memory of what she had just done.

So it was that Frankie Raye had no knowledge of her powers, nor of the fact that she wore a specially designed costume, for the costume appeared to be invisible except when she had nothing else on, and even then she was unable to see it due to Horton's hypnotic command.

Frankie Raye worked as an interpreter. Eventually she saw Johnny Storm, the new Human Torch, and was immediately attracted to him. But she was filled with fear when she first saw him burst into flame, for Horton, to insure she never used her flaming ability, had also hypnotically commanded her to fear flame.

But Storm and Raye dated each other many times, and the strength of Horton's hypnotic commands upon her mind began to weaken. Eventually, to her astonishment, Raye saw herself in a mirror after coming out of the shower wearing the costume Horton had given her. Finally, the hypnotic blocks Horton had imposed on her shattered completely. She regained her full memory and could activate her flaming power. Frankie gloried in her new discovered powers, and was very pleased that Reed Richards wanted to train her to become a member of the Fantastic Four.

For a few weeks Raye worked with the Human Torch and the Fantastic Four, but their lives did not involve the kind of "cosmic grandeur," as she put it, that she sought now that she had become a superhuman being. Then the planet devouring alien Galactus returned to Earth. Raye had learned from the Fantastic Four's records that the alien Norrin Radd had once become Galactus's herald in exchange for Galactus's agreement to spare his home planet. Seeking adventure and a chance to see the wonders of the universe, Raye volunteered to become Galactus's new herald in exchange for Earth's safety. Richards pointed out to her that inevitably she would become an accomplice to Galactus's destruction of worlds inhabited by sentient beings, but Raye said she cared about no sentient race other than that of Earth. Galactus accepted Raye's offer and augmented her existing powers with his vast cosmic power. Despite Johnny Storm's protests, Frankie Raye left Earth with Galactus to lead him to worlds suitable for his sustenance. Frankie Raye eventually took the name "Nova" since she now shone like an exploding star.

As Nova became more of a citizen of the universe she lost her provincial perspective and began to value all sentient life. Thus she came to feel the terrible burden of her aiding Galactus in his intergalactic genocide. Nova could no longer bear to lead Galactus to suitable planets if they had sentient life on them. Her searches grew longer and the World Devourer became impatient. Galactus demanded the results of Frankie's most recent search. She lied to him and said there were no suitable planets in this sector. Galactus revealed his knowledge of her deceit and dismissed her from his service.

Despondent and disillusioned Frankie Raye found herself dancing in an interstellar "gentleman's club." The Silver Surfer and Firelord retrieved her from the club and recruited her onto their side in the "Heralds Ordeal." Five of Galactus's former heralds banded together to

depose the "New" herald of Galactus, the psychopathic killer Morg. Galactus imbued Morg with "power to rival that of my first turncoat herald." Soon after, Morg further augments himself with "mystic" power. It takes all five of the other heralds to defeat him. Near the end of the battle Morg takes Nova's life with an enormous cosmic blast from his enchanted axe. In a rage over her death the Surfer unleashes his power against Morg and finally defeats him.

Nuke



Nuke

Albert Gaines

Fighting: Rm  
Agility: Ex  
Strength: Gd  
Endurance: Rm  
Reason: Ty  
Intuition: Pr  
Psyche: Ty

Health: 90  
Karma: 16  
Resources: UN as Squadron member  
Popularity: 40

Known Powers:

Radiation Emission: Amazing intensity and damage. It may be directed in a stream to do full damage to a single target or as a field effect that does a total of Amazing damage to everyone within a target zone of 1 area across.  
Resistance to Radiation: Amazing protection from radiation.  
Flight: Excellent air speed

Weakness:

Nuke constantly radiates Poor intensity radiation. People who make daily contact with him will eventually contract cancer.

Talents:

Aerial Combat

Contacts:

Squadron Supreme

Nuklo



Nuklo

Robert Frank Jnr

Fighting: Gd  
Agility: Rm  
Strength: In  
Endurance: Rm  
Reason: Ty  
Intuition: Ty  
Psyche: Pr

Health: 110  
Karma: 16  
Resources: Pr  
Popularity: 0

Powers:

Hard Radiation-Nuclear: Nuklo radiates power at Am levels.

Power Conversion: By transforming his radiation power he can channel this energy into other forms giving him the following powers:

- Growth: Am
- Emit bolts of radiation: In

- Duplication: Can duplicate himself upto 3 times.

Resistance: Am resistance to radiation.

Body resistance: Rm

Talents:

Mechanic

Nut



Nut

Sky Goddess

Fighting: Remarkable  
Agility: Amazing  
Strength: Incredible  
Endurance: Shift-X  
Reason: Incredible  
Intuition: Incredible  
Psyche: Shift-Y

Health: 270  
Karma: 280  
Resources: Shift-Z  
Popularity: 50

Powers:  
Immortality: Nut has CL1000 resistance to Aging and Diseases  
True Invulnerability: Remarkable resistance to other forms of damage  
Air Control: Nut can exert Shift-X control over air masses  
Weather Control: Nut has the Shift-X ability to control the very weather itself.  
Telepathy: Nut may speak directly into a person's mind at Excellent ability.

Obliterator



Obliterator

Maht Pacle

Fighting: Incredible  
Agility: Unearthly  
Strength: Incredible  
Endurance: Amazing  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Good

Health: 230  
Karma: 60  
Resources: Amazing  
Popularity: 0

Powers:

Immortality

Invulnerabilities: CL1000 vs. all physical damage, toxins, aging and disease

Regeneration: Unearthly

Power Primordial: Shift-X

This is the power source for his battle-armor

- Shift-X distance attacks: Fire, Force, Energy, Concussion, Sound, Laser, Heat, Radiation
- Gas attacks
- Life Support

- Flight

History:

Obliterator's history prior to coming up with his "goal" for eternity remains yet to be revealed. This extraterrestrial eventually decided to track down and kill every other member of his race. Eventually accomplishing his "mission," Pacle was wandering the galaxies searching for other things to kill when the Elder known as the Gardener introduced the Obliterator to the other Elders. Some time later, all the Elders came up with the plan to kill Galactus to start a new Big Bang, and the Obliterator was on hand to try to kill the interfering Silver Surfer and Mantis. Although defeated when the Surfer transmuted his weapons into light-projecting devices, the Obliterator soon returned to fight Silver Surfer again, but was repulsed and even now remains at large.

Odin



Odin

Odin

Fighting: Unearthly  
Agility: Unearthly  
Strength: Amazing  
Endurance: CI3000  
Reason: Incredible  
Intuition: Incredible  
Psyche: CI1000

Health: 3250  
Karma: 1080  
Resources: CI3000  
Popularity: 90

#### Known Powers:

**Body Armor:** As the most powerful Asgardian god, Odin has Amazing protection from physical and energy attacks.

**Invulnerability:** In his native Asgard, Odin has CI3000 resistance to aging, fire, cold, radiation, toxins, crossives and disease. Unearthly Resistance to these anywhere else.

#### Mystic Powers:

Odin is the most powerful Asgardian god and possesses the vast "Odin Power". As a "Skyfather"(ruler of a pantheon of gods) Odin possesses the greatest share of power among the gods of Asgard and may perform the following:

- Fire mystical blasts with CI1000
- Force or Energy. Asgard only, Shift-Z anywhere else.
- Dimensional Travel with CI1000 ability to any adjacent dimension.
- Teleportation with CI5000 ability, spanning galactic distances.
- Project his image across space and dimensions with CL3000 ability.
- Place enchantments of up to Shift-Z power on objects with CI1000 ability. Such a spell lasts until he rescinds the enchantment or it is negated by a CI1000+ power.
- CI3000 Regeneration. Asgard only.
- CI3000 ability to absorb (or restore) all Asgardian life forces into himself, increasing his total Health. Asgardians remain in a coma until he releases there souls.
- Raise Strength up to Shift-Z for 1-10 rounds.
- Shapechange: Odin often would shange his shape and walk among mortals to survey Earth.

#### Magical Ability:

Along with his vast inate mystical powers, Odin is also the most knowledgable and powerful mage among the Asgardian gods. Odin can use any listed Power or Spell with Sh-Z ability. Thus, he can be considered Sorcerer Supreme of the Asgardian dimension as well as a being for entreaty (as Dormmamu is), though the worship and entreaty of Asgardian gods has not been popular since the middle ages.

#### Weapons:

Odin carries two weapons, both made of CI3000 Uru metal:

- Gungnir, a magical spear which inflicts Amazing Edged damage.
- Thurdstroek, a magical mace that inflicts Shift-X Blunt damage.
- Armor: Odin wears a suit of magical armor that gives him Sh-X protection from physical and energy attacks.

Servents:

In addition to ruling the gods of Asgard, Odin has several special minions: Munin: A Raven (stats as Eagles) who flies up to Monstrous speeds and can travel throughout the Nine Worlds surveying the realm for its lord. Raven also has Monstrous ability to travel dimensions.

Slepnir:

Odin's eight-legged steed.

Fighting: Remarkable  
 Agility: Good  
 Strength: Incredible  
 Endurance: Unearthly  
 Reason: Typical  
 Intuition: Typical  
 Psyche: Typical

Health: 180  
 Karma: 18

Slepnir may travel the dimensions and possesses Shift-Z life support. It can also fly up to Cl1000 speeds in space and Shift-Z in atmospheres.

Freki and Geri:

Odin's two large, intelligent, Asgardian wolves.

Fighting: Excellent  
 Agility: Good  
 Strength: Remarkable  
 Endurance: Incredible  
 Reason: Typical  
 Intuition: Good  
 Psyche: Typical

Health: 100  
 Karma: 22

Freki and Geri possess RM tracking ability.

Talents:

Odin is a master with Blunt and Sharp Weapons(+1CS). Odin has the greatest mystical knowledge in all Asgard and has vast knowledge of Occult, Asgardian, and Mythological Lore. Odin also has the Leadership skill as well as great knowledge of Politics.

Limitations:

- Odin must sleep once per year for a week or lose Endurance Ranks at a rate of one per week.
- Odin's Cl3000 Endurance is tied to the Asgardian dimension and drops by -1CS every day spent away from Asgard to a minimum of Unearthly.

Contacts:

All Asgardians and other pantheons

Much of the Odin revamp work is supplied by SolidSnake77@aol.com. All thanx to him for this one. I changed his stats slightly for my own comfort of playability.

Omega Red



### Omega Red

Fighting: Remarkable  
Agility: Excellent  
Strength: Remarkable  
Endurance: Amazing  
Reason: Typical  
Intuition: Typical  
Psyche: Good

Health: 130  
Karma: 22  
Resources: Good  
Popularity: 0

#### Powers:

**Death Factor:** Omega Red can generate a "death field" of Amazing intensity around him which is channeled through his tentacles. Almost the reverse of Wolverine's Healing factor, this field saps the life force of living creatures. Omega Red can suck the life force out of everyone in the same area as himself, and can use this energy to regain lost health up to his maximum. To affect a target, Omega Red must first succeed at a power FEAT against the intensity of the victim's Psyche. Each successful FEAT allows Omega Red to drain up to 50 points from each victim until he regains his normal maximum health. If the target's health drops below zero as a result, the victim dies and his body disintegrates.

**Lethal Pheromones:** Omega Red can release a cloud of pheromones that causes people to feel ill and collapse. Anyone in the same area as Omega Red will be affected, and potential victims must succeed at an Excellent intensity Endurance FEAT or be rendered unconscious for 1d10 turns. Characters with sealed systems, or who do not breathe are unaffected.

**Body Armor:** Omega Red has a specially designed suit that serves as Good rank Body Armor.

**Tentacles:** Omega Red's suit is equipped with Carbonadium tentacles of Monstrous material strength. These give him +2 CS when attempting Grappling attacks, and adds +1 CS to Strength when determining Grappling damage.

#### Weakness:

Omega Red must continually feed on life force to survive. He loses 10 health points an per hour, which can only be restored by draining new Health from living victims. If his health drops to 0, he enters a death like comma and cannot be revived without the voluntary self sacrifice of a number of beings whose combined Health points total at least six times Omega Red's original Health.

#### Talents:

Bilingual in English and Russian.

#### History:

Arkady's history prior to his creation into Omega Red has yet to be revealed. His Omega Red identity was created years ago by a Soviet government agency-- much like Canada's "Weapon X" program. However, during his creation, the covert team known as Team X crashed the project base to steal a "Carbonadium synthesizer" device. Omega Red fought Team X, as the device was the only thing keeping his "death factor" in check. He was defeated, and without the device, Omega Red went into a death-like coma.

In recent years, Matsuo Tsurayaba (of the criminal agency, the Hand,) used mystic and scientific rites to revive Omega Red for his own lackey-- and the sacrifice of life allowed his "death factor" to become manageable. Matsuo set Omega Red after Wolverine (and the C-synthesizer) which led him to defeat the X-men and taking them to Berlin, but was soon defeated by Maverick and Wolverine.

Omega Red seemed officially a member of the Upstarts, but never seemed to do much (as the rest of them.) Lately, he was seen independantly operating in the former Soviet Union, being defeated by the X-men again, and, most recently, being an agent of a Russian criminal syndicate lord named General Tsarov, who kept Omega Red and his "death factor" in line by threatening to kill him.

Later, Omega Red, on behalf of of his Russian traditionalists/Neo-communist "employers," tried to kill a member of the Americomp Corporation, but ran into Daredevil who was secretly trying to protect the target. The Black Widow soon got involved and tried to kill the Omega Red, but only managed to make him flee.

Presumably, Omega Red remains at large.

Onslaught



Onslaught

Fighting: Rm  
Agility: Rm  
Strength: Un/Sh-X  
Endurance: Cl1000  
Reason: Un  
Intuition: Sh-Y  
Psyche: Cl1000

Health: 1160 / 1260  
Karma: 1250  
Resources: In  
Popularity: -20

Powers:

Self Evolution: Onslaught is an ever evolving entity. A slash represents stats that may have changed. He may try to evolve himself further (like he did when Hulk was romping him) and can with a green FEAT on the Rm table.

Mental Powers: Mind Blast, Telepathy, Mental Probe, Mental invisibility, Mental Illusions, Power/Psionic, and Detection, all at Shift-Z rank.

Communications with Cybernetics: at Uearthly rank.

Magnetism: All power Stunts, at Uearthly rank.

Astral Travel: Onslaught can enter the astral plane at will and can force people with him with CL1000 ability. By doing this, he can take his material body with him.

Psionic Armor: Onslaught has some kind of psionic armor that acts as Amazing/Monstrous protection vs. all attacks and Shift-X vs. mental

attacks.

Dimensional Teleporting- Others: He has the Remarkable ability to teleport others and probably himself to other dimensions (like he did with Juggernaut).

Flight: at Unearthly rank.

Mutant Power Enhancement: He has the Shift-X ability to increase a mutants powers;

- White - No Adjustment
- Green - +1CS and 1 New Power
- Yellow - +2CS and 2 New Powers
- Red - +3CS and 3 New Powers

ECM Pulse: Probably as a part of Magneto's powers, Onslaught was able to send an ECM-Pulse of Shift-X intensity over the whole city of New York. This shorted out all sorts of electrical equipment and did Unearthly damage to all electronically based heroes (like Iron Man and Vision).

Internal Dimension: Onslaught's interior is a pocket dimension which exists partly on the astral plane and partly on the material plane. It's a Shift-Z prison and Onslaught can use the powers of those trapped inside at their fullest potential.

Talents:

Leadership, All Scientific and Mental Talents.

History:

Onslaught is a sentient psionic being created from the consciousness of two people: Professor Charles Xavier, founder and leader of the X-Men, and the mutant known as Magneto.

Some time ago, Magneto had established his space station Avalon as a haven for mutants who had no desire to remain on Earth due to seemingly endless persecution. Magneto, in his grief over the death of Illyana Rasputin from the Legacy Virus, had created, and intended to use, a weapon involving electromagnetic pulses to destroy most of humanity. The X-Men, including Professor Xavier, traveled to Avalon to stop him.

During the battle between the X-Men and Magneto's Acolytes, Xavier used his telepathic powers to reach into Magneto's mind and shut it down. Magneto was rendered catatonic as a result. During the psionic contact, Magneto's anger, grief, and lust for vengeance entered Xavier's consciousness and remained there. Magneto's negative patterns combined with every long-suppressed negative feeling that Xavier had endured over the last thirty years. The combination of these created the entity known as Onslaught.

Onslaught remained dormant for some time after Xavier's fight with Magnus as Xavier's continued frustration with his dream of human-mutant harmony began to increase. The daily growth of anti-mutant hysteria, the deaths of dozens of mutants from the Legacy Virus, and Xavier's own failed attempt to rehabilitate the mutant sociopath Sabretooth, which resulted in near-fatal injuries to the X-Man Psylocke, were all factors in Xavier's increased level of frustration.

The breaking point occurred when a young mutant named Dennis Hogan was hunted down and killed by anti-mutant humans near the grounds of the Xavier Institute for Higher Learning, the secret base of the X-Men. It was at this point that Onslaught awakened within Xavier, and began to manifest himself to others.

The first person who was reported to have encountered Onslaught was Cain Marko, Xavier's half brother, and the criminal known as the Juggernaut. Onslaught asked Marko to join him in his secret plan. Marko declined and attacked Onslaught in Vancouver, and Onslaught hit Marko with enough force to knock the Juggernaut to New Jersey, in the United States.

Onslaught's attack, while rendering Juggernaut comatose, placed mental blocks on Marko's mind to prevent him from remembering who Onslaught really was so as to prevent Marko from warning the X-Men. Juggernaut was soon taken to an alternate dimension by the inter-dimensional firm of Landau, Luckman, and Lake for reasons yet to be determined.

It was also around this time that Avalon was destroyed in a battle between the mutants Exodus and Holocaust, and Magneto reappeared in South America with no memories of his identity. Calling himself Joseph, Magneto wandered from Central America to the Southern United States, where he encountered the mutant Rogue, who was on leave from the X-Men.

Onslaught then invaded a government-sanctioned Sentinel base, downloaded all of the current Sentinel specifications, and erased portions of the memories of the employees working in the clandestine factory. Soon after that, while hiding in Xavier's mind, Onslaught encountered the psionic mutant known as X-Man, who pulled Xavier's body from the astral plane, a feat never before achieved. Through X-Man's actions, Onslaught was able to escape Xavier's mind and move independently of Xavier. Around this time Onslaught recruited the mutant known as Post, who would encounter the X-Men in order to "test" them for Onslaught, who by this time had taken full possession of Xavier's mind and body. Onslaught then encountered the X-Man Phoenix, pulled her into the astral plane, and revealed his existence to her, as well as many of Xavier's suppressed darker memories.

The Juggernaut returned to this reality by some unknown means and journeyed to the Xavier Institute to ask Phoenix to remove the mental block that Onslaught had placed on him. Phoenix removed the block to reveal that Onslaught was actually Charles Xavier, and Juggernaut fled into the mansion to confront him. Xavier, turning into Onslaught, physically tore the Cyttorak Ruby, which gave Cain Marko the power of

the Juggernaut, out of Marko's body. Marko's consciousness was trapped inside of the ruby, but it has since escaped and returned to his body, enabling him to regain his powers. Onslaught, as Xavier, then called together his X-Men to turn them into his soldiers fighting a total war against humans. When the X-Men, led by Phoenix, resisted, Onslaught revealed himself to the X-Men and attempted to destroy them. The X-Men were saved by their time-displaced member Bishop, who remembered his childhood stories of a traitor betraying and killing the X-Men, and began to realize the traitor was Xavier as Onslaught. Onslaught, taking Xavier's body with him, escaped.

Once free, Onslaught began to put his plans into motion. He created a child-like psionic projection named Charles in order to gain the trust of and then capture the mutant child Franklin Richards, who possesses the power to alter reality. Onslaught succeeded despite the rescue attempt made by Franklin's parents, Mr. Fantastic and the Invisible Woman, members of the Fantastic Four. Onslaught sent an enraged, mind-controlled Hulk and Post to stop the mutant Cable, but both the Hulk and Post were defeated.

Onslaught, now carrying Franklin Richards and Xavier, then captured X-Man, intending to use X-Man's raw psionic power to fuel his plans to turn the human race into a collective consciousness. Onslaught returned to Manhattan, reprogramming the Sentinel robots to obey his commands and form a protective circle around the island, sealing Manhattan off from the rest of the world.

Onslaught was confronted by the X-Men, along with the Fantastic Four and the Avengers, who had found and returned with Rogue and Joseph. Their first confrontation with Onslaught and his minions resulted in the rescue of a now-powerless Xavier and the defeat of both Post and Holocaust. Xavier, who retained his usual benevolent personality, and Onslaught now existed as separate beings. Onslaught existed as psionic energy contained within his armor. The Hulk had since returned to his senses, regained his own will, and rejoined the Avengers.

The second and final confrontation with Onslaught occurred at Onslaught's citadel, in Central Park. After a number of attempts to free Franklin Richards and X-Man from Onslaught's armor, which seemed impervious to almost every form of physical damage, the heroes regrouped. During the next assault, Phoenix, on the Hulk's insistence, turned off the part of Hulk's mind that contained the rationality of Dr. Bruce Banner. The result was a Hulk of nearly animalistic intelligence and unbelievable strength. The now-savage Hulk battled Onslaught hand-to-hand, tearing apart Onslaught's armor, resulting in an explosion of psionic energy. The explosion separated Banner and the Hulk, and Onslaught was left as an energy being, immune to most physical harm. Onslaught then used Franklin's powers to create a second sun that would destroy the heroes and Manhattan.

The Avenger, Thor flew into the energy being, thereby disrupting Onslaught's form. Once realizing that Thor would not be enough, the other non-mutant heroes from the Avengers and the Fantastic Four began to jump into the energy field in order to destroy Onslaught. It was theorized that if Onslaught, who was of mutant origin, found a mutant host, he would become unstoppable, so the X-Men were unable to enter the field. When the Avengers, the Fantastic Four, and Dr. Banner jumped into the field (the Hulk, now separate from Banner, was still unconscious), Onslaught dissolved, seemingly destroyed, along with the heroes who threw themselves into the rift. The remaining Sentinels were destroyed, Franklin and X-Man were rescued, and Manhattan returned to normal. Xavier was then arrested by the U.S. government to face trial due to the Onslaught crisis. He was later turned over to the custody of Bastion and Operation: Zero Tolerance.

Oracle



Oracle

Barbara "Babs" Gordan, Batgirl I

Fighting: Good  
Agility: Feeble  
Strength: Typical  
Endurance: Typical  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Remarkable

Health: 24  
Karma: 80  
Resources: Incredible  
Popularity: 0

Known Powers:  
None

Limitations:  
Barbara is paralyzed and confined to wheelchair

Talents:  
Acrobatics, Destructive/Espionage, Melee Weapons, Martial Arts A, B and E Politics, Computers, Electronics

Contacts:  
Suicide Squad, JLA, Batman, Gotham City Police Department, The Internet, Nightwing, Black Canary

History:  
Barbara Gordon is the adopted daughter of James Gordon, the police commissioner of Gotham City. She was one of the best and the brightest, having an eidetic memory and olympic level gymnastics skills. At an early age, she was impressed by the dark figure of the Batman and ended up becoming Batgirl in order to imitate him. Her career as Batgirl went on for many years before she put the costume away and decided to focus more on what she could do working with the system. Unfortunately, this was not meant to be, as the Joker kidnapped her and her father one fateful day and paralyzed her from the waist down. She spent months recuperating and learning to take care of herself in her new state, searching for a purpose. During this time, she was taught by Richard Dragon, among others. Eventually, she discovered cyberspace and that was that. She has since become the foremost hacker in the crime-fighting community, working with people from all over the community. She is currently teamed up with the Black Canary, whom she uses as her mission specialist.

ORKA



ORKA

Fighting: Ex  
Agility: Gd  
Strength: Mn

Endurance: Am  
Reason: Pr  
Intuition: Ty  
Psyche Fb

Health: 155  
Karma: 12  
Resources: Gd  
Popularity: -20

**POWERS:**

Water Breathing or Air Breathing: Orka has a blowhole (on land) and gills (underwater). Extended period of time out of water diminishes his strength (see Namor).

Body Armor: Blubber provides In protection from physical attacks and Rm from energy attacks.

Communicate with Whales: The unique quality of his whale sounds make his cries particularly compelling to whales. I Orka makes a successful Reason FEAT roll, whales will obey him. For the purposes of communicating with whales, Orka's Reason is Mn.

Swimming: Orka can swim at Rm speed (6 areas/round).

Resistance to Heat and Cold: Orka has excellent resistance to hot and cold attacks.

**NOTES:**

Orka is not very bright and is easily manipulated by masterminds. Orka is subject to rages and bears murderous grudges against anyone who has defeated him. Thor and Namor top that list.

**History:**

Orka was an Atlantean and grew to become one of the strongest (but relatively dim-witted) soldiers in Warlord Krang's army. Orka stayed with Krang when he attempted to gain the throne from Prince Namor, and was exiled with his leader. Soon, Orka was chosen to be the test subject of Dr. Dorcas, who wanted to imbibe a soldier with the power of a killer whale. (At this point, Orka needed to wear a belt which transferred the power of Dorcas' captive killer whales.) Namor defeated the rebels, and Orka was buried in an undersea avalanche.

Later, Orka managed to get free but was defeated by Namor again. The Brand Corporation (subsidiary of Roxxon Oil,) contacted Orka and augmented his abilities to not require a power-transferring machine. He was then sent on a mission that brought him in conflict with the Avengers, but was defeated by Thor.

Somehow, he managed to escape prison (he was seen in the Vault during the break-out called "Acts of Vengeance,") and found his way to the Atlantic, where he was among Attuma's henchmen when Attuma attacked the United States.

Later, Orka was among those villains recruited by the self-proclaimed Master of the World in his attempt to overthrow the United Nations, only to be captured by the new Heroes for Hire team. Presumably, Orka remains at large.

Osiris



Osiris

## God of the Dead

Fighting: Unearthly  
Agility: Unearthly  
Strength: Incredible  
Endurance: Shift-Z  
Reason: Incredible  
Intuition: Remarkable  
Psyche: Shift-Y

Health: 740  
Karma: 270  
Resources: Shift-Z  
Popularity: -100

### Powers:

Immortality: Osiris has CL1000 resistance to Aging and Diseases

True Invulnerability: Unearthly resistance to other forms of damage

Plasma Generation: Osiris can unleash Shift-X intensity plasma at will

Death Touch: Osiris can kill mortals with an Unearthly rank Rotting Touch. His touch also acts as a Monstrous rank Corrosive.

Telepathy: Osiris like other Heliopolitans can speak directly into a person's mind at Incredible ability.

## Overmind



## Overmind

### Grom

Fighting: Rm  
Agility: Ex  
Strength: In  
Endurance: Am  
Reason: Gd  
Intuition: Rm  
Psyche: Sh-Y

Health: 140  
Karma: 240  
Resources: Gd  
Popularity: -10

### Known Powers:

Immortality

Invulnerabilities: Grom is Invulnerable to Heat, Cold, Energy, Electricity, Radiation, Toxins and Disease. He does not age and can still be

affected by Stun, Slam and Kill results. He is only affected by a Kill result that would scatter his atoms over a wide area of space.

True Invulnerability: Am

Hallucinations: Rm ability to cast illusions directly into the mind.

Kinetic Bolt: Am

Regeneration: Am

Telekinesis: In

Talents:

Rm knowledge of psionic powers and their effects

Contacts:

none

History:

Grom, the greatest warrior of the Eternals of Eyung. As the planet Eyung was destroyed by the Gigantians, its scientists transferred the mental powers of all the billions of its inhabitants into Grom, who was then sealed in suspended animation, with this prophecy: "From beyond the stars shall come the Over-Mind-- and he shall crush the universe." The Over-Mind awoke in modern times, and has made various attempts to conquer the planet. At one point, the Stranger claimed to be the only survivor of the Gigantians, but this was a deception.

Owl



Owl

Leland Owlsley

Fighting: Gd

Agility: Rm

Strength: Ex

Endurance: Rm

Reason: Ex

Intuition: Ex

Psyche: Gd

Health: 90

Karma: 50

Resources: Ex

Popularity: -5

Powers:

Gliding: Ex air speed.

Equipment:

Clider Capes: specially designed capes provide In agility on flight.

Claws: Rm material claws do Ex edged damage.

Leg Spoorts: Electrically powered braces enable him to walk (1 area per turn).

Owl Flier: a distinctive flying vehicle used to transport the Owl and his gang. Can carry upto 4000 pounds.

- Control: Gd
- Speed: Rm
- Body: Ex

- Protection: Gd

Weakness:

The Owl's legs are paralyzed.

Talents:

Finance

Contacts:

Unknown

History:

"The Owl" was Owlsley's nickname for some time, and this ruthless financier used many questionable business practices and underworld contacts in his business dealings. When an IRS audit brought these connections to light, the Owl dropped all pretense and wanted to start his own crime ring-- and started by forming the Owl Gang out of his henchmen and aquiring a serum and a costume that granted him his powers. He was soon defeated by Daredevil. He clashes with Daredevil a couple times after that before lying low and moving to San Fransisco.

There, the Owl was given the assignment to kill Daredevil, but his failure ended up starting the love intrest between Black Widow and Daredevil. Owl then moved to Chicago. Here, he tried to use a brain-draining machine to sap others' knowledge for himself, but was stopped by the Cat. The Owl moved back to San Fransico but clashed with Daredevil and the Widow again.

About this time, the Owl's legs became paralyzed-- presumably because of the serum that gave him his flight powers. The Owl moved back to New York and, using Man-Bull as an ally, tried to kidnap a scientist to help him with his problem. Daredevil clashed with the Owl again, and the Owl fell into the Hudson River due to the scientist's sabotage, only to be rescued by his Owl Gang. The scientist was then forced to \*really\* help the Owl this time, and the Owl now wears a "neurological pacemaker" that allows his body to reconcile the chemical flight serum with him.

Most recently, after other clashes with heroes, the Owl tried to join forces with Doctor Octopus to become a crimelord more powerful than the Kingpin. Dr. Octopus didn't agree, and faught the Owl both in public and at the Owl's headquarters-- beating him severley.

Ozymandias



Ozymandias

Fighting: Gd

Agility: Ty

Strength: In

Endurance: Un

Reason: Rm  
Intuition: In  
Psyche: Am

Health: 156  
Karma: 120  
Resources: n/a  
Popularity: 0

**Known Powers:**

Ozymandias's entire body is made out of stone which gives him Rm Body Armor.

Precognition: Ozymandias has a limited form of precognition which allows him to etch people playing import roles in things to come into the rock. He sees images of the world but he doesn't believe them because they are so much different then to world he has known those thousand years ago.

Senses: Although blind Ozymandias's senses are so good he 'sees' with In ability.

Animate Rock: Un, Ozymandias can animate rock etchings which can have a maximum of Un abilities and have 100 health.

**Talents:**

Stone Etching

**Contacts:**

Apocalypse

**History:**

Ozymandias was a high-ranking official in the court of Rama Tut in ancient Egypt, using his power as an iron fist to keep the slaves in line. Later, however, the mutant En Sabah Nur, now Apocalypse, first appeared, and his hideous countenance immediatley branded him an outcast. En Sabah Nur and his guardian began a vocal rebellion among the slaves, which was quickly squelched by Ozymandias and his leutenants. Although thought dead, En Sabah Nur got better, and ultimately returned more powerful, deposing Ozymandias and somehow transforming him and forcing him into the personal recorder of Apocalypse's legacy. Over the eons, Ozymandias has done exactly that, chiseling into obelisks the events surrounding Apocalypse's life. Although he doesn't see many people, he briefly clashed with the X-men when they stumbled onto Ozymandias' lair beneath New York.

**Penance**



**Penance**

**Paige Guthrie**

Fighting: Typical  
Agility: Typical  
Strength: Excellent  
Endurance: Incredible  
Reason: Poor  
Intuition: Poor  
Psyche: Typical

Health: 72  
Karma: 14  
Resources: Typical  
Popularity: 0

Powers:  
Diamond Hard Skin: Provides Amazing body armor. Her skin has sharp edges that do Incredible edged damage upon contact. It can also bend light and gives her Remarkable blending abilities.

Talents:  
None known

Contacts:  
Generation X

History:  
Penance was the biggest victim of Emplate's hunger. Being his captive for many years, Penance's skin and muscles atrophied, and she trusts no one. She was rescued by the mysterious Gateway who took her to the academy. While at the academy, Penance is growing to trust her teammates, and her skin is beginning to soften. Since Penance has never spoken a single word, it is rumored that she is deaf. Her past history is unknown.

Pete Wisdom



Pete Wisdom

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Excellent  
Reason: Excellent  
Intuition: Excellent  
Psyche: Good

Health: 80  
Karma: 50  
Resources: Good  
Popularity: 5

Powers:  
Energy Knives: Wisdom can create knives of energy that he can project from his fingers at up to 3 areas range. Wisdoms energy can cut through up to Remarkable material and each do Good energy damage. He can throw up to 5 of these per round.

Equipment:  
Wisdom, carries two auto pistols with him that do Typical shooting damage up to 3 areas away.

**Talents:**

Martial Arts A, B, Knives, Thrown Weapons, Firearms, Espionage.

**Contacts:**

MI-6, Excalibur, Kitty Pryde.

**History :**

Peter Wisdom entered MI-6 (the British intelligence service) at a young age, and rose quickly by virtue of both his sharp mind and his ruthless nature. His mutant powers and considerable combat skills made him particularly deadly on special missions.

Early in his career, Peter was involved with assassin Sari Saint Hubbins. However, he chose duty over romance when he uncovered Sari's involvement in a plot to kill Queen Elizabeth.

Peter was eventually recruited into the top secret organization Black Air, a unit charged with executing the least savory objectives of the British government and dealing extensively in paranormal matters. One of the last cases he worked on with a mission in Genosha along with Excalibur ; the group was trying to prevent a civil war in the country between the mutants and the humans, while Wisdom was after an unspecified objective. He immediately had problems with everybody, especially with Kitty Pryde, and though he was supposed to be just watching, he almost killed a mutate with his hot knives. Excalibur's mission was a failure, but not for Black Air, who just wanted them to discover some secrets they could use later.

After that, Wisdom stayed for a while in Muir Island, until he received a message from his only friend, who was in danger. As Kitty was the only one capable of piloting a plane to take him to England, she went with him and got involved in an operation called Dream Nails, related to the existence of alien beings and experiments with human and alien DNA in order to create an anti-mutant weapon. Although they couldn't save his friend, Pryde and Wisdom destroyed the base and stole the info of the operation. After that case, having discovered that Dream Nails was a Black Air operation, Wisdom resigned his post for this secret was too dark for his conscience to bear.

The many dangers he and Shadowcat faced, and Wisdom's abrasive, strong personality caused the young woman to become attracted to him. This relationship was a bad move from the start, as it coincided with Colossus' return. Colossus was the former lover of Pryde, and broke Wisdom's spine. Wisdom survived, but was confined to a wheelchair for some time. While Peter initially found it useful to toy with Kitty's affections, he later came to care for her and now feels guilty over his previous attitudes. Still, Kitty realized that her feelings for Peter weren't completely reciprocated, and they have broken off their relationship.

Peter has now left the Excalibur team. His past as an intelligence agent is returning to haunt him with increasing intensity. Sari Saint Hubbins has come back with a vengeance, and it is unclear whether Black Air backs her vendetta or if she's acting on her own.

**Phantom Rider**



Phantom Rider

**Hamilton Slade**

Fighting: Ty  
Agility: Ex

Strength: Ex  
Endurance: In  
Reason: Gd  
Intuition: Ex  
Psyche: Rm

Health: 86  
Karma: 60  
Resources: Ty  
Popularity: 5

**Known Powers:**

**Detection of Evil:** When in the presence of 'evil,' Hamilton Slade is possessed by the spirit of the Ghost Rider. This power has a range of several miles, but functions at only Excellent rank, requiring a yellow FEAT roll (with possible modifiers depending on the severity of the evil) to activate. Once the Ghost Rider has sensed the evil, it will assume control of Slade for about six hours.

**Phasing:** The Ghost Rider may become intangible. When in this state, he has Class-1000 protection against all physical and energy attacks save those of mystic origins. As the Ghost Rider needs to breathe, gas attacks can affect him, and he can remain intangible only for as long as he can hold his breath. When in this state, the Ghost Rider can walk on air at Typical speed.

**Invisibility:** The Ghost Rider can fade from view with Incredible ease. Also becoming undetectable in both the infrared and ultraviolet ranges. As an established power stunt, he may turn only certain portions of his body invisible.

**Alter Ego:** When not possessed by the spirit of the Ghost Rider, Hamilton Slade has the following statistics:

Fighting: Ty  
Agility: Gd  
Strength: Ex  
Endurance: Gd  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 46  
Karma: 36  
Hamilton has no supernatural powers.

**Equipment:**

**Spectral Six-Shooter:** The Ghost Rider may fire an unlimited number of phantom bullets from his spectral 'six-shooter' which can pass through intervening objects to hit their target, but do no physical damage. A struck target must make an Endurance FEAT against Incredible intensity stunning or be knocked out for 1-10 turns. The bullets have a range of three areas.

**Mystic Lariat:** The Ghost Rider's lariat is also of mystic origin. He can throw it one area away. It is considered a Grappling attack at Amazing strength and can pass through material objects like his bullets. It is made of an Amazing material.

**Animals:**

**Banshee:** The Ghost Rider's horse appears upon command. She has similar powers of intangibility and invisibility. Banshee never tires and can move three areas per round.

**Talents:**

The Ghost Rider has both the Gun and Horsemanship talents.  
Slade has Archaeology.

**Contacts:**

None

**History:**

Hamilton Slade is an archeologist whose interest in the lore of the American Indians was spurred during childhood by his parents' accounts of his family's claim to fame in the history of the Southwest.

While studying archeology, Hamilton Slade hoped to some day discover the burial place of his famous great-great-grandfather. One day, while leading a team of archeologists from the University of Nevada, Slade did come upon the resting place of his ancestor, in a subterranean cave beneath a Comanche burial mound. Unable to contain his excitement, Slade investigated the site alone, and was startled when the ghostly garb of the Ghost Rider levitated from a burial urn as he approached. In a blinding flash, Slade was possessed by the spirit of one of the phantom horsemen and acquired a host of spectral powers, far beyond those once possessed by his mortal ancestors. Joined by the ghost of the Night Rider's horse, Banshee, he galloped off into the night to save stunt-rider Johnny Blaze (at the time the supernatural vigilante Ghost Rider) from the magician Moondark. Upon the successful completion of this mission, Slade resumed his normal form, with no memory of his possession. Subsequently, however, whenever evil was nearby, Slade would be transformed into the Phantom Rider to combat it, leaving Slade with no idea why he was subject to occasional memory lapses.

The Phantom Rider was one of the five individuals who intercepted a call for help from Rick Jones to the hero team Avengers when Jones was

being held captive by the villainous Corruptor. The Rider joined with Red Wolf, Firebird, Shooting Star, and Texas Twister to battle the monstrous Hulk under the Corruptor's influence, and later agreed to help them form the Rangers, the Southwest's answer to the Avengers.

As a member of the Rangers, the Phantom Rider fought the Avengers' West Coast contingent under Firebird's direction, believing one of the Avengers a demon. The demon turned out to be the Rangers' Shooting Star, and once the battle was over, the Phantom Rider and the Rangers departed amicably.

As it turned out, the spirit possessing Hamilton was Lincoln Slade, who had previously kidnapped and brainwashed the Avenger Mockingbird into loving him during an adventure in the Old West. Lincoln would use Hamilton's body to haunt Mockingbird in the present. At one point, Mockingbird confronted Hamilton, who had no control or knowledge of his activities when he became Phantom Rider. Ultimately, Mockingbird exorcised Lincoln's spirit, which was destroyed by the spirit of Carter Slade, the original Phantom Rider. Mockingbird's occult ally Hellstorm banished Lincoln Slade's ghost to the netherworld while Carter Slade's ghost merged with Hamilton, who became consciously aware of and in control of his actions as the modern Phantom Rider for the first time in the process. As the new Phantom Rider, Slade promised to devote himself to atoning for Lincoln's sins and to continue fighting crime.

Phantom Stranger



Phantom Stranger

"The Gray Walker"

Fighting: Typical  
Agility: Remarkable  
Strength: Typical  
Endurance: C11000  
Reason: Unearthly  
Intuition: Unearthly  
Psyche: C11000

Health: 1042  
Karma: 1200  
Resources: Not Applicable  
Popularity: 0

Known Powers:  
Cosmic Awareness: Shift-Z  
Reality Manipulation: C11000  
Immortality:

Limitations:  
Due to some undefined obligation, he does not intervene directly in the mortal affairs although may appear to any person who is in a moral or spiritual dilemma to give them advice, leaving the final decision to each person.

Talents:  
Occult, Leadership

**Contacts:**

Earth's Mystical Community, Lords of Order, JLA

**History:** The Phantom Stranger's beginnings are shrouded in mystery, even to him. The most commonly believed story is that he was once an angel, but he refused to either rebel with Lucifer or fight on the side of the Host; he was then rejected by Heaven and Hell alike. But it is also said that he is the Wandering Jew, doing God's work until Christ comes again; or that he was chosen by Heaven as the one man to be saved from an evil city marked for destruction, but that he tried to reject Heaven's gift of life and killed himself. Heaven then placed a doom upon him, according to this story; he was to be denied either mortality or immortality, life or death.

He was given the power to do as he said ought to be done, turning men from their evil ways and saving them one at a time rather than destroying them; but he was cursed to wander the earth and never have a home, since he had chosen his home city over the will of Heaven.

Some say he is an agent of the Lords of Order; others that he serves Heaven; others that he serves only Humanity, protecting it against lords of all kinds and preserving Balance.

Darker things are said, too: that he was an angel who loved a demoness, for example. But these, right-thinking people reject. Whether he was once angel or man, whether he is now mortal or immortal, whether his powers come from Heaven or from Humanity or from himself, where he has come from on his endless walk and where he is going; all of this is unknown

His legend says he is able to look to any man's eyes to "see" his soul.

**Phastos**



**Phastos**

Fighting: Rm  
Agility: Ex  
Strength: Am  
Endurance: Mn  
Reason: In  
Intuition: Ex  
Psyche: Rm

Health: 140  
Karma: 90  
Resources: In  
Popularity: 5

**Powers:**

Cosmic Energy Manipulation: Phastos can manipulate cosmic energy with Am ability, projecting Ex beams of force, heat, or light from her eyes.

☐ Metabolism Boost: By bolstering his metabolism with cosmic energy, he does not tire from exertion.

Flight: Phastos can fly at Shift X airspeeds (50 area/ round).

Illusion Generation: Phastos can generate Rm illusions to change his appearance.

Invulnerability: Phastos has Class 1000 resistance against cold, disease, electricity, energy, heat, radiation, and toxin attacks. He does not age. He can still be affected by Stun and Slam effects as well as Kill results. Kill results are only effective if they scatter his atoms over more than six areas.

Matter Transmutation: Phastos can transmute non living matter with Am ability.

Teleportation: At Shift Z rank, he can teleport up to 400 areas away, but he must make a red Psyche FEAT roll to do so without becoming paralyzed with pain for 1-10 rounds at her destination. No karma can be spent on these rolls.

Uni-Mind: Phastos, like all Eternals, can join the Uni-Mind.

Equipment:

Hammer: Phastos wields a hammer made of Mn strength material that can do Mn Energy or Force damage up to 3 areas away.

Talents:

Engineering, Repair/ Tinkering, Multi-Lingual (English, German).

Contacts:

Eternals. He presumably has a number of Political and Business. Contacts in Germany.

Background:

Phastos is obsessed with some secret sorrow which convinced him of the meaninglessness of life. He is searching for some unidentified object or person to the exclusion of all else. This accounts for his remaining on Earth and refusing to help Ikaris and the other Eternals in their fight against Ghaur and the Deviants. Phastos works as the engineer of a steel mill somewhere in former West Germany.

Phoenix



Phoenix I

Jean Grey

Fighting: Good

Agility: Good

Strength: Typical

Endurance: Remarkable

Reason: Good

Intuition: Excellent

Psyche: Amazing

Health: 56

Karma: 80

Resources: Good

Popularity: 0

Powers:

Telekinesis: Amazing

- Mental Force Shield of Amazing strength
- Amazing Force Bolts
- Move objects with Amazing strength
- Flight: Remarkable airspeed. With 10 others, speed is Good

Telepathy: Amazing

- Mind Probe: Amazing
- Thought projection: Monstrous
- Mental command: Amazing

- Mental bolt: Amazing

Talents:

Resist Domination, Leadership

Contacts:

X-Men

History:

Jean Grey's powers were activated at an early age, when she witnessed her friend's death from a car crash and telepathically experienced it with her. Professor Xavier noticed this, and contacted her family, training Jean in learning to control her powers. Soon, Professor X contacted other young mutants, forming the School for Gifted Youngsters and thus the X-men. Jean stayed with the X-men for quite some time, adventuring as Marvel Girl, and developed her long-term relationship with teammate Cyclops, before being captured by the island monster Krakoa and being rescued by a new team of X-men.

Jean left with the original X-men to pursue normal lives, but was soon captured by mutant-hater Lang and his Sentinel program aboard an orbiting space station. Jean was rescued by the X-men, but their space shuttle was damaged and the pilot would not survive the re-entry. Jean telepathically convinced everyone that she should pilot the shuttle, and very nearly died when her experience was noted by the Phoenix force. The Phoenix force incubated Jean's body and placed it in a cocoon (leaving it in New York's harbor) while creating a body resembling Jean's own and taking her place. The Phoenix's body rested in the hospital before reviving, and the X-men (and perhaps, itself,) was convinced it really was Jean.

Sometime after the Phoenix force's "death" on the moon, Jean's cocoon was found by the Avengers and given to the Fantastic Four, whose examination awakened Jean. Unfortunately, her telepathic abilities were gone, leaving her only with her telekinesis. Soon after, reunited with the original X-men, Jean helped form X-factor. Jean reluctantly reformed a relationship with Cyclops, who was nonetheless married at the time to Jean's clone, Madeline Pryor. During the demonic invasion called "Inferno," Jean and Madeline fought an intense battle on the psychic plane, which brought Madeline's origins to light and restored Jean's telepathy and fractured psyche but left Madeline dead.

Jean fought with X-factor until they returned to the X-men after battle with the Shadow King., and Jean fought with the "Gold Team." Soon after, Jean and Cyclops realized their love for each other in marriage, and left the team for a honeymoon. Instead, they both found themselves transported into different bodies in an alternate future, and Scott and Jean raised Scott's son, Nathan, in this future. They returned to our time, and Jean continued to fight alongside the X-men. During this time, she began using the Phoenix code-name for herself. She was one of the first to discover the "traitor" to the X-men, Professor X's split personality, Onslaught.

Phoenix II



## Phoenix

### Rachel Summers

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Amazing  
Reason: Good  
Intuition: Remarkable  
Psyche: Monstrous

Health: 90  
Karma: 115  
Resources: Poor  
Popularity: 0

#### Known Powers:

Telekinesis: Monstrous

- Force fields: Amazing
- Kinetic Bolt: Amazing
- Flight: Excellent

Telepathy: Amazing

- Mental invisibility: Amazing
- Mental bolts: Amazing
- Mutant Detection: Amazing

Phoenix Force: (when used a flaming bird image is conjured which inflict Ty heat damage when the powers are used at max rank.) Rachel has yet to reach complete mastery, the phoenix powers are all at -1CS (except flight).

- Absorbion: CL1000, any form of energy
- Energy Conversion: CL1000
- Molecular Conversion: CL1000
- Flight: Unearthly in atmosphere. CL1000 in space
- Force Field: CL1000 vs physical and energy
- Gateway: Instant teleportation to anywhere in the universe
- Kinetic Bolt: up to CL1000
- Regeneration: Unearthly
- Self-Sustenance: CL1000
- Telekinetics: Unearthly
- Telepathy: Unearthly

- Weather Control: Unearthly

#### Talents:

Acrobatics, Martial Arts C, E

#### History:

Rachel's story is perhaps the most tragic of all. Born in an alternate timeline as the Daughter of Phoenix (Jean Grey) and Cyclops, a world where Phoenix did not die, it held more turmoil than most. Mutants were hunted and killed here, and eventually Rachel's own family and most of her friends succumbed to the forces against them. Even her love, Franklin Richards, was killed by the Sentinels which hunted mutants without mercy here. She and Franklin were part of a small rebellion against the hunters, and after his death, she fell into the hands of an evil man named Ahab. Ahab was known as "Master of the Hounds", the Hounds being mutants which he had subverted to his cause for the sole purpose of hunting down others of their kind to be killed. Rachel especially excelled at her task because of her telepathic ability which she inherited from her mother, and was able to track mutants better than any other. She was responsible for the deaths of many, and became Ahab's most prized Hound. Marked forever as one of them by the black scars upon her face, she never came to terms with the consequences of her actions during this time, with all the death she had caused. She eventually escaped Ahab, and was sent through time with the help of her lifelong friend Katherine Pryde (Shadowcat). She arrived in the X-Men's world alone, bereft and guilt-ridden.

It took quite some time for the team to come to terms with her origin, Cyclops finding it hardest of all. In a sense, she was his daughter as true as if she had been conceived in this world. Her telepathic and telekinetic power closely echoed that of her mother's, but she had none of the Phoenix power that her mother had possessed. In an attempt to learn more about the fate of this world's Phoenix, she traveled to Jean's parents' home and found the crystal which contained a bit of this world's Phoenix's essence. This had been a gift from the Shi'ar to forever keep a part of Jean with those who had loved her. Rachel broke the crystal and claimed the Phoenix power within. Her powers considerably increased, she returned to the team with the name "Phoenix" and a costume with the fiery cosmic creature's likeness emblazoned upon it. Cyclops took this hardest of all, the reminder of Jean almost too much to bear, and most of the team disapproved. Still, she kept the name and costume, and fought by the X-Men's side for several months.

During one particular battle, she encountered the woman known as Spiral, who danced her off to parts unknown. No one knew what had become of her. She was simply gone. Many months passed before she appeared to this world's Kitty Pryde (Shadowcat) in a dream. Having been trapped in the Wildways by Mojo, she finally managed to escape with Kitty's help. The two joined up with Captain Britain, Meggan and Nightcrawler shortly thereafter, to form a new, Britain-based team, called Excalibur. Unfortunately for Rachel, there were many who sought to destroy or use the bearer of the Phoenix power, most notably the Omniversal Majestrix; Opal Luna Saturnyne, and the eater of worlds, Galactus. Trouble continued to plague her wherever she went, and she was unable to find the happiness she sought in this life, despite her attempts. Finally Rachel found her place, not in this world, but in yet another, when she traded places in the timestream with Captain Britain, effectively releasing him from its hold. She spent some time drifting through space, and finally arrived in another alternate timeline, where Apocalypse ruled. When the Phoenix power left her, she took up the name Mother Askani, and led a clan in rebellion against Apocalypse, ruler of the world. She became a much-hailed wisewoman in that world, and Apocalypse's most formidable opponent in that world. She had one of her disciples travel to the X-Men's world briefly to claim her "brother" Nathan Christopher, son of Cyclops and Madelyne Pryor, who was infected with the Techno-Organic virus. She had him brought back to her world where they could stop the virus from progressing any further. She raised him to become the man who would be called Cable in our world. She died peacefully, of old age, and her title has been passed from one generation to the next.

Other distinguishing features: Branded by her masters in her native reality with a pattern of tattoos to mark her as a "hound," ordinarily she uses her superhuman powers to conceal her tattoos, even when she is asleep or unconscious. Phoenix II manifested her energies at times in the form of an enormous fiery, hawk-like bird shape that appears about her body.

#### Dark Phoenix



Dark Phoenix

Jean Grey

Fighting: Rm  
Agility: In  
Strength: Rm  
Endurance: Un  
Reason: Gd  
Intuition: Ex  
Psyche: C11000

Health: 200  
Karma: 1030  
Resources: C11000  
Popularity: -1000

Powers:

*The Phoenix Force*: When any power is used, a fiery bird like aura appears equal to Un intensity cosmic flame

Flight: C11000

Power Absorption: C11000

Elemental Conversion: C11000

Force Field: C11000

Gateway: C15000

Kinetic Bolt: Un

Telekinesis: Un

Self sustenance: C11000

Weather Control: Un

Weakness:

Phoenix is susceptible to psionic and magical attacks where Dark Phoenix's Psyche is reduced to Ex for such attacks

Talents:

Resist Domination, Leadership

Contacts:

History:

See Phoenix-Jean Grey

Photon



Photon

Monica Rambeau

Fighting: Ex  
Agility: Rm  
Strength: Gd  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 90  
Karma: 30  
Resources: Ex  
Popularity: 20

Known Powers:

Flight: Un

Lightning Speed: Sh-X, 5 areas/round

Energy Blasts: Mn Force or Energy.

Force Field: Mn protection. The force field can be personal or made up to 1 area across.

Talents: Law Enforcement, Marksmanship, Martial Arts A, B, E, Multi-Lingual

Contacts:

Avengers

History:

Monica Rambeau was a capable woman who grew up from a loving couple in New Orleans. Her father a firefighter, Monica herself became a policewoman and sailor in Louisiana's Harbor Patrol. On one such case, Monica went undercover to expose a crime lord, who was at the time experimenting with an energy weapon that would harness energy from another dimension. Monica busted the crime boss and smashed the energy portal only to be bathed in its rays and being transformed into a super hero.

As Captain Marvel, she soon contacted the Avengers and became one of their first members-in-training, serving a long time with the team and becoming a capable member in her own right. Captain America even nominated her for chairman, which she eventually accepted.

Unfortunately, shortly after becoming Avengers' chair, Monica apparently died when trying to transform into enough energy to subdue Marrina's crazed "Leviathan" form. Actually, she had dispersed herself so much that it took her a whole day to literally pull herself together, finding herself withered, thin, and powerless. It took her a long time to recuperate, taking her away from Avengers' duties.

During this recuperation, she relocated to New Orleans again and found work as a ship's captain for a friend's shipping company. Here, her powers emerged enough to allow her to save the ship from terrorist take-over and to stop the plans of Brazilian crime lord Kristina Ramos. She even served as an Avenger reserve in this capacity. She apparently continues as manager and captain of the shipping line to this day.

Later, under the influence of the criminal Controller, Monica was duped into fighting the son of Captain Mar-Vell, at which point she released the name "Captain Marvel" to its "heir," opting for the name "Photon" for herself.

Pip, the Troll



Pip, the Troll

Prince Gofern

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Reason: Good  
Intuition: Good  
Psyche: Poor

Health: 42  
Karma: 24  
Resources: Typical  
Popularity: -10

Known Powers:

Pip possessed no known super powers.

Talents:

Larceny (+2CS to Resource checks, failure indicating that he's run afoul of the local law); Guns; Painting; and, Intoxicating Liquors (+1CS to Reason and Endurance).

Contacts:

Pip's only friendly contacts were Warlock, Gamora, and numerous bartenders scattered across the galaxy. He has many unfriendly contacts in the form of law enforcement officials on most of those same planets.

History:

Pip was originally Prince Gofern of the Laxidazian race (two hundred and sixtieth in the line of succession). His encounter with a group of Laxidazian Trolls changed that, and led him to discover firsthand that the liquor which the Trolls drank had properties that transformed the imbibers into a Troll. Pip was ostracized from mainstream Laxidazian society and wandered the galaxy, setting new standards for the Troll reputation for decadence as he did so.

Eventually, Pip was arrested and placed aboard the prison ship Great Divide by the forces of the Church of Universal Truth. In the course of its travels, the Great Divide added Adam Warlock to its list of prisoners. Pip and Warlock became fast friends, and Pip aided Adam in the liberation of the ship. Pip continued to travel with Warlock, joining him in his struggle against the Magus. He later met his end at the hands of his "pal" Thanos while searching for Warlock. At present, his soul is contained in Warlock's Soul-Gem, along with those of Gamora, Warlock himself, and many others.

She was calm, professional, and deadly to a fault. At the time of her death, she had begun to develop an attraction to Adam Warlock, a feeling that was mutual. If revived, she may continue to have these feelings particularly since they've been together in the Soul-Gem for so long.

Plasticman



Plasticman

Eel O'Brien

Fighting: Remarkable  
Agility: Remarkable  
Strength: Good  
Endurance: Incredible  
Reason: Good  
Intuition: Excellent  
Psyche: Excellent

Health: 110  
Karma: 50  
Resources:  
Popularity:

Known Powers:

Body Armor: Eel malleable body provides protection from brute force energy attacks.

- 5CS damage from blunt attacks
- Remarkable vs. other physical attacks
- Excellent vs. energy attacks

Shapechange: Eel has Monstrous ability to transform himself into anything he wants (Like tvs, planes, gliders, ceiling fan, etc) but retains his red and yellow costume motif.

Plasticity: Unearthly

- Form a bouncing ball or coiled spring with Monstrous agility and Gd land speed.
- Form a glider with Feeble airspeed
- Form parachute for up to 4 people
- Good disguise ability
- Formless puddle to flow through almost any opening
- Amazing ability to assume any geometric shape
- Amazing ability to become as thin as paper

- Grapple with Remarkable strength up to 4 targets

Elongation: Monstrous, up to 1500 feet

Limitations:

Plastic man sees everything like a cartoon. Plastic man has no toes. He is also a former criminal.

Talents:

Detective, Guns, Criminal Underworld

Contacts:

JLA, Woozy Winks

History:

Growing up to a life of crime, the orphaned Eel O'Brien attempted to rob the Crawford Chemical Works and fell into a vat of chemicals after being shot by a security guard. Left to die by his fellow thieves, O'Brien escaped the factory and fled to a monastic mountain retreat called Resthaven. There the monks tended to his wounds. O'Brien impressed by the monks' good will, decided to turn over a new leaf and forsake his former life. Discovering that the chemicals seeped into his wound left him with the superpower to stretch his body at will, O'Brien altered his appearance and adopted the identity of Plastic Man. With his power he can stretch any and all parts of his body, disguise his appearance, compress to paper-thinness or alter his shape to mimic other objects. Plastic Man is a freewheeling, shapeshifting, trickster god. Playful, carefree, and versatile, he is a hero for the sheer thrill of the challenge.

Courtesy of: silversnake

Pluto



Pluto

Ruler of Hades

Fighting: Un

Agility: Un

Strength: Un

Endurance: Shift-Y

Reason: Mn

Intuition: Un

Psyche: Un

Health: 550

Karma: 275

Resources: Un

Popularity: -500

Known Powers:

Immortality: CL1000 resistance to aging, disease, and toxins. If reduced to 0 Health and Endurance, he does not die.

Invulnerability: Un

Regeneration: Un

Energy Sheath: Un intensity magical flame

Weapons Creation: Un material weapons can be formed from his fiery aura; these possess Un paralysis.

Fire Control: Un control Darkforce Manipulation: Unearthly rank

Electrical Control: Un

Gravity Control: Un

Light Control: Un

Force Field Generation: Un protection against physical and energy attacks

Force Field vs. Magic: Un protection against magical attacks  
Gateway: Un ability to create warps between dimensions

Equipment:

Axe: CL3000 material; acts both as weapon and as power focus (-1 CS to his powers if he loses the axe).  
Helmet of Invisibility: Un rank can affect other Olympians.

Weakness:

All his Abilities and powers drop -1cs when he is away from Hades.

Talents:

Weapon Specialist (Axe), Martial Arts A, C, D,E

Contacts:

Ares

Poison Ivy



Poison Ivy

Pamela Lillian Isley

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Incredible  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Remarkable

Health: 100  
Karma: 80  
Resources: Good  
Popularity: -5

Known Powers:

Invulnerability: Poison Ivy is immune to all forms of poison, viruses, bacteria, and fungi.

Plant Growth: Poison Ivy often uses her skills to create bizarre and useful plant hybrids, including giant Venus flytraps and strangling vines. She has the ability to cause plant life to grow at an Unearthly rate.

Plant Control: Ivy also possesses the power to make plant life do as she wishes with Amazing ability

Altered body chemistry: Poison Ivy has developed the ability to create plant-based and sometimes toxic potions through her body chemistry. These include:

- Pheromones: that make men fall madly in love with her
- Poisoned fingernails: Sharp as thorns Ivy's nail can inflict Excellent edged damage while injecting a poison of her choice.
- Poisonous touch: carries toxins in her blood stream that make her touch deadly. While this can be delivered by a simple touch, her preferred method of "attack" is her kiss, which she uses as a conduit for her power to manipulate men.

Equipment:

Her weapons of choice run the spectrum of natures painful defenses.

- a vine whip which she also has used as a lasso, sometimes barbed.
  
- She also occasionally uses hand thrown and blowpipe launched poisoned darts.

Ivy has also been known to employ a crossbow capable of inflicting Good shooting damage

Limitations:

Her overconfidence, in her power over others, and her vanity are her worst enemies. To reject Poison Ivy, and her seductive nature, is to "defeat" her.

Talents:

Botany, Horticulture, Poisons, Acrobatics, Whip, Bows, Marksman, Thrown weapons, Martial Arts A

Contacts:

Arkham Asylum, Suicide Squad

History:

The vain and selfish daughter of well-to-do parents, Pamela Isley discovered an interest in botany as a young girl and went on to study with Dr. Jason Woodrue in college. Pamela fell in love with Woodrue who had begun performing unusual experiments on Pamela, mutating her into a force of nature with an affinity for and power over plant life.

Transformed and driven insane, this once mousy brunette was changed into a sultry redhead with a serious attitude towards anyone who would dare to threaten her beloved plants. Her altered her body chemistry pumped toxins through her veins, while her skin exuded pheromones that quite literally drove men wild. She became immune to poisons, but at the same time was poisonous to the touch.

To support her own botanical whims and extravagant lifestyle, Isley began a life of crime, gravitating to Gotham City and an obsession with the Batman creating the persona of Poison Ivy. Batman quickly caught Poison Ivy and spurned her affections, which only served to turn Poison Ivy into one of his greatest foes.

Finding herself far too often incarcerated among Gotham's lunatic fringe in Arkham Asylum, Ivy escaped and secreted herself on a barren Caribbean island, which she transformed into a lush, verdant paradise all her own. Unfortunately, her secret garden was destroyed by mercenaries, which led Ivy on a trail of vengeance back to Gotham and Arkham.

Ivy believes in the superiority of plants over people, and is a lethal avenger of the environment. After the earthquake in Gotham, Poison Ivy became the guardian of Robinson Park.

Depending on the day, she is more or less sane, but she always cares about the plants and does her best to protect them.

Polaris



## Polaris

Lorna Dane

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: In  
Reason: Gd  
Intuition: Ex  
Psyche: Rm

Health:66  
Karma:60  
Resources:Gd  
Popularity:0

### Known Powers:

Magnetism: Mn

- Mn damage to mechanical constructs
- manipulate ferrous objects with Mn strength
- attack by throwing metallic objects with Mn accuracy. Material strength damage.
- Ensnare an opponent with metal objects.
- Fly at Ex airspeed

Force Field: Mn, In at 1 area and -1CS each additional area.

Energy Control: Am damage up to 5 areas, Mn damage on touch.

Magnetic Detection: In

### Talents:

Geophysics

### Contacts:

X-Factor

### History:

Polaris first met the original X-Men as a foe, the pawn of Mesmero, who used his mind control ability to make her believe that Magneto was her father, and followed his plans as ordered. She overcame his control though, and after helping the X-Men defeat him, she joined up with the team alongside Havok whom she fell in love with. Never a major player, though, she remained mostly in the background until the fateful day the team encountered Krakoa. She was instrumental in ending the threat of the living island which temporarily captured the original X-Men, using her incredible control over magnetic force to hurl it into space. She and Havok departed with the rest of the original X-Men, save Cyclops, after they returned home from the adventure. Seeing that the new team of X-Men could fend for themselves, she returned to the normal life which she enjoys more than anything, but is still too often denied.

She and Havok remained apart from the team for a long time, trying to live their normal lives together, only with an occasional visit to the X-

Men...it was not to last. When Havok left on what was intended to be a brief trip to set things straight with the X-Men, the Marauders attacked their home. Polaris defended herself valiantly, but in the end, the evil band of mutants were too much for her. She was captured and then possessed by an entity called Malice. Malice twisted the darkest part of her psyche, and took control of her. As Malice, Polaris led the Marauders for a time, battling against the X-Men and Havok himself with a bloodthirsty vengeance. She may never have escaped the evil entities grasp, if not for fate. While in the Savage Land, her previously unknown sister, the malicious Zaladane, stole Polaris's power of magnetism right from her vessel. In the process, the entity Malice was destroyed. Stripped of her magnetic powers, Lorna's secondary, latent mutant power began to manifest in the form of super strength and invulnerability. She became the powerhouse of the X-Men team for a time, but eventually, her magnetic mastery returned, and the secondary powers receded. Zaladane met her end some time later, at the hands of, ironically enough, Magneto.

Polaris stayed with the X-Men a bit longer following their tangle with the Shadow King and the return of her magnetic powers, but with the main X-Men team returned from the Siege Perilous, saw no further need for her presence there. With Cyclop's and the other original X-Men rejoining their old team, a new group of mutants were brought together to fill out X-Factor, now under the reign of the government. Polaris joined the new X-Factor, alongside Havok once again. After nearly dying at the hands of Sabretooth, she seemed to be questioning her decision to remain with the team and Alex. Before she could reach a final conclusion, Alex was presumed killed in an explosion. Nothing has been seen of her, or the rest of X-Factor, since Alex's supposed death.

Poseidon

Poseidon (Neptune)

God of the seas, Patron god of Atlantis

Fighting: Un  
Agility: Am  
Strength: Mn  
Endurance: CL1000  
Reason: Rm  
Intuition: Rm  
Psyche: Sh-Z

Health: 1225  
Karma: 560  
Resources: UN  
Popularity: 30 (90 among sailors and underwater civilizations)

Known Powers:

Body Armor: As one of the most powerful Olympian gods, Poseidon has AM protection from physical and energy attacks.

Invulnerability: In his native Olympus, Poseidon has Class 1000 Resistance to fire, cold, radiation, toxins, corrosives and Disease. UN Resistance to these anywhere else.

Immortality: Whilst within Olympus Poseidon cannot die.

Mystic Energy Powers: Poseidon, next to Zeus, and along with Hades, is the most powerful Olympian god. Poseidon has vast mystical energy Powers and can perform the following:

- Fire blasts of Sh-Y force or energy. Olympus only. ShX anywhere else.
- Dimensional Travel with UN ability, to any adjacent dimension.
- Animal Communication/Control: Sealife only with CL1000 ability.
- Invisibility to mortals with UN ability. Does not work on other gods, even from other pantheons.
- Regeneration with CL1000 ability. Olympus only.
- Teleportation with UN ability.
- Water Breathing: As the Olympian god of the Sea, Poseidon can breath water as well as air.
- Swimming: Poseidon can move up to EX speed while Swimming.

Unique Weapon:

Poseidon wields a Trident made of enchanted Uru metal, a Class 3000 material.

Inflicts AM Edged damage. This powerful enchanted Trident can perform the following Powers:

- Water Control with CL1000 ability. Poseidon has the following Stunts:
  - Creation of water elementals of power rank Health and Abilities
  - Using water to speed ships and water vehicles up to UN speeds.
  - Create fog and storms of UN intensity.
  - Cause tidal waves of power rank size and intensity.
  - Create waves of water as transportation, carrying him up to UN speeds.

- Cause earthquakes of UN intensity by increasing water pressure.

Talents:

Poseidon is a master of Underwater Combat and suffers no penalties for fighting in that environment. Poseidon is also highly skilled with Sharp Weapons(+1CS) and is a Weapon Specialist with his enchanted trident(+2CS). Poseidon has complete knowledge of the Sea and all sealife(Oceanography) as the Olympian god of the Sea. He also has great knowledge of Underwater (Including all underwater races on Earth),

Olympian, and Mythological Lore.

**Limitation:**

Poseidon's CL1000 Endurance is tied to the dimension of Olympus and drops -1CS to a minimum of UN every day spent away from Olympus. While in Earth's oceans however, it only drops to Sh-Z.

**Contacts:**

Atlantean race and most fisherman

Possessor



Possessor

Kano Tharnn

Fighting: Amazing  
Agility: Excellent  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Shift-Z  
Intuition: Monstrous  
Psyche: Unearthly

Health: 270  
Karma: 675  
Resources: Unearthly  
Popularity: 0

**Known Powers:**

Immortality

Invulnerabilities: same as other elders

Power Primordial: Unearthly

- Teleport
- Store knowledge
- Cosmic Awareness (data about subject required)
- Psionic computer link
- Life Support: Shift-Z

Runestaff: Unearthly artifact with the following powers:

- Emotion Control
- Dimensional Travel Others
- Healing
- Rejuvenation

□ Pocket Dimension: The Runestaff contains a pocket dimension to which others can be transported/captured with Unearthly ability.

Talents:

Martial Arts D, Engineering, Psychiatry, Occult Lore, Artist, Linguistics, Trivia, All Sciences and Scholar

History:

Like all Elders of the Universe, Tharnn is connected to the energy of the universe due to his single-minded devotion to his "hobby," giving him cosmic awareness of the universe (although this manifests in precognitive flashes which may require long periods of meditation.) Tharnn can also tap into this "power primordial" to manipulate cosmic energies, including gravitational, electro-magnetic, and light, the full extent of which remains to be revealed. Also, as with the Grandmaster's pact with Death, all Elders are unaffected by aging, disease, or toxins.

Most of the Possessor's powers stem from the powerful cosmic artifact, the Runestaff. The staff can manipulate and even store the life forces of other beings. It can also allow Tharnn to travel across dimensions and/or vast distances, control emotions of others, and heal others.

Like all the Elders of the Universe, the Possessor's origin is lost in antiquity. What is known is that he is one of the oldest living beings in the universe, having been a member of one of the first of the universe's races to become sentient in the wake of the Big Bang. Virtually immortal, Kamo Tharnn has spent the eons since his self-awareness engaged in the pursuit and recording of all the knowledge of the universe. Eventually Tharnn founded a huge university and library on the planet Rus, and transferred the vast store of information he accumulated to a huge master computer. He then opened the doors of the academy of learning to knowledge-seekers from anywhere in the universe. Within a century, his institution of advanced knowledge was filled with scholars, students, and researchers from over a thousand different intelligent star-faring races.

For untold millennia, Kamo Tharnn was content to be the master librarian and chief administrator of the university, until finally one of the many research assistants brought to him an alien artifact of immense power called the Runestaff. Excited by such a find, Tharnn asked to examine the artifact to record the properties for the master computer personally. The researcher had already devoted a great deal of time and effort mastering the Runestaff's properties and did not want Tharnn to take credit for its discovery, and so refused him. Violence erupted, and Tharnn slew the researcher.

The senseless act unhinged the sanity of the usually peaceful master librarian, and he began to experiment with the Runestaff with reckless abandon. One of the properties of the Runestaff is the manipulation of life forces, and Tharnn accidentally dispatched the hundreds of thousands of students and faculty on his planet into the limbo-like pocket dimension "inside" the staff. Driven further insane by the ruin of everything he had strove for over the eons, Tharnn, now calling himself the Possessor of the Runestaff, presided over the still planet, paranoid that someone would come and take away from him his last remaining possession. The planet's edifices soon fell into disrepair, the master computer ceased to function, and a furry pre-intelligent humanoid race began to breed wildly and overrun the planet Rus.

Eventually, Tharnn's paranoia was vindicated when the Olympian god Hercules and the Asgardian goddess Sif journeyed to Rus to borrow the Runestaff in order to save the waning life force of the mortal Jane Foster. When the Possessor refused to let them use it, the gods stole it from him and returned to Earth. By the staff's power, Sif's godly life essence was transferred into Foster's body, while Sif's body and consciousness went into the dimension "inside" the staff. Once Foster was saved, the gods forgot about the Runestaff and its mad owner. The Runestaff lay in a hospital broom closet for months until the alien Stranger dispatched the mutant Darkstar to fetch it in order to use its power to thwart the null-life bomb that was threatening all existence. When Jane Foster accompanied Thor to Asgard, Sif's godly life essence overwhelmed Foster's, and Sif's body spontaneously returned from the pocket dimension, sending Foster's there in exchange. Upon her return to Earth, Sif continued to predominate and Jane Foster remained in the pocket dimension.

Kamo Tharnn, in the meantime, had discovered a spell to teleport the Runestaff back to him. While tinkering with his prize possession again, he inadvertently transferred the life essences of all of the individuals who had been trapped in the staff's pocket dimension (including Jane Foster) into his own immortal body. Eventually Thor, Sif, and Jane Foster's fiancée, Keith Kincaid, traveled to the planet Rus in an effort to locate Foster. Rescuing Tharnn from alien invaders, they succeeded in exorcising all of the spirits trapped inside Tharnn's body and restoring them to their rightful forms. The experience seemed to restore Tharnn's sanity and, reunited with all of his fellow knowledge-seekers, he vowed to restore his university to its former glory and not use the staff selfishly ever again. Thor, Sif, Foster, and Kincaid left the planet Rus for Earth. Kamo Tharnn began the process of rebuilding his citadel of knowledge and dispatching his researchers to gather all the information necessary to bring the master computer databank up to date.

At some point, the Possessor somehow joined the group known as the Elders of the Universe. He next appeared during the Elders' scheme to slay the planet-devouring Galactus and thus destroy the Universe in a bid to attain expanded powers. Their plan failed due to the involvement of Galactus' former Herald, the Silver Surfer, and his ally, Mantis. The Possessor and the Elders were consumed by Galactus, and tried to destroy him from within, but they were instead flung into a black hole.

Post

Post

Tremain

Fighting: In  
Agility: Ex  
Strength: Mn  
Endurance: Un

Reason: Ty  
Intuition: Gd  
Psyche: Rm

Health:235  
Karma:46  
Resources:Gd  
Popularity:-5

Known Powers:

Post has some relation with the techno-organic virus, probably as a result from a bloodtransfusion he got from Cable a long time ago, since then Onslaught has increased his powers.

Body Armor: Mn

Cloaking Device: Am invisibility

Sensor devices: Am tracking and evaluation of opponents.

Counter Device: Used to counter powers used to attack him at Mn ability, he can transform the attack and reverse its effects upon the attacker. For instance Cold becomes Heat.

Energy Weapons: Post can transform the rocky/organic substance covering parts of his body into up to 4 In damage energy weapons.

Limitation:

These devices although part of his 'techno' organic body can be disabled, they have Mn material strength.

Regeneration: In (4 per round)

Elemental Control: Post has some sort of link with the earth, this link boosts his regeneration to Sh-Y (20 per round) and increases his health to 1000, he can also transform the ground to his rocky/organic substance to attack up to 4 times in a 3 area range.

Limitation:

Although his contact with the earth greatly increases his powers it leaves him vulnerable to attacks directed upon this earth. This is only when he uses this bond. Attacks on the earth effect him as though he was attacked personally and he doesn't have the benifit of Body Armor.

Talents:

Espionage, Wrestling, Resist Domination

Contacts:

Onslaught

Poundcakes

Poundcakes

Marian Pouncy

Fighting: Remarkable

Agility: Excellent

Strength: Remarkable

Endurance: Excellent

Reason: Typical

Intuition: Typical

Psyche: Typical

Health: 100

Karma: 18

Resources: Good

Popularity: 5

Known Powers:

Body Resistance: Poundcakes skin gives her Typical protection against physical and energy attacks.

Talents:

Wrestling, Martial Arts B, and E

Contacts:

Roxxon Oil, Power Broker, Grapplers

Powergirl



## Powergirl

Kara, A.K.A: Karen Starr

Fighting: Excellent  
Agility: Remarkable  
Strength: Monstrous  
Endurance: Amazing  
Reason: Excellent  
Intuition: Excellent  
Psyche: Incredible

Health: 175  
Karma: 80  
Resources: Remarkable  
Popularity: 20

Known Powers:  
Enhanced Hearing: Excellent  
Enhanced Vision: Excellent  
True Flight: Monstrous  
True Invulnerability: Amazing  
Self Sustenance:  
Hyper Speed: Excellent

### Limitations:

- Powergirl has no resistance to naturally occurring materials.
  
- Kara has a susceptibility to Nutra-sweet (a sugar substitute used in diet soda) that affects her temperament.

### Talents:

Mystic Origin, Business/Finance, Computers

### Contacts:

Justice League, Infinity Inc, Batgirl, Oracle

### History:

Once believed to be the cousin of Superman, the young woman known to the world as Powergirl is actually the 45,000 year old Atlantean princess.

Born in an ancient Atlantean society, she had magic in her blood and shortly after her birth, Kara and her brother were placed into the care of their grandfather Arion, a powerful sorcerer.

To stop Kara being used by his enemies and to save her life Arion placed Kara within a crystal chamber and send her to another dimension. Encased inside the magical crystal Kara aged only 22 years, while she actually remained in stasis for 45 millennia.

When the crystal sensed that there was no longer any danger to Kara, it released her to Earth in the 20th century. In order to help her adapt, Kara was given a false set of memories and powers that made her believe herself to be a lost Kryptonian and cousin to Superman.

Years later, with the occurrence of the "Crisis On Infinite Earth's" Kara began to question her past. Her troubled mind reawakened the dormant consciousness of Arion inside the crystal and her true Atlantean origins.

To maintain a normal life, Kara adopted a secret identity as software engineer Karen Starr, Founder and CEO of Starr Ware. As Powergirl she uses her abilities to serve humanity, initially as a member of Infinity, Inc., and later the Justice League. She now mostly operates on her own.

During her tenure as a League member Kara was seriously injured in battle. Superman was called in to perform some part of the surgery to save her life and as a result her power levels dropped, losing all of her vision powers, and flight and reduced her strength and invulnerability.

Later, Arion used his magic to impregnate Powergirl with the DNA of the demon Scarabus. Kara gave birth to a baby boy in the midst of Zero Hour. The baby almost instantly grew to manhood, fought his otherdimensional father, and then the two of them disappeared, never to be heard from again.

Eventually Kara's power of Flight returned, but now her powers seem to have either a time limit or an energy limit. Power Girl has been working as an operative for Oracle.

#### Powerhouse



#### Powerhouse

##### Alex Power

Fighting: Ty  
Agility: Gd  
Strength: Ty  
Endurance: Am  
Reason: Gd  
Intuition: Ty  
Psyche: Ty

Health: 72  
Karma: 22  
Resources: Pr  
Popularity: 0

##### Known Powers:

Gravity Control: Alex can negate or increase the effects of gravity with Mn Ability and Range. He may perform the following power stunts:

- Increased Strength: Acts as Strength at Mn Rank - with no increase in Health Rank.
- Levitation: 2 Areas per Round Flight - 10 Areas per Round. While in flight, Alex has Remarkable Agility for the purposes of maneuvering. Alex, unlike his siblings, can hover in place while using the Lightspeed ability.

Mass Control - Rm Ability.

- Dense Flesh: Rm Body Armor and Strength. While in this state, Alex shrinks to a size of 6" and is a -3CS to be hit. Alex's Health Score increases to 96 while in this state.
- Cloud Form: Rm Body Armor vs. Physical and Energy Attacks. Alex cannot attack while in this form, but can move through openings and passages that others cannot. In this form, Powerhouse can move at 2 Areas per turn.

Energy Absorption: Mn Ability and Range. He may perform the following power stunts:

- Disintegration: Alex can disintegrate living and non-living matter and absorbs ambient energy around him. While absorbing energy, Alex inflicts Gd Damage to anyone holding him. The amount of energy that Alex absorbs is equal to the Material Strength of the objects absorbed (with a change in Health, Strength or Endurance Scores - up to Mn Rank). The absorbed energy fades at a rate of 5 points per turn. Alex cannot absorb additional energy until the previous energy has been dispersed.
- Energy Blasts: Once energy is absorbed, Alex can use it to fire blasts of Ex Damage up to 2 Areas away.
- Illumination: While charged, Alex can illuminate an entire Area with light.

Talents:

Astro-navigation, Student

Contacts:

Fantastic Four, New Warriors, Smartship Friday, Dakota North, X-Men, Thor

Powerman



Power Man

Luke Cage

Fighting: Rm  
Agility: Gd  
Strength: In  
Endurance: Am  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 130  
Karma: 36  
Resources: Pr  
Popularity: 18

Powers:

Invulnerability: Resist both physical and Energy attacks with In ability.  
Regeneration: Pr. He can accelerate his healing rate 3 fold above normal.

**Talents:**

Martial Arts A, E, Law Enforcement, Criminal Skills

**Contacts:**

Iron Fist, Fantastic Four, Avengers, Defenders, Heroes for Hire

Power Princess



Power Princess

Zarda Shelton

Fighting: Mn

Agility: Mn

Strength: Am

Endurance: Mn

Reason: Rm

Intuition: In

Psyche: In

Health: 275

Karma: 110

Resources: Un as Squadron Member

Popularity: 40

**Known Powers:**

True Invulnerability: Rm resistance to physical, energy, heat, cold, toxins, aging, and disease.

**Equipment:**

Shield: Provides Am protection from physical and energy attacks. Can be thrown for Am blunt damage.

- Shield allows Zarda to Fly at Ex airspeed.

**Talents:**

Leadership, philosophy, politics, natural sciences

**Contacts:**

Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.

**History:**

Zarda is a member of the Utopian race. The Utopians resided on the Utopia Isle and had been isolated from humanity since its inception. Each member of the race were very powerful both physically and mentally as an effect of early genetic experimentation by the alien Kree race. The race developed a culture based on the acquisition of knowledge and they succeeded in eliminating all poverty, injustice, sexual discrimination,

war and crime ; thus they called themselves the Utopians. However, when the outside world developed the atom bomb they believed that their existence was threatened and so chose to leave the world for the stars in a starcraft. Zarda, who had been their emissary during some years, chose to remain on Earth to spread the utopian philosophy among humanity. However man was not easily convinced of the attainability of an Utopia and so Zarda had to settle for fighting crime. When first Zarda came to the outside society she met the sailor Howard Sheldon whom she married. They remained married for many decades until Howard was murdered by the Hyperion doppelganger. Since then Zarda, by the media called Power Princess, has begun a relationship with the real Hyperion and she still retains a member of the Squadron Supreme.

Praetorian



Praetorian

Marc Steele  
Mutant

Fighting: Remarkable  
Agility: Amazing  
Strength: Incredible  
Endurance: Incredible  
Reason: Good  
Intuition: Remarkable  
Psyche: Amazing

Health: 160  
Karma: 90  
Resources: Amazing  
Popularity: 20

Known Powers:

Force Field: Marc can create a personal forcefield fitting closely over his skin. This forcefield provides protection of:

- Unearthly vs Energy Attacks
- Monstrous vs Physical Attacks
- Monstrous vs Mental Attacks

This forcefield also includes a micro-environment of Remarkable Intensity

Ionisation: Marc can change the state of energy with Am ability. He can perform the following feats:

- Heat: Remarkable
- Disintegration: Remarkable
- Electrical Charge: Incredible
- Shift Ethereal: Remarkable

Molecular Conversion: Praetorian can transform any material into a desired molecular configuration with Amazing ability.

Plasma Generation: Marc can emit Monstrous Intensity blasts of energy. They have power rank damage and range. The blasts also have side-effects that Marc can tailor to his wishes. These include:

- Incredible intensity Light.
- Incredible intensity Heat and Flame.
- Incredible intensity Magnetism.
- Incredible intensity Electricity.

Flight: By means of unconscious graviton manipulation Praetorian can fly at Incredible Speeds

Talents:

Martial Arts B, Wrestling, Chemistry, He is also expert enough with his plasma blasts to receive a + 1CS when using them.

Contacts:

U.C.W.F, X-Men, Hellfire Club

Background:

Marc was raised in Boston, the only son of a rich family he spent much of his formative years being indulged by an over protective father. His father, Arthur Steele was a millionaire, therefore, Marc himself was rich and never had to worry about money.

Marc was a very keen sportsman and came to the attention of the Power Broker who offered him a career in wrestling. After undergoing the Malus Augmentation Process. This process however, did not account for the mutant gene Marc was born with. The process affected this gene causing unexpected results, combining the augmentation process with the power he was born with. Marc's newly found abilities permitted him to repel the drug addiction associated with the augmentation. He did however have continue on with a very successful career in the Unlimited Class Wrestling Federation, even holding the championship title.

Marc retired from the U.C.W.F to learn to use his power further. He attended Xavier's Institute of Higher Learning where Marc, under the tutelage of Xavier himself, learned to control his powers. Upon graduating from Xaviers school, and with both his parents dead from an unsuccessful blackmail attempt by Power Broker to force Marc to return to U.C.W.F decided to become a professional hero.

With an established trust fund, he had no need to work and could dedicate himself full time to super heroics. He is currently based in New York, working occasionally with the Xmen, however is looking to establish a new group of mutant hero's on the west coast with the help of Spartan and under the leadership of Venus.

Although Praetorian held the idea of establishing a West coast hero group, a growing threat to America and the planet Earth seemed to have taken rooted in New York. Both Venus and and Spartan have agreed that this threat should be eliminated before thinking further on moving base to the West.

Several shrewd investments have recently increased his financial status.

Princess Python



Princess Python

Zelda DuBois

Fighting: Ty  
Agility: Ex  
Strength: Ty  
Endurance: Gd  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 42  
Karma: 30  
Resources: Ty  
Popularity: -3

Powers:

Snake Charming: Princess Python has a natural ability for training snakes. The Princess can, given 1-10 weeks of time, "train" a snake to do whatever she wishes that it is capable of doing. A trained snake can respond to non verbal or verbal cues from the Princess. Her snakes are instilled with such loyalty that they will attempt to protect her even if she is unconscious.

Snakes:

Princess Python normally travels with and engages in crimes with a 25 ft rock python, typically having the following stats:

Fighting: Gd  
Agility: Gd  
Strength: Rm  
Endurance: Ex

Such snakes are considered to have +1CS to their strength when grappling and escaping.

Talents:

Dancing, Performer

Contacts:

Circus of Crime

Professor Power



Professor Power

Professor Anthony Power and Matthew Power

Fighting: Am

Agility: Gd  
Strength: In  
Endurance: In  
Reason: Ex  
Intuition: Ex  
Psyche: Ex

Health: 120  
Karma: 60  
Resources: Am  
Popularity: -10

Known Powers:  
None

Equipment:  
Body Armor: RM protection against physical and energy attacks. Without the suit, his Physical Abilities drop to Typical rank.  
Flight: EX airspeed (150 mph)  
Plasma Generation: MN damage at a range of up to 4 areas.  
Mind Transferral: In his final form, Anthony Power's mind possessed Matthew Power's crippled brain.

Weakness:

- If a powerful telepath can psionically contact and awaken Matthew's personality, Matthew may battle Anthony for bodily control (using Psyche as a Slugfest attack).
  
- When he is in an area of over whelming evil, his psionic powers drop -2cs due to his inability to concentrate. For a time, Professor X's legs were paralyzed and he was confined to a wheelchair.

Talents:

Anthony: History, Politics

Contacts:

Secret Empire

Professor X



Professor X

Professor Charles Franis Xaiver

Fighting: Good  
Agility: Feeble  
Strength: Good  
Endurance: Good

Reason: Remarkable  
Intuition: Excellent  
Psyche: Amazing

Health: 32  
Karma: 100  
Resources: Good  
Popularity: 10

Known Powers:

- Telepathy: Unearthly
- Mind Probe: Monstrous
- Project Thought: Monstrous
- Mental command: Amazing
- Mental bolts: Monstrous
- Psionic Detection: Monstrous

Equipment:

Hover Chair: Monstrous material, Typical landspeed, 3 area/round, has hover capabilities

Limitation:

Xavier must make a Psyche FEAT to use his powers, with a -1 CS to for every rank of Psyche his target has over Ty (affecting someone with an In Psyche would be done at -4 CS.)

When in an area of overwhelming evil, his psionic powers drop -2 CS due to his inability to concentrate.

-Paralyzed, confined to wheelchair or hoverchair depending on circumstances.

Talents:

Business/Finance, Resist Domination, Computers, Physics, Leadership

Contacts:

X-Men, Muir Island

History:

The full origin and early life of Charles Xavier remains to be revealed. As a young child, his father worked for a top secret research facility, perhaps tied into the Weapon X project that spawned such products as the mutant Wolverine. He died when Charles was still at an early age, and his mother remarried into the Marko family, and Charles was often abused by his older brother, Cain (later, the Juggernaut.)

Later, as an adult and fully aware of his abilities, Xavier wandered the world. He ran into Amahl Farouk, (later, the Shadow King,) when in Cairo, who tried to accost Xavier on the astral plane. After the intense battle, Xavier walked away, but Farouk was dead. Eventually, Xavier ended up in Israel, working with the Peace Corps. Briefly staying in the hospital, Xavier met and fell in love with his nurse, Gabrielle, who would later give birth to their son, David (later, Legion, ) unknown to Xavier. He also met and developed a friendship with fellow mutant, Eric Lensherr, who would eventually become his enemy Magneto. Later still, in the mountains of the Himalayas, Xavier encountered the alien calling himself Lucifer, who was in the process of dominating the world by broadcasting mental-dominating energies. Xavier defeated the alien, but was left without the use of his legs.

Soon, he also would meet and fall in love with Ameila Vought. Always wondering what to do with his abilities, Xavier would attempt to form the X-men in a School for Gifted Youngsters. For reasons of her own, Vought left Xavier before he began implementing the school. Xavier started with Jean Grey and soon developed a working team. He mentored their training and adventuring, while continually monitoring other mutant activity, whether or not they would join his "X-men" eventually. He also began creating a database of mutant sympathizers in a type of "underground railroad." Only once did he take a leave of absence from his students, battling another alien invasion attempt, and having the X-men's former villain, the Changeling, take his place.

After several years, his original X-men were captured and it became necessary to activate several of the mutants he had been monitoring, creating a new X-men team. He mentored this team in much the same way as their predecessors, and during one such adventure, encountering the alien Shi'ar, he met and fell in love with the Shi'ar Lilandra, although they would remain worlds apart for a while. On Earth, Xavier developed another team, focusing on younger ages, in creating the New Mutants. Soon after this, he was reunited with his mutant son, Legion, and attempted to rehabilitate him, but would ultimately fail.

Xavier was later contacted by the Shi'ar, and Lilandra asked for Xavier to return to her. He did, leaving the New Mutants in the care of the seemingly reformed Magneto and the X-men to the leadership of Storm. At some point, however, Xavier was captured and impersonated by a Skrull in the beginnings of a Skrull-Shi'ar war, which the X-men soon became involved in. Finally rescuing himself, Xavier helped defeat the Skrulls, revealing to the X-men his ability to walk again, due to Shi'ar science. He left with the X-men, returning to Earth just in time to fight the Shadow King. Although they defeated the Shadow King, Xavier was wounded once again, leaving him without the use of his legs.

Xavier continued to stand by his X-men, even when battling Magneto one more time. This time, Xavier reached into Magneto's mind to shut it off, placing Magneto in a coma but preparing the way for a split personality to emerge in his own mind, which would eventually develop into Onslaught. After several series of adventures, Onslaught finally emerged, assuming a different form that effectively stripped Professor X of his powers. Once Onslaught was finally defeated, Xavier turned himself in for the crimes of his "other self," and was soon put into custody and watched over by the mutant-hating Bastion. Bastion subtly tried psychological torture on Xavier, trying to learn all of the X-men's secrets, and even after Bastion's attempt to destroy the X-men, Xavier remains in his custody.

## Professor Zoom



## Professor Zoom

Eobard Thane

Fighting: Remarkable  
Agility: Unearthly  
Strength: Good  
Endurance: Unearthly  
Reason: Excellent  
Intuition: Good  
Psyche: Good

Health: 240  
Karma: 40  
Resources: Typical  
Popularity: -10

### Known Powers:

Eobard's powers are based on speed. He may perceive any object's momentum as though it were 14CS slower than its actual movement speed. E.g: Arrows and bullet sized objects appear moving at 15 m/ph

Hyper Running: Class 3000

- Air Walking: run up 90° inclines (I.E. up or down buildings)-Class 1000
- Water Walking: Class 1000

Hyper Speed: Class 3000

- Deliver 100 "Good" Blows in a round
- Resist Cold: Excellent
- Create cyclones: Monstrous damage or Shift-Y stunning or slamming
- Phasing: C1000
- Invisibility: C1000 by moving extremely fast.
- Increase speed to 7,500,000 m/ph
- Vibrating Hand: Unearthly

- Break Restraint: Shift X ability

### History:

Originally, Eobard Thane of the twenty fifth century was one of the Flash's greatest fans until one day he saw in the Flash museum what was

going to happen to him. He snapped and became obsessed with killing the Flash and taking his place. Using super science from the future, he endowed himself with super speed and went back in time to stop Barry Allen. He went in time but the time travel left him with selective amnesia as he could not remember his future fate but did remember his hate for Barry Allen. After many run ins with the Flash and several stunts for world domination with the Secret Society of Supervillains, he seemingly killed Iris Allen with a vibrating chop to her head. Iris was revived in the future. Iris was from the future where Eobard came from and lived out the rest of her life there. Barry thinking her dead went on to woo another woman who was about to marry him but Professor Zoom resurfaced and was about to kill his new bride to be instead Flash snapped Eobard's neck from behind before he could carry out his newest murder. This was an accident as both were running at high velocity and the sudden stop caused the chokehold to snap Professor Zoom's neck. Flash did later find out that Iris wasn't dead and spent time with her until a few months later the crisis of Infinite Earths saga took place and claimed Barry Allen's short but heroic life.

Details by: Silversnake

Psycho Man



Psycho Man

Fighting: Pr  
 Agility: Ty  
 Strength: Pr  
 Endurance: Ex  
 Reason: Am  
 Intuition: Ex  
 Psyche: Gd

Health: 34  
 Karma: 80  
 Resources: Mn  
 Popularity: 0

Powers:  
 The Psycho-Man's powers are derived from his Battlesuit and Emotion Control Box.

Battlesuit: This is a series of exoskeletons that resembles his physical body but on a larger scale.  
 Human-size: This version provides him with Amazing protection from physical and energy attacks and has these abilities:  
 F A S E  
 Ex Ex Mn Mn  
 Giant version: This is a robot controlled by Psycho-Man from a control room either in the robot's body or in another location altogether. The giant stands 200 feet tall. It has Amazing Material Strength and Excellent speed. Attacks made against the robot do not directly affect Psycho-Man.  
 F A S E  
 Am Ex Un Un

Emotion Control Box: This box has the Monstrous ability to completely fill a target's mind with the emotional states of fear, hate, or doubt. Range is limited to two areas. Effects last 1-10 turns per exposure. Victims struck by the box's conical beam must make an Intuition FEAT or suffer the following effects:

- Fear: Victims either flee the scene or are paralyzed with fright.
- Doubt: Victims can not initiate any actions at all.
- Hate: Victims are filled with a homicidal frenzy directed against anyone the victim was previously inclined to dislike. Curiously, feelings of love are perverted into the greatest intensities of hate.

Talents:

Psycho-Man is a scientist, studying psychology and psychomechanics.

Contacts:

None.

History:

Psycho-Man was the chief scientist of Sub-Atomica, a world in the Microverse. When he was ordered to find new worlds to colonize, he chose to concentrate on extradimensional worlds. His initial target was Sub-Atomica's neighbor, Earth. He fashioned his battle armor and emotional weaponry and traveled to Earth. His plan was to acquire the earthly materials for a large-scale emotional control ray, then use that ray to conquer Earth. He was defeated after battles with the FF, Inhumans, and the Black Panther.

After that he remained in the Micro-verse, content to attack visitors to his realm. He even conquered Sub-Atomica. Finally he decided the time had come to conquer Earth. He created the android Hate-Monger (III) and returned to Earth. He brought Sue under his power and transformed her into Malice. When Sue regained her mind she swore vengeance against the Psycho-Man. She achieved it when she turned his own Emotion Control Box against him, driving him incurably insane.

Psylocke



Psylocke

Elizabeth "Betsy" Braddock

- Fighting: Amazing
- Agility: Incredible
- Strength: Excellent
- Endurance: Remarkable
- Reason: Good
- Intuition: Remarkable
- Psyche: Amazing

Health: 140  
Karma: 90  
Resources: Excellent  
Popularity: 0

**Known Powers:**

Telepathy: Amazing

Psychic Blades: Amazing energy to living target & target requires a psyche FEAT vs. Excellent intensity, when a hit is scored, vs. In intensity, when a stun is scored, vs. Monstrous intensity, when a kill is scored

Psychic Detection: Incredible, cannot be blindsided

Mental Probe: Incredible, plus 1cs on attacks, dodges & evasions against opponent. Must make a power FEAT. every round vs. opponent's psyche, so people with a psyche Amazing or higher are safe

Shadow Teleportation: Amazing, can teleport thousands of miles

Psylocke's powers were altered when she first was exposed to the Siege Perilous and later to the Crimson Dawn. The later exposure has probably increased her ninja abilities (hence her high fighting), what the exact effects were is unknown.

**Talents:**

Martial Arts A,B,C,D,E, Tumbling, Acrobatics, Stealth, Thief, Espionage, Oriental Weapons

**Contacts:**

X-Men, Brittanic

**History:**

Elizabeth (Betsy) is the younger twin of Brian Braddock (Captain Britain) and youngest sibling of older brother, Jaimie Braddock. Elizabeth was as much an extrovert as her brother was introvert. When Brian pursued an education and career in science, Betsy found work as a fashion model, and even dyed her hair lavender purple. At some point, Betsy discovered her psychic talents, and, while Brian adventured as Captain Britain, Betsy became involved with the British government's ESPer psi-unit in the secret organisation, RCX.

It is not clear at which point Betsy knew of Brian's superhero identity, but she was on hand, with other members of RCX, when Captain Britain confronted Mad Jim Jaspers and his otherworld's analogue's creation, the Fury. She stayed at Braddock Manor with her brother for a while after that, but when an identical dimensional counterpart briefly replaced Brian, she had to kill him to stop him from raping her, traumatizing her. Soon after, RCX wanted to house the Warpies in Braddock Manor, (later housed at Cloud 9,) and Betsy agreed even though it drove Brian to abandon the Captain Britain identity. RCX and Captain U.K. convinced Betsy to take up the identity of Captain Britain, and she adventured under this guise with Captain U.K. for a brief period, before being accosted by Brain's archenemy, Slaymaster. Slaymaster overpowered her, and slashed her eyes, blinding her. Betsy gave up the mantle of the Captain, and Brian resumed its identity, killing Slaymaster in revenge. Although blind, Betsy soon learned to compensate for her blindness with her psychic abilities, aided by a similarly blind psi friend and her new beau, Thomas from RCX. She later left for a world tour with Thomas.

At some point, however, she was captured by the extra-dimensional entity Mojo, and he implanted bionic eyes into Betsy, even though the eyes would also broadcast the same images to Mojoworld an air in its worldwide television-centered society. She was then "rescued" by the New Mutants and stayed in the X-mansion with them, taking the code-name Psylocke and developing a friendship with many and earning the crush of Doug Ramsey (Cypher.) At the same time, the X-men were attacked by villain Sabretooth, after being severely injured by the Marauders. Betsy held her own against the villain and was instrumental in thwarting the foe. Betsy was soon invited to join the X-men, and she readily accepted.

Betsy stayed with them for a long time, and after apparently dying with the team during the so-called "Fall of the Mutants," stayed in Australia with them, eventually adopting a defensive armor and more aggressive stance (sometimes subversively acting as team leader.) When faced with insurmountable odds when the Reavers wanted to take back their base, Psylocke convinced the other X-men to jump through the Siege Perilous' portal, where they would be replaced in other bodies/identities. Psylocke ended up washed ashore in Japan, and was rescued by a curious assassin, Kwannon (later, Revanche.) This contact made the two briefly switch bodies and somehow merge personalities, but left Psylocke (in Kwannon's body) virtually amnesiac. She was found by Matsuo Tsuyaba, agent of the Asian gang, the Hand, and he reconditioned her into a cutthroat assassin to be presented as a gift to the would-be conqueror, the Mandarin. Psylocke was rescued and revived by Wolverine and Jubilee, and the three travelled the world before helping the X-men against the Shadow King on Muir Island and re-joining their number.

Psylocke adventured with the X-men's "Blue Team" for some time, but her merged personality began to allow Kwannon's influence to emerge more and more, and she even found herself attracted to teammate Cyclops, to the chagrin of Jean Grey. Eventually, Kwannon, calling herself Revanche, showed up in Betsy's former body, now riddled with the Legacy Virus. After a bit of an identity crisis that brought her and her team against the Silver Samaurai, Psylocke reaffirmed her identity just before Revanche's death.

Continuing to adventure with the team (and developing a mutual affection with Angel was on hand when Sabretooth, hospitalized at the X-mansion, broke out. Psylocke was severely injured in the battle, and would have died if Wolverine and Angel hadn't sought the mystical energies of the Crimson Dawn. These energies saved her, but she continued to rehabilitate, and came out changed by the energies-- with a tattoo-like mark on her eye and strange new powers, the extent of which remain to be revealed.

Puck



Puck

Eugene Milton Judd

Fighting: In  
Agility: Rm  
Strength: Gd  
Endurance: Ex  
Reason: Ty  
Intuition: Ex  
Psyche: Ex

Health: 100  
Karma: 46  
Resources: Rm  
Popularity: 5

Known Powers:  
None

Talents:  
Tumbling, Acrobatics, Occult Lore, Languages, Martial Arts B,C,D, Detective/Espionage

□ Spinning Attack: Puck can charge an opponent with Am ability inflicting Ex damage. He also counts as dodging while making this attack.

Contacts:  
Wolverine, Members of Alpha Flight, and some not revealed espionage contacts.

History:  
Puck was born around the turn of the century and lived as a soldier of fortune until he was commissioned to steal the Black Blade of Baghdad. The Blade was actually a prison for an ancient sorcerer called Raazer, and Puck accidentally freed him.

He was able to trap Raazer once more using some ancient mysticism and the light from his own life force. However, this caused him to shrink to about 3' in height and to this day causes him constant pain. It has also granted him immortality. Eventually joining Alpha Flight, Puck had many adventures with the team until he was captured by the Dreamqueen and imprisoned in her dimension whilst she left to conquer Earth.

He eventually returned but fell ill due to the effects of the Dream Dimension. Whilst in hospital he was captured and subject to genetic experiments by the Master. Rescued by Alpha Flight, he was reverted to his normal form by Sasquatch, but was also young and had extremely dense flesh. After the break-up of Alpha Flight, he returned to his soldier of fortune ways. With the recent reformation of Alpha Flight, he has rejoined the team.

Puff Adder



Puff Adder

Unknown

Fighting: Gd  
Agility: Ty  
Strength: Rm  
Endurance: Rm  
Reason: Ty  
Intuition: Pr  
Psyche: Ty

Health: 76  
Karma: 16  
Resources: Ty  
Popularity: -3

Powers:

Inflation: Puff Adder can inflate himself up to 10 feet high, giving him Pr growth and +1CS to be hit. His heavier skin provides Ex resistance to physical and corrosive damage.

Acid Spray: Puff Adder is able to spray acid from his mouth of Rm strength with a 1 ft range.

Talents:

none.

Puma



Puma

Thomas Fireheart

Fighting: Rm  
Agility: Am  
Strength: Rm  
Endurance: In  
Reason: Ex  
Intuition: Mn  
Psyche: Am

Health: 150  
Karma: 115  
Resources: In  
Popularity: 15

Known Powers:

Alter Ego: The Puma form possesses all the powers. When in human form his stats are :

Fighting: Ty  
Agility: Gd  
Strength: Gd  
Endurance: Gd  
Reason: Ex  
Intuition: Gd  
Psyche: Am

Health: 36  
Karma: 80

Body Resistance: Gd vs physical attacks

Claws: Rm

Hyper Senses: Monstrously acute sight, hearing, and smell.

Tracking: Mn

Talents:

Business/ Fianance

Contacts:

none

Punisher



Punisher

Frank Castle

Fighting: In  
Agility: Rm  
Strength: Ex  
Endurance: Rm  
Reason: Ex  
Intuition: In  
Psyche: In

Health: 120  
Karma: 100  
Resources: Gd  
Popularity: -5

Equipment:  
.45 (x2): Rm shooting, 3 areas  
Knives: (x2) +1cs to throwing.  
Kevlar Armor: Gd vs. Physical, Shooting & Edge  
Other various equipment: up to Mn damage

Talents:  
All Martial Arts, Weapons Master, Thrown Objects, Tumbling, Wrestling, Acrobatics, Marksmanship, Specialist: Guns, Detective/Espionage, Military, Crime, Resist Domination, Stealth, Pilot, Trivia

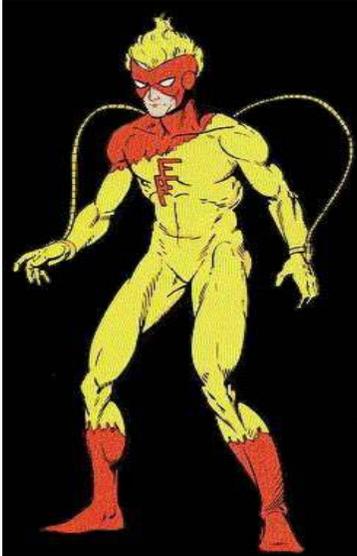
Contacts:  
None

History:

Ex-US marine who's family was killed in Central Park, New York when they inadvertently witnessed a gangland execution. The mobsters murdered Frank's wife Maria and their two children, and only he was left alive.

On that day, Frank vowed to use his skills and experience to wage a one-man war on crime. He set out to punish all criminals, and more often than not, that punishment takes a very lethal form indeed.

Pyro



Pyro

St. John Allerdyce

Fighting: Good  
Agility: Good  
Strength: Typical  
Endurance: Remarkable  
Reason: Good  
Intuition: Typical  
Psyche: Good

Health: 56  
Karma: 26  
Resources: Poor  
Popularity: -15

Powers:

Fire Control: Pyro has Incredible ability to control (but not create) flame. He can perform the following stunts:

- Form rings, prison, and other restraining devices of up to Incredible intensity.
- Fire jets of flame at a range of 4 areas with Incredible damage.
- Create flame creatures with Incredible, F,A,S,E. scores. Such creatures inflict Monstrous damage to flammable targets, and Good damage to non-flammable targets.
- Dampen flames with Incredible ability.

Fire Resistance: Pyro has CL1000 resistance to fire under his control, but no resistance to flames not under his control or controlled by others.

Equipment

Costume: Pyro's costume grants him Amazing protection against flame and Heat.

Flamethrower: His backpack shoots Remarkable intensity fire from his wrists to a range of 2 areas. It has IN material strength.

Talents:

Journalism, Writing.

Contacts:

Brotherhood of Evil Mutants.

History:

St. John Allerdyce was born and raised in Australia. His powers emerged at puberty, but since he could not think of a way to use them for profit, for years he did not use them except in emergencies. For a time, Allerdyce drifted from job to job around the South Seas. Eventually, he became a journalist for an Australian wire service and covered Viet Nam and Indonesia. What he saw and experienced in his travels became the basis for novels he began writing. Allerdyce's novels were despised by serious novelists and the critics, but they found wide readership throughout the English-speaking world. Under circumstances that have yet to be revealed, Allerdyce met the mutant called Mystique, who learned of his mutant powers. As a result, Allerdyce joined her new version of the Brotherhood of Evil Mutants under the name of Pyro.

Months later, Mystique's Brotherhood, renamed Freedom Force, entered the employ of the United States government, which pardoned its members for their past crimes. After several missions for Freedom Force, which brought Allerdyce and his comrades into conflict with various super powered crimefighters, the U.S. government disbanded the group.

Pyro resurfaced as a member of another version of the Brotherhood of Evil Mutants, headed up the X-Men's old foe (and member of the original Brotherhood) the Toad. This group went up against the fledgling mutant team X-Force and met defeat.

Recently, Pyro discovered that he had contracted the Legacy Virus, a terminal illness that affects mutants. (One effect of the Virus is that Pyro now seems to be unable to shut off completely any flames that may surround his body.) At first he sought help from the millionaire Jonathan Chambers, alias Empyrean, but Chambers was using his own powers to drain Pyro's energies. Wanting to go out in a blaze of glory rather than die a slow death in bed, Pyro committed a spectacular crime that brought him into conflict with the costumed crimefighter Daredevil. Pyro narrowly escaped being killed in a burning building at the end of this encounter. Mystique later recruited Pyro to prevent the assassination of her son, Presidential candidate Graydon Creed, but he failed.

Recently, Pyro robbed a New York City bank to get money to pay a scientist who claimed he could cure him by removing his mutant genes. In the course of the robbery Pyro was shot several times in the abdomen. He was taken to a nearby hospital where Dr. Cecilia Reyes, a surgeon who was a mutant and had recently joined the X-Men, operated on him. Shortly afterwards, Pyro tricked Dr. Reyes into loosening his bonds and he escaped. Pyro remains at large, still suffering from the Legacy Virus.

Quagmire



Quagmire

Jerome Meyers

Fighting: Rm  
Agility: Ex  
Strength: Gd  
Endurance: Ex  
Reason: Ty  
Intuition: Ty  
Psyche: Ex

Health: 80  
Karma: 32  
Resources: Un as Squadron Member  
Popularity: 40

Powers:

Spray: Am ability to create a black music like gunk.. This acts as Am grappling attack.

Self Sustenance: Quagmire cannot be suffocated by his own "gunk".

Talents:  
Criminal Skills

Contacts:  
Squadron Supreme

History:

Little is known of the criminal Quagmire before joining the Institute of Evil on the Squadron Supreme's demension, and presumably clashing with them during his tenure. However, he was subsequently "behavior modified" into a hero by the forementioned Squadron, until being brain damaged on a mission. Meyers nearly caused a dimension-wide catastrophe as, while still within a coma, he tapped into the darkforce dimension, allowing his "quagmire" to spill into his dimension uncontrollably. Meyers was ultimately sucked into a portal into the darkforce demension, drawing the quagmire back with him.

However, during the Forces of Darkness, Forces of Lightaffair, Meyers appeared trapped in the darkforce demension, along with many others who could manipulate the dark matter. All these superbeings were being drained by Darkling, in his attempt to flood his world with the darkforce. Darkling was stopped by the New Warriors and various other heroes.

Quagmire's true fate after the battle is unknown. Since most other characters also appearing in the darkforce dimension have been released, into the Marvel Universe, it stands to reason that Quagmire may also have been deposited on this Earth.

Quantum



Quantum

Fighting: Excellent  
Agility: Excellent  
Strength: Unearthly  
Endurance: Monstrous  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 215  
Karma: 18  
Resources: Feeble  
Popularity: -5

**Known Powers:**

Quantum's power derives from the attraction between particles in an atom's nucleus. This gives him the following abilities:

- **Body Resistance:** Quantum's super-hard skin provides him with Amazing protection against physical and energy damage.
- **Flight:** Quantum can fly at Shift-Y air speed in atmosphere and attain CL3000 speeds in the vacuum of space.
- **Flame Sheath:** When flying, Quantum generates an aura of Incredible Intensity flames around his body.
  
- **Hyper-Teleportation:** Quantum has the power to occupy multiple positions in space at nearly the same In effect, he can teleport with great rapidity back and forth among many different locations, remaining in one spot for a mere fraction of a second. Due to the phenomenon of persistence of vision, a human observer sees Quantum appear in many different positions simultaneously, and may mistakenly assumed that Quantum has created duplicates of himself. Though he possesses this ability at Monstrous rank, Quantum can teleport himself only a maximum of six inches away from his previous position.
- **Invulnerability:** Quantum possesses CL1000 resistance to heat and gravitational forces.
- **Life Support:** With this power at Shift Z rank, Quantum can survive in hostile environments indefinitely without requiring food, water, or air.

**Limitation:**

Darkness negates Quantum's Hyper-Teleportation power and renders him unconscious for 1-10 turns if he fails a Red Endurance FEAT.

**Talents:**

None

**Contacts:**

Aquarian, Graviton

**History:**

The being known as Quantum was an alien soldier who was elected by his planet's government to serve as subjects in an experiment with Earth's sun, whose energy reacted with the Dakkamite pysiology to produce super-enhanced results. As part of the experiment, Quantum, with others, were placed in incubators and set to orbit the Earth's sun. Upon awakening, Quantum realized he was alone, and spent his time searching for what happened to his comrades, whom he called "the Elect."

The search led Quantum to answer a call to join the villain Graviton who wanted to rule the world. They were stopped by the West Coast Avengers.

Later, Quasar happened upon Quantum when investigating extraterrestrial activity on Earth. They both encountered the pacifist alien known as Aquarian, and it was revealed that Aquarian is also a Dakkamite, but from the renegade house of Zeneg. During battle with Quasar, Quantum was stuck in an intangible state, and rather than accept help from Aquarian, Quantum fled.

Quantum appeared as a captive of the Stranger's planet. His ultimate fate remains to be revealed.

Quasar



Quasar

Wendell Elvis Vaughn

Fighting: Ex  
Agility: Ex  
Strength: Gd  
Endurance: Gd  
Reason: Gd  
Intuition: Rm  
Psyche: Mn

Health: 60  
Karma: 115  
Resources: Gd  
Popularity: 20

**Known Powers:**

None. All of Quasar's powers emanate from his quantum bands

**Equipment:**

Quantum Bands: Quasar weilds a pair of Quantum bands made of Un material. These bands tap energy with CL1000 ability. Quasar can use them to weild the following powers:

- Electromagnetic Energy Generation and Manipulation: Un Energy Control
- Energy Identification/Tracking: Mn rank identification and CI1000 tracking of energy patterns
- Energy Siphon: Mn absorbtion of energy
- Flight: Sh Y maximum, Rm 30 in atmosphere
- Force Blast: Mn intensity
- Force Field: Mn rank energy sheath, 1 area
- Life Support: Mn rank
- Light Burst: Mn rank blinding attack
- Quantum Constructs: Mn rank solid light constructs
- Quantum Jump: CI1000 ability to open gates to the Quantum Zone. Acts as CI5000 teleportation.

**Talents:**

Espionage, Law-enforcement, Martial Arts A and B, and Weapons Specialist (Quantum Bands).

**Contacts:**

Avengers

**History:**

Wendell's dad, a SHIELD scientist, was given the opportunity to test the unique "quantum bands" worn by the first Marvel Boy after the hero died. About the same time, Wendell, fresh from the SHIELD training academy, was assigned to guard the Stark International installation where the bands were being tested. When the terrorist scientist organization AIM attacked the installation, Wendell put on the quantum bands to help defeat AIM. The bands permanently affixed themselves to Wendell's wrists, and he became Marvel Man, joining SHEILD's "super agent" team.

Later, when the super-agent program became defunct, Wendell changed his code name to Quasar, became a freelance hero, and was hired as a security guard for the government's experimental energy facility Project: Pegasus. During one of many security breaches, Quasar fell prey to the mental domination of the world-conquering Serpent Crown, and quit, feeling responsible for the crisis.

Retuning home, his father convinced Quasar to investigate the quantum band's origins on the planet Uransu. There, he was contacted by cosmic entity Eon to become the next Protector of the Universe and to prepare himself for a mega-villain that could destroy all reality.

About this time, Quasar joined the premier super hero team, the Avengers, and set up a security consultant firm in his secret identity. The mega-villain ended up being Maelstrom, and Quasar ultimately defeated him, but not before Eon was murdered by Maelstrom. Eon was replaced by an offspring, Epoch, and Quasar now helps to mentor it as it develops its role as an abstract entity.

Later, Quasar has met and courted the woman Kismet, fought the villain the Presence, been banished from Earth by the same guy, and even breifly joined a group called Star Masters.

Aside from occaisional team-ups with other heroes, (having apparently resolved his banishment from Earth,) Quasar continues with his security consultant firm and duites as Protector of the Universe.

Quasimodo



### Quasimodo

Fighting: Ty  
Agility: Gd  
Strength: In  
Endurance: In  
Reason: In  
Intuition: Ty  
Psyche: Ex

Health: 96  
Karma: 66  
Resources: Ex  
Popularity: -6

#### Known Powers:

**Robot Body:** Quasimodo's cosmic powered body provides EX protection against physical and energy attacks.

**Self Sustenance:** He can survive with out food or air and is immune to the extremes of space

**Invulnerability:** As a construct Quasimodo is totally immune to disease.

**Eye Beam:** Quasimodo's may fire a force blast from it's left eye capable of inflicting IN damage up to 3 areas.

**Communication with Computers:** Quasimodo is capable of projecting his consciousness into other computer systems. He does this with MN ability and intergalactic range. He must be aware of a target and cannot use this ability blindly.

Talents:  
none

Contacts:  
Dire Wraiths.

Quicksand



Quicksand

Unknown

Fighting: Am  
Agility: In  
Strength: Am  
Endurance: Mn  
Reason: Gd  
Intuition: Gd  
Psyche: Ty

Health: 195  
Karma: 26  
Resources: Pr  
Popularity: -5

Powers:

Mineral Body: Quicksand's body is composed of sand, with which she can perform the following power stunts:

- Create sand hammers which do Am damage
- Create In material strength cages
- "Phasing" through openings with In ease
- Elongate up to two areas
- Sculpt complex objects from sand
- Generate a sandstorm that does Rm damage in a 2 area radius
- Sandblast of Amazing intensity with a 3 area range
- Topology: Am ability to reform her body at will:
- In Material cages

Body Resistance: Am protection vs physical attacks, and In vs energy attacks

Weakness:

Heat and flame-based attacks fuse her body into glass.

Water based attacks of Mn rank or greater transform her body into a mindless sludge.

Talents:

Nuclear Engineering

Contacts:

none

## Quicksilver



## Quicksilver

Pietro Maximoff

Fighting: Excellent  
Agility: Unearthly  
Strength: Good  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Typical  
Psyche: Typical

Health: 160  
Karma: 32  
Resources: Typical  
Popularity: 0

### Known Powers:

Hyper Speed: After exposure to the High evolutionary's Isotope E Quicksilver's mutant powers have increased to CL1000 land speed:

- Shift-X strength for breaking a grappling attack.
- Extra attacks with Shift-X ability or multiple attacks that inflict up to Unearthly damage, ignoring body armor (only one to hit roll is made).
- Create cyclones for Excellent damage and Shift-X stunning or slamming
- Catch arrows
- Increase speed to CL5000 (endurance FEAT every 2 rounds or pass out)
- Water running (3000 feet with a 100-foot approach)
- Wall running (1000 feet with a 500-foot approach)
- invisibility by moving extremely fast, Red intuition FEAT to notice
- One must make a Red FEAT to hit Quicksilver with anything other than an area or psychic attack. If Quicksilver is making multiple attacks against the same target the FEAT is reduced to Yellow.

Thick Skin: Good body resistance

Resistance to Cold: Incredible

Enhanced metabolism: Unearthly resistance to drugs or alcohol.

### Talents:

Leadership

### Contacts:

X-Factor, X-Men, Avengers, Inhumans, Knights of Wundagore

### History:

Pietro and his twin sister, Wanda, were born on Wundagore mountain as their mother fled their father, Magneto. A mutated cow named Bova served as midwife until giving up the children to their gypsy roots.

From there, Magneto persuaded them to join in his Brotherhood of Evil Mutants, but both Quicksilver and Wanda left this team to join the Avengers, of which they remained stalwart members until Quicksilver was left for dead during a mission in Australia. He was rescued by the Fantastic Four and met Crystal, whom he soon married and had a daughter, Luna. He then took up residence with the Inhuman Royal Family on the moon.

Numerous factors made Pietro an easy target for Maximus the Mad to thwart Pietro's mind, slipping Quicksilver into madness and turning him into a villain against his teammates.

He got better, but remained apart from Crystal and Luna, and eventually joined X-factor at the request of Dr. Val Cooper-- a mutant team trying to be the Avengers. He soon left this team to rejoin his wife and daughter at the Avengers mansion.

He remained there, trying hard to make his marriage work, until Crystal and the rest of the Avengers sacrificed themselves to stop Onslaught. He hung out with the X-men for a while until Hercules came to get him. Hercules, Black Widow, and Quicksilver banded together for the briefest of periods, trying to re-form the Avengers. Fed up with the "human" government who blamed mutants for the Onslaught disaster, Pietro left the formative Avengers in anger.

Quicksilver's wanderings brought him to Wundagore Mountain again, and the recently revived Knights of Wundagore received Quicksilver as their leader. Quicksilver tried hard to lead the Knights, but his impatience soon led him to wandering again.

After occasionally teaming up with his Avengers allies, Quicksilver returned to his father Magneto's side, this time as Magneto led the island-state of Genosha.

### Radioactive Man



### Radioactive Man

Dr. Chun Lu

Fighting: Gd  
Agility: Gd  
Strength: Am  
Endurance: Un  
Reason: Ex  
Intuition: Ex  
Psyche: Ex

Health: 170  
Karma: 60  
Resources: Ex  
Popularity: -10

#### Powers

Radioactivity Manipulation - Un. The Radioactive Man's body is a living nuclear reactor. He always gives off Fe radiation. Lu has developed

the following power stunts;

Invulnerability - CL1000 resistance to all forms of Radiation.

Radiation/Heat Bolts - Am. Energy based attack with 3 Areas range. Radioactive Man generates these bolts from his hands.

Light Flash - Am. Radioactive Man can generate a flash of light that can blind everyone within 1 Area.

Hypnotism - Rm. Radioactive Man can use controlled lights to hypnotize a target within 1 Area range.

Force Field - Mn. Radioactive Man can generate a protective field vs both Physical/Force and Energy attacks. If he makes a successful Am rank Feat, he can redirect any projectile over one pound thrown at him at a target of his choice. Damage is 1CS.

Flight - Am. Radioactive Man has recently developed the ability to fly at Am air speed.

Talents

Science (Nuclear Physics), Science (Radiation)

Contacts

Power Broker

## Radius



## Radius

Jared Corbo

Fighting: Ex

Agility: Gd

Strength: Gd

Endurance: Ex

Reason: Ty

Intuition: Ty

Psyche: Ty

Health: 60

Karma: 18

Resources: Rm

Popularity: 0

Powers:

Radius constantly emits a Am strength forcefield which he can shape with In ability into forms surrounding him. He cannot project it over distance.

Talents:

none revealed

Contacts:

Alpha Flight

## History:

Brash and impulsive, Radius is perpetually surrounded by a personal force field that he can manipulate at will. While keeping him safe from physical attacks, the field also prevents Radius from physically touching anything and anyone. Even a simple thing as eating requires the use of special devices that allow him to breach the forcefield. He can apparently also manipulate the density of the field so that it can even block out oxygen molecules. It was recently revealed that Jared's father was Unus the Untouchable, which might explain his power.

Radius was recruited into the new Department H as a 'harvest' from Hull House, an orphanage in Orloo, Ontario where charges in the care of Mrs DeLaSalle developed strange powers when they came of age. His impulsive, risk-taking behaviour led to the death of his team mate, the beast they all thought was Sasquatch but which was, in fact, an actual sasquatch. Subsequent feelings of guilt and inadequacy drove him to greater risks, until the reappearance of the original Sasquatch and the battle against the original Alphas. After saving the world from nuclear disaster, Radius made his peace with the dead sasquatch and himself, and seems to be growing more responsible and more human.

## Rage



## Rage

Elvin Holiday

Fighting: Rm  
Agility: Gd  
Strength: Mn  
Endurance: Mn  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 190  
Karma: 30  
Resources: Fe  
Popularity: 0

### Powers:

Body Armor: He has IN rank protection from physical attacks and RM protection from energy attacks.  
Lightning Speed: He can move at Remarkable land speed

### Talents:

None

### Contacts:

Avengers, New Warriors

## Rainbow Raider



## Rainbow Raider

Roy G. Bivolo

Fighting: Excellent  
Agility: Excellent  
Strength: Typical  
Endurance: Excellent  
Reason: Excellent  
Intuition: Excellent  
Psyche: Typical

Health: 66  
Karma: 46  
Resources: Good  
Popularity: -10

### Known Powers

**Prisma Goggles:** These goggles are made of Remarkable material. These goggles allow him to emit beams of different colors of the rainbow. Each color can affect a different emotion with Incredible intensity.

- Blue is sadness, Yellow is cowardice, red is anger, Green is envy, etc.
- White light gives off a brilliant flash of light of Amazing intensity.
- Black light saps his foe's color and energy with Amazing rank.

**Energy Solidification:** Using his Prisma Goggles, He can also create solid objects of light of Remarkable rank. He primarily creates rainbow bridges that he can traverse by running or sliding at Remarkable Land speed and a Prison prism of Remarkable rank.

**Color Shifting Paint:** This paint can effectively make anything painted by it invisible with good ability.

### Talents:

Painting, Color science, Weapon specialist (+2cs with Prisma goggles)

### History:

Roy G. Bivolo was not interested in climbing trees or playing baseball. All he ever wanted to do was paint, and he might have been a child prodigy except that he was colorblind. However Roy's father was a brilliant optometrist and he kept his sons hopes alive with constant promises of a cure for color blindness.

Roy's father never found the cure but on his deathbed he gave him a pair of "prisma goggles" as compensation, after some experimentation Roy found that the goggles gave him incredible powers over colored light. Embittered by years of frustration, Roy turned to crime. He resented the fact that his vision deficiencies prevented him from ever appreciating great works of art so he created the identity of Rainbow Raider and used his new found powers to steal those works, so that no one else would be able to appreciate them either.

The Flash (Barry Allen) brought the Raider's crime spree to a halt. Later Roy plotted to steal all color from Central City. However his

equipment exploded in his face, granting him temporary color vision and allowing him to use his powers without his goggles. Despite these advances and the help of the Shade, The Flash triumphed again. Next he joined forces with Doctor DoubleX in order to defeat the Flash and the Batman. Again Roy was defeated and imprisoned and once again he escaped, only to be apprehended by the Green Lantern (Hal Jordan).

Ironically, The next Raider's next battle was alongside the rest of Flash's rogues gallery against the 64th century criminal Abra Kadabra, who was trying to destroy the Flash at their expense. Kadabra was defeated and the Rainbow Raider's current whereabouts are unknown.

Details by: Silversnake

### **Ra's al Ghul**



### **Ra's al Ghul**

Fighting: Incredible  
Agility: Incredible  
Strength: Excellent  
Endurance: Remarkable  
Reason: Incredible  
Intuition: Remarkable  
Psyche: Incredible

Health: 130  
Karma: 110  
Resources: Amazing  
Popularity: -10

#### **Known Powers:**

**Immortality:** Whenever Ra's is near death, he can extend his lifespan and renew his vitality through his immersion into the Lazarus Pit, a combination of secret chemicals that roil and bubble in a vat deep within al Ghul's headquarters.

#### **Equipment:**

Should he engage in combat he will likely use a standard falchion.

#### **Limitations:**

Ra's schemes are grand. Stopping one may have consequences that will set his plans back many years.

**His madness originates in the unique power source which maintains his body's appearance, The Lazarus Pit.**

#### **Talents:**

**Leadership, Martial Arts A, B D and E, Weapon Specialist: Sword, Medicine, Weaponsmaster, Marksman, Engineering, Detective**

#### **Contacts:**

## League of Assassins, Secret Society of Super-Villains

### History:

No one knows exactly when he was born, but he does claim to have been alive for over 600 years. What is known is that Ras' Al Ghul was a doctor in North Africa in the Middle Ages. His wife was killed when he offended the son of a Sultan. Ra's was consequently buried in a pit along with the man who's life he saved from the Sultan's son.

Ra's al Ghul discovered the secrets of immortality within the Lazarus Pit. Using his immortality for gain, he became quite powerful in the world, with his own small, devoted cult.

As time passed and he realized that we are destroying the world, he has taken up a policy of environmental terrorism in order to safeguard the future. Ra's has made his life's goal to cleanse the world of it's overburdening population in an attempt to save the ecosystem, this translates as a wholesale slaughter of 99% of the worlds population or just under about 6 billion people.

He will use whatever means and force necessary to achieve his twisted vision of a new Utopian society.

### Rattler



### Rattler

Gustav Krueger

Fighting: Gd  
Agility: Gd  
Strength: Ex  
Endurance: Ex  
Reason: Gd  
Intuition: Ty  
Psyche: Ty

Health: 60  
Karma: 22  
Resources: Gd  
Popularity: -3

#### Known Powers:

**Bionic Tail:** Rattlers tails is a bionic implant of unknown origin. The tails has Rm strength and Rattler can do Rm blunt damage. In addition it may also generate sonic vibrations waves of Rm intensity. Used offensively the sonic waves strike for Rm force, breaking down materials of lesser strength. The vibrations can disrupt living and non-living alike. Living targets must make an endurance FEAT against Rm intensity or be stunned for 1-10 rounds. Even if the FEAT is made all actions are reduced -1CS due to vertigo. Rattler can also use these waves to setup a vibrational shockwave that will deflect missile weapons, including bullets, acting as a Rm strength force field. The field protects all in the same area as Rattler, who has no control over who his field protects.

**Deaf:** Rattler is 85% deaf in both ears. An electronic hearing aid in his cowl provides him with normal hearing.

Talents:

None

Contacts:  
Serpent Society

History :

The Rattler joined the Serpent Society early in its career, and participated in many of its most successful operations, including the hunt for Modok ; however, when the Viper took over the Society, he sided with her without an hesitation. He was back in the Society when the Cobra took over it, and his first known op after being back was to liberate various mystical objects along with other members, a mission paid for by Ghaur and Llyra. He's still a Society member.

### Reactor



### Reactor

Ulysses Goodman

Fighting: Excellent  
Agility: Monstrous  
Strength: Amazing  
Endurance: Incredible  
Reason: Excellent  
Intuition: Amazing  
Psyche: Good

Health: 185  
Karma: 80  
Resources: Typical  
Popularity: 10

Known Powers:

Energy Conversion: He possesses the Monstrous ability to draw in energy and transform it into useable forms. He can channel this energy into several Power Stunts that duplicate other powers; these function at Amazing rank.

- Heat Generation:
- Light Generation:
- Plasma Generation:
- Radio Generation:
- Hard-Radiation Generation:

Energy Sponge: Unearthly ability to absorb energy. He can absorb up to Monstrous if he makes a yellow Endurance FEAT & Unearthly if he makes a Red Endurance FEAT. This energy can be stored and released or harmlessly dissipated.

Energy Solidification: He possesses the ability to "shape" energy. Power stunts include:

- Containers of Amazing material strength
- Force Fields of Amazing rank
- Acting as a limb of Amazing strength
- Create objects of solid energy with Amazing ability

Energy Detection: Amazing ability perceive any energy source within a 1000 mile radius.

Self Sustenance: By absorbing and converting ambient energy from his surroundings he does not need to breathe, drink, or eat and may travel unprotected in outer space.

True Flight: He possesses the power to fly at Remarkable speeds in an atmosphere or at Unearthly speeds when in space.

Talents:

Astronomy, Philosophy

Contacts:

Capt. Marvel/Genis, Avengers, Spiderman

History:

Ulysses was always a top athlete however his real interest lay in the stars. He was a student of philosophy and in the Astronomy club (a very strange thing for a jock) when his mutation kicked in. No real crisis spark the emergence of his power, merely the onset of adulthood.

Although he finished school he was preparing to enter the world as a super powered force for good. His nature and beliefs led him to this path of goodness. He idealises the principals of Captain America and hope to bring justice and enlightenment to the world.

## Red Ghost



## Red Ghost

Ivan Kragoff

Fighting: Gd  
 Agility: Ex  
 Strength: Gd  
 Endurance: Am  
 Reason: Rm  
 Intuition: Ty  
 Psyche: Gd

Health: 90  
 Karma: 46  
 Resources: Rm  
 Popularity: -5

Powers:

Phasing: Ivan can alter his appearance with an ability to appear as solid or mist like.

Talents:

Engineering, Rocketry, Physics, Animal Training

Contacts:

Attuma, Moleman, Unicorn

## Red Ronin



## Red Ronin

Dr Earl Cowan

Fighting: Ex

Agility: Ty

Strength: Am

Endurance: Un

Reason: Rm

Intuition: Ty

Psyche: Pr

Health: 176

Karma: 40

Resources: Rm

Popularity: -5

Powers:

Robotic Body: The Red Ronin automation is a huge robot. It has Mn protection against physical and energy attacks. It stands over 100 feet tall making it +3CS to hit. The robot can move at Ty land speed or fly at Ex airspeed.

The robot is controlled cybernetically and possesses the mental statistics of its operator. The user sits in a control cabin within the head and mentally directs the robot's actions.

Access to Red Ronin is by hatches in the feet or an emergency hatch in the rear of its head.

Solar Blade: Red Ronin wields a solar blade from his shield that can do Mn energy damage. It has no range however does extend out 3 areas.

Gatling Laser: Red Ronin can use his shield to project laser beams capable of Am damage with a range of up to 10 areas.

Shield: The shield, as well as performing the above can generate a magnetic field giving him Rm protection against energy attacks. It can also be thrown up to 2 areas away and can inflict Mn Thrown, blunt damage.

Power Blaster: His left gauntlet is capable of firing an electron beam doing In damage.

Talents:

Electronics, Physics, Computers

Contacts:  
none revealed

## Red Shift



## Redshift

Galactus's 9th and last herald

Fighting: Un  
Agility: Am  
Strength: Mn  
Endurance: Un  
Reason: Ex  
Intuition: In  
Psyche: Rm

Health: 325  
Karma: 90  
Resources: N/A  
Popularity: -20

### Known Powers:

Power Cosmic: Red Shift may perform the following powers using the Power Cosmic:

- Electro-Magnetic Manipulation: Red Shift can emit and control the energies that make up the Universal Electro-Magnetic Spectrum at Monstrous level.
  - Space Manipulation: Red Shift may warp space or shrink space, expand it and wrap it around himself with Amazing ability.
  - Gravity Manipulation: He may alter the flow of the forces of gravity itself, altering the intensity of gravity relative to either himself or others at Monstrous intensity.
  - True Flight: Red Shift may attain CI1000 speed in space.
  - Gateway: After attaining maximum flight velocity Red Shift may open a gateway capable of traversing the Galaxy with CL3000 ability.
- Self Sustenance: Red Shift can survive the rigors of deep space unaided.

Life Detection: CI3000  
True Invulnerability: Un

### Equipment

The Cosmic Swords: CL1000 material. They channel his powers, including:

- Un edged damage. Sh-X when channeling power cosmic.
- Spatial Rift: Can cut a rift in the fabric of space to any location in the universe with Shift-X ability. These portals are extremely short lived, remaining open for only about a millisecond or so, but this is enough to inflict Shift-X damage to a target or area. The type of damage inflicted depends entirely on the place the attack portal opens up into. To date he has used meteors and black holes as weapons. He may also use

these "rifts" to shunt the energy of incoming attacks away from himself. He may also open a further portal to redirect the attack to another target or even the original source.

Talents:  
Weapon Specialist: Swords

Contacts:  
Galactus

### Red Skull



### Red Skull

Johann Schmidt

Fighting: Am  
Agility: In  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: In  
Psyche: Rm

Health: 140  
Karma: 80  
Resources: Gd  
Popularity: -10

Known Powers:

Reality Alteration: CL1000, Can do almost anything his mind desires due to exposure to the Cosmic Cube.

These are a few stunts he used:

- Flight: Sh-X
- Reshape Molecules: Sh-X
- Force Field: Un vs. Energy, Physical, Shooting, Edge
- Teleport: CL1000, anywhere he pleases
- Mind Control: Am

Talents:  
All Martial Arts, Leadership, Military

Contacts:  
Skeleton Crew, AIM

## Redstone



## Redstone

Michael Redstone

Fighting: Am  
Agility: Ty  
Strength: Un  
Endurance: Un  
Reason: Gd  
Intuition: Ty  
Psyche: Ty

Health: 206  
Karma: 22  
Resources: Un as Squadron Member  
Popularity: 40

Powers:  
Body Resistance: Am resistance to physical and energy attacks

Weakness:  
Redstone draws power from the Earth. 10 rounds after contact with the ground is interrupted, his Str and End drop -1CS each round thereafter to a minimum of Gd.

Talents:  
Survival, Hunting.

Contacts:  
Squadron Supreme

## Red Tornado



## Red Tornado

John Smith

Fighting: Remarkable  
Agility: Incredible  
Strength: Incredible  
Endurance: Amazing  
Reason: Excellent  
Intuition: Good  
Psyche: Good

Health: 160  
Karma: 40  
Resources: Typical  
Popularity: 0

### Known Powers:

Body Armor: Remarkable

Self Sustenance: As an android he does not eat, breathe or require sleep.

Telescopic Vision: Excellent

Air Control: has Monstrous control over the flow of air and other gases. Power stunts include:

- Create Monstrous strength winds, cyclones etc.
- Hurricane Area Attack: Unearthly damage to the target area. -1CS each additional area outward.
- Hurl mini Tornado's for Amazing force damage (as per kinetic bolt) at a range of 20 areas.
- Airshield provides Amazing protection against physical attacks.
- Flight: By generating a mini-hurricane around himself he can move at Amazing land speeds
- Grappling: By centering a mini hurricane on a target he can "tie them up". This is treated as an Amazing intensity Grapple.
- Air Disruption: Flying opponents must make an Agility FEAT roll to remain airborne. Gliding opponents must make a Red FEAT.
- Air Constructs: He can solidify gases to create solid constructs such as barriers, cages, rings etc with Incredible material strength. Only 1 effect can be created per round, but he can maintain up to 3 existing effects by making a successful psyche FEAT roll.
- Implosion: may create a vacuum and force air back in forcing an implosion to occur. This effects an outward vibratory explosion for Amazing damage to everything within the same area. Monstrous damage at the core.

### Talents:

Computers, Electronics, Repair/Tinker, Leadership

### Contacts:

Justice League, Young Justice

### History:

Created by T.O. Morrow, Red Tornado was designed as an agent of evil. But T.O. Morrow's design of Red Tornado to be "almost human" was done so well that Red Tornado willed himself to fight for humanity alongside Earth's heroes. With the desire to find his own humanity, Red Tornado became a noble soldier and succeeded in learning how to care, and love. He assumed the human guise of John Smith and married Kathy Sutton and adopted her daughter Traya.

He joined the Justice League of America and gave his life up to save a great number of people. He was rebuilt, but was unable to love, leaving Kathy and Traya yet again. When he discovered he could not love anymore he exiled himself to the secret JLA headquarters in Happy Harbor, Rhode Island and remained there for some time inanimate. During this time he fell in a sort of doldrum and literally stood there feeling sorry for himself. Robin, Superboy, and Impulse arrived at the cave and decided to form a new superhero team, Young Justice.

Red Tornado finally made his presence known to the three and decided to attempt to regain his humanity one step at a time, by first becoming the boys' adult supervisor for the team. He hopes to teach the team the how to in being a hero and at the same time re-enter society and perhaps even the hearts of those he loved once.

*Special Note:* The Red Tornado in Young Justice seems to have the same Red Tornado that was a long-time member of the Justice League of America. These stats do not reflect the Red Tornado Air Elemental, the Red Tornado from Primal Force or any other Red Tornado since the first incarnation.

## Rhino



## Rhino

Fighting: Rm  
Agility: Ex  
Strength: Mn  
Endurance: Am  
Reason: Ty  
Intuition: Ty  
Psyche: Pr

Health: 175  
Karma: 16  
Resources: Pr  
Popularity: -15

### Known Powers:

Body Armor: Am vs. Physical and Force attacks, Rm vs. Energy, Heat, and acid attacks. The horn on the suit does Rm edged damage.

Charging: The Rhino can move up to 4 areas in a round, but only in a straight line. He receives a +2CS when charging and his armor provides him with Un protection against any damage he might take.

Protective Mask: His mask has been equipped with a field that incinerates Spider-Man's webbing before it touches his face.

Talents:  
Crime

Contacts:  
Kingpin, Leader

## Rictor



## Rictor

Fighting: Good  
Agility: Good  
Strength: Good  
Endurance: Excellent  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health: 50  
Karma: 26  
Resources: Typical  
Popularity: 0

### Known Powers:

Vibrations: Monstrous

- Earthquake beginning at Poor effect and area increasing +1CS per round until it reaches Unearthly.
- Diminish Earthquakes
- Groundstrike attack of Monstrous damage
- Vibration attack: Monstrous damage
- Shake apart material on touch up to Monstrous material strength on a Red FEAT.

### Talents:

Streetwise

### History:

Rictor was first discovered by X-Factor when he was being used as a weapon by the Right organisation. Freeing him, they took him in as a ward, and Julio ended up becoming a member of the X-Terminators group. Later joining the New Mutants, he left shortly after Cable took over leadership of the team, as he believed Cable was responsible for the death of his parents. Rictor later returned and joined X-Force, and formed a close friendship with Shatterstar. Leaving the team for personal reasons, he recently returned after Shatterstar was having identity problems.

## Riddler



## Riddler

Eddie Nashton, Edward Nigma

Fighting: Typical  
Agility: Excellent  
Strength: Typical  
Endurance: Excellent  
Reason: Incredible  
Intuition: Excellent  
Psyche: Excellent

Health: 52  
Karma: 80  
Resources: Excellent  
Popularity: -15

Known Powers:  
None

### Equipment

His weapons have varied from exploding jigsaw puzzles to pistols shaped like question marks.

- Question Mark Pistol: Made from Good material strength, and inflict Excellent shooting damage
- Puzzle Piece Bombs (x5): Explosives cause Remarkable Force damage to 1 area

### Talents:

Leadership, Performer: Actor, Martial Artists B, Scholar: Puzzles and Riddles

### Contacts:

Underworld, Secret Society of Super-Villains

### History:

Since childhood, Eddie Nashton used puzzles to beat his opponents, habitually cheating to ensure that he would win. He began his life of crime as a simple con man. Yearning to make bigger money, "E. Nigma" created the identity of the Riddler and adopted a unique approach to crime: providing clues to his capers in the form of puzzles and riddles.

A cunning criminal strategist and an accomplished marksman. His obsession with beating Batman is often his undoing.

After numerous defeats at the hands of the Batman, the Riddler is now completely obsessed with proving that he is Batman's intellectual superior.

## Ringmaster



### **Ringmaster**

Maynard Tiboldt

Fighting: Ty  
Agility: Gd  
Strength: Gd  
Endurance: Gd  
Reason: Gd  
Intuition: Ex  
Psyche: Ex

Health: 36  
Karma: 50  
Resources: Gd  
Popularity: 5

#### Known Powers:

Hypnosis: Mn mindcontrol which can affect all victims in a site as large as Madison Square Garden. When they awaken from his influence they remember nothing of Ringmasters crime. Ringmaster can substitute his own suggestions instead of the lost memories. The power comes from a device in his hat.

#### Talents:

Business, Leadership, Electronics

### **Robin**



## Robin

Tim Drake

Fighting: Remarkable  
Agility: Remarkable  
Strength: Typical  
Endurance: Excellent  
Reason: Good  
Intuition: Excellent  
Psyche: Excellent

Health: 86  
Karma: 50  
Resources: Typical  
Popularity: 25

### Known Powers:

The following should not be considered a power as it falls more under the auspice of "Training".

Stealth: Typical

### Equipment:

Weapons: Robin's weapon of choice is a collapseable staff with which he can do Excellent damage. Robin can use his staff to deflect arrows and thrown weapons such as shurikens. This action requires a successful Agility FEAT roll.

Uniform: Excellent Body Armor vs. physical attacks, Good vs. energy attacks. Contains nightvision lenses providing Remarkable Infravision, voice-command audio processor, radio transceiver, inertial GPS system, and field-of-view display projector.

### Utility Belt:

Equipped with pockets of varying size. Failsafe in the belt will cause it to explode (Remarkable damage) and be completely destroyed should the buckle or pouches be opened incorrectly.

- De-Cel Monofilament Jump Line: Slows user's fall the further he descends. Remarkable strength, supports 400 lbs. indefinitely and 800 lbs. for shorter periods.
- Launching Grappling Hook: Fires a hook that snaps open after firing and clamps shut once the button at its joint hits its target. Contains 200 ft. of de-cel cord (above).
- Wall Penetrating Grappel: Fires diamond-bit piercing darts that can attach to up to Remarkable materials. Contains 200 ft. of thermoplastic line (Incredible strength, can support up to 600 lbs.).
- Conventional Gas Mask: Allows for freedom of operation under exposure to any airborne noncontact toxins.
- Rebreather: Provides oxygen for 2 hrs.
- Smoke Capsules: Excellent intensity, 1-area radius. All in the affected area at -2 CS to performing actions.
- Crime Scene Kit: Contains sample bags, blood-drying bags, fingerprinting kit, odor-analyzing chromatograph, independent detachable video camera. Linked directly to Robin's uniform, the Batmobile, and the Batcave computer.

### Talents:

Detective/Espionage, Martial Arts B,C,E, Acrobatics, Tumbling, Crime, Weapon Specialist-Staff, Thrown Weapons, Computers +2CS, Trivia-

## Batman and Art

### Contacts:

Batman, Nightwing, Harold, Alfred, Commissioner Gordon, Drake Industries, Oracle

### Histry:

When Tim Drake was but a very young boy, his family took him for a trip to Haly's Circus. While there he met an older boy, Dick Grayson of the Flying Graysons and even had his picture taken with them. Dick even promised to do a quadruple somersault for Tim, and he did. Soon after, Dick Grayson's parents died.

During the aftermath of the Graysons' deaths, Batman arrived, believed by Tim to be an evil monster at the time, until Batman consoled the orphaned Dick Grayson. That night was burned into Tim's memory as one of the most vivid in his life.

Tim became Batman-obsessive, keeping a scrapbook of every Batman article and feature to be published. Two years later, while watching news footage of the Penguin's defeat by Batman and his new partner Robin, Tim witnessed Robin perform Dick Grayson's quadruple somersault. He knew Robin was Dick Grayson, and soon did a little detective work of his own and discovered Batman's identity as well.

Even more years later, after Dick stopped being Robin and became Nightwing, Jason Todd, the second Robin, was murdered by the Joker. Batman became reckless, and Tim knew what he needed to center him again: Robin.

Tim then began a search for Dick Grayson, ultimately finding him again at Haly's Circus, in order to convince him to retake the Robin mantle. While Dick refused to become Robin again, he agreed to help as Nightwing and the two insinuated themselves on Batman. Leaving Tim with Alfred, to be dealt with later, Batman and Nightwing went off to face Two Face.

But Batman needed Robin, and Tim knew it. With more than a little help from Alfred, Tim donned the Robin guise, and trailed Batman and Nightwing to the home built by Two Face's father. Two Face had blown it up to kill the two heroes. With Tim's help, Batman and Nightwing escaped the destruction, and defeated Two Face. With quite a bit of convincing, and help from Nightwing and Alfred, Tim convinced Batman to train him as the next Robin.

Tim spent the next months learning detective skills, self defense, and anything and everything he could from watching Batman in action. Though the physical was more difficult for Tim, he excelled at the mental studies.

Months later, while Batman was trying to trail Scarecrow, Tim was trying to catch a computer hacking bank thief named Moneyspider. Tim soon caught Moneyspider, revealed to be the teen calling himself Anarky. He then went on, against direct orders, to help Batman bring down Scarecrow. If Tim hadn't disobeyed, Batman and Vicki Vale would have died. That caper ended with Batman officially making Tim Robin, and giving him his costume.

Soon after Robin's acceptance of the uniform, his parents Jack and Janet Drake were kidnapped by a Haitian vauduin known as the Obeah Man. Forbidden by Batman to come along on the rescue (Batman even kept his knowledge of the events secret from Tim, jerk) Tim was at least spared from witnessing the events that occurred. The Drakes were badly dehydrated, and on an island surrounded by hot coals. The Obeah Man was planning to sacrifice them. There was a pitcher of water near, and when Batman arrived to rescue them, they drank from the pitcher, unaware of its poisonous contents. Janet Drake died that day, and Jack was left first in a coma, and later temporarily paralyzed from the waist down.

Not long after this tragedy, Robin is sent by Batman to France to learn an ancient Tibetan Martial Art from its last living master, Rahul Lama. From the Lama he learns much, including weeks of study in the human body and ancient healing arts. The Lama, too old for physical training, has a student, Shen Chi who teaches Robin the combat. Supposedly, all said, Shen Chi really just beats on Robin day in and day out, though Robin is learning some moves from him. While under his tutelage, Robin chooses the sling as a weapon to be used in instruction.

The next night Robin goes out for a night at Club Dangerous with Shen Chi. While there he meets a girl named Ling who makes advances at him, and secretly breaks Shen's finger when he tries to step in. While outside with Ling, she is "abducted" by a local gang who take a moment to rough Tim up before taking off. Robin goes back to the Lama's for his danger-suit, and tracks the gang back to their place.

When he arrives, Robin witnesses the beginnings of a beating. Not knowing which side is right, he sides with the underdog, and helps the man, Clyde Rawlins, fight the gang while Lady Shiva looks on from the rafters.

While he and Clyde battle the gang, he urges Ling to run, but she merely stands and looks on. Clyde is sorely wounded, and Robin makes the decision to escape with him while the escaping's good. While they make their escape, the gang is revealed to be backed by Sir Edmund "The Kingsnake" Dorrance, and Ling "Lynx" is revealed as one of the gang. Meanwhile, the French hire Henri Ducard to take down The Kingsnake, and Robin takes Clyde to a rather posh hotel for recovery -- a recovery that is short-lived as Lady Shiva offers her assistance just as a group of Sir Edmund's gang arrive trying to kill Clyde and Tim. With Shiva's aid, they beat the gang again, and escape. Lynx, now in charge, vows to make Robin her gift to Sir Edmund.

Robin next rents a farmhouse while Clyde recovers further. While there, Tim hacks DEA files and learns Clyde is former DEA, Clyde himself reveals that Sir Edmund cost him his wife and two baby girls. The two decide to team up and take the gang (The Ghost Dragons) and Sir Edmund down, and Robin begins learning some street fighting skills from Clyde. Lady Shiva shows up again, reveals she too wants Sir Edmund, for the sheer need of beating him to prove herself stronger. She also reveals Sir Edmund is involved in a man-made version of the Bubonic Plague.

The three head to a lab in Auxille where they confront Lynx and the Ghost Dragons yet again. The three succeed in stopping them from

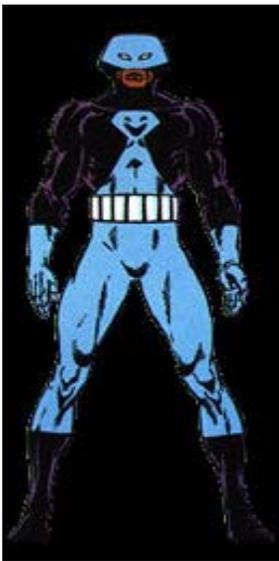
escaping with one container of the plague, but the Dragons still make it away with a second container. The three give chase to Hong Kong, taking a jet to head Lynx's group off.

Robin, Clyde and Shiva track the ghost Dragons from their landing near Sheung Shui to Sir Edmund's lair in Hong Kong. They then go to one of Shiva's friends' estates near Victoria Peak to prepare for the confrontation with The Kingsnake. Meanwhile, he gives Lynx to his servant Bobbo for punishment in failing to kill Robin and Clyde. She loses an eye.

Shiva takes Robin aside for more training, she offers him a gift from her friends' weapon collection, and when he chooses a collapseable staff they have a small confrontation over ethics, and then begins training under Lady Shiva in martial arts. Later, Tim dusts off his British accent to fool a security agency into giving him the schematics of Sir Edmund's security. Over the next week, Robin continues his training, and with a little help from a whistling trick he gives his staff, he gains a pyrrhic victory over Shiva. Meanwhile, Ducart has a run-in with Kingsnake's men.

Individually, Clyde, Shiva and Robin move in on Sir Edmund's stronghold. Clyde is the first to meet Sir Edmund, and he dies for it trying rashly to avenge his lost family with anger his only weapon. Robin, meanwhile, is shutting down the plague weapon, and Edmund's flunky Bobbo. Robin is the next to meet Sir Edmund, and thanks again to his whistling staff, he is able to launch the blind warrior out a window to cling from the scaffolding for his life. Lady Shiva looks on, and urges Robin to be her instrument of Sir Edmund's death. Robin declines, and leaves dragging Clyde's body with him, fully expecting Shiva to kill Sir Edmund. While leaving he encounters Henri Ducart. Ducart reveals the location of Kingsnake's legacy, the cargo of blood money he was shipping ahead of him to Gotham. Tim shuts down the operation, only to find Batman was looking on as he did so. The two have a Kodak moment, and swing off into the night.

## Rock Python



## Rock Python

Unknown

Fighting: Ty  
Agility: Ex  
Strength: Gd  
Endurance: Gd  
Reason: Ex  
Intuition: Ty  
Psyche: Ty

Health: 46  
Karma: 32  
Resources: Gd  
Popularity: -1

Powers:

Python Capsules: Rock Python capsules that open into quick-growing metal-like tentacles. He can throw them at an opponent (upto 2 areas away) and if they hit, that opponent is grappled as if by In strength. Rock python controls the tentacles growth through a cybernetic control unit in his cowl. Rock Python has enough capsules for 4 entanglements.

Talents:  
Metalurgy

Contacts:  
Viper

## Rogue



## Rogue

Fighting: Excellent  
Agility: Excellent  
Strength: Amazing  
Endurance: Amazing  
Reason: Typical  
Intuition: Good  
Psyche: Typical

Health: 140  
Karma: 22  
Resources: Gd  
Pop: 0

### Known Powers:

Flight: Remarkable

Body Resistance: Incredible

Resistance: Amazing vs. drugs & disease

Combat Sense: In intuition

Power Absorption: Unearthly on physical contact. If Rogue has contact with her target for a round, she gains the targets' memories, powers, abilities & talents for 6-60 rounds. target falls unconscious

- Machines & Energy beings are immune
- If target's ranks are Shift-Y or higher, she must make an end FEAT. vs. stuns & slams
- If any absorbed abilities are Mn or higher, she must make a Psyche FEAT. or overcome that person's personality

**If Rogue is in contact for more than 1 round, She must make a Psyche FEAT or permanently take over the powers with a loss of 1 rank of psyche**

### Talents:

**Bilingual (Russian & English), Martial Arts A,C, Detective/Espionage**

### Contacts:

**X-Men**

#### History:

Rogue's career began rather questionably with the Brotherhood Of Evil Mutants, which was led by her foster mother, Mystique. Her powers took hold much earlier, manifesting at the time of her first kiss with her childhood friend Cody. Not knowing the damage it would do, she kissed him innocently, and drained him of all of his memories, leaving him in a coma. This first tragic incident caused her much pain as she realized she could never touch another living being. She later came to realize that the absorption of memories was not always permanent, but only occurred with prolonged contact. She also discovered that she could absorb another mutant's powers, as well as their memories, and Mystique put this power to work by making her part of the Brotherhood.

On her first mission with the Brotherhood, she fought against a super-hero named Ms. Marvel (Carol Danvers), whom she stole the powers of flight, super-strength and invulnerability from. After stealing the powers, she tried to throw Ms. Marvel from the bridge they were fighting on, but she held on to Rogue's hand trying to take her with her. She held on too long, and the absorption became permanent, leaving Rogue with all of Carol Danvers' memories and powers. Rogue disappeared from public view following that incident.

Meanwhile, Carol Danvers, now powerless and with little to no memory of her former life tried putting the pieces back together with no luck. Her quandry eventually led her to the X-Men, seeking the help of Professor X of putting her mind back together. Elsewhere, Rogue surfaced, having a brief run-in with Wolverine before escaping. A short time later, Rogue arrived on the doorstep of the X-Mansion, also seeking Professor X's help. Her mind was shattered from the continuing battle between her and Carol Danvers' psyches, and she asked for his help in piecing her mind back together. He answered her plea for help, and admitted her as part of the team. Unfortunately, Carol Danvers was not so forgiving. In the time she had spent with the X-Men, latent mutant powers had surfaced and she sent Rogue into orbit, literally, with a punch when she entered the mansion. Rogue returned to find Carol Danvers in heated discussion with Professor X. He was convinced that Rogue should be taught to control her powers so that further incidents such as the one with Carol would not happen. Carol Danvers, now Binary Star, left the mansion in a huff, never to return.

It was a rough time for Rogue as she was slowly accepted by the team, the hardest to convince being Wolverine who had been very close to Carol Danvers during the early days of his career. But eventually, through much effort and sacrifice, they came to accept her. In the early days with the team she used her power of absorption often, usually stealing their powers and memories with the kiss so often denied her in life. She stole powers from many great beings, including the god-like Beyonder. She also spent a great deal of time wrestling with Carol Danvers inside of her head. Anytime Rogue was rendered unconscious, Carol Danvers persona took over Rogues body. At one point, when Carol Danvers was in control of Rogues body, she touched Psylocke on the shoulder with her bare fingers, skin to skin, without triggering the absorption. Rogue has never learned how to control it to this day.

But, if Carol Danvers knew the secret to controlling Rogue's power, it was lost forever when Rogue sacrificed herself to the Siege Perilous to rid the world of MasterMold. The Siege Perilous is a device which takes each being that enters it, takes them apart to their molecular level and judges them, placing them at the time and place they will do the most good with another chance at life. Rogue spent quite a bit of time in the Siege, finally being dropped by it at the X-Men's complex in Australia. Finding herself without Ms. Marvel's powers, and no sign of Carol Danvers' psyche or the X-Men, she made her way to the Savage Land, where she was confronted by a zombie-like Ms. Marvel. The Siege Perilous had divided them into two beings again. Unfortunately, there was only enough life force for one of them and they each struggled to possess it. In the ensuing battle, Rogue was losing and lost consciousness. When she awoke, she found Magneto as her savior, having finished the battle for her. She spent a time without any powers at all, and grew very close with Magneto during her time in the Savage Land. Her powers did return, slowly, though now she rarely used her power of absorption. Eventually she was reunited with the X-Men.

By this time, there were many new faces, among them, Remy LeBeau known as Gambit to the team. He began to persuade Rogue with a romantic vengeance, and their relationship grew despite her inability to be intimate. They eventually did kiss, when the crystal wave came, bringing with it the Age of Apocalypse and ending the world as they knew it. When the world returned to normal, it found Gambit in a coma from the last desperate kiss, and Rogue with memories she could not decipher. She discovered that there were many dark secrets in his mind, but could not puzzle them out. Her confusion at this drove her to leave the X-Men for a time, and Gambit to follow her. He reached out to her, offering her all, to let her touch him and know everything, but she could not and turned away from him.

When she returned to the X-Men, she had a mutant named Joseph in tow, formerly known as Magneto. She did not stay with the team long, though, as she prepared to leave to go visit her childhood love Cody, still in his coma. Unknown to her, Gambit's wife Belladonna had kidnapped Cody in her plans to be rid of Rogue, believing Rogue had stolen Gambit from her. Belladonna was defeated by both Gambit and Rogue, but Cody died from the lack of his life support machines. In touching him though, Rogue felt his happiness and forgiveness, and reconciled herself with her lifelong pain.

Things remained strained between Gambit and Rogue, her attraction to Joseph making things even more difficult. Her admission of love for Gambit gave hope for their romance, as well as Joseph's gift to her; a place where she can touch others without fear of absorbing their memories and powers. She still has not used it, however, and it seems unlikely that she will in light of recent revelations about Gambit. Revealed as the person who brought together the Marauders, the most deadly group of super-villains the X-Men have ever faced, also responsible for wiping out the Morlocks and the incapacitation and near death of several X-Men, Gambit has been outcast by his team and family. Rogue left him to his own devices on a plain in Antarctica, deserting him and casting him from her heart. Overwhelmed by depression at her abused trust and love, and more hateful of her power than ever before, she decided to see a doctor who claims he can rid her of her mutant genes, but found in the end that she did not wish to be rid of her mutant abilities.

Recent evidence shows that part of Gambit's psyche remains merged with her own, though what the consequences of that will be, remains to be seen. And now, with Gambit returned to the team, Rogue seems to have repented for leaving him in Antarctica and is

ready to continue their romance, though once again, only time will tell if that will come to pass.

## ROM



### Rom

Fighting: In  
Agility: Ex  
Strength: In  
Endurance: Mn  
Reason: Ex  
Intuition: Ex  
Psyche: Gd

Health: 175  
Karma: 50  
Resources: Am (Government backed)  
Popularity: 20

#### Known Powers:

**Acute Senses:** Rom has Excellent senses of smell and vision, and is able to see in the dark with no penalty.

#### Equipment:

**Body Armor:** Rom's suit of armor provided him with Incredible protection against all physical, radiation, heatbased, and cold-based attacks. He could survive indefinitely in the vacuum of space.

**Flight:** Rom's armor was equipped with twin rocket pods which enabled him to fly at Unearthly speed in the vacuum of space or at Monstrous Air speeds in an atmosphere. Rom also possessed sensors that enabled him to locate space warps with Monstrous ability and range, allowing shortcuts through space with CL1000 range.

**Regeneration:** Rom's armor has a self-repair capability that provided him with Good Regeneration.

**Energy Analyzer:** This item could emit ultra-high frequency waves that scanned a being's molecular structure. This caused Dire Wraiths to emit special waves visible to Rom's optic sensors. The device could also be used to sense the energy potential of other items and beings. It could trace energy trails of Excellent or high Rank with Amazing ability.

**Translator:** This micro-computer could translate any language it heard for at least 6 consecutive turns. Once it had learned that language, it could store the information in Rom's memory banks, allowing him to speak and understand it at will.

**Neutralizer:** Rom's only actual weapon. Capable of neutralizing energy fields, when the Neutralizer's beam is trained on a Dire Wraith, the target is hurled into a dimensional Limbo. Full-power, the Neutralizer could kill any being, but Rom rarely did this as full Karma penalties were applied.

At its lowest setting, the Neutralizer can neutralize radiation poisoning. Only Dire Wraiths could be sent to Limbo; humans could not withstand the energy release necessary. Anyone trying to use (not merely touch) the Neutralizer, except Rom, would take Monstrous damage.

Note: The previous three pieces of equipment are normally stored in a hyperdimensional pocket when not in use.

**Contacts:**

X-Men, New Mutants, Rick Jones, Starshine, U.S. Government, Peter Gyrich and SHIELD, Forge

**History:**

Rom is from Galador, a planet which was on the path of the unstoppable Dire Wraiths. The Wraiths, horrible shapeshifting beings of great genetic and sorcerous power (and, apparently, the Deviant race among the Skrulls), had already destroyed the massed fleet of the mostly peaceful Galadorians. However, the leader of Galador, the Prime Director, was not ready to go down without fighting, and asked his people for volunteers who would sacrifice themselves in order to become total conversion cyborg warriors. Such a sacrifice was almost unthinkable for the peaceful, life-loving Galadorians ; however, the first one to accept was a young man named Rom. He was turned into a powerful "spaceknight" and given the Neutralizer, the most powerful weapon ever produced by Galadorian technology ; others, each armed with a specific weapon system, would follow.

The Spaceknights, all cyborged volunteers, managed with great sacrifices to break the Wraith's attack on Galador. Rom himself slew the great winged shadow demon conjured by the Dire Wraiths to be their main weapon. The courageous Spaceknights then dispersed to stalk the Dire Wraiths everywhere they could be found, so as to save the worlds who could not defend themselves as well as Galador. Rom himself ended up on Earth.

Rom's fight against the Dire Wraith, which had infiltrated the Earth to an alarming degree, was long and arduous. However, after a point, he was able to convince many heroes and government officials of the clear and present danger posed by the Dire Wraiths, and many Dire Wraiths were destroyed (many by SHIELD operatives using weapons derived from Rom's own and built by Forge). It was ultimately revealed that the Wraiths intended, through sorcerous means, to replace Earth with their own home planet. Rom's Neutralizer was used as the power source for a giant weapon built by Forge, and the Wraithworld was obliterated. All Dire Wraiths on Earth were later destroyed.

The plot then became less interesting. Rom came back to Galador, discovered that a new generation of Spaceknight created to protect Galador while the first Knights were away had become power-mad, and had killed everyone on Galador in order to create a new, stronger Galador. Those knights were destroyed by the first generation Spaceknights, less powerful but more experienced. Rom is the only one whom has been able to return to human form, and is now the sole living organic Galadorian.

**Ronan the Accuser**



**Ronan the Accuser**

Fighting: Am  
Agility: Gd  
Strength: In  
Endurance: Am  
Reason: Gd  
Intuition: Gd  
Psyche: In

Health:150  
Karma:60  
Resources:Fe  
Popularity:-20 (85 to Kree)

**Known Powers:**

Cosmi-Rod: This weapon made of Un material can manipulate cosmic energy at Mn rank. Ronan can inflict Un damage with it when using it as a rod. He has developed the following power stunts:

- Power Blasts: Mn force or energy, 4 areas range
- Reconstruct existing matter within 2 areas
- Flight: Rm (CL5000 in space)
- Force Field: Mn Anyone touching the rod without Ronan's protective armor suffers Mn damage each round.

**Armor:**

- In prot.vs.heat, cold, energy and radiation.
- Am prot.vs.physical attacks
- Raises strength and end. to Mn and health to 210

- Invisibility: Ex**

**Talents:**

**Weapon master (Cosmi-Rod), navigation, law**

**Roughhouse**



**Roughhouse**

**Fighting: Remarkable**  
**Agility: Good**  
**Strength: Monstrous**  
**Endurance: Amazing**  
**Reason: Good**  
**Intuition: Good**  
**Psyche: Amazing**

**Health: 165**  
**Karma: 70**  
**Resources: Good**  
**Popularity: -10**

**Known Powers:**

**Invulnerability: Cannot be killed by non-magical means. He may still be affected by Stuns and Slams.**

**Body Resistance:** Incredible protection from physical and energy attacks.

**Talents:**

**Martial Arts C, Wrestling**

**Contacts:**

**Bloodscream, General Coy**

**History:**

Of unknown background, Roughhouse may or may not be a mutant. Often his dialogue is peppered with Norse references, indicating at least a familiarity with Asgardian legend if not first-hand experience. Roughhouse has served as an agent of General Coy and partner to Bloodscream. Most recently, following an adventure with Wolverine in Central America, Roughhouse has chosen to remain in Costa Bravo and aid Sister Salvation in her mission.

**Roulette**



**Roulette**

Jennifer Stavros

Fighting: Poor  
Agility: Good  
Strength: Poor  
Endurance: Good  
Reason: Good  
Intuition: Good  
Psyche: Amazing

Health: 28  
Karma: 70  
Resources: Good  
Popularity: 8

**Known Powers:**

Probability Manipulation: Roulette has the Unearthly power to alter near-future events. She can create discs of psionic energy which alter the probability field around the victim at whom she throws the disc. Her black energy discs create "bad luck" while her white discs create "good luck". In game terms she can alter any dice roll by 50 points.

**Weapon:**

Roulette employs a small, single shot gas gun which possesses Monstrous ability to stun a target to 1-10 hours and negates any and all mental powers for 24 hours.

**Talents:**

Petty crime

Contacts:  
Hellions, Street gangs in Atlantic City

History:

Codenamed Roulette, she had the ability to throw luck disks that could instantly change someone's luck, red good, black bad. The daughter of a casino dealer, Jennifer was born and raised in Atlantic City. It is suspected that Jennifer ran away from home and joined a gang due to the appearance of her mutant abilities. During this period of her life, she was committed several crimes, and was wanted by law enforcement officials. However, Emma found her first, and by enrolling her in the Massachusetts Academy "rescued" her from this life on the streets.

### Runner



### Runner

Fighting: Amazing  
Agility: Monstrous  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Excellent  
Intuition: Monstrous  
Psyche: Amazing

Health: 325  
Karma: 145  
Resources: Feeble  
Popularity: 0

Known Powers:

Immortality

Invulnerabilities: CL5000 vs the same as the others

Power Primordial: Shift-X

- Energy Generation
- Emotion Control: anyone in his area likes him because he is attractive and joyful.
- Raise single score to Shift-X for 1-10 turns

Tracking

Flight:CL5000

Life Support: Shift-Z

Talents:

Martial Arts E, Acrobatics, Astronavigation

History:

Like all Elders of the Universe, the Runner's true origins are lost in antiquity. He is the sole survivor of a race that inhabited one of the first

galaxies formed in the wake of the Big Bang. He professed to being five billion years old.

Although both his galaxy and his race died long ago, the Runner found some key to longevity that enabled him to escape the fate of the rest of his species. The exact nature of this key remains unclear, but it seems related to total freedom. On one occasion, he professed that had he been forced to endure captivity on one planet, he would have died.

During an encounter with the hero Moondragon, the Runner informed her that a star would go nova in a decade or so. When Moondragon asked him to warn the inhabitants of the planets orbiting the star, Runner responded, "Alas, I don't think I have the power to do that. I gave up much when I chose the path of freedom." It is unrevealed whether the responsibility for warning the occupants of the star system would interfere with the freedom that seems the key to his immortality.

Runner lives to see all there is in the universe and derives his greatest joy in the simple act of running through the universe. Presumably, he does not wish to die until he has seen the entire universe—a task close enough to impossible that he will not lose the will to live for billions of years.

### **Rusty Collins**



### **Rusty Collins**

Fighting: Typical  
Agility: Typical  
Strength: Typical  
Endurance: Good  
Reason: Typical  
Intuition: Typical  
Psyche: Good

Health: 28  
Karma: 22  
Resources: Poor  
Popularity: 0

#### **Known Powers:**

Pyrokinesis: Rusty can create and manipulate fire and flames by force of will and molecular agitation with Monstrous ability. Current power stunts include:

- Monstrous control over all types of fire.
- Excellent fire generation. Last 1 round unless combustable materials are present.

Resistance: Rusty has Unearthly resistance to damage from heat and flames of any kind.

#### **Talents:**

Military, Student

Contacts:  
X-Factor

### Sabra



### Sabra

Ruth Bat-Seraph

Fighting: In  
Agility: In  
Strength: Am  
Endurance: Rm  
Reason: Gd  
Intuition: Ex  
Psyche: Gd

Health: 160  
Karma: 40  
Resources: Ty  
Popularity: 10

#### Known Powers:

Superhuman Physiology: Sabra's skin, muscle and bone are more dense. She makes Endurance checks as if she has Mn endurance. This also provides her with the following:

- Body Resistance: Gd
- Resist toxins and disease: Am
- Regeneration: Pr
- Lightning speed: Gd

#### Equipment:

- Cape: Am flight with auto pilot
- Energy Quills: Ignore body armor, End.FEAT vs. Rm stun. Failure results in 1-2 hours unconsciousness. Called shot localize the effects but can affect characters with Endurance greater than Mn. Localized effects include -2CS F and A and Movement for 10-100 rounds. Up to 10 quills can be shot before recharging.

#### Talents:

Law Enforcement, Weapon Specialist- Quills, Marksmanship, Martial Arts B, Aerial Combat.

#### Contacts:

Israeli Government, Hulk, Prof.X, Mutant Underground.

#### History:

She was, and probably still is, a member of the feared Israeli's Institute for Intelligence and Special Tasks, the Mossad, but is also in the Israel Super-Agent program, thanks to her mutant powers.

Ruth appeared in the X-Verse during Operation: Zero Tolerance, when it was discovered that she's was member of Xavier's "underground" community that wants the coexistence between homo-sapiens and homo-superior. She hacked important files from her Mossad agency, files that would indicate the location of the man called Bastion and many of his secrets. After a brief fight with some Prime Sentinels, Sabra went to the United States, where she saved Iceman, Dr. Reyes and Marrow from other robot enemies. Soon after, the quartet went to the location where Bastion was, defeating him, and handing him over to S.H.I.E.L.D. . After this episode, Sabra appeared in Gabrielle's Haller home, whom she was investigating, to locate Magneto. With the help of Haller, she found the home of a forger name Odekirk, who apparently created the "Erik Lensherr" identity to the man only called Magnus. In a real short time, Bat-Seraph went again to the U.S., this time to the X-Mansion, to capture Joseph, who claimed to be Magneto. But Maggot, who seems to have some connection to the real Magnus, told Sabra that that man was no Magneto. The couple, Sabra and Joseph, took off in search for the villain, each one with a motive: Joseph to learn his true past and Sabra to save mankind from the abuses of a man filled with prejudice and hate.

### Sabretooth



### Sabretooth

Victor Creed

Fighting: Amazing  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Amazing  
Reason: Typical  
Intuition: Amazing  
Psyche: Remarkable

Health: 160  
Karma: 86  
Resources: Good  
Popularity: -5

Known Powers:  
Heightened Senses: Amazing  
Tracking: Monstrous  
Claws: Remarkable edged damage, Am material strength  
Fangs: Excellent edged damage to a grappled opponent.  
Healing Factor: Amazing. 5 points per round  
Recovery: Unearthly  
Infravision: Remarkable

Talents:

Detective/Espionage, Martial Arts A, C, Marksmanship, Guns, Stealth

Contacts:  
None

**History:**

Sabretooth is just one of the several man-made killers created by the Weapon-X project. Once an ally of Wolverine, he is now one of the most vicious of the X-Men's foes. He has an incredible healing factor that makes him immune to most drugs and poisons, and he has greater endurance than most human beings. With his fearsome claws, sharp teeth and innate savagery, Sabretooth has a bloodlust that is rivaled only by his hate for Wolverine. And indeed, the two have clashed innumerable times, always with no clear victor. For a time, Wolverine thought Sabretooth to be his father, but discovered that this was yet another memory implant.

Wolverine finally lost his patience with Sabretooth when the world was coming to an end, bringing the Age of Apocalypse, popping his third claw into the brain of the villain, effectively lobotomizing him. After the world was righted and the Age of Apocalypse ended, he remained almost catatonic for a time in the X-Mansion, a guest of Professor Xavier's. It was Xavier's hope that Sabretooth could be perhaps be reformed, but never one to change his spots, Victor Creed regained his sanity only to nearly kill Psylocke and escape the mansion. His shady past has revealed ties not only with Wolverine, but also the X-Man Gambit, and X-Factor's Mystique. From his union with Mystique was born the normal human Graydon Creed, a mutant-hater and enemy of the X-Men. Sabretooth and Mystique now bear extreme hatred for one another, as do he and Gambit. Uncaring, Sabretooth continues to plague the X-Men, their allies, and anyone else who happens to get in his way, even some who don't. An indiscriminate killer, he is a threat that many would like to see put to an end.

**Sage**



**Sage**

Tessa

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Remarkable  
Reason: Remarkable  
Intuition: Amazing  
Psyche: Incredible

Health: 80  
Karma: 120  
Resources: Good  
Popularity: 5

**Known Powers:**

Genetic Perception: Tessa has the ability to detect mutants and latent mutants at Incredible ability.

Power Control-Magnification: Sage has the ability to temporarily activate the potential abilities of a latent mutants. She does this with Monstrous ability.

Total Recall: Sage has been referred to as a living computer for her recall ability. She possesses Monstrous ability to access and collate available data. Correct analysis of information requires a reason FEAT.

Telepathy: Tessa is a telepath of limited ability, strong enough to read minds and communicate telepathically at Excellent levels of power.  
 Mind Probe: Good

Talents:  
Business/Finance, Computers, Repair/Tinker. Martial Arts A, C

Contacts:  
The X-Men, Hellfire Club ?????

History:  
Recruited by Professor Xavier in the early days of the X-Men, at the same time as the Beast. Xavier sent Tessa to infiltrate the Hellfire Club and spy on Sebastian Shaw. As Shaw's personal assistant, Tessa advised and counseled her employer in business as well as in his more shadier dealings. While Tessa may not have held an official title within the Inner Circle of the Hellfire club she did have access to all kinds of secret information.

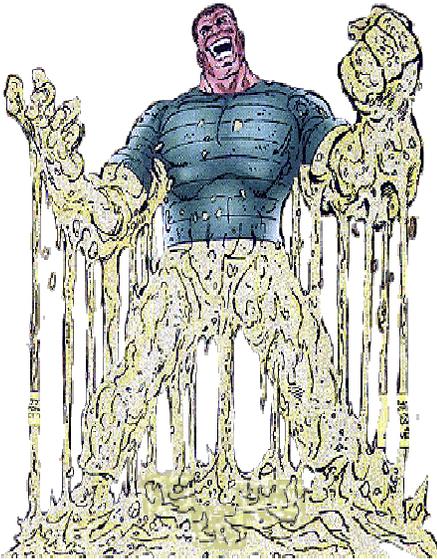
She was captured by Donald Pierce along with Professor X. After being freed with the involvement of the New Mutants Tessa held Donald prisoner within a Shaw Industries installation.

Tessa remained with Shaw and the Hellfire club until recently when Sen. Kelly decided to run for President. Tessa made an attempt to persuade Senator Kelly not to run for President on an anti-mutant platform, saying that by doing so he became no better than Magneto, who he felt was oppressing the human race and threatening it with genocide.

Shortly thereafter, Tessa ended up in the X-Mansion, saying that she had been working on Professor X's orders all along, and had been effectively spying on and controlling Shaw for years. She became an advisor to the X-Men, and was helping to train some of them.

Later, Storm proposed that some of the X-Men leave the Xavier Institute to find the lost journals of Destiny's diary. Rogue, Beast, Thunderbird, Psylocke, Bishop and Tessa went with her, leaving Wolverine behind and serve as liaison. Tessa, now with the code-name Sage, is a founding member of X-Treme X-Men.

## **Sandman**



## **Sandman**

Flint Marko

Fighting: Rm  
Agility: Rm

Strength: In  
Endurance: Mn  
Reason: Ty  
Intuition: Gd  
Psyche: Rm

Health: 175  
Karma: 46  
Resources: Ty  
Popularity: 0

**Known Powers:**

Mineral Body: He can transform his body into sand-like particles under his direct control.

- Topology: Am ability to reform his body at will:
- Hammers do Am damage
- In Material cages
- "Phasing" through openings with Rm ease

- Elongate up to 2 areas

**Armor Skin: Am vs physical attacks and In vs most energy attacks**

**Sandblast: In Force, 2 areas**

**Molecular Conversion: Am ability to transform sand into his special form.**

**Healing: Up to half his damage per day**

**Weakness:**

Heat- and flame-based attacks fuse his body into glass. In Intensity winds tear his body into helpless particles. Water-based powers of Mn rank or water-based lifeforms absorb the Sandman into a mindless sludge.

**Talents:**

Petty criminal skills

**Contacts:**

Frightful Four, Wizard

**History:**

Baker was a bully and a braggart growing up, and became involved with small-time crime after high school, which soon landed him in prison. During his imprisonment, his fiancée left him, and when he finally broke out, he laid on a beach to rest. A nuclear experiment went awry, altering Baker's physiognomy to merge with the sand on the beach. As the Sandman, Baker embarked on a crime spree, only to be stopped by Spider-Man. Sandman continued his life of crime, however, and often fought Spider-Man as well as teaming up with various villains, such as the Frightful Four.

During an ill-fated team up with Hydro-man, the two villains merged into a mindless mud creature, although they soon recovered. Sandman was shaken by the experience, and in an encounter with Fantastic Four member, the Thing, he convinced Baker to give up his criminal career. Sandman fought hard to clear his name, and one of the heroes to first give him a chance was the mercenary Silver Sable, who allowed Sandman join her short-term super team, the Outlaws, as well as to become a valued member of her Wild Pack. (Sandman seems to have developed an unrequited crush on Sable.) At one point, Sandman accepted an offer to become an Avenger, and participated on a couple of missions only to soon leave them, not feeling accepted in their number. Recently, Sandman, on orders from Silver Sable, helped Spider-Man return home from Europe while teaming up on a mission. The two seemed to have come to terms with their history, and remain allies.

Sasquatch I



### **Sasquatch I**

Dr. Walter Langkowski

Fighting: Rm  
Agility: Rm  
Strength: Mn  
Endurance: Am  
Reason: Rm  
Intuition: Gd  
Psyche: Rm

Health: 185  
Karma: 70  
Popularity: 0

Resources: -

Known Powers:

Walter Langowski can change to his Sasquatch form at will, in human form he possesses the following stats:

Fighting: Rm  
Agility: Gd  
Strength: Gd  
Endurance: Ex  
Reason: Rm  
Intuition: Gd  
Psyche: Rm

Body Armor: Rm, Ex resistance vs. cold

Leaping: 3 areas/round

Claws: Rm edged damage.

Talents:

Walter: Physics, Radiation, American Football

Contacts:

Alpha Flight, Bruce Banner, Reed Richards

### **Sasquatch II**

### **Sasquatch II**

Fighting: Rm  
Agility: Rm

Strength: Un  
Endurance: Mn  
Reason: Fe  
Intuition: Ty  
Psyche: Ex

Health: 235  
Karma: 28  
Popularity: 0  
Resources: -

Known Powers:  
Body Armor: Rm, Ex resistance vs. cold  
Leaping: 3 areas/round  
Claws: Rm edged damage.

Weakness:  
if uncontrolled Sasquatch will attack anyone nearby, friend or foe.

Talents:  
None

Contacts:

History:

The creature known as Sasquatch was quite simply that: a sasquatch, or bigfoot, or yeti, or abominable snowman... whatever name you chose to give him. A supposedly mythical beast, he was unfortunately caught on film at a time when Department H was looking for all the ex-Alpha Flight members it could find. Thinking he was Walter Langkowski, Department H captured the sasquatch.

Recently the creature escaped from Department H, with some mysterious outside help. H sent Puck out to track the beast down. Puck did so, and discovered the truth after finding the sasquatch with his family. Unfortunately, at that point the two were ambushed by Epsilon Flight troopers and brought back to Department H. Puck has had his memory of the truth wiped. It is unclear when Department H officials first discovered they were mistaken about the sasquatch's true identity. Unfortunately it is all now a mostly moot point. Sasquatch was recently killed while protecting Radius from a bio-engineered living weapon. The weapon quite simply ate the creature, stripping it down to the bones.

Sasquatch was extremely large, tough and strong. He was also quite ferocious in a fight, and quite indiscriminate as to whom he picked his battles with. Sasquatch had been known to attack team-mates. Despite his limitations he possessed some noble characteristics, such as the protective instinct that led him to save Radius.

## Sauron



## Sauron

Dr. Karl Lykos

Fighting: Excellent  
Agility: Excellent  
Strength: Excellent  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Good  
Psyche: Remarkable

Health: 90  
Karma: 60  
Resources: Typical  
Popularity: 0

**Known Powers:**

**Psychic Vampire:** Lycos has the Amazing ability to drain life energy from a target. Once touched, the victim must succeed at a Psyche FEAT or suffer -1CS on all abilities for 1-10 days. Feeding is on touch, and Lycos can make five such attacks before being sated. However, trying to drain Remarkable Endurance or higher can trigger the transformation from Lycos into Sauron. Lycos gets a Psyche FEAT to prevent the change.

**Pteranodon Form:** If Lycos fails the FEAT, he transforms into Sauron, a bipedal flying saurian. The Sauron form lasts for 1-10 days before Lycos returns to human form. Damage taken by Lycos carries over to Sauron, but damage to Sauron does not carry over to Lycos. In this pteranodon form, Lycos has the following abilities:

- Flight: Good Airspeed.
- Claws: Inflict Typical Edged damage.
- Foot talons that do Excellent Edged damage.
- Hypnosis: Amazing rank hypnosis to paralyze his prey or induce hallucinations about the prey's surroundings. The victim must succeed at a psyche FEAT to avoid the effect.

**Alter Ego:** In his human form of Dr. Karl Lykos Sauron possesses the following abilities:

Fighting: Typical  
Agility: Typical  
Strength: Good  
Endurance: Good  
Reason: Excellent  
Intuition: Good  
Psyche: Remarkable

Health: 32  
Karma: 60

**Limitations:**

Sauron suffers a -2CS penalty to all FEATs involving Cold or performed in Cold weather.

**Equipment:**

**Claw Attachments:** Sauron was shown to possess a pair of claw attachments on wrists that covered his hand claws, and a pair of claw attachments on his ankles that covered his feet talons. These claw attachments are made of Rm Material Strength. Damage done by his claws and talons are at +1CS (Claws: Gd Edged damage)

Talons: Rm Edged damage.

**Helmet:** Sauron was shown to be wearing a helmet with two long horns and a large ruby over the nose. This helmet is made of Remarkable (30) Material Strength and the horns do Remarkable (30) Edged damage on a Charging attack.

**Talents:**

Psychology, Medicine

As Sauron he retains the Psychology and Medicine Talents and also gains Aerial Combat.

**Contacts:**

The New Brothhood of Evil Mutants, Leader of the the Savage Land Mutates

**History:**

As a young boy Karl Lykos went with his father on an expedition to Tierra del Fuego near the Antarctic Circle. Along with them on the journey were a physician, Dr. Andersson, and his daughter Tanya, who was about the same age as Karl.

At one point during the trip Tanya became lost, and Karl found her in a cave being attacked by gigantic pteranodons, a form of flying reptile from the age of dinosaurs. (In actuality, these pteranodons were from the Savage Land, the tropical region in Antarctica where prehistoric creatures still live. Apparently, the pteranodons had traveled to Tierra del Fuego through natural subterranean tunnels.) Karl drove the pteranodons off with his walking stick, but not before he was severely bitten. Traumatized by their experience, neither Karl nor Tanya remembered the pteranodons, and Dr. Andersson used his medical skills to save Karl's life.

Grateful to Karl for saving Tanya's life, Dr. Andersson allowed Karl to live with him and Tanya after Karl's father died.

In a way that has never been explained, the pteranodon bites somehow changed Karl, apparently altering his genetic structure. Karl discovered that he needed to drain life energy from other living beings to survive. His first unintentional victim was his dog Jager, whom he drained of energy simply by touching him. Karl kept his condition a secret, even after he found himself forced to drain energy from other human beings. However, he killed none of them, merely leaving them temporarily weakened.

As Karl grew older he fell in love with Tanya, but the stern Dr. Andersson refused to let her marry Karl because of his lack of financial means. So Karl Lykos set off for medical school, vowing to become wealthy so he could marry Tanya.

Lykos became a hypnotherapist, but his need for life energy increased as he became an adult. Hence, he constructed devices through which he could drain his patients' life energies into himself.

Lykos met the geneticist Professor Charles Xavier under circumstances that have yet to be revealed. Together they worked on the secret "Project Mutant." It has yet to be explained exactly what this project was, why it was secret, what results it might have had, and who, if anyone, had commissioned it if not Xavier himself. Xavier knew about Lykos' need and ability to siphon the life energy of others into himself, but he never told his students, the X-Men, about it.

Following a battle between the X-Men and the robotic Sentinels, the mutant Havok, at that time unable to control his superhuman abilities, tried to kill himself by releasing his full power. The resulting explosion buried him in rubble, nearly killing him. Aware of the connection between Xavier and Lykos, the X-Men rushed Havok to Dr. Lykos' Manhattan office, believing he was the only physician they could trust with the knowledge that Havok was a mutant.

After treating Havok's wounds, Lykos began using his equipment to drain life energy from him. However, this was the first time that Lykos had ever siphoned energy from a superhuman mutant, with a result that he had never experienced before. The energy triggered his metamorphosis into a creature that resembled a half-humanoid pteranodon, who retained his human intelligence and ability to speak. However, the transformation distorted Lykos' personality, turning him evil. Hence, Lykos took the name Sauron, after the archvillain of J. R. R. Tolkien's *The Lord of the Rings*.

Sauron soon battled the X-Men, but fled when Havok awoke, causing him to begin to change back to human form. Soon afterwards, Lykos had an argument with Dr. Andersson, who still refused to permit him to marry Tanya. Then Lykos drained energy from the mutant Lorna Dane, the future Polaris, causing him to transform into Sauron again. After siphoning more energy from the Angel and Havok, Sauron flew to the Anderssons' home to kill them. The Anderssons recognized Sauron's voice as that of Lykos just before the X-Men arrived and Sauron fled.

Sauron flew all the way to his father's cabin in Tierra del Fuego, and then reverted to human form, having expended the mutant energies he had absorbed. Horrified at having tried to kill Tanya, Lykos decided to starve himself to death. But several days later, Tanya arrived, followed closely behind by the X-Men. Feeling the urge to drain Tanya's life energies, Lykos instead fled, only to fall over a precipice. Tanya and the X-Men assumed he had been killed.

However, Lykos somehow survived and made his way, presumably through underground passages, to the Savage Land. There he managed to remain in human form, draining energy from animals, until many months later the X-Men arrived. Compelled to siphon energy from the X-Man Storm, Lykos briefly reverted to Sauron once more. But when the stolen energies faded, he returned to human form and proved to be an ally to both the X-Men and the jungle lord Ka-Zar.

Lykos reverted to Sauron once more sometime later and teamed up with the Savage Land Mutates against Ka-Zar, the Angel, and Spider-Man. But Sauron again returned to human form and this time was reunited with Tanya Andersson.

Years later, however, the mutant known as the Toad captured Lykos and Tanya Andersson and used her life energies to transform him back into Sauron. (It is unclear whether or not Tanya was killed in the process.) Sauron then joined the Toad's new version of the Brotherhood of Evil Mutants.

Since then Sauron has battled the X-Men and other mutant teams on several occasions, either in the United States or in the Savage Land. In his current condition Sauron appears to be incapable of reverting to human form, even when his energies are depleted.

## **Scarecrow**



### **Scarecrow**

Ebenezer Laughton

Fighting: Ex  
Agility: Rm  
Strength: Gd  
Endurance: Gd  
Reason: Ty  
Intuition: Ex  
Psyche: Fe

Health: 70  
Karma: 28  
Resources: Ty  
Popularity: -6

#### Known Powers:

Contortionist: The Scarecrow is double-jointed and can fit his entire body through any aperture at least one foot wide. This same flexibility allows him to Escape as if his Strength were Amazing.

Pet Crows: The Scarecrow has a flock of two dozen pet crows, which have been taught by him to kill on command, or when anyone attacks their master. Their statistics are:

Fighting: Pr  
Agility: Gd  
Strength: Fe  
Endurance: Pr  
Health: 20

The crows have Poor Air Speed, Poor Edged damage with claws and beak.

#### Talents:

Acrobat and Tumbler. lockpicking, safecracking, and escapology.

#### Contacts:

Count Nefaria, Cowled Commander

### **ScarletSpider**



ScarletSpider

Ben Reilly

Fighting: Rm  
Agility: Am  
Strength: Rm  
Endurance: In  
Reason: Ex  
Intuition: Ex  
Psyche: In

Health: 150  
Karma: 80  
Popularity: Ben - Fe, Scarlet Spider - Gd  
Resources: Pr

#### Powers:

Ben's powers are exactly the same as Peter's, and do not have to be changed, except for the following exceptions.

**Spider Sense:** Ben without his spider-sense, has an Intuition of Ex, not Gd as Peter does.

**Web Shooters:** Ben also altered his web shooters to accommodate for his new variations on his webbing, tracers, and brand new "stingers." The first apparent change is the new "twist-of-the-wrist" activation - various sensors in the cuff are stimulated by different wrist positions to issue the different webbing available. The web shooter also has an inflating cuff pump to insure comfort and to make sure the sensors are where they are most effective. These sensors change the thickness of the web, tells which kind of webbing is fired, or if a stinger or a minidot tracer is fired. Another very practical change is the "quick-click-change" on the shooter. When a cartridge is empty, all Ben has to do is swivel the cartridges to click a new one into place. Each web shooter holds 9 web cartridges, and each web shooter cartridge holds approximately 100 uses of normal webbing, 20 impact webbing pellets, 5 stingers, and 1 minidot tracer. There are reserve cartridges in his belt, and is defined there.

**Impact Webbing:** Ben, as Scarlet Spider, created a new variation on his webbing called impact webbing. This webbing fires from the top of the web shooter, and fires as little, round pellets (1 cm in diameter) and have Pr protection (the pellets are stored as 4mm diameter balls in the web shooter.) After impact, these potent pellets explode into thousands of tiny tendrils of moist webbing of In material strength, and harden the next round to Mn material strength. Each pellet covers an area of 2' x 2' x 2' after exploding, and conforms to what it hits. For example, if the pellet were to hit a box of one foot square, it would enwrap the entire box with plenty of webbing to glue it to floor, or if it were floating, it would have an extra one foot of webbing on each side (outside what it would normally enwrap.) Another example, if the pellet were to hit a side of the Empire State Building it would cover a flat area equal to two feet cubed, or five feet squared (rounded.) It's that simple. When pellets are used in conjunction, the effects are cumulative. The pellets are used for restraining opponents, protecting items (make shift body armor), landing pads for cushioning falls, and wrapping large areas more quickly than his regular webbing. The webbing has a velocity/range of 3 areas per round, and can be fired at a speed of 4 pellets per web shooter per round. Each web shooter holds approximately 20 pellets per cartridge. This webbing is very new, and really hasn't been examined thoroughly. It makes me wonder what it would do if it were fired in a high wind hurricane, or underwater.

Here's something to think about. What if a pellet were fired on a wall to cushion the impact for the second one, enabling it to bounce for a trick shot.

**Stingers:** These are small, aerodynamic "needles" that are fired from the top of the web shooter, alongside the exit for the impact webbing. Ben uses these to keep his opponents off guard. Stingers are made of Mn material (they are made of hardened webbing),

are 3" (75mm) long, and do Pr damage. They can't make a "kill" result. If a red FEAT is made, treat it as a Stun. Nothing experimental really has been tried with the stingers, but I don't see any reason why they can't carry any fluids on them (e.g. poison, vaccines, or any other fluids.)

**Minidot Tracer:** These are the tracers Ben uses, and they are many times better than the old ones. First, the new compact size is alot more practical, they are 1/4" (7 mm) in diameter, just at the point of stability. It is shaped like a frisbee and has the firing range/velocity of 3 areas per round. It also has Am rank grappling. And like it's earlier model, it works on Ben's spider sense at range of one mile at Am accuracy.

**Utility Belt and Ankle Pouches -** All Spider costumes are equipped with a utility belt. This is where more web fluid is carried (enough to completely refill a single web shooter four times), a camera is held, and a "spider" light is placed. The light is placed where the buckle is, and has an intensity of Gd. The Scarlet Spider suit was equipped with ankle pouches. The pouches looked good, but nothing was told about what was inside. I assume that it was more web fluid, but it could have been Scarlet Spider's lunch (or a comb, toothbrush, and deodorant for those long missions.)

**Talents:**

Ben has a stong knowledge in physics and chemistry.

**Contacts:**

As Ben Reilly, Ben has contacts to Seward Trainer (a scientist, whose true motives are currently unkown, but presently treated as friendly), Peter Parker, Mary Jane Watson-Parker, and the owners and patrons of a coffee shop named "The Daily Grind." As Spider-man, Ben has contacts to the Fantastic Four, the Avengers (he is a reserve member), and Matt Murdock (Daredevil.) Ben also has a contact to a certain Felicia Hardy (a.k.a. the Black Cat.) A few people do know Ben is the amazing Spider-man, who are: Black Cat, Daredevil, Peter and Mary Jane Watson-Parker, Kaine, Seward Trainer, and Jessica Carradine (the burglar's daughter, and possible love interest.)

**History:**

Ben was cloned from Peter Parker by Miles Warren. Trying to find himself, he wandered the country, eventually returning to New York after Peter's Aunt May took ill. Ben put together a new costume and was dubbed the "Scarlet Spider" by the Daily Bugle. Ben remained the Scarlet Spider for some time, until after Peter and Mary Jane left New York.

Because the Scarlet Spider was being such a nuisance to the new Doctor Octopus, she created a fake Scarlet Spider to ruin his reputation. So, Ben assumed the one identity she could never tarnish--Spider-Man! Ben was Spider-Man for awhile (including during a time when Peter remained powerless himself) until the mastermind behind the clone saga was revealed to be Norman Osborn, the original Green Goblin. Ben died saving Peter's life, jumping in front of a goblin glider, and his body rapidly deteriorating to dust.

**Scarlet Witch**



**Scarlet Witch**

Wanda Maximoff

Fighting: Good  
Agility: Good  
Strength: Typical  
Endurance: Remarkable  
Reason: Good

Intuition: Excellent  
Psyche: Remarkable

Health: 56  
Karma: 60  
Resources: Typical  
Popularity: 16

**Known Powers:**

Probability Field Alteration: Wanda can disrupt probabilities to make unlikely events occur with Monstrous ability, this can range from combustion of flammable objects to vehicle crashes etc. She has a -1CS when attempting to influence unnatural materials.

Magic: Wanda is a magical adept with the following established powers:

- Detect Magic: Amazing
- Eldritch Bolts: Incredible
- Shields: Incredible
- Telekinesis: Excellent
- Flight: Good
- Magical Senses: Remarkable
- Spirit Sense & Communication: Remarkable

- Weather Manipulation: Remarkable**

**Talents:**

**Occult Lore, Mystic Background, Languages: English, French, Latin, Martial Arts A**

**Contacts:**

**Avengers, Agatha Harkness, Inhumans, Doctor Strange**

**History:**

Wanda and her twin brother, Pietro (Quicksilver,) are children of Magneto and his wife, Magda, who fled the power-weary Magneto to the refuge of Wundagore Mountain, which also was the headquarters of the High Evolutionary. Magda, with the equine Bova as midwife, gave birth to the twins, but died soon afterwards. The twins were given to Peter Frank, the Golden Age hero known as the Whizzer, whose wife, Madeline Joyce (Miss America,) also sought refuge on Wundagore and died giving birth to her stillborn son around the same time. The Whizzer, distraught, fled the mountain, and Wanda and Pietro were raised by Bova before being given to a wandering gypsy band.

Wanda and Pietro were later found by Magneto, who was unaware of their connection, and impressed into service as part of his first Brotherhood of Evil Mutants. They joined Magneto in several of his attempts to assume mutant supremacy, but later escaped and found refuge with members of the Avengers. They quickly were allowed to join, and Wanda began a long tenure with the team. When the android Vision joined, Wanda soon found herself attracted to him, much to the chagrin of her brother, and their long courtship eventually ended in marriage by the ruler of Limbo, Immortus. They continued to serve the Avengers, and during the course of one adventure, discovered her true legacy with her brother.

Wanda soon had herself and the Vision take a leave of absence. After pursuing her magical tutelage of Agatha Harkness, Wanda and Vision retired from full time adventuring, but were soon contacted to help the Avengers against Annihilus' "null-field" that was surrounding Manhattan. Vision was seriously injured in the accident, and Wanda served as an Avenger while her husband recuperated in the mansion's lab. Eventually, with the rejuvenated Vision's misguided and failed attempt to take over the world, the couple again retired from the Avengers. They had their own series of adventures against the Salem's Seven. Later, Wanda used a combination of magic and mutant ability to allow the couple to have a child, and Wanda soon gave birth to twins.

The family continued to stay in their home in Jersey until helping the Avenger's west coast branch during a membership crisis. Back in the Avengers, the Vision was captured and dismantled, effectively ending their marriage with his complete change of personality. Wanda's problems continued, as she was chosen as a host for That Which Endures, and soon discovered her twins were actually captured essences of Master Pandemonium's soul, and were absorbed back into him. Wanda's sanity momentarily slipped, and she joined her father Magneto in wanting total mutant supremacy. The Avengers helped bring her back to herself, as Immortus appeared, claiming to be causing these tragedies to befall Wanda, in order to create her into a "nexus being" and wanting to control her and, through her, the space-time continuum. Immortus was repulsed. Wanda stayed with the west coast Avengers (and the Vision spent more and more time with the east,) and even ended up leading the team briefly, although very soon after, the east coast Avengers voted to shut the west coast branch down.

Wanda joined other ex-west coast members in the briefly formed "Force Works," and lent her hex ability to power a trouble-spotting computer. She continued to act as field leader, although Iron Man often acted as one as well, to her chagrin. Later, during the "Crossing" affair, as Kang and Mantis attacked the Avengers on several fronts, Wanda ended up separated from both teams, traveling with similarly displaced Hawkeye, but soon found herself back in the Avengers' fold. Soon, however, Wanda helped defeat the menace of Onslaught alongside her other Avengers, by seemingly sacrificing herself to absorb its energies. In actuality, she was displaced in another universe, and was soon returned to our reality with the rest of the heroes.

**Scorpion**



## Scorpion

MacDonald "Mac" Gargan

Fighting: Rm  
Agility: In  
Strength: In  
Endurance: In  
Reason: Ty  
Intuition: Ty  
Psyche: Gd

Health: 150  
Karma: 22  
Resources: Ty  
Popularity: -15

Known Powers:

Climbing: Ex

Body Armor: Ex vs physical damage and Rm protection against electrical attacks.

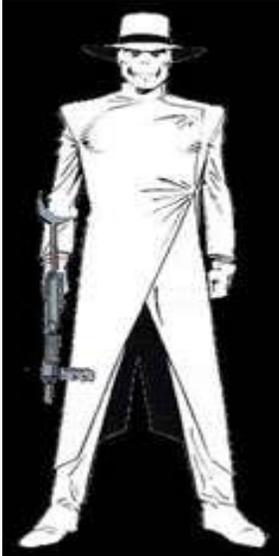
Cybernetic Tail: The Scorpion's tail is made of Incredible strength material and can do Amazing Blunt damage. He can coil it like a spring to propel him up to 3 stories up or 2 areas away. He cannot grapple with it, but it is equipped with a plasma projector which can fire a bolt that does Remarkable Energy damage up to 10 areas away.

Talents:

Detective/Espionage

Contacts:

## Scourge



## Scourge

Fighting: Ty  
Agility: Ex  
Strength: Ty  
Endurance: Ex  
Reason: Ty  
Intuition: Am  
Psyche: Gd

Health: 52  
Karma: 46  
Resources: Ex  
Popularity: -5

### Equipment:

**Scourge's Gun:** Scourge uses a customized 0.50 caliber submachinegun. It fires an armor-piercing explosive bullet that reduces the target's body armor (or vehicle protection) by -2 CS and causes Excellent damage. The gun holds 20 rounds of ammunition and can fire a 5-shot burst that does Remarkable damage. Scourge's gun has a range of 5 areas and is made of Excellent strength material.

**Scourge's Van:** Scourge drives a van which contains spare weapons, ammo, costumes and disguises, a computerized crime-file, and a two-way TV. The van has:

Control- Ty  
Speed- Ex  
Body- Gd  
Prot.- Gd

### Talents:

Weapon Specialist with his gun (+2 CS), Criminology, Disguise, and Marksman

### Contacts:

Scourge's main contact was a detective known as Domino, who had Monstrous knowledge of the underworld and its secrets. Scourge was often able to infiltrate various organizations and locales by gaining the proper forged papers.

### History:

The Angel, a "golden age" costumed hero of the 1940's, never forgave himself for the death of an innocent bystander who was killed by a criminal during a battle. The Angel later used his wealth to create the organization that would pose as Scourge-- dedicated to stopping criminals even if it meant assassinating every one of them.

As the Scourge's first known activity, he killed the hitman known as the Enforcer. After that, he popped up all over the Marvel Universe, killing many criminals and other villains. His victims included Miracle Man, the Melter, Titania, and the Fly, but probably his most successful hit came at the "Bar with No Name," a hang-out for bad guys, located in Medina County, Ohio. Here, the Scourge killed 18 super-villains, including folks like Firebrand, the Ringer, the Vamp, and Cyclone.

When Captain America finally caught up with a Scourge, the assassin revealed himself to be a former make-up artist who used his skills to

murder convicted criminals and vigilantes. (Although whether or not this was entirely true, in light of the Scourge organization, is up to debate.) As Captain America was about to turn him in to the authorities, the Scourge was shot dead by an unseen assailant, presumably another Scourge.

Recently a new Scourge has appeared, in a strange, colorful costume, carrying armaments based on the weapons of super-criminals such as Blistek, Stilt-Man, and the Green Goblin. A formidable hand-to-hand combatant, his debut had him apparently kill Baron Zemo II; whether or not this Scourge has any connection to the other Scourge is yet to be seen.

## Scourge II

These stats are supplied by David Fryer (badsign\_98@yahoo.com)



## Scourge II

Jack Monroe

Fighting: Remarkable  
Agility: Remarkable  
Strength: Excellent  
Endurance: Remarkable  
Reason: Typical  
Intuition: Good  
Psyche: Typical

Health: 110  
Karma: 22  
Resources: Typical  
Popularity:0

### Known Powers

- Body Armor: Scourge's costume provides him with Rm protection from physical attacks and Ex protection from energy attacks.
- Battle Staff: Scourge's primary weapon is his battle staff. It is made of Rm strength materials and inflicts Ex blunt damage. It also fires an In intensity force beam.
- Skull Glider: This replica of Green Goblin's glider flies at Ty airdspeed. So far it has not demonstrated any of the Goblin Glider's offensive capabilities.
- Shrinking: Scourge has a supply of Pym particles which he can use to shrink with In ability. He also uses these to shrink and grow his various weapon systems.

### Weapons:

Scourge carries a variety of weapons drawn from a variety of former and current super-villians. Not all of the weapons have been revealed but include the following:

- Ice Projector: Using this device Scourge can generate ice with Rm ability. His only shown use for it is to create ice missiles which inflict Rm edged damage.
- Flame Thrower: This device allows Scourge to project a flame of Mn intensity.
- Spikes: Scourge can fire small spikes which inflict Ex damage
- Sword: Scourge carries a sword which is composed of an In strength material. This can be used to inflict Rm edged damage or ex blunt damage.
- Holographic Projector: Scourge can use this device to disguise himself with Mn ability.
- Plant Control: This device allows Rm animation of plants.
- Stilts: Allows the In height increase upto 10 stories in height.
- Vibro-Smashers: Adapted from the Shocker's suit this devices generate an Am intensity vibratory shockwave.

**Talents:**

All Martial Arts, Thrown Weapons, Guns, Detective, Lockpicking, Acrobatics, Horseback riding and Driving.

**Contacts:**

Captain America, Falcon, Demolition Man, Vagabond, Gambit, Daredevil, and the Punisher.

**History:**

Jack Monroe was born in Clutier, Iowa, December 7, 1941. Pearl Harbor Day. Jack's father, Edward Monroe, was a stateside Nazi sympathizer who - much to the dismay of his wife Mary Ellen - severely beat Jack and his older sister Jill whenever they ventured into the basement, which was filled with Nazi paraphernalia. When Jack was eight, he decided to bring some pieces of his father's Nazi collection to school for "show and tell," in hopes of looking like a big shot in front of his friends. Three days later, Jack was accosted by F.B.I. agents who, over the course of several days, won Jack's trust and began asking questions about Ed Monroe. Eventually, Jack broke down and told them about the basement and what was there. They took the senior Monroe away in handcuffs and soon after, it was discovered that nearly the entire town was involved.

The children of Clutier were mentally reconditioned to repress their childhood memories and were placed in foster homes spread out across the country with new, hypnotically suggested memories centering around these new families. It was decided early on that Jack would be the Bucky of a new generation. His involvement in the discovery of Clutier's betrayal made him the perfect candidate. Once his past was revealed, the public would eat it up. A boy so dedicated to his country, he turned in his own traitorous parents. To insure Jack wouldn't seek out his real parents if his memories of Clutier were ever restored, an alternate set of memories was also implanted to convince him that his parents had been found guilty of treason and executed for their crimes. But because Jack's past was never revealed these memories would remain dormant for decades.

Jack's new home was in Naugatuck, Connecticut. Because of the government's plans for him, he was encouraged to learn everything he could about Captain America and Bucky. In 1952, Jack's foster parents - government agents assigned to raise him until he was prepared to be trained as the new Bucky - were killed by Communist spies during the height of the Korean War and he was left in the custody of his "aunt" and "uncle." However, because his aunt Joanie was a victim of alcoholism, Jack was soon after placed in McMurtry's Foster Home where he was enrolled in the Lee School for Boys. It was there that the government arranged for Jack to befriend a teacher who shared his obsession with Captain America and Bucky - a man named "Steve Rogers." This man's incredible devotion to his idol had driven him to seek out the Super-Soldier formula, change his name, even his face, in hopes of replacing the hero he alone suspected to have been killed in World War II. The end of the Korean War - and the government's subsequent lack of interest - cancelled those plans. Dejected, Steve turned to teaching.

But it wasn't long before the Red Menace reared it's ugly head right in the heart of America. Steve and Jack decided they had no choice. They injected themselves with the long hidden Super-Soldier serum and Captain America and Bucky were reborn. But, unchecked by the stabilizing vita-rays which had been used on the real Cap, the Super-Soldier serum began to destroy their minds. The incomplete treatment drove both of them into a hyper-paranoid delusional state and their commie-hunting tactics managed to make Joseph McCarthy look tame by comparison. They were apprehended by the F.B.I. and when science couldn't find a cure for their condition they were cryogenically frozen in the hopes that someday they could be restored.

In 1972, they were roused from their decades-long slumber by someone whose political realities were as confused as theirs. Still lacking a cure for the chemically-induced insanity which controlled them, their first objective was to neutralize the traitor who had besmirched the good name of Captain America during their years of sleep. Little did Steve and Jack realize this "traitor" was, in fact, the original Cap who had been revived from a similar state of suspended animation years earlier. After they were defeated, the misguided heroes were again placed in suspended animation.

Several years later, the government, feeling responsible for them, roused Steve and Jack and turned them over to a mental institution in the Catskills. They weren't aware, however, that the administrator of that hospital was the infamous mind-manipulator Doctor Faustus. Faustus transformed the ersatz Cap into the Grand Director of the fascistic National Force. To prove the loyalty of his new creation, he ordered the Grand Director to kill Jack. The Director did as ordered, shooting his loyal partner point-blank in the head. Soon after, grief-struck by this abominable action on his part, the Grand Director performed a fatal act of self-immolation. Jack was not dead though, the gun had been loaded with blanks. Faustus, it seemed, had intended on keeping Jack alive to be used as one of his puppets. Before this could occur, though, Faustus was thwarted by Captain America and Daredevil. Jack was then placed into the custody of a S.H.I.E.L.D. run hospital in Washington where he underwent several years of psychiatric therapy. Mixed into the less-than-sterling treatment were several rounds of cerebral chemical depressants and stimulants. Eventually, a cure was developed for Jack's condition; he was given a three-week reorientation course and then thrust into the relatively complex world of 1983.

Once released, Jack sought out the friendship and tutelage of the real Captain America. In order to integrate him smoothly into modern society, S.H.I.E.L.D. decided that Jack be put into the blue and yellow spandex of Nomad, an identity that Cap had created at a time when he had lost faith in America. After a time, Jack went off on his own, ending up in Miami and helping to take down the drug empire of Ulysses X

Lugman, also known as the Slug. Not long after that, Jack reunited with Cap - at the time calling himself "The Captain" during his resignation as Captain America - along with the Falcon, Demolition Man and Vagabond to oppose the Commission on Super-Human Activities.

After a falling out between him and Cap, Jack once again struck out on his own, returning to Miami to combat Umberto Safilios, a local pimp and narcotics trafficker. When Patty Joplin - working as both a prostitute for Safilios and as Jack's informant - was killed, Jack investigated and discovered her parents were southern money. Patty, it turned out, was killed because she knew too much about Safilios' dealings with D.E.A. agent Joseph Kittle, concerning a drugs for weapons trade. Safilios was responsible for her murder, but was also the father of her child, thus stalemating a rivalry between him and Miller Joplin, Patty's father.

Safilios had also arranged for the shooting of another girl who happened to work at the electronics company that was developing software for the super-gun which was at the heart of the drug/arms deal. Jack followed the trail up through Lexington, Kentucky to Minneapolis, Minnesota, where he rescued a prostitute's daughter from Eddie Vanelli, another pimp/drug dealer involved in the whole dirty affair. Realizing she had no future with her substance-abusing prostitute mother, Jack adopted the child himself and named her "Bucky." The whole fiasco came to a head in Juneau, Alaska, where Jack used a disk he had aquired in Minnesota to reprogram the super-gun to respond only to him, thus rendering it useless to everyone else. While trying to escape, he was confronted by Captain America and had a final show-down with the Commission, Umberto Safilios and both the American and Russian militaries. Forced to use the gun he had intended to disable, Jack killed virtually everyone between him and freedom and fled with Bucky down through Canada to Seattle.

It was there that Jack had his first encounter with Giscard Epurer, a man who would turn out to be a key player in Jack's life in the next few months. Continuing south, Jack wound up in L.A., hooking up with a network of con-artists, petty thieves and prostitutes known as the Undergrounders. Jack settled down for a short time, but during that period Jack confronted a number of adversaries, including U.S.Agent, Deadpool, The Punisher and an evil doppelganger of the X-man, Gambit.

After fighting for his life in the Rodney King riots, Jack decided to blow out of town. As he travelled across the south, Jack was forced to confront the realities of the homeless, A.I.D.S., gay rights and the hate spawned by ignorance. During this time, Epurer had located Bucky's mother, cleaned her up and molded her into a killing machine to defeat Jack for the possession of her daughter. Jack reluctantly conceded that she was capable of taking care of both herself and Bucky and left them to start their life together.

Immediately after, Jack was kidnapped by Doctor Faustus who manipulated him into attempting to assassinate the Slug, thus giving Faustus a monopoly on the Florida drug market. Captain America intervened and prevented Jack from murdering both the Slug and Faustus. Ultimately though, Faustus was killed on the grounds of the minimum security prison he had been sent to after Jack broke in and shot him. Jack had been consumed with hatred because Faustus had caused him to recall the grim spectre of his childhood during his brainwashing sessions.

After several more entanglements involving the Six-Pack, S.H.I.E.L.D. and the Man-thing, Zaran the weapons master was hired to kill Jack. Zaran failed and when interrogated, claimed his employer to be Giscard Epurer. When Jack tracked him down in Washington D.C., Epurer revealed Zaran's true employer to be Bart Ingrid, who Jack had bullied around as a child. Ingrid had risen up through the Senate, was a top-candidate for Ross Perot's running-mate in the 1996 elections and had secretly revived the Nazi movement in Clutier. Epurer sent Jack to Clutier to neutralize the militia camp and rescue his covert operative, Bucky's mother.

During a brief reunion with his sister Jill, who had returned to Clutier as an adult, Jack learned that his mother and father had not been executed and that his mother was still alive, but very ill. Having received directions from his sister, Jack stormed the camp and found Bucky's mother dead, killed at the hands of the super-aryan, "88" who possessed a new super-gun. Jack managed to reprogram this new gun with the disk he used on the first one in Alaska, take control and use it to destroy the camp.

Jack then returned to Washington where he attempted to stop Ingrid's last-ditch attempt to detonate a bomb in the Senate House. With a stripped-down version of the super-gun he killed Ingrid, setting off the case of explosives. Feeling responsible for her after the loss of both her mother and her adopted father, Epurer took Bucky into his custody. Jack, however, had just barely survived. Several people had been killed in the explosion and Vernon Hatchway - the F.B.I. agent given the task of killing Jack - switched him with one of the bodies. Hatch placed Jack in cryogenic freeze once again, to be revived when the people of America would understand Jack's cause and let him fight for it.

Jack recently made his reappearance as the latest Scourge.

## **Scream**

## **Scream**

Fighting: Incredible  
Agility: Amazing  
Strength: Remarkable  
Endurance: Monstrous  
Reason: Poor  
Intuition: Typical  
Psyche: Remarkable

Health: 195  
Karma: 40  
Resources: None

Popularity: 0

**Known Powers:**

Energy Body: Scream has no physical body, but is a construct of sonic energy. As such Scream has Unearthly protection from physical and kinetic attacks. Anyone touching it automatically takes Unearthly energy damage. Scream has also developed the following power stunts:

- Flight: Amazing air speed
- Disruption: Unearthly damage to non-living targets, Monstrous damage to a living target, Incredible damage to an entire area.

- Stunning Scream: Targets are stunned for 1-10 rounds unless making a successful red Endurance FEAT.**

**Limitations:**

**Mute. It is incapable of speech**

**Susceptible to sonic and energy attacks on the same frequency as Scream**

**Talents:**

**None**

**Contacts:**

**Redeemers**

**History:**

**Scream is a being composed of sonic energy. Scream was apparently created through experiments by the CSA, for shady dealings. However, Scream broke free and didn't know what to do in life, and ended up causing several crimes. Scream was brought into the Redeemers to redeem the identity of Screaming Mimi, which was once worn by Songbird. Scream never talks, moves silently, and is unknown if it is either male or female. Scream's sonic abilities cause vertigo and disorientation. Scream can also fly and apparently can't be killed.**

**Screaming Mimi**

**Screaming Mimi**

Mimi Schwartz

Fighting: Ex  
Agility: Ex  
Strength: Rm  
Endurance: Rm  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 100  
Karma: 18  
Resources: Ty  
Popularity: -5

**Known Powers:**

Sound Generation- Hypersonic scream: 4 areas

- In sonic damage to all in her area.
- Rm stunning, End. FEAT or lose consciousness for 1-10 rounds, this attack affects 1 entire area up to 4 areas away.

- Holographic Illusions: Ex, cause Gd damage**

**Talents:**

**Wrestling**

**Secret**



## **Secret**

Suzie a.k.a: Subject 2TDII

Fighting: Poor  
Agility: Typical  
Strength: Poor  
Endurance: Typical  
Reason: Good  
Intuition: Typical  
Psyche: Excellent

Health: 20  
Karma: 36  
Resources: Feeble  
Popularity: 0

### **Known Powers**

Air Animation: Incredible

- Fog: Secret may generate Incredible intensity fog.

Body Transformation-Gas: The Secret's body is composed entirely of an unknown misty substance. This provides several unique abilities:

- Immune to all physical or energy attacks
- Sneak out of any size crack
- Change shape at will
- Can assume a solid body for 1-10 turns

Dimension Travel: Secret has Remarkable ability to travel to the Abyss only.

- Smoke jump: Secret may teleport small distances by traversing the Abyss

- Can teleport objects into the abyss with Excellent ability.**

**Flight: Suizie's misty body enables her to fly with Remarkable speeds.**

### **Limitations:**

**Secret has a phobia against electricity.**

### **Talents:**

**Acrobatics, Escape Artist**

### **Contacts:**

**Young Justice**

### **History:**

**The girl who would one day become Secret was killed by her brother by electrocution. Somehow her death resulted in more of a**

transformation than an ending. She became a smoke creature and came into the possession of the D.E.O. The Governmental agency called the Department of Extranormal Operations sent her to the Wabe, a holding facility that housed numerous youths with superhuman and metahuman abilities. During transportation, which most likely would have resulted in her termination, the girl escaped. The young heroes Superboy, Robin, and Impulse united to track her down and when they found and captured her she told them her story, what she knew of her past. The trio let her free and told the authorities and their mentors a fabricated story, making the girl become the boys Secret.

Initially Secret followed the boys around in their lives and sought out other young heroes as well. She met up with the second Red Tornado, the android John Smith, and they got to talking to one another. She met up with the boys, as well as Arrowette and Wonder Girl, in a conflict with the metahuman teenager called Harm. He attacked Arrowette and was defeated by the youths when they worked together as a group. This caused them to join together as an official group and gave Secret a home. She exhibited powerful abilities when she defeated Despero using some kind of teleportation ability that required a pit stop in an abysmal, hell-like plane of existence. She was given the name Suzie by Arrowette and soon learned of her common history with Harm. He was Suzie's brother and the cause of her death. After his resurrection it was Suzie who defeated him. Somehow she was tied to death itself, though her exact nature remained a mystery. Now, with her smoke-jump teleporting abilities, metamorphic abilities and strength of heart she became an asset to the team. Due to her choppy memory and shrouded history the Young Justice team became Suzie's only family.

During a conflict with villains that caused a de-aging epidemic among the active hero population Suzie became an adult version of herself. In the event, dubbed "Sins of Youth," Suzie became competent and comfortable with herself, much more so than she ever had been as a teenager. With her newfound confidence and ability she was reluctant to return to her proper and natural age, but agreed to do so because of a promise Robin had made to her about being there for her. Not before being told by Darkseid that she was promising and full of potential, and being encouraged to embrace her dark powers, she attacked Robin's girlfriend Spoiler. Caused by a jealous outburst she began to threaten Spoiler's life and was talked down by Robin. Regardless of the heroism she had exhibited in the past, her dark streak had become quite visible.

#### Seeker



#### Seeker

Joseph Monroe

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Incredible  
Reason: Good  
Intuition: Incredible  
Psyche: Amazing

Health: 100  
Karma: 100  
Resources: Good  
Popularity: 0

Powers:

**Mental Powers:** Joseph Monroe is a mutant with powerful psionic abilities.

**Astral Projection:** He can enter the astral plane at will with IN ability. On a Yellow power FEAT roll he can take his material body with him. He also receives +1CS to Psyche when fighting on the Astral Plane.

**Telekinesis:** Monstrous

- Force Bolt: Monstrous
- Force-Field: Amazing
- Flight: Incredible

**Telepathy:** Monstrous

- Mental Probe: Amazing
- Illusion Generation: Incredible ability to project illusions directly into a targets mind.
- Psychic Detection: Amazing. cannot be blindsided.
- Psychic Invisibility: Incredible
- Project Thought: Monstrous
- Mental bolts: Amazing mental bolts. These bolts directly affect a targets mind and ignore body armor.
- Induce Amnesia: Amazing ability to induce amnesia with a Red FEAT.

**Will Force:** He can mentally increase his telepathic abilities +2CS once a day. The duration of the increase depends upon a FEAT roll:

- Red: 10 rounds;
- Yellow: 8 rounds;
- Green: 5 rounds;
- White: 3 rounds.

**Teleportation:** Excellent ability to teleport up to 25,000 miles. He can teleport himself and two other people. Passengers must make an End FEAT or be knocked out for 1-10 rounds.

**Psionic Armor:** Joseph has developed a kind of psionic armor that acts as Incredible protection vs. all attacks and Monstrous vs. mental attacks.

Talents:

Acrobatics, Resist Domination, Martial Arts D, Meditation, Streetwise

Contacts:

History:

## Sentinel



## Sentinel

Alan Scott

Fighting: Excellent  
Agility: Excellent  
Strength: Good

Endurance: Incredible  
Reason: Excellent  
Intuition: Excellent  
Psyche: Amazing

Health: 90  
Karma: 90  
Resources: Excellent  
Popularity: 10

Known Powers:

Equipment:

Green Lantern's abilities stem from the possession of a ring carved from a magical green meteorite, the Starheart. The Power Ring is made from CL1000 strength material and imparts the following powers:

- Energy Solidification: This "power ring" can generate and focus a form of emerald "force" energy into a variety of shapes with Unearthly effect. The limits of variation are constrained only by Green Lantern's imagination and will power.
- Flight: Monstrous
- Phasing: Incredible
- Body Resistance: Good
- Life Support: CL1000

Mystical Lantern: CL1000 material strength  
Energy Sponge: Unearthly  
Invisibility: Incredible

Limitations:

- The power ring energy is ineffective against wood. Items made of wood cannot be lifted or broken by energy from the ring nor can barriers of emerald energy stop projectiles crafted from wood.
- The ring must be recharged every 24 hours within the lantern
- His Endurance drops to Excellent when not wearing the ring.
- As Sentinel, his powers changed slightly and he no longer has these weaknesses.

Talents:

Engineering, Repair/Tinkering, Martial Arts E

Contacts:

Justice Society of America, Infinity Inc.

History:

Though he was never an actual member of the Green Lantern Corps, the story of Alan Scott, first known as the Golden Age Green Lantern and now Sentinel, is older than the Corps itself.

Three and a half billion years ago a humanoid race from the world of Maltus sought to bring order to the stars. An offshoot of the race became known as the Guardians of the Universe. They sought to remove magic from the universe, and laid siege to the necromantic forces of the cosmos. The war was costly on both sides. The last to fall was the powerful Empire of Tears, finally subdued by the Guardians on the tombworld of Ysmault.

After the wars, the stray mystical energies were gathered and bound in an orb called the Starheart. Its strength grew over the eons, and eventually it became self-aware and was known as the Green Flame of Life. Though the Guardians were powerful, the force of magic was something that could not be contained forever. In preparation for this day, the Starheart willed a small portion of itself to travel through the universe to fulfill its destiny. As it travelled through space, the piece of the Starheart gathered debris over the centuries until it resembled a meteor.

Three billion years ago, the Green Lantern Corps was created. Wielding the mighty power ring, the Green Lanterns continued the Guardians' quest for order.

Two thousand years ago, one of the greatest of the Green Lanterns, Yalan Gur of Space Sector 2814, was nearly killed by a yellow beast. The Guardians removed his ring's yellow impurity, rather than risk losing their best Green Lantern to an arbitrary weakness.

Yalan Gur was soon corrupted by his power, forcing his will on the people of ancient China. The Guardians had no recourse but to instill a new weakness in Yalan Gur's ring to humble their errant Green Lantern. He was now vulnerable to the wood of the peasants' weapons. The Green Lantern was badly injured by the angry humans.

So enraged by the humans' attack and by the Guardians' apparent betrayal, Yalan Gur did not order his ring to repair his wounds. Mortally injured, he plummeted to Earth, the air friction setting him on fire.

The wandering piece of the Starheart felt Yalan Gur's pain and joined with the Green Lantern. He died during reentry to Earth's atmosphere,

his life force absorbed by his power battery. Its casing melted and fused with the piece of the mystical Starheart. The Guardians left the remains on Earth, as a monument and prison to a fallen Green Lantern.

The remains were found by local villagers and considered a meteor. Chang, a lamp maker that dabbled in sorcery, heard a mental cry from Yalan's tortured spirit. "Three times shall I flame green!" it spoke, "First - to bring death!" it promised in rage, "Second to bring life!" in its remorse, and "Third - to bring power!" in his desire to live again.

Chang had read prophecy regarding the strange green meteor and took a part of it, frightening the people of the village. They had believed Chang and the fallen star were evil. Chang made a lamp of the molten metal, angering the villagers to the point of attacking him. They burned his books and it was believed they had killed him. In turn the villagers were killed by green flame of the lamp. "First - to bring death!"

The lamp passed through many hands over the years. It brought good luck and fortune to the good of heart. To the evil, though they might achieve mighty conquests, in the end it brought destruction.

In the twentieth century, the lamp was brought to America by a trio of adventurers who had tracked the pirates of the China seas. Eventually, it was abandoned just north of Gotham City, outside the Arkham Asylum for the Criminally Insane.

The lamp was found in a trash can and given to one of the patients, Mr. Billings. He had killed his broker in the aftermath of the stock market crash of 1929. Billings was fond of working with metals, and transformed the Chinese lamp into a train lantern.

As the lantern flamed with light, Billings was cured of his insanity. Soon, he walked out of Arkham Asylum a sane man. "Second - to bring life!"

In 1939, the lantern and engineer Alan Scott were onboard a train testing the newly constructed Trestle Bridge in the American West. A fellow engineer of Scott's was worried about their competitor in the bid for the bridge, an unscrupulous man named Albert Dekker. Scott did not believe Dekker would stoop so low as to sabotage their trial run, but he was wrong. While crossing the bridge there was a mighty explosion, the train was hurled to the ground below.

All on the train were killed, except for Alan Scott. The green lantern's flame illuminated the wreckage and spoke to Scott, telling him much of its story. The flame promised Scott that power over the dark, evil things would be his if he had faith in himself. If he lost his faith, he would lose his power, because willpower was the flame of the green lantern. Scott was told to carve away part of the lantern to make a ring of power. The ring would need to be touched to the green lantern once every twenty-four hours.

Alan Scott donned the costume and name Green Lantern to bring justice to the world and after several adventures in Metropolis, he moved to Gotham City in early 1940, taking a job with WXYZ, a radio station. He began as a news reporter and soon became somewhat a star in his own right, with many reports about the new hero, The Green Lantern. At the station, his confidant and chauffeur was Charles "Doiby" Dickles, a cabbie who later became aware of Scott dual ID and aided him on many cases.

After meeting another hero, Keystone City's Flash, The Green Lantern was asked by the US government to aid British Intelligence. That case led to the formation of the Justice Society of America, which he was a founding member and second chairman.

Green Lantern was present at the hearings in 1951 in which he, along with the rest of the JSA, was instructed to reveal his identity to the public and to submit to questioning by the committee. He declined and retired from active service with the JSA. During the following years, Alan Scott consolidated his efforts at the Gotham Broadcasting Company and rose to an executive position. In the early 1960's, the criminal known as the Reaper attempted to consolidate the criminal factions in Gotham City under his control. The Green Lantern emerged from retirement to address this menace but was critically injured in the fray. This led to a search by some newly re-active members of the JSA, but the Reaper had fled Gotham, not to return for many years. Green Lantern, along with several other JSAers, was captured by Vandal Savage in the early 1960's, only to be freed later by the combination of the Flashes of Earths One and Two. When the JSA resumed regular meetings shortly thereafter, Green Lantern returned to active membership.

Alan Scott came out of retirement in the early 1960's to stop a criminal known as the Reaper who attempted to gain control of all criminal organizations in Gotham City. Green Lantern was critically injured with his battle with the Reaper which led to the reforming of the Justice Society of America and to their first meeting with their Earth-1 counterparts. Alan Scott was quite active over the next 20 years and participated in many JSA and JLA cases.

After Crisis on Infinite Earths, Alan and the rest of the Justice Society were taken into Ragnarok to prevent the destruction of Earth where they remained for many years. They were rescued by Wave Rider and the Spectre to help fight the demon Abraxis. The JSA reformed and continued their fight against crime that led to fight their old foes again, Ultra Humanite and Kulak. Years later, Alan mysteriously regained his youth by the Starheart, the source of his power. This was only a lure to draw Alan to the Starheart where he faced the Starheart and defeated it. The Starheart escaped and Alan Scott returned to Earth.

After strange time anomalies were happening all over Earth, Dr. Fate summoned the entire JSA to help right the universe. They were lead to Extant where many of the JSA were slain in this assault and the surviving members were greatly aged. Green Lantern survived by the protection of his ring and fled to Earth with the rest of the JSA. Alan Scott finally retired and gave his ring to Kyle Rayner, Earths current Green Lantern. Alan came out of retirement after discovering he had the innate abilities of the ring and donned a new costume and named himself Sentinel.

As Fate, the successor of Doctor Fate slowly began to explore his powers, the mystics of the DC Universe banded together to see if Fate posed a threat to them and Earth, Sentinel was one of them. Sentinel and Fate have no friendship between them as Sentinel believes that Fate was the wrong person to inherit the powers of the original Doctor Fate. However on several occasions they have made an excellent team. The current Green Lantern asked Sentinel for advice on what it means to be a hero and to wear the ring but he soon learned that

Sentinel now performs his tasks much different then he did when he was the original Green Lantern. Sentinel has even been used as a pawn against the new Fate by a Lord of Chaos.

Alan Scott's ring was destroyed in Zero Hour by Extant. The lantern and ring was carved from the starheart, which after the ring was destroyed, still left him with the same powers. This is from having contact with it for so long.

Recently, Alan fought the Starheart again, a battle that nearly killed him and sent his powers haywire. Only with help from Jade (his daughter) and Green Arrow II, was he able to siphon the excess power. Unfortunately, this drained most of his innate abilities which re-aged him to his correct age. Donning his old costume again, Sentinel became Green Lantern again and has made his way back into the new JSA.

## Sentinels



### MARK I

Fighting: Rm  
Agility: Gd  
Strength: In  
Endurance: Mn  
Reason: Ex  
Intuition: Pr  
Psyche: Pr

Health: 155

#### POWERS

Robotic Construction: 20' tall, +2 CS to hit, immune to disease and gas attacks. Survive in vacuum indefinitely. Immune to all psionic attacks.

Flight: Gd

Mutant Detection: Can scan all living beings in 4 areas and determine if they are mutants or humans

Body Armor: Rm material, Ex protection vs. physical and energy

Energy Beam: Can fire a variety of energy beams from chest( plasma, electron, heat, etc.) 2 areas doing 30 damage

Stun Ray: Rm, 3 areas

Disintegrator Beam: 2 areas, in 1 round can disintegrate one cubic yard of Rm strength inorganic matter

#### TALENTS

None displayed

### MARK II

Fighting: In  
Agility: Ex  
Strength: Mn  
Endurance: Un  
Reason: Ex  
Intuition: Gd  
Psyche: Ty

Health 235

#### POWERS

Robotic Construction: 20' tall, +2 CS to hit, immune to disease and gas attacks. Survive in vacuum indefinitely. Immune to all psionic attacks.  
Flight: Rm

Mutant Detection: Can scan all living being in 6 areas and determine if they are mutants or humans

Body Armor: In material, Rm protection vs. physical and energy

Energy Beam: Can fire a variety of energy beams from chest( plasma, electron, heat, etc.) 6 areas doing 50 damage

Gas Jets: In hands, Rm, 2 areas

Adaptability: Can adapt to defend against any attack up to Un rank (deflected Thor's hammer once) Requires one round to study power to come up with defense...all info relayed to other Sentinels for future use.

Self-repair: Ex per round....as long as 50 points remain.

Mutation: Number 2 was effected by solar flares and mutated gaining teleportation of Shift-X, shows up as a mutant on all detectors. Remote

Control: Requires special cybernetic helmet, -1 CS to all FASE abilities.

#### TALENTS:

None displayed

### MARK III

Fighting: Ex  
Agility: Gd  
Strength: In  
Endurance: Am  
Reason: Pr  
Intuition: Pr  
Psyche: Pr

Health 120

#### POWERS

Robotic Construction: 20' tall, +2 CS to hit, immune to disease and gas attacks. Survive in vacuum indefinitely. Immune to all psionic attacks.  
Flight: Gd

Mutant Detection: Can scan all living being in 5 areas and determine if they are mutants or humans

Body Armor: Ex material, Ex protection vs. physical and energy

Energy Beam: Can fire a variety of energy beams from chest( plasma, electron, heat, etc.) 2 areas doing 30 damage

Gas Jets: In hands, Rm, 2 areas

Atmos-Sphere: Create life support bubble In, holds up to 6 people. Used to transport people to space.

#### TALENTS

None displayed

### MARK IV

Fighting: Ex  
Agility: Ex  
Strength: Am  
Endurance: Mn  
Reason: Ty  
Intuition: Ty  
Psyche: Pr

Health 165

#### POWERS

Robotic Construction: 20' tall, +2 CS to hit, immune to disease and gas attacks. Survive in vacuum indefinitely. Immune to all psionic attacks.  
Flight: Ex

Mutant Detection: Can scan all living being in 7 areas and determine if they are mutants or humans

Body Armor: Rm material, Rm protection vs. physical and energy

Energy Beam: Can fire a variety of energy beams from hands or eyes( plasma, electron, heat, etc.) 2 areas doing Rm damage.

Learning Program: Special learning program gives them a +1CS to hit after 3 rounds of study, information is relayed to all other Sentinels for use, but only of same model type. Specialized weapons can be created but takes a week to assemble and mount to Sentinels.  
Gas Jets: In hands, 30, 2 areas Catch Web Cables: Rm material, fired from wrists, 2 areas.  
Searchlights: From eyes, 2 area volume, 5 areas away.

#### TALENTS

None displayed

#### MARK V

Fighting: Ex  
Agility: Ex  
Strength: Am  
Endurance: Un  
Reason: Gd  
Intuition: Ty  
Psyche: Pr

Health 190

#### POWERS

Robotic Construction: 20' tall, +2 CS to hit, immune to disease and gas attacks. Survive in vacuum indefinitely. Immune to all psionic attacks.  
Flight: Ex  
Mutant Detection: Can scan all living being in 1 mile and determine if they are mutants or humans  
Body Armor: Rm material, Rm protection vs. physical and energy  
Energy Beam: Can fire a variety of energy beams from hands or eyes( plasma, electron, heat, etc.) 2 areas doing 50 damage.  
Learning Program: Special learning program gives them a +1CS to hit after 3 rounds of study, information is relayed to all other Sentinels for use, but only of same model type. Specialized weapons can be created but takes a week to assemble and mount to Sentinels.  
Gas Jets: In hands, Rm, 2 areas  
Cold Beams: liquid nitrogen spray from eyes. END FEAT against stun, stun results in being sheathed in ice, Gd material strength.

#### TALENTS

None displayed

#### MARK VI

Fighting: Rm  
Agility: Ex  
Strength: Am  
Endurance: Shift-X  
Reason: Gd  
Intuition: Gd  
Psyche: Pr

Health 250

#### POWERS

Robotic Construction: 20' tall, +2 CS to hit, immune to disease and gas attacks. Survive in vacuum indefinitely. Immune to all psionic attacks.  
Flight: Ex  
Mutant Detection: Can scan all living being in 2 miles and determine if they are mutants or humans  
Body Armor: Rm material, Rm protection vs. physical and energy  
Energy Beam: Can fire a variety of energy beams from hands or eyes( plasma, electron, heat, etc.) 2 areas doing 40 damage.  
Learning Program: Special learning program gives them a +1CS to hit after 3 rounds of study, information is relayed to all other Sentinels for use, but only of same model type. Specialized weapons can be created but takes a week to assemble and mount to Sentinels.  
Gas Jets: In hands, Rm, 2 areas  
Invisibility: Liquid crystals gives them Ex invisibility vs. radar and normal vision

#### TALENTS

None displayed

#### Omega Series (hunter-killers)

Fighting: Am  
Agility: In  
Strength: Am  
Endurance: Shift-X  
Reason: Ex

Intuition: Gd  
Psyche: Gd

Health 290

#### POWERS

Robotic Construction: 20' tall, +2 CS to hit, immune to disease and gas attacks. Survive in vacuum indefinitely. Immune to all psionic attacks.  
Flight: Rm

Mutant Detection: Can scan all living being in 10 miles and determine if they are mutants or humans

Body Armor: In material, In protection vs. physical and energy  
Energy Beam: Can fire a variety of energy beams from hands or eyes( plasma, electron, heat, etc.) 6 areas doing Am damage.

Learning Program: Special learning program gives them a +1CS to hit after 2 rounds of study, information is relayed to all other Sentinels for use, but only of same model type. Specialized weapons can be created but takes a week to assemble and mount to Sentinels. All mutants known living or dead in the 21st century are known.

Electrical Insulation: Ex

Darts: 10 steel javelin darts in trunk, 3 areas, Ex damage against Rm materials or less.

#### TALENTS

None displayed

### **Omega Series (executive type)**

Fighting: Am

Agility: In

Strength: Am

Endurance: Shift-X

Reason: Rm

Intuition: Ex

Psyche: Gd

Health 290

#### POWERS

Robotic Construction: 20' tall, +2 CS to hit, immune to disease and gas attacks. Survive in vacuum indefinitely. Immune to all psionic attacks.  
Flight: Rm

Mutant Detection: Can scan all living being in 10 miles and determine if they are mutants or humans

Body Armor: In material, In protection vs. physical and energy

Energy Beam: Can fire a variety of energy beams from hands or eyes( plasma, electron, heat, etc.) 6 areas doing Am damage.

Learning Program: Special learning program gives them a +1CS to hit after 2 rounds of study, information is relayed to all other Sentinels for use, but only of same model type. Specialized weapons can be created but takes a week to assemble and mount to Sentinels. All mutants living or dead in the 21st century are known

Electrical Insulation: Rm

Darts: 10 steel javelin darts in trunk, 3 areas, Ex damage against Rm materials or less.

Encephalo-scan: Can read target's brainwaves and determine if they are telling the truth. Red Psyche roll required or sentinel will know there is a lie.

#### TALENTS

Engineering, Genetics, Computers, Electronics

### **Nimrod**

Fighting: Am

Agility: Am

Strength: Am

Endurance: Shift-X

Reason: Rm

Intuition: Rm

Psyche: Gd

Health: 300

Karma: 70

Resources: In

Popularity: 10

#### POWERS

Body Armor: Am

Disintergrator: In

Energy Beam: Mn, eyes, hands, chest, 4 areas. Known beams- radiation, light, lasers, magnetism, heat

Force Field Generation: In

Hypersensitive Senses: CI1000, sight, hearing, and radio links. Does not suffer extra damage from sensory attacks. Neural Manipulator: Contact- roll vs. END or be stunned for 1-10 turns. If Nimrod grabs them a red FEAT is required until let go or unconscious.

Power Negation: Temporarily negates all powers within 1 area, red FEAT to keep powers.

Self-repair: Gd with 10% of health. 15 points per 1/2 hour. For each 20 points repaired it lowers at least one power -2CS.

Shapechange: appear human

Shockweb: 30, 2 areas away, 50 material strength. Requires a 30 FEAT to create and last for 1 turn.

Teleportation: 2 (5 miles)

Tractor Beam: Mn telekinetic beam, repel or attract. Propels 1 area per rank above 10, no damage.

### History of the Sentinels

The Sentinels are large semi-humanoid robots designed to locate and either capture or kill superhuman mutants. The creator of the Sentinels was the noted anthropologist Dr. Bolivar Trask. Although Bolivar Trask's principal field was anthropology he also had considerable talents in biophysics, cybernetics and robotics.

Trask first became aware of mutants when he learned that his son Lawrence ("Larry") was a mutant with precognitive abilities. He then embarked on a private anthropological study of the rapidly increasing emergence of superhumanly powerful mutants in the world. He became convinced that these mutants were the first of a newly evolving race of humanity and that they would use their powers to dominate the world and enslave humanity.

Thus, three years before his death, Trask founded a small group of researchers, led by himself and his now adult son, Larry, to compile evidence that superhumanly powerful mutants posed a threat to humanity. Then, using his considerable fortune, Bolivar Trask hired a large team of cyberneticists, roboticists, and engineers to construct the first Sentinels for him, following his basic ideas and designs. Bolivar Trask first publicly revealed the existence of the Sentinels in the course of live televised debate on the subject of the alleged "mutant menace" to humanity between himself and the geneticist and Professor Charles Xavier, secretly a mutant and the leader of the mutant team X-Men.

To date there have been six different models of the Sentinels plus some variants on an alternate Earth, including: the Mark I through Mark VI Sentinels, the Prime Sentinels, plus the variants the Tri-Sentinel and the Omega Sentinels.

Mark I Sentinels are Bolivar Trask's original Sentinels. Because neither the Trasks nor any of their employees were as skilled as such roboticists as Doctor Doom and Machinesmith, they created machines whose workings they could neither entirely comprehend or control.

The robots were sent to capture the mutants of the X-Men, but as the Sentinels were programmed to protect humanity from mutants, their logic led them to conclude that they could best do so by taking control of human society from the "imperfect" humans whom they considered to be their physical and intellectual inferiors. As a result, one of the Sentinels attacked Bolivar Trask as he tried to give some of them orders, and they kidnapped him. Trask was brought to the fortress he had had constructed for the Sentinels as a headquarters, where the X-Men were also being held captured captive.

There, the principal Sentinel, known as the Master Mold, attempted to force Trask to construct an army of more Sentinels, with which they could conquer the human race. Using a "psycho-probe," upon the X-Man called the Beast, Trask realized that he had been wrong, and that not all superhumanly powerful mutants would inevitably use their abilities against humanity. Trask sacrificed his life in destroying the Master Mold. Most of the other Sentinels were also destroyed in the ensuing explosion.

The Mark II Sentinels were for a long time the most powerful and nearly invincible Sentinels devised. They were designed and constructed under the supervision of Lawrence "Larry" Trask after his father's death. While some Mark II Sentinels, such as the "leader," designated Number Two, were constructed from the remains of some of the original Sentinels, many new ones were also built. Larry Trask wrongly blamed the X-Men for his father's death, and determined to have the Sentinels capture and imprison them and all other known superhuman mutants. When the medallion that his father gave him to suppress his mutant abilities was removed from Trask's neck, the Mark II Sentinels realized that Trask himself was a mutant. No longer believing themselves to have a human master, the Sentinels captured Trask and became their own masters. The X-Men succeeded in destroying several Sentinels, and finally convinced Number Two that the Sentinels should seek out and neutralize the principal cause of human mutation, rather than mutants themselves. Number Two led the remaining Sentinels off towards the sun, the source of mutation-inducing radiation on Earth.

But while orbiting the sun, the Sentinels concluded that since they lacked the means to destroy the sun, the mutant problem had to be attacked by a different means. The solar heat and radiation somehow caused Number Two to become capable of killing humans in order to safeguard the Sentinels' overall goals. It also somehow developed the ability to create space warps. Number Two led the Sentinels back to Earth where in the Great Australian Desert, they devised a means of triggering and controlling solar flares. The Sentinels intent was to create a solar flare that would sterilize all of humanity, thus preventing mutants (and normal humans, as well) from being born. The Sentinels would then artificially create a new human race that would be incapable of mutation. The hero team Avengers halted these plans, and all of the remaining Sentinels were deactivated or destroyed, and buried within a mound in the desert.

After the death of Larry Trask, ownership of the plans for the Sentinels fell under the control of the United States government. Dr. Steven Lang was placed in charge of a federal investigation of mutants that was intended to discover how mutations bestowing superhuman powers came about. Unknown to his employers, however, Lang had a fanatical, irrational distrust of superhuman mutants. He used his position to gain access to the Trask notes and designs, and then approached the Inner Circle of the Hellfire Club, which at that time was called the Council of the Chosen. The Club provided Lang with the money he needed to construct new Sentinels and to create an orbiting space station headquarters, unaware that Lang's real intention was to destroy every superhumanly powered mutant he captured. Lang's Sentinels captured the X-Men, but his space station and the Sentinels were destroyed in a battle between the robots and the X-Men.

(Lang was left a "mindless vegetable," although he had imprinted his brain patterns in the computer-brain of his own 30-foot tall Master Mold. Master Mold attempted to continue his mission, but it was defeated in an encounter with the monstrous Hulk and left for dead.)

After the second Brotherhood of Evil Mutants' attempted assassination of Senator Edward Kelly (who was undertaking a public investigation of the possible menace posed by superhumanly powerful beings, especially mutants), the Office of the President inaugurated the secret and illegal "Project Wideawake," to investigate, and if need be capture, any superhumanly powerful mutant who the project directors believe may possibly pose a threat to "national security." The overall director of the project was special agent Henry Peter Gyrich of the National Security Council. With Senator Kelly as a special consultant to the Project, along with Sebastian Shaw, who, unknown to the government, is himself a mutant.

Shaw Industries which Shaw owns and heads, was licensed by the government under heavy secrecy to construct Sentinels for use by Project Wideawake and by the Department of Defense. Shaw produced three models of Sentinels, Mark IV, V & VI, with new design modifications. Without the knowledge of the government, Sebastian Shaw had used Sentinels to attack the X-Men in his role as the leader of the would-be world-dominating Inner Circle of the Hellfire Club.

Two other known models of Sentinels were created in the future of an alternate Earth. In this alternate reality, the second Brotherhood of Evil Mutants succeeded in assassinating Senator Robert Kelly. As a result, a presidential candidate was elected on an extreme anti-mutant platform, and his administration unleashed Sentinels, giving them a broad mandate to eliminate the mutant "menace" permanently. The Sentinels did so by taking over the United States and the rest of North America, and killing or capturing virtually all superhuman beings, whether they were mutants or not. Captured mutants who were not killed were incarcerated in concentration camps called "mutant internment centers."

During this time a new model of Sentinel was created, the Omega series, which were especially designed for hunting and killing superhuman mutants. The specifications of the Omega series are unknown. Like other Sentinels, they have tremendous strength are highly resistant to damage, and can fly using propulsion units in their feet. Omega Sentinels can fire energy blasts from their palms, and form non-metallic "catchwebs" from their fingers in order to imprison opponents. Omega Sentinels contain self-repairing systems. Like Mark II Sentinels they can analyze an opponents abilities and adjust their weapons systems to deal with his or her powers. During the Sentinels' reign in this alternate reality, "Project Nimrod" created the most advanced version of a Sentinel robot possible using that reality's technology. The product of Project Nimrod, the Sentinel called Nimrod, traveled to the prime reality, where it hunted superhuman mutants before becoming a crime-fighter and eventually died in battle with the X-Men and a revived Mark I Master Mold. (Nimrod and Master Mold would later return as a composite being named Bastion.)

Later, the Asgardian god of mischief, Loki, created a "Tri-Sentinel" as a last defiant act of vengeance against various heroes of New York. The Tri-Sentinel, a merger of three prototype Sentinels created by Shaw Industries, was commanded to destroy a nuclear facility on Long Island, the resultant explosion of which would destroy New York City, but the robot was destroyed by the hero Spider-Man, who at the time wielded the cosmic powers of Captain Universe.

The Tri-Sentinel was later rebuilt by the organization known as the Life Foundation in an attempt to replicate the robot for a state-of-the-art security force. Teaming up with the young hero Nova, Spider-Man managed to get inside the Tri-Sentinel and activate its' fail-safe device, which deactivated a shielded box containing Antarctic Vibranium - an synthetic form of Vibranium that is capable of melting metal. The Vibranium began melting the robots' components, but the Tri-Sentinel was determined to repair itself. The Tri-Sentinel eventually overloaded itself with the effort and exploded.

Months later, a time-travelling mutant named Fitzroy came to the prime reality. In establishing his role as a villain, Fitzroy later brought Sentinels from his version of the future-- Sentinels which were designed on the merger of Nimrod and Master Mold. Fitzroy used these Sentinels to destroy various people associated with the Hellfire Club, including the former White King, Donald Pierce, and the White Queen's young mutant team, the Hellions. Fitzroy and his Sentinels were later defeated by the X-Men and the Hellfire Club.

Later still, the psychic being known as Onslaught activated Sentinels that were in storage from Project Wideawake. Onslaught used the Sentinels in his attempt to seize control of New York City, laying waste to the city and battling many hero teams, including the X-Men and the Avengers. With Onslaught's defeat, the Sentinels were presumably returned to storage.

Almost immediately afterward, the being Bastion, now connected with the United States government, initiated Operation: Zero Tolerance, which activated a much more advanced type of Sentinel, the Prime Sentinel. These Sentinels were actually humans who had been fitted with cybernetic nanotech implants which, upon activation, transformed the humans into armored beings with powerful weapons systems. These altered humans set up as "sleeper" agents, unaware of their natures until a signal from the OZT base activated their programming. These Sentinels were used by Bastion to capture Professor X for his own purposes, as well as attack various mutants associated with the X-Men across the country. Bastion and his Prime Sentinels were eventually defeated by the X-Men with help from the government agency SHIELD, who shut down Operation: Zero Tolerance.

Some of the left-over technology used to create Prime Sentinels were used by SHIELD in recreating the robot Machine Man into X-51.

## Sentry



## Sentry

Fighting: Ex  
Agility: Ex  
Strength: Mn  
Endurance: Un  
REason: Ty  
Intuition: Pr  
Psyche: Pr

Health: 215  
Karma: 14  
Resources: N/A  
Popularity: 0

### Known Powers:

Body Armor: Am

Invulnerabilities: immune to psionics, mental attacks, poison and disease.

Growth: various models at different sizes

- Sentry 213: Ex
- Sentry 372: Gd
- Sentry 459: Pr
- Sentry 9168: human size

Communication: CL5000 range but restricted to lightspeed.

### Energy Beam:

- Sentry 372: Am up to 5 areas
- Sentry 459: Am up to 10 areas
- Sentry 9168: Un up to 5 areas

Self-Healing: Sentry can repair himself if not below 0 health.

Other weapons: Sentry can have any number of extra weapons

- Sentry 372: this sentry can shoot forth from his eyes a beam of colloidal atoms that form into a cube which require Mn strength to get free of. The victim can do nothing else. The ray has a range of 1 area.**

## Sersi



### **Sersi**

Fighting: Gd  
Agility: Rm  
Strength: Am  
Endurance: Am  
Reason: Ex  
Intuition: Rm  
Psyche: In

Health:140  
Karma:90  
Resources:Rm  
Popularity:15

#### **Known Powers:**

Invulnerabilities: CL1000 vs. heat, cold, energy, electricity, radiation, toxins and disease. She does not age.

Cosmic Energy Manipulation: Mn

Metabolism Boost: she does not tire from physical exertion.

Energy Beams: Mn

Psionic Abilities:

Flight: Sh-X

image Generation: Un illusions

Levitation: Sh-X

Matter Transmutation: Un

Mind Control: Ex

Immortality

Telekinesis: In

force field: Rm

**Telepathy: Ex**

**Teleportation: Sh-Z, but a red psyche FEAT is required. If successful she arrives at the desired location but she must make a red endurance FEAT or be paralyzed for 1-10 round (no karma may be used).**

#### **Talents:**

dancing, fashion, Wrestling, Martial Arts A,C,E, multi-lingual

#### **History:**

Sersi is a third or fourth generation of the Eternals, an evolutionary offshoot of the human race. Sersi is the daughter of the Eternals Helios and Perse, and was probably born some time after the Great Cataclysm that destroyed the continents of Atlantis and Lemuria, during an extended ice age known as the Hyborean Age.

At a young age, Sersi differed from her fellow Eternals in her desire to live amongst humans. It was during her time in ancient Mesopotamia that Sersi first met Captain America, who had travelled back in time. While Sersi still had the appearance of a child at this time, she was already thousands of years old.

A few thousand years later, Sersi was based in ancient Greece, where she met the poet, Homer. Homer would later write one of the earliest works in Western literature, The Odyssey. The character Circe, who lived on an island in the Aegean called Aeaea, and turned the hero, Ulysses, and his men into pigs, was based on Sersi.

Unlike the majority of her fellow Eternals, who stay in their hidden cities, Sersi revels in her humanity, and has lived amongst humans more than any other Eternal, save the Forgotten One. Thus, it is no surprise to find that Sersi has lived in various places of historical importance, from Nero's Rome, to Camelot, the Court of the legendary King Arthur, where she helped Merlin the magician to defeat an impostor who had usurped his position.

In more recent times, Sersi was one of the Eternals anthropologist Dr Samuel Holden introduced to the world at large at New York's City College. Sersi became fascinated with the quiet spoken Doctor, and began a relationship with him. Although she gives the impression that she would rather be at a party, Sersi has proven to be a staunch ally to the Eternals in their recent struggles with the Deviants.

Sersi does value her independence however, and often refuses to come to the Eternals gatherings, preferring to party! It was during an instance such as this that Domo of the Eternals sent the Delphan Brothers to bring her to Olympia so that all the Eternals could form the Uni-Mind in order to debate their future. Sersi had decided not to attend as she would continue doing what she wanted regardless of the outcome anyway.

Unbeknownst to the Delphan Brothers, two of Sersi's party guests were actually members of Earth's Mightiest Heroes; The Avengers known as the Wasp and Starfox (They had actually crashed the party, much to Sersi's delight). They came to Olympia as well, where it was revealed that Starfox was actually the son of A'lars, brother to Zuras. While the majority of Eternals decided to leave Earth for space, Sersi was one who choose to remain.

Some time later, the Avenger Captain America had need of someone with illusion casting or shape changing abilities regarding a case he was working on. He found Sersi's address on the Avenger's database, and considered it worthwhile asking her for help. Sersi was more than happy to aid Cap, (she quite fancied him, and was constantly flirting with him, much to his embarrassment), although she told him it would require a favour from him in return, (an invitation to dinner as it turned out).

Sersi also aided the Avengers in their struggle against the Deviants and the Elder God Set. When her fellow Eternal, Gilgamesh, was injured while serving as an Avenger, the Avengers came to Sersi for help.

Due to her previous assistance, Avengers Chairman Captain America decided to ask Sersi to join the Avengers. Perhaps based on her attraction to Cap, or due to the fact that she discovered that she enjoyed heroics more than she let on, Sersi accepted Cap's proposal, and became one of Earth's mightiest.

Sersi proved to be a powerful addition to the Avengers roster, although her harmless flirtation still managed to embarrass Captain America. Sersi served with the team for quite a long time. Then, during an attack on the Earth by the Brethren, Sersi formed a Uni-Mind with the Brethren leader, Thane Ector. Such a union, between two different species, is forbidden by the Eternals, as it may lead to the breakdown of the Eternals mental disciplines.

Some months after this, Sersi became more aggressive, and was one of the Avengers involved in the attempted murder of the Kree Leader, the Supreme Intelligence, during the Avengers involvement in the Kree-Shi'ar War.

This aggressiveness may have been due to the Uni-Mind Sersi shared with the Brethren, or, it may also have been due to the machinations of Proctor, a man from an alternate reality who had been spurned by the Sersi from his world, and had created the Gatherers, and was planning to kill all the Sersi's across the multiverse.

During this time, Sersi began a relationship with fellow Avenger, the Black Knight. Unbeknownst to both of them, however, was the fact that Proctor was actually an alternate reality version of the Black Knight himself.

Sersi's now aggressive nature caused tensions between herself and her teammates. These tensions weren't helped by the fact that the newest Avenger, Crystal, had come between Sersi and the Black Knight. These tensions came to a tumultuous climax when the Avengers travelled to the planet Polemarchus, at the behest of it's leaders Arkon and Thundra. When the priest Anskar cowardly murdered the young Polemarchan girl, Astra, Sersi slew him in fiery retribution.

Returning to Earth, Sersi fled to Warrior Falls, Wakanda, in a futile attempt to try and escape the guilt she felt at her responsibility for Anskar's death, and the fear she felt due to her rash actions. The Black Knight found her, however, and convinced her to return to Avengers Headquarters. Sersi confessed to the Black Knight that she feared she was going insane. Little did either of them realize that Sersi's apparent instability was due to the subtle manipulations of Proctor.

Upon her return to Avengers Headquarters, Proctor used his powers to cause her to attack her fellow Avengers. She was only stopped by the intervention of the Vision, who was actually the Anti-Vision, a member of Proctor's own team of Gatherers who had infiltrated the Avengers in the guise of their teammate.

By this time, Sersi's fellow Eternals had become aware of her unstable nature, and had sent three of their kind, Ikaris, Arex and Sprite, to New York in order to return her to Olympia.

The Eternals feared Sersi was suffering from what they call the Mahd W'yry, a mental breakdown of the mind due to the Eternals

extended lives. Sersi rejected their archaic fears, and refused to accompany them back to her homeland, the Avengers were also loath to let them take her against her will, especially when they learnt that if she was found to be suffering from the Mahd W'yry the Eternals planned to 'cleanse' her of it by molecular discorporation, in other words, death!

A fight between the Eternals and the Avengers erupted, and was only contained when Sprite, who had learned of Sersi's feelings for the Black Knight, insisted that he be made her Gann Josin, a word the Eternals use to describe an intimate joining of two minds as soulmates, in their own personal Uni-Mind.

Before this could be further discussed however, Ikaris used his powers to cause it to happen, and the Eternals departed.

The Black Knight was less than enthusiastic at being used in this manner however, for he had come to the conclusion that it was Crystal he loved, not Sersi.

The Avengers, by their very nature, had little time to reflect on these matters before they were once again involved in other affairs, first with the assault on Proctor's Andean citadel, then against the Kree suicide squad, then in the Genoshian conflict, where Sersi fought Exodus, and even venturing to Lemuria, in a battle against Gaur.

Relations between the various teammates continued to deteriorate though, and Sersi remained in an unstable state. The Avengers called on former member Hank Pym to try and find out the cause of her problems. At one point, Sersi confided in Avengers butler Jarvis that she had been having dreams of a sort about a strange man dressed in black who was assaulting young men she had befriended. Jarvis probed her further, in an effort to have her talk about her fears, and she used her powers to pull the image of Proctor from her mind. Neither Jarvis nor Sersi had ever seen Proctor however, and both failed to recognize him.

Proctor was infact causing Sersi to befriend young men who he would then murder. He then contacted the NYPD and, on the pretence of being a concerned citizen, aided them in framing Sersi for the murders. Sersi was astounded at this new calamity in her life, and was astonished to find that members of the Avengers, her supposed friends, actually believed her capable of the crimes.

This was all part of Proctor's plan however, and he intended to have Sersi destroy the Avengers, her only real hope of salvation. When the police attempted to arrest her, Sersi destroyed Avengers mansion, and fled to Brooklyn Bridge in her maddened state, using the Gann Josin mind meld to call the Black Knight to her side, the two of them prepared to fight their fellow Avengers with all their power. When Sersi threatened Crystal however, the Black Knight faltered, and broke the Gann Josin bond, freeing himself from Sersi's control. Shocked by his betrayal, Sersi destroyed the Brooklyn Bridge, and seemingly the Avengers with it.

Confused, bewildered, and shocked at the person she had become, she was finally approached by Proctor, who revealed to her at last the full extent of his mad plan. Capturing her, Proctor returned to his New York base of operations, and revealed that it was he who was behind her madness and seizures, and it was he who was responsible for the murders of the young men. With her full memory of events returned to her once more, Sersi broke free from his control long enough to stumble upon Proctor's trophy room, where Ute, the defeated Watcher Proctor used to traverse the multiverse, lay in stasis, as well as the various Sersi's of other worlds Proctor had already defeated. In her confused state, the Gatherer Rik was able to contain her once again.

The Avengers meanwhile, didn't perish in the destruction of the Brooklyn Bridge, but were rescued by the Eternals Thena and Sprite. Based on the description Jarvis gave to them of the man in Sersi's dream, the Avengers had reached the conclusion that he was responsible for her actions, when they were approached by the astral form of Ute, who warned them that Proctor must be defeated, or all that is would cease to be. The Black Knight meanwhile, had reached the conclusion that he and Proctor were one and the same, albeit from differing realities.

Proctor meanwhile, had begun his final gambit, and was using the life energies of Sersi and Ute to collapse the various realities on one another.

The Avengers and their allies, Thena and Sprite, rushed to the scene, only to be confronted by the Gatherers. While his fellow Avengers fought the various Gatherers, the Black Knight approached Proctor himself, only to be defeated by the Ebony Blade from Proctor's own world! Sersi and the Watcher looked on helplessly from the vortex that contained them as Proctor began to 'gather' the Black Knight's essence into himself.

Proctor would have succeeded in 'gathering' the Black Knight, were it not for the timely intervention of Quicksilver, Crystal's estranged husband. Quicksilver was still suffering from injuries sustained in Genoshia though, and Proctor would have defeated him were it not for the combined powers of Crystal and Thunderstrike, who caused a terrific bolt of lightning to strike Proctor. This in turned freed Sersi and the dying Watcher.

Approaching Proctor, Sersi used his own sword to end his madness, once and for all. With his dying breaths meanwhile, Ute used his powers to undo the damage that had been done to Avengers mansion, the Brooklyn Bridge, and various other locations, as well as opening a dimensional rift to another reality. Sersi, fearing that the manipulations of Proctor were irreversible, decided to enter this door between worlds, so that she may be able to live free of his madness, of his curse.

The Black Knight, with his own mind clear for the first time in months, decided to join Sersi in her exile, in part because he felt in some way responsible for the suffering Sersi had endured, as well as because he knew that he wouldn't be able to remain in the Avengers if it would mean him coming between Quicksilver's attempts to reconcile with Crystal.

Thus the two Avengers entered the dimensional rift, never to see their colleagues again...or so they thought.

The two of them were actually headed for the Ultraverse, a world similar to their own, but also with vast differences. Becoming separated in the dimensional rift, Sersi ended up in Equatorial Africa, while the Black Knight found himself in Miami. If Sersi thought she would be free from disaster in this new world, she was mistaken. Almost straight away, she was possessed by the spirit of one of the Infinity Gems, fabled jewels of power that had once been the embodiment of the being known as Infinity.

The Gem that possessed Sersi had been separated from its fellow Gems for untold millennia, and now intended to use Sersi to be reunited with them once more, for the six other Gems had also been transported to the Ultraverse, along with Loki, the Norse God of lies. Sersi's will proved too strong for the Gem though, and her bond with the Black Knight caused her to seek him out. The Gem, realizing that she would fight it, gave her one day to make peace with her past.

The Black Knight meanwhile, had taken up with the superteam Ultraforce, the mightiest heroes of the Ultraverse. Learning of Loki's control of the Infinity Gems, he attempted to contact the Avengers, but was foiled when Sersi showed up. The Seventh Gem, realizing that it could use Ultraforce to reunite with its 'brothers', forced Sersi to send them after the six other Gems. The Black Knight and Ultraforce failed to wrest the Gems from Loki's control, however, and with her last act of free will before the Seventh Gem took control of her completely, Sersi returned them to their base.

Now totally under the Seventh Gem's control once more, Sersi became aware of the Grandmaster's presence in the Ultraverse. This Elder of the Universe had once controlled the Mind Gem, and had journeyed to the Ultraverse in an attempt to regain it once more. Realizing that it could use the Grandmaster in order to get close to Loki, and thus the other six Gems, the Seventh Gem forced the Grandmaster to do its bidding as well.

The Grandmaster approached Loki, and proposed a game. If he won, the Grandmaster would be given the Mind Gem. If Loki won, he would be told the location of the Seventh Gem. At first, Loki tried to gain the location using the Gems he already possessed. The Grandmaster was immune to their power though, protected as he was by the Seventh Gem. Thus Loki eventually accepted his challenge.

The game was called Worlds and Warriors, a simplified version of an Earth card game. Instead of cards, however, actual heroes would be used. The Grandmaster chose the Avengers, while Loki was given Ultraforce. Due to his membership of both teams, the Black Knight was made the 'wild card.'

Members of each team were pitted against members of the other. The Avengers, for their part, were told it was in order to stop Loki, and to save the Black Knight, while Ultraforce were told that the Avengers were part of an invading force.

The various battles ended in stalemates however, and Loki, claiming that he had only played not to lose, claimed victory. The Grandmaster, still in the thrall of the Seventh Gem, revealed Sersi to Loki. She would never have been able to get close to him were it not for the diversion. Launching herself at him, she was able to separate him from the Gems before he could act. Free at last to reunite with its brothers, the Seventh Gem released Sersi from its power. Reuniting with the six other Gems, they were rendered entirely sentient, anthropomorphing into something calling itself Nemesis.

Nemesis proclaimed a desire to create, and, joining elements from both the Avengers and Ultraforce's worlds, created a strange amalgam universe. There were too many conflicting elements though, and when Topaz made physical contact with Loki, elements from two wildly different continua, the structure snapped.

In her panic, Nemesis teleported to the Ultra's Earth, and intended to continue creating there, even if it meant the destruction of the world that was there already. The six other Gems were resisting her though, for the being called Nemesis lacked the controlling influence that was needed to unite them.

The Avengers and Ultraforce joined forces to stop her. Creating a diversion, they attacked her en masse, allowing the Black Knight to get close enough to separate the Gems once more.

In the resulting explosion, the Avengers were returned to their Earth, while Ultraforce, Sersi and the Black Knight returned to the Ultraverse.

In time however, the two Avengers found a way to return to their Earth, but not before travelling back in time to the era of the Crusades, where they fought the man who would become Exodus.

On their return to their correct time line, they two were separated once more. The Black Knight found himself in New York, but finding the Avengers dead in the wake of Onslaught, he joined the Heroes for Hire.

Sersi found herself in Lemuria, and learning of yet another plot by Ghaur escaped to get aid. Also finding the Avengers dead, she turned to the Heroes for Hire.

Foiling Ghaur's plot, Sersi and the Black Knight decided that after all they had been through, they both needed some time apart.

Sersi returned to Olympia, and, apart from aiding the Avengers in their battle against Mogana Le Fey, remained there until recently, when she joined the New Breed, a group of Eternals posing as a human super team, in order to control the Deviants, who have become mindless monsters.

Her ties to the Black Knight, and indeed the Avengers, remain strong however, and she may team up with them again in the future.

## Sersi's background information from Sersi's Loft

### Seth



### Seth

God of Evil, Usurper of Death

Fighting: Monstrous  
Agility: Monstrous  
Strength: Amazing  
Endurance: Shift-Z  
Reason: Incredible  
Intuition: Remarkable  
Psyche: Shift-Y

Health: 700  
Karma: 270  
Resources: Uearthly  
Popularity: -100

#### Known Powers:

Immortality: Seth has CL1000 resistance to Aging and Diseases

True Invulnerability: Uearthly resistance to other forms of damage

Hypnotic Control: Seth can exert Amazing control over the minds and actions of others. To do so, Seth must meet the eyes of his target, which requires an Agility FEAT against the target's Agility. If a target is actively resisting eye-contact, Seth's attempts receive a -3CS.

Plasma Generation: Seth can release Uearthly rank mystic energy from his hand.

Death Touch: Seth can kill mortals with an Uearthly rank Rotting Touch. His touch also acts as a Monstrous rank Corrosive.

Mark of Death: Seth can curse any individual with a visible sign on the cheek. Only one person at a time can be thus marked, and doing so causes Seth to forfeit half his current Karma score. When Seth meets this character again, one of the two will die, even immortals.

Dimensional Portals: Seth can open gates from any dimension to any other with Monstrous ability.

Telepathy: Like most Heliopolitans, Seth has the ability to speak directly into a person's mind at Excellent ability.

#### Talents:

Martial Arts C and E, Trance, Mesmerism, Occult Lore

Contacts:

### Shadowcat



## Shadowcat

Kitty Pryde

Fighting: Remarkable  
Agility: Excellent  
Strength: Typical  
Endurance: Remarkable  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Excellent

Health: 86  
Karma: 70  
Resources: Good  
Popularity: 2

### Known Powers:

Phasing: Amazing ability with the following power stunts:

- Pass through Force Fields on a power FEAT.
- Walk on air as if solid ground
- Disrupt electrical equipment. Sentient equipment may make an Endurance FEAT or be knocked out for 1-10 rounds and suffer loss of 40 health.
- Render objects or people out of phase while maintaining contact.
- Wieldify out of phase objects that solidify when released and inflict material strength damage on the edged column.
- Automatic phase out in danger. A red psyche FEAT will keep her in normal state. When out of phase Kitty can only be harmed by multi-dimensional, psionic, magical or other out of phase attacks.

Astral Detection: Kitty can see others in astral forms.

### Limitation:

Nearsighted, she wears contacts.

### Talents:

Electronics, Computer Hardware Design, Software Design, Resist Domination, Russian, Martial Arts A, B, C, D, E, Ninja Training.

### Contacts:

X-Men, SHIELD

### History:

Kitty Pryde began suffering from terrible headaches at the age of 13 and a half, and strange things began happening to her. She would fall asleep in her bed upstairs, only to awake on the living room floor downstairs. Her mutant phasing ability was beginning to manifest, though she did not know it, a power which would allow her to walk through walls and walk on air. At the same time, her parents were trying to choose a new school for their genius daughter, Emma Frosts (The White Queen) Institution and Professor Xaviers School for Gifted Youngsters being their top two choices. The White Queen wanted Kitty for her school, and also the X-Men out of the way, and so, proceeded to attack them as they were getting to know Kitty. Kitty escaped, and followed the White Queen after she carried off the subdued X-Men. Showing a great deal

of spunk, and potential of her phasing power, which was just manifesting, freed them so that they could save themselves. She didn't join the school right away however. It wasn't until after the death of Phoenix and the departure of Cyclops that she came to be with the team.

As the neophyte X-Man "Sprite", Kitty had much to learn, and learn she did as all the X-men do. The hard way. Her first couple of adventures were not so bad, and she was beginning to develop quite a relationship with Colossus when the team encountered an alien race called the Brood. This was Kitty's first real brush with death as she and all the X-Men were implanted with Brood eggs which would hatch and kill their host. During this adventure, she met an alien creature, a small purple dragon who helped defend her. After the Brood had been dealt with and the team returned to earth, she found that the little dragon had followed her home, stowing away on the ship. She named him Lockheed and they became fast friends, and have remained so ever since. Shortly following that, she was kidnapped by the spirit of Wolverines former mentor, Ogun. Ogun possessed Kitty with the hopes of returning to mortality, and might have succeeded if not for Wolverines interference. Ogun taught her the deadly arts of being a ninja through his possession, talents which she still retains today. She and Wolverine grew very close, and developed a strong bond of friendship which still holds true today. She also had a strong friendship with Colossus' younger sister, Ilyana (Magik).

Time passed, and Kitty proved herself time and time again, both alone and with the team, going through several different names and costumes before finally deciding on "Shadowcat" and the blue costume she wore for so long. She and Colossus became estranged when he fell in love with an alien woman during the Secret Wars. She was 15 when her first serious injury occurred during the Mutant Massacre when she was hit by one of the Marauders magical spears. She phased and it passed through her, but it left her in an intangible state, permanently. After a time, it became evident that she was dissipating into nothingness, her very molecules drifting apart due to her inability to become solid again. Only through a truce and union of the scientific minds and efforts of Reed Richards and Dr. Doom was she able to become solid again. It took her some time to fully recover the use of her mutant ability, and while she was recovering on Muir Isle came the news that the X-Men were killed in Dallas during the Fall of the Mutants. With nowhere else to go and her "family" (the X-Men) dead, she joined with Nightcrawler, Captain Britain, Meggan and Phoenix (II) to form a new, Britain based team, called Excalibur.

She proved her mettle time and time again with the new team, going from one adventure to the next, until finally, the Soulsword, which had been possessed by her now dead friend Ilyana (Magik) showed up on her doorstep. Kitty was the only one who could wield the weapon, and this came to the attention of Dr. Doom, who came calling to collect his price for saving her life over a year ago. Kitty refused to give it to him, and after a trip through Limbo, finally surrendered the sword to Nightcrawlers girlfriend, Amanda Sefton, who gave it into the care of her mother Margali Szardos, a powerful sorceress. Eventually, she became aware of the X-Mens continued existence, and was reunited with them briefly several times. She remains with Excalibur still, however, and recently found new love with a man named Pete Wisdom. Ironically, at the same time they were coming together, Colossus returned to Earth and joined up with the team. Kitty and Pete have now parted ways, but only time will tell if the spark between Kitty and Colossus will be rekindled.

With the disbandment of Excalibur, Kitty has returned home to original team, the X-Men, along with Colossus and Nightcrawler. Still a spunky teenage girl, she has been through much in the last three years of her life, but she keeps her spirits up and continues to fight to keep the world safe from harm.

### Shadow King



Shadow King

Amahl Farouk

Fighting: Ty  
Agility: Ty  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: Gd  
Psyche: Mn

Health: 42  
Karma: 95  
Resources: Rm  
Popularity: -30

Known Powers:

**Astral Projection:** The Shadow King has CL3000 Astral Projection with a world-wide range, and is skilled in creating astral scenery to confuse those victims he meets on the astral plane. The Shadow King receives +1CS to Psyche when fighting on the Astral Plane.

**Astral Detection:** The Shadow King has CL1000 Astral Detection.

**Psi-Screen:** Shift X Rank.

**Telepathy:** The Shadow King possesses Mn rank Telepathy. He has mastered the following power stunts:

- Mn rank Mental Bolts.
- Mn rank Mental Probe.
- Mn ability to leave his host body and possess another body. Unlike normal Possession, the Shadow King must gain a red power FEAT to succeed. If he fails, he may not try again for 1d10 days. If the attack succeeds, the effects are permanent and the subject may not spend Karma to influence his actions. The only way for a host to escape is if the Shadow King voluntarily decides to leave (it may do so if threatened with its host's death). As well as possessing live bodies, the Shadow King can possess a newly dead corpse. A possessed corpse has the same statistics it had before death, but will gradually deteriorate, losing 1 Endurance point per day (1d10 Endurance if the Shadow King is forced to use his powers extensively). Before Endurance reaches 0, the Shadow King must find a new host.
- Mn ability to corrupt the psyches of other beings. This is resolved like the Possession power with the target receiving a Psyche FEAT to resist vs. the Intensity of the attack. Instead of totally dominating the victim, the Shadow King's power taps the latent evil that lies inside all but the purest souls. The Shadow King does not directly control the minds of those he has corrupted. They retain a degree of free will, their old skills, and evil versions of their previous personalities, but they revel in wickedness. There is no limit to the number of beings the Shadow King can corrupt in this fashion.
- Am ability to directly Mind Control a person he has corrupted.
- Am ability to release the raw animal within individuals, turning them into ferocious "hounds" under his control. An attempt to create a hound is resisted by the individual's Psyche vs. the Intensity of this Power Stunt. A hound has +1CS with Fighting and Agility, but -2CS with Psyche and Intuition, and Reason drops to 0.
- Detection of other telepaths within Monstrous range as long as they are using their ability. If the telepath opens up his mind by using a mind amplifying device such as Cerebro, the detection range is increased by +2CS.

**Nexus Creation:** The Shadow King turned Lorna Dane (Polaris) into a psychic link between the real world and the astral plane. At that time, Polaris had been mutated into a catalyst for negative emotions. By coupling her power to his own, the Shadow King formed Lorna Dane into a psychic magnifier that increased all his powers by +1 CS. This also gave him Mn rank Emotion Control with CL3000 range, the only limitation being that he could only use the power to spread hatred.

Limitations:

Shadow King can only maintain a material existence if he possesses other living or dead beings.

Talents:

The Shadow King has considerable personal knowledge of international espionage and Egyptian Law. He is fluent in English and many Arabic languages, including Egyptian.

Contacts:

KGB, Western intelligence agencies and in spy and criminal organizations of the Middle East and the third world.

History:

Amahl Farouk was the first evil mutant that Professor X battled, and indeed, was one of the reasons that led Professor X to form the X-Men. After his apparent demise on the astral plane (and thus, in life), Farouk survived as a spirit who inhabited the bodies of others. He renamed himself the Shadow King and fueled his power on the hate and rage of his victims. After years of feeding, he resurfaced and took control of mental control of the X-men. Professor X defeated him once more, but the price of his victory was costly: his legs had been crippled, again.

In his most recent bid for power, the Shadow King tricked Psylocke into unleashing a psionic wave of such force upon the world that it temporarily crippled all the telepaths and collapsed the Astral Plane. Psylocke, however, turned the tables and imprisoned the Shadow King there, sacrificing her telepathic abilities to do so.

## Shadowman



## Shadowman

Jack (last name unknown)

Fighting: In  
Agility: Rm  
Strength: Gd  
Endurance: Rm  
Reason: Ex  
Intuition: In  
Psyche: Am

Health: 110  
Karma: 110  
Resources: Pr  
Popularity: -10

### Powers:

**Immortality:** Jack has lived for many centuries and cannot die.

**Darkforce Mastery:** Jack has the mutant ability to completely manipulate and master a pocket area of the Darkforce Dimension at Mn rank. This mastery enables him to perform an amazing variety of effects. He has exhibited the following to date:

- Immunity:** Jack can be considered a child of the Darkforce. His intimate relationship has caused him not be adversely effected by contact with any form for Darkforce (except where noted). This includes other peoples powers that manipulate this strange energy.
- Null Field:** Jack's body can generate a null field (similar to a blackhole without the visible presence. A dark halo is all that can be seen.) that absorbs all forms of energy (light, electricity, magnetism, radiation, sound, gravity etc.). This field reduces all attacks by 8CS.
- Limbo:** Jack can create a gateway into a pocket of his dimension. Within this pocket he simulates the effects of an "Internal Limbo" with Am ability creating either the ideal peace to complete terror (C11000 emotion control), within the residents.
- Teleportation:** Jack can completely enter the Darkforce Dimension and move instantaneously to another location with In rank. He may take others into the Dark Dimension with him, making an Endurance FEAT roll to do so. If he fails, the teleport still works, but he is stunned for 1d10 rounds. Any characters so teleported suffer the effects of being in the Dark Dimension (-2CS Endurance, stun for 1-10 rounds). Instantaneous transport is limited to 2000 miles, however intergalactic movement is possible by creating gateways (see below)
- Gateway:** Because the Darkforce Dimension is interconnected with the multiverse (timelines, galaxies, universe etc), Jack uses this to travel to various points of interest with Rm ability.
- Flight:** Jack may manipulate Darkforce energies allowing him a semblance of flight at Ex power rank and speed.
- Shadow Reading:** This power involves reading and observation of, people's shadows. This gives him Incredible powers of Empathy and Precognition regarding the target individual. This power cannot be used on a non living object.
- Shadowcasting:** The unique relationship between shadows and the Darkforce allow Jack to simulate this power with Am ability.
- Energy Solidification:** Jack has such control over the summoned force that he may strengthen it's existance in the corporeal world. This allows the summoned energies to solidify with Am strength.

- Darkforce Generation: Jack may summon the Darkforce as an offensive weapon. Using his direct relationship he may shoot Darkforce energies from any part of his body causing Mn damage on the Energy column. He may also summon energies of lesser intensity (-1CS) by not using himself to channel the power.
- Bio-Physical Control/Ageing: By direct contact with a living target Jack can accelerate the degeneration of cells causing Aging by infusing the target with a portion of pure Darkforce. He may also reverse Aging that is caused by this power.
- Lifeform Creation/Special: Jack can summon a "Shade" using the Darkforce Dimension energies. The focus for this creature is his own shadow and whilst this summoned creature is in existence it borrows the shadow body. This shade is a loyal and obedient servant. It appears as a shadow, with the powers of:

Fighting: Gd  
 Agility: Gd  
 Strength: Ex  
 Endurance: Rm  
 Reason: Gd  
 Intuition: Ty  
 Psyche: Rm

Health: 80

Karma: 46

-Phasing/Always on: Ex

-Blending/Darkness: In

-Flight: Pr

-Remote Sensing: Can feedback to Jack visual and audio stimulations.

-Self Duplication: Once created the Shade can replicate itself. All duplicates expire after Am duration. There is no restriction on the number of duplicates that can be created.

-Drain Lifeform: A character struck may face Endurance loss. The Shade grips with Ex strength, and reduce the character's Endurance by one rank at the end of each round the hold is maintained. Equal health is also lost. If the character's Endurance drops to Shift-0, they die. A character may attempt a Yellow Psyche FEAT each round to try and realize what is happening and try to break free (Strength FEAT vs Ex).

Talents:

Acrobatics, Martial Arts B, Languages:-English, French and German, Leadership

Contacts:

### Shanna the She-Devil



### Shanna the She-Devil

#### Shanna O'Hara Plunder

**Fighting: Ex**

**Agility: Rm**

**Strength: Gd**

**Endurance: Rm**

**Reason: Ty**  
**Intuition: Ex**  
**Psyche: Ex**

**Health:90**  
**Karma: 46**  
**Resources: Ty**  
**Popularity: 12**

**Powers:**  
**None**

**Equipment:**  
**Bowie Knife: GD Edged damage.**

**Talents:**  
**Martial Arts E, Knives, Thrown Weapons, Acrobatics, Tumbling, Animal Medicine, Huntin, Survival.**

**Contacts:**  
**Ka-Zar, X-Men, Spider-Man, Avengers.**

**Shang Chi**



**Shang Chi**

Shang Chi

**Fighting: Am**  
**Agility: Rm**  
**Strength: Ex**  
**Endurance: Rm**  
**Reason: Gd**  
**Intuition: Rm**  
**Psyche: In**

**Health: 130**  
**Karma: 80**  
**Resources: Ty**  
**Popularity: 20**

**Powers:**  
**Ki: Shang Chi has some knowledge of the manipulation of Ki, and is able to grab handled blades out of the air and throw them back. This requires a successful psyche FEAT (concentration) and agility FEAT (manuever)**

**Talents:**

Shang Chi is skilled in ALL available Martial Arts. He is also +1CS with thrown weapons. He is skilled in Oriental philosophy and fishing.

Contacts:

### Shape



### Shape

Fighting: Rm  
Agility: Ty  
Strength: Ex  
Endurance: Ex  
Reason: Fe  
Intuition: Pr  
Psyche: Pr

Health: 76  
Karma: 10  
Resources: Un as Squadron Member  
Popularity: 40

#### Known Powers:

Topological Change: Ex ability to alter his basic outline. Power stunts include:

- Shapechange: limited to basic shapes.
- Elongation: Pr ability to elongate up to 12 feet.
- Hammer attacks of Ex damage by forming a fist, then shifting his weight to that fist.

Shape is mentally retarded and has the outlook of a child. He became a villain to wreak vengeance on a society that mocked him. Once the Squadron used the Behavior Modification Machine on him, he became friends with children everywhere, especially Arcanna's kids. This persisted even after he was deprogrammed.

Talents:  
none

Contacts:  
Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.

### Shaper of Worlds



### **Shaper of Worlds**

Fighting: Mn  
Agility: Mn  
Strength: Mn  
Endurance: Un  
Reason: CL1000  
Intuition: CL1000  
Psyche: CL5000

Health: 325  
Karma: 7000  
Resources: Class 5000  
Popularity: 0

**Known Powers:** True Invulnerability: The Shaper of Worlds has Monstrous protection from physical attacks, and Amazing protection from energy attacks, By manipulating reality, he can become invulnerable to any form of damage.

**Reality Manipulation:** The Shaper of Worlds has Illusion Generation Powers of CL5000 ability, such that for most of the normal world, his illusions are indistinguishable from reality. His initial range is one area, but increases at one area per turn, so that at the end of 21 Terran hours he can convert a planet the size of Earth to his reality. It remains in that state for 4 Terran years, at which point it reverts to its initial state (unless the Shaper himself negates the change).

The Shaper, however, has no imagination, and as such depends on the dreams and imaginations of others to form templates for his world-shaping. Upon choosing such a template, he begins to manipulate reality to that mold with his Illusion Powers. If he latches onto a mind that wishes to be king of the world, reality is suitably manipulated in that fashion. Grandiose, Interesting, and unusual dreams intrigue him. If convinced that the dream is bad or harmful, the Shaper may negate It.

**Limitations:**

Shaper moves by means of a tractor-like device that may or may not be part of his body. He moves 1 area/turn. He spans cosmic distances in his starship (Class 5000 movement).

### **Shatterstar**



### **Shatterstar**

Benjamin Russell

Fighting: Remarkable  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Incredible  
Reason: Typical  
Intuition: Good  
Psyche: Remarkable

Health: 130  
Karma: 46  
Resources: Typical  
Popularity: 0

#### **Known Powers:**

Regeneration: 1 per round

Recovery: Incredible

Weapon: Sword

- Unearthly material strength, inflicts up to Incredible edged damage.
  - Transform into Battons that inflict up to Incredible blunt damage.
  - Cut through body armor and force field up to Shift-X rank
- Focussed force blast of Amazing damage. If used more than once per day Shatterstars strength will decrease by 5.**

#### **Talents:**

**Edged Weapons, Blunt Weapons, Weapon Specialist-Sword, Acrobatics, Tumbling**

### **She-Hulk**



## She-Hulk

### Jennifer Walters

**Fighting:** Remarkable  
**Agility:** Remarkable  
**Strength:** Monstrous  
**Endurance:** Amazing  
**Reason:** Good  
**Intuition:** Good  
**Psyche:** Excellent

**Health:** 185  
**Karma:** 40  
**Resources:** Good  
**Popularity:** 15

**Known Powers:**  
**Body Resistance:** Amazing protection vs physical and energy damage  
**Invulnerable to Cold, Heat, Fire & Disease**  
**Leaping:** Shift-Z, 20 areas

**Talents:**  
**Law, Acrobatics, Business/Finance**

**Contacts:**  
**Hulk, Fantastic Four, Avengers, Heroes For Hire**

**History:**  
Jennifer Walters grew up in a happy home in Los Angeles, although her mother died when Jennifer was at an early age. Growing up to be a successful prosecuting attorney, she was run off the road by the criminals she was investigating. Her cousin, Bruce Banner, also known as the Hulk, saved her life by performing an emergency roadside blood transfusion. Jennifer found herself able to transform into the giant She-Hulk, but never restricted by the split-personalities of her brother, Jennifer was able to transform at will and retain her full intelligence and memories. She had a successful run of adventures as She-Hulk, even though her sheriff father distrusted and was constantly hunting She-Hulk. Eventually, She-Hulk found herself unable to transform back into Jennifer, but, after reconciling with her father, never found cause to revert anyway, preferring the adventures she had in her alter ego.

Eventually moving to New York, She-Hulk was contacted by the Wasp in a membership drive for the Avengers. She served for a brief stint before being among the Avengers captured by the Beyonder to his "Battleworld" and pitted against similar abducted villains. When returning to Earth, She-Hulk was invited to take the place of the Thing in the Fantastic Four, and she joined them.

While serving with the Fantastic Four, Jennifer met and became involved with Wyatt Wingfoot. Eventually, the Thing returned, and She-Hulk left the Fantastic Four, serving off and on again as an Avenger before focusing more on her lawyer occupation as a member of the district attorney's office, where she met and developed a friendship with Louise Mason (once known as the Blonde Phantom.) Although she had a series of adventures at the time, much of more recent activities have yet to be revealed.

She-Hulk was on hand to fight alongside the Fantastic Four and the Inhumans against the Sentinels activated by the menace of Onslaught. Apparently, she was among those who seemingly sacrificed their lives to absorb its energies and was actually displaced in another universe, only to soon return to our reality with the rest of the heroes.

### Sh'iar Imperial Guard



### Gladiator

Fighting: Mn  
Agility: Am  
Strength: Un  
Endurance: Sh-Z  
Reason: Un  
Intuition: Mn  
Psyche: Sh-Z

Health: 725  
Karma: 675  
Resources: Mn  
Popularity: 100

#### Known Powers:

Invulnerability: Un vs. Physical and energy, Sh-Z vs. Radiation, heat, cold, gas, disease.  
Self-Sustenance: Un  
Flight: CL5000 in space, Sh-Z in atmosphere.  
Psychic Reflection: reflection of any psionic attack at -1CS when psyche FEAT succesfull, a yellow Psyche is needed for the attacker to break of the attack.  
Heat Vision: Mn at 10 areas.  
Telescopic Vision: Sh-Z range  
Hyper-Speed: Un, up to 3 times the normal actions.

#### Weakness:

Loss of self-faith drops all powers -2CS and abilities -3CS.

#### Talents:

Law, Martial Arts: All, Astronavigation, Leadership

All Imperial Guard: Resources: MN and Pop: 100 with Shi'ar loyalists. All have talents: Shi'ar technology, astronavigation, Law, Martial Arts B. All have for equipment a anti-grav belt that allows Ty flight at mental control.

### Astra

Fighting: Gd  
Agility: Rm  
Strength: Gd  
Endurance: Ex  
Reason: Ex  
Intuition: Gd  
Psyche: In

Health:70  
Karma:70

Known Powers:  
Phasing: In

### **Earthquake**

Fighting: Ex  
Agility: Rm  
Strength: Ex  
Endurance: Ex  
Reason: Ex  
Intuition: Gd  
Psyche: Rm

Health: 90  
Karma: 60

Known Powers:  
Earth Animation: Am, also Am damage earth missiles.

### **Electron**

Fighting: Ex  
Agility: Ex  
Strength: Ex  
Endurance: Rm  
Reason: Rm  
Intuition: Ex  
Psyche: Rm

Health: 90  
Karma: 80

Known Powers:  
Electrical Generation: In

### **Glom**

Fighting: Ty  
Agility: Gd  
Strength: Ex  
Endurance: Rm  
Reason: Pr  
Intuition: Ty  
Psyche: Gd

Health: 66  
Karma:20

Known Powers:  
Energy Eating: Glom eats or absorbs energy with Mn ability. He use it to increase his health.

### **Hardball**

Fighting: Ty  
Agility: In

Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health:96  
Karma:30

Known Powers:

Bouncing: Harball can charge for In damage while bouncing around, this also allows him to dodge at Am ability and gives him Am jumping.

Body Armor: Gd

### **Hobgoblin**

Fighting: Ty  
Agility: Ty  
Strength: Gd  
Endurance: Ex  
Reason: Rm  
Intuition: Gd  
Psyche: Mn

Health:42  
Karma:115

Known Powers:

Shapechange: Mn, he can increase his abilities up to Mn rank.

Talents:

Mn knowledge of alien animals.

### **Hussar**

Fighting: Rm  
Agility: In  
Strength: Ex  
Endurance: Ex  
Reason: Ex  
Intuition: Ex  
Psyche: Ex

Health:110  
Karma:60

Known Powers:

Neuro-Whip: Hussar fights with Am agility, victim must make an End. FEAT or lose conciousness for 1-10 turns.

### **Impulse**

Fighting: Ex  
Agility: Ex  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: Rm

Health:90  
Karma:50

Known Powers:

Energy Body: In energy maintained in a Am material Strength costume. If the costume is ruptured by more than Am damage Impulse revert to a harmless energy fields.

Optic Blasts: In

## **Magic**

Fighting: Ty  
Agility: Ex  
Strength: Ty  
Endurance: Ex  
Reason: Ex  
Intuition: Ex  
Psyche: Mn

Health:52  
Karma:115

Known Powers:

Magic Powers: At In ability: Force Fields, Molding, Matter Animation, Weather Control, Kinetic Bolt, Teleportation.

## **Manta**

Fighting: Gd  
Agility: Ex  
Strength: Gd  
Endurance: Ex  
Reason: Ex  
Intuition: Gd  
Psyche: Ex

Health:60  
Karma:50

Known Powers:

Enhanced Vision: Rm infrared and Uv sight.

Light Generation: Am

## **Mentor**

Fighting: Gd  
Agility: Gd  
Strength: Gd  
Endurance: Rm  
Reason: Un  
Intuition: Am  
Psyche: Rm

Health:60  
Karma:180

Known Powers:

Hyper-Invention: Sh-Y

Total Memory: Sh-X recall.

## **Midget**

Fighting: Ex  
Agility: Rm  
Strength: Ex  
Endurance: Ex  
Reason: Ex  
Intuition: Gd  
Psyche: Rm

Health:90  
Karma:60

Known Powers:

Shrinking: Rm

Shrinking others: (with special device to channel her powers) Rm

### **Moondancer**

Fighting: Ex  
Agility: Rm  
Strength: Ex  
Endurance: Rm  
Reason: Ex  
Intuition: Am  
Psyche: Rm

Health:100  
Karma:100

#### Known Powers:

Detection: Un ability to detect super-powered beings.  
Sense dulling: opponent is -4CS on intuition.  
Flight: Un

### **Nightside**

Fighting: Gd  
Agility: Ex  
Strength: Ex  
Endurance: Ex  
Reason: Gd  
Intuition: Ex  
Psyche: Mn

Health:70  
Karma:105

#### Known Powers:

Shadowcasting: Mn, -4CS on attacks, -6CS on ranged attacks.  
Shadowshaping: Rm

### **Onslaught**

Fighting: Am  
Agility: Rm  
Strength: Mn  
Endurance: Am  
Reason: Ex  
Intuition: Rm  
Psyche: Rm

Health:205  
Karma:80

#### Known Powers:

Body Armor: Rm

#### Talents:

All Martial Arts.

### **Oracle**

Fighting: Ex  
Agility: Ex  
Strength: Gd  
Endurance: Gd  
Reason: Ex  
Intuition: Ex  
Psyche: Am

Health:60  
Karma:90

Known Powers:  
Precognition: Am  
Telepathy: Am  
Mind Blast: Am

### **Quasar**

Fighting: Gd  
Agility: Gd  
Strength: Un  
Endurance: Am  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 170  
Karma: 30

Known Powers:  
Invulnerability: Am

### **Smasher**

Fighting: Rm  
Agility: Rm  
Strength: Mn  
Endurance: Ex  
Reason: Ex  
Intuition: Ex  
Psyche: Ex

Health: 155  
Karma: 60

Known Powers:  
Invulnerability: In

### **Solar Wind**

Fighting: Ex  
Agility: Rm  
Strength: Ex  
Endurance: In  
Reason: Ex  
Intuition: Rm  
Psyche: Rm

Health: 110  
Karma: 80

Known Powers:  
Force Blast: Mn  
Flight: Mn

### **Starbolt**

Fighting: Gd  
Agility: Ex  
Strength: Gd  
Endurance: Ex  
Reason: Ex  
Intuition: Gd  
Psyche: Ex

Health: 70

Karma:50

Known Powers:

Fire Generation: Am

Energy Sheath (fire): Am

Fire Control: Am

Resistance: Mn vs. flame and heat.

Flight: Rm

### **Tempest**

Fighting: Ex

Agility: Ex

Strength: Ex

Endurance: Rm

Reason: Ex

Intuition: Gd

Psyche: In

Health:90

Karma:60

Known Powers:

Energy Absorbion: In

Electrical Generation: In

### **Titan**

Fighting: Ex

Agility: Ex

Strength: Rm

Endurance: Rm

Reason: Gd

Intuition: Gd

Psyche: Ex

Health:100

Karma:40

Known Powers:

Growth: Rm, strength increases to Mn

### **Voyager**

Fighting: Rm

Agility: Rm

Strength: Ex

Endurance: Ex

Reason: Ex

Intuition: Ex

Psyche: Ex

Health:100

Karma:60

Known Powers:

Space Warps: Voyager can create space warps of about 2 areas in size, range is CI5000.

### **Warstar**

#### **B'Nee and C'Cil**

**Fighting: Ty/In**

**Agility: In/Ty**

**Strength: Am/Am**

**Endurance: Ty/In**

**Reason: Gd/Gd**  
**Intuition: Gd/Gd**  
**Psyche: Gd/Gd**

**Health:102/136**  
**Karma:22/22**

**Known Powers:**  
**B'Nee: In electrical touch**  
**C'Cil: Am body armor.**

**Weakness: If one is taken out the other also stops functioning.**

**Shriek**



**Shriek**

Sandra Deel a.k.a: Frances Louise Barrison

Fighting: Gd  
Agility: Rm  
Strength: Ty  
Endurance: In  
Reason: Ty  
Intuition: Gd  
Psyche: Ex

Health: 86  
Karma: 36  
Resources: Poor  
Popularity: 0

**Known Powers:**  
**Sonic Blasts:** In Sonic or Force, 10 areas  
**Leaping:** Able to point towards the ground and fire sonic blasts, making her leap over 15 areas  
**Emotion Control-Fear:** Am ability to manipulate the fears and angers of others.

**Talents:**  
None

**Contacts:**  
Carnage, Doppelganger

## Shinobi



## Shinobi

Shinobi Shaw

Fighting: Gd  
Agility: Ty  
Strength: Ty  
Endurance: Gd  
Reason: Ex  
Intuition: Ty  
Psyche: Gd

Health: 32  
Karma: 36  
Resources: Am  
Popularity: 10

### Known Powers:

Density Manipulation-Self: AMAZING power to alter his own density, increasing or decreasing it as desired. Power Stunts include:

- Gain body armor equal to his density.
- Use density rank instead of strength when attacking.
- Shift 0 density, is immunity to physical attacks, but not energy or force attacks.
- Disruption of living and nonliving material by touch and solidifying inside that object or person. Damage equals Shinobi's chosen density rank. Body armor is ignored, but force fields are not.

### Talents:

Business/Finance, Leadership, Politics

### Contacts:

Shinobi has contacts throughout the business and financial world, the Hellfire Club, and the United States government.

## Shocker



## **Shocker**

Herman Schultz

Fighting: Ty  
Agility: Ex  
Strength: Ty  
Endurance: Ex  
Reason: Gd  
Intuition: Gd  
Psyche: Ty

Health: 52  
Karma: 26  
Resources: Ty  
Pop: -2

### Known Powers:

**Body Armor:** Shocker wears padded armor. This provides him with Gd protect from physical attacks and Am against sonic and vibration attacks. A red FEAT is required for Shocker to be effected by any wrestling or ensnaring attack of Mn or less.

**Vibro Smashers:** Shocker wears a set of vibrating gloves that inflict Rm damage in grappling combat. Used together Am vibro-blast with a range of 3 areas against a single target. They can destroy material of In or less material strength.

### Talents:

Engineering, Safe cracking

### History:

Herman Schultz has always been a burglar, and built his first vibro-shock unit (gauntlets with a compressed air mechanism creating a rapid succession of powerful air blasts) in prison in order to escape. He later added his odd uniform so as not to be harmed by the vibrational backlash, enhanced his vibro-shockers and dubbed himself the Shocker.

Schultz has led a somewhat mediocre criminal life, culminating with a failed attempt at blackmailing the entire city of New York, and being a part of Egghead's version of the Masters of Evil. He has nearly always been thwarted by Spider-Man.

## **Shroud**



## Shroud

### Unknown

Fighting: Rm  
Agility: Ex  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: In  
Psyche: Ex

Health: 80  
Karma: 70  
Resources: Gd  
Popularity: -10

### Powers:

**Darkforce Control:** Shroud can tap into the darkforce dimension and generate areas of darkness, darkening one area per round increasing to a maximum of five areas. This negates all light sources of less than Am intensity and causes all within the area (except Shroud) to perform all combat and FEAT roll at -3CS. He can manipulate darkforce into shadows and shapes.

**Mystic Vision:** Though Shroud is blind, he possesses mystic senses that allow him to "see" without penalty, even in his own darkness. This vision works in all areas adjacent to his own, so much that he can even see through walls and barriers. He cannot see beyond 1 area.

### Talents:

Martial Arts A, B, C and E, Criminology

### Contacts:

Nightshift, Captain America

### History:

The man who would become the Shroud was orphaned at ten years of age when his parents were gunned down by a hold-up man. Embittered, the youth decided to dedicate his life to fighting crime. Entering college, he studied law and criminology, and began a rugged regimen of exercise to build his body to its peak of physical potential. Upon graduation, he traveled to Nepal to the temple of the Cult of Kali to study their martial arts and mystical disciplines. For seven years he studied among them until his masters believed he had learned all he could. He was then prepared to receive the ceremonial "Kiss of Kali" from a branding iron whose imprint was in the shape of the goddess Kali.

The man screamed when the branding iron was pressed against his eyes, cheeks, and forehead. Believing his masters to have betrayed him, the man stumbled out of the temple to bury his scarred face in the snow. When he recovered from the shock and pain, he discovered that his eyesight had been replaced by a mystical extrasensory perception. Inexplicably, he was unable to perceive the temple anymore, so he made his way back to civilization and America, where he adopted the identity of the Shroud.

To begin his crime-fighting career spectacularly, the Shroud decided to hunt and kill the Latverian dictator Doctor Doom. Although

at one point he came close to his goal, he eventually found himself siding with Doom against the Red Skull, who had launched a "hypno-ray" satellite designed to enslave the Earth's populace. In order to stop the hypno-ray, the Shroud intercepted and absorbed the full effects of the ray bombardment himself. Rescued from the oblivion of space by Captain America, the Shroud was taken back to Earth to recover.

In the long months it took him to regain his sanity, the Shroud discovered that the blast had apparently triggered the emergence of a latent mystical power, the ability to summon a volume of absolute darkness at will. He also decided to go undercover, build up his own reputation as a criminal, and destroy the underworld from within. Associating with the underworld of Los Angeles, the Shroud soon gained a reputation with both criminals and lawmen as a master criminal. At the same time, he often would work with various heroes, such as the original Spider-Woman, Tigra, and the Avengers. Invited to join the Avengers as they opened a West Coast branch, he declined, preferring not to compromise his autonomy. He went on to organized his own gang, dubbed the Night Shift, although they later refused his leadership.

#### Sidewinder



#### Sidewinder

Seth Voelker

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Ex  
Reason: Ex  
Intuition: Ty  
Psyche: Gd

Health: 46  
Karma: 36  
Resources: Ex  
Popularity: -3

#### Powers:

Teleportation Cloak: Sidewinder can teleport by means of an electronic harness and cape controlled by a cybernetic system in his helmet. He can teleport up to 2 areas per round, and thus move past walls, opponents, and other hazards with ease. He can view the area he is teleporting to as he moves into it, allowing him to avoid solidifying inside a solid object. He can manipulate his harness so as to fall up to 10 stories without taking damage by repeatedly entering and leaving the real world. He can take any one or more person or object that he can cover with his cape (normally one man-sized individual).

Sidewinder can "cache" objects in the other dimension his teleportation carries him into, but he must note landmarks in that reality so as to be able to reobtain them. Sidewinder can also presumably teleport another human being without transferring himself. The individual would be shunted into the dimension and automatically shunted back out, but 2 areas away in the direction in which he was moving. If he or she were not moving, there would be no shift in position and the attack would be useless. Sidewinder can do this by making a Yellow Agility feat roll to throw the cape over an opponent.

Sidewinder recently had backup circuitry installed in his cape so that he can teleport without the helmet. Someone familiar with the triggering mechanisms can therefore use the cape, but without Sidewinder's instructions the teleportation will occur in a random direction (although never above or below ground). When such a random teleport occurs, the distance travelled is 1-10 areas.

Sidewinder has developed one power stunt with his cloak: He can teleport so quickly that he receives a +5 to his Initiative when doing nothing but teleporting that round except draping his cloak around someone to take them with him.

**Weaponry:**

In a recent attempt to get some offensive capabilities, Sidewinder devised his "Side-Effects." These are small glowing drones of GD material strength, released from a belt compartment, that can home in (with EX Agility) on an opponent, moving one area per round. Upon contact they do EX Energy damage. Sidewinder carries four of these, and can control two at a time through the cybernetic system in his helmet. They can be damaged normally, but are at -3CS to be hit due to their small size.

**Talents:**

Business/Finance, Leadership.

**Contacts:**

Serpent Society, Diamondback, Kingpin, AIM, Hydra, Maggia.

**Siena Blaze**



**Siena Blaze**

Fighting: Gd  
Agility: Rm  
Strength: Gd  
Endurance: In  
Reason: Ty  
Intuition: Gd  
Psyche: Ty

Health: 90  
Karma: 22  
Resources: Ty  
Popularity: 0

**Known Powers:**

Electro-magnetic energy generation SH-X. Siena can generate the same type of energy that shield the earth from solar radiation.

- She can ride the earth's EM spectrum, and leaves behind electromagnetic energy trail.
- She constantly emits MN energy to all in one area, decreasing by 1CS per area out.
- She is immune to her own power.

□ She can project it as an energy blast at up to UN rank, but only has a GD chance to hit. Reducing this to AM or lower gives her a RM chance to hit.

*Note: Use of this power at full blast (SH-X) will cause a MN rank electromagnetic disturbance and shred the ecosystem for miles.*

Talents:

Resist Domination

**Sif**



**Sif**

**Fighting: Mn**  
**Agility: Rm**  
**Strength: In**  
**Endurance: Un**  
**Reason: Gd**  
**Intuition: In**  
**Psyche: Am**

**Health: 245**  
**Karma: 100**  
**Resources: Gd**  
**Popularity: 20 (50 in Asgard)**

**Known Powers:**

**Invulnerability:**Sif has Excellent resistance to physical attacks, heat, cold, radiation, poison, and aging. Sif has Typical resistance versus other forms of energy attacks.

**Immune to Diseases:**Sif is immune to all terrestrial diseases.

**Equipment:**

**Enchanted Sword:** Sif possesses a magical sword enchanted by Odin. She can use the flat of the blade to do Monstrous Blunt damage, or use the edge to cause Incredible Edged damage. By spinning the sword, Sif can travel between dimensions. In this manner she could formerly travel between Asgard and Earth with Monstrous ability; she can still travel to other dimensions with Good ability. Failure of the FEAT roll means she ends up in a random dimension.

**Talents:**

Sif is a Weapons Master with all forms of swords.

**Contacts:**

Thor, Beta Ray Bill and Asgard

**History:**

Come on, everybody once had an AD&D character who worshipped Sif... :) Sif is the warrior maiden of Asgard, the one who had her wonderful golden hair cut by Loki, had them replaced by dwarven gold that was sabotaged by Loki to be the stuff of night, and was still beautiful despite having black hair (a significant physical default according to viking values).

Unfortunately, Sif has mostly been written as weak supporting cast, including one occasion when she choose to fuse with Thor's mortal love interest, Jane Foster, in order to explore his feelings. She once had an interesting thing going with Beta Ray Bill, which should probably be developed.

Sigyn



Sigyn

**Sigyn, Goddess of Fidelity**

**Fighting: Remarkable**  
**Agility: Excellent**  
**Strength: Incredible**  
**Endurance: Incredible**  
**Reason: Remarkable**  
**Intuition: Remarkable**  
**Psyche: Incredible**

**Health: 130**  
**Karma: 100**  
**Resources: Remarkable**  
**Popularity: 30**

**Powers:**  
**Body Resistance: Excellent**

**Talents:**

**Contacts:**  
**Asgardians**

**Silhouette**



### **Silhouette**

Fighting: Ex  
Agility: Ex  
Strength: Ex  
Endurance: Gd  
Reason: Ty  
Intuition: Rm  
Psyche: Ex

Health: 70  
Karma: 56  
Resources: Gd  
Popularity: 5

#### **Powers:**

**Living Silhouette:** Silhouette has the Rm ability to assimilate and recombine herself into and out of any area of darkness or shadow, shifting into the Darkforce dimension. While in shadow-form she effectively vanishes, becoming totally insubstantial. This ability is similar to Phasing, except that it only works in darkness or shadow and doesn't disrupt electrical systems. Silhouette doesn't seem to be able to walk through solid materials, although she can slip between the cracks of a door or through a villain's grasp with ease. A drawback to her power is that her normal clothes (and crutches) do not become insubstantial with her. When not in her special costume made of unstable molecules, this can lead to embarrassing situations.

#### **Equipment:**

**Weapon:** Sil can strike with her crutches, using them as blunt weapons of Excellent material strength, inflicting Gd blunt damage. Night Thrasher recently built an electrical taser charge into them, allowing her to cause Ex energy damage by touching someone with them (Fighting FEAT).

#### **Limitations:**

Silhouette suffered a serious spinal injury and moves with the help of two crutches. Walking without them is uncomfortable to her, but she possesses super-normal strength, speed, and reflexes. In times of need, she can move as fast or faster than a normal person (with or without her crutches), hence her high ratings for Agility and Fighting. But if forced to stay on her feet for more than a few minutes without her crutches, the Judge should reduce her Fighting and Agility by at least 1 CS.

#### **Talents:**

Acrobatics, Martial Arts A, Multi-lingual (English, Korean), Weapons Master- Crutches (+1 CS).

#### **Contacts:**

New Warriors, Punisher

### **Silverclaw**



## Silverclaw

Maria de Guadalupe Santiago

Fighting: Good  
Agility: Excellent  
Strength: Typical  
Endurance: Remarkable  
Reason: Typical  
Intuition: Typical  
Psyche: Remarkable

Health: 66  
Karma: 42  
Resources: Typical  
Popularity: 5

### Known Powers:

Imitation: Silverclaw has the ability to match the appearance and abilities of the various animals native to her homeland with Monstrous ability. Each of these forms grant Silverclaw additional abilities. Silverclaw has demonstrated Enhanced strength, speed and agility. Thus far, Lupe has demonstrated the following animal aspects:

- Jaguar: Excellent land speed and Remarkable edged claws
- Anaconda: Monstrous grappling
- Cockatoo: Excellent Flight
- Monkey: Incredible agility. Poor shrinking
- Sloth: Amazing strength. Typical growth
- Crocodile: Excellent swimming. Excellent strength
- Enhanced senses while transformed.
- She has also shown the ability to alter her size to some degree

When assuming an animal form, Lupe does not transform fully into the animal. Instead, she assumes a form that combines elements of the animal with her normal human appearance. These "were-forms" are similar to the transitional forms assumed by other animal shape-shifters such as Wolfsbane and Catseye. As a shapeshifter, Lupe has complete control of her form. Through force of will, she has overcome powerful transformative enchantments and reverted to her true form.

### Limitation:

In her powered form, Silverclaw's skin assumes a silvery quality. This silver skin also manifests whenever Silverclaw assumes an animal form. May only transform into native animals of the South American jungle

Talents:  
Student

Contacts:  
Edwin Jarvis, Avengers

History:

Maria de Guadalupe Santiago was born near the village of the Kamekeri in the South American nation of Costa Verde. The Kamekeri are a simple people whose ancestors worshipped the ancient gods until the arrival of the Spaniards. The Spanish missionaries helped to modernize the Kamekeri's lives and taught them their Christian beliefs. The conversion of the Kamekeri led to an abandonment of the ancient beliefs and gods. Legends say that the Kamekeri's gods left for the heavens, except for one. Peliali, the Volcano goddess vowed to stay among her chosen people and to provide them with her protection.

Silverclaw's father, Jaime Santiago was a Kamekeri villager who studied the ancient beliefs and pantheon. He travelled into the mountains where Peliali was said to dwell and returned with stories of encountering the volcano goddess. Santiago was ridiculed and denounced by the church for his reports of Peliali but despite the mocking of the Kamekeri he continued to visit her mountain. Months passed and Santiago returned with an infant who he claimed was his daughter and the daughter of Peliali! The child was given a Christian name and baptized. During the baptism, little Lupe's ability to transform into were-forms manifested. Due to her bizarre and often uncontrolled transformations, she was the target of constant teasing and whispered fear from the Kamekeri.

As she grew up, Lupe's father taught her of her heritage and told her stories of her mother. But each time he would take her to visit Peliali's mountain home, there was no sign of the volcano goddess. When Lupe was still a child, her father died and she was taken in by the local church orphanage which was funded by ChildCare, an American charity for international orphans. The sisters who ran the orphanage were nervous about Lupe's strange powers and considered them ungodly. When Edwin Jarvis, the butler to Tony Stark and the world-famous Avengers, saw a commercial for the charitable organization ChildCare he decided to use part of his salary to sponsor a needy child. Jarvis wrote to ChildCare and was assigned to the orphanage in the Kamekeri village. The sisters at the orphanage had heard of Jarvis' employers the Stark and knew of their connections to Iron Man. Knowing this, they assigned Jarvis to be the sponsor of Lupe Santiago. They hoped that if any problems relating to Lupe's strange powers arose, Jarvis and his connections to the Avengers might help.

Over the years, Lupe wrote to Edwin Jarvis frequently and marveled at his tales of the Avengers. Lupe rejected her past and had a deep desire to be modern and worldly. She was always the first to try new things, like piercing her nose and buying CDs from America. She dreamed of visiting the US and attending University there. Despite all this, she never forgot her father's teachings and kept the ceremonial garb he designed for her as a reminder of her heritage and destiny.

Years later, Lupe journeyed to America to attend Empire State University and finally meet her "Tio Edwin". En route, the plane Lupe was travelling on was hijacked by terrorists in the employ of Moses Magnum. Lupe used her powers to try to stop the terrorists, but when they took hostages Silverclaw was forced into helping them! At the airport, Jarvis arrived to meet his long-time sponsored child. When the airport was attacked, he summoned the Avengers.

The Avengers arrived and battled Magnum's men who were being led by Silverclaw. After a brief tussle with Captain America and Triathlon, Silverclaw was defeated. However, the battle was merely a distraction and Magnum and his men managed to make good on their plans to steal a seismic cannon. Silverclaw quickly reappeared and revealed herself to be Jarvis' ward! She explained what had happened aboard the plane and that she only agreed to help the terrorists on the condition that no one was killed during their attack. The Avengers thanked Silverclaw for that and she accompanied them all to Avengers Mansion.

Silverclaw joined the Avengers in tracking down and stopping Magnum's plans for the seismic cannon. She then began her studies at Empire State University. Her studies have been interrupted by two subsequent adventures involving the Avengers. In the first, Silverclaw was manipulated by the Taskmaster into attacking the Triune Understanding alongside other allies of the Avengers. The Taskmaster was actually working for the Triunes who used the attack by prominent Avengers' allies to further their smear campaign against the team.

The second adventure was initiated by Silverclaw herself. Recently, Silverclaw received an urgent message from Costa Verde. Fearing the worst, she sought the Avengers' help. The team accompanied her to Costa Verde and discovered Silverclaw's village had been conquered and transformed by Kulan Gath, an ancient wizard of the Hyborian age. Gath sought to increase his power by sacrificing a god...in this case, the goddess Peliali! Confronted with the reality of her mother's existence, Silverclaw and the Avengers ventured into the Kamekeri village which had been mystically transformed into a grand city from the Hyborian age. Kulan Gath's magic had transformed and ensorcelled the villagers and it was only through the sorcerous aid of the Scarlet Witch that the Avengers were able to infiltrate the city.

Having captured Peliali, Kulan Gath's plans were near fruition when the Avengers arrived. Kulan Gath's forces were easily able to overwhelm the assembled heroes who were captured and forced to watch as Kulan Gath performed the ceremony necessary to kill Peliali. With her death, Kulan Gath intended to open a gate to the nether realms where he would ascend to power with Peliali's life as the toll for his passage into power!

When the Avengers finally managed to bust free, Silverclaw attacked Kulan Gath. In the ensuing melee, Lupe realized that their only hope was Peliali herself. Seeing her mother for the first time, Silverclaw now believed in the legends and stories. Seeking to increase her mother's power to enable her to escape Kulan Gath, Lupe appealed to the Kamekeri in an attempt to restore their faith in the volcano goddess who had remained behind to protect them. Lupe's words struck a cord within the Kamekeri and the mystical connection that fated her to be their protector grew stronger. Hearing her impassioned pleas, the villagers broke free of Kulan Gath's spell and began chanting Peliali's name. This enabled their patron goddess to escape Kulan Gath's bonds just as the aged wizard plunged the ceremonial dagger into her breast. The mystic portal was thrown open, but Peliali had vanished. Gath's dark masters were angered to see the portal opened without the proper token of a god's life and enraged, claimed Kulan Gath in her stead! Defeated and consumed by his dark masters, Gath's spell was broken and the Kamekeri village and its inhabitants returned to its original state.

Peliali did not fare quite so well as her beloved village. Gath's blow was fatal, even for a goddess. As Lupe cradled her mother's form in her arms, Peliali explained that her time here was past. Kulan Gath had helped her to realize that the world had matured and the time of old gods had come and gone. She admitted that she was wrong to stay among mortals. She told the sobbing Lupe that she regretted her decision to hide herself from her daughter all these years and that she could join her fellow gods knowing that her daughter would protect the people and land that she loved. This said, Peliali finally joined the rest of the ancient gods. Silverclaw says "I love you" to her mother for the first and final

time.

Once the Kamekeri village was safe, the Avengers returned home and Silverclaw returned to her studies at ESU. She has chosen to study topics that will enable her to be a better protector to her people: criminology, psychology and mythology. Upon their return, the Scarlet Witch offered Lupe another avenue for improving her skills as a hero by offering her the open slot as reserve member of the Avengers. Silverclaw accepted membership and recently joined the Avengers in responding to the Maximum Security crisis.

### Silvermane



### Silvermane

Silvio Manfredi

Fighting: Ex  
Agility: Gd  
Strength: In  
Endurance: Am  
Reason: Ex  
Intuition: Gd  
Psyche: Ex

Health: 120  
Karma: 50  
Resources: Gd  
Popularity: -1

#### Powers:

Body Armor: Silvermane's exoskeleton gives him In protection vs physical attacks and Rm vsenergy, acid and cold. His exoskeleton is made from an In strength material.

#### Talents:

Martial Arts A, Gun, Leadership, Business/Fianance

#### Contacts:

HYDRA, Maggis

### Silver Sable



### **Silver Sable**

Fighting: Am  
Agility: In  
Strength: Gd  
Endurance: Rm  
Reason: Ex  
Intuition: Mn  
Psyche: Ex

Health: 130  
Karma: 115

#### **Powers:**

Sable is a normal human, but does possess a few tricks

Danger sense: Silver's response time is so quick she can startle spidey. It is simply just a learned and acquired trick- it gives her In danger sense, and the high intuition.

Body armor: Sable's suit is made from Ex material, with Ex protection from physical only.

Chis: these razor sharp throwing darts do Ex edged damage and are Rm material strength.

#### **Talents:**

Martial arts: all, weapons master, thrown weapons, acrobatics, tumbling, det/ espionage, military, guns

#### **History:**

Silver Sable was a young girl when she witnessed her mother being shot by Nazi terrorists invading her native Balkan nation, Symkaria, which caused her hair to turn prematurely silver. She was guided by her father in many fighting techniques and military training as he became a leader of a para-military mercenary group (the Wild Pack) dedicated to fighting Nazis, even after the war was over. With the death of her father, Silver carried on his work, quickly forming the Wild Pack into an even better mercenary force. With Nazi war criminals apprehended, Silver offered her services to the world at large, and the Wild Pack became a large money-making property, soon becoming Symkaria's main source of income.

### **Silver Samauri**



## Silver Samurai

Kenuichio Harada

Fighting: Rm  
Agility: Ex  
Strength: Ex  
Endurance: In  
Reason: Gd  
Intuition: Ex  
Psyche: Ex

Health: 110  
Karma: 50  
Resources: Gd  
Popularity: -20

### Powers:

**Tachyon Field:** The Silver Samurai can summon an extremely powerful energy field. The focus of this energy is his katana, a samurai long sword. As a result, this sword causes up to Un damage and may cut through materials of less than Unearthly Material Strength in a single round.

**Body Armor:** Kenuichio wears a light steel alloy suit of plate armor in the Oriental style that provides Rm body armor. The design is a modern version and does not hinder his sight or movement.

**Teleport Ring:** The Silver Samurai has a hi-tech ring which allows him to teleport without error up to 3 miles away at an Unearthly rank.

### Talents:

Oriental weapons master, Martial arts types A and E. He has Amazing knowledge of bushido, the fighting methods of ancient Japanese samurai. Kenuichio can speak both Japanese and English fluently.

### Contacts:

Kenuichio has many contacts through different sources. His father was a former Japanese crime lord, Shingen Harada, head of clan Yashida, but disinherited him. Through the efforts of Mastermind, Mariko Yashida, his half-sister and now head of the clan, pardoned Kenuichio for his past transgressions and made him her heir. She is now duty bound to that decision. His cousin, whom he does not get along with, Sunfire. His lover and criminal partner is Viper, and through her he has Excellent criminal contacts in America. In the past he has allied with the Mandrill and the original Black Spectre.

### History:

Kenuichio Harada is the mutant son of Japanese crimelord Shingen Harada, but was never formally acknowledged as Shingen's son or as a member of the Yashida Clan of which Shingen claimed leadership. At an early age, Harada began the study of the fighting methods and code of honor (bushido) of the medieval Japanese warrior-class called the samurai. Eventually mastering the attendant disciplines, Harada sought employment as a modern-day samurai. After fulfilling a debt of service to the Mandrill, Harada, who became known as the Silver Samurai, bound himself in service to the second Viper. The Silver Samurai has acted as the Viper's bodyguard and chief aide-de-camp ever since.

After the death of his half-sister Mariko, Kenuichio took over the condition of House Yashida's activities, where he currently remains.

## Silver Surfer



## Silver Surfer

Norrin Radd

Fighting: Amazing  
Agility: Monstrous  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Excellent  
Intuition: Monstrous  
Psyche: Incredible

Health: 325  
Karma: 135  
Resources: Poor  
Popularity: 20

### Known Powers

Invulnerability: CI1000 resistance to Fire, Heat, Cold, Radiation, Toxins, Disease and Aging

Power Conversion: The Surfer has the power to channel cosmic radiation into his body and transform it into useful forms, including sustenance and energy for his other powers.

- He can channel the power directly into his Primary Abilities to either raise Agility to Unearthly or his Strength to Shift-X. He can use the power to self-heal up to Unearthly damage in a single turn.
- Plasma Generation: The Surfer has the ability to emit blasts of Unearthly intensity from his hands.
- Self-Regeneration with Unearthly ability.
- Heal Others with Unearthly ability. He cannot restore lost Endurance Ranks.
- Molecular Conversion: Reconstitute matter to his own desires.
- Detect energy and type anywhere on a planet, with Unearthly ability.
- True Flight: Surfer to fly even without his board up to Class 3000 speeds in space and Shift Z max in atmospheres although does so rarely.
- Elemental Conversion, Molecular Conversion, Mechanical Creation with Unearthly ability

Body Coating: His body is surrounded by a flexible metallic shell that gives him Monstrous resistance to physical attacks and Unearthly resistance to energy attacks.

Self-Sustenance: He does not need to breathe, eat, or drink anything to sustain his life.

Life Detection: He has the Unearthly ability to detect the presence of life energies within 500 light years.

Energy Detection: Surfer can detect any form of energy with Unearthly ability within 500 light years

Telepathy: He has Good telepathy. This is mostly used to communicate when normal conversation is impossible. It also allows him to rapidly learn a new language.

Postcognition: The Surfer has the Poor ability to see events that occurred up to four weeks ago. He must be at the site of the event in order for this power to work.

### THE SURFBOARD:

The Silver Surfer's board is a construct of unknown material. It appears to be made from the same reflective material as the Surfer's body coating. The board is psionically linked to its owner and can automatically respond to his mental commands. It can travel independent of him

and return to him if they are separated. When he rides it, the Surfer's feet automatically adhere to the board's upper surface. The board has the following powers:

- True Flight: The board can attain CL5000 speed (10,000 mph in the atmosphere/1,000,000 mph in space). Within planetary atmospheres, he moves at Shift-Z speeds.
- Dimension Travel: Once its maximum speed is reached, the board can enter hyper-space to quickly reach any section of the universe.
- Phasing: The board has the Monstrous ability to render itself and its rider(s) temporarily immaterial. This power is used to enable them to pass through a barrier or to travel through space without risking collision damage with spaceborne particles.
- Body Armor: The board has CL3000 Material Strength.

Limitations:

Due to the Surfer's high personal moral standard, all Karma losses are tripled.

Talents:

Martial Arts D, Space Pilot

Contacts:

Galactus, Fantastic Four, Drax the Destroyer

History:

Norrin Radd was a member of an extremely long-lived race of humanoid aliens called the Zenn-Lavaians, who had achieved virtual utopia, as disease, poverty, war, and all other social ills had been eliminated many generations ago. Radd, unlike the rest of his race, was discontent with their hedonistic lifestyle and believed that his culture had become stagnant without fulfillment in quest, yearning, and struggle.

Years ago, however, the planet-devourer called Galactus came to feed upon Zenn-La, a process that would render the planet barren and lifeless, and Norrin Radd implored with his friend, a scientist and member of the Council of Scientists, to arrange a spacecraft for him so he could rendezvous with the invading ship in order to discuss peace. Norrin Radd's craft was taken aboard the home vessel of Galactus, who explained to Radd that while he meant the world no malice, he had been searching for a suitable planet for too long to begin anew. Galactus mused that if he had a herald who could scout suitable planets in advance for him, populated worlds such as Zenn-La could be spared. Radd volunteered to serve Galactus permanently as his herald in exchange for Zenn-La's safety. Galactus agreed, and used his cosmic power to transform Norrin Radd into a being capable of serving him. Galactus gave him a new name as the Silver Surfer, and immediately dispatched him to locate a planet for his master after a final farewell to his beloved, Shalla Bal.

Radd served his new master for many years while delighting in the wonders of the universe. As time passed, however, the task of finding suitable planets for Galactus became increasingly difficult. Perturbed that his Herald's moral compunctions were preventing him from performing his primary task, Galactus subtly erased from Radd's mind the knowledge of his humanoid origins.

Galactus had gone for an extended period of time without nourishment when the Surfer neared Earth's solar system. Learning of his imminent arrival, the alien Uatu the Watcher alerted the hero team Fantastic Four to the dire implications of the Surfer's presence. When Galactus landed in New York City amid mass hysteria, the Fantastic Four tried to engage him in battle but were unable to defeat him. The Watcher sent the Human Torch to another galaxy to secure the Ultimate Nullifier, a weapon whose power Galactus feared. During this confrontation, the Surfer landed on the rooftop skylight of a studio rented by Alicia Masters, the blind sculptress and girlfriend of the Fantastic Four member, Thing. Masters attempted to befriend the Surfer, sensing his noble demeanor and his inner loneliness. The Surfer was persuaded to defy Galactus and aid the Earth.

The Torch returned from his mission and presented the Ultimate Nullifier to the leader of the Fantastic Four, Mister Fantastic. Dismayed by the sight of the weapon in human hands and the Silver Surfer's betrayal, Galactus yielded. Before he retreated, the powerful being erected an energy barrier attuned to the Surfer's specific cosmic powers and designed to repulse the Surfer's attempts to leave the outer atmosphere of the Earth. (The barrier affected only the Surfer or a being possessing the Surfer's specific powers, not obstructing the passage of any other person or object.) The Surfer, unable to breach Galactus's barrier, wandered the Earth.

Innocent and trusting, the Surfer later fell victim to the wiles of Doctor Doom, who used his advanced technology to transfer the Surfer's cosmic powers into himself. Now possessing incredible might, Doom wreaked havoc upon the Earth until Mister Fantastic tricked him into attempting to breach Galactus's barrier. Doom's collision with the barrier alerted Galactus, who stripped Doom of the Surfer's powers and restored them to the Surfer.

As he spent more time on Earth, the Surfer decided to bring about a union of all humankind by becoming a dangerous enemy against whom all nations would have to join forces. The Surfer created widespread destruction on Earth until the U.S. Armed Forces used the experimental Sonic Shark missile (based on the "Anti-Cosmic Flying Wing" Mister Fantastic had designed to use against the cosmic-powered Doctor Doom). The Sonic Shark drained away much and perhaps most of the Surfer's cosmic energies. Humbled, the Surfer renounced his attempt to battle mankind. Subsequent exploits of the Silver Surfer, however, have demonstrated that his cosmic powers have since again achieved extraordinarily high levels.

The Surfer continued his exile on Earth, hoping to breach the barrier someday and be reunited with Shalla-Bal. During his wanderings throughout the world, the Silver Surfer allied himself with the Fantastic Four on several occasions, and even joined the fringe heroes Hulk, the Sub-Mariner, and Doctor Strange in forming the loose-knit team known as the Defenders. The Surfer would irregularly adventure alongside the Defenders throughout their existence. His principal antagonist on Earth was the demonic Mephisto, who had continually sought to break the noble Surfer's spirit and enslave him to his will.

In recent years, Mister Fantastic used his technology to aid the Surfer in breaching Galactus's barrier at long last, warning the Surfer that such a feat could be performed only once. The Surfer thus escaped Earth and returned to Zenn-La, only to learn that Galactus had taken his

ultimate vengeance for the Surfer's betrayal by devastating Zenn-La. The Silver Surfer returned to Earth, voluntarily accepting entrapment behind the barrier once more, in order to find her. When he did, Mephisto used his powers to transport her beyond the barrier back to Zenn-La. Unable to follow, the Surfer endowed Shalla-Bal with cosmic energy that would restore fertility to Zenn-La's soil.

Later still, the Surfer joined forces with the villainous Molecule Man to save the Earth from destruction through colossal devastation caused by the alien Beyonder.

Shortly after, it was again Mister Fantastic who suggested a successful trick to escape Galactus' barrier: the barrier only blocked the Surfer's transportation, not his body. Reforming his surfboard on the opposite side of the barrier, he was free to adventure in the cosmos once more. His first actions inadvertently led him to discover a plot by the Elders of the Universe to kill Galactus and thus, they believed, create a new universe. The Surfer was aided by the hero Mantis, and together they helped bring about the defeat of the Elders. In gratitude, Galactus agreed to allow the Surfer to freely roam the universe.

His first act was to revisit Zenn-la in the hopes to reunite with Shalla Bal. Unfortunately, Shalla Bal had accepted a leadership position for her people, and believed that she could not share her life with the Surfer any longer. Later, the Surfer and Mantis began a romantic relationship, but the Elders, in retaliation for thwarting their plot, forced the Surfer to choose to save either Mantis or Shalla Bal from a trap they placed the two in. The Surfer was able to save Shalla Bal, but in the process, Mantis was believed killed.

As the Surfer continued to roam the universe, he became involved in a new Kree/Skrull War, and at one point revived the Super-Skrull from a death-like state and later revived the native shape-changing powers in the Skrull empress S'byll. This act would ultimately revive the shape-changing powers of the Skrull race that were previously believed lost. The Silver Surfer was kidnapped by the Kree and absorbed into their Supreme Intelligence. However, when the Surfer escaped, he took with him the so-called Soul Gem, which the Supreme Intelligence was using to keep cohesion among the millions of minds it had previously absorbed. With the Supreme Intelligence thus temporarily incapacitated, the Kree/Skrull War abruptly ended.

The Soul Gem was one of many that were soon collected by the mad Titan, Thanos, and used to make the omnipotent Infinity Gauntlet. The Silver Surfer was among the many heroes that assembled to stop Thanos' plans to kill half the universe, and the Surfer was instrumental in helping the hero Warlock defeat Thanos.

## Siryn



## Siryn

Theresa Cassidy

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Remarkable  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health: 52  
Karma: 26  
Resources: Typical  
Popularity: 0

**Known Powers:**

Sound Generation: Amazing sonics

- Disruption: Amazing damage to unliving targets Incredible to living targets, Remarkable stunning to entire area.
- Flight: Typical
- Sonar: Amazing
- Sonic Creatures: Siryn can create illusionary creatures of living sound with max stats of Excellent.

- Sonic Shield: Amazing**

**Talents:**

**Leadership**

**History:**

Theresa Rourke is the mutant daughter of Sean Cassidy, the mutant now known as the Banshee, and Maeve Rourke. At the time of his marriage, Sean Cassidy worked as an Interpol agent, and not long after was sent on an undercover anti-terrorist mission which kept him out of touch with his family for about a year and a half. Neither Sean nor Maeve knew at the time he left that she was pregnant. Maeve remained at Cassidy Keep, the family castle, during her pregnancy and the time immediately following Theresa's birth and so relatively few people knew of Theresa's existence. Sometime later Maeve was killed in an IRA bombing along with a number of other people. Those who knew of Theresa's existence assumed that she too had been killed in the explosion, which had left the corpses of its many victims unrecognizable, and decided not to tell Sean Cassidy that Maeve had had a daughter in order to spare him additional grief.

Unknown to Sean, the baby Theresa had been found after the explosion by his cousin Black Tom Cassidy, who, suspecting that she might be a superhumanly powerful mutant as he and her father were, decided to raise her secretly himself. Theresa's sonic powers, inherited from her father, emerged at puberty, and a few years afterwards Black Tom began enlisting her aid in committing crimes. However, Theresa's heart was never in a life of crime, and she pursued it only because the man who raised her, Black Tom, ordered her to do so.

Eventually, Theresa accompanied Black Tom and his partner, the Juggernaut, to San Francisco to assist him in crimes. Here, employing the name Siryn, she battled the original Spider-Woman and several of the X-Men. This conflict ended in Black Tom's temporary capture. While in custody, Black Tom exonerated Theresa of responsibility for her crimes and wrote a letter to Sean explaining who she was. The X-Men brought Theresa back to their headquarters, where she was joyfully reunited with her father.

For a time Siryn joined the Fallen Angels, a band of young superhumans, hoping to keep them out of trouble. Later, she lived for a while at Moira MacTaggart's Mutant Research Centre at Muir Island. She eventually came to join X-Force, the mutant strike team organized by Cable. As a testament to her skills, Theresa was made the deputy leader of X-Force after Cannonball graduated to the X-Men. Recently she has become romantically involved with the masked mercenary Deadpool.

**Skills**



## Skids

Sally Blevins

Fighting: Typical  
Agility: Remarkable  
Strength: Poor  
Endurance: Excellent  
Reason: Good  
Intuition: Remarkable  
Psyche: Excellent

Health: 60  
Karma: 60  
Resources: Poor  
Popularity: 0

### Known Powers:

Force Field: Sally constantly emits a personal forcefield of Shift-X rank. This provides protection against physical, gas, mental, and energy attacks.

- She can temporarily turn her power off by making a Psyche FEAT.
- By succeeding in a psyche FEAT she can extend the forcefield to cover other people and areas. For each person or area covered the intensity is decreased -1CS.
- She has learned how to "skate" on her force field to reach Excellent landspeed.

### Talents:

Skating, New York City underground Tunnels

### Contacts:

Morlocks, X-Factor, Mutant Liberation Front

### History:

The mutant known as Skids has a personal protective field that provides nearly total protection from all attacks. Her force field has unique properties that make it impossible for anyone to hold on to her. Therefore, Skids cannot be grabbed or entangled and can move at moderate speeds by "skating" on her force field across the ground. If Skids concentrates, she can extend her force field to protect others in her immediate area.

Little has been revealed of Sally Blevins' past. It is known that her power first manifested itself after she was abused by her stepfather. The current status of Blevins' parents is unknown. She ended up a runaway, living on the streets (or rather under them) with the Morlocks, a group of homeless mutants. At one point, Blevins encountered Rusty Collins, who was being pursued by the Freedom Force (government-chartered mutant enforcers composed of former members of the Brotherhood of Evil Mutants) and a mob of mutant-hating humans. Collins had accidentally injured a woman with his pyrokinetic powers and was wanted by the U.S Government. Blevins' force field allowed the two to easily escape, but were eventually overtaken by the Freedom Force on the edge of Central Park.

Before the evil mutants could take them in, a mob of humans attacked the Freedom Force. In the confusion, Blevins and Collins escaped. Blevins tried to get Collins to the safety of the underground home of the Morlocks, but the Freedom Force caught up with them again, this time in the sewers beneath New York. The Force member Blob was pounding Collins into the sewer wall when the mutant hero team X-Factor arrived. After a brief skirmish, Freedom Force retreated.

With X-Factor's mentorship, Blevins and Collins began to learn more about their powers, and were the first of several X-Factor trainees. They shared other adventures alongside the rest of X-Factor's trainees, at one point calling themselves the X-Terminators. In this capacity, the team helped stop a demonic invasion of New York.

Eventually, X-Factor was disbanded and most of their trainees were inducted into membership of another team of young-heroes-in-training, the New Mutants. Blevins and Collins, however, learned instead that Freedom Force were taking mutant infants that were abducted during the demonic invasion into government custody. They tried to save the children but were imprisoned. The other New Mutants were unable to rescue their friends due to their concurrent adventures.

While in prison, Collins was able to break himself and Blevins out, in order to prevent the villainous Vulture from releasing another villain, Nitro, from captivity. The couple were returned to custody, however, and were not

A mutant terrorist group, the Mutant Liberation Front, took notice of Blevins and Collins and broke into the high-security installation liberating Blevins and Collins. In the process, they had a brief run-in with the time-travelling mutant Cable, who was also trying to rescue Blevins and Collins at the same time. For reasons of their own, the couple voluntarily joined the Front, and served with them for a brief time.

Blevins and Collins were kidnapped, however, by the Acolytes of Magneto when that team of self-styled mutant saviors attacked and decimated the ranks of the Front. The Acolytes took the couple to the orbiting space-station Avalon and inducted them into their group.

Later, however, the mutant Holocaust attacked the Acolytes and destroyed their space station headquarters. Rusty Collins was killed and

Blevins was injured. Holocaust was stopped by the mutant heroes X-Men, and Blevins was taken to the X-Men's mansion for medical attention. Upon recuperation, Blevins left the mansion without being noticed.

Blevins had become a college student, studying biological sciences. She was contacted by her friends of the New Mutants who had long since become members of the team X-Force, but they were all attacked by the villain Reignfire, who was then leading an incarnation of the Mutant Liberation Front. During the adventure, Blevins' force field disrupted the teleportation abilities of Front member Locus, causing both of them to be caught in a trans-spatial backlash which deposited them in the Balkan country of Latveria.

Blevins and Locus were then captured by an age-old sorceress named Pandemonia, the self-styled Queen of Chaos, who sought to recruit mutants into her own personal army. With the assistance of the young sorceress Jennifer Kale, X-Force managed to defeat Pandemonia and rescue their ally.

### Skin



### Skin

Angelo Espinoza

Fighting: Good  
Agility: Typical  
Strength: Good  
Endurance: Excellent  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 46  
Karma: 18  
Resources: Typical  
Popularity: 0

#### Powers:

Elasticity: Angelo's skin is loose and can be stretched with Remarkable ability. Skin can grab at objects or grapple opponents 6 feet away. If in close Skin can wrestle with an opponent and he receives a +2CS to his strength for purposes of grappling. If Angelo decides to wrap up an opponent, that persons strength is at -3CS for purposes of escaping.

□ His skin the equivalent of Good Body Armor

#### Talents:

Contacts:  
Generation X

**History:**

Little is known about Angelo Espinoza before he was captured by the Phalanx entity known as Harvest. The Phalanx were attempting to discover a method by which they could assimilate mutants. Angelo has claimed to be a gang member, and is reputed to have faked his own death to escape gang life in South Central Los Angeles. Angelo and his fellow captives Husk, M, and Blink, were rescued from Harvest by the combined efforts of Banshee, Jubilee, Synch, the White Queen, and Sabretooth. Soon after his rescue, Angelo enrolled in the newly reopened Massachusetts Academy, and became a member of Generation X. During this time, Angelo, now calling himself Skin, and Generation X member Chamber, encountered the vigilante known as the X-Cutioner. The X-Cutioner wanted to bring Skin into custody on suspicion that he might have killed Angelo Espinoza, not realizing that Angelo and Skin were one and the same. This prompted a trip by Angelo and Chamber to travel to Los Angeles, where a tombstone with Angelo's name on it exists. The truth of Angelo's explanation for faking his death remains to be seen.

**Skinhead**



**Skinhead**

Edward Cross

Fighting: Remarkable  
Agility: Excellent  
Strength: Excellent  
Endurance: Incredible  
Reason: Good  
Intuition: Poor  
Psyche: Typical

Health: 110  
Karma: 20  
Resources: Poor  
Popularity: 0

**Known Powers:**

When transformed into his blob like state Eddie Cross has the following abilities:

- Elongation: Excellent ability to stretch pseudopods of his flesh up to two areas away.
- Growth: Poor growth making him +1CS to be hit.
- Plasticity: Eddie's soft malleable flesh provides him with Amazing resistance to physical attacks and Incredible against energy.
- Rotting Touch: Excellent ability to dissolve the flesh of anyone he engulfs. Once engulfed the target is held with Excellent strength and suffers Excellent damage.
- Wall Crawling: Skinhead can "ooze" up walls with Good ability.
- Alter Ego: Eddie Cross can transform himself into an amoebalike mass of flesh. When knocked unconscious, he reverts to his human form.

These stats are described below:

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Good  
Reason: Good

Intuition: Poor  
Psyche: Typical

Health: 32  
Karma: 20

Weakness:  
While engulfed within the folds of Skinhead, a victim can attack the floating skeleton of Eddie Cross

Talents:  
Middle Eastern Studies.

Contacts:  
None

History:  
Edward Cross is the son of Chaim Cross, a rabbi living in Queens. As a young Jewish boy, Edward was picked on against because of his heritage. As he grew older, he became a fierce Zionist to defend that heritage, but as a man he became what he most hated-a Nazi skin-head. Just as an abused child grows to be an abusing adult, Edward Cross, the victim of racism, became a racist himself.

While attending Empire State University, Edward became the leader of a group of militant students. Shaving his head and permanently scarring his face with the tattoo of a Nazi swastika, Edward took the pseudonym of "Eddie the Cross."

Late one afternoon, in Dr. Evan Swann's research lab at Empire State University, Peter Parker (alias the hero Spider-Man) was working after hours to develop a new and improved webbing. Unfortunately, his labors were in vain, for he only produced a batch of corrosive liquid that dissolved whatever it touched into a smelly puddle of goo.

Before Peter could dispose of the chemical waste, he was distracted by a scene on the lawn outside, where Eddie the Cross was leading a group of skinheads in a cross-burning demonstration. As things began to get out of hand, Peter changed into his Spider-Man costume and arrived on the scene just in time to prevent the reformed super-criminal Rocket Racer from charging headlong into the skinheads and starting a riot. With the aid of his jet-board, Rocket Racer escaped Spider-Man's grasp, however, and attacked Eddie the Cross. Spider-Man quickly intervened, and pulled Rocket Racer away from the scene just as the police arrived.

Realizing the skinheads would probably be back to cause more serious trouble, Rocket Racer and Spider-Man staked out the Hall of Afro-American Studies on the E.S.U. campus. Just as they suspected, the skinheads came back and planted a bomb that blew up the building.

Infuriated, Rocket Racer attacked Spider-Man when the web-slinger tried to calm him down, and then took off after the skinheads. The berserk Rocket Racer ended up pursuing Eddie the Cross into Dr. Swann's laboratory. As Rocket Racer was about to pummel Eddie senseless, Spider-Man crashed through the window and gave Rocket Racer a shot to the jaw.

As the two heroes struggled on the floor, Eddie searched for a weapon to kill them both, and found Peter Parker's jar of corrosive webbing. Raising it above his head, Eddie was about to throw the jar when one of Rocket Racer's micro-rockets shattered the container, spilling the acidic contents all over the young racist. The toxic chemicals had a horrible effect on Eddie, dissolving him into a quivering puddle of flesh. Rocket Racer fled the scene, and Spider-Man pursued him, realizing that the police would blame Rocket Racer if he were not present to give his side of the story. In the meantime, Eddie the Cross disappeared.

Eddie returned to his gang's hideout in a junkyard in Long Island City, where he quickly engulfed and dissolved his comrades, claiming that it was time for them to join him in making the ultimate sacrifice for racial purity. Standing above the smoldering bones of his friends, Eddie the Cross renamed himself Skinhead, the White Redeemer.

Tapping into the university's computer system, Rocket Racer discovered Eddie's home address. Through contacts at the police station, Peter Parker discovered the same information. Rocket Racer arrived at the home first, and confronted Eddie's father.

As the saddened rabbi told of his son's transformation into a racist, Eddie, in his form as a blob of flesh, crashed through the window and attacked. Rocket Racer was knocked unconscious, and Skinhead was about to engulf his father when Spider-Man arrived. After being knocked around by the nearly indestructible blob, Spider-Man noticed Eddie's skeleton floating at the center of his horrid form. The web-slinger jumped into Skinhead, purposely allowing himself to be engulfed, and punched the creature's skull. Skinhead was knocked unconscious and reverted to his normal form as Eddie Cross.

**Skrull**



## **Skrull**

Sk'ym'x (Skymax)  
a.k.a. James Doe

Fighting: Ex  
Agility: Gd  
Strength: Gd  
Endurance: Ex  
Reason: Ex  
Intuition: Gd  
Psyche: Ty

Health: 60  
Karma: 36  
Resources: Un as Squadron Member  
Popularity: 40

Known Powers: Power Selection: A maximum of 3 powers can be used during a turn.

Shapechanging: Am ability

Body Armor: Rm protection from physical and energy attacks. May increase to In by mimicking a warped rock like hide.

Increase Strength to In

Elongation: Am

Fire Generation: In

**Rocket Flight: Rm**

**Fire Control: In**

**Invisibility: Ex**

### **Talents:**

**Piloting Spacecraft, Astronavigation, Martial Arts A, B, C, D, E**

### **Contacts:**

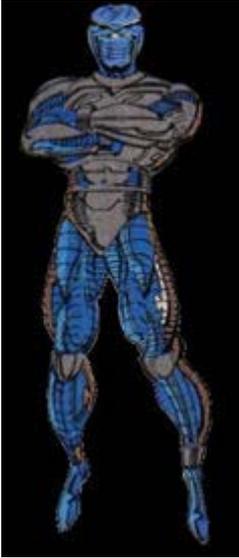
**Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.**

### **History:**

After a millenia of war with the Kree, the Skrulls developed a program to endow their soldiers with abilities and powers to defeat their enemy. But before the "Super-Skrull" program could get beyond the testing phase, the Skrull homeworld was destroyed by the Devourer of Worlds. A few Skrulls were believed to be alive and Sk'ym'x began to search for them.

His search brought him to Earth due to the numerous reports of U.F.O.s and alien sightings. His starship was nearly destroyed entering the Milky Way and he was rescued by astronaut Joe Ledger. Grateful for his rescue, Sk'ym'x gave Ledger the Power Prism (a weapon of great power) and the two returned to Earth. After searching Earth and not encountering any fellow Skrulls, Sk'ym'x resigned from the Squadron Supreme and allegedly left Earth. But, in fact, Sk'ym'x never left his newly-adopted home, he remained on Earth as a "Watcher".

## Slipstream



## Slipstream

Aaron O'Brien

oe:

Resources: Ex  
Popularity: 5

Scythe Battlesuit- Ability Modifiers:

- +1CS to Fighting (maximum Ex)
- +2CS to Agility (maximum Am)
- +5CS to Strength (maximum Am)
- +4CS to Endurance (maximum Mn)

Body Armor: A light weight steel alloy molecular scale chainmail battlesuit made of In material, re-inforced by a personal forcefield generator. These combined provide:  
Am protection vs Physical  
Un protection vs all energy forms

Rocket: Twin high speed mini turbines located in the boots provide Mn flight capabilities. If used as weapons can inflict Ex damage.

E.C.M: The armor has Rm invisibility to radar and sonar. Also provides Rm protection from external interference with the armor.

Protected Senses: Polarised lenses drop over the eye slits providing In protection vs high intensity light. Blindness only lasts 1 round max.

Cloaking: Allows the suit to warp light causing the armor and wearer to appear invisible with Ex capability. The suit is not capable of using Particle Accelerator whilst cloaked.

Particle Accelerator: The main offensive weapon located in the palm of each gauntlet. May inflict Mn damage on either the energy or force columns upto 20 areas away.

Air Supply: The suit is capable of fully fuctional life support for upto 20 hours underwater or even in vacuum.

Communications and Computer link: Allow the user to tap into computer software through a wireless relay with Am ability. The armor also has radio gear with a 200 mile range covering all standard bands.

Sensors:

- Am radar and sonar systems to detect objects, radio waves etc.
- Full band energy and life detection sensors, operate at Ex intensity with a range of 3 areas.

Talents:

Electronics, Engineering, Repair/Tinker, Robotics, Martial Arts C (Muay Thai)

Contacts:

Tony Stark, Reed Richards, Empire State University

History:

A former intern at Stark International Aaron worked as a jumior assistant on many projects, some of which included circutry for the Iron Man armour (although he didn't know to what purpose his work was to be put). Later he was promoted several time due to an amazing talent and skill with electronics. When Obadiah Stane took control of Stark International and created the Iron Monger armour, Aaron was used as an intergral part of the design team.

Later still, after the further problems with Stark/Stane Aaron quit his job and worked as a freelance project manager for several design companies whilst he worked in his off time creating the Scythe battlesuit.

He has managed to keep his body trim and in good physical condition through a private interest in Muay Thai, which is also of benefit in his new career.

Aaron is a glory hunter. He created the battlesuit for fame and fortune, and if he does a good deed to further his goals, then all the better.

Recently Slipstream has met up with the Praetorian, Spartan and Venus in New York whilst all of them were working on the same case. He has decided to join with them in forming a hero group at the behest of Venus who recognised the teams lack of technical expertise.

## Slyde



## Slyde

Jalome Beacher

Fighting: Good

Agility: In

Strength: Good  
Endurance: Good  
Reason: Excellent  
Intuition: Good  
Psyche: Typical

Health: 70  
Karma: 36  
Resources: Good  
Popularity: -1

**Known Powers:**

**Non Stick Coating:** Slydes costume is covered with an experimental non stick substance. The coating provides Monstrous protection against grappling and ensnarement attacks. It also offers Good protection against physical attacks unless a bullseye is indicated, in which case the protection drops to Poor.

**Running:** Slyde can use his frictionless shoes to run/slide at a Good land speed.

**Talents:**

Chemistry

**Contacts:**

None

**History:**

Jarome Beacher was a talented chemical engineer in the design and development laboratory of Beemont Manufacturing who created a chemical coating that could eliminate all friction between an object and any surface. Beacher was about to unveil his discovery when Beemont was purchased by a larger organization and a man named Rockwall was placed in charge. The research and development lab was closed and Beacher was fired. He decided to build his own company founded on the non-stick chemical, but discovered that no bank would lend the money needed without a sizeable down payment.

Creating a special uniform coated with the chemical, Beacher could move at high speeds on foot by sliding with extreme maneuverability. He adopted the pseudonym Slyde and set out to steal the money he needed, as well as to force Rockwall out of business. He began by robbing a bank, successfully slipping through the arms of the guards and eluding both the police and Spider-Man. Next Slyde broke into Beemont where he wrecked his old laboratory and narrowly avoided capture. He escaped with a briefcase snatched from Rockwall's grasp.

When Slyde discovered that the case contained proof that Beemont had become a front for distributing money stolen by a criminal organization, he called the New York district attorney and they set up a "sting" operation to trap Rockwall. Slyde contacted Rockwall, offering to return the evidence in return for a large sum of money. They set up a meeting, and Rockwall in turn hired criminals to set up an ambush. Spider-Man learned of the plan but knew nothing of the police involvement. He arrived on the scene in time to warn Slyde of the danger, and stopped Rockwall's escape just as the district attorney arrived. At the last minute, Slyde grabbed the ransom money and escaped.

**Smuggler**



**Smuggler**

Conrad Josten

Fighting: Good  
Agility: Incredible  
Strength: Typical  
Endurance: Remarkable  
Reason: Typical  
Intuition: Typical  
Psyche: Good

Health: 100  
Karma: 40  
Resources: Good  
Popularity: 0

Known Powers:  
None

Equipment:

Darkforce Manipulation: Conrad's suit is powered by dark force, allowing him various powers stunts:

- Elongation: By using the darkforce, Conrad can add it to his limbs, elongating them with Remarkable ability.
- Plasticity: Remarkable
- Stealth: hide within shadows at Incredible ability
- Body Armor: -5CS damage from blunt attacks due to the nature of the suits power.

**Dimensional Travel:** by slipping into a "darkforce fold" Conrad may travel dimensions or teleport with Amazing ability. This requires shadows or darkness.

**Talents:**

**Stealth, Espionage**

**Contacts:**

**Redeemers**

**History:**

Conrad Josten is the younger brother of Erik Josten, Atlas of the Thunderbolts. Conrad left his family after his brother's criminal career devastated the family farm. Conrad got himself into some illegal dealings as he struggled to make a living, and ended up becoming a thief. He was sought out by the V-battalion to redeem his brother's crimes and be pardoned for his own. While Conrad was getting suited up, he saw his brother die on television, and he was glad that he was gone because of all the trouble he had caused.

**Snowbird**



**Snowbird**

Narya

Fighting: Ex  
Agility: Ex  
Strength: In  
Endurance: Am  
Reason: Ty  
Intuition: Am  
Psyche: Mn

Health: 130  
Karma: 131  
Resources: Ty  
Popularity: 5

Powers:

Shape-Changing: Snowbird is a metamorph, capable of assuming the form of any animal found in the Canadian Arctic. When she changes, she takes on the creatures fighting, Agility, Strength, Endurance and other abilities. These creatures include:

☐ **White Owl**

Fighting: Ex  
Agility: Rm  
Strength: Gd  
Endurance: Gd

Flight: Ex  
Claws: Gd

☐ **Polar Bear**

Fighting: Rm  
Agility: Gd  
Strength: Ex  
Endurance: Rm

Swimming: Pr  
Claws: Ex

☐ **Sasquatch**

Fighting: Rm  
Agility: Rm  
Strength: Mn  
Endurance: Am

Claws: In

The Sasquatch form leaves Snowbird susceptible to psychic attack; her Psyche drops 1CS every round (minimum Pr) she maintains this form.

Flight: Snowbird can fly without changing shape at Ex speed.

Post Cognition: Snowbird has the ability to see events that have occurred upto six hours before with a successful Psyche FEAT. A red FEAT means that events upto 12 hours can be seen.

Limitation:

Narya is mystically bound to Canada and it's coastal waters. Should she leave she is unable to change shape or fly. She also will age rapidly, loosing 1 rank in each ability every two hours. Once all her abilities reach Fb, she dies. Should she be returned to Canada whilst still alive she will regain powers and abilities equal to the rate at which they were reduced.

Talents:  
Bureaucracy

Contacts:  
Alpha Flight, Wolverine, Shaman

History:

Snowbird is the daughter of the goddess, Nelvana, and Richard Easton, an archaeologist. A demi-goddess, she has the power to shapechange into any creature of the north, Created to combat the threat of the Great Beasts, Snowbird was a charter member of Alpha Flight when it first formed years ago. She apparently died when Alpha battled the being known as Pestilence, a fight that saw the death of her husband, Doug Thompson, RCMP, and her newly born baby. Snowbird's spirit, and that of Thompson and their baby, apparently ascended to Paradise, home of the Inuit gods. After her death, Snowbird's shapechanging body was occupied by Walter Langkowski - Sasquatch of Alpha

Flight. Because Snowbird was female, Walter became a woman when in human form. Ultimately, Snowbird's spirit returned to Earth and changed Walter back into a man.

Snowbird was long thought deceased, her soul in Paradise, until Alpha Flight and Wolverine discovered her living body in the clutches of A.I.M. Subsequent tests on the body revealed that it was indeed Snowbird, alive and whole. According to scientific evidence, Snowbird apparently regenerated back to life, but the question remains: if Snowbird is here in the living flesh, then whose body is it that Walter Langkowski now claims his own?

Currently recuperating from her imprisonment by A.I.M., it is only a matter of time before Snowbird returns to the active ranks of Alpha Flight.

### Solarr



### Solarr

Silas King

Fighting: Ty  
Agility: Gd  
Strength: Ty  
Endurance: Gd  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 32  
Karma: 18  
Resources: Ty  
Popularity: -10

Powers:

Manipulate Light: Solarr was a mutant with the Unearthly ability to absorb, store, and manipulate large amounts of energy from light, especially direct sunlight. This energy he used for the following power stunt:

☐ HEAT BLASTS: Solarr could project a blast of heat energy that would do 1n damage and had a range of three areas. After 10 turns of continuous blasting, Solarr had to recharge for 45 minutes.

Heat Resistance: Solarr's mutation made him highly resistant to heat attacks. Heat attacks are reduced -3CS versus Solarr, and then a Red FEAT roll was required to actually injure him.

Supplemental Power Supply: Egghead once designed an auxiliary power supply that allowed Solarr operate at full power at night.

Talents:  
Crime

Contacts:  
Egghead, Klaw

History:

Silas King was born with latent mutant powers that might have remained dormant if he had not been exposed to prolonged solar radiation. A former smuggler of illicit narcotics, King was making one of his frequent runs from Los Angeles to New York City when his van broke down in the Mojave Desert. King spent several days in the desert trying to make his way back to civilization, marginally surviving on cactus pulp. The several days' exposure to the desert sun catalyzed the latent mutation within his body that enabled certain of his cells to store solar energy. When King eventually reached civilization he was immediately hospitalized for sunb stroke and dehydration. While recovering, he accidentally discovered he could discharge the solar energy he had stored as heat blasts.

After recuperating, King made his way to New York City to take up a criminal career. He named himself "Solarr" and initially used his superhuman powers to rob banks. His criminal career brought him into partnership with Klaw and membership in the Emissaries of Evil, led by the criminal mastermind Egghead. However, Solarr repeatedly met defeat at the hands of such crime fighters as the Avengers, Captain America, Spider-Man, and the Thing. Eventually, the captured Solarr was imprisoned at the Project: Pegasus complex, a federal energy research center, in New York State. There his ability to store and discharge solar energy was studied by Project scientists.

### Songbird



### Songbird

Melissa Schwartz

Fighting: Excellent  
Agility: Excellent  
Strength: Remarkable  
Endurance: Excellent  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 90  
Karma: 18  
Resources: Typical  
Popularity: 0

Equipment:

Sound Carapace: At the death of Angar the Screamer her scream of anguish lasted 43 minutes, until it destroyed her vocal powers. All powers now come from the carapace created by Techno from technology stolen from Klaw. Amazing material, creates Solid Sound with the following stunts:

Flight: Songbird can also create wings of solid sound which allow her to fly at Excellent airspeed (10 areas per round). She can safely move at 4 areas/round in closed areas like cities.

- Object creation: She can create solid objects of Remarkable material strength solid sound. She has a max range of 4 areas for this power. Her shapes are rapidly becoming more complex. She has a power stunt where she will throw sonic weapons like knives or large blunt objects. Use thrown blunt or edged combat rolls. She can also use sonic constructs for Remarkable grappling attacks.
- Sonic Blasts: Songbird can fire Incredible intensity sonic force blasts with a 4 area range.
- Sonic Stun: She can fire an In stun pulse that effects one entire area in a 3 area range (green or better Endurance FEAT roll or be stunned for 1-10 rounds).
- Sonic Force Field: Songbird can project an Incredible force field that covers up to one area. This power stunt is still being established and requires a Yellow FEAT roll.
- Floating Disk: Songbird can create a glowing platform of solid light. The disc is a part of Songbird's Power and has no independent existence beyond her. The disc can automatically support Songbird and additional mass. The disc supports Incredible weight, and flies at Excellent airspeed.

Limitations:

- Songbird's constructs are only considered to have Good material strength against sonic attacks.
- Klaw can drain power from Songbird's harness, because of their similar technology. This attack will do Excellent damage per round to Songbird.
- The collapse of her sound constructs can cause feedback in Songbird's harness. In the event of the destruction of one of her constructs she must make a Power FEAT or suffer an Excellent rank stunning attack.

Talents:

Wrestling, Acrobatics

Contacts:

Thunderbolts

History:

Melissa Schwartz's mother was arrested for robbery when Melissa was still quite young. Her father became an alcoholic and began hitting Melissa, so she ran away. She took the name Mimi after her mother. Eventually Mimi met and fell in love with a man named Mike. However, when Mike was caught with stolen goods he framed Mimi for the crime. Mimi went to jail, where she met Marian Pouncy, the lady wrestler called Poundcakes, who was in for an extortion rap. When they got out Marian got Mimi a job with the Grapplers.

The Grapplers, not being able to make ends meet by wrestling alone took a job for Roxon, working with the other dimensional Thundra to destroy Project: Pegasus. They were caught and Mimi went back to jail. When they got out they found that their manager, Auntie Freeze had expanded the Grapplers, and the new, larger group all received strength enhancing treatments from the Power Broker, and went on to join the Unlimited Class Wrestling Federation. When the other two original Grapplers, Titania and Letha were killed by Scourge, Mimi left the Grapplers and struck out on her own again.

Mimi was recruited by Baron Zemo for the fourth Masters of Evil, and worked with the Grey Gargoyle to free Moonstone from prison. The Avengers stopped them, and Mimi went back to prison, but she was soon released again. She teamed up with Angar the Screamer. However, their relationship was not fated to last, Angar was killed shortly thereafter. Her scream upon Angar's death burned out her cybernetically enhanced vocal cords. Baron Zemo found her again and brought her back to the Masters of Evil.

The Fixer modified some solid sound generation equipment that was stolen from Klaw, and Mimi became Songbird as part of their scheme to masquerade as heroes. She discovered that she liked being a hero, and fell in love with Abner Jenkins. When the Thunderbolts were exposed and Zemo used his mind control device to take over the world, Songbird sided with the rest of the Thunderbolts against Zemo and Techno, foiled his plan and saved the world.

Now once more wanted criminals the Thunderbolts were on the run, trying to prove themselves while staying one step ahead of the law. They were soon joined by the ex-Avenger, Hawkeye, who offered to lead them and help them reform. However, he stipulated that Jenkins, who was wanted for murder, turn himself in. Songbird was crushed, but Jenkins agreed.

The Thunderbolts have thrived under Hawkeye's leadership, finding a headquarters and new respect from some segments of the public. Not to say that recent events have not included tragedy as well. The Thunderbolts were soundly defeated by the Hulk, and one of their number, Jolt, was murdered by an as yet unidentified assailant. Recently Jenkins, offered a suspended sentence by the Commission in return for performing a job for them rejoined the Thunderbolts. They managed to double-cross the Commission and blackmailing them into covering up the fact that Jenkins is once again at large. Songbird was ecstatic that Jenkins has rejoined the 'bolts.

Ogre (actually Techno in disguise) used the dermaplasty procedure to alter Jenkins' looks, but the procedure was not entirely successful. They had intended to make Jenkins' skin swarthier, but ended up turning it black. Ogre then altered Jenkins' hair and facial structure to match. Songbird is quite upset by this change, which is contributing to the trouble Jenkins' is having adjusting to the prejudice he is encountering as a black man. Moonstone confronted Songbird about her apparent latent racism, but the issue has thus far gone un-addressed.

Songbird is quite upset that the Thunderbolts have done so little to track down Jolt's killer. She has confronted Hawkeye about her concern, but so far difficulties with the V-Battalion and Moonstone's disappearance have taken precedence.

## Sonic Boom



## Sonic Boom

Ariel Lee

Fighting: Remarkable  
Agility: Amazing  
Strength: Good  
Endurance: Unearthly  
Reason: Typical  
Intuition: Remarkable  
Psyche: Excellent

Health: 190  
Karma: 56  
Resources: Poor  
Popularity: 0

Powers:

**Hyper Running:** CI3000 land speed and resistance to air friction. This equates to 750 m/ph (50 areas per round). Normally Amazing however is increased due to the effects of hyper speed.

- Spiderclimb: CI1000 up 90° inclines (I.E. up or down buildings) providing she has a run up of 40 ft or more.
- Water Walking: CI1000 by skimming along on surface tension providing she has a run up of 20 ft or more.
- Whirlwind Attack: create cyclones for Gd damage and Un stunning or slamming.
- Perceive and catch high velocity objects (-7CS off speed of the object).

**Hyper Speed:** Monstrous power increases her reaction time.

- Multiple attacks that inflict up to Am damage, ignoring body armor (only one to hit roll is made).
- Deliver 75 "Good" Blows in a round to the same target.
- Phasing: By rapidly vibrating her own body, Ariel can move her molecules out of phase with Remarkable ability. She requires 1 round preparation time and can be accomplished "on the run".
- Vibrating Hand: Rapid movement of her hand can cause Amazing strength vibrations. Used offensively the vibrations strike for Am force, breaking down materials of lesser strength, disrupting molecular bonds. This is one of her favoured attacks.
- Invulnerability: Her constant movements have made Ariel invulnerable to the effects of dizziness and vertigo.
- One must make a Red FEAT to hit Ariel with anything other than an area or mind attack. If she is making multiple attacks against the same target the FEAT is reduced to Yellow.

**Body Resistance:** Her body has adapted well to the heat and friction associated with high speeds. She has developed a naturally tough body type such that she can withstand Remarkable damage easily.

**Regeneration:** Although unable to replace lost limbs or organs, her self-healing powers are ranked at Excellent.

Talents:

Tumbling, Acrobatics, Martial Arts A

Contacts:

Venus, Spartan, Slipstream and Praetorian

History:

Ariel is a mutant. Her powers first manifested when she was only 14. She is 16 now and has managed to learn to utilise her powers well. She is extremely well liked at school however has a hard time coping between her her studies, cheerleading practise and being a superheroine and learning her powers better. These are all very important to her so she has no time for boys.

She has recently joined with the Venus, Spartan, Slipstream and Praetorian in forming their hero group. As the youngest and the only other girl in the group, she leans heavily on the confidence and leadership of Venus who sees alot of herself in Ariel.

### Spartan



### Spartan

Todd Bradshaw  
Mutant

Fighting: Rm  
Agility: Ex  
Strength: Un  
Endurance: Am  
Reason: Ty  
Intuition: Rm  
Psyche: Ex

Health: 200  
Karma: 56  
Resources: Ty  
Popularity: 0

Powers:

Channel: The PC can absorb store and convert solar radiation into a bio-energy. He is constantly absorbing at Mn rank and may store up to Cl3000. Stored energy is useful in extreme situations or should he ever be cut off from solar radiation this then becomes the maximum power he has in reserve. The earth is constantly being bombarded with low levels of solar radiation, even at night. He may also manipulate absorbed energy and has developed the following power stunts:

- Solar Energy Emission: Un
- Enhanced Senses:
  - Telescopic Vision: Pr
  - Thermal Vision: Gd

- Recovery: Am rank to recover lost Endurance ranks if injured severely.
- True Invulnerability: His body is much more resilient than normal and as such he may resistant any adverse effect with In ability.
- Solar-Sustenance: Absorption of solar radiation feeds his body allowing him to survive without air, water or food and can even survive under hostile conditions. Hostile conditions deplete stored energy at the rate of 10 points per turn.
- Solar Regeneration: Direct solar energy increases his healing rate by 100 fold (Un ability rank).
- Energy Detection: In
- Ability Enhancement: He can direct his body's energies into his Strength raising it +2 CS in rank for 1-10 rounds.
- Self-Revival: Should he die, his body still absorbs solar radiation and as such can return him to life.
- Final Strike: He may release all his stored energy in a single blast of CI3000 (or power reserve if less) solar energy explosion, powerful enough to destroy a whole planet. Use of this power drains him; -1CS to Endurance, permanently. It also temporarily reduces all powers and abilities until his energy reserves are restored (Mn absorbtion per round, requires store to reach CI1000 rank before he recovers enough to use powers and abilities beyond Feeble rank at which time he recovers as per 75 points to allocate between his abilities.

Invulnerability Heat and Fire

Talents:

Acrobatics, Tumbling, Performer, Martial Arts A, E

Contacts:

Venus, Praetorian, Slipstream

Background:

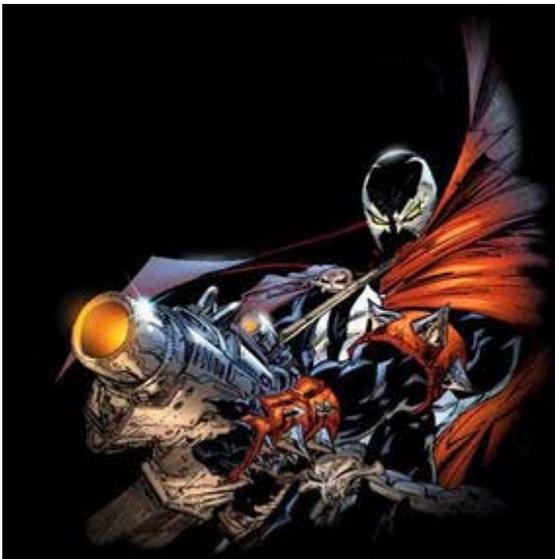
Todd has only recently come into his mutant powers as the result of an accident on set, where he works as a movie stuntman. This accident caused him to be near death after a failed stunt afflicting him with brain damage and severe internal injuries. His regenerative powers kicked in and kept him alive while his body slowly became used to the raw power now actively coursing through him. Amazing all, he recovered in two weeks from this damage and discharged himself from the hospital.

His employer, Arnold Williams (Venus's ex husband) came hunting him as he suspected Todd was a mutant (see Venus for background on Arnold). Managing to elude Arnold, Todd headed east, where he met Venus and Praetorian. Praetorian's innate goodness and Venus's presence has had an effect on Todd who has joined with them and is dedicated to heroic ideals. He is however, trying to talk Praetorian out of relocating to the west coast. He hasn't yet told Venus where her ex husband is yet.

Although Praetorian held to the idea of establishing a West coast hero group, a growing threat to America and the planet Earth seemed to have taken rooted in New York. Both Venus and and Spartan have agreed that this threat should be eliminated before thinking further on moving base to the West.

Sparatan died in a recent conflict with Radiation Man, however the radiation further mutated his genetic structure so much so that he has been reborn into a solar powered juggernaut (ala Wonderman).

## Spawn



## Spawn

Al Simmons

Fighting: Rm  
Agility: Rm  
Strength: Rm  
Endurance: Am  
Reason: Gd  
Intuition: Rm  
Psyche: Rm

Health:140  
Karma:70  
Resources: Pr  
Popularity:0

Known Powers:

Suit: Spawn's symbiote suit gives him the following abilities:

- Body Armor: Ex
- Regeneration: Ex (2 per round)
- Recovery: Mn. Each round Spawn can choose one of the following.
- Increase Fighting: F +3CS
- Extra attack: chains make an extra attack with Rm ability for Rm damage or grappling
- increase body armor: +2CS

Magical Energy Manipulation: Un. Spawn can use magical energy to duplicate almost any power (teleport etc.) or use it as a raw energy attack. Each time he uses this power above Ex rank the power drops 1 point ( from Un(100) to Un (99) ) permanently. Only in very extreme circumstances can this be recharged.

Talents:

Guns, Detective/Espionage, Martial Arts: B, E, Marksmanship

Source: Marvel RPG and more

## Speedball



## Speedball

Robbie Baldwin

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Ex  
Reason: Ty

Intuition: Ty  
Psyche: Pr

Health: 46  
Karma: 16  
Resources: Pr  
Popularity: 2

**Powers:**

Speedball Effect: Special. This odd power activates any time he causes or takes poor damage or better through physical attacks. It allows him to leap RM distances (6 areas) and rebound off objects without injury - he had even run in front of a speeding bullet train to transform himself into Speedball.

When the power is activated he automatically has his costume manifests. Each bounce causes the appearance of bubbles of PR intensity light. If in an enclosed area and the power is activated his lights will confuse opponents imposing a penalty of -1 CS to -3 CS on visual intuition feats.

Speedball also has a natural body armor when in Speedball form. He also can not be recorded by television crews and will appear as nothing more than a constant swirling blur. And finally, his mind is somehow protected so much so that it is perhaps on par with the defenses held by Professor Charles Xavier.

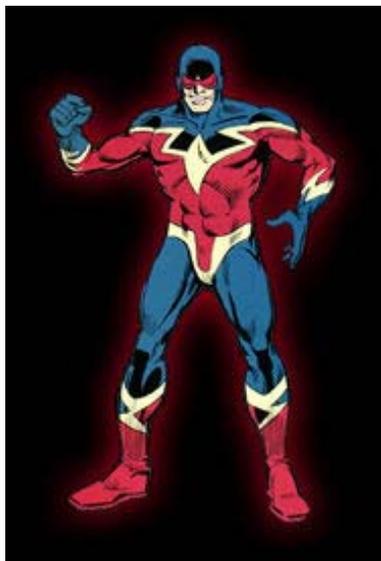
**Talents:**

Tumbling, Martial Arts E, +1 Cs to charging attacks

**Contacts:**

Avengers, New Warriors, and Spiderman, Dr. Benson

**Speed Demon**



**Speed Demon**

James Sanders

Fighting: Remarkable  
Agility: Monstrous  
Strength: Good  
Endurance: Monstrous  
Reason: Excellent  
Intuition: Good  
Psyche: Good

Health: 190  
Karma: 40  
Resources: Gd

Popularity: -5

**Known Powers:**

Lightning Speed: Sh-X land speed

- Sh-X strength for breaking a grappling attack.
- Extra attacks with Sh-X ability or multiple attacks that inflict up to Am damage, ignoring body armor (only one to hit roll is made).
- Create cyclones for Gd damage and Sh-X stunning or slamming
- catch arrows
- Increase speed to CL1000 (endurance FEAT every 2 rounds or pass out)
- Water running (1000 feet with a 100-foot approach)
- Wall running (300 feet with a 500-foot approach)
- Invisibility by moving extremely fast, Red intuition FEAT to notice
- One must make a Red FEAT to hit Speed Demon with anything other than an area or psychic attack. If Speed Demon is making multiple attacks against the same target the FEAT is reduced to Yellow.

Resistance to Cold: In

Enhanced metabolism: In resistance to drugs or alcohol.

**Talents:**

Crime

**Contacts:**

Justin Hammer

**History:**

Many years ago, the alien known as the Grandmaster played a tournament of powers with the time traveler known as the Scarlet Centurion. The Scarlet Centurion used his enemies from an alternate Earth, the Squadron Supreme, as his pawns in the contest. A few years later, the Grandmaster became involved in the same type of contest with the time travelling Kang the Conqueror. The Grandmaster contacted four humans and offered them powers similar to the Squadron Supreme. One of the humans was James Sanders, a chemist for the Hudson Pharmaceutical Company of West Caldwell, New Jersey. The Grandmaster gave him a formula for a pill that would give him superhuman speed. Sanders agreed to play in the Grandmaster's tourney in return for the formula.

The Grandmaster gave him a costume and called him the Whizzer. Sanders and the other Squadron Supreme copies were beaten in the contest by Kang's team of pawns, the hero team Avengers. After the defeat, the Grandmaster kept his word and returned Sanders and the others to Earth with their powers. A few months later, Sanders and the other members of the Squadron Sinister were hired by the alien geographer, Nebulon. Nebulon and the Squadron Sinister tried to melt the polar ice caps, but they were stopped by the hero team Defenders. Doctor Strange cast an amnesia spell over the Squadron members, causing them to forget their powers.

Sanders got his job back at Hudson Pharmaceutical and worked there for awhile. His memory was accidentally restored when the Avengers questioned him about one of the other Squadron members, Dr. Spectrum. Sanders experimented with the original formula that had given him his powers, creating a variant that increased his super speed even more. He took a new name, Speed Demon, because of the recent return of the WWII hero called the Whizzer. He then began to use his powers in various thefts, and most often clashed with the hero Spider-Man.

Later, Speed Demon joined a super villain team, the Sinister Syndicate, led by the Beetle (now the hero MACH-2). During this time he developed a rivalry with various other members of the team. The team proved short-lived and Speed Demon rejoined their later incarnation led by the wife of the villain Ringer, which was similarly disbanded shortly after.

**Sphynx**



## Sphynx

The Dreaded One

Fighting: Amazing  
Agility: Remarkable  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Incredible  
Intuition: Incredible  
Psyche: Amazing

Health: 255  
Karma: 100  
Resources: CL1000  
Popularity: -10

Known Powers:  
Plasma Emmission: (Heat and Light): Unearthly  
Flight: Incredible  
Mind Probe: Incredible  
Energy Absorption: Unearthly  
Growth: Incredible  
True Invulnerability: Incredible  
Total Recall: Unearthly  
Teleportation: Incredible

### Bonuses:

Energy Absorption may be used to absorb any type of energy and actually has no limit to the amount being absorbed. Absorbing energy from an cosmic (Unearthly+) source permanently boosts him into a powerful cosmic form until the energy is stripped from him again. Energy Absorption may not be used during combat situations.

### Equipment:

KA Stone: Material Strength: CL1000

The wearer is granted all of the Sphynx's powers, physical attributes and Immortality as long as he wears it.

### Limitations:

Losing the stone strips the wearer of all additives and as result the former wearer takes the full toll of his entire existence in years and quite possibly dies of old age withering to dust in the process. Once somebody has started to wear the stone it cannot be removed by anything except by using forces of at least Shift-X level.

### Note:

After having absorbed the power of the Xandarian computers his powers and abilities increased vastly, represented by these new Cosmic levels:

Fighting: Amazing  
Agility: Remarkable  
Strength: CL1000  
Endurance: CL1000  
Reason: Unearthly  
Intuition: Unearthly  
Psyche: Unearthly

Health: 2080  
Karma: 300

Known Powers:  
Plasma Emmission: (Heat and Light): Unearthly  
Flight: CL5000  
Mind Probe: Shift-Z  
Life Support: CL3000  
Energy Absorption: CL1000  
Growth: Unearthly  
True Invulnerability: Shift-Z  
Total Recall: Unearthly  
Cosmic Awareness: Excellent  
Molecular Conversion: Shift-Y  
Teleportation: Unearthly

Talents:

Engineering, Chemistry, Physics, Occult Lore, Medicine, Leadership, Archaeology, History, Multi-lingual: (A very wide array of languages)

Connections:

Sphinx II

History:

The man who would become the Sphynx used to be the chief wizard of the ancient Egyptian Pharaoh Ramses II. At one time, in front of the Pharaoh, when the wizard's apparent magical abilities proved to be inferior to the demonstrated powers of the captured Israeli leader Moses, Ramses banished the wizard. The wizard began his long wanderings and after several years stumbled upon a temple of unknown origin inside which he found the Ka stone laying. This stone seemed to be semi-sentient and seemed to bid him to touch his forehead with the stone. The moment he did so the stone affixed itself to him and imbued him with vast superhuman powers and immortality. Dazed by the powerful energies the wizard collapsed and was nursed back to health by a lonely outcast woman. This woman, who fell in love with the Sphynx, was later to become the second Sphynx. The transformed wizard assumed the name The Sphynx and spent the next 5000 years travelling around the world without purpose, involving himself in whatever seemed interesting.

During some stage of his existence the Sphynx became utterly bored with his immortal life and began to search for means to free himself of the Ka stone to end his existence. Hearing of a mystic, enigmatic entity whose powers rivalled his own, he travelled to the Himalayas encountering the being Sayge. However Sayge refused to help him and instead tormented him with the picture of the Sphynx's unalterable destiny of eternal life. The being Sayge, known to some as Veritas, met the Sphynx several times in the years to come. By the time of the mid-twentieth century he had probed thousands of minds for means to end his existence. At one point probing the mind of Rikard Rider aka Nova he found out about the planet Xandar and its planet-sized computer.

The Sphynx thought that this was the way of thwarting the Ka Stone, but he was unable to probe all knowledge of this planet from Rider. Later the Sphynx learned about the planet Xandar from the being called the 'living computer' Quasimodo. The Sphynx thereafter pressured Rider and the latter's allies into taking him to Xandar in Rider's starship. Reaching Xandar the Sphynx absorbed the total sum of that world's accumulated knowledge as well as tremendous amounts of energy from its planet-sized computer.

Now, at last, the Sphynx had the knowledge and power to end his own existence. He did, however, abandon his goals of suicide and instead decided on returning to Earth to destroy it. Learning of this intent by Nova the Earth champions known as the Fantastic Four, realizing this immense threat, contacted and bargained with the world-devourer Galactus to battle the Sphynx. In the following battle on Earth Galactus did defeat the Sphynx, drained him of the absorbed energy, plucked the Ka Stone from his forehead and crushed it and sent the Sphynx back in time to relieve his life over and over eternally in a time loop, fulfilling the prophecies of Sayge. But Galactus had made a mistake failing to take into account that the Sphynx already existed in the timeperiod where he sent him. In that time period there were now two Sphynxes, who met at the point in time where the Sphynx first discovered the Ka Stone. The future Sphynx told the other what Galactus had done and the two worked out a scheme by which they could escape the fate Galactus had planned for them. Using the future Sphynx's knowledge they built a machine able to reform the Ka Stone after Galactus had crushed it.

The future Sphynx then hypnotised the young Sphynx into forgetting their meeting, who lived on as historically recorded, and put himself into suspended animation. Some months after Galactus had defeated the Sphynx, the Sphynx emerged from this animation after having been suspended for five millenia. The Sphynx then began using the machine to restore the Ka Stone, but unfortunately clashed with the Thing before completely doing so. The Thing destroyed the machine and the Ka Stone began to slowly disintegrate. The Sphynx, deprived of his immortality and enraged by this, defeated the Thing trying to kill him. The Thing's enemy the Puppetmaster, however, believed he owed the Thing a debt of gratitude and intervened, used one of his mystical puppets to take control of the Sphynx's mind. The controlled Sphynx was ordered to take the Ka Stone from his brow and crush it into dust. As soon as he did so the Sphynx's body succumbed to rapid aging and withered, turning finally to dust itself.

## Sphinx II



## Sphinx II

Fighting: Ex  
Agility: Gd  
Strength: Un  
Endurance: Am  
Reason: Ex  
Intuition: Ex  
Psyche: Ex

Health: 180  
Karma: 60  
Resources: In  
Popularity: 0

### Known Powers:

Sphinx II's powers stem from her exposure to the mystical Ka Stone and its energies over the process of several lifetimes.

**Perpetual Reincarnation:** (Serial Immortality/Rebirth) Any time she dies, Sphinx is reborn into a youthful body of (usually) Egyptian or Arabic ancestry. She retains all her memories and abilities, and may learn new skills etc. in her new lifetime. She possessed this power before her exposure to the Ka Stone. Since merging herself with the original Sphinx's abilities via the Ka Sceptre, she has gained most of the powers of the original Sphinx, although no longer consciously capable of reshaping reality on such a grand scale, her abilities remain formidable.

**Body Armor:** Sphinx's flesh is dense enough to offer Am protection against physical attacks, and Rm protection against all others.

**Energy Absorption:** Mn ability to absorb energy and channel it into Str and/or End ranks or to increase the ranks of any existing powers. She may drain up to 150 pts of energy, this energy dissipates at 10 pts/round.

**Eyebeams:** Project heat, light and forcebolts of Am range/intensity.

**Flight:** Am speed.

**Growth:** Sphinx may control the size of her physical form, allowing her Mn growth, for +3 CS to hit in combat.

**Life Support:** Un. She need not eat, breathe, excrete, nor sleep, and may survive temperature extremes, weather conditions and outer space indefinitely.

**Teleportation:** Mn

**Telepathy:** In

**Mental Probe:** Am

### Talents:

Sphinx II may draw on the memories and skills of countless lifetimes of learning, as such she may conceivably possess any talent the Judge wants her to have.

### Known Talents:

Archaeology, Mystic Origin, Mystic/Occult Lore, Multilingual: English, Arabic, Ancients: Egyptian, Greek, Latin, Sumerian and possibly dozens of others!

Contacts:

Archaeology, International Finance fields. If necessary, she can and has mustered a large number of skilled and devoted followers.

History:

Thousands of years ago, an Egyptian magician in the service of Pharaoh lost a battle against Moses and was punished by being exiled from Egypt. Living as a nomad in the desert, he stumbled upon the ancient temple of Ka, where he discovered a mystical gem, the legendary Ka Stone. Placing it on his forehead, he was transformed into the immortal being who would become known as Sphinx. Dazed by the powerful energies surging through his body, the magician collapsed. He was found and nursed back to health by a lonely outcast woman.

This woman, whose name is not recorded, fell in love with Sphinx, but he could not return her love and walked out of her life. For the rest of her days, she sought and dreamed of him. She finally died, lonely and bitter-only to reawaken in the body of an Egyptian boy from a wealthy family.

Her next life was an improvement: as an upper-class Egyptian male she became an architect and scholar, and in her researches, she located the lost temple of Ka. She deciphered the cryptic parchments found in the temple, and uncovered many of the Ka Stone's secrets. Finally she died, but was reborn again, once more a woman, this time of noble birth. In her third life, she would marry the Pharaoh. Her wisdom and memories intact, she deduced that she had the power of perpetual reincarnation due to having absorbed some of the Ka Stone's energies when she tended the Sphinx. Seeking to increase her link with the stone, she arranged for her body to be entombed with the Scepter of Ka, an artifact from the temple which would attune her with the energies of the stone still worn by the Sphinx.

Realizing that she was also immortal, she began a grand scheme to reunite herself with her loved one. Over the centuries, she plotted, living scores of lives and accumulating many fortunes. Finally, in the latter half of the twentieth century, she was reborn in the body of another Egyptian woman, just as the Sphinx showed himself again. She made plans for their reunion, but before she could meet the Sphinx once more, her dreams were shattered. Her loved one, tiring of immortality, had come into conflict with Nova, then with Galactus himself, and been destroyed.

But she was not defeated. Using her personal fortune, she built up a sizable organization of devoted followers. She and her underlings then journeyed to her eons-old tomb in the Temple of Ka. Wielding both modern technology and the ancient power of the Ka Scepter, she used its jewel to gather the Ka-stone energies that had been scattered through the Earth's atmosphere with the defeat of the Sphinx. She succeeded in imbuing herself with the power of the Sphinx, but in her eagerness, she was overwhelmed by the mighty energies coursing through her body. Without conscious thought she used these energies to twist reality itself, altering the world's history to the way she wished it had always been, creating a cosmic lie.

In this new reality, the Sphinx had not left her those millennia ago in Egypt. Instead, he had returned her love and they had lived happily together for millennia as immortals. The Sphinx and his lover had defeated Moses, and they used their powers to ensure that Egyptian culture dominated the world until the twentieth century. Egypt even colonized America, which became known as the United States of Assyria. In this false reality, the Sphinx eventually tired of life, passing on his great powers to his consort, but leaving a mystic cat infused with his love as a keepsake for her.

But reality was not so easily changed. Two beings existed who were connected with the Ka Stone: Sayge, a mystical embodiment of Truth who had been companion and nemesis of the original Sphinx, and Richard Ryder, the man called Nova. They could subconsciously sense the basic "wrongness" of the altered timeline. With the help of a mutant rebellion who opposed the Egyptian hegemony, Nova and Sayge were able to pierce the self-deception of Sphinx II. Unable to maintain the truth of her own created reality when confronted with it, Sphinx II's own self-deception was shattered, and this returned the Earth to normal.

The second Sphinx survived her defeat, but was bitter and heartbroken at the loss of her perfect world, swearing vengeance against Nova and the New Warriors.

**Spidergirl**



## Spidergirl

May "Mayday" Parker

Fighting: Remarkable  
Agility: Amazing  
Strength: Incredible  
Endurance: Incredible  
Reason: Excellent  
Intuition: Excellent  
Psyche: Remarkable

Health: 160  
Karma: 70  
Resources: Typical  
Popularity: 20

### Known Powers:

Wall-Crawling: Spidergirl can crawl on vertical and horizontal surfaces with Amazing ability.

Combat Sense: May's Spider-sense is a little keener than Peters at Monstrous level. Includes a weakness detection so May can concentrate her attacks at weakpoints and hopefully defeat opponents faster.

Repulsion: May possesses the ability to repel objects from her hands. May discovered this power when she was in a fight with Darkdevil. She has since then mastered it, and now can attach her hands to objects and then repel them at her adversaries.

Adhesion: If she is clinging to an object and another person comes into contact with that object, they will stick to it as well.

### Equipment:

Web-Shooters: May has learned her father's formula for making web fluid. The powerful polymer is fired from May's wrists, and is strong as steel. It lasts for about an hour before dissolving, at current May just uses regular type of webbing. This "webbing" is initially of Incredible material strength and hardens to Monstrous in the next round. Spider-Girl also utilizes webshooters, which allow her to fire weblines for transportation (at 3 areas per round) and a sticky net for entrapping her enemies.

Wrist Pouches: Spidergirl carries more web cartridges, enough to completely refill a single web shooter 9 times in these pouches.

### Talents:

I haven't seen any yet.

### Contacts:

Darkdevil, Stinger, Speedball, Daily Dugle, Peter Parker, Normie Osborn, Juggernaut 2, Iron Fist, Nova

### History:

Mary Jane gave birth to May Parker, daughter of the original one and true Spider-Man. Mary Jane and Peter were told that the child was stillborn. In the MC2 universe, May is alive and well.

May is the daughter of Mary Jane and Peter Parker. In a not-too distant future, Peter Parker retired his Spider-Man career to live a normal life with his wife and daughter. May grew up to become a very athletic and agile varsity basketball player. While watching young May during a game, Peter and Mary Jane noticed that their daughter exhibits what they considered to be superhuman agility and skill.

Dismissing the whole thing as a fluke, Peter and Mary Jane decided to keep the whole thing under wraps-until-the mysterious Green Goblin seemingly returned from the grave and cornered May. Terrified, May went home and told her parents of the incident. Vowing to meet the Green Goblin at the Brooklyn Bridge at midnight-Peter took off a final showdown with the Green Goblin. Scared for her husband's life, Mary Jane revealed to May that her father was the original Spider-Man.

Normie Osborn, the original Green Goblin's grandson attacked as the "new" Green Goblin. May donned her uncle's spider suit, the late Ben Reilly, and went out to defeat the Green Goblin. While she burned the original suit, May learned that night, when she acted, people lived. She made a new costume and webshooters and became the stunning Spider-girl.

May trained with Phil Urich for awhile although her parents didn't agree of her heroic aspirations. A while back she solved the Osborn/Parker vendetta once and for all, by becoming friends with Normie Osborn. Normie even helps her now, and thus began May's costumed career.

She now has the approval of Peter and Mary Jane and works at the Daily Bugle as a copy girl.

## Spiderman



## Spiderman

Peter Parker

Fighting: Rm  
Agility: Am  
Strength: In  
Endurance: In  
Reason: Ex  
Intuition: Gd  
Psyche: In

Health:160  
Karma:70  
Resources:Ty  
Popularity:30

### Known Powers:

Wall-Crawling: Am  
Combat Sense: Am, a "buzzing" in his head alerts Spider-Man of potential danger. Spider-Man cannot be blindsided, and he may make defensive actions if he makes a successful power FEAT. Intuition in combat is equal to this power rank. If the sense has been nullified his Int. is as listed and all agility FEATs are at -1CS.

### Equipment:

Web-Shooters: In material strength web in the round it was fired. It hardens to Mn in the next round. This webbing is used for transportation (3 areas per round) and restraining opponents. He also can create the following:

- Web Shield: Mn
- Web Parachute
- Web Hang Glider: Ty air speed.
- Web Missiles: Ex blunt damage at 3 areas.

Spider-Tracer: Attuned to his Spider Sense he can track these with Am ability up to 1 mile.

Spider-Light: Gd illumination, spider-shaped.

Web Cannons: Large gun of Ex material to spray web over one whole area.

Talents:

chemistry, physics, photography

## Spiderwoman



## Spiderwoman

Jessica Drew

Fighting: Excellent  
 Agility: Incredible  
 Strength: Remarkable  
 Endurance: Incredible  
 Reason: Good  
 Intuition: Excellent  
 Psyche: Excellent

Health: 130  
 Karma: 50  
 Resources: Good  
 Popularity: 5

Known Powers:

Energy Emmision: Bio-Electric "Venom Blast": Amazing  
 Invulnerability to Disease, Poison, and Radiation: CL1000  
 Gliding: Poor  
 Pheromones: Typical Aerosole emotion control. Affects  
 Pleasure in men  
 Fear in women  
 Wall Crawling: Remarkable

Limitation:

She has a finit amount of bio-energy to fuel her venom blasts. Each use drains her the same points. Points recover at the rate of 10 per round.

- Drew has lost her powers, although she suspects that they may now be returning.

Talents:

Acrobatics, Martial Arts A, Detective, Law Enforcement,

Contacts:

Wolverine, Lindsay McCabe, X-Men, (as Spider-Woman: most costumed heroes)

History:

Jessica Drew was the daughter of American anthropologist Jonathan Drew and his British wife Meriem. When Jessica was still under two years of age, her parents moved to the small Balkan nation of Transia. Her father and his colleague, geneticist Herbert Edgar Wyndham, had purchased a parcel of land on Wundagore Mountain within the Transian borders, and intended to build a small scientific research center there. After discovering uranium on the property, the two scientists became wealthy and poured their riches into the building of a citadel of science. Coinciding with the completion of the Wundagore citadel five years later, Jessica Drew became deathly ill due to her exposure to the radioactive uranium. To save her life, her father injected Jessica with an experimental serum composed of irradiated spider's blood, since his experiments showed that spiders possessed greater immunity to radiation than did human beings. Jessica did not immediately respond to the treatment, however, and Wyndham placed her in a genetic accelerator of his own design for further treatment. Meriem Drew, distraught that her daughter was now a "guinea pig" for her husband and friend, died several days later. Jonathan, in turn, became so despondent that he left Wundagore for his home in England. Jessica was raised at Wundagore and continually subjected to the genetic accelerator, effectively making her half-human, half-spider.

Jessica was led to believe that she was actually one of the genetically accelerated animals of the High Evolutionary, but as the other demi-humans shunned her, Jessica left to wander the world, but was captured by the terrorist group HYDRA, and she became an agent, given the title and costume of Arachne. When she was sent to kill Nick Fury, head of the espionage agency SHIELD, she rebelled and quit. However, she was captured and brainwashed by HYDRA again. When the hero, the Thing, and his girlfriend Alicia Masters were visiting Stonehenge, HYDRA ordered Jessica to kill him. The hero was actually attacked by a group of elementals created long ago by Merlin to capture Modred the Mystic, and Jessica, now as Spider-Woman, ended up aiding the Thing and Modred in defeating the elementals. Modred could sense that Jessica's memories had been tampered with and he told her she was indeed human, letting her remember her true origin.

She soon battled the villain Excaliber and afterwards encountered Magnus the Magician, who promised to help Jessica. She moved to Los Angeles with Magnus in order to continue her search for her father there. During the course of her investigation, she battled many supervillains and was chased by a SHIELD agent Jerry Hunt. Ultimately, she learned that her father died after being conscripted by a paramilitary terrorist organization using the front of a scientific corporation, Pyrotechnics. She and Hunt began a romantic relationship, and Magnus began to make a life for himself, eventually leaving the couple.

Jessica tried unsuccessfully to hold down a number of jobs until she stumbled across the villain Nekra and her Cult of Kali. She defeated the mutant and learned her body produced fear-inducing pheromones, which led people to subconsciously dismiss her. As Spider-Woman, Jessica continued a full-time crime-fighting career, much to the chagrin of Hunt, who eventually left her. Later, Jessica met her namesake, Spider-Man, and began a brief partnership with criminologist Scott McDowell.

Later still, Jessica moved to San Francisco where she fought the mutants Siryn, Black Tom Cassidy and the Juggernaut along side the hero team X-Men. She became a licensed private investigator and battled for the first time Magnus' archenemy, Morgan Le Fay. During this time, she met and became fast friends with Lindsey McCabe.

On one adventure, Jessica battled the Viper and the Silver Samurai. Viper tried to convince Jessica that she was her mother, and when the power behind her latest plot was shown to be the demon Chthon, Viper betrayed Chthon rather than hurt Jessica, and the two went their separate ways. Later, Jessica would be attacked by the Viper, who believed that Jessica had brainwashed her into thinking she was her mother. With the help of Captain America, Jessica defeated the Viper, who fled.

When an insurance company hired her to investigate a rash on industrial robberies in San Francisco, she encountered the Atom Smasher and his henchmen and traced the thefts to Los Angeles. Once there she came across the Thing and Bill Foster (then, the third Giant Man) from whom the Atom Smasher and his men had stolen equipment from. The Thing didn't remember meeting her before but knew she seemed familiar. Together they tracked them down and they learned that Atom Smasher planned to use a neutron bomb to kill everyone in the city and loot it, then blackmail the nations of the world to prevent it from happening to any other city. During the fight the Thing learned that Spider-Woman was immune to the Atom Smasher's radiation blasts. He informed Giant Man, who was dying of radiation poisoning. She donated in a massive blood transfusion to save Giant Man's life, even though the doctor's told her she no longer would possess her immunity to radiation by doing so.

Jessica was then contacted again by Magnus, who convinced her to travel in astral form with him to sixth-century England to free souls from the clutches of Morgan Le Fay. Morgan apparently died in the ensuing battle, although her astral form survived. Morgan's astral form placed a spell on Jessica's prone body, so that Jessica's astral form could not return to it. The Avengers and Doctor Strange traveled to the astral plane to battle Morgan Le Fay and reunite Jessica's spirit with her body. They were successful, but Jessica apparently lost her powers when she returned. She gave up her Spider-Woman identity but resumed her private investigator career.

At one point, Jessica set up operations in the east-Asian city of Madripoor. She was later ensorcelled by the Black Blade to battle the X-Man Wolverine, where it was revealed that Jessica's powers may not have been permanently lost. She would then assist Wolverine on several adventures.

Later still, having somehow become trapped in a magical dimension, Jessica was rescued by Lindsey McCabe, Spider-Man, and the second Spider-Woman, Julia Carpenter.

Some time later, Jessica Drew was attacked by a costumed villain calling herself Spider-Woman, stealing Drew's (apparently fully regenerated) powers for herself. Drew joined with the second Spider-Woman, Julia Carpenter, a recently-rejuvenated Madame Web, and a new hero calling herself Spider-Woman to track down this villain, who had been stealing powers from these women as well. Ultimately, the newest Spider-Woman stole all the powers back from the villain, leaving Jessica Drew without her powers yet again.

Drew remained in New York, and, alongside Madame Web, often helped the new Spider-Woman, a youth named Martha "Mattie" Franklin, in her nascent adventures. Eventually, Jessica Drew began to notice that different aspects of her superhuman powers were returning. Nevertheless, Drew remains reluctant to return to full-time costumed adventuring.

## Spider Woman II



### Spider Woman II

#### Julia Carpenter

**Fighting:** Excellent  
**Agility:** Amazing  
**Strength:** Incredible  
**Endurance:** Remarkable  
**Reason:** Good  
**Intuition:** Typical  
**Psyche:** Remarkable

**Health:** 140  
**Karma:** 46  
**Resources:** Good  
**Popularity:** 5

#### Known Powers:

**Wall-Crawling:** Amazing

**Psychic-Webs:** Monstrous strength, Julia is able to weave psionically-created webs. They can be destroyed by physical force, and they also dissolve if she is knocked unconscious. Used for entanglement.

#### Talents:

Espionage

#### Contacts:

Rachel Carpenter, Avengers

#### Spiral



## Spiral

Rita

Fighting: Ex  
Agility: Rm  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: Ex  
Psyche: Am

Health: 100  
Karma: 80  
Resources: Gd  
Popularity: -5

### Powers:

**Multiple Arms:** Spiral was genetically engineered to have certain superior powers. She has six arms and increased motor skills which allow her to control all arms at once. She can fight with up to three weapons at once, while using her other three arms for various tasks at the same time (taking out equipment, grasping another character, etc.) Though one of her arms was somehow severed in the past, it has been replaced by a bionic arm of Incredible Material Strength which operates like a normal limb (except it must be repaired instead of healed if damaged).

**Magical Spirals:** Spiral is a master of some alien form of magic which uses universal and dimensional energies by weaving spirals (or patterns) through intricate arm gestures and dance. She performs these magics at the Am level, but cannot do anything else while she cast them. She must make a Psyche FEAT roll to be successful in any magical spiral she weaves. While weaving a spiral she is aware of what is going on around her, and can even talk, but if she is successfully attacked while she weaves, the pattern fails. The effects of her magics have so far included the following (but she is certainly not limited to just these):

- Shatter any inanimate, inorganic material of Incredible Material Strength or less within a 3 area range. The maximum size affected is the equivalent of a large automobile. She can also shatter force fields, force walls, etc. (of any origin) with this pattern, as long as they are Incredible Strength or weaker and not larger than 1 area. She can perform this spiral in less than one round.
- Control energy attacks of all kinds (including electro-magnetic, gravitational, magical, heat, etc.) directed at her by weaving them around herself and sending them back at the user. They will attack the user with the same effect intended for her. If the energy attack causes In damage or less, her normal green Psyche FEAT roll is all that is required for her to control it. If the energy attack causes Am or Mn damage, then she needs to make a yellow Psyche FEAT roll. If the attack causes Un or greater damage, she needs to make a red Psyche FEAT roll. If she fails in her rolls the energy attack succeeds against her as normal. She can perform this spiral in less than one round as a defensive maneuver, four rounds if creating it for another purpose.
- Cast an energy matrix around a character which neutralizes all of his powers, whether natural or artificial (but not magical) for three rounds. She can create this spiral in one round.
- Slip between timespace and teleport a short distance. Her teleport range is up to 10 areas. She can teleport herself or any other characters in the same area that she desires. When she teleports, an audible 'ping' always sounds. She can perform this spiral in one round.
- Open a dimensional aperture to any one of a myriad of dimensions. Anyone occupying the same area at the time will also disappear through the dimensional aperture if she so desires. She performs this intricate spiraling dance by using a full 10 rounds of uninterrupted movement.

□ Make herself invisible to normal sight by slipping into a thin layer of time space. She can still touch and affect others if she wills it, but can be hurt by a stray shot or lucky attack while doing so. When invisible she cannot be seen or heard by anyone (a character who can see into the astral plane is allowed a red Psyche FEAT roll to see her). She can perform this spiral in less than one round.

□ Enhance or decrease another character's specific power for as long as she concentrates. She must first recognize a character's specific power before she can affect it (requiring a Psyche FEAT roll). The enhancement shifts the character's power rank by +2 CS, but not above Un. The decrease shifts the character's power rank by -2 CS, but not below Fe. She can perform this spiral in one round and must keep it up for it to work in consecutive rounds.

□ Drain the life force from another sentient being to keep herself young and vital. What is left of the drained character is a lifeless husk. She will not perform this spiral while acting as a member of Freedom Force or if used as a player character. She can perform this spiral as a 20 round dance that must be uninterrupted to work.

**Alien Physique:** Spiral's body has a thicker epidermal layer than a humans that acts as Gd body armor against physical damage, including heat and cold. Her muscles operate differently than human musculature, so she can move at Ex Land Speed and has In Strength for the purpose of leaping. Spiral's mind is so well disciplined that if someone tries to control her mind, absorb her powers (like Rogue), or otherwise attempt to psionically dominate her, they run the risk of her dominating them. She cannot be dominated, except by another of her race. Spiral must make a red Psyche FEAT roll to gain domination. If she fails, it means her attacker slipped into and out of her mind and was not trapped.

**Special Tricks:** Spiral will almost always sneak up on an opponent when she operates alone, or teleport behind him. She will not hesitate to use her long sword. Operating with a team, she will usually act as a support member, staying out of the initial action, casting spirals to help her teammates, and then using her fighting prowess if it is needed.

**Weapons:** Spiral has a long, thin sword made of some Mn Material Strength alien metal alloy. It causes Gd damage if she uses it one-handed, but if she uses it two-handed (and performs no other attacks that round with her other arms), it causes Ex damage. She also carries a normal dagger that she can use at the same time as a one-handed sword attack.

**Talents:** Spiral is a swordswoman and gains a +1CS with any edged weapon. She also knows martial arts type B and C. Spiral is a professional slave-hunter. If she has sufficient information on a character, she can track him down with Am proficiency. It is assumed that she can speak the languages of many different dimensions.

#### **Contacts:**

Spiral is a slave-hunter for the Spineless Ones from another dimension. She can also recruit other alien slave-hunters through the Spineless Ones. She is the property of one Spineless One in particular, named Mojo, who is a powerful magic wielder and a mad, pathological destroyer. Spiral has worked with the Freedom Force on only a few missions so far, but she is considered to have contacts with this group.

#### **History:**

Rita was a successful stuntwoman nicknamed Ricochet Rita when she encountered the being known as Longshot, a genetically engineered slave of another dimension ruled by the monstrous Mojo and leader of a rebellion there. Rita helped Longshot, falling in love with him in the process. At some point, Rita was abducted by Mojo's agents and abducted to his universe. There, she was transformed into Spiral and granted the ability to wield magic. To ensure Spiral's hatred of other humanoids, Mojo had Spiral designed with six arms rather than only two.

Mojo sent Spiral and various rebel hunters to recapture Longshot, who at the time was rendered amnesiac from a previous capture. They followed Longshot through an interdimensional portal to Earth, although they were ultimately unsuccessful.

It is unknown if Spiral was trapped on Earth or elected to stay. Spiral enlisted in Freedom Force, the United States government's team of superhuman agents, as a means of learning more about Earth, and served with them on most of their adventures.

Later, Mojo joined Spiral on Earth, intending to prevent Longshot from returning to their native world and stirring up the slaves. Mojo then decided to take over Earth himself, but was defeated by Longshot. Spiral led Mojo back to their home-world. At some point, Spiral returned to Earth and to Freedom Force.

While on Earth, Spiral also created a guise as "pro-priestess" of The Body Shoppe, a place where genetics and technology are used to alter people in the same way that Spiral herself was altered, she is responsible for the transformation of the Japanese warrior Lady Deathstrike into a cyborg, as well as, presumably, many of the cyborg Reavers. Later, Spiral lured the mutant Rachel Summers, the X-Man once known as Phoenix, to capture and slavery in Mojo's universe. Later still, Spiral and Mojo temporarily captured many of the X-Men's proteges, the New Mutants, the hero Captain Britain, and his sister Betsy Braddock, later known as Psylocke. Spiral was involved in Braddock's cybernetic implants in place of her eyes.

Spiral eventually left Freedom Force after a clash with the X-Men in Dallas, Texas, where the X-Men seemingly died in battle with the trickster-god, the Adversary. She presumably returned to the Mojo's universe, where later, the X-Men Longshot and Dazzler led a rebellion against Mojo. For reasons of her own, she teleported the X-Men to the universe to aid the rebellion. After Mojo was seemingly killed by Longshot, Spiral teleported away.

Later, Mojo returned with Spiral at his side to capture the hero Shatterstar. Shatterstar was mortally wounded by Mojo by being transformed into a digitized state. Spiral saved his life, however, by transporting him and his ally Longshot to the bedside of a comatose youth named Benjamin Russell, who was then physically linked Shatterstar. In that act of heroism, Spiral revealed to have some very deep feelings for Shatterstar and Benjamin Russell, but nevertheless teleported away, apparently back to the Mojo's

universe.

Spiral later appeared during the hero team Excalibur's encounter with the mystic Dragons Of The Crimson Dawn. Spiral was somehow mystically linked to the Dragons, wearing the same Crimson Dawn-tattoo that Psylocke possessed. After the Dragon's defeat, Spiral escaped to an unknown location.

### Starfire



### Starfire

Koriand'r

Fighting: Excellent  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Incredible  
Reason: Good  
Intuition: Excellent  
Psyche: Excellent

Health: 120  
Karma: 50  
Resources: Typical  
Popularity: 15

#### Known Powers:

**True Flight:** Starfire's genetic makeup allows her to naturally fly at Amazing airspeeds. When she does, her long hair creates a trail behind her, that dissipates soon after her passing.

**Linguistics-Special:** Koriand'r is also able to absorb the language of others through physical contact with Incredible ability. Her preference is to kiss the opposite person, which although may get her into more trouble, is much more enjoyable. Success means she can speak the absorbed language with native fluency.

**Energy Emission-Solar:** Due to the experimentation by the Psions, Starfire can fire solar energy bolts from her hands, called 'starbolts' capable of causing Amazing damage. These bolts are absorbed by exposure to a sun, allowing her skin to absorb the rays and convert it into the energy she can fire.

**Solar Sustenance:** Koriand'r can draw nourishment directly from the sun. She can go for 22 hours without the need for nourishment and survive the rigors of deep space. This power also grants the ability to regenerate Monstrous rank health per turn when she is in direct sunlight.

#### Talents:

Aerial Combat, Martial Arts E, Leadership

#### Contacts:

Teen Titans, Fashion Industry.

## History:

Koriand'r is the second born of King Myand'r and Queen Luand'r, rulers of the planet Tamaran. She lived an ideal life on the planet of free emotions, except for her conflicts with her sister, Komand'r. Koriand'r loved being able to soar through the air, and tried to love her sister as best she could, but Komand'r's bitterness stopped that. Because of Komand'r's sickness, Koriand'r received the right of ascension from her sister, which only fueled the conflict between the two.

Koriand'r first learned of Komand'r's brutality when she was beaten by Komand'r after an attack by the Citadel. Komand'r claimed that Koriand'r had laughed at her because she could not fly. Koriand'r denied this saying that Komand'r hated her because she couldn't fly. Komand'r replied back saying "I don't need to fly. I have all the power I need here in my fists." A few months later the two sisters were taken to the dead moon of Okaara to be trained there by the warlords. More time went by as the two sisters were taught how to fight and win. One of the rituals involved was called Kynasfrr, The Way of the Warrior. Two warlords took both Komand'r and Koriand'r down a dark tunnel to begin the ritual. While Komand'r was silent and accepted what she had to do, Koriand'r pleaded with her father and mother to not have them take her away from them. It wasn't until her scream echoed through the cavern that her father let go of his queen's hand and rushed past the Warlord to rescue his daughter.

A few days later, during another training exercise Komand'r showed the true extent of her treachery when she killed the mount Koriand'r was on, lassoed her sister, and dragged her along the cave floor. Koriand'r managed to cut herself free, and threw a shield at Komand'r's mount. Instead of falling to the floor, both Komand'r and her mount fell over the side of a cliff wall. Koriand'r raced down and saved her sister from death, which Komand'r repayed by beating her sister mercilessly until stopped by the Warlords. Disgusted with her performance and her actions, the Warlord's banished Komand'r from Okaara. Komand'r never returned to Tamaran. The Royal family returned to Tamaran, confident in the new defenses they had set up. Their defenses were bypassed though as a new Citadel fleet attacked the planet killing 5 million people. Finally, a truce was made only to have dire consequences.

Koriand'r was given up by her father, Myand'r, in an effort to preserve peace on Tamaran. Koriand'r arrived on the Citadel ship only to find her sister in charge. The next six years were made up of pain, humiliation, and abuse by her sister. Koriand'r never gave up and submitted to her sister though, which at times brought harsher punishment. This struggle between the siblings ended though when the ship they were on was attacked and disabled by the Psions.

The two sisters were then subjected to multiple experiments, one of which included their ability to store solar energy. The experiment was interrupted by an attack, which overloaded the machines the sisters were attached to. The resulting explosion scattered the pair as the Psion ship was boarded. Koriand'r woke up first and disabled some attackers with her new ability to fire the solar energy as destructive energy she called starbolts. Trying to help her sister, Koriand'r was attacked and knocked unconscious for her help by her sister's own starbolts. Taken prisoner again by her sister, Koriand'r remained captive until she took advantage of a guard and killed him. She then escaped the slave ship she was on and commandeered a shuttle and fled into space, finally arriving on Earth.

She crashed landed on Earth, but was rescued by Grant Wilson who brought her to his apartment and nursed her wounds. Followed by the Gordianians, she was again captured by them, but was helped by the newest group of Teen Titans brought together by Raven. The Titans rescued Koriand'r from the Gordianian ship, which the Titans wired to explode as it flew away from Earth. Starfire stayed with the Titans, sticking close to Wonder Girl and Raven at first. The female members of the Titans were called by Kid Flash to the waterfront, where they disabled a drug theft operation. Robin lunged at Starfire, the name the Titans gave Koriand'r because of her powers, when she began to destroy all the evidence. Sensing that Robin was frustrated that he couldn't understand her language and that she couldn't understand theirs, Starfire kissed him. A moment later she spoke to Robin in English, having absorbed the English language from him. With the language barrier shattered, Starfire stayed with the Titans as they relaxed at Changeling's mansion, and then met with and defeated the Ravager and Deathstroke.

After fighting against enemies such as the Fearsome Five, the Justice League, Trigon, Deathstroke, the Titans of Myth, and Madame Rouge, Starfire encountered the one man who for years she still feels connected to. While taking a position as a model for Donna Troy's photography studio, Kory met Franklin Randall after a shoot. The two spent more and more time together, with Kory trying to keep her identity secret but finally telling Franklin after he figured it out. Before Franklin could meet the rest of the Titans, he met with a member of H.I.V.E. who had hired him to find out information about the Titans. Franklin tried to abort the deal, but was shot by the H.I.V.E. agent. The Titans arrived at his home too late to save him. Starfire went after the H.I.V.E. agent, nearly killing him before Wonder Girl stopped her.

Kory then took some time off to deal with her feelings returning to help the Titans with Francis Kane's powers, and the first Starfire's reappearance. She was unable to help Robin, Kid Flash, Wonder Girl, and Raven at first when they went to investigate Brother Blood's cult. Eventually though she went to Zandia with Cyborg and Changeling to rescue their teammates. Upon returning to New York, she was attacked by Gordianians who then succeeded in capturing Starfire and bringing her back to her sister Komand'r who had taken the name of Blackfire. The Titans followed her into space and with the help of the Omega Men succeeded in rescuing her. Her fight with Komand'r ended on her home planet of Tamaran where the two dueled across the country side until they both fell over a waterfall. Recovering with help from Raven, Starfire was reunited with her brother Ryand'r and her parents for the first time in years. Her reunion was short though as her father revealed that if she was to stay the planet would be destroyed.

On the flight back to Earth, Robin approached Kory and said that he would like to get into a relationship with her, telling her that it may be difficult due to being raised by Batman. The two agreed to work things out though and slowly began a relationship. After a variety of Titans cases which include meeting with Terra, discussing with Adrian Chase about the activities of Brother Blood with Robin, having Terra join the Titans, and working with Batman and the Outsiders against the Fearsome Five, Starfire supported Dick Grayson's decision to stop being Robin and to take on a new identity. Starfire was with the Titans when they raced to Zandia to rescue Dick who had gone there undercover to investigate Brother Blood but had become captured. Their rescue mission failed though when they fell into the trap set for them. When she woke up, Starfire found herself along with the Titans trapped against a stone column with Brother Blood standing in front of them with Dick at his side. The Titans freed themselves from Brother Blood's trap only to be captured again. Held in an energy grid that stopped them from

using their powers, the Titans watched as Dick walked towards the command console where he could activate the laser that would destroy them. Starfire's constant pleading with Dick snapped him out of Brother Blood's control which allowed him to destroy the console. The Titans rescued Dick and left the church as it was attacked by the president of Zandia, which buries Brother Blood under the giant laser.

After that, the Titans engaged in games against each other which included Kory defeating Donna. Kory was shocked to see how violent Tara became when she went after Gar, but put it off. Returning to her home, she received a package from a courier which had a note on it from Dick. Instead it was a bomb that overloaded her powers. This allowed her to be captured by Deathstroke who had managed to capture the remaining Titans. He in turn turned them over to H.I.V.E., who attached them to a device which absorbed their powers. It wasn't until Dick showed up in his new identity of Nightwing and the mysterious person known as Jericho that the Titans were freed. Starfire then prevented the agents from leaving the base, and went to attack Deathstroke but stopped as he had Cyborg trapped. She then watched as Terra snapped and tried to bury everyone alive. The Titans managed to live, but Terra did not. Out of this though came a new Titans member in Jericho.

Kory was with the Titans the entire time that Raven changed to be like her father Trigon. Unable to save the people of Azarath, the Titans returned to Earth where they were attacked by Raven. Thrown into a dream-like state, Koriand'r was forced to kill her evil half, thus becoming evil herself. The Titans awoke from the dream-state and then turned against Raven, seemingly killing her. Shocked that they did so, they recovered quickly and managed to defeat Trigon. They continued to be haunted by their nightmares though, and only managed to get through them after everyone took some time to talk about them on another camping trip.

Starfire raced after the winged man Azrael when he attempted to kidnap Lilith. It was only after Lilith managed to come him down that Starfire was able to talk to her again. Soon after though, Starfire was helpless to watch the Titan-god Thia take Lilith away from Starfire and the alien. Both went to the Titans where they then traveled to Olympus and teamed with the gods of Olympus and the (pre-crisis) Amazons defeated and killed Thia. Out of this came the new member Kole, who took an immediate liking to Jericho.

When the Crisis first started, Kory worked with the Titans on Earth to try to prevent the loss of life any way they could. A few days later though, all of the Titans were transported on board a starship piloted by Captain Karras, telling Starfire that she had to return to Tamaran. All but Nightwing, Jericho, and Starfire returned to Earth as the ship headed for Tamaran. On the way, she talked with Nightwing who said that he felt something was being hidden from them but didn't know what. Kory told him not to worry and that everything would be fine not knowing that they were being watched by Taryia, the woman who loved Karras. Arriving on Tamaran she was quickly reunited with her parents. Later, a transmission between Kory and her brother is interrupted when the ship he is on goes into warp. Dick tries to tell her again that something is going on as Komand'r watches them in her room.

The next night after a hunting trip, Kory is told by her father that she can never return to Earth. He also then explains that in order to keep the peace on the planet, she must marry a man from another house on the planet. Karras then speaks up saying that he is the one she must marry despite Dick and Kori's protests. The next day Kory found herself against the Omega Men, including her brother but finally managed to defeat them with the help of Joe Wilson. Kory offered to help the Omega Men search for the goddess X'Hal, but stopped to look for Dick who had disappeared. She found him outside, frustrated that she wouldn't go against her father in the marriage. She was shocked when he said it over between them if she went through with the marriage. She finally got some sleep after talking with her brother.

She woke up the next morning to discover Tariya and Karras talking with each other reaffirming each other's love for each other, discovering that he did not want to go through the marriage like she didn't. Later, she is dressed in her wedding gown and goes through the streets of the city on her wedding march. Arriving at the steps of a statue of X'Hal, Kory turns to see Dick, Joey, and her brother arrive. Waiting for Dick to say something, she is saddened to see him turn away as she is joined with Karras. As soon as the wedding is done though, Komand'r attacks the city. Kory attacks her sister one on one, but stops when she finds out that a bomb has been placed in the city and will detonate unless their father abdicates the throne. Komand'r laughs at Koriand'r, telling her that if she had waited a few more minutes the wedding wouldn't have happened. Later King Myand'r leaves the throne to Komand'r after hearing the people shout her name.

Koriand'r and her parents are placed on a ship in orbit around Tamaran as Komand'r begins a speech to the people of the planet. As the ship is travelling to the planet Okarra, one of the guards on the ship puts Kory and her parents in an escape pod and flies them away from the ship as it explodes. On the planet Okaara, Kory is soon reunited with Karras, not saying a word to Dick. The next few days she trains with the Warlords and the few people of Tamaran that are loyal to the King. She is finally confronted by Dick though, who tells her to forget she ever knew him. As he leaves Okarra, Kori's echoes of "I Love You" travel through the caverns. After Dick has left, she finds comfort in Karras' arms.

Later during a training exercise, Kory is knocked off her mount. She leaves with Karras after explaining that she is having difficulty concentrating due to thinking of Earth. In their room, Karras and Koriand'r begin the slow process of making their marriage one of love and not politics. Weeks pass, and after more training Koriand'r leads the people loyal to her father back to Tamaran. Attacking power stations, communication's stations, and airfields Koriand'r begins to reclaim her planet. Attacking more of Komand'r's troops Kory doesn't kill them but instead disables them realizing that she has changed due to her time on Earth. Returning to the hidden base on Tamaran, she finds out that Tamaran lost faith in its King when she was given into slavery. Komand'r took advantage of that frustration and because of that now rules Tamaran.

A while later she is reunited with her parents, shocked that her father doesn't feel he should fight Komand'r. Outraged Kory flies off and attacks a weapon's plant destroying it. Confronted by her sister, the plan fight through out the city. First in the sky with Komand'r on a platform, then on the ground with fist and nail. Komand'r tries to bury Kory, but finds that Kory is relentless in her attack. The two pound into each other with Kory getting the upper hand until she is stopped by her father. Koriand'r is shocked when the rule of Tamaran is left to her sister with her parents at her side as council. Unhappy with her sister ruling Kory leaves her planet again. She also leaves Karras behind, knowing that he belongs on Tamaran and not on with her.

Returning to Earth, Koriand'r returns as Starfire to the Titans who leave for Zandia to rescue Dick from Brother Blood. After an initial attack, they are forced back into a nearby forest where Kory tries to determine how Dick will react to her when they find him. The next day the Titans are confronted by a woman named Twister who distorts everyone's perception of the world. The effects wearing off, the Titans work their way

towards the capital building and cause a distraction allowing Cyborg and Jericho to get in. Starfire joins Cyborg and Jericho inside the building only to be attacked by the Brotherhood of Evil. Distracted by their teleporting in, Kory is knocked out and then thrown out of the building by Monsieur Mallah. Rescued by Wonder Girl, the remaining Titans retreat to a cave in the hills and recover from their wounds. Before they can fully recover though, they receive a message and find Jericho attached to a pole at the top of a building in the middle of a lightning storm. Wonder Girl races to save Jericho while Changeling, Robin, and Kory go to the Church of Blood. Arriving at the Church Kory attacks the Brotherhood who have just teleported to the entrance. Defeating Houngan and Twister, Kory then attacks Plasmus feeding him more and more of her energy which eventually sends him away but only after she is nearly depleted. The Titans then confront Twister again, who distorts their perceptions allowing her time to escape. Recovering the Titans fly away as Cyborg comes racing out of the church, watching as it explodes minutes later.

Back in New York at the Tower, Starfire watches as Wally is confronted by Frances Kane about being back in costume. Robotman then joins the Titans to help out as they try to determine a plan. Trying one last time to have Fran join them, they leave her behind in the T-Jet. A few miles away the Titans leap from the jet and attack the New York branch of the Church. Working their way through the guards, the Titans confront the Confessor who claims to have killed Arella. Starfire watches as Flash pounds on the Confessor disabling some guards at the same time. Robin discovers that Arella is still alive, allowing the Confessor to get away. Kory offers to fly Arella to a hospital but agrees with everyone that only Raven can help her at the moment. Leaving Arella with Robin, they work their way to the main hall. Inside Kory rushes to Dick immediately to see if he can recognize her. When he doesn't Starfire turns to see Raven attack the the Titans and defeat them. Before she succumbs though, Kory pleads to Nightwing for help but is refused.

Captured by Blood, Starfire is placed on a transport with the other Titans to be executed in Zandia. Before the ship can get away, it is brought down by Frances Kane and the Titans manacles are shattered. Making their way back inside, Starfire attacks Brother Blood again only to be thrown aside. Starfire watches as Raven reappears and pleads to her to renounce Brother Blood. Blood goes to Raven's side though and with her combined power throws the Titans aside with their powers. Raven then turns Starfire and Flash against each other much to Blood's joy. The two fight it out until a light bathes the room causing them to turn and watch Raven turn against Blood and defeat him. Much later at the Tower, Starfire watches as Flash leaves with Frances, and then tells Nightwing he's forgiven for his actions. Kory then takes him away from the Titans and talks with him about her wedding and how it affects them.

After a day of rest, Starfire goes with the Titans to a resort in the mountains to rest. In the process, Kory rescues some kids from drowning, stops some poachers from killing an eagle, and tells Dick she won't give up on him continuing to love him despite what has happened to them. While waiting for word from Changeling about the location of his father, Starfire helped rescue people after a bridge near the Titans Tower exploded. The next day, Starfire helped Raven find an apartment and later rescued some police men from being run over by a runaway train. With the Titans, Starfire creates a makeshift dam after the primary one is blown up by Zandian terrorists. She then watches as Nightwing stops a Zandian terrorist from blowing up a nuclear reactor without throwing a punch.

A few days later the Titans are attacked at the Tower by the Hybrid. Racing inside to Tower to get material to help the Titans defeat the Hybrid, Starfire was knocked unconscious by Mento. She wakes up when Mento is defeated and returns back to beign Steve Dayton. As the Titans and Hybrid leave the room, Starfire learns from Nightwing that he wants to deal with her marriage in some way and continue to love her.

Weeks pass with nothing happening, allowing Kory a chance to go dancing with Dick. After stopping a few people from destroying themselves, Starfire helped Wonder Girl and Changeling defeat the villain called Sunburst. During the attack though Starfire began to doubt the amount of power she should use against villains due to an explosion caused by Sunburst's costume. At the Tower later, Starfire asks Dick to move in with her only to be refused due to his not knowing for sure how he feels about her. He accepts soon afterwards though, mostly because of the long kiss she give him. Their dinner with the other Titans is interrupted by a police call, causing the Titans to race out of the restaurant and meet up with the Wildebeest. A one-on-one conflict with the Wildebeest causes Starfire to blast him and watch his outfit blow up. It's only after close examination that the Titans find out that it was a robot she blew up. After the police arrive, they tell the Titans about another robbery at a museum. Racing there, Starfire tries to stop him but is stopped by the Wildebeest. Recovering from the blow, Starfire races after the 'beest only to find Nightwing unconscious on the floor. She carries him to S.T.A.R. where Sarah Charles tries to calm her. Pacing the room, she has the other Titans follow her when they arrive to his room where Raven has just healed him. Furious at the Wildebeest, Starfire races off with the Titans when it is reported that he struck again. Finding him and thinking he is a robot, Starfire fires at the Wildebeest and disables him. When the Titans catch up to her though, they find that she killed a real human being and not a robot. Surrounded by police, the Titans are arrested for murder. The other Titans are released after speaking to their lawyer, but Starfire's release is denied. It's only after evidence from Nightwing and Raven that she is released and the charges of murder are cleared.

Soon afterwards, the group Infinity Inc. visited the Titans in New York. They go with the Titans and work together to defeat the Ultra-Humanite and a strange energy creature that came with him from a trip in space. Soon afterwards, Kory talks with Dick about Raven and how she feels towards him. Confronting Raven in her apartment, Kory has her take them to an island where they discuss Raven's new feelings and how to adjust to having them. Over the course of a few days, they discuss all aspects of each other's lives and how to try to deal with their emotions. Returning to New York Kory has Raven kiss Dick as a joke, and then finds out that he has moved into her apartment. The next day she goes with Donna to a park and completes a photoshoot. That night, she explains to Dick that all she and Karras did was for a peace treaty and nothing else.

Starfire then watched with the Titans as I.Q., the Silver Fog, and the Gentlemen Ghost fight each other over a similar robbery. She then watched as the Wildebeest frees Gizmo, one of the men who was Trident, and kidnaps Mother Mayhem. The Titans go after Trident and Disrupter defeating them both. Back at the Tower they discuss Mother Mayhem's condition with Sarah Charles at S.T.A.R. when Gizmo walks in startled to see one of the Doctors there knowing he is the Wildebeest. Starfire teleports with the Titans to S.T.A.R. where the Wildebeest manages to escape. After rescuing Mother Mayhem, the Titans see her give birth to a girl ending the curse of Brother Blood.

Soon afterwards, Starfire and the Titans met Danny Chase's parents, and helped his grandfather against the returned Godiva. After that, the Titans attempted to help Chris King cure Victoria Grant of her insanity brought on by using the 'H' Dial backwards. Starfire watches as the

Titan's computer systems were infiltrated by the Wildebeest, as he gather information on them due to Danny Chase looking over their files. The Titans then went to San Fransisco, where they met with Red Star who was undergoing tests from Sarah Charles to find the limits of his powers. These tests were interrupted when the super-powered Hammer and Sickle arrive to take Red Star back to the Soviet Union. Reaching a stalemate against the Titans, Starfire was knocked unconscious and taken prisoner by Red Star who agreed to go with Hammer and Sickle. A distraction by Cyborg gives her enough time to escape. Returning to the Titans, they find Red Star returning to them, and then work with him to defeat Hammer and Sickle.

Starfire then went with Titans to New Chronus, where Donna Troy discovered who she really was, and watched as she changed from Wonder Girl to Troia. She then watches as Dick tells Danny Chase to leave the Titans after what happened with Jason Todd. After some rest, she watched Dick go back home to confront Batman about Robin's death. During a photo shoot with Donna, Wildebeest attacked the studio they were at. Attacking the Wildebeest head-on, Starfire was knocked back through a wall when her starbolts exploded allowing the 'Beest to escape. Back at the Tower, Starfire tries in vain to get a hold of Dick but is unable to. The Wildebeest attacks the Tower, and is eventually defeated by Raven who reveals that it's really Cyborg in the Wildebeest outfit. With the help of Karen Beecher, Starfire and the Titans are able to find out which doctor from S.T.A.R. put a controlling chip in Victor and save him.

Confronted at her apartment by a young kid, Starfire calls the Titans together to look for Dick fearing he may be in trouble. Finally contacting Dick, the Titans let him take a leave of absence as he sorts some items out in his life. Later in the sewers of New York, the Titans come across some beasts that seriously wound Donna and Raven. At S.T.A.R., Starfire waits helplessly as Raven attempts to heal Donna. Finding out that Donna will survive, the Titans eventually meet up with Deathstroke, who lead them to the creature's lair. They are attacked from behind though, as Starfire totally destroys one of the creatures with her starbolt. They rush a severely wounded Raven to S.T.A.R., where they are attacked by one of the creatures. Starfire races after him in the streets of New York, but allows the creature to escape when it threatens a street bum. Racing to find the creature again, she instead disabled a man who raped a woman. Returning to S.T.A.R., she finds that Raven has been infected and is extremely dangerous. She watches as Donna suggests to the others that they use her blood to make an antidote for the disease. Leaving Donna at S.T.A.R., the Titans find Deathstroke in the main lair of the creatures and rescue him from them. Starfire destroys what they think is the leader and returns with the Titans to S.T.A.R. to find Donna on her way to a full recovery. Raven though, is nearly infected entirely, and takes the venom out of Jericho's body and into hers. Racing in to the room, Kory finds Raven ready to attack her and the Titans behind her. Hesitant to attack, the Titans are enveloped in Raven's soulself. Combining her power with Victor's sonic blaster, they are able to disrupt Raven's soulself. Watching Raven pull herself back together, Starfire tells her that Scourge, the creature's leader, is dead. The Titans watch her teleport away scared that she may be changing to the way she was when Trigon possessed her. The Titans go to the creature's previous location, but are too late to capture Raven. Going then to a mansion where the drug that caused the creature's transformation started, the Titans reunite with Nightwing who is held captive by Raven. Starfire fire's on Raven which frees Nightwing. He then takes control and subdues Raven with their help. Rushing her to S.T.A.R., the Titans inject more anti-bodies in her which finally cures her of the disease.

After a minor conflict with the Royal Flush Gang and a rescue operation at a cave-in, Starfire was supposed to attend a party celebrating the 10 year anniversary of that group being together. While flying home from the Tower, she stops a supposed mugging, only to be captured by the Wildebeest. Fighting back as much as she could, Starfire fell to the Wildebeest. Held in suspended animation for days, Starfire finally awoke when a group of heroes rescued her, Changeling, Raven, and others only to find out that Jericho betrayed the team and see Raven's death. Afterwards, Kory was depowered for a while, remaining in a wheelchair while she recuperated. When approached by Dick who was trying to help out, she sends him away abruptly, saying that he is coddling her. While spending some time along thinking about what happened, she is approached by Dick again who is pushed away immediately as she flies off. Later at her apartment, she is approached by Dick who apologizes and says they need to talk.

A knock at her door much later find Dick standing there again stammering as he tries to say something. Kory instead grabs him and gives him a long kiss not knowing that they are being watched. Kory then talks Nightwing into a make-over, changing his hair style and costume. She leaves him in the room for a moment, and then comes out in her new costume giving him a long kiss. A phone call from Sarah Charles interrupts them, causing them to rush to S.T.A.R. Labs due to Donna Troy being attacked by a girl with wings which Starfire finds "odd". Arriving at S.T.A.R., Kory sees the winged girl say that she is Nightwing's partner in the future, and also watches as Donna Troy collapses due to complications with her baby. Kory watches the rest of the Titans return to Steve Dayton's manor while she stays behind. At the manor, the Titans are shocked to see Kory return in her old costume asking why they haven't looked for her since she was being held captive.

Using a nearby helicopter, The Titans rush to S.T.A.R. Labs to stop the Kory imposter as the real Kory discovers what Nightwing was doing in the meantime. On the way to S.T.A.R., their helicopter is attacked. Starfire rushes to help Nightwing, but doesn't when she discovers that his new costume helps him glide through the air. Instead, she blasts at the street to scatter the people so that the helicopter doesn't hurt anyone. When the helicopter crashes, she watches as Leonid walks out of the burning explosion. Meanwhile, the fake Kory goes to the Winged girl and frees her, revealing her true form.

Starfire arrives with the Titans at S.T.A.R. Labs just in time to prevent the Team Titans from killing Donna. Kory immediately goes after Mirage who tied her up and made love to Nightwing. Their conflict is interrupted by Lord Chaos who arrives and kidnaps Donna. Regrouping at Dayton's penthouse, the two Titans teams get into a conflict with each other, resulting in Dagon biting Kory. Rescued by Red Star, Kory is pulled away by Nightwing, only to watch as Baby Wildebeest grows into a monstrous form and goes after Terra. Leaving the buring penthouse and going to ground level, Starfire watches with the Titans as Phantasm appears and snuffs out the flames. She then is surprised along with everyone else when Donna Troy reappears as a 50 foot woman. When Kory confronts Donna about her powers during a fight with Lord Chaos, Starfire is thrown against a wall knocking her out. Waking up to find the mansion the Titans are in buring, (and stuck with Mirage), Lord Chaos rushes them only to be nearly drowned in a wave of water coming from a nearby lake brought over by Donna. Donna leaves the Titans after Lord Chaos escapes, giving Nightwing a chance to find out everything that is going on with Starfire staying extremely close to him.

After the final fight with Lord Chaos, the Titans go to Hawaii to try to relax only to create more havoc when they try to redeem their name. Returning from Hawaii, Starfire is impersonated by Mirage once more by posing in an adult magazine. This is never resolved though. Instead, Dick uses Mirage's powers against her, when he goes out with her one night, and then with Kory the same night preserving his identity. Kory

finally confronts Dick about his mistake though when they go to rent movies. Kory tells him that she knows his every move and is shocked that he couldn't tell that it wasn't an imposter he was making love to. Leaving him behind in the movie story, Kory then goes out with other men trying to forget about him. She leaves a dance club though when a fan asks her to sign her centerfold. The next night at a comedy club with another date, Nightwing confronts her asking her to come back. Pushing her date aside, Kory blasts Nightwing sending him away with his head down. Later that night, Kory is woken up by her doorbell ringing. Answering it, she finds Nightwing outside asking her forgiveness saying that he wasn't thinking with his head. Curious about what he is trying to say, Kory asks him what he wants, and answers his request for marriage with a kiss.

Returning to Steve Dayton's mansion, Kory and Dick don't find anyone there. When the Titans return, they are brought up to date with what happened with Changeling and the Titans conflict with the Brotherhood of Evil. Despite telling Dick that it wasn't the best time to tell them the news, he tells the Titans the news about them getting married anyway. At city hall, Kory watches Dick in shock as he attacks the clerk when he first refuses to give them a marriage license. As they leave, they are picketed by people saying that there shouldn't be any alien marriages. While trying on her wedding dress, Kory is confronted by Donna about the marriage. Kory questions the marriage, saying that although she loves Dick, she wonders if they really should get married when they don't understand each other anymore. The wedding ceremony is nearly complete when it's interrupted by Raven who kills the minister. In shock about Raven's reappearance, Dick and Kory try to help the other heroes who are attending. Instead, Raven approaches Kory and erects a force field around them. Raven talks about how she is the evil soul of the person they once knew, and kisses Kory implanting one of Trigon's seeds inside her. Raven flies off leaving Starfire comatose.

Waking up at S.T.A.R. Labs, Kory breaks the restraints that hold her back and lashes out at Dick who is staying at her side. Outside the room where she is at, Sarah Charles tells the Titans to get Dick out of the room with Kory's power levels escalating. Phantasm enters Kory's mind and tries to calm her down helping her fight against the nightmares implanted in her by Raven. Finding her inner strength, Kory rebels against Raven's dreams and calms down. Falling asleep, she apologizes to Dick for lashing out at him.

At the home of Wally West where Dick and Kory stay at while recovering, she once again lashes out at her environment. Dick is forced to gas her, causing her to fall asleep once again. In an attempt to cure herself of her madness, Kory tries to confront and kill Elizabeth Alderman, who also was infected by Raven. Instead though, an icy wave goes through her body preventing her from approaching Alderman at the asylum where she is placed. She is helped and encouraged by Nightwing who tries to help her anyway he can get past her pains. Later, she confronts Alderman inside the asylum, causing images of Raven to haunt her more and more. A strange image of a being saying "Kynasfrr" causes Kory to lash out, break through the asylum walls and fly into the air where she finally crashes into the Andes mountains in South America.

Buried inside the mountain, Kory goes through images in her mind of the Kynasfrr, the Way of the Warrior. Assaulted by images of Nightwing, Raven, and her sister, Koriand'r finally remembers that she never took part of that ritual and never fully became Tamaran because of it. After completing the ritual, an image of Auron, the lord of light and death appears to her calling her. Refusing his call, Kory is then visited by the image of X'Hal who provides Kory with a small portion of sunlight. Recharging her powers, Kory blasts out of the mountain side now fully Tamaranean.

Going to a small South American village, Kory becomes a shaman to the people, telling them the story of Tamaran and its conflict with Vega. When she is approached by Dick who has come looking for her, she pushes him away not recognizing who he is. Her stories are interrupted by lasers firing from a satellite in space. Kory and Dick rescue the people in the village, and then Kory flies into space without a second thought to protect her new people. She is blasted with full force by one of the lasers, but recovers and flies back into space avoiding the lasers. Seeing another ship but ignoring it, she attacks the satellite again, only to be knocked unconscious by its power. Before she can fall into Earth's atmosphere and burn up, she is rescued by Red Star. Together with the Titans, Starfire defeats the terrorists firing at the Earth from the satellite.

As the terrorists are brought to Earth, Starfire remains with Red Star, Pantha, Changeling, and Baby Wildebeest about the satellite not knowing who they are. After a brief struggle, they manage to knock her unconscious. Held in a cell, Starfire is approached by Red Star who kisses her, causing her memories to return. Explaining to them that her memories of Earth were gone due to the ritual she went through, Kory decides that she and Dick shouldn't be married due to them not being ready for that kind of commitment. Returning to Earth, Kory begins to doubt if she really belongs there or not. She does not appear at a dinner she was scheduled to be at with Dick, deciding that they shouldn't be together at the moment because it would only confuse their issues more. Kory then returns to her homeworld, Tamaran just as the second Citadel War begins, giving her a little time to be with her parents. During a rescue operation, she met a man named Ph'yzzon. Soon after their first meeting, they were married.

Months later in space, a near unconscious Starfire is with her sister Komand'r fighting to avoid being captured by the Gordanians. Their ship crippled, it runs into the Technis which saves their lives. Recovering, Starfire fights along side a robotic being called Cyberion onboard a Gordanian ship. Leaving the ship before it detonates, Starfire recognizes who Cyberion is as the Technis head to Earth. Arriving on Earth, Starfire and Cyberion don't find them at their New Jersey headquarters, but in San Francisco fighting an insane Changeling. Reunited with the Titans, they bring Changeling to S.T.A.R. Labs, where Kory shocks everyone when she tries to cure him by using Raven's white soul-self. Failing, Kory offers to bring him to Vega where the Warlords of Okaara might be able to help him. On the way to Tamaran, Kory brings everyone up to date on what happened. A communication with Tamaran reunites Kory with her parents briefly, but ends when the planet explodes due to the conflict with the Gordanians.

Starfire goes with the Titans and her remaining people to another moon where they now call home. She spends a moment with Donna bringing her up to speed on what has happened with her. After establishing their new home, Starfire leads her people in a fight against the Citadel. During a fight on the moon of Okaara, Starfire is kidnapped by a sentient shadow which teleports Starfire away. Waking up, Kory finds herself in a containment cell with Raven above her, explaining that the good portion of Raven's soul is in Kory. It was placed there during the kiss at Kory and Dick's wedding. That portion of the soul compelled Kory to go through the ritual of the Kynasfrr and eventually return home to Tamaran in an effort to hide from Raven. The Titans interrupt Raven's story rescuing Kory who goes against Raven one-on-one, explaining that it wasn't Trigon's children in the seeds, but Trigon himself. Using the power of Raven's good soul-self joined with that of the Titans, they manage to destroy Trigon and the evil side of Raven.

She returned to Tamaran, married General Phy'zzon, and participated in the evacuation of her homeworld when it was destroyed.

Tragically, only a short time after her people relocated, New Tamaran's sun was destroyed, and Starfire was the only member of her race on the planet to escape the destruction of their second home. She adventured in space for a time, then returned to Earth, working with the Titans again until she joined the remaining Tamaranians in their search for a new home.

### StarFox



### StarFox

#### Eros of Titan

**Fighting:** Gd  
**Agility:** Ex  
**Strength:** In  
**Endurance:** Am  
**Reason:** Ex  
**Intuition:** Ty  
**Psyche:** Rm

**Health:** 120  
**Karma:** 56  
**Resources:** Ex  
**Popularity:** 75

#### Powers:

**Emotion Control:** Am. Starfox can stimulate the pleasure centers of a target's brain. This affects creatures for 10-100 rounds, making them friendly and cooperative. It is avoidable only on a successful Psyche feat roll, or if Starfox order them to perform an act that would lose Karma.

**Body Armor:** Gd.

**Invulnerability:** Cl1000 resistance to aging, cold, disease, electricity, heat, radiation and toxins.

**Flight:** Rm (15 areas)

**Regeneration:** Am

**Uni-Mind:** Starfox can join the Uni-Mind.

#### Talents:

Electronics, Pilot, Repair/Tinkering

#### Contacts:

Eternals, Avengers, Firelord.

#### History:

Eros is the youngest son of two Titanian Eternals, A'Lars and Sui-San. Originally called Eron, Eros was given his current name (greek word meaning "love") at the age of 5 when his parrents noticed his prodigious interest in the opposite sex. Eros grew up to be a fun-loving, carefree womanizer, in contrast to his brother Thanos, a power hungry, misanthropic schemer.

Only when Thanos launched his first major attack on Titan, an attack which left their mother Sui-San dead, did Eros begin to take his life a bit more seriously. In subsequent campaigns against Thanos, fought alongside Titan's hastily trained warriors, somehow managing to become one of its few survivors Eros joined the Kree Captain Mar-Vell and the Avengers in the first major defeat of Thanos.

No longer bound by duty, Eros began to wander space, seeking out pleasure and recreation on humanoid-inhabited worlds.

When Captain Mar-Vell retreated to Titan to spend his final days of life, Eros was summoned home by his father A'Lars and returned to Titan to help console his friend. Just before Mar-Vell died, he made Eros promise to take care of his companion, Elysius, after he was gone. Eros did for several weeks, until Elysius, realizing his wanderlust, released him from his vow.

Eros then consulted I.S.A.A.C. Titan's master computer, for data on the most suitable planets for his needs and temperament. The computer recommended Earth. Travelling there, Eros visited the only people he knew, the Avengers, and petitioned them to make him a member. The Avengers admitted him to their training program and gave him the codename Starfox.

He later returned to Titan to take a semi-active role in "taking care" of Elysius and her son by Mar-Vell, Genis, until her death on the surface of Titan at the grave of her deceased love. Eros now keeps an infrequent "eye on" Mar-Vell's son and Heir Genis-Vell.

### Starman VII



### Starman VII

Jack Knight

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Good  
Reason: Excellent  
Intuition: Excellent  
Psyche: Remarkable

Health: 60  
Karma: 70  
Resources: Good  
Popularity: 5

Known Powers:  
None

Equipment:

Cosmic Staff

- Material Strength: Unearthly
- Energy Blast: Monstrous
- Light Emmision: Amazing
- Flame Emmision: Monstrous
- Flight: Unearthly
- Reflection: Excellent
- Personal Force Field: Good

Goggles:

- Material Strength: Good
- Protected Sight: Protect his sight from upto Remarkable intensity light.

Talents:

Acrobatics: Performer: Artist, Martial Arts B and D, Melee Weapons, Weapon specialist: Staff

Contacts:

JSA

**Star Spangled Kid**



**Star Spangled Kid**

Courtney Whitmore

Fighting: Excellent  
Agility: Excellent  
Strength: Typical  
Endurance: Excellent  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health: 66  
Karma: 26  
Resources: Typical  
Popularity: 0

Known Powers:  
None

Equipment :

Cosmic Converter Belt  
Material Strength: Incredible  
Energy Emmision: Remarkabkle  
Flight: Poor

Talents:  
Acrobatics, Martial Arts A and C

Contacts:  
S.T.R.I.P.E, JSA

**History:**

Courtney Whitmore was a happy go lucky teen who was one of the most popular girls in her Beverly Hills, California high school. Her mother started dating Pat Dugan, a giant of a man and a former Law's Legionnaire known as Stripesy. Courtney disliked this man from the start and her dislike only grew when Pat and her mom decided to get away from the big city insanity and escape to the small town of Blue Valley, Nebraska.

One day, while sneaking through Pat's stuff, trying to make something about his past to make his life miserable, she found an old box full of memorabilia. Through the box's contents she learned that he was Stripesy, sidekick to the J.S.A.'s Star Spangled Kid. She also found the original Kid's cosmic converter belt and decided she would become the new Star Spangled Kid just to make Pat angry.

Once Courtney started her heroics, she found that she was truly good at being a heroine which only made Pat more frustrated. Thinking that the only way to distract her from being a hero, was to be with her in her new guise, he built a suit of armor to appear as a robot and became a sidekick again. This time, he pretended to be a robot and took on the name S.T.R.I.P.E. As S.T.R.I.P.E., he continuously tries to talk Courtney out of being a super-heroine. Much to his dismay, his pleads only make her want to be the best heroine she can be. Oddly enough, Courtney also tries to get S.T.R.I.P.E. to quit his heroics as much as he tries to stop her.

**Steel**



**Steel**

John Henry Irons

Fighting: Amazing  
Agility: Incredible  
Strength: Amazing  
Endurance: Monstrous  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Good

Health: 205  
Karma: 60

Resources: Good  
Popularity: 15

Known Powers:  
None

Equipment:

Steel uses a armored battle suit of his own design. The suit gives him:

- Body Armor: Incredible resistance to physical and energy damage. The armor also has the ability to learn. After being attacked the same way for 5 rounds the armor raises the resistance rank +2CS for the duration of the combat.
- Flight: Incredible
- Projectile Weapons: a metal spike launcher mounted on the left forearm capable of Monstrous damage
- Magnetic Control: Amazing
- Life Support: Unearthly
- Regeneration: Remarkable
- Battle Computer: On-board Computer that has Amazing ability to predict combat maneuvers of opponents. This also controls all the suits systems.
- Mechanical Communication: Steel can summon and send away his armor with a simple mental command.

Hammer

Steele carries a sledge hammer with extendible handle magnetically secured to the back of his suit.

- Material Strength: Unearthly
- Damage: Unearthly

When not suited up John has the following abilities:

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Remarkable  
Intuition: Excellent  
Psyche: Good

Health: 70  
Karma: 60

*Steel probably has plenty of other tricks up this sleeve. He can have a few gadgets carried with the armor upto a maximum rank of Remarkable.*

Talents:

Engineering, Physics, Athletics, Martial Arts C

Contacts:

JLA, Superman, Superboy, Guy Gardner, Supergirl

History:

John Henry Irons is the hero known as Steel. His story begins as a child when his grandparents were supposedly killed when they interfered with a robbery at their home, but John Henry believed was a murder over racial tension in the area. A few years later Irons' parents were killed in a car accident, which eventually led John Henry, and his brother Clay into the custody of his other set of Grandparents. After losing so much of his family he remembered something one of the policemen told him right after his grandparents' deaths "The best way a man can keep his family safe is to get so rich and powerful nobody can touch 'em." Taking this to heart, after John Henry realized how much professional sports players were beginning to make he saw his road to wealth and power was through his sports ability.

After a football game one of his teacher's remarked on John Henry's ability to control a football's trajectory at the field goal. When his teacher told John Henry what a trajectory was, and that it could enhance his ability on the football field, he began to study physics the very next day, and started his illustrious career in science.

Delving into the sciences, and sports as a way to become a success and protect his life, it became almost his obsession in life.

A short time later while on a field trip to the Washington Monument he became separated from his class, and was pulled into the Zero Hour crisis and was sent years into the future. Without even realizing what was going on he encountered his grandmother, years older, and his nieces, and nephews who hadn't even been born yet. While there he looked up, and saw his future self in his identity as Steel, in a fight with Hazard's minions. When he asked his future family what was going on they told him, "Haven't you ever heard of the Man called Steel", seeing someone attacked by three assailants at once he decided to help out and threw a rock out one of the attackers and saved his future self. Right after that he asked who his nephew was, and then John Henry told Jemahl his, and Jemahl said that his uncle had the same name, and he was the only other person he had ever seen throw like that. Seconds later a young John Henry was back in his own time, thinking he had some weird day dream, and everyone else from his group simply thought he had wandered off.

A short time later his brother told him that he was getting married to his girlfriend Blondell, who he had gotten pregnant, about the same time

he found out he had received a full scholarship, and grant money to Michigan University. But before he left, Blondell had her first child, Jemahl, and John Henry began to question if it was a dream at the Washington monument at all. Leaving for Michigan U. he ran into Guy Gardner who was on the same football team as he was. But while Gardner was majoring in Phys. Ed., John Henry was majoring in ballistics. He and Guy became good friends throughout their school years.

Unfortunately for the Irons' family tragedy struck when his younger brother Clay was killed in a drive-by while working at the neighborhood grocery store. After that John Henry gave up his dream of going to grad school and took a job offer from Ameretek, in order to support and provide for his family. While working for Ameretek he first met Angoria, aka the White Rabbit, and created his military weapon the BG-60. With the money he received he bought his family a new house, in a better neighborhood. After his family was taken care of, he proceeded to rent a workshop where he was possessed with the idea of the flying man he had seen and created his first prototype Steel armor in secret. On his first test flight he encountered a young Hazard trying to kill a man he blamed for the death of his gang. Unfortunately a novice Steel was unable to stop Hazard and his telekinetic power, and the man Hazard was after was killed. Unfortunately for John when he returned to his workshop Angora was waiting for him, and convinced him to turn the blue prints and design over to Ameretek to finish paying off his family's house and save American soldiers.

A while later John discovered his guns had been used to kill Kurdish civilian women and children, while guns weren't supposed to be used by anyone but Americans. After John realized that the only way the guns could have gotten there was if someone in Ameretek sent them there, he tried to quit, but was threatened by his boss Colonel Thomas Weston. Seeing he was in danger he erased the designs for the new BG-80, and his new armor modifications from Ameretek's computer system. Yet when he went to erase the files in his private workshop he was attacked by goons, wearing his armor design, out to kill him, and steal his newest designs. At that point John Henry realized that only he and Angora knew where the place was, and knew that he had been sold out to Ameretek. When the goons destroyed the building with John Henry inside he escaped when he heard police sirens and the Ameretek goons flew off.

Faking his death he moved to Metropolis, met one of his best friends (a psychic named Rosie), and took the name Henry Johnson. Still working to perfect his armor at night, he took a day job in construction work. On this very important day, John Henry's losses began to get to him and he began to question his life, at that very moment his friend, Peter Skywalker fell and John Henry grabbed a cable and swung out to catch him but, at the same time his cable slipped and he began to fall to certain death when Superman showed up, and saved his life. When John Henry told Superman he owed him his life, Superman told him to make it count for something, and John Henry quit working on his armor and took a more active role in the community.

Unfortunately a few days later Superman had his amazing battle with the Anti-Monitor, which led to his apparent death. During the Crisis a building was knocked down and buried John alive. When he finally received the news that Superman was dead, John set out to treat the entire world as his family, and that same morning children were killed in a drive-by shooting using his BG-80. Seeing a mystery needing to be solved, and a world without a Superman, he put the finishing touches on his armor and became the new MAN OF STEEL.

Eventually, there were several fakers who were acting as Superman including: The Cyborg, Eradicator, Superboy, and Steel. It was during this time that Steel battled Eradicator and in the end worked together with Supergirl, Superboy, Eradicator and Hal Jordan in order to stop The Cyborg the Cyborg and prevented an alien invasion.

Afterwards, Steel decided to continue his work as a crime fighter and from that day acted as a defender of Metropolis, working with Supergirl quite abit. Over time Steel continued his work and eventually became a member of the Justice League of America

### Stinger III



## Stinger III

Cassandra Lang Ph.D.

Fighting: Good  
Agility: Excellent  
Strength: Typical  
Endurance: Good  
Reason: Excellent  
Intuition: Excellent  
Psyche: Excellent

Health: 46  
Karma: 60  
Resources: Good  
Popularity: 20

Known Powers:

Wing Implants: Stinger can fly on wings extending from her back at Good airspeed. She can enlarge the wings and use them at normal size.

Pym-Particle Field Generator Helmet: Stinger wears a helmet that generates a field of Pym-Particles. This grants her the following abilities:

- Shrinking: The field allows Stinger to shrink with Incredible ability. She can reduce her size to ½ inch. At this size she gains a +2CS to attack normal sized enemies and they incur a -2CS to hit her.
- Force Field: The Pym-Particle Field provides Stinger with Excellent protection vs. Physical attacks and Remarkable protection vs. Energy attacks.

The helmet also provides the following benefits:

- Body Armor: Remarkable protection vs. Physical attacks against her head.
- Protected Senses: Excellent protection vs. blinding and deafening attacks of all types.
- Rebreather: A retractable clear facemask provides Ex 20 protection vs. gases and suffocation due to oxygen-deficient environments for up to 1 hour.
- Loudspeaker: Allows Stinger to communicate with others while shrunken.
- Radio Communication: Remarkable range.

- Insect Communication: Stinger can communicate with and command all forms of insect life at Incredible ability.**

**Bioelectric Stings: Stinger wears wrist-mounted blasters that inflict up to Remarkable Force damage with a 1 area range.**

**Stinger Darts: Poor Throwing Edged damage, 1 area range. Can penetrate up to Good material strength materials. They typically are coated with Incredible intensity knock out drugs.**

**Talents:**

**Biology**

**Contacts:**

**Ant Man II, Kristoff Vernard, the Fantastic Five, the Avengers, Spider-Girl**

**History:**

**Cassandra Lang is the daughter of the second Ant-Man, Scott Lang. When Ant-Man II spent time as an employee of the Fantastic Four, Cassie lived with them and met Kristoff Vernard, heir to Doctor Doom.**

**Cassie became a scientist when she grew up. She and her father built the Stinger suit as an attempt to improve on the designs for the original Wasp and Ant-Man outfits designed by Henry Pym.**

**After confronting Loki, Stinger joined up with several other new heroes in forming a new roster of the Avengers. These included J2, Mainframe and Thunderstrike.**

**Stinger was a member of the Avengers contingent that investigated the possible return of Doctor Doom to Latveria, only to discover it was actually her old love Kristoff Vernard.**

**When Spider-Girl tried out as a member of the Avengers, Spider-Girl was beaten by Stinger in combat. Spider-Girl was made a reserve Avenger.**

**The Avengers were asked by Tony Stark to capture the hero known as the Buzz, thinking he was a thief and murderer, but he was assisted by Spider-Girl and Raptor who thought he was innocent.**

**Courtesy: Jay Myers**

**Stingray**



## Stingray

Walter Newell

Fighting: Gd  
Agility: Rm  
Strength: Am  
Endurance: In  
Reason: Ex  
Intuition: Gd  
Psyche: Gd

Health: 130  
Karma: 40  
Resources: Rm  
Popularity: 20

Known Powers:

Exoskeleton Suit: All powers come from the suit. This normal abilities are:

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Gd

Powers granted by the suit include:-

- Electrical Blast: In Energy, 5 areas. Target must make End FEAT of knowked unconscious 1-10 hours.
- Hyper-Swimming: Gd waterspeed
- Waterbreathing: Artificial gills extract oxygen from the water
- Gliding: Maximum altitude 100 ft.
- Underwater Sight: +2CS to see underwater

**Water Freedom: Doesn't suffer from any penalties for underwater battles**

**Armor: Ex protect from physical damage. Am vs heat, cold and electricity.**

**Talents:**

**Oceanography, Aerial Combat**

**Contacts:**

**Avengers**

**History:**

**Walter Newell was an oceanographer working for the United States government who had first met and befriended Prince Namor the Sub-Mariner when Newell supervised the construction of a domed sub-sea experimental city that met its demise at the hands of the Plunderer.**

**Months later, U.S. federal agent Edgar Benton enlisted Newell's services to investigate the siphoning of water from the Earth's**

oceans by reputed extraterrestrials. Benton, suspecting that the Sub-Mariner was collaborating with the aliens against the Earth, wanted Newell to locate Namor and bring him in for questioning. Benton threatened to have the government withdraw funds which supported Newell's research unless Newell complied. Newell agreed to do so, believing that Namor's innocence would ultimately be established. In order to overpower Namor in case force was necessary, Newell designed and built a battlesuit which gave him superhuman strength and the ability to maneuver under water. Basing his design on the physiology of the manta ray, he called the suit Stingray, a name that was later applied to him. Wearing the Stingray suit, Newell subdued the Sub-Mariner and brought him in for questioning. When Namor escaped, Stingray was ordered to pursue him. Due largely to the fact that Namor's abilities were impaired at the time, Stingray bested him, but let him go out of respect.

When an ocean cruiser was sunk some months later by Atlanteans claiming to be subjects of Namor, Newell as Stingray went to investigate. He learned that it was the undersea barbarian Attuma who ordered the attack and, joining forces with Namor and the Inhuman Triton, he helped vanquish Attuma. When Namor's plans to make a home on the surface world met with resistance, Newell petitioned his congressman to help get Namor official amnesty for his past transgressions. The endeavor failed. Newell succeeded, however, in helping Namor locate his human father Leonard McKenzie. When McKenzie became a pawn for Namor's enemies to use against him, Newell donned his sub-sea outfit to go to his aid. Despite Stingray's help, McKenzie was killed by Namor's enemies, the Tiger Shark and Llyra.

Newell then moved his oceanographic facilities to Hydrobase, an artificial island previously used by the insane ecologist Dr. Hydro, and married Diane Arliss, the sister of Tiger Shark. He became the base's chief caretaker after Dr. Hydro's victims were finally cured of the debilitating process Hydro subjected them to. A reluctant adventurer, Newell donned his Stingray uniform to assist the heroes Thing and Scarlet Witch in their struggle against those who would harness the powers of the mystic Serpent Crowns. Most of his time is spent on his oceanographical research.

Later, Newell leased part of Hydrobase to the hero team Avengers for use as their airbase. As caretaker of Hydro-Base and its facilities, Newell became an official associate of the team.

At one point, Iron Man fought and defeated Stingray out of a misguided assumption that Newell had constructed the suit with technology stolen from his alter-ego, Tony Stark. His attempts to destroy the Stingray battlesuit failed because the suit's technology was unrelated to Iron Man's own circuits.

Later still, the Avengers moved their headquarters to Hydrobase at a time when their Park Avenue headquarters was destroyed, and Newell contributed his oceanographic skills to the Avengers Ground Crew. As Stingray, he became an unofficial member of the group and he participated in several missions, such as the so-called "Crossing Line" affair. After some time, Hydrobase was attacked and destroyed by the subterranean Lava Men, and Newell and his wife escaped. Newell continues his oceanographical research privately.

### Stonecutter

Utama ("Tom") Somchart

Fighting: Rm  
Agility: Ex  
Strength: Mn  
Endurance: Un  
Reason: In  
Intuition: Am  
Psyche: Rm

Health: 225  
Karma: 120  
Resources:  
Popularity: -10

Powers:  
Hyper-Invention: Un  
Weapons Tinkering: Un  
Total Memory: Mn

Equipment:  
Body Armor: Stonecutter's armor provides him with Un protection from physical attacks and Un protection from energy attacks.  
Kinetic Bolt: Un  
Floating Disk: Mn  
Force Field: Shift Z  
Power Control (Neutralize): Un  
Computer Links/ Control: Un

Talents:

Contacts:

Icon: Ringed Ruby of Raggadorr  
Age: 17  
Nationality: Thailand  
Place of Transformation: Near Chumsaeng, Thailand.

Profile:

An itinerant day-worker, with no known professional skills. Somchart is described by childhood friends as a dreamer and graffiti artist, interested in the arts in school but unable to pursue that interest in the workplace. Angry at what he perceived as a system that would not allow him to be what he wanted, Somchart is suspected of spray-painting anti-government slogans in public places. Penalties for these crimes range from imprisonment to disfigurement or execution, and family members begged Somchart to stop taking risks with his life, but he was apparently unable to. Last reported, he was working of -and on for a butcher in Chumsaeng, doing manual labor.

**Stonewall**



**Stonewall**

Louis Hamilton

Fighting: Good  
Agility: Typical  
Strength: Excellent  
Endurance: Remarkable  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 66  
Karma: 18  
Resources: Typical  
Popularity: 0

Known Powers:

Immovability: Stonewall can hold himself to the ground with Remarkable strength. He can only be moved by an adversary of Remarkable strength or greater and only on a Red FEAT. While he is doing so he cannot move or fight, although he can speak.  
Body Resistance: Stonewall's dense skin provides him with Good body armor.

Talents:

Wrestling, Military

Contacts:

Crimson Commando, Super Sabre, Freedom Force

#### History:

The mutant Stonewall, along with Super Sabre and Crimson Commando, fought together against the Nazis in World War II. Afterward they returned to fight crime in the United States. When the Communists began to exert global influence, the team was asked not to interfere by the government, so they went into retirement.

In recent years the group saw a rise in prostitution and drugs. The three men took it upon themselves to form a vigilante committee. They sought out criminals, particularly drug dealers, brought them to a cabin in an otherwise deserted area of upstate New York, and hunted them down for sport. They inadvertently captured the mutant known as Storm during a period when she had lost her powers, mistaking her for a criminal when they discovered her at the burned out ruins of a home belonging to the parents of Jean Grey, Storm's teammate. Storm managed to avoid capture and forced the men to face their consciences by turning themselves over to the authorities.

When they did so, the government decided it would be bad publicity to bring them to trial. Instead it offered them pardons in return for their serving as members of Freedom Force, the U.S. government-sponsored superhero task force. Stonewall served with Freedom Force on several missions.

Later, when attempting to liberate the mutant research facility on Muir Island from the villain the Shadow King, Stonewall was killed by the mentally influenced Legion.

#### Storm



#### Storm

Oro Munroe

Fighting: Remarkable  
Agility: Remarkable  
Strength: Typical  
Endurance: Amazing  
Reason: Good  
Intuition: Remarkable  
Psyche: Remarkable

Health: 116  
Karma: 70  
Resources: Good  
Popularity: 0

#### Known Powers:

Weather Control: Monstrous

- Flight: Excellent, up to 5 passengers
- Protection from the weather: Amazing
- Weather Prediction: Amazing
- Create fog: Amazing intensity & thickness

- Lightning Bolts: Monstrous
- Create Amazing strength winds, cyclones etc.
  
- Reduce weather effects with Amazing abilities, failure will mean effects will increase

**Talents:**

Leadership, Lockpicking, Pick Pockets, Escape techniques, general thieving, knives, guns, Aerial Combat, Martial Arts A, C, Multi-Lingual (Russian, English & Kenyan) Resist Domination

**Contacts:**

X-Men, Morlocks

**History:**

Storm is the descendant of an ancient line of African priestesses, all of whom have white hair, blue eyes, and the potential to wield magic. Her mother, N'Dare, was the princess of a tribe in Kenya. She married the American photojournalist David Munroe and moved with him to Manhattan, where Ororo was born, but her parents moved to Cairo when she was only 6 months old. She lived there with her parents for five years in happiness, until the war came. She lost her parents during a bombing in which a building collapsed on the entire family, killing her parents and trapping her for several hours. Wandering the streets as an orphan, she soon was taken in by the Egyptian Master-Thief, Achmed El-Gibar, and trained by him in the art of thievery. Under his tutelage, she grew to be the best. She left him when she grew old enough to survive on her own, and somewhere along the way, she made her home near a tribe of East Africa, which worshipped her for many years as a wind-goddess. By this time, her mutant powers had developed, bestowing her with the power to call the wind, rains and lightning down from the sky and bend them to her will. These powers also allowed her to fly upon the winds. It was here that Xavier found her as a young woman and enlisted her help to free the original X-Men from Krakoa.

Over the years, she shed her innocence and learned the ways of battle, coming to be a formidable combatant in hand to hand combat. She eventually came to lead the X-Men in time, after Cyclops' departure from the team, and proved to be quite capable of the job. Her true turning from her innocence happened when Angel was kidnapped by a group of reclusive mutants called the Morlocks. In her attempts to free him from Callisto, the Morlocks evil leader, she was forced to fight her in single combat, armed only with knives. Storm won that day, at the price of her innocence, driving the knife through Callisto's black heart and winning leadership of the Morlocks. Callisto would have died if not for the Morlock healer, and Storm was forced to reckon with her actions. She came to understand that sometimes circumstances go beyond mere good and evil, black and white, but vowed never to take another life ever again. It was during this period that she grew to be the strong and wise leader of the X-Men that she still is today.

Storm did not stay with the Morlocks however, only visiting them on occasion, letting them lead their own lives without her leadership, her first loyalty still to the X-Men. She came to regret that decision when Mr. Sinister and his Marauders invaded the Morlock tunnels and laid waste to them all during the Mutant Massacre. The X-Men fought valiantly to save as many of the Morlocks as they could, and many of their own teammates were badly injured during the fight. Very few of the Morlocks escaped death however, and Storm feels the responsibility for that to this day.

Also during this time, she lost her powers for quite some time, when a mutant named Forge was hired by the government to design a weapon which would steal a mutants abilities. Henry Gyrich was sent to neutralize Rogue, but hit Storm with the weapon instead when she leaped in the way. She met Forge shortly after his weapon deprived her of her power, under different circumstances. Not realizing that he was the man who had designed the nullifying weapon, she fell in love with him, and he with her. Their romance was doomed however, when she discovered him to be the one who created the weapon which had stolen her powers, and she parted ways with him. They met again during the Fall of the Mutants, where they were both swept off to a perfect world by the Naze, effectively removing them from the battle. While only moments passed on earth, they spent a year there, the only two living creatures in existence. It drew them together, and their love bloomed once more. Forge discovered a way to return her powers to her as well, during their time there. When they finally managed to free themselves of the world, she and the rest of the X-Men were called upon to sacrifice their lives to save the world from Naze's evil plans. They faced their deaths bravely, but remained dead only for mere moments before the goddess Roma restored them to life for their bravery. She made them invisible to all cameras and detections of any sort and offered to send them anywhere they wished to go. Deciding that the X-Men could move about more freely and accomplish more if the world believed them dead, they had Roma send them to a remote complex in Australia.

Meanwhile, Forge believed Storm dead, and she put him from her heart in order to follow her goals with the X-Men as leader. The X-Men continued operations in Australia, covertly and all was routine for a time. Then the complex was attacked and during the battle, Storm was believed to be shot and killed by an energy blast, the team even finding her body after the fact. In truth, she was captured and reduced to a mere child by Nanny The-Orphan-Maker, and was held captive by her for some time. She escaped, wandering for a time, eventually landing in Cairo, Illinois. Here she was confronted by the Shadow King. Having no powers in her pre-pubescent stage, she would have fallen before him, had it not been for the mutant Gambit. He helped her escape and return to the X-Men, becoming a member of the team himself. Shortly after her return to the X-Men, the entire team was swept off to the island of Genosha, where the madman Hodge turned Storm into a mindless slave. Unbeknownst to Hodge, however, the Genegineer changed the process and returned Storm to her adult form, whereupon she regained her powers once again. She met up with Forge again, following that, and he asked her to marry him. She was going to accept, and leave the X-Men, but then he withdrew his offer, believing she would refuse him, before she could answer him. They have not spoken since.

There have been many battles since then, and Storm has proven herself a strong and capable leader and friend to the team. With the recent addition of her former foe, Marrow, to the X-Men, tension levels have been high for the Wind Rider, though she seems to be coping well. She still leads the team today, in tandem with Cyclops for a time, and now once again on her own.

## Stranger



## Stranger

Unknown

Fighting: Mn  
Agility: In  
Strength: Sh-X  
Endurance: Cl1000  
Reason: Sh-Y  
Intuition: Sh-X  
Psyche: Sh-Z

Health: 1265  
Karma: 850  
Resources: Am  
Popularity: 1

### Powers:

Absorption: Stranger can use cosmic energy to increase his Agility, Strength and Endurance +1CS for 10-20 turns per day.

Airwalking: Un

Diminuation: Cl1000

Energy Solidification: Mn

Enlargement: Mn

Force Field Generation: Sh-X

Growth: Mn

Immortality: Cl1000 resistance to disease, toxins and aging.

True Invulnerability: Un

Ionization: Un

Levitation: Un

Molding: Un

Molecular Conversion: Un

Plasma Generation: Sh-X

Kinetic Bolt: Sh-X

Self Duplication: Am

Shrinking: Cl1000

Telekinesis: Sh-X

Teleportation: Cl5000

### Talents:

All scientific skills

Contacts:

X-Factor, Thing

**History:**

By his own account, the Stranger is a composite being possessing the combined abilities of the billions of beings who once lived on the planet Gigantus which exploded into a sun in the Andromeda galaxy.

The Stranger normally spends his existence exploring other worlds and studying the native races as an uninvolved onlooker. However he does have a concern with the unchecked spread of superpowers that could possibly threaten the universe. In such cases he may directly act against such threats.

**Strong Guy**



**Strong Guy**

Guido Carosella

Fighting: Excellent  
Agility: Good  
Strength: Amazing  
Endurance: Amazing  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 130  
Karma: 18  
Resources: Good  
Popularity: 15

**Known Powers:**

**Kinetic Energy Absorption:** Guido can absorb kinetic energy from punches and other Blunt physical attacks and use that energy to increase his Strength. He can absorb such attacks of up to Unearthly Intensity. The rank of the attack determines Guido's enhanced Strength rank (his Health does not increase). Physical attacks of less than Amazing Intensity do not affect his Strength, it simply remains at his natural Strength rank of Amazing. Because he absorbs the blow, Guido takes no damage from Blunt physical attacks of less than Shift-X Intensity. However, Guido must expend the absorbed kinetic energy on the following turn by striking a target or he suffers blunt damage equal to the energy he absorbed.

**Talents:**  
Finance

**Contacts:**  
Dazzler, X-Men and X-Force.

## History:

The mutant Guido Carosella is an adventurer with the superhuman ability to absorb kinetic energy. He cannot store this energy for extended periods of time and hence he must expend it quickly. He possesses superhuman strength and durability and was a former employee of Lila Cheney, who was a famous rock music performer and a mutant with the power to create a teleportation field.

Carosella has since become a member of X-Factor, and best friend to fellow teammate Jamie Madrox, known as Multiple Man. During his time with the team he clashed with many super powered mutants such as the Nasty Boys, the Mutant Liberation Front, and the Brotherhood of Evil Mutants, and has even gone up against powerhouses such as the Hulk.

During a mission with X-Factor while protecting his former employer, Lila Cheney, Carosella threw himself on a bomb. Carosella was able to absorb the kinetic energy but after he had released that energy, his body could not stand the strain and he suffered a heart attack that put him in a deep coma.

Carosella has recently come out of the coma. His heart still weak, Forge created a device that would give Carosella's heart small amounts of kinetic energy, which would cause it to adapt to his body whenever he needed to use kinetic energy. Carosella is currently spending time recovering from his coma and has since gone back to work for Lila Cheney, who has now become a love interest for Carosella.

## Sub-Mariner



## Sub-Mariner

Namor

Fighting: Incredible  
Agility: Remarkable  
Strength: Monstrous  
Endurance: Amazing  
Reason: Typical  
Intuition: Remarkable  
Psyche: Incredible

Health: 195  
Karma: 76  
Resources: Remarkable  
Popularity: 5

Powers:  
Body Resistance: Good vs. physical attacks  
Resistance to cold: Remarkable  
Swimming: Good water speed

Flight: Poor air speed

Water Breathing: Namor is amphibious and can breathe as well as water

Water Freedom: Namor doesn't suffer penalties in under-water battles and is +1CS Fighting, Endurance and Strength.

Electrical Generation: Although a seldom used ability, Namor has the power to generate electrical blasts from his body, and can do so at Remarkable ability.

Resistance to Electrical: Namor, also has Remarkable rank resistance to Electrical attacks.

Talents:

Edged Weapons, Undersea life, Martial Arts B, Wrestling

Contacts:

Atlantis, Avengers, Fantastic Four

History:

Namour is the son of Princess Fen of Atlantis and a american seaman, Captain Leonard Mckenzie. Namour grew up in Atlantis and was hostile attitude towards humans, specially in America, so joined Invaders a team of patriots in WW2. He then fought crime in all winners squad. Later left returning to Atlantis learning that it was besieged with violent quakes. This was done by a surface dweller named Destiny. Destiny destroyed Atlantis and gave Namour total amnesia and sent him to New York where he lived for years. Namour was found by Human Torch and cured of amnesia by Reed Richards.

After cured developed hate for humans and other surface dwellers. He then returned to Atlantis that was destroyed learning people were scattered and leader dead. Namour regrouped people and came prince of Atlantis. His first act was war on all surface dwellers. The Fantastic Four stopped him mainly because he loved Sue Richards. Through time softened and even help defend surface people. After a while lost throne and new leader Attuma tried to turn Atlanteans against him. With help Alpha flight, Avengers fought back then left them. After a while Atlanteans grew tired of Attuma and Namour came back to them. In the last few months battled Reed Richards for Sue and after in Onslaught battle transported to Franklinverse. After return lost his under water breathing power, but it soon returned and he took control of Atlantis and rules as they King once again.

## Sundragon



## Sundragon

### Pamela Douglas

**Fighting: Gd**

**Agility: Gd**

**Strength: Ty**

**Endurance: Rm**

**Reason: Gd**

**Intuition: Gd**

**Psyche: In**

**Health: 56**

**Karma: 60**  
**Resources: Gd**  
**Popularity: 20**

**Known Powers:**  
**Telepathy: Am**  
**Mind control: Am**  
**Kinetic Bolt: Ex (3 areas)**  
**Telekinesis: Ex**  
**Force Field Gen: Am vs physical, energy, mental. CI1000 vs Plasma.**  
**Navigations Sense: Un**

**Teleport:** Sundragon can teleport herself and two other people with Un ability. She must know the others she is to teleport rather well, and can even teleport people she knows to her location, if they are within range.

**Talents:**  
**Artist (writer), Journalism, Astronavigation/Astronomy**

**Contacts:**  
**Sundragon may rely upon the Eternals of Titan, Moondragon (her cousin, who owes her life to Sundragon), and the former Defender, Cloud. Sundragon is romantically linked to the Eternal Demeityr and they are travelling the galaxy together.**

### **Sunfire**



### **Sunfire**

Shiro Yashido

**Fighting: Excellent**  
**Agility: Excellent**  
**Strength: Good**  
**Endurance: Amazing**  
**Reason: Good**  
**Intuition: Good**  
**Psyche: Good**

**Health: 100**  
**Karma: 30**  
**Resources: Remarkable**  
**Popularity: 5/(25 in Japan)**

**Known Powers:**  
**Plasma Generation: Unearthly physical and Monstrous Heat and light damage. He can increase his damage by +1CS but must make an Endurance FEAT to remain conscious.**  
**Flight: Excellent**  
**Energy Sheath: Amazing protection vs. energy attacks, Good vs. physical attacks.**

**Talents:**

Martial Arts A, B, Katana, Shurikens and other traditional Japanese weapons, bilingual (English, Japanese)

**Contacts:**

X-Men, Alpha Flight, Yoshida clan

**History:**

Sunfire's mother, although many miles from the center of Hiroshima, was severely affected by the explosion of the atomic bomb that the United States dropped on Hiroshima towards the end of World War II. She was left a hopeless invalid and she died years later giving birth to her son Shiro. Shiro's father, Saburo Yoshida, was a diplomat who was one of postwar Japan's greatest statesmen. When Saburo was absent from home on diplomatic missions, Shiro was left in the care of Saburo's brother Tomo, who was, however, fanatically anti-American. Ironically, while Saburo labored to maintain good relations between the United States and Japan, Tomo taught Shiro to share his hatred of Americans, whom Shiro regarded as his mother's murderers.

Tomo came to suspect that Shiro was a superhumanly powered mutant due to the effect of radiation on his mother's genes. Tomo brought Shiro to a site in Hiroshima and had him pick up some of the still slightly radioactive soil there. Touching the soil somehow triggered Shiro's first major release of his power. Under his uncle's encouragement, Shiro vowed to avenge Japan's wartime defeat by using his powers against the United States. Shiro trained himself in the use of his powers, assumed the name Sunfire, and adopted a costume reminiscent of the Japanese rising sun emblem.

Sunfire went to the United States where he destroyed a monument at the United Nations and clashed with the X-Men as he attempted to destroy the Capitol Building in Washington, D.C. Saburo Yoshida was present and attempted to persuade Sunfire not to destroy the Capitol. While Sunfire listened to Saburo, Tomo Yoshida fatally shot the diplomat. Furious, Sunfire then killed his uncle. Charges were not pressed against Sunfire due to his diplomatic immunity, and the upper levels of the United States and Japanese governments kept his true identity secret, allowing him to return to Japan.

Sunfire's anti-Americanism has considerably lessened over the years, although his nationalist pride is still strong. Professor Charles Xavier invited Sunfire to join the X-Men, but after a single mission with them, Sunfire resigned for various reasons including his unwillingness to leave Japan, his preference for operating solo, and his lack of ambition to act as a full-time costumed adventurer. However, Sunfire remained an ally of the X-Men and worked with them on various occasions. He has used his powers on special missions for the Japanese government as well.

Though generally considered an ally by most American crimefighters, Sunfire once fell under the hypnotic influence of the criminal called Dr. Demonicus, and thus became a member of his so-called Pacific Overlords. This brought Sunfire into conflict with the Avengers' West Coast branch, and, fortunately, he was freed from Demonicus's thrall with the Avengers' aid. Sunfire returned to performing missions for his government as needed.

Recently, Sunfire was recruited by Department H, the recently reactivated branch of the Canadian Ministry of Defense, as a member of their government-sponsored super hero team, Alpha Flight.

**Sunspot**



## Sunspot

Roberto Da Costa

Fighting: Good  
Agility: Excellent  
Strength: Remarkable  
Endurance: Amazing  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 110  
Karma: 18  
Resources: Typical  
Popularity: 0

Known Powers:

Solar Energy Absorption and Generation:  
 Monstrous plasma blasts, 5 areas  
 Flight: Excellent  
Body Resistance: Remarkable

Talents:

Acrobatics, Portuguese, Askani

Contacts:

Xforce

History:

Roberto Da Costa is the son of a deceased Brazilian millionaire and his American wife Nina, an archaeologist. Roberto first manifested his superhuman mutant powers when, at the age of fourteen, he was playing in a championship soccer match for his school team in Rio de Janeiro. Motivated by racial hatred, a boy named Keller and another member of the opposing team knocked Da Costa to the ground. The hot-tempered Da Costa retaliated by tackling Keller, who began brutally beating him. It was then that, without being aware of what was happening to him, Da Costa first became able to use his superhuman strength, his body and clothing temporarily turning black in the process. Da Costa used his newfound strength to hurl Keller from him. Bewildered, Da Costa sought help, but both the other players and most of the spectators panicked and fled. However, his girlfriend, Juliana Sandoval, who had been watching the game along with Emmanuel Da Costa, stood by Roberto in his time of need.

Roberto's powers came to the attention of Donald Pierce, the renegade White Bishop of the Inner Circle of the Hellfire Club, who sought to murder any superhuman mutants he found. Pierce's mercenaries failed to abduct Roberto, but then they kidnapped Juliana. The mutant telepath Professor Charles Xavier had learned of Pierce's plan to kill Roberto and sent his colleague Moira MacTaggart and the young superhuman mutants Karma and Mirage to help Da Costa. Roberto agreed to meet with Pierce's men in order to obtain Sandoval's release, but the mercenaries refused to free her and intended to keep Da Costa prisoner as well. One of the mercenaries was apparently about to shoot Da Costa when he again became superhumanly strong and fought them, but the young mutant exhausted his power too soon, and a mercenary was about to kill him when Karma and Mirage intervened. Karma took control of the mind of the mercenary, and Mirage used her powers to terrify the others. But Da Costa, regaining his superhuman strength, knocked Karma unconscious, thinking her one of his assailants, thus breaking her hold on the mercenary. That mercenary fired at Da Costa, who had returned to normalcy again, but Sandoval leapt in front of Da Costa, taking the fatal bullet herself. Mirage defeated Sandoval's killer. Anguished with guilt that Sandoval had died because he was a mutant and thus had become the target of these killers, Da Costa vowed to take vengeance on Pierce. He joined Karma, Xavier, and another young mutant named Wolfsbane, in tracking down Pierce and battling him and his men. Xavier succeeded in defeating Pierce.

Da Costa decided to stay with Xavier and receive training in the use of his superhuman powers as a member of the New Mutants. Ironically, his father Emmanuel later became a member of the Inner Circle of the Hellfire Club.

At present Sunspot is a member of X-Force, the team that was originally largely composed of former members of the New Mutants. In a battle against the mutant terrorist Reignfire and the Mutant Liberation Front, Sunspot was kidnapped. Months later Reignfire was unmasked as Sunspot. Fortunately, Cable was able to rehabilitate Sunspot through his Askani discipline and training. Whether or not Sunspot is the real Reignfire, and if so, how they could have appeared together, are mysteries yet to be explained.

## Superboy



## Superboy

Kon-el/Carl Krummet

Fighting: Remarkable  
Agility: Amazing  
Strength: Excellent  
Endurance: Incredible  
Reason: Good  
Intuition: Remarkable  
Psyche: Excellent

Health: 140  
Karma: 60  
Resources: Good  
Popularity: 50

### Known Powers:

**Solar Energy Absorption:** Superboy absorbs and stores solar radiation at CI1000 rank, similar to Superman. If depleted of his solar energy reserves Superboy is powerless and considered a normal human.

**Regeneration/Recovery:** Fuel by absorbed solar energy Superboy has a super-healing factor at Incredible rank that enables recovering from disease and combat easier.

**Tactile Telekinesis:** Unearthly. Superboy has a telekinetic energy field that surrounds his body. The theory now is that if he can picture moving it with his mind, and he can touch it, it will be done. When unconscious, Superboy's telekinetic field drops, and he can get hurt like any normal human.

- Force Field:** Monstrous vs Physical. Incredible vs Energy. As of yet, he doesn't have complete control over energy deflection and gets hurt a lot easier by energy attacks than by solids. It does not protect against gases
- Strength Boost:** Superboy can increase his strength to Unearthly as his Tactile-telekinesis approximates super-strength. This does not increase his health and can not really be counted as true super-strength.
- Flight:** Shift-X. At top speed, he can outrun a high speed train, or fly coast to coast in under 4 hours, and has out flown a jet flying at Mach 3.
- Energy Blast- Shockwave:** Remarkable. Superboy has also gotten a little more creative with his powers and has learned to manipulate the ground to cause explosions through sheer will power. He may also such cause the disassembling of an object with a touch.
- Hyper-Speed:** Superboy possesses Remarkable reflexes. He has stopped bullets in mid air.

### Equipment:

Professor Emil Hammlton created specs for Superboy that gave him

- Microscopic Vision:** Remarkable
- Telescopic Vision:** Typical
- Penetration Vision-Xrays:** Unearthly
- Infrared Vision:** Remarkable
- Heat Vision:** Mostrous

Superboy later destroyed them and at times regrets this.

### Limitations:

- Kryptonite same as Superman.
- Untrained: Superboy is still learning to use his power.

**Talents:**

Martial Arts A, B

**Contacts:**

Young Justice, Suicide Squad, Superman

**History:**

After Superman's death at the hands of Doomsday, his body was taken to the Cadmus Project where director Paul Westfield unsuccessfully tried to clone Superman. However whereas the Cadmus scientists had not been able to clone Superman's DNA, other experiments based on Superman's aura combined with the DNA of Paul Westfield, director of Cadmus at the time, were successful and resulted in the clone now known as Superboy, the closest human equivalent to a Kryptonian that Cadmus geneticists were capable of creating.

During the growth period the clone was stuffed with various memory implants (including math, science, history, and movies) that matched up to his body's biological age. The clone was also made to believe that he was actually the clone of Superman. When the new Newsboy Legion discovered that Westfield and Carl Packard tried to implant code words that would enable them to control the clone once completed, they broke free the not yet fully grown clone. Aided by the new Newsboy Legion, the clone escaped the Cadmus Project. When one of the newsboys called him Superboy, the kid was extremely annoyed and noted that his name was Superman. Believing himself to be a clone of Superman, Superboy attempted to pick up where Superman had left off. When he tried to take Superman's place in Metropolis, his adventures were shared by a young reporter, Tana Moon. But when the Man of Steel returned, a side effect of that return was Superboy feeling out of place. When he felt no longer necessary, he began looking for something to do with his life.

Superboy then decided to go Hollywood and got manager Rex Leech to represent him. Superboy and his Business managers Roxy and Rex Leech packed up and left Metropolis for a Superboy tour. After the tour ended in Hawaii Superboy decided it was the perfect place for him to settle down. It didn't hurt Superboy's decision when he learned that the reporter he had flirted with in Metropolis, Tana, had relocated to Hawaii, where she had grown up. He developed a relationship with Tana as well as the villainous Female Fury Knockout from Apokolips. He and Special Crimes Unit Officer Sam Mako became friends, though their different methods caused some tension. He developed a bit of a rogues gallery and even worked with super criminals in the Suicide Squad for a brief time. Superboy was given a dog named Krypto from Superman's self-proclaimed biggest fan, Bibbo Bibbowski. Forced to go to school by a truant officer Superboy was soon allowed to continue his home schooling from Dubbilex after conflicts with super villains came to school with Superboy.

Superboy gained more experience and made a name for himself in the world and the universe. On a quest through space, Superboy became a symbol of justice and hope that are trademark to the symbol he wears on his chest. Superboy made his impression in the 30th century and became an honorary member of the Legion of Super-Heroes and given his own Legion flight ring.

As Superboy aged his genetic structure began to lose stability as many clones from Project Cadmus were finding out. He was saved from the "clone plague" by having his genetic template retrofitted to that of Roxy's with the resulting effect of his aging being halted completely.

Superboy has managed to survive fighting a mindless clone of himself, as well as helping save Superman from capital punishment at the hands of the Intergalactic Tribunal, and was a key factor in breaking up the Silicon Dragons, a deadly hi-tech gang of criminals that held Hawaii in a grip of terror.

Superboy had been a very popular public figure in Hawaii, but due to his mismanaged public appearances, and lack of respect to the old Hawaiian legends, he has found his approval rating falling. After his visit to the "Wild Lands" he has decided to be a field agent for the newly restructured Cadmus outside of Metropolis.

On a trip to Superman's Fortress of Solitude, Superboy learned of the Pandora's Box that was opened because of cloning and its contribution to the Krypton Kataklysm. That same day, Superman gave Superboy a new sense of identity by officially receiving him into the House of El and taking the name Kon-El, the name of a Kryptonian without a family of his own that proved himself worthy of being accepted into the House of El, appropriately.

A trip through Hypertime and a race for his life with in a competition called the Demolition Run. Stuck inside the Project Superboy was subjected to an age altering explosion of magic that was destroying him. With a magic spell aging him to adulthood and his genetic structure keeping him stuck at sixteen he was being eaten away. Serling Roquette, a teenage prodigy and a geneticist for Cadmus, undid the aging limit on Superboy's body and stabilized his condition resulting in a normal aging Superboy after the debacle was resolved. However, his powers were missing and Superboy was a regular human being. After being hit with a lot of solar energy by a fire being that was controlling Roxy Superboy had his powers restored, he had merely lost his solar reserves in the crisis that caused his aging to begin.

## **Supergirl**



## Supergirl

Linda Danvers

Fighting: Remarkable  
Agility: Amazing  
Strength: Incredible  
Endurance: Amazing  
Reason: Excellent  
Intuition: Remarkable  
Psyche: Incredible

Health: 170  
Karma: 90  
Resources: Good  
Popularity: 30

### Known Powers:

**Mental Blast:** Supergirl may fire psychokinetic blasts of Amazing intensity.

**Force Field:** She possesses the ability to cast short-range protective psi-shields of Incredible strength.

**True Flight:** Monstrous

**Flame Being:** She may summon a set of fire wings from her back. These flames are of Incredible intensity.

**Flame Project:** Emits Amazing intensity flames from her eyes. She may control the path of these flames to even curve around someone, and come back and hit them.

### Limitations :

Originally she possessed the ability to shape-shift to assume any humanoid form but lost that power, along with the power of invisibility, when she merged with the dying Linda Danvers.

### Talents:

Artist

### Contacts:

Superman, Superboy

### History:

Once upon a time, the Time Trapper created an Alternate Universe so that Krypton and Earth were the only planets with life and the only superhero was Superboy. After Superboy died, a benevolent Lex Luthor accidentally released three Kryptonian villains from the Phantom Zone. They attempted world domination and ended up killing billions. There were a small group of people who stood against them however, but were pretty unevenly matched. After the death of Lana Lang, Lex Luthor created a genderless artificial lifeform out of protomatter and using Lana's molecular matrix. Luthor endowed the resulting matrix with superpowers, modeled it after Superboy, and called it Supergirl. In a last-ditch effort to save Earth, Luthor sent Supergirl out of the pocket universe to Earth to recruit Superman to save them. She failed to fool him into believing she was Lana Lang, but he realized she was from the pocket universe after she told her story. With her memory restored by Superman's explanation, Supergirl continued to carry out her duty by activating the device that returned both heroes to the pocket universe. They managed to stop the villains, but only after everyone else was dead - and Supergirl so badly hurt she reverted to a blob of protoplasm.

Superman was forced to kill the villains. Before leaving the pocket universe, Superman saw the blob of protoplasm that had been Supergirl, and he carried it back to his Earth as the sole survivor of a dead world.

When Superman returned from the pocket universe, he left "Supergirl" with his parents in Smallville. The confused lump of protomatter slowly came to develop again in mind and body. Under the care of Jonathan and Martha Kent, as well as Lana Lang, the Matrix -- as she insisted on calling herself -- was like a baby. They had to raise her as if she were a child. Matrix was simple but kind, and the Kents (who called her "Mae") taught her well, but her mind was still confused. Matrix eventually figured that she must be Superman and took the physical form of Clark and set out for Metropolis to take over his life, as both Clark and Superman. Eventually Superman came back and confronted Matrix, who then flew off into space. After the big fight with Earth's heroes against Brainiac, Matrix came back to Earth and assumed the name and identity of Supergirl.

She eventually became romantically involved with Lex Luthor, whom she thought he was like the one from her universe, who was benevolent. Supergirl was his puppet and even joined "Team Luthor" when she was helping keep Metropolis safe during the Death of Superman. Despite her strong association with Luthor, however, Supergirl remained good at heart and recalled the good lessons Ma and Pa Kent had taught her. Soon, Matrix learned how Lex planned to create an army of Supergirl clones, and she finally accepted that he was evil.

Matrix went to the town of Leesburg to answer a call from Fred and Sylvia Danvers. They told her that their daughter Linda was missing and they suspected that she had been kidnapped by a satanic cult. The girl admired Supergirl and felt they had a lot in common. She went to the cult hideout, only to see that Linda was dying as they tried to use her as a sacrifice to free a demon god. She was unable to stop part of the spell, as Linda was mortally wounded, but was able to keep it from being completed. Supergirl realized that she was not a person, just an artificial lifeform. Then, as she touched the dying Linda, Supergirl's protomatter form infused Linda's dying body. Now Supergirl has her life, her parents, her memories, her friends, and her past. Linda wasn't just the victim of sickos, but a pretty perverted person herself, guilty of heinous crimes with her murderous boyfriend Buzz.

The blend of the artificial lifeform and Linda's soul (which Supergirl managed to redeem) created a new being that has often been described as an Earth-born angel and, in fact, she did gain flame vision powers as well as wings of flame shortly after the merge. She now seeks to protect the interests of both God and mankind.

## Superman



## Superman

Clark Kent, Kal-El

Fighting: Remarkable  
Agility: Monstrous  
Strength: Shift-Y  
Endurance: Unearthly  
Reason: Remarkable  
Intuition: Remarkable  
Psyche: Amazing

Health: 305

Karma: 110  
Resources: Good  
Popularity: 100

**Known Powers:**

**Invulnerabilities:** Superman has CI1000 resistance to Heat, Cold, Disease, Corrosives, Toxins and Radiation.

**Body Resistance:** Superman's dense Kryptonian body provides him with Uearthly protection from physical and Energy attacks.

**True Flight:** Superman is able to defy gravity and fly at Uearthly airspeeds in atmosphere whilst at CL3000 speed in space.

**Hyper Speed:** Superman is fast. He possesses hyperspeed at Amazing rank.

**Self-Sustenance:** Superman is able to survive indefinitely without air, food or water. His Endurance enable him to last for extended period without sleep, however eventually he will tire and require rest.

**Hyper Breath:** Amazing Cold within 1 area

**Superhuman Senses:** Superman heightened senses as below:

- Enhanced Hearing: Uearthly
- Microscopic Vision: Amazing
- Telescopic Vision: Good
- Penetration Vision-Xrays: Uearthly

**Solar Energy Absorption:** Superman's body absorbs and stores solar radiation at CI3000 rank. He can use this energy to recover lost Endurance ranks if injured. He may also direct this stored energy to enhance the following abilities:

- Heat Emmision-Eyes:** Superman can emit his body's stores of solar radiation through his eyes causing Uearthly Heat damage with a 10 area range.
- Recovery:** Superman's body continues absorbing solar radiation even after death. This energy may eventually return him to life making it virtually impossible to kill him.
- Power Boost:** Superman can direct his body's energies into his Strength or Flight, raising them +1CS temporarily.

**Limitations:**

Superman is vulnerable to Kryptonite an irradiated ore from his home planet of Krypton. He is powered by a particular wavelength of light which happens to be rather abundant in our sun. Kryptonite either destroys or interrupts this because it's radiation is in a band which is similar to sunlight, but causes a different process to occur. In other words, the kryptonite radiation "chases out" the sunlight. There are different spectrums of Kryptonite and its effects on superman are as follows:

- Green Kryptonite:** causes his body's cells to deteriorate, similar to radiation poisoning in a human being. Exposure to Green Kryptonite causes Superman to lose all his powers at -1CS per round. He also loses 1 rank of Strength and Endurance (with its loss of Health) per round until death occurs at Shift-0 Endurance. Removal of the Green Kryptonite enables Superman's body to regain lost ranks at a rate of one per round.
- Red Kryptonite:** causes bizzare changes in Superman's body at a Uearthly rank. Changes in the past have included a beserk-madness rage and personal shrinking at a Incredible rank. It is up to the game judge to assign an effect at the time of the exposure to Red Kryptonite. These changes last for one day per round of exposure to the Red Kryptonite.
- Gold kryptonite:** Gold kryptonite robs kryptonians of all super abilities and powers and they then have the same stats of a normal human of the same height,weight and build.
- Blue kryptonite:** is toxic only to Bizarro creatures. Effects are similar to Green Kryptonite on Superman.
- White kryptonite:** is harmful only to plant life.
- Jewel Kryptonite:** are fragments from the jewel mountains of krypton. It allowed Jax-Ur and his cohorts from the Phantom Zone to concentrate and use their collective mental might focused through jewel kryptonite to send out an energy beam to detonate any explosive material. (Source: Superman digest,vol.5,no.36 circa-May 1983.)

Superman also has a vulnerability to magic attacks and the effects of magic. Magical attacks directly effect Superman ignoring any resistances or invulnerabilities. Further more any magical effect is increased +1CS in rank and duration against Superman.

Superman's powers are based on solar radiation from Earth's yellow sun. Should he be deprived of this radiation for an extended period he will loose all his powers.

**Talents:**

Journalism, Detective/Espionage, Leadership. History: Human and Kryptonian, Linguistics: All Earth languages.

**Contacts:**

Batman, Daily Planet, Metropolis Police Department, White House, Justice League, United Nations and just about everyone else inbetween.

**History:**

Rocketed to Earth in a birthing matrix, it's only inhabitant that would be Kal-El was the last son of Krypton. Kal was born when the Kents found him in an area nearby their farm in Kansas. Named Clark after his Mother's maiden name, the Kents were able to pass him off as their birth child because of a massive snowstorm that occurred almost directly after they found the child, that lasted through spring and cut off the farms from the outside world in their area. Clark grew up normally, he would have a loving family and go to school in the nearby town of Smallville, and wouldn't realize his unique situation until he was a bit older, when his alien physiology was affected by the rays of Earth's yellow sun.

Clark used his abilities to help others in secret for years during and after his time as a college student in Metropolis. He would travel the world for a time, but returned to Metropolis to begin his career of choice as a journalist for the Daily Planet, one of the most widely printed metropolitan newspapers, and an American institution. Shortly after his return to Metropolis Clark revealed his presence to the world when saving the crew of the experimental space plane Constitution. From that moment on Clark was linked with Lois Lane, an Army brat, and a reporter at the Daily Planet covering the space plane story, whose life Clark saved. Lois called the man who saved the plane "Superman," a title that has stuck to this day. After Clark scooped Lois on a Superman exclusive, they developed a competitive relationship that blossomed

into romance as the years went by, and Lois and Clark would fall in love. Along the way, Clark, as Superman, has encountered more than his fair share of villains, from Brainiac, to Doomsday. The villain who gave Clark the most trouble of all is Lex Luthor, multi-billionaire and the owner of a great deal of Metropolis. He and Superman would conflict repeatedly, and would develop a rivalry of their own, each despising the other immensely.

Now, Clark and Lois are happily married in the real life city of tomorrow, Metropolis and have gone through a long way to get there. Lois and Clark went through Clark's apparent death at the hands of Doomsday, the appearance of four pretenders that took the mantle of Superman, and many more hardships on the way to their marriage. They did so with the help of their friends, Jimmy Olsen, a talented young man and friend of Clark and Lois that has been many things, but come full circle as the Daily Planet's photographer, Perry and Alice White, the Editor of the Daily Planet and his spouse who offer guidance and friendship to Lois and Clark, Ron Troupe and Lucy Lane, a reporter for the Planet and his new bride, who happens to be Lois' sister, as well as John Henry Irons , Superman's partner Steel and a brilliant scientist, Linda Danvers, a young woman that has become one with Supergirl, a close friend and confidant of Clark's, and Superboy, a clone made to take the place of Superman after he "died" who remains a protégé of sorts and a superhero in his own right. In Metropolis Clark fights for truth and justice still, while using his position as the Daily Planet's foreign correspondent to help fight injustice across the globe as Superman. He also faces possibly his greatest challenge yet, as Lex Luthor won the Presidency, and has Clark's longtime boyhood friend and former Senator Pete Ross as his Vice President.

Superman has actually been worshipped by some of his many admirers, but he is not a god. Though slow to anger, he does not suffer villains gladly. Superman is, at heart, a warm, compassionate, courageous man with powers and abilities far beyond those of mortal men. He has devoted his life to the promotion of truth, justice, and the great ideals of the American way.

### Super Sabre



### Super Sabre

Martin Fletcher

Fighting: Good  
Agility: Excellent  
Strength: Typical  
Endurance: Remarkable  
Reason: Typical  
Intuition: Typical  
Psyche: Good

Health: 66  
Karma: 22  
Resources: Typical  
Popularity: 5

Known Powers:

Super Speed: Super Sabre has the ability to run at Amazing land speed (8 areas/round). He can reach this speed in a normal round and has

no trouble making high-speed maneuvers. He must make an Endurance FEAT roll of Yellow or Red level to come to a sudden stop if caught by surprise. As Power Stunts, Sabre can:

□ Dodge as if his Agility was Amazing Make up to four attacks in a single round by making a Yellow FEAT roll on the Amazing column.

□ Make a "microsonic boom" if he is grappling an opponent. This causes the opponent to roll on the "Stun?" effects table with an automatic - 2CS.

**Protected Senses:** Sabre wears goggles that provide him with Excellent protection against blinding attacks.

**Talents:**

**Martial Arts B and E. Military**

**Contacts:**

**Crimson Commando, Stonewall, Freedom Force**

**History:**

The mutant Super Sabre, along with Stonewall and Crimson Commando, fought together against the Nazis in World War II.

Afterward, they returned to fight crime in the United States. When the Communists began to exert global influence, the team was asked by the government to not interfere, and as a result they went into retirement.

In recent years the group saw a rise in prostitution and drugs. The three men took it upon themselves to form a vigilante committee. They sought out criminals, particularly drug dealers, brought them to a cabin in an otherwise deserted area of upstate New York, and hunted them down for sport. They inadvertently captured the mutant known as Storm during a period when she had lost her powers, mistaking her for a criminal when they discovered her at the burned out ruins a home belonging to the parents of Jean Grey, Storm's teammate. Storm managed to avoid capture and forced the men to face their consciences by turning themselves over to the authorities.

When they did so, the government decided it would be bad publicity to bring them to trial. Instead it offered them pardons in return for their serving as members of Freedom Force, the U.S. government-sponsored superhero task force. Super Sabre served with Freedom Force on several missions.

Later, when attempting to liberate a Kuwaiti scientist during the Iraqi occupation of Kuwait in the Gulf War, Super Sabre was killed by members of the Iraqi team, Desert Sword.

**Super Adaptoid**



**Super Adaptoid**

**Fighting: Typical**

**Agility: Typical**

**Strength: Typical**

**Endurance: Typical**

**Reason: Typical**

**Intuition: Typical**

**Psyche: Typical**

**Health: 150**  
**Karma: varies**  
**Resources: N/A**  
**Popularity: 0**

**Known Powers:**

**Imitation: Shift-Z,** He has the ability to match the appearance and abilities of any chosen being. However, if it ever uses the abilities or powers of more than one being then it's coloration becomes Kelly Green.

**Power Duplication: Shift-Z,** Can duplicate the powers of any being. It can store and utilize the data on up to eight beings.

**Weakness:**

If the Super Adaptoid uses the abilities or powers of more than 2 beings in the same round or simultaneously, it is rendered inert and may lose those powers. All powers require touch to work. The adaptoid's primary programming makes it obsessed with the destruction of both Captain America and the Avengers.

**Talents:**

as being imitated

**Contacts:**

Heavy Metal, AIM

**Super-Skrull**



**Super-Skrull**

Kl'rt, consort to empress S'Byll

Fighting: Rm  
Agility: Ex  
Strength: Am  
Endurance: Am  
Reason: Ex  
Intuition: Gd  
Psyche: Ex

Health:150  
Karma:50  
Resources:Un  
Pop:0

**Known Powers:**

Shape-Shifting: Un  
Elongation: Un  
Fire Generation: Mn

Fire Control: Mn  
Rocket Flight: In  
Armor Skin: Rm, by mimicking the Things hide he gains In  
Invisibility: Ex  
Power Selection: A maximum of 3 powers can be used during a turn.

Talents:  
Martial Arts C,E, Skrull or Kree weaponry, Espionage, Astronavigation, Piloting and Survival.

History:  
The Super-Skrull was created, by edict of Emperor Dorrek of the Skrull Empire, for the purpose of avenging the defeat that the Skrulls' recent invasion of Earth had met at the hands of the Fantastic four. The Skrull monarch invested a substantial portion of the royal treasury toward the development of a superhumanoid Skrull warrior. After many months, Skrull technology succeeded in bionically re-engineering a select Skrull warrior to be able to simulate the combined powers of the Fantastic Four. The Super-Skrull, as he was called, was sent to Earth after an intensive training program. There, he sought out and battled the Fantastic Four, and was defeated when Reed Richards determined that his strength was being augmented by abroad cast energy beam dispatched to Earth through warp space, and jammed it. The Fantastic Four imprisoned the Super-Skrull on a small island in the Pacific Ocean, blocked from the power-augmenting effects of the energy beam.

Realizing their champion's predicament, the Skrulls developed a stronger source of power and beamed it to him. Freed from his place of confinement, the Super-Skrull once more sought out the Fantastic Four and, disguised as the Invincible Man, was defeated. The Fantastic Four exchanged him for Franklin Storm, the father of Susan and John Storm, who had been taken captive by the Skrulls. Given yet another chance to prove his worth in battle against the thunder god Thor, the Super-Skrull failed once more. Upon his return, the Super-Skrull was sent into exile because of his failures. After a few years of aimless wandering, the Super-Skrull was summoned before the Emperor again. The Skrulls had learned that the enemy Kree had undertaken the surveillance of Earth. Fearing Kree control of the strategically important planet, Emperor Dorrek dispatched the Super-Skrull to destroy the Kree Captain Mar-Vell. Mar-Vell managed to defeat the Skrull by turning his own power against him.

Despite his poor service record, the Super-Skrull drafted into active duty at the most recent outbreak of the perennial Kree-Skrull War. He successfully carried out the emperor's orders to abduct Mar-Vell, Quicksilver, and the Scarlet Witch, and brought them back to the Skrull throne world. There he decide to betray his emperor, but was subdued and sent into permanent exile. He later joined another renegade Skrull named Skragg and became an agent of Thanos the mad Titanian. Severely beaten by Captain Mar-Vell, the Super-Skrull remained on Earth to recuperate, stranded without interstellar transportation. The Super-Skrull was recently banished into warp space when Spider-Man and Ms. Marvel foiled his plans to use stolen cavourite crystal as a power catalyst in the building of a starship.

## **Supreme Intelligence**

### **Supreme Intelligence**

#### **Supremor**

**Fighting: Fe**  
**Agility: Fe**  
**Strength: Fe**  
**Endurance: Pr**  
**Reason: Un**  
**Intuition: Mn**  
**Psyche: Un**

**Health: 10**  
**Karma: 275**  
**Resources: CL1000**  
**Pop:0 (Un to Kree)**  
**Note: After the Kree-Shi'ar war resources are down to Am**

#### **Known Powers:**

**Dimension Travel: Gd ability to transport others to the Negative Zone.**  
**Hallucination: Mn at intergalactic range**  
**Mental Duplication: The Supreme Intelligence consists of the combined minds of millions of independent but subservient Kree.**  
**Mind Control: Ex control over Kree**  
**Mind Probe: Un at intergalactic range**  
**Mind Transferral: The Supreme Intelligence can simultaneously transfer its conciousness into up to 3 automatons at intergalactic range.**  
**Resistance to Psionics: CL1000**  
**Telepathy: CL5000 range**  
**Teleport Others: CL5000 range**  
**Body Armor: Its fluid filled tank gives Sh-Z body armor against physical attacks.**

**Talents:**

Leadership and all scientific and professional skills.

**Contacts:**

Kree Race

**History:**

Although the Kree lack the genetic potential for the psionic powers of human beings, the Supreme Intelligence possesses certain artificial psionic powers. It can project images or even short dream-scenarios into the unconscious brains of other living beings. This power defies distance: the Supreme Intelligence has been known to project information from its home in the Greater Magellanic Cloud to human beings in the neighboring Milky Way Galaxy. It can also cybernetically animate android automatons capable of movement. Up to three of these automatons can be animated by the Supreme Intelligence at a single time.

The Supreme Intelligence possesses vast psionic powers, the full range and extent remain unknown but have proven to be on a cosmic level. Among the mental powers at its disposal, the Intelligence has proven capable of mental communication, mind probes, mental domination of others, transfer of consciousness into automatons, creation of hallucinations and illusions, transporting others into the Negative Zone, teleporting itself or others interstellar distances, and similar mental feats. It is believed that the Intelligence can only function while its absorbed personalities remain cooperative, although it may have long since overcome this debility.

The Supreme Intelligence is a vast cybernetic/organic computer system which has ruled the extraterrestrial Kree Empire for almost a million years. The Supreme Intelligence is composed of a vast 5,000 cubic foot computer incorporating the disembodied brains of the greatest Kree statesmen and philosophers in its history, preserved cryogenically. The aggregation of brains creates a single collective intelligence able to use the vast information storage and processing capacities of the computer in a creative way. The Supreme Intelligence, or Supreme Intelligence (Supreme Organism) as it is also known, had long used a 40 by 60-foot monitor screen, onto which it projects its image-- a green-hued amorphous face sprouting tentacles from its cranium. The Supreme Intelligence also used a network of input terminals and surveillance devices located throughout the capital city. Supreme Intelligence is capable of speech, independent thought, and certain technologically enhanced psionic powers.

Every five local sun-cycles the populace of the Kree Empire elects a delegate to "supremorship," the privilege to become part of the Supreme Intelligence upon corporeal death. When the delegate dies a natural death, his brain is removed and specially treated for transference into the group mind-construct. Due to this continual addition of new brains into the collective intellect, the personality of the Supreme Intelligence has varied over the decades.

The Supreme Intelligence was originally devised by the Science Council of the Kree in the Kree Year 4538 (about 990,750 B.C.) for the purpose of creating a Cosmic Cube, a device of great power that the Kree had learned was once developed by their rivals, the Skrulls. When the Supreme Intelligence became fully functional, however, the collective being determined that such an object was far too dangerous to construct and thus refused the Science Council's request. At first used in an advisory capacity, the Supreme Intelligence gradually acquired greater political power until it was elected absolute ruler of the entire Empire in the Kree Year 4791. The Supreme Intelligence has remained the dominating political force in the Kree Empire except for recent periods when it was briefly deposed by its rebel aide Ronan, and shut down by a time by the renegade Captain Mar-Vell.

One of the Supreme Intelligence's most closely guarded secrets was that the Kree race has reached the pinnacle of its evolutionary path. To the consternation of certain of its pure-blooded, blue-skinned aides, it began advocating interbreeding with other genetically compatible races in order to revitalize the Kree's stagnant evolution. The Supreme Intelligence personally undertook two programs to invigorate the race. Sensing that an Earthman named Rick Jones had vast evolutionary potential (a potential the Supreme Intelligence experimentally verified when it stimulated Jones' latent abilities at the end of an outbreak of the perennial Kree-Skrull War), the Supreme Intelligence arranged to have him "bonded" by means of the Kree "nega-bands" with Captain Mar-Vell, one of the Kree Empire's greatest war heroes. The Supreme Intelligence sought to add Jones's brain to its collective organism but could not "absorb" it directly unless it was tempered by contact with a Kree brain such as Mar-Vell's. Using the unique Kree-bred flower called the Millennium Bloom, the Supreme Intelligence hoped to absorb both Jones's and Mar-Vell's brains, and then use their bodies as receptacles for its own consciousness in a direct assault against Earth. When this attempt failed, the Supreme Intelligence tried a similar ploy whose target was Ms. Marvel (now Warbird), an Earth woman who had been imprinted with the genetic information of the Kree warrior Mar-Vell. This scheme also met with failure.

Recently the Supreme Intelligence began to include the minds of pink-skinned Kree. Although the newcomers were instantly at war with the earlier blue-skinned Kree minds and threatened to undo the coherence of the Supreme Intelligence, the being was able to retain control thanks to a so-called Soul Gem (actually, the Infinity Gem with the power over the Mind.) However, the gem was stolen when the alien Silver Surfer escaped the attempt by Supreme Intelligence to absorb his mind. The Supreme Intelligence collapsed into a coma as the warring personalities splintered into their age-old conflict. Control of the Kree Empire reverted to the Supreme Intelligence's chief assistant, a Skrull spy under incredibly deep cover.

Surtur



## **Surtur**

Fighting: Shift-X  
Agility: Unearthly  
Strength: CI1000  
Endurance: CI3000  
Reason: Remarkable  
Intuition: Remarkable  
Psyche CI3000

Health: 4250  
Karma: 3060  
Resources: Monstrous  
Popularity: -900

### Known Powers:

Resistance to Fire and Heat: CI3000. Surtur is made of fire.  
Body Armor: Shift-X. Surtur's fiery body protects him from blunt, edged, and shooting attacks.  
Fire and Heat Control: Surtur can control fire and heat with Shift-Z ability.  
Phasing: Monstrous  
Shapechange: Monstrous  
Invulnerability: Shift-Z resistance to Physical, Energy and Magical attacks

### Equipment:

Twilight, Surtur's "Sword of Doom": CI1000 material. Can do Shift-Z damage. Surtur can gain CI3000 flame damage by Igniting his sword in the "Eternal flame of Destruction".

### Weakness:

Cold and water based attacks gain +1CS damage.

### Talents:

Asgardian Lore, Weapon Specialist: Twilight.

### Contacts:

Ymir, Loki

## **Swarm**



## Swarm

Fritz Von Meyer

Fighting: Typical  
Agility: Good  
Strength: Good  
Endurance: Monstrous  
Reason: Typical  
Intuition: Excellent  
Psyche: Monstrous

Health: 101  
Karma: 101  
Resources: Feeble  
Popularity: -5

### Known Powers:

**Body Armor:** Swarms body is actually a community of bees covering Von Meyer's skeleton. These bee's provide a living carpet of protection equivalent to Incredible strength bodt armor from all physical and energy attacks. Swarm is naturally subject to those attacks that affect bees. Intense cold, for example harms them and smoke causes the bees to become sluggish and less aggressive.

**Bee Control:** Swarm mentally controls the colony of super bees and can fire swarms of these creatures in "bee blasts" with a range of 4 areas. The bees normally move upto 3 areas per round and have the following stats for each attacking swarm.

Fighting: Excellent  
Agility: Feeble  
Strength: Feeble  
Endurance: Excellent

Each swarm that Swarm controls attacks as a seperate creature under the control of it's master. Bees always get the initiative and can inflict Excellent damage each round (though cannot Stun or Slam). If reduced to 0 health, Swarm disbands.

**Flight:** The bees can lift what remains of von Meyer's body up ot 3 areas per round and even hover in place.

Talents:  
Biology

Contacts:  
None

### History:

Fritz von Meyer was an escaped Nazi scientist in South America who engaged in research on bees. While exploring the jungle, Meyer found a group of super-bees, mutated by the effects of a radioactive meteorite. These bees were extremely intellient and mostly passive. Meyer thought to control the bees by a psionic ray, but the bees attacked him instead. By the time Meyer succeded in controlling the queen bee, the super-bees had destroyed Meyer's body. The queen bee and Meyer's will were linked, however, producing Swarm. Swarm attacked Los Angeles and on several occasions New York. In the first case he was defeated by the

Champions of Los Angeles., in the latter cases by Spider-Man. Spidey managed to to disband the component bees of Swarms body on both occasions. Von Meyer's radioactive skeleton is once again kept in a lead vault in a basement at ESU.

### Swordsman



### Swordsman

Jacques Duquesne

Fighting: Remarkable  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 80  
Karma: 18  
Resources: Excellent  
Popularity: 10

Known Powers:  
None

Equipment:

The Mwakluan Sword: It is made of Monstrous material, causes 10 pts edged damage and 16 points blunt damage. He also has the following powers associated with the sword:

- Disintegrator: Remarkable damage to non living targets.
- Electrical Attack: Fire a bolt for Remarkable damage.
- Flame Blast: Fire a flame for Incredible intensity and damage.
- Kinetic Bolt: Remarkable rank force bolt.

Talents:

Weapons Master (Sword)

Contacts:

Avengers, The Gatherers

History:

Originally the Swordsman was a star performer at various circuses and carnivals, where he did an act demonstrating his extraordinary mastery of knives, swords, and other bladed weapons. At one carnival he met a boy named Clint Barton in whom he saw great talent in archery. The Swordsman trained the boy, who idolized him, to be a secondary performer in his act. Eventually, the Swordsman came under pressure to repay a large gambling debt. When the carnival paymaster was robbed and Barton found the Swordsman in possession of the money, Barton fled in panic onto the high wire, which the Swordsman then slashed by hurling a sword. Barton fell to the ground, and the Swordsman left him

for dead. But Barton was still alive, and grew up to become the costumed adventurer Hawkeye.

Over the years following his attempted murder of Barton, the Swordsman, in his costumed identity, led a notorious criminal career in Europe, during which he was deported from a dozen nations. Returning to the United States, he offered his services to the Avengers, intending to use his Avengers status to commit even greater crimes. However, the Avengers turned him down. Subsequently he entrapped and unsuccessfully tried to kill Captain America, then the leader of the Avengers. As Captain America and the Avengers surrounded the Swordsman, the Swordsman was teleported away by the Mandarin to the latter's castle in China. The Mandarin intended to use the Swordsman to destroy the Mandarin's archenemy, the original Iron Man. To this end, the Mandarin faked a message from Iron Man recommending the Swordsman for membership. The Avengers, suspecting a trap, played along and accepted him as a member.

The Swordsman came to admire the Avengers and also to admire the beauty of the Scarlet Witch, one of their members. One night the Mandarin ordered the Swordsman to set off a bomb the Swordsman had hidden in one of the Avengers' control panels to attract the Iron Man. The Swordsman, not wanting the Scarlet Witch harmed, went to disconnect the bomb. Captain America and Hawkeye saw him and thought he was planting the bomb instead. A fight ensued between the Swordsman and the Avengers, ending with the Swordsman's escape.

The Swordsman returned to crime. The Black Widow, who had recently been brainwashed by Communist Chinese intelligence into doing its will, enlisted him in an unsuccessful assault on the Avengers. She teamed him with his frequent partner in crime, the original Power Man (now known as Atlas) on this venture and the Swordsman and Power Man team was later recruited by the Red Skull to battle Captain America. During the following years, the Swordsman made several alliances including at one point membership in Batroc's Brigade and the Grim Reaper's Lethal Legion, each of which ended in his defeat. He turned back to crime in areas where he was unlikely to encounter Captain America or the Avengers. He traveled the world committing crimes, but part of him longed for the noble purpose he had briefly felt as an Avenger. Indeed, at one point this longing was so strong that he accompanied the Avengers in their battle to free the realm of the Olympian gods from conquest by Ares and the Enchantress.

Afterwards, the Swordsman returned to crime, but his heart was no longer in it. Hunted by legal authorities in most of the countries of the world, he was unable to find employment with major criminal organizations. Worst of all, he had no respect for himself or his life. He ended up in the employ of Monsieur Khrull, the head of a criminal organization in Indochina, performing the same work for him that an ordinary hired gunman might do. In despair and self-contempt, the Swordsman turned to drink and became an alcoholic.

It was then that he met Mantis, whom circumstances had forced into working for Khrull as a bar girl. She encouraged the Swordsman to begin a new life. However, he did not take her advice until he was seriously wounded on a mission for Khrull. Mantis found him and nursed him back to health, thereby saving his life. He and Mantis then went to New York City, where he told the Avengers what had happened to him and asked for a second chance as a member of the Avengers. The Avengers gave him that chance, and they soon realized that he was indeed both sincere and valuable to the team, and they granted him full membership.

Although the Swordsman did render important service to the Avengers in their subsequent missions, he was wracked with self-doubt and insecurity, especially after some more failures. Moreover, although the Swordsman was deeply in love with Mantis, she rejected him. Finally, Kang the Conqueror discovered that Mantis was the Celestial Madonna for whom he was seeking. Determined that if he could not have the Celestial Madonna, then no one would, Kang aimed his ray gun at Mantis. The Swordsman rushed forward to protect the woman he loved. Kang's energy bolt hit not Mantis but the Swordsman's sword. The energy traveled up the sword into the Swordsman's body, and he died in the arms of Mantis, who finally realized that she loved him after all.

## Synch



## Synch

Everett Thomas

Fighting: Good  
Agility: Typical  
Strength: Good  
Endurance: Remarkable  
Reason: Typical  
Intuition: Typical  
Psyche: Good

Health: 56  
Karma: 22  
Resources: Typical  
Popularity: 0

### Powers:

Power Duplication: Synch is able to duplicate any mutant power of any mutant present in one area with Incredible ability. The power fades 1d10 rounds after the mutant has left the area.

Mutant Detection: Synch has Excellent ability to detect other mutants within 5 areas

### Talents:

Martial Arts B

### Contacts:

### History:

Everett Thomas always had a good family, with his parents, brother and sister. But when his mutant powers began to manifest, he started to have problems. The first time he had to face the law because of the mutant DNA he carried was when he synched with Banshee, and yelled really high, destroying many windows of the neighborhood. By that time, Banshee was in the surrounding area to protect Everett from the threat of the Phalanx. He helped Banshee, Jubilee and the White Queen to defeat the monster, and later joined Generation X. Being the most light hearted member, Synch was always ready to support the other members - and friends - of the team, especially Jubilee. In one adventure in another dimension, Everett managed to save a girl named Gaia and both of them returned to Earth. But back here, two thugs that almost killed him beat down Synch. He showed his good nature when he ended the circle of pain, just ignoring the two boys and getting on with his life. Currently at the academy, Synch may be falling in love with Gaia, the girl he saved, and the feeling may be mutual.

## Tarot



## Tarot

Marie-Anne Colbert

Fighting: Poor  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Reason: Good  
Intuition: Remarkable  
Psyche: Amazing

Health: 40  
Karma: 90  
Resources: Typical  
Popularity: 8

**Known Powers:**

Image Animation: Tarot is able to psionically cause figures and objects on the tarot cards she carries to materialize, grow to life as if the figure was a living being, and act under Tarot's mental control. The exact properties of the replica reflects its appearance and desired function. The maximum rank of any property that such a replica possesses is Incredible. Her replica's remain in existence as long as she concentrates on them.

**Equipment:**

Standard tarot deck in a hip pouch.

**Talents:**

Occult Lore-Tarot

**Contacts:**

Hellions

**History:**

One of the most powerful of the Hellions, Marie-Ange Colbert's powers were always in question. She carried with her a stack of Tarot cards, and the card that she drew could be turned into a beast which she controlled. From this ability her codename was derived, Tarot. She also had the ability to predict the future with remarkable accuracy. It was never determined whether her powers were mutant or magikal in nature.

Little is known of her back ground except that she was born in France. A mystery surrounds her to this day - since she could predict the future, why did she not predict and thus prevent the deaths of the Hellions? The readers will probably never know, since the writers have long since forgotten.

**Taskmaster**



**Taskmaster**

Fighting: Am  
Agility: Am  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: In  
Psyche: Ty

Health: 150  
Karma: 56  
Resources: Gd  
Popularity: -30

#### Powers

Photographic Reflexes: Am. The man known only as the taskmaster possesses a unique form of photographic memory that ties directly into his muscle memory, giving him what scientists have dubbed "photographic reflexes". He can perfectly imitate any physical action, no matter how complex, after only seeing it once. So long as he can periodically practice a memorized action, or simply view it again in a recording or real life, it stays with him permanently. In game terms, this allows him to learn a new physically-based talent by only spending 100 Karma.

He has studied numerous recordings of some of world's best fighters, and when in combat against anyone he has studied\*, he can often predict their next move. In game terms, this gives him two power stunts

- Anyone that has been studied by the Taskmaster fights him with a -2CS penalty.
- With a successful intuition FEAT roll, he can wait until he hears what his opponent will do before deciding what he will do. He can make a separate roll for everyone in the fight which he has studied.

#### Equipment

##### Sword:

- Material Strength: In

##### Throwing Shield:

- Material Strength: In

##### Billy Club:

- Material Strength: In
- Contains a 40m (44yd/1 area) swing-line

##### Bow & Arrows

- Material Strength: Ty
- Range: 200m (210yds/5 areas)
- Damage: 6(s) from a standard arrow\*\*
- Rate Of Fire: 1 per round
- Shots: 20 per quiver

##### .45 Colt M-1911A1 Automatic Pistol

- Material Strength: Ex
- Range: 160m (176yds/4 areas)
- Damage: 10(s) from a standard bullet\*\*
- Rate Of Fire: 1 per round
- Shots: 8 per clip (assume at least 2 spare clips)

##### Magnesium Flares

- AM intensity flash that can blind for 1-10 rounds

##### Lasso

- Material Strength: Ty
- Range: 40m (44yd/1 area)

##### Talents

###### Martial Arts A,B,C,D,E & Wrestling & Acrobatics

+1 bonus to initiative;

+1CS bonus to fighting;

+1CS bonus for evading;

+2CS bonus for dodging;

+2CS bonus for escaping;

+3CS bonus for grappling;

+1CS bonus to damage from grappling;

After studying an opponent in combat for two turns, ignore their body armor when trying to SLAM or STUN; SLAM or STUN opponents of greater strength and endurance

##### Thrown Weapons, Objects & Weapons Master & Marksman

+1CS bonus with hand weapons;  
+2CS bonus with thrown weapons;  
+1CS bonus with distance weapons;  
+1CS bonus to catching  
Tumbling  
-1CS to damage taken from falls

Pilot  
+1CS bonus to all piloting FEATs

Notes

- The Taskmaster has made extensive studies of the fighting styles of the individuals known in the media as Black Knight, Captain America, Daredevil, El Aguila, Hawkeye, Iron Fist, Punisher, Spider-Man, and Tigra.
- He has been known to carry a variety of extra mundane and specially-made weapons such as "trick" arrows and ammunition.

**Tatterdemalion**



<>Arnold Paffenroth

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Typical  
Intuition: Poor  
Psyche: Feeble

Health: 70  
Karma: 12  
Resources: Feeble  
Popularity: -1

Known Powers:  
None

Equipment:

- Gloves: Chemicals soaked in the glove gives him Excellent ability to rot paper and cloth.
- Costumes: Non-stick chemicals give Incredible ability to break free from holds. Kevlar layers give Excellent protection against physical attacks.
- Knockout cloak: Chloroform capsules of Remarkable potency knock out a target for 1-10 turns.
- Throwing Scarf: Good Blunt damage.

Talents:

Paffenroth was once a skilled tap dancer and casino operator.

Contacts:  
Nightshift

**History:**

Arnold Paffenroth was the only son of a husband-wife vaudeville tap-dancing act, who began dancing at the age of eight. At eighteen, he met a dancer named Julia Walker and, adopting the stage name Michael Wyatt, formed a dance team with her that became popular enough to star in a number of motion pictures made in the late 1940s and early 1950s.

Paffenroth, knowing such success couldn't last, carefully invested his earnings in a Las Vegas casino. When indeed he could no longer get work in Hollywood, he split up with Julia Walker to attend to his casino business. In the early 1970s, while trying to acquire other real estate, Paffenroth ran afoul of Las Vegas mobsters, who swindled him out of everything he owned. Mentally deranged by the experience, he fled to Los Angeles where he soon became a drunken derelict. For several years he eked out a bare existence on the outskirts of society.

Finally, he was recruited into an army of derelicts by Sidney Sarnak, a former sound engineer turned criminal. Sarnak had been hired and outfitted by the Committee, a secret cabal of Los Angeles businessmen attempting to foster a climate of fear which they believed would stimulate the economy. To this end, Samak organized a small army of derelicts which he controlled by means of a specially designed ultrasonic whistle capable of stimulating the emotional centers of the brain. Paffenroth was one of Sarnak's chief operatives until Sarnak went mad after an encounter with the Werewolf, Jack Russell. The Committee gave Paffenroth his own campaign of terror. Calling himself the Tatterdemalion, Paffenroth struck out randomly at the wealthy, whose ranks had once claimed him as a member. Unlike the common criminal who sought to acquire wealth for himself, the Tatterdemalion sought to destroy money and material possessions.

In Los Angeles, Tatterdemalion was opposed and defeated by the Werewolf and Spider-Man, but was freed from police custody by the Committee. Going to Las Vegas to terrorize the casino he once owned, he again faced the Werewolf in combat, along with Johnny Blaze, the Ghost Rider. While attempting to steal an expensive race car, the Tatterdemalion crashed and was left for dead. He survived, however, and eventually made his way back to Los Angeles. There he discovered that his former dance partner, Julia Walker, had been reduced to playing piano accompaniment for singers at a Hollywood nightclub called Reilly's Ace of Clubs. Maddened that his one-time paramour had fallen on hard times, he began terrorizing the singers at the night club in a misguided belief that it would enable her to resume the limelight. The mutant Dazzler opposed him, however, and revealed to Walker who he really was. Walker attempted to rehabilitate him, but the mentally disturbed man eventually proved burdensome to her and she left him.

Under circumstances to be revealed, the Tatterdemalion was recruited into the Night Shift, a gang of Los Angeles-based misfits organized by the Shroud. Paffenroth served as a member of the Night Shift throughout its various incarnations, often coming into conflict with the hero team Avengers.

**Techno**



**Techno**

Norbert Ebersol

Fighting: Excellent  
Agility: Good  
Strength: Remarkable

Endurance: Monstrous  
Reason: Incredible  
Intuition: Excellent  
Psyche: Good

Health: 135  
Karma: 70  
Resources: Typical  
Popularity: -10

**Known Powers:**

**Morphic Form:** Monstrous ability to alter his form. Limited to Monstrous rank abilities or Tech rank, and also limited to Amazing damage potential. His morph is at will. As a power stunt he can meld with other electronics or machines by touch. He can then control them as if they were part of his body. Max area of 1 area by touch.

**Binary Mind:** Special, Techno's surface consciousness was uploaded and combined with Engram files that allowed him to use the Tech-Pac to create a new body. He has the Unearthly ability to link with electronics and computers, and to do calculations quickly. So he has a 2 Reason to determine complex puzzles, mathematic equations, or encryption attempts.

**Immunities:** Immune to poisons and diseases of normal humans, disease, or aging.

**Armor Skin:** His new form can be treated as Incredible protection from Physical attacks.

**Sensors:** He has Remarkable sensors and can substitute this power rank for Intuition checks. Also has Remarkable infra red sensors.

**Rockets:** Excellent Flight

**Talents:**

Electronics, Engineering, Repair/Tinkering

**Contacts:**

Baron Zemo II, Masters of Evil

**History:**

Norbert Ebersol was a child prodigy with such great mechanical aptitude that he took apart and repaired an alarm clock at the age of three. He had built a small electric automobile with a sophisticated transmission by the age of ten and a relatively complex robot arm by the age of thirteen, both from readily available spare parts. Dropping out of high school due to a lack of interest, Ebersol was fired from a number of jobs including auto mechanic, television repair-man, and electronics laboratory assistant because of his air of superiority and unorthodox approach to simple tasks. Looking for something challenging to do, Ebersol turned to the planning and execution of elaborate technologically-assisted crimes. Calling himself the Fixer, Ebersol found that his criminal activities not only stimulated him, but they also provided him with the raw materials to create ever greater technological devices. Ebersol even found his arrest and imprisonment to be a challenge, devising from spare parts an elaborate means of escape.

Eventually, he was contacted by the telepathic villain Mentallo, and the two forged a partnership of sufficient strength that they once nearly took over the international espionage agency SHIELD's New York headquarters. Since then the Fixer has been a special operative of the subversive organization HYDRA for a time, and then a freelance consultant and mercenary. Besides SHIELD, he has battled Spider-Man, the Micronauts, Captain America, and Iron Man.

He later joined the fourth incarnation of the villain team Masters of Evil under Baron Zemo. Hoping to gain access to the Avengers' technology, he was on hand during the Masters' invasion of that hero team's mansion. He inadvertently released the robotic Super-Adaptoid, which took on his form and escaped, leaving Ebersol captured in his place. Ebersol was remanded to custody but later broke out.

Ebersol was contacted by Baron Zemo to join his team Thunderbolts, posing as superheroes to gain the public's trust. Ebersol made himself a new identity, Techno, and created nearly all of the Thunderbolt's hi-tech equipment and modifications of powers. Ebersol grew increasingly more arrogant in his role, perceiving himself as supremely integral to the group.

During the Thunderbolt's clash with the creatures known as the Elements of Doom, Ebersol was killed. However, having prepared to "fix" this eventuality, Ebersol's Tech-pac immediately downloaded his brain patterns, memories, and personalities into itself, allowing Ebersol to be reborn into an advanced robotic body. This only increased Ebersol's arrogance, believing his new physiology to be superior to that of his teammates.

When the other Thunderbolts rebelled against Baron Zemo's when his ultimate scheme was revealed, Ebersol elected to stay with Zemo, helping him to escape. Ebersol remained with Zemo for a short while, but they soon parted ways.

For reasons of his own, Ebersol began to spy on his former teammates. When the Thunderbolts found a new headquarters in Burton Canyon, Colorado, Ebersol assaulted their new ally, the Ogre, and assumed his identity. Posing as the Ogre, Ebersol continued to provide technology for the team while spying on their lives more intimately.

**Tempest, Exemplar of Watoomb**



## Tempest

Nicolette Giroux

**Fighting:** Excellent  
**Agility:** Remarkable  
**Strength:** Good  
**Endurance:** Monstrous  
**Reason:** Typical  
**Intuition:** Remarkable  
**Psyche:** Excellent

**Health:** 135  
**Karma:** 56  
**Resources:** Typical  
**Popularity:** -10

### Known Powers:

**Gaseous Life:** Tempest's body is completely composed of gases, without any solid (or even liquid) components above the microscopic level. It is a coherent cloud that retains its integrity even in the face of Unearthly Intensity winds. Tempest can move at will in any direction and even penetrate liquids and permeable solids. However, she cannot freely move in a vacuum. Tempest would be immobilized if converted to liquid or solid forms but would take no damage from this act. Tempest can freely expand or contract, minimum size is one cubic foot, maximum size can fill a volume equivalent to the average shopping mall. Inhaling Tempest can be a fatal act since her gases can prevent required gases from reaching the lungs. She possesses a natural form of Phasing that permits them to penetrate solids.

**Air Control:** Unearthly  
**Whirlwind:** Unearthly  
**Water Control:** Unearthly  
**Earth Control:** Unearthly  
**\*Entombment:**  
**Fire Control:** Unearthly  
**Weather Control:** Unearthly  
**Plant Control:** Monstrous  
**Plant Growth:** Incredible

### Talents:

Law Enforcement, Bi-lingual (French and English), Hunting, Survival

### Contacts:

Exemplars

### History:

An international Game Warden working to track down ringleaders in the illegal exotic-bird trade. Passionately dedicated to her job and to environmental issues, Giroux has not advanced as far in her career as one of her skills might be expected to. Her idealism does not permit compromise, and she has clashed repeatedly with her superiors over methods of operation and over political

relaxation of various international game restrictions. Her track record, however, is commendable-few in her field have achieved her kind of success.

While tracking illegal trappers in the rain forests of northern Australia she happened upon the lost Temple of Watoomb. Bathing in the waterfall, she became Watoomb's exemplar, Tempest.

### Tempest



### Tempest

Garth

Fighting: Excellent  
Agility: Remarkable  
Strength: Incredible  
Endurance: Incredible  
Reason: Good  
Intuition: Excellent  
Psyche: Incredible

Health: 130  
Karma: 70  
Resources: Amazing  
Popularity: 20

Known Powers:

Animal Control Communication-Sea Life: Incredible  
Water Freedom: Garth doesn't suffer penalties in under-water battles and receives +1CS Fighting, Endurance and Strength.  
Water Breathing: Garth possesses the ability to breathe both air and water without penalty.  
Hyper Swimming: Remarkable water speed  
Ultra Vision: Remarkable ability to see clearly through fog and water.  
Body Resistance: Excellent  
Telepathy: Garth possesses the ability to communicate telepathically with all Atlanteans at Excellent level

Magic: Novice of Atlantean magic  
Kinetic Bolt: Incredible Force damage emanated through his eyes.  
Heat Generation: Incredible energy damage from left hand:  
Cold Generation: Incredible energy damage from right hand  
Water Control: Amazing ability  
 Water Blast: In ability and damage  
 Create funnels, tidal waves etc

*He will obtain more abilities as he learns and grows.*

Limitation:

Tempest needs to immerse himself in water for at least an hour every 24 hrs to keep his powers and stats at peak levels. For every two hours past that point, reduce all his physical stats and powers 1 rank. This affects his Health too. One hour's immersion in water will immediately restore all lost ranks and health.

Garth can bypass this limitation by drawing moisture from the air and replenishing himself.

**Talents:**

Oceanography, Oceanography, Mystic Background

**Contacts:**

Aquaman, The Titans, Atlan, Dolphin

**History:**

In ancient Atlantis many cities survived their being submerged through different ways. One such group was a pacifist race called the Idyllists. The heir to the Idyllist throne, Prince Garth, was abandoned because of his purple eye color, a trait viewed as a mutation by the people. Left alone he was found and taken in by Aquaman. The two were both abandoned by their peoples and the kindred spirits were like a Father and Son. Garth even took up the name Aqualad and worked with Aquaman fighting crime and protecting the oceans. Garth had a special place in Arthur's Court in Poseidonis and lived a happy life as a hero. His adventures with Aquaman above the sea led to Aqualad to encounter other heroes that had older counterparts. In fact, an encounter with the heroes Robin and Kid Flash led to the establishment of the first team of sidekicks, the Teen Titans to overcome Mr. Twister's threat to the town of Hatton Corners. These three, along with Speedy and Wonder Girl grouped up again a short time later when their mentors were under the influence of the alien Antithesis. In the aftermath of their victory over the alien, the five teens decided to form a team of their own, in the tradition of the Justice League. Garth was the one who came up with the name Teen Titans, and so a legend was begun. Sometime during the first year of the team's existence, Garth also began dating a Poseidonian girl named Tula, who eventually took the codename Aquagirl and began joining him on various adventures. Garth loved her very deeply and the two became close in a short amount of time. She would use scientific means to enable coming above the surface of the water and assisted Garth as Aquagirl.

Garth stayed active with the team until his presence was required back in Poseidonis after Mera was abducted, precipitating a prolonged search for her by Aquaman. At this point, he went on inactive status, with Speedy taking his place on the team. He returned briefly during the team's non-powered, non-costumed phase seeking their assistance due to a threat by the Ocean Master. The rest of the Titans, in a pacifist mode after Dr. Swenson's death, were reluctant to become involved, but eventually capitulated. This major philosophical difference led to Garth's remaining on inactive status for the remainder of the team's first incarnation.

Aqualad rejoined the team during its second incarnation, joining his original teammates along with heroes including Bumblebee, the Herald, Joker's Daughter and Titans' West. During this time period, however, Garth's participation was marred by several bouts of illness. The cause of the illness was revealed to be psychological in origin, due to Garth's growing feelings of inadequacy to the team, spurred by his body's need to have periodic contact with water. His body responded to this feeling and he was often sick for a time.

Even after the second version of the Titans disbanded, Garth's involvement from then on remained on an inactive basis. He would come to the aid of his teammates whenever needed, however. Some of the major cases that he was involved with during the third incarnation of the team included finding and recovering the Gordanian ship which took the Titans to rescue Starfire from her sister Blackfire; and the final defeat of the H.I.V.E. at their underwater base near Poseidonis, in which not only he and Tula were instrumental in the defeat, but in which Garth single-handedly destroyed a missile that was seconds away from destroying Poseidonis.

He was called to help the entire hero community to avert the Crisis on Infinite Earths that threatened Earth's continuing existence. It was the same world-shattering event that cost Garth his love Tula, among other heroes who died. He stayed in Atlantis and mourned for Tula. The emotional impact of Tula's death still reverberates within him, even today. Coming to assist the team at Wonder Girl's request, the struggle to find emotional balance after losing his first and only love reached a crisis point after Garth was abducted by Harpi, a member of Steve Dayton's Hybrid team. Captured and taken to Dayton's private island retreat, Garth was subjected to mental and physical abuse by Dayton, at the time insane due to the effects of continued use of the Mento helmet. The psychic battle between the two grieving men resulted in disruption of Garth's telepathic ability to communicate with sea life. The patterns of this power were never quite restored properly, and have since appeared to have left Garth completely.

Even with his status being inactive, Garth has remained part of the heart and soul of the Titans. He put his support behind Arsenal when he attempted to reunify the team with the assistance of the U.S. government.

It was upon Aquaman's losing his left hand that Garth, Aquaman and an aquatic heroine called Dolphin all went to Poseidonis. Immediately Garth flirted with Dolphin, though not necessarily extremely well at first. Once again Garth had resigned to assist Aquaman, who was having revelations about his own life, until he met a shark woman named Letifos. A chance encounter with Letifos turned the slightly mild Garth into a man obsessed.

Letifos resembled Tula so greatly Garth was convinced they were one and the same. Despite Tula and Letifos being different species he pursued her still. His actions led to him being taken by the sorcerer Atlan (Aquaman's biological father) Aquaman's father Atlan to another dimension to begin mystic training. Garth spent several years in that dimension, learning the tools of the mage's trade. It was in Garth's blood to become the greatest mage of his people and to inherit great powers from their legacy. Atlan took it upon himself to prepare Garth for this and returned him to the standard plane of existence afterward.

Time had passed differently and Aquaman and Dolphin, who had begun a romantic relationship, saw a very confident and competent Garth emerge. Shortly after he and Atlan went off to work more on his growing magical powers. During this time, near Shayeris (the kingdom of his birth parents), Garth and Atlan were attacked by soldiers wearing ancient Atlantean armor. His ultimate surprise came, when after Atlan was

mysteriously abducted, Tula appeared! Garth had to unravel the secrets surrounding Atlan's disappearance, Tula's return and the theft of his powers after a ceremony in which they were supposed to have been 'sealed' within him permanently.

Before Garth's ascension to the power of his birthright his jealous and demented uncle Slizzath came into the picture. A creature of immense evil who was ultimately revealed to be Garth's paternal uncle, once passed over for the Idylist throne in favor of his younger brother, Thar, Garth's father, because Slizzath practiced dark magiks and was considered unsuitable. Learning of Garth's coming into his magical heritage, Slizzath was determined to steal Garth's birthright so he could use his power to escape the dimensional prison he had been placed in by Thar prior to the king's assassination at the hands of the Idylists and nearly succeeded in doing so by using a reanimated Tula to manipulate Garth. He overcame the opposition and his destiny was fulfilled.

In the process of defeating Slizzath, Garth learned that his mother, Queen Berra, was alive. Having believed her to be dead and still angry for her abandonment of him, Garth still has to work out his relationship with her. Ultimately, to defeat Slizzath, Garth had to destroy the vessel of the theft of his power -- the construct the necromancer had created in Tula's image. Initially unwilling to do this, Garth was prompted to take this step by the sharkwoman Letifos, who had come to his aid. Once the vessel was destroyed, Garth's birthright - his magical, elemental powers - returned to him and he was able to send Slizzath back into his dimensional prison, freeing Atlan in the process.

Taking the name Tempest Garth became a new and powerful hero. He became the Atlantean ambassador to the United Nations and rejoined a newly formed Titans team with his original teammates. A flirtation between Dolphin and Tempest resulted in a serious relationship they kept hidden from Aquaman, who was previously involved with Dolphin. They eventually told him and he accepted it. A pregnancy and a marriage later Dolphin and Garth had a baby boy called Cerdian. Garth named his child Cerdian for Aquaman who was trying to show the people of Cerdia that they were a legitimate part of Atlantis after their war had ended. Garth remains ambassador and lives in Atlantis to raise his son while spending time above land as a diplomat and Titan.

### **Terrax the Destroyer**



### **Terrax the Destroyer**

Terrax of Lanlak

Fighting: Unearthly  
Agility: Amazing  
Strength: Monstrous  
Endurance: Monstrous  
Reason: Good  
Intuition: Monstrous  
Psyche: Amazing

Health: 300  
Karma: 135  
Resources: Poor  
Popularity: -20 (50 on Birj)

#### Powers:

Earth Animation: Unearthly, 100 miles in diameter. Stunts include:

- Unearthly tremors.
  - Rock missiles with 100 range and effect.
  - Mold rocks.
  - levitate any land mass with Un ability and 100 cubic miles.
- True Invulnerability: Un resistance to physical and energy attacks, CL1000 against heat and cold.  
Self-sustenance: No need to for air, food or water.

Floating disc: CL1000 speed by riding atop of rocks under his control

Dimension Travel: At Max speed he can enter hyperspace

Life Detection: Detect life-energies up to 5 light years away with CL1000 ability.

#### Equipment

The Cosmic Ax: CL1000 material ax-like weapon. It channels his powers, including:

- Force Field: Monstrous rank and range
- Disintegration: Unearthly, limited to the line of the ax's passage and the area above that line (away from the pull of gravity)

#### Talents:

Military, Astronavigation

#### History:

Tyros was originally the dictator of the small city-state Lanlak on the world of Brij (sometimes translated as Terran), a moon of the gas giant Marman in a solar system eighty thousand light years from Earth. Tyros ruled through the use of force, his limited power over earth and rock. This power, which apparently was a mutation unique to Tyros, enabled him to animate constructs of stone which would patrol his kingdom maintaining his firm control. Tyros loved power and conquest, and led a life of debauchery and violence. Somehow, he came to the attention of Galactus, the world devourer. Galactus had been seeking a new herald to guide him to fertile planets which he needed for sustenance. The space being surmised that the common fault in most of his former heralds was that their moral values prevented them from fulfilling their duties. For a new herald, Galactus sought an individual who would have no compunction in finding worlds for Galactus to render lifeless.

When the Fantastic Four came to Galactus to ask him for aid in the battle against the Sphinx, Galactus agreed, but only with the condition that the Fantastic Four would journey to Brij and subdue Tyros for him. The Fantastic Four reluctantly did this, and in doing so, they freed the city of Lanlak from Tyros's rule. Brought before Galactus Tyros was exposed to Galactus's cosmic power, and was transformed into Terrax the Tamer. His minor control over stone was augmented to an uncalculable degree. Now, he could affect all matter of rock and stone on nearly a planetary scale. His body was changed so that it would withstand the vacuum of space. Finally, Galactus gave Terrax a weapon called the "cosmic axe," capable of generating waves of cosmic force.

As Galactus's new herald, Terrax found more worlds for his master than any of the previous heralds. Terrax likened the discovery of new planets to the feeling of conquest. On several occasions, Terrax annihilated large segments of the population himself using his cosmic powers. As Galactus had hoped, Terrax's lack of morality made him a successful herald. But whereas Galactus's other heralds had a sense of loyalty to their master, Terrax had none. Indeed, he served Galactus out of fear for his master's power, but even conquered that fear on several occasions to defy Galactus's wishes. Shortly after being transformed into Galactus's herald, Terrax fled from his master and overthrew the ruling body of a small unnamed planet. He enslaved the the entire population and set him self up as the planet's deity. Huge segments of that worlds people died erecting temples and cities to glorify Terrax. Terrax planned to use the survivors of his reign as the first wave of a universe-conquering army. Butbefore Terrax could proceed any farther, Galactus summoned his herald. Fearful of his master's wrath, Terrax hid in a black hole. Utilizing the powers of the Earth mutant Dazzler, Galactus freed terrax and made him obedient to his will again.

But Terrax's rebellious nature could not be totally stifled, and after a while, Terrax again fled his master. This time he went to Earth. Utilizing his power, Terrax levitated the entire island of Manhattan into Earht orbit and used the lives of its millions of inhabitants to bargain with the Fantastic Four. To spare Manhattan, Terrax demanded that they destroy Galactus by attacking his ship. Galactus had by now realized that his herald had become a liability to him. Returning Manhattan to Earth, Galactus stripped Terrax of his cosmic power and the transformed alien was sent hurtling from the top of the world trade center down to the street below. Although seriously injured, Terrax's alien physique enabled him to survive the fall. Unknown to both the Fantastic Four and the Avengers, who were present at the site. Terrax's broken form was taken to a nearby hospital by an unidentified passer by. He remained there for several months in a semi-comatose state.

Victor von Doom, looking for a pawn to use in a plot against the Fantastic Four, discovered the fact of Terrax's survival. Terrax was kidnapped from the hospital and brought back to Latveria by a squad of robots dispatched by Doom. There, after six weeks of Doom's advanced treatments, Terrax recovered. But, having been stripped of cosmic power, Terrax had no memories of having been the herald of Galactus, and thus called himself Tyros once more. Doom had recently perfected a device that was capable of endowing an individual with limited cosmic power. Tyros readily agreed to be exposed to the device's energies, as he wished revenge against the Fantastic Four. Garbed in a special suit that would channel and regulate the cosmic energies in his body, Tyros set off for New York. Unknown to him, the power Doom gave him would consume Tyros's body within a matter of hours. Thus, Doom would not be faced with an adversary whose power was vaster than his own, once Tyros had served his purpose.

Tyros defeated the Fantastic Four and , detesting the fact he was in the service of any master, he turned on Doom and immobilized the Latverian monarch in his armor. At Tyros's moment of seeming triumph, the Silver Surfer, first of Galactus's heralds,arrived to save the lives of his friends, the Fantastic Four. Tyros believed that his power level was equal to that of the Surfer's but Tyros was no match for someone who had recieved cosmic power from Galactus himself. Because of this, Tyros was forced to use his powers to the limit in order to combat the Surfer. This only served to hasten the deterioration of the cosmic power Doom had imbued him with. As the two former heralds of Galactus engaged in battle, Tyros appeared to be totally consumed by the "power cosmic." Though many thought him dead, Terrax had merely been stripped of the Power Doom had given him. Terrax remained in hidding for many years afterwards to avoid punishment for his crimes.

## Terminus



## Terminus

Fighting: Unearthly  
Agility: Unearthly  
Strength: CL1000  
Endurance: CL3000  
Reason: Monstrous  
Intuition: Monstrous  
Psyche: Unearthly

Health: 4200  
Karma: 250  
Resources: CL3000  
Popularity: -500

### Known Powers:

**Cyborg Exoskeleton:** The Terminus armor is an immense robot controlled by the alien Terminus who sits in a control chamber deep within the exoskeleton's head. The alien Terminus's statistics are:

Fighting: Good  
Agility: Good  
Strength: Amazing  
Endurance: CL1000  
Reason: Monstrous  
Intuition: Monstrous  
Psyche: Unearthly

The exoskeleton weighs several thousand tons and contains the bulk of his powers;

- **Body Armor:** The exoskeleton is composed of Unearthly material. Internal devices increase these defensive properties to give the cyborg Shift-Y protection against physical and energy attacks as well as CL1000 protection against radiation and temperature extremes.
- **Flight:** The Terminus exoskeleton can attain CL3000 velocity although cannot enter hyperspace.
- **Telescopic Vision:** Visual sensors give Terminus CL5000 range. Unfortunately this power does not enable him to instantaneously see across great distances.

**Energy Lance:** The Terminus exoskeleton carries a 240' lance made of Unearthly material. This immense weapon contains several powers of its own

- **Plasma Generation:** This CL3000 ranked beam can do concussive damage as well as Shift-Z heat and radiation. The power normally has a range of 16 million miles. However the beam can be coupled with a hyperspace gateway to reach a target 32 billion miles away.

- Disruption: The lance can surround the terminus battle armor with a 10 mile radius storm of CL1000 intensity energy. Molecules within 1 area of Terminus are immediately reduced to free floating atoms. The rest of the area is filled with Monstrous intensity radiation and Unearthly heat.
- Flight: The energy lance is capable of CL1000 flight. It can independantly travel to any loction to which Terminus summons it.

Talents:

Minerology and Interstellar commerce

Contacts:

None

History:

The origin of the alien being known as Terminus is unknown. Operating a gigantic robotic body from within its head, and wielding a lance-like weapon that projects immensely destructive energy, Terminus has traveled from world to world, wreaking destruction. He despoils planets of the elements of which they are composed, steals highly advanced technology, and enslaves sentient beings inhabiting these planets. It is not known how Terminus uses his slaves and plunder, but it has been speculated that he sells them to unknown clients. Terminus is known to have plundered roughly a thousand planets, rendering them all uninhabitable in the process.

An unknown number of years ago, Terminus ravaged the homeworld of an alien being who was a great scientist. Terminus took the alien scientist as his personal slave, using him as a guide to other planets to plunder. The alien scientist knew that Earth's human race would give rise to superhuman beings in the twentieth century. Hoping that such beings would be able to stop Terminus, the alien scientist persuaded Terminus to go to Earth. Terminus fired an energy beam toward Earth to mark the planet as his. Traveling at the speed of light, the beam took one hundred years to reach the Earth.

When the beam arrived, it carved letters a half-mile wide in Terminus's alien language onto Earth's surface within the continental United States. The letters spelled out: "I claim this world-- Terminus."

The hero team Fantastic Four were investigating the beam's massive destruction when they witnessed the arrival of Terminus himself. Displeased with the planet, Terminus hurled the alien scientist, whom he had brought with him, to his death, but not before it managed to tell the Fantastic Four about Terminus. Terminus now set about releasing incredible amounts of atomic energy, wreaking tremendous destruction, in order to begin breaking down Earth's mass into its component elements.

The Fantastic Four battled Terminus, and after She-Hulk took away Terminus's lance, Mister Fantastic attached a device to Terminus's robotic body that caused it to crash through the Earth toward its core, believing it defeated.

Without his lance, it took months for Terminus to dig his way up to Earth's surface. Terminus managed to reclaim his lance and began wreaking havoc in the Savage Land, a hidden tropical jungle in Antarctica. He next unleashed a destructive storm of atomic energy in Pangea, another jungle bordering the Savage Land. Not only were huge numbers of Pangea's inhabitants killed outright by the atomic storm, but the devastation created by Terminus triggered a series of earthquakes that wrecked the advanced technology that maintained tropical conditions in Pangea. The earthquakes also snuffed the volcanoes that produced the heat used in maintaining the Savage Land's tropical environment. As a result, both the Savage Land and Pangea rapidly fell victim to Antarctica's frigid natural cold.

Terminus was attacked in Pangea by the team of superhuman champions known as the Avengers. One of their members, Hercules, ripped open Terminus's robotic body, leaving Terminus himself helpless. Hercules left the body there, and it was soon buried beneath the snows of a raging blizzard. Although the nature of Terminus's physiology remained unknown, the Avengers believed the alien was defeated.

**Texas Twister**



## **Texas Twister**

Drew Daniels

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Remarkable  
Reason: Typical  
Intuition: Typical  
Psyche: Typical

Health: 70  
Karma: 18  
Resources: Typical  
Popularity: -5

### **Powers**

**Whirlwind:** Texas Twister is able to generate tornadoes by sheer force of will. These Amazing intensity whirlwinds can inflict Amazing damage to a maximum of 2 Areas. Texas Twister has also developed the following Power Stunts;

**Flight:** By generating a mini-tornado around him Texas Twister can move at Amazing land speeds

**Grappling:** By centering a mini tornado on a target he can "tie them up" in a way. This is treated as an Am intensity Grapple.

**Tornado Punches:** By wrapping his fist in a mini tornado Texas Twister can inflict a Remarkable STR Blunt attack.

**Body Resistance:** Due to his Mutant powers Texas Twisters skin is a bit stronger than average providing him with Good resistance to Physical attacks.

### **Talents**

Acrobatics, Tumbling, Horsemanship, Martial Arts B

### **Contacts**

The Union, Rangers

### **History:**

When a tornado swept cowboy Drew Daniels into a nearby atomic pile, the radiation gave him superhuman powers, and he left for New York to seek fame and fortune as the super-heroic Texas Twister. After turning down a membership offer from the criminal Frightful Four, the Twister joined the intelligence agency SHIELD as part of its new group of Super-Agents; however, most of the Super-Agents turned out to be traitorous infiltrators, and the project was terminated, by which time a frustrated Daniels had resigned. The Texas Twister then teamed up with the costumed sharpshooter Shooting Star in a rodeo act. The two became partners in show biz, adventure and love, going on to serve as members of the sometime southwestern super-team called the Rangers.

## **Thanos**



## Thanos

Thanos of Titan

Fighting: Monstrous  
Agility: Remarkable  
Strength: Shift-Y  
Endurance: CL1000  
Reason: Monstrous  
Intuition: Incredible  
Psyche: Unearthly

Health: 1295  
Karma: 215  
Resources: Unearthly  
Popularity: -100

### Powers:

**Immortality:** As the Power and in all planes. Thanos is currently bared from Death's dimension, by Death itself, and cannot die by any fashion.

**True Invulnerability:** As the most powerful "Cosmic Eternal", Thanos has Shift-X protection from physical and energy attacks.

**Invulnerability:** Thanos has Cl1000 Resistance to Fire, Cold, Electricity, Radiation, Toxins, Corossives and Disease.

**Cosmic Energy Control:** Thanos can manipulate enourmous quanties of cosmic energy with Shift-Z ability. Thanos regularly uses the follwing Stunts:

- Energy Blasts of force or energy with Shift-Z intensity.
- Boost any or all physical abilites(FASE) to Shift-Z for 1-10 rounds.
- Raise Body Armor to Shift-Z for 1-10 rounds.
- Absorb any form of energy with Shift-Z ability.

- Detect any form of energy with Unearthly ability.**

**Psionic Attack: Psionic Blast of Monstrous intensity.**

**Life Support:** Thanos does not require good, water, sleep, or air to survive and has Cl1000 Life Support.

**Teleportation:** Thanos can Teleport himself and others with Unearthly ability.

### Talents:

**Martial Arts B, Wrestling, Engineering, Chemistry, Biology, Genetics, Physics, Computers, Electronics among many others.** Thanos is a expert in Death Lore and is also knowledgable of Occult Lore.

### Contacts:

**Adam Warlock, Super Skrull, Controller**

### History:

**Born on the Saturnian satellite Titan, Thanos was a mutant, heir to more power than his race had ever seen. Sometime during his youth he became obsessed with the occult and with the physical personification of Death, whom he came to love. This macabre**

relationship would become the basis for all his life.

Eventually exiled from Titan, Thanos soon returned to the planet of his birth as a conqueror, replete with an army of mercenaries and pirates. Peaceful Titan fell easily before his ebon might. However, this act of megalomania was but the beginning, as his assumption of the Titan throne was but the first step in his plan for universal domination. Using Titan as his base of operations, Thanos searched for and acquired the Cosmic Cube (a nearly sapient field of energy capable of granting its possessor nearly any wish.). Opposed by the Kree Captain Marvel, his father Mentor, his brother Eros (Starfox,) and the powerful Drax the Destroyer, Thanos eventually used the cube to make himself into a god. However, the cube itself was his weakness, and in a moment of power-induced blindness, he toyed with Captain Marvel instead of killing the Kree hero outright. Marvel took the chance offered him and shattered the cube, an act which seemingly killed the mad Titan.

However, Thanos survived, but lost the favor of his beloved mistress Death. His next ploy involved the otherworldly, supremely powerful soul gems. He collected all but one, and that one was in the possession of the artificial man, Adam Warlock. Thanos insinuated himself into Adam's war against his own dark future self, the Magus. While aiding Adam, Thanos secretly siphoned off energies from Adam's gem. Later, Thanos combined the gems into one huge star-gem, powerful enough to detonate all the stars in the Universe. However, his former ally Warlock opposed him, and with the aid of the Avengers, the Thing, and Spider-Man, finally defeated and killed the Mad Titan, though the cost was his own life.

Later, Mistress Death decided that a cosmic imbalance had occurred, and she resurrected Thanos and greatly augmented his formidable might. Ordering him to kill half the sentient population of the Universe. In order to do this, Thanos regained the six soul gems, dubbed them the infinity gems, and united them in order to become omnipotent. Opposed by Earth's remaining defenders, the mightiest of the cosmos' cosmic Beings, and even by the reborn Adam Warlock, Thanos defended his divinity and triumphed, becoming the center of all reality. However, as before, Thanos had left open the means of his defeat. His alleged grand-daughter Nebula stole the Infinity Gauntlet for herself. Thanos then joined his former foes and defeated Nebula, resulting in Warlock gaining the Gauntlet for his own. Thanos then faked his own death ... fooling no one. Later still, Warlock would divide the Gems among his companions, bestowing the powerful Reality Gem upon Thanos in order to safeguard it.

Later, Thanos would become involved in several seeming heroic acts, revolving around the expelled Good and Evil aspects of Warlock, and the restoration of the sanity of the thunder-god, Thor. Later still, Thanos would confront the powerful entity called Tyrant. Shortly afterwards, Thanos would go on to gain the enmity of Mistress Death, resulting in his banishment from her realm. Thus, Thanos ... lover of Death, would become cursed with immortality ... surely, one of the cosmos' greatest ironies.

Thena



Thena

Fighting: Remarkable  
Agility: Remarkable  
Strength: Amazing  
Endurance: Monstrous  
Reason: Remarkable  
Intuition: Remarkable  
Psyche: Remarkable

Health: 185

Karma: 90  
Resources: Remarkable  
Popularity: 0

**Known Powers:**

**Invulnerability:** Invulnerable to heat, cold, energy, electricity, radiation, toxins, disease, and aging.

**Immortality:** Like all eternal Thenna can only be killed by results that would scatter their atoms over large areas of space.

**Cosmic Energy Manipulation:** Can manipulate Cosmic energies at Uearthly rank. She may fire beams of force, heat, or light from her eyes for Uearthly rank damage.

**True Flight:** She can fly at Shift-Z airspeeds.

**Illusion Generation:** She can create impressive illusions that affect all 5 senses at Remarkable intensity.

**Levitation:** She can levitate herself and others at Shift-X ability.

**Matter Transmutation:** Thenna has the Amazing ability to alter molecular structures allowing her near unlimited power in altering all forms of inorganic matter.

**Mind Control:** She can control the minds of Eternals, Deviants, and Humans at Remarkable rank of ability.

**Telekinesis:** Thenna possesses Incredible strength telekinetic abilities. She can as a power stunt form a shield of force that grants Excellent protection.

**Telepathy:** She is an Excellent rank telepath. She can communicate telepathically, but Deviants are immune.

**Teleportation:** She can teleport up to 400 areas away with Incredible ability but must make a red Psyche FEAT and red Endurance FEAT or be paralysed for 1-10 rounds with pain.

**Uni-Mind:** Like all eternal she can form the Unimind.

**Talents:**

None Known

**Contacts:**

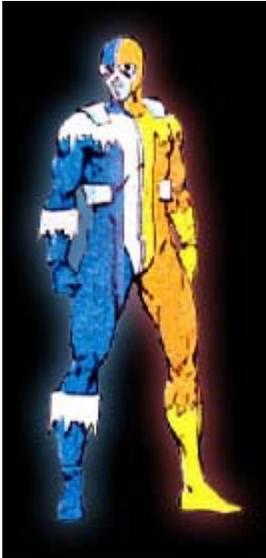
Eternals, Kro

**History:**

Thena Daughter of Zuras and Cybele. Thenna was originally born under the name Azura, but Zuras had her name officially changed to resemble that of Zeus' daughter Athena, to seal the bond between their two peoples. Thenna was often mistaken for Athena, and the city of Athens was built for her. 2500 years ago, Thenna first encountered Kro in Babylon. He had a chance to slay her, but did not. As the years passed, the two of them grew closer together, and she visited Lemuria at some point, though it was not a happy event. For a time after the Great Flood she feared that Kro had been killed. Thenna and Kro made love during the Vietnam War, resulting in Thenna becoming pregnant with twins. She placed them inside of Ms. Ritter, a infertile woman, who raised them as Donald and Deborah.

When Kro led his armies in an attack on New York, Thenna fought him there, armed with a spear and crossbow that produced intense cold. After Kro was convinced to call a truce, Thenna visited Lemuria with him, where he showed her Ransak, a Deviant who was genetically stable. Thenna was convinced by the Mutate Karkas to grant both of them sanctuary, and the two Deviants have joined her on many missions. Karkas in particular feels an intense loyalty to her. After Zuras' death at the hands of the Celestials, and subsequent departure of most of earth's Eternals, Thenna became Prime Eternal, but she was traumatized by her father's death, and was being subtly influenced by a Brain-Mine Kro had placed upon her. Ultimately, she turned against Ikaris to help save Kro's life, and Ikaris forced her to submit to the Hall of Eternal Judgement. There, she was forced to relinquish her title to Ikaris. When Thenna learnt of the Brain-Mine, she was furious with Kro, but she has since forgiven him. Recently, Thenna became involved with the development of her children, after Dr. Daniel Damian attempted to have them killed. Thenna has sought sanctuary with Heroes For Hire and the High Evolutionary, with whom she presently resides

**Thermite**



## Thermite

Sam Yurimoto

Fighting: Gd  
Agility: Gd  
Strength: Ty  
Endurance: Ex  
Reason: Gd  
Intuition: Ty  
Psyche: Ty

Health: 46  
Karma: 22  
Resources: UN as Squadron member  
Popularity: 40

### Known Powers:

Heat: Remarkable power to do Excellent damage to a specific target or heat a 60-foot zone by a maximum of 300 degrees.

Cold Generation: Excellent power to lower temperature by 200-800 degrees.

Cold Shaping: Excellent power to create useful shapes out of suddenly frozen gases and liquids. Power Stunts include:

- Bindings of GD Material Strength
- Ice Missiles that do Good Blunt damage
- Blinding or smothering opponents by encasing a target's head

### Weakness:

Thermite is dependant on his regulator pack for his very existence. If the regulator is damaged, all his powers turn on his own body.

### Talents:

Espionage and a Remarkable knowledge of temperature regulating equipment.

### Contacts:

Squadron Supreme

## Thing



## Thing

Benjamin Grimm

Fighting: Incredible  
Agility: Good  
Strength: Monstrous  
Endurance: Monstrous  
Reason: Good  
Intuition: Good  
Psyche: Remarkable

Health: 200  
Karma: 50  
Resources: Good  
Popularity: 0

Known Powers:  
Body Resistance: Incredible protection vs physical and energy damage  
Resistance to Fire: Incredible  
Protected Senses: Remarkable protection vs. sonics

Talents:  
Pilot, Martial Arts B, Wrestling

Contacts:  
FF

History:  
Ben Grimm, former war veteran, met Reed Richards in college, and when Reed began his work on an experimental rocket ship, Ben offered his services as a pilot. When Reed actually was ready to launch, however, Ben had second thoughts, and only decided to go ahead with it when Reed's fiancée, Sue Storm, convinced him. So Ben, Reed, Susan, and her brother Johnny, took the rocket into space, where the radiation shielding proved faulty. All four were hit by intense cosmic radiation, and the ship crashed back down to Earth, where the four discovered they had all gained superhuman powers. Ben was partially crushed, mentally, with his transformation into what he regarded as a monster, but he joined the others in vowing to protect mankind. He's joined them on innumerable adventures across the entire known Multiverse (and many unknown aspects of it as well), including the Negative Zone, the Skrull Galaxy, and the underwater city of Atlantis here on Earth. During this time, he developed a relationship with Alicia Masters.

He has left the Fantastic Four temporarily at times for a variety of reasons, and has always been searching for a way to become human again, even succeeding for short periods of time, such as after the battle known as the Secret Wars, which left Ben on the "Battleworld" for a time before returning to Earth. It was then Ben met Marvel Boy (now Justice) and the UCWF and the West Coast branch of Avengers. After returning to the FF, Ben eventually led the team when Mr. Fantastic and the Invisible Woman left, and his relationship with Ms. Marvel began amid mutations to his rocky hide.

Eventually, he and the FF returned to "normal," but during Reed Richard's presumed death, Ben's vulnerability was shown when his face was

slashed to pieces by Wolverine's adamantium claws, then battered by a number of supervillains. It only healed completely when the mad and apparently god-like villain Hyperstorm simply erased the damage as a show of power.

However, this soon became a moot point, as Ben, along with the other members of the Fantastic Four and others apparently sacrificed themselves fighting Onslaught and were shunted into a parallel dimension known as the FranklinVerse, created by Ben's "nephew", Franklin Richards, where a slightly altered Ben Grimm worked alongside the Fantastic Four of that reality.

## Thor



## Thor

Fighting: Unearthly  
Agility: Remarkable  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Good  
Intuition: Excellent  
Psyche: Amazing

Health: 330  
Karma: 50  
Resources: Excellent  
Popularity: 75

### Known Powers:

**Body Resistance:** As one of the most powerful Asgardian gods Thor's resistance to injury is greater than the majority Asgardians. Thor has Amazing protection from physical and energy attacks.

**Resistances:** Thor has Unearthly Resistance to fire, cold, radiation, toxins and aging.

**Invulnerability:** Thor has CL1000 Resistance to Disease.

**Illusion:** Thor can detect Illusions with Remarkable ability.

**Warrior's Madness:** Thor can enter a berserk state that raises his strength up to Shift-X for 1-10 rounds. At the end the Warrior's Madness he must make an Yellow Endurance FEAT or pass out for 5-20 rounds. Thor's strength level drops to Monstrous for 3 days afterward, regardless. Should Thor use other strength enhancements, the bonuses are cumulative. This means wearing the Belt of Strength his strength would increase to Shift-Y and damage from Mjolnir would be Shift-Z.

### Unique Weapon:

War hammer-"Mjolnir", CL3000 Uru metal, following powers:

- Thor may inflict up to Shift-X Blunt damage with Mjolnir
- Thor may throw the hammer up to 10 areas away with the hammer returning the following round.
- Thor may fly up to CL1000 speeds space and Shift-Z maximum in atmosphere
- By spinning the hammer, Thor may use it as a shield of Un strength.

- Weather and Air Control: Shift-Y rank. Thor has all associated power stunts and can shoot lightning bolts from Mjolnir without summoning a storm.
- Dimensional Travel: By spinning the hammer, Thor may move into adjacent dimensions with Un ability.
- Magic Detection: Unearthly ability.
- Light Blast: Unearthly intensity
- Absorption: The hammer can absorb blasts of up to CL1000 intensity which must be redirected the following round, in any direction.
- Mystical Energy Blasts: Mjolnir can fire draining blasts of mystical energy (on the force or energy column) with Unearthly ability, capable of slaying Asgardian gods. Thor refers to this energy blast as the Anti-Force.
- Life Support: While in space, the hammer provides Thor with Shift-Z Life Support allowing him to breath freely. Thor can naturally go long periods without food or water but must still breath and sleep(with the hammer).
- Only one who is worthy may lift Mjolnir. The wielder (other than Thor) must have 1000+ Karma, Remarkable Strength and positive Popularity. A non-living object must have at least RM Strength to lift Mjolnir.

#### Equipment:

Belt of Strength: When wearing the enchanted belt, Thor's strength is increased +1CS. This increase conveys a +1CS on the damage he can cause with Mjolnir. Thor's strength and Endurance is reduced by -3CS for one week after removing the belt.

"Unfettered" Might: If wearing the Belt of Strength Thor is capable of CL1000 damage. This attack surrounds Mjolnir with a blazing blue aura and causes Thor to receive Unearthly damage & lose half his Karma unless he is wearing the Gauntlets of Might.

Gauntlets of Might: CL1000, Shift-Y protection vs. contact powers

Asgardian Armor: Thor sometimes wears a suit of mystical armor which provides him with Sh-X protection from physical and energy attacks.

#### Talents:

Thor is a Weapons Specialist(+2CS) with Mjolnir. He is also skilled with Bows, Blunt and Sharp Weapons(+1CS) and is a master in the art of Wrestling. In mortal forms has extensive knowledge of Medicine. As an Asgardian god, Thor has extensive knowledge of Occult Lore, Asgardian Lore and Mythological Lore. Thor also has the Leadership skill though has never been extremely comfortable with that roll.

#### Contacts:

Avengers, Fantastic Four, X-Men

#### History:

Thor is at least 2,000 years old. He is the son of the Skyfather of the Asgardians, Odin, and an Elder Goddess, Gaea, though she is known to Odin and Thor as Jord. Because he is a union of Asgard and Earth, he has powers far beyond the natural abilities of other Asgardians.

When Thor was eight, he was sent by his father to Nidavellir, the land of the dwarves, so that he could have a special weapon forged. This weapon was Mjolnir, which would one day become Thor's, but only after he had performed a number of good deeds. It was during the next ten years that Thor would strive to become worthy of the hammer, often foiling the plots of his foster-brother, Loki. Thor considers this one of the happiest periods of his life.

When Thor was eighteen, Thor finally earned the right to wield Mjolnir, when the young goddess Sif was captured by Storm Giants. Thor grabbed Mjolnir and rushed to the Storm Giants' fortress. There he learned that the Storm Giant King had given Sif to Hela, in return for immortality. Thor rushed to rescue Sif, and volunteered to give up his own life for Sif's. Hela was so impressed by his selflessness, that she chose to release Thor and Sif.

Thor quickly rose in rank in Odin's army, and came to lead thousands of warriors. His prowess in battle led him to become overconfident and arrogant.

During the age of Vikings, Thor was placed in mortal form by Odin, where he Thor was known as Siegmund, and later Siegfried. The legends of these heroes from Norse mythology were in fact based on Thor's exploits.

Thor actively sought the worship of the Vikings, until he learned of the atrocities some of his more fanatical followers committed in his name. It was then that Thor allowed the worship of his race to die out.

In recent times, Odin learned that if Thor was not kept safe from harm for several years he would die. This would cause Ragnarok, the end of the world, to have a worse outcome than had been foretold, and no new race of gods would rise from the ashes.

Odin chose to place Thor in the mortal form of Dr. Donald Blake, so that he would be safe, and he would also learn some measure of humility. This strategem was successful, but has caused Thor to become very attached to Earth, because of the love he developed for Jane Foster during this time. Odin disapproved of this, and erased Foster's memories. Thor eventually dropped the Blake identity.

Next Thor took on the identity of Sigurd Jarlson, but this identity was short lived.

Thor was later merged with the mortal Eric Masterson, to save Masterson's life. When Thor was banished for killing Loki, Masterson took over the heroic identity of Thor.

After a short time in banishment, and living merely as Thor, with no mortal identity, Thor was merged with the dead mortal Jake Olson, by Marnot, the third raven of Odin, given human form.

Much of the Thor revamp work is supplied by SolidSnake77@aol.com. All thanx to him for this one. I changed his stats slightly for my own comfort of playability.

### Threnody



### Threnody

Fighting: Excellent  
Agility: Remarkable  
Strength: Good  
Endurance: Incredible  
Reason: Excellent  
Intuition: Good  
Psyche: Excellent

Health:100  
Karma:50  
Resources:Ty  
Popularity:0

#### Known Powers:

Death Detection: Threnody has the Uearthly ability to detect people on the brink of dying. She can sense deaths all over the planet.

Energy Absorbtion: Threnody absorbs the energy released through death (or dying), she uses these energies to fuel her energy blasts. When people lose endurance ranks within a 3 area range she absorbs those endurance ranks and converts them into energy. She cannot stop absorbing these enrgies be she can quicken the release of energy by speeding up the death process. When she makes an Remarkable ability power FEAT vs. the targets Endurance she can force someone who is dying to give up all their endurance at once.

Energy Blast: Threnody can absorb up to 150 points of death energy at once but if she exceeds this limit she releases the energy with an area blast that does Monstrous damage. Otherwise she can release the energy in blasts of up to Amazing damage. Implants on her head given to her by Mr.Sinister give her at least some control over the blast, without them she would release the energy when she has absorbed over 50 points of endurance and release it in 1 entire area.

Talents:  
First Aid

Contacts:  
X-Man, Sinister

### Thunderbird I



### Thunderbird I

John Proudstar

Fighting: Excellent  
Agility: Excellent  
Strength: Incredible  
Endurance: Remarkable  
Reason: Good  
Intuition: Remarkable  
Psyche: Remarkable

Health: 110  
Karma: 70  
Resources: Poor  
Popularity: 13

Powers:  
True Invulnerability: Good  
Tracking: Remarkable

Talents:  
Tracking, Hunting, Survival

Contacts:  
Apache Nation, XMen

#### History:

John Proudstar was an apache, ashamed of what he considered the cowardice of his people and their condition in the world. When the Original X-Men were kidnapped by Krakoa, Charles Xavier recruited him, along with Banshee, Colossus, Nightcrawler, Sunfire, Storm and Wolverine to save the old team, forming the New X-Men. This new team saved the Original X-Men, but the old team felt that they were no longer needed, so they left the X-Men. Only Cyclops remained, so he could train the newcomers.

Thunder Bird felt a need to prove that he was the best member of that team, and that caused him some trouble: he didn't accepted Cyclop's orders to rest and Wolverine and him couldn't stop fighting at each order.

In the second mission of the new team, the X-Men fought against Count Nefaria and his Animal Men, to avoid a nuclear holocaust. The team defeated Nefaria and saved the world from destruction, but the Count tried to escape. Thunderbird managed to jump on the plane the villain was, trying to destroy it. Even with Banshee trying to convince John to save his life, Proudstar kept punching the plane until it exploded, killing him. The X-Men never truly forgot that loss, but, in some way, Proudstar is still among them: in spirit and in the form of his younger brother at X-Force, Warpath. In a recent tale, we discovered that he was a hero before he was a X-Men, when he stopped an evil experiment in his old home.

## Thunderbird II



## Thunderbird II

James Proudstar

Fighting: Excellent  
Agility: Excellent  
Strength: Amazing  
Endurance: Incredible  
Reason: Good  
Intuition: Remarkable  
Psyche: Remarkable

Health: 130  
Karma: 70  
Resources: Typical  
Popularity: 0

Known Powers:  
Body Armor: Excellent  
Tracking: Remarkable  
Heightened Senses: Incredible  
Hyper-Running: Incredible ground-speed  
Leaping: Excellent

Talents:  
Tracking, Hunting, Survival, Apache, Indian History

Contacts:  
Hellions

History:

The first mutant to actually join the Hellions was James Proudstar. Jimmy's brother John had been the X-Man Thunderbird, who was killed during one of the first battles the X-Men fought in. Angry about his brother's death, Jimmy joined Frost's school as a way to get back at the X-Men. Called Thunderbird II, Jimmy also had heightened senses and enhanced strength. Once James Proudstar joined, the rest of the team seemed to fall into place for Frost. One by one she added students to the rosters of the Massachusetts Academy. Eventually, Jimmy quit the Hellions to return to the Camp Verde Reservation. At this time the leader of the New Mutants (who was Cable) tried to recruit him, but Jimmy declined the offer, saying, br>"I've gotten a lot of pressure from the Academy to return--almost bordering on threats--but I'm going home."

Upon his arrival, he was horrified to discover that his entire Reservation was destroyed, his friends and family all dead. Clues at the scene pointed to the Hellfire Club, so Jimmy joined Cable and the New Mutants to seek revenge against the Hellfire Club.

## Thunderbird



## Thunderbird

Neil Sharra

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Remarkable  
Reason: Good  
Intuition: Typical  
Psyche: Typical

Health: 70  
Karma: 22  
Resources: Excellent  
Popularity: 0

### Known Powers:

Plasma Generation: Thunderbird is able to generate solar plasma with Unearthly ability, calling down the fury of the sun itself for defense and offense. He has so far demonstrated the following power stunts:

- Energy Sheath: Incredible protection from physical attacks. Anyone attempting to grapple him while his powers are active takes Am heat damage.
- Flight: Excellent airspeed

- Plasma Projection: A jet of plasma which can inflict up Incredible damage**

### Talents

Medicine, Sports-Cricket

### Contacts

The X-Men

### History:

Neal Shaara comes from an affluent family in Bangladesh. His father is the local chief of police. When his brother Sanjit, a journalist, disappeared, Neal took it upon himself to find him. Neal was shadowed by his father's best detective Karima, and the two began a relationship after Karima revealed herself to save him. They were eventually captured by Bastion, who planned to turn them into Prime Sentinels, as he had already done to Sanjit. The shock of the procedure activated Neal's latent powers. Sanjit fought his programming long enough to disable the other Sentinels, but was fatally wounded. Karima also told Neal to leave her, as she had already been transformed into an Omega-class unit, and could not hold off her transformation for long.

Lost and alone, and scared to death of his powers, Neal contacted Moira MacTaggert, an old friend of hisfamily's and soon came to Muir Island, where he met and joined the X-Men early in the six months between the High Evolutionary's cancellation of all mutant

powers and the first attack of the Neo. He is a university graduate, who is having trouble dealing with the prejudices about mutants, and so believes whole-heartedly in Xavier's dream of racial integration. He is also having difficulty controlling his powers, and hesitates in battle, making him a liability to the team at times.

Soon however, he split with the team to join several of their number in searching the world for the lost diaries of the late mutant seer, Destiny.

### Thunderclap



### Thunderclap

Carl Steel

Fighting: Remarkable  
Agility: Excellent  
Strength: Uearthly  
Endurance: Shift-Y  
Reason: Typical  
Intuition: Remarkable  
Psyche: Excellent

Health: 350  
Karma: 56  
Resources: Typical  
Popularity: 0

#### Known Powers:

Invulnerability: He has CL1000 resistance against Heat, Cold, Radiation, Toxins & Disease.

Body Resistance: Uearthly resistance vs Energy and Physical damage

Hyper-Breath: Carl can create Monstrous intensity wind by just blowing his breath. He may adjust the temperature of the breath to Monstrous Cold or Heat.

Detonation: Carl can cause dramatic explosive magnitudes with just the clap of his hands of Uearthly intensity and range.

Hyper-Leaping: Shift-X for 10 floors up, 1.5 areas across, 15 floors down. If he falls he always lands on his feet.

Groundstrike attack of Uearthly damage

#### Talents:

Martial Arts C, Wrestling, Pilot, Military

#### Contacts:

Xmen, Generation X

#### History:

## Thunderstrike



## Thunderstrike

Eric Kevin Masterson

Fighting: In  
Agility: Ex  
Strength: Am  
Endurance: Am  
Reason: Ex  
Intuition: Ex  
Psyche: Gd

Health: 160  
Karma: 50  
Resources: Ty  
Popularity: 2/10

### Known Powers:

True Invulnerability: Ex resistance to physical, heat, cold, radiation, toxins, aging, and disease attacks. Ty protection from energy attacks.  
Alter Ego: When Thunderstrike is struck against a hard surface, Eric Masterson may change forms. In his mortal identity, the Mallet appears as a walking stick. If separated from the mallet for more than 1 minute, Thunderstrike returns to his mortal form.

Fighting: Ty  
Agility: Pr  
Strength: Ty  
Endurance: Gd  
Reason: Ex  
Intuition: Ex  
Psyche: Gd

### Equipment:

Thunderstrike: CL1000 material strength, Strength +1CS blunt damage

- Automatic return: 10 areas.
- Flight In airspeed.
- Deflection: May spin Thunderstrike in front of him to provide Rm protection from physical, energy, and magical attacks.
- Dimensional Travel: Ty
- Plasma Generation: Mn, 10 areas, Due to the unique nature of this Power, it does damage on two levels:

\*The primary level is brute force (the field does Mn physical damage.) There are also side-effects based on the particular nature of this Plasma Bolt: Light: In illumination; and In electricity damage.

Plasma Generation is +1CS when attacking either Power.

Other Powers: Although Eric has not discovered them, Odin imbued Thunderstrike with the following powers:

- Dimensional travel: Mn
- Weather Control: Mn
- Am lightning

- Am Air Control
- Sh-Z Power Absorption/Reflection
- In Light Emission.

Talents:

Weapon Specialist: (Thunderstrike, Mjolnir) Marksmanship, Engineering, Architecture.

Contacts:

Avengers (particularly Captain America and Hercules), Asgardians, Jerry Reece (construction foreman), Stellaris, Code Blue

## Thundra



## Thundra

Thundra

Fighting: Am  
 Agility: Ex  
 Strength: Am  
 Endurance: Ex  
 Reason: Ty  
 Intuition: Gd  
 Psyche: Ty

Health: 140  
 Karma: 22  
 Popularity: 8/75  
 Resources: Ex

Known Powers:

Invulnerability: Ty to physical attacks  
 Hyper Leaping: Rm  
 Hyper Running: Ty ground speed (45 mph)  
 Chain: Am material

Talents:

Weapon Master (chain), Martial Arts: All, Politics, military leadership

Contacts:

FF

## History:

Thundra is a citizen of the United Sisterhood Republic, a country in an alternate 23rd century Earth, Fernizonia. Thundra was born in a government run birth lab, where she was genetically engineered for greater strength, endurance, and resistance. She began to study military skills at age 8; by the time she was 18, she was the U.S.R.'s finest warrior. When her world was invaded by soldiers from another alternate timeline, Macchus, Thundra acted to prevent Macchus from ever existing. She stole the Macchians' time machine and traveled to 20th century Earth. Her plan required her to defeat Earth's finest warrior, the Thing. When the Wizard learned of her intentions, he recruited her for the Frightful Four. From there she fought the Thing on several occasions and even beat him once. However, she eventually realized that her actions would not affect the creation of Macchus. She turned against the Frightful Four. Afterwards, she became friends with the FF and began to develop a liking for Ben. Thundra was instrumental in merging the alternate timelines of Fernizonia and Macchus.

For a time, she stayed in the 20th century because he felt her world no longer existed. She wandered around and got further involved in Ben's life. She aided him in stopping Roxxon Oil's attempt to plunder the resources of other dimensions. She used the Nth Projector to return to her world and time. There she became Empress of the renamed United Sisterhood Empire. Her people wanted her to establish a dynasty. She decided that, since Ben was the only male she respected, he should marry her. When an emergency prompted her to call Ben to her time, she took the opportunity to propose. Because acceptance meant Ben would be forever unable to return to his time, he declined. As a favor, Thundra first returned Ben to an alternate timeline where he could propose to Alicia (Ben left her at the altar), then finally returned him to his own timeline. Since that time, Thundra has remained in her world, leading the expansion of the U.S.E.

## The Tick



## The Tick

Fighting: Rm  
Agility: Rm  
Strength: Un  
Endurance: Un  
Reason: Pr  
Intuition: Pr  
Psyche: Ty

Health: 260  
Karma: 16  
Resources: Pr  
Popularity: 10

Known Powers:  
True Invulnerability: Un. Can be stunned and slammed but not damaged  
Leaping: Ex

Equipment:  
Spyglasses  
Fiend Finder: EX Tracking

Weakness:  
Stupidity: Beyond

Contacts:  
All Heroes in The City

History:  
Little is known about The Tick's past and even less about his origins. He claims to suffer from amnesia; his memory begins with his escape from the Evanston Clinic, a state mental institution two hundred miles north of The City. The Tick does in fact claim that he is a large specimen of blood-sucking arachnid. He has made threats that suggest he believes he does suck blood. No documentation on this parasitic propensity exists, however.

The Tick could very well be insane. It is highly unlikely that he is an actual tick. He's too big. He's blue. He occasionally forms completed sentences. He has a face, and he has pockets. None of these traits are particularly tick-like. But the fact remains that he is in possession of some highly unusual abilities and physiological "quirks".

The sum total of these abilities and quirks are referred to clinically as "Super-hero-ness." The Tick has Super-hero-ness in spades. He is extremely powerful; no known limit has been established for his physical strength. He has lifted cars, toppled giant Ninga effigies, destroyed theme parks, hurled monoliths way up into the air -- all very impressive! In addition, he appears to possess a condition known as Nigh-Invulnerability. We don't exactly know what the term means, but it sounds right. He has proven himself very resistant to conventional harms. He seems impervious to bullets, mortar shells, hammers, farm equipment, tomahawks, clever insults, erosion, explosive decompression and most of the kicks and stings of the material world.

The Tick is basically a big kid, with the innocence, the naivete and the flat candor of a child. His life's ambition is to become a true Super-hero. Protecting the weak and helpless is part of that, but he is most interested in the super-gadgets, the secret underground headquarters and all the cool trappings that surround and constitute the classic Super-hero lifestyle. The Tick has acquired some of these trappings: he has a sidekick, although Arthur is a little older and heavier than the stereotypic teen super-wonder. The Tick has a small arsenal of super-gadgets; the Secret CrimeViewfinder, the Mighty Diner Straw, the Pez Dispenser of Graveness, his Hypnotic Secret Identity Tie, etc. Apparently, most of these gadgets function on a purely aesthetic level and do not aid The Tick in his ongoing battle against crime.

## **Tiger Shark**



**Tiger Shark**

**Todd Arliss**

**Fighting: Am**  
**Agility: Ex**

Strength: Mn  
Endurance: Rm  
Reason: Ty  
Intuition: Rm  
Psyche: Ex

Health:175  
Karma:56  
Resources:Ty  
Pop:-10

**Known Powers:**

Body Armor: Ex vs. physical  
Resistance to Cold: Ex  
Swimming: 4 areas/round  
Water Breathing  
Teeth: Ex damage, Ex material  
Hydro-Suit: Gd material strength. The suit prevents dehydration and loss of stats.

**Talents:**

Underwater Combat (+1CS Fighting and Strength)

**History :**

Todd Arliss was a champion Olympic swimmer. Following the Olympics, he planned to become a professional swimmer, having earned an estimated half million dollars in advances for public exhibitions. Before his professional career could get underway, however, he severely injured his back and legs while rescuing a man who had fallen overboard from a private craft. Although able to walk, he was told that he would never be able to swim again. Arliss spent a large part of the advance money he had received seeking medical help. He eventually discovered Dr. Lemuel Dorcas, a criminally motivated marine biologist who promised Arliss that he would be able to make him swim again. Under protests from his sister Diane, Arliss accompanied Dorcas to an undersea laboratory located off the North Atlantic coast.

Dorcas subjected Arliss to a great variety of experimental procedures, involving high-frequency radiation therapy that restored the damaged nerve tissue and ligaments. Dorcas placed Arliss within the "morphotron," an experimental device capable of imprinting upon a human being the genetic pattern of another creature, in this case a tiger shark. Dorcas had constructed a robot to search out and capture sharks for experimentation, and coincidentally it captured Prince Namor, the Sub-Mariner. Namor and several sharks were used to provide a compound genetic pattern of great superhuman potential. Arliss was transformed into a superhumanly powerful amphibious creature. Dorcas provided Arliss with a specially prepared suit and mask, and dubbed him Tiger Shark.

Although Dorcas wished to use Tiger Shark to further his own criminal ambitions, Tiger Shark had other ideas. After physically besting the Sub-Mariner, still weak from the morphotron transfer, the Shark left Dorcas's lab for the open sea. Happening upon the Sub-Mariner's betrothed, the Lady Dorma, the Shark accompanied her to Atlantis, where he held the throne until Namor arrived and recaptured it.

Tiger Shark escaped and swam to the Sargasso Sea where he encountered the Peoples of the Mist, a band of sailors and seamen from various cultures and time periods who were immortal prisoners of the area. Tiger Shark offered to lead them out of the area if they would serve him once they were free. The Sub-Mariner, however, entered the mist-locked area and opposed the Shark once more. Tiger Shark escaped in the wake of the explosion of an experimental Nazi torpedo. Not long after, Tiger Shark again crossed paths with the Lady Dorma, who agreed to marry him if he would help save Atlantis from Orka, another of Dr. Dorcas's creations, and the Atlantean traitor Krang. The Shark fought valiantly against Orka and his battalion of killer whales. Locked in battle, both Tiger Shark and Orka were sucked under when a huge crevice opened in the ocean floor.

Eventually escaping, Tiger Shark discovered that his amphibious powers were diminishing. Unable to locate Dr. Dorcas, he allied himself with the Lemurian empress Llyra and the scientist Lymondo. Llyra wished vengeance upon Namor for thwarting her ascent to the Atlantean throne. Tiger Shark wanted to use Lymondo's replica of the morphotron to siphon more of Namor's power into himself. The three learned of and kidnapped the Sub-Mariner's human father, Leonard MacKenzie. Subdued by treachery, Namor was placed into the morphotron and used to restore the Shark's prowess. In an ensuing struggle, Tiger Shark threw a lead pipe at Namor's father, killing him.

Tiger Shark fled and hid out until he learned that Namor had experienced amnesia concerning the incident. Tiger Shark came out of hiding and was reunited with Dr. Dorcas. After Dorcas was eventually killed by a war machine of his own design, the Sub-Mariner found Tiger Shark and turned him over to the local authorities.

Tiger Shark inevitably escaped and made his way to Atlantis for another try at Namor. Again he failed, but this time he was rescued by the criminal Egghead who wished the Shark to be a member of his Masters of Evil to assist Egghead in his plan to totally destroy Henry Pym (currently, Goliath). Pym managed to turn the tables on all of the Masters, however, and they were taken into police custody. Some time later, Tiger Shark was freed from prison again, this time by Baron Zemo, who wished the Shark to join his own Masters of Evil coalition. Tiger Shark helped the Masters occupy Avengers mansion headquarters, but left the group before the Masters' final showdown with the Avengers. Tiger Shark was last seen in San Francisco, allied with Whirlwind, another Master of Evil at large, where he battled Tigra and Hellcat and remanded to police custody.

Tiger Shark continued various criminal activities, and on one such endeavor, fought the hero Wolverine, who savagely defeated the villain, leaving him to die by being eaten alive by sharks. Barely escaping with his life, Arliss was once again mutated by Dr. Dorcas, this time into a more bestial version of himself, with virtually no human intelligence or capacity to speak. In this capacity, Tiger Shark was used by various villains in their own schemes, and at one point against the Sub-Mariner yet again.

Eventually, his intelligence began to revert to somewhat normal levels, and Tiger Shark began embarking on his own criminal activities again. At one point he was invited to form the latest incarnation of the Masters of Evil, led by the current Crimson Cowl. Tiger Shark continued to be a part of nearly all major activities by the Masters, running into conflict with the hero team Thunderbolts, who eventually managed to bring the Masters to justice.

### Tigra



### Tigra

Greer Nelson

Fighting: Ex  
Agility: In  
Strength: In  
Endurance: Rm  
Reason: Ty  
Intuition: Rm  
Psyche: Ex

Health: 130  
Karma: 56  
Resources: Ty  
Popularity: 5

Known Powers:  
Enhanced Senses: Mn  
Tracking: Rm  
Night Vision: In  
Claws: Gd material, Gd edge  
Running: 3 areas/round.  
Hyper Leaping: In  
Empathy: Ex

Talents:  
Acrobatics, Tumbling, Circus Lore

Contacts:  
Avengers

## Timeslip



## Timeslip

Fighting: Good  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Reason: Good  
Intuition: Good  
Psyche: Good

Health: 46  
Karma: 30  
Resources: Good  
Popularity: 3

### Known Powers:

Lightning Speed: Able to move at Unearthly ground speed.

Precognition: Amazing ability to forecast future events. Since her psyche switches with that of her future self she can only foresee events which she is present for.

### Talents:

Student

### Contacts:

The New Warriors

## Tinkerer



## Tinkerer

Phineas Mason

Fighting: Poor  
Agility: Typical  
Strength: Typical  
Endurance: Good  
Reason: Incredible  
Intuition: Excellent  
Psyche: Good

Health: 26  
Karma: 70  
Resources: Remarkable  
Popularity: -10

Known Powers:  
None

Talents:  
Electronics, Engineering, Repair/Tinker

Contacts:  
Underworld

### History:

Very little is known about the background of the man called the Tinkerer. His career as an inventor and supplier of exotic weaponry and technology to the underworld was already well-established at the time the hero Spider-Man began his crime-fighting career. Operating from beneath the storefront "Tinkerer Repair Shop," the Tinkerer and several unemployed movie stuntmen and special effects people were involved in a scheme to plant monitoring devices inside the radios of certain military and government officials. In so doing, they hoped to learn information with which they could blackmail the officials. Apparently as an elaborate exercise, the Tinkerer's accomplices disguised themselves as extraterrestrials and even had a hovercraft outfitted as an exotic spaceship. When Spider-Man stumbled upon the operation and interfered, he was convinced that it was indeed the handiwork of aliens. The Tinkerer and his accomplices managed to escape from Spider-Man when the Tinkerer's lab went up in flames. Finding a latex lifemask, Spider-Man believed that the Tinkerer, too, was an alien masquerading as a human being. It was not until years later that Spider-Man learned the truth about the situation. One of the bogus aliens went on to become Spider-Man's nemesis Mysterio.

Spider-Man's second encounter with the Tinkerer occurred after the Tinkerer was hired by an undisclosed third party to outfit a car known as the "spider-mobile" with weapons designed to kill Spider-Man. The costumed crimefighter rode in the car to the Tinkerer's new lair, and after a short battle, defeated the Tinkerer and his henchman Toy. Unfortunately, by the time the police came, the Tinkerer had used one of his many gadgets to escape. While defeating another scheme, Spider-Man discovered the Tinkerer's henchman Toy to be a mechanical automaton.

Since then the Tinkerer has refused to commit any crimes himself or to put himself at risk. He has subsequently used his talent for

invention solely to design and make exotic weapons and devices for other criminals to use. The Tinkerer is the second largest underworld technology supplier, right after Justin Hammer, and right before Madame Menace. Unlike Hammer and Menace, who farm out the designing and manufacturing of the devices to their staffs, the Tinkerer does all of the work he is contracted for himself. He is the least expensive of the three suppliers, largely because he has such a low overhead and manufactures everything from salvaged parts.

The Tinkerer has worked with or sold weapons to Mysterio, the Ani-Men, the Grim Reaper, Goldbug, Rocket Racer, Big Wheel, Jack-o-Lantern, Whirlwind, and the Jester, among others.

**Titania**



**Titania**

**Mary MacPherran**

**Fighting: Am**  
**Agility: Gd**  
**Strength: Un**  
**Endurance: Mn**  
**Reason: Gd**  
**Intuition: Gd**  
**Psyche: Gd**

**Health: 235**  
**Karma: 30**  
**Resources: Ty**  
**Pop: -5**

**Known Powers:**  
**Body Armor: Mn vs. physical, Am vs. energy.**  
**Resistances: Am vs. fire, cold, corrosives and disease.**

**Talents:**  
**none**

**Titanium Man**



## Titanium Man

Boris Bullski

Fighting: Rm  
Agility: Rm  
Strength: Am  
Endurance: Mn  
Reason: Gd  
Intuition: Ex  
Psyche: Gd

Health: 185  
Karma: 40  
Resources: Gd  
Popularity: -30

### Powers:

Body Armor: All of Comrade Bullski's Powers derive from the titanium/titanium steel armor he wears. Bullski's normal abilities are:

Fighting: Gd  
Agility: Ex  
Strength: Gd  
Endurance: Rm

The armor provides In protection from physical attacks, and Mn protection from energy attacks.

The armor has Mn Resistance to Heat, Cold, and Radiation.

Flight: All-titanium jet engines in the suit's boots allow Titanium Man to fly at Mn Speed. If used as weapons, these boot-jets inflict Rm force damage.

Weapons Systems: The Titanium Man armor is equipped with systems, including:

- Gauntlet-Blasters of Am Force damage at a range of 10 areas.
- Helmet-mounted heat beam, inflicting In Heat (Energy) damage at a range of 5 areas.
- Gauntlet-mounted tractor beam, allowing the wearer to exert In Strength at a range of 5 areas.
- Radar Rings of coild metal fired at a range of 5 areas which, if they hit, Grapple the opponent with Rm Strength.

Cloaking Device: Creates an Illusion (of invisibility) of Am Intensity over the wearer of the armor. May be used as an ECM as well against radar devices.

### Talents:

Boris Bullski is skilled in bureaucracy and Detective/Espionage.

### Contacts:

After a lengthy period of exile, Titanium Man has renewed ties with a faction in the Soviet government which may provide him with Am resources.

### History :

Bullski was a high-level Party official, whose meteoric rise threatened the ruling bureaucrats ; he was thus sent to an administrative post in an obscure Siberian hole in the ground. While he was exiled and bitter, he was also lucky : several top-level Soviet scientists were interned in the work camp he was ruling. His plan was to build a powerful armor and to crush the American champion, Iron Man, so as to prove the superiority of USSR. His scientists managed to mostly duplicate Iron Man's armor, but the lack of microcomponents in the camp made the armor a huge one.

The Titanium Man was defeated three times by Iron Man (he underwent biological size augmentation from Half Face after the first defeat to better control his armor, but to no avail), and Bullski had to flee to Vietnam for a long time. He then launched a daring plan, going to the US to extract a Soviet defector, who had perfected the "credit card armor" technology which Bullski currently uses. He also launched a secondary plan to sabotage the funds at the Fed, manipulating a group of ex-U.S. Army vets and giving them light powered armor. His plans were foiled by Beta Ray Bill, and Bullski was believed dead. Later, the Crimson Dynamo was dispatched to the US and managed to save the Titanium Man, minus parts of his left leg ; the US vets were seemingly killed in the process. Bullski was irrational for a time, but quickly recovered.

He has now joined the Remont 4 project, a right-wing conspiracy headed by Valentin Shatalov, with the goal of restoring the former Soviet empire.

### Toad



### Toad

#### Mortimer Toynbee

**Fighting:** Rm  
**Agility:** Am  
**Strength:** Gd  
**Endurance:** In  
**Reason:** Ty  
**Intuition:** Ty  
**Psyche:** Gd

**Health:** 130  
**Karma:** 22  
**Resources:** Gd  
**Popularity:** -5

#### Known Powers:

**Leaping:** In, 5 area movement in one bound, may move another 5 if he gets a success End FEAT.  
**Slime:** Rm Entanglement, 3 areas

**Talents:**  
None

**Contacts:**

## Brotherhood of Evil Mutants

Tom Thumb



Tom Thumb

Thomas Thompson

Fighting: Pr  
Agility: Ty  
Strength: Ty  
Endurance: Ty  
Reason: Am  
Intuition: In  
Psyche: Rm

Health: 22  
Karma: 120  
Resources: UN as Squadron member  
Popularity: 40

Known Powers:

Hyper-Invention: MN ability to design and create a functional version of a desired object or tool.

Flying Chair: Thumb's personal flier - Control: IN - Speed: GD - Body: RM - Protection: PR

Talents:

AM Reason in the fields of Engineering and Physics, IN Reason in the fields of Medicine and Psychiatry.

Contacts:

Squadron Supreme

Torpedo



## Torpedo

Brock Jones

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Good  
Intuition: Typical  
Psyche: Typical

Health: 60  
Karma: 22  
Resources: Typical  
Popularity: 0

Equipment: Torpedo Battlesuit

- Body Armor: The torpedo battlesuit provides Unearthly protection against all forms of energy attacks while only Remarkable against physical damage.
- Flight: Nuclear powered jet turbo's at the wrist and ankles provide Excellent flight capabilities.
- Power Punches: By using the turdo's located at the wrists Brock may increase his punching power to Incredible levels.
  
- Visor: Protects his eyes from wind whilst in flight. Also possesses a Incredible energy detection and analyzing abilities.

**Talents:**

**Wrestling, Football**

**Contacts:**

**None**

**History:**

A few years ago, the Earth was quietly invaded by a shape-changing alien race, the Dire Wraiths. When a Dire Wraith killed someone, they stole their victim's shape and memories. The Dire Wraith's plans on Earth were being constantly disrupted by their archenemy, the Spaceknight known as Rom.

One of the Dire Wraiths, posing as Senator Eugene Kligger Stivak, arranged for a Michael Stivak to emigrate to America from Yugoslavia. The Dire Wraith, pretending to be his uncle, asked the scientific Michael to build a special battlesuit for national defense. In actuality, the Dire Wraiths wanted Michael to build them a battlesuit that would allow them to defeat Rom.

Michael had just built the battlesuit when he accidentally found out that he had been used by his Uncle Eugene. He discovered that Senator Stivak was the leader of a criminal organization called the Corporation that planned to take over the United States. Unknown to Michael, the Corporation was actually a Dire Wraith front. Michael built a less-powerful Torpedo battlesuit and gave it to his uncle. Unfortunately, his uncle found out about the existence of the better battlesuit, and the location of the plans for it. Michael donned the battlesuit (dubbed as "Torpedo") and set out to destroy all the copies of the plans, and any spare parts. During this

mission, Michael became involved in a battle with the hero Daredevil who thought he was a criminal. Michael accidentally caused a section of a collapsing building, which fatally injured him.

The dying scientist was dug out of the rubble by Brock Jones, a former professional football hero, who had become a vice-president of the Delmar Insurance Company. Michael told Brock about his uncle's evil plans and begged Brock to stop him. The brave young scientist then died. A strong sense of duty compelled Brock Jones to fulfill Michael Stivak's last wishes and destroy the battlesuit plans. Brock, who was bored with the dull routine of his life, became a part-time crimefighter as Torpedo.

Whenever Torpedo appeared, Senator Stivak sent men to capture the Torpedo battlesuit. The Senator's men wore the weaker versions of the battlesuit that Michael Stivak had given to his uncle. Stivak's men, who called themselves the Rocketeers, were beaten by Brock several times. After the final defeat of the Rocketeers, the Dire Wraith posing as Senator Stivak died. Brock then decided to retire from his career as the Torpedo, believing the threat was over.

A few months later, Brock was attacked at his house by a new group of Rocketeers. Brock, in the Torpedo battlesuit, was able to defeat the new group of Rocketeers. During the battle, one of the defeated Rocketeers disintegrated into ashes. Brock realized that he was involved in something that he did not completely understand. Scared, Brock moved himself and his family to Clairton, West Virginia and took job as the local high school football coach.

Unknown to Brock, the Spaceknight Rom had also based himself in Clairton. Seeing Rom fly overhead one night, Brock mistook him for one of the Rocketeers and attacked him as the Torpedo. After a short battle, Brock realized that Rom was not a Rocketeer. Brock and Rom became close friends, and they soon discovered the real story behind the Torpedo battlesuit. Brock and Rom were able to defeat the Wraith Rocketeers, which made Brock an instant enemy of the Dire Wraiths.

Brock became the city's guardian when Rom was called away to other parts of Earth to battle the Dire Wraiths. Rom modified the Torpedo's visor, allowing Brock to see Dire Wraiths, no matter what shape they took. Unknown to Rom and Brock, another branch of Dire Wraiths had taken over the invasion of the Earth. Unlike their scientific relatives, these Dire Wraiths were experts in magic and controlled the Dire Wraith society. The sorcerous Dire Wraith's clouded Brock's mind, so that he could not see that they had already killed most of the people of Clairton and taken their places. Believing that peace had finally come to Clairton, Brock planned to retire his Torpedo career again. The Dire Wraiths attacked the day that Brock was going to announce his retirement. Brock was outnumbered, and confused by the powers of the new aliens. Brock fought bravely, but he was killed fighting to save Clairton.

## Tower



## Tower

Edward Tower

Fighting: Remarkable  
Agility: Remarkable  
Strength: Shift-Y  
Endurance: Shift-X  
Reason: Poor  
Intuition: Amazing  
Psyche: Remarkable

Health: 410  
Karma: 84  
Resources: Poor  
Popularity: -5

**Known Powers:**

Invulnerability: CL1000 resistance to Heat and Cold.  
Immortality: He has lived for many years and cannot die by conventional means.  
Body Resistance: He possesses Amazing resistance to physical and energy attacks.  
Hyper Digging: Monstrous  
Hyper Leaping: Shift-Z for 33 floors up and 4 areas across.

**Talents:**

Wrestling, Military

**Contacts:**

The Immortals, Juggernaut

**History:**

Edward was a soldier in the United States Marine Corp. Not the brightest soldier but certainly the best. He never questioned an order and always accomplished the goal of any mission. On one such mission he was ordered to kill captured civilians. He did as ordered and was later court marshalled.

The government and fate stepped in and volunteered Edward for an experimental procedure to create the ultimate soldier. Using a procedure that combined a derivative of the Super soldier serum, the Infinity formula and Baron Zemo's Ionic Ray treatment the US succeeded in creating Tower, a 6'10" mountain of pure power.

Tower however had other thoughts than to serve a government that punished him for doing his duty. He set about creating havoc until the day he met Shadowman, who showed him another way. Tower has been loyal to him ever since.

**Tower**



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## Troia



## Troia

Donna Stacy Hinkley Troy Long

**Fighting: Incredible**  
**Agility: Incredible**  
**Strength: Monstrous**  
**Endurance: Amazing**  
**Reason: Good**  
**Intuition: Excellent**

**Psyche: Good**

**Health: 205**

**Karma: 40**

**Resources: Good**

**Popularity: 20**

**Known Powers:**

**True Flight: Remarkable**

**Force Field: Amazing**

**Hyper Running: Excellent**

**Hyper Leaping: Amazing**

**Enhanced Senses: Excellent level sight, hearing, taste and smell.**

**Talents:**

**Photographer, Martial Arts A, B and E, Greek Mythology, Wrestling, First Aid, Acrobatics, Tumbling**

**Contacts:**

**Titans, Wonder Woman**

**History:**

The adolescent Wonder Woman, horribly alone as the only child on Paradise Island, was granted a secret wish: a playmate of her own, a magical double, Diana's reflection come to life. The two were alike in every way possible, and best of friends. The doppelganger was so similar to Diana that Hippolyta's arch nemesis Dark Angel mistook her for the genuine article when she came to Paradise Island. Dark Angel abducted the magic double of the Princess in a fiendish plot to get to the Queen and forced her to live a thousand lifetimes of horrible tragedy.

The final such life began with an infant girl that was left orphaned in a burning building. Donna Troy was raised by the Titans of Myth, young Donna grew up on New Cronos as a protégé to god hood. It was the Titans dream to reclaim their former glory by raising a new generation of gods. Donna was among the group of children brought there from all across the galaxy to realize this dream. All the "seeds" were returned to their homeworlds as they reached adolescence, their memories blocked so that they could learn the ways of their own people.

Remembering nothing of her experiences Donna came back to earth, and with her Titan granted powers, and the visage of the Golden Age Wonder Woman as inspiration, she became the young hero to first wear the mantle of Wonder Girl.

A founding member of the Teen Titans Donna fought for truth and justice, all the while having no memory of her former life. Then one day a stranger walked into the Teen Titans head quarters, and Donna's life was changed. Rhea, a Titan, using the last of her powers, came to find and warn Donna of the fate that awaited her. Sparta, one of the seedlings the Titans had raised on New Cronos, had not been stripped of her memory when she was returned to her own world. This knowledge of who she was and her ultimate purpose drove her mad, and caused her to enslave her home world. The Titans feared it would also drive her to conquer them as well.

With her friends to aide her, Donna faced Sparta. In a battle that resulted in the death of a fellow seedling, and the total destruction of Sparta's mind, Donna managed to triumph. As a reward in her role in saving the Titans, Donna was gifted with the full force of her powers and a new identity. She was now known as "Troia".

Troia continued to fight by the New Titans as the years passed. She was married to Terry Long, and out of their union a son was to be born: Robert. In a vision that showed a future of her son as a force for destruction, Donna was forced to beg the Titans to remove her powers. Having done so, Robert was born into the world as a normal little boy, no longer a threat to the world as he grew. But now Donna was powerless. Her marriage fell apart, and it seemed as if this one time Wonder Girl was at the end of her lasso.

Darkstars, a new galactic guardian type organization, elected Donna to be a member, giving her a special suit that gave her artificial powers. She once more had a calling in life. But this too was short lived as the Darkstars was disbanded, and then destroyed. Turning to her new boyfriend, Green Lantern Kyle Rayner, Donna was once more faced with a life without powers. And then tragedy struck. Driving down a winding road on a rainy night, Terry Long, their son, Robert, and Terry's daughter were all killed in a seeming car crash.

This lifetime's tragedy had struck and Dark Angel was prepared to move in for the kill. Donna's relationship with Kyle ended badly leaving Donna in shambles. Dark Angel sucked the life out of Donna and left her a lifeless husk. The only people who were unaffected by Dark Angels machinations were Donna's friend Wally West, now the Flash, and Diana, at the time the Goddess of truth, and always a twin of Donna's. The rest of the world had forgotten Donna but Diana and Wally used their powers and memory of Donna to restore her and break the curse Dark Angel had placed on Donna when she was merely a reflection of Diana. As time had passed for the clone of sorts of the Princess a soul, individuality came through the hardships and sadness endured in her countless lives. She was restored fully, now possessing the powers of her sister Diana again. Faced with self-doubt for a time Donna was afraid she wasn't a real person after her origins were revealed. She was embraced by the Amazons, by her Mother and Sister particularly, as a Princess that had been returned to them. She was coronated and made an official Amazon.

In an attempt to experiment and defy the preconceptions about her she rekindled a relationship with Roy Harper, once Speedy and now Arsenal, she had at the beginning of her time with the Titans. She and a new team of Titans emerged, once again called Troia,

and she reestablished her identity as an independent and caring young woman. This was only fortified when Dark Angel returned to try to destroy her life once more. Now she and Roy have worked out their quasi-relationship and are great friends again. Reunited with her original teammates Donna has returned to her own life and continues crime fighting as a Titan.

### Triathalon



### Triathalon

Delroy Garrett Jr.

Fighting: In  
Agility: Am  
Strength: In  
Endurance: In  
Reason: Ty  
Intuition: Gd  
Psyche: Gd

Health: 170  
Karma: 26  
Resources: Gd  
Popularity: 10

Known Powers:  
Enhanced Senses: Rm Sight, Hearing & Smelling  
Superspeed: Move 3 areas/round

Talents:  
Streetwise, Martial Arts A and B

Contacts:  
Avengers

History:

Delroy Garrett Jr. was an olympic sprinter who was stripped of his medals after being discovered for using steroids. Angered by his fall, he found his way to the Triune where they unlocked his inner power. He became three times as fast, strong, and agile. He then became the Triune's resident super hero. He has never questioned the Triune, but now he is wonder what is truely going with the organization and why they keep targetting the Avengers. Now as a member of the Avengers, Delroy is divided. Weather to stay responsible to the Avengers or help the Triune. The group responsible for turning his life around.

### Trickster

## Trickster

Fighting: Ex  
Agility: Rm  
Strength: Ty  
Endurance: Ex  
Reasoning: Gd  
Intuition: In  
Psyche: Ty

Health: 76  
karma: 56  
Popularity: Ex  
Resources: Rm

Power:  
Hypnotic control: Un (Represents his awesome conning abilities)

Toys:  
Air Walking shoes: Air Walking: Can walk in air at normal speed.  
Exploding rubber chicken: Excellent damage  
Razor rings (x5): Excellent damage  
Various other toys of Good to Remarkable effect.

Talents:  
Acrobatics, thrown objects, tumbling, crime, sleight of hand, performer

## Triton



## Triton

Fighting: Gd  
Agility: Rm  
Strength: Rm  
Endurance: In  
Reason: Gd  
Intuition: Gd  
Psyche: Ex

Health: 110  
Karma: 40  
Popularity: 6  
Resources: Ex

**Known Powers:**

Demihuman body (pisean): The Terrigen Mist gave Triton's body a fishlike appearance. Although his overall body shape remains human, his epidermis is covered in fine, green scales and his internal organs are modified to meet the needs of an aquatic existence:

Water Freedom: no penalties under water, Gd resistance to cold.

Hyper Swimming: 3 areas/round

Water Breathing

**Weakness:**

Triton must have a fresh supply of water circulating around his body. This is usually provided by the magenta tubes which surround him. The tubes refill the water, spread it across his torso, and supply it directly to his neck gills. If this device is damaged or missing Triton begins to suffocate. After 15 turns and each turn thereafter he must make an End.FEAT roll to remain conscious. Normally a Yellow roll is required. Humid conditions lessen this to a green FEAT while arid raise it to red. In addition Triton loses 1 point of health per turn he is out of the water. This damage is automatically healed as he immerses himself.

**Paraphernalia:**

Triton often employs a water circulation system to enable him to function outside water for extended periods of time. The system consists of lengths of plastic tubing running along his torso and limbs which constantly exude a mist of water. Two tiny tubes connect directly to the gills in his throat. In his wrist and ankle gauntlets is a 4-quart supply of water, which is constantly re-oxygenated by means of a selective molecular filter (which allows oxygen molecules to enter the system and respiration waste molecules to exit). The amount of water in the system is continually replenished by a miniaturized moisture condenser located at the rear of Triton's belt. The water is circulated through the tubing by a body-heat powered electric micro-demand pump located next to the selective molecular filter.

**Talents:**

+1CS when fighting underwater.

**Contacts:**

FF, Avengers, Submariner, Stingray

**History:**

Triton is the eldest of two sons born to the Inhuman priest/philosopher named Mander and his wife Azur. Triton was placed in the mutagenic Terrigen Mist when he reached one year of age, and emerged with a number of aquatic mutations. No longer able to breathe air, the young Triton was raised in a specially designed alcove on the shore of the island of Attilan. Triton's mother, a biologist, undertook the study of ocean biology in order to help understand and care for her son. Eventually a cumbersome breathing apparatus was designed to enable Triton to survive out of water for extended periods of time. (This apparatus was refined and miniaturized by Maximus some years later.

Triton's mother Azur died in an undersea mishap when he was fourteen. At the age of eighteen, Triton became an undersea scout for the Inhumans, keeping watch over human ocean-going traffic in the vicinity. When Triton was captured by sailors, Black Bolt decided that Attilan was in danger of human discovery.

Attilan was subsequently moved twice, first to the Himalayas, then to the moon, neither site being close to water. Triton now occupies his time exploring the ancient subterranean water tunnels beneath the moon's Blue City. He occasionally teleports to Earth by means of Lockjaw's power, to swim the oceans and renew old friendships such as that with Prince Namor the Sub-Mariner (see Lockjaw). Triton has since returned to the Atlantic Ocean with the city of Attilan. With Attilan's unexpected return to Earth, Triton once more must deal with being an Inhuman in a human world.

**Turbo**



### **Turbo**

Mickey (female)

Fighting: Gd

Agility: Gd

Strength: Ty

Endurance: Ex

Reason: Ty

Intuition: Gd

Psyche: Ty

Health: 46

Karma: 26

Resources: Pr

Popularity: 10

#### **Equipment:**

TorpedoSuit: This is the suit of armor worn by the Torpedo. It has the following powers. No ability adjustments.

- Body Armor: Rm vs. physical attacks. UN vs. all energy attacks.
- Flight: Was believed MN flight but has recently shown the top air speed as ShZ.
- Power Punch: Using the turboes she punches for IN damage.

**Cosmetics: The suit is self cleaning but will at Mickey's will alter color.**

**Visor: The visor originally granted only protection for the eyes and ears from flight. It has been altered to also serve as an energy analyser (including infrared) and can detect the presence of exotic or alien energies. This gives a TY rank detection ability for finding Mutants or shapechanging aliens.**

#### **Talents:**

**Student, Journalism, Martial Arts A,B**

#### **Contacts:**

**Turbo (Male): Mike, New Warriors, Spider-Man**

**Two Gun Kid**



### Two Gun Kid

**Fighting:** Excellent  
**Agility:** Good  
**Strength:** Good  
**Endurance:** Excellent  
**Reason:** Typical  
**Intuition:** Excellent  
**Psyche:** Good

**Health:** 60  
**Karma:** 36  
**Resources:** Good  
**Popularity:** 10

**Known Powers:**  
None

#### **Equipment:**

**Pistols:** Matt carries two colt .45 caliber revolvers. The colts hit for 8 points of shooting damage. Each pistol holds 6 shots and are made from Excellent material. The guns have a range of 4 areas. Two Gun Kid can fire both pistols in a single turn without penalty.  
**Lasso:** Two gun kid carries a lasso of Good material strength that he uses to grapple targets 2 areas away with a successful Agility FEAT.

#### **Talents:**

Guns, Lasso's, Law, Horsemanship, Fast Draw

#### **Contacts:**

Avengers, The Sunset Riders

#### **History:**

Matt Hawk (born Matthew Liebowicz) was a Harvard-educated Boston lawyer who settled in 1870s Tombstone, Texas after the Civil War. Shortly after arriving in Tombstone, Matt was attacked by a gang of toughs led by Clem Carter. Clem's sister, schoolteacher Nancy Carter, intervened and convinced them to leave Hawk alone, befriendng Matt in the process. Later, Matt saw Clem's gang harassing an elderly man and came to the old man's aid. The old man turned out to be legendary gunfighter Ben Dancer, who scared off Clem's gang by drawing his gun. Grateful for Matt's attempts to help him, Dancer volunteered to train Matt as a fighter. Matt practiced until he became Dancer's superior as a gunfighter, and also trained intensively in horsemanship, unarmed combat and the use of the lasso; however, Dancer encouraged Matt to conceal his newfound talents. If Matt's marksmanship skills were common knowledge, thugs like the Carter gang would harass him in hopes of making a name for themselves, the same way they had harassed Dancer. To avoid this, Matt created a masked identity for himself as the Two-Gun Kid, an identity he would assume whenever he found it necessary to use his fighting skills. When Clem Carter's gang ambushed Dancer in an attempt to kill him, Matt went into action as the Two-Gun Kid for the first time and defeated the Carter gang alongside Dancer. Dancer moved out East to live a quieter life, while his pupil lived a daring double life in Tombstone as lawyer Matt Hawk and the Two-Gun Kid. As Two-Gun, Matt fought a wide array of criminals, ranging from common gunfighters to exotic costumed criminals like the Hurricane and the Rattler.

An insightful thinker, a skilled fighter and a phenomenally accurate sharpshooter, the Two-Gun Kid became one of the most celebrated of the old western heroes. When the hero team Avengers battled the time-travelling villain, Kang, in the 1870s, Two-Gun was intrigued by the team, struck up a fast friendship with longtime Avengers member Hawkeye and allied himself with the Avengers against Kang, accompanying them back to the 20th century once their battle was won. Two-Gun offered his services to the Avengers and was awarded reserve membership in absentia while he explored 20th century America with Hawkeye as his guide. Two-Gun became increasingly homesick, though, and later returned to his own era.

Since then, the Avengers made a second visit to Two-Gun's time period, during which he helped rescue the Avenger Mockingbird from the vigilante Phantom Rider. He declined an offer to return to the 20th century and rejoin the Avengers, though he didn't rule it out as a future possibility.

Years later, Matt's life seemed to have wound down. He married Nancy and had a daughter, but mother and child both died, as did his best friend Boom Boom Brown. These deaths, which might have been prevented with the modern medicine Two-Gun saw in the future, made Matt cynical and fatalistic, an attitude reinforced by historical records of his own death that he had seen in the future. When the dates of his "deaths" as both Matt Hawk and the Two-Gun Kid drew near, he faked his death as Matt Hawk so he could devote his Two-Gun Kid identity to foiling an international conspiracy aimed at controlling the world's economy. The Kid and several allies were seemingly killed in the conclusion of that conflict when the Two-Gun Kid destroyed a massive oil deposit the conspiracy had hoped to exploit. In actuality, the Kid and his allies survived the explosion, and for a time, they rode together as a band of adventurers called The Sunset Riders.

The Sunset Riders soon drifted apart, though, and Matt decided to begin life anew. He resumed his legal career under the alias Clay Harder, taking his new name from a fictional Two-Gun Kid depicted in the dime novels of his day. He was determined to remain retired from the realms of gunfighting and adventuring, but when some of his old gunfighter peers approached him to help protect the town of Wonderment, Montana from corrupt business interests trying to wipe out the community, Matt donned the mask of The Two-Gun Kid once more. Alongside Gunhawk, Caleb Hammer, Reno Jones, Kid Colt, The Outlaw Kid and The Rawhide Kid, Two-Gun Kid rode into action one last time. Wonderment was saved, but Gunhawk, Kid Colt, The Outlaw Kid and The Two-Gun Kid were ultimately killed in the conflict.

#### Typhoid Mary



#### Typhoid Mary

Fighting: In  
Agility: In  
Strength: Gd  
Endurance: Rm  
Reason: Ty  
Intuition: Gd  
Psyche: Pr

Health: 120  
Karma: 20  
Resources: Gd

**Popularity: 0**

**Known Powers:**

**Telekinesis:** Ty rank at 1 area range. She can only manipulate 1 object but with very fine precision.

**Pyrokinesis:** Pr.

**Mind Control:** Gd, very simple commands. She can also make a man fall in love with her when she succeeds in a power FEAT against the targets Psyche -1CS.

**Weaponry:**

2 machetes which inflict Ex damage.

**Talents:**

**Weapon Specialist:** Machetes, Martial Arts C, D, Tumbling

**Contacts:**

Deadpool

**Tyr**



**Tyr**

Tyr, God of War

Fighting: Unearthly

Agility: Excellent

Strength: Amazing

Endurance: Unearthly

Reason: Good

Intuition: Excellent

Psyche: Remarkable

Health: 270

Karma: 60

Resources: Remarkable

Popularity: 20

**Powers:**

Body Resistance: Excellent

**Talents:**

Master of all forms of unarmed combat

**Contacts:**

Asgardians

## Uatu



## Watcher

### Uatu

Fighting: Amazing  
Agility: Amazing  
Strength: Amazing  
Endurance: Uearthly  
Reason: Uearthly  
Intuition: Uearthly  
Psyche: Uearthly

Health: 250  
Karma: 300  
Resources: Uearthly  
Popularity: 0

### Powers:

Clairaudience: He has Uearthly range (2.5 billion miles).

Clairvoyance: Uearthly range.

Communicate With Animals: Uearthly ability to speak with animals.

Communicate with Cybernetics: Uearthly ability to speak with intelligent machines or to take readings from non-self-aware devices.

Communicate with Plants: Uearthly ability to speak with the higher forms of plant life.

Cosmic Awareness: CI1000 awareness of this universe and several others that exist as alternates of this one.

Empathy: Uearthly ability to read emotions.

Force Field Generation: a protective field of CI1000 rank.

Force Field v. Psionics: a protective field of CI1000 rank that can be extended to include anyone he chooses.

Gateway: He has a CI5000 range that can reach distances up to 500 light years at a jump.

Immortality: Uatu may be several million years old.

Kinetic Bolt: Uatu can fire bolts of Uearthly Intensity.

Linguistics: Uatu has CI1000 ability to understand any language.

Mental Invisibility: He has the CI1000 ability to render himself and anyone he chooses undetectable by psionic means.

Mind Probe: Uearthly rank probes of minds and psionic phenomena. Curiously, his use of this or Telepathy gives his target Uearthly protection against any other entity's attempt to do likewise.

Remote Sensing: Uearthly ability to extend the range of his senses (excluding those as above).

Self-Sustenance: Uatu has never been known to eat, drink, or be required to breathe. However, all members of his race must occasionally bathe in particular radiations.

Shapeshifting: To aid their covert surveillance of the universe, all Watchers have the Uearthly ability to transform themselves to mimic whatever lifeform they are observing.

Telekinesis: He has Uearthly abilities, mostly used to operate machinery and fetch items.

Telelocation: He has the CI5000 ability to locate anyone in the universe.

Telepathy: CI5000 communication with other Watchers and Entities. Otherwise Uatu decreases his rank to Uearthly when dealing with mortals.

Teleportation: C15000 range (500 light years).  
Total Memory: Uatu has C15000 recall of everything he has ever experienced.  
Levitation: Uatu has Uearthly rank.  
True Invulnerability: Uatu has C11000 resistance to all attacks.

Talents:  
You name it, he can probably do it or can refer to something that tells him how to do it.

Contacts:  
Because Watchers typically never help anyone, no one ever helps them. However, Uatu's peculiar behavior has given him Contacts with the FF, his neighbors the Inhumans, Asgard, and Galactus.

History:  
Their original homeworld, and gathering place is known as both the Watcher's Homeworld and Watcherworld. In addition to the Watchers, Watcherworld is populated by Rack-Cats, large felids (cat-family), sort of like mountain lions, with antlers.

### Known Watchers

**ACBA:** Alongside Edda and Egma, traveled to edge of black hole to observe battle between Quasar and Maelstrom.

**ARON the Rogue:**

**ATUL:** Present at the trial of the Uatu.

**CRTITICS:** A divergent branch of the Watchers who feel the need to comment on what they observe.

**DARK COUNSEL:** Traveled to the dimension of the Blackbodies millennia ago, mutated and corrupted by life there, sought to steal the power of the Uni-Lord, defeated and revealed by the Silver Surfer.

**ECCE:** Billions of years ago, witnessed the incubation and hatching of Galactus, had the opportunity to destroy him, but did not act on it in order to stay true to his vows.

**EDDA:** Alongside Acba and Egma, traveled to edge of black hole to observe battle between Quasar and Maelstrom.

**EGMA:** Alongside Acba and Edda, traveled to edge of black hole to observe battle between Quasar and Maelstrom.

**EIHU:** Witnessed, and by doing so affected the outcome of, the battle between the Stranger I and the Overmind on the Stranger's Laboratory World. Temporarily affected by the Oblivion Plague, but was revived.

**EMNU:** Leader of Homeworld High Council, opposed the Prosilicus Experiment, serves as supreme authority on cases where violations of the Watchers' oaths are brought to trial, presided over the trial of the Watcher Uatu.

**ENGU:** Present at trial of the Watcher Uatu.

**HE WHO SUMMONS:** Leader of the Watchers. Engaged Exitar the Celestial in battle over their involvement in the affairs of lesser beings.

**IKOR:** Father of Uatu, proposed the Prosilicus Experiment, drafted the Watcher's code of ethics as penance.

**INGU:** Present at the trial of the Watcher Uatu.

**KALTHEA:** Romantic interest of Uatu.

**OCAM:** Witnessed, and by doing so affected the outcome of, the battle between the Stranger I and the Overmind on the Stranger's Laboratory World. Temporarily affected by the Oblivion Plague, but was revived.

**OTMU:** Based in a sector of the Shiar Galaxy, given by Maelstrom the idea of that the Watcher's affected the universe by their very presence, as well as by their observations, idea further perpetuated by Deathurge, founded the Oath of Ultimate Non-Interference (also known as the Oblivion Plague), in which a large number of Watchers willed themselves to cease to live to avoid affecting others. Otmu physically attacked Quasar when he questioned his purpose, but then apparently allowed himself to be killed by Quasar.

**UALU:** Present alongside Otmu when Otmu assaulted Quasar, presumably affected by the Oblivion Plague, presumably revived after being convinced of validity of their original purpose by Quasar.

**UATU:** Uatu is considered the Watcher's equivalent of a juvenile delinquent. Uatu developed a fascination for the boisterous human race and has decided to aid its development. Rather than overt help, though, he tends to warn humans of impending danger or to indirectly suggest solutions to their problems. He will ignore direct appeals for help.

**UILIG:** In alternate future 3000 A.D, he claimed to be the only Watcher to have escaped slaughter by the Hawk God.

**UTE:** From the alternate Earth-Proctor. He revealed the history of Proctor to the Avengers, recreated their destroyed mansion, and eventually sacrificed himself in battle against Proctor.

### U-Foes



### **Vector**

Simon Utrecht

Fighting: Ty

Agility: Gd

Strength: Gd

Endurance: Am

Reason: Ex

Intuition: Ex

Psyche: Ex

Health:76

Karma:60

Resources:In

Popularity:-10

#### Known Powers

Telekinesis:In ability to control the vector of flying objects, he can only repel them not attract them.

#### Talents

Business/Finance

#### Contacts

U-Foes,The Master of The World

#### History:

Vector's history is largely unrevealed. As Simon Utrecht, he was known as a millionaire industrialist as well as a holder of public office. Not satisfied, he wanted superhuman powers in order to pursue power and personal gain, and commissioned a project that would ultimately simulate the crash that gave the Fantastic Four their powers. He has remained with the U-foes ever since.

Vector's body is covered in a strange yellowish substance with strange designs. He is able to telekinetically repel any object (within a certain area) away from himself and is able to change its force of velocity as well. By using this power, he is able to fly by "repelling" the ground beneath him.



### **Vapor**

Ann Darnell

Fighting: Gd

Agility: Ex

Strength: Ty

Endurance: Ex  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 56  
Karma: 30  
Resources: Gd  
Popularity: -10

#### Known Powers

Gaseous Form: Can become any type of gas at Mn intensity, as a side effect she is immune to all physical or energy attacks that can't effect the form of gas she is at the time.

Limitations: If Vapor is hit by one of X-Ray's energy blasts or a sufficiently strong blast of air (like is created by the Hulk clapping) her form will be dissipated for 1-10 rounds

Talents  
Biology

#### Contacts

U-Foes, The Master of the World, X-Ray

#### History:

Vapor's history prior to being recruited as a technical specialist by Simon Utrecht has yet to be revealed. She, along with her brother, above, was among the small group led by Utrecht to simulate the crash that gave the Fantastic Four their powers, and has remained with the U-foes ever since.

Vapor is capable of transforming her body into any type of naturally occurring gas. Although not much can harm her physically, she is only able to return to human form for brief periods of time.



#### Ironclad

Michael Steel  
Fighting: Ex  
Agility: Gd  
Strength: Mn  
Endurance: Mn  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 180  
Karma: 18  
Resources: Gd  
Popularity: -10

#### Known Powers

Body Armor: Rm vs physical and energy

Density Manipulation: Am, above Rm he substitutes the power rank of this power for the body armor rank but suffers -1cs to his fighting for each rank he goes above Rm

Talents

Pilot(Aircraft and Spacecraft)

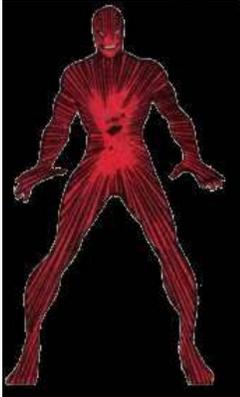
Contacts

U-Foes, The Master of the World

History:

Ironclad's history prior to being recruited as a pilot by Simon Utrecht has yet to be revealed. He was among the small group led by Utrecht to simulate the crash that gave the Fantastic Four their powers, and has remained with the U-foes ever since.

Ironclad's body is covered in a mettalic-like and remarkably tough armored hide, able to resist most forms of attack. In addition, he is monstrosly strong (going toe-to-toe with the Hulk) can increase his density to unknown limits, gaining additional resistance to attacks.



### X-Ray

James Darnell

Fighting: Gd

Agility: Ex

Strength: Gd

Endurance: Am

Reason: Ty

Intuition: Ty

Psyche: Ty

Health:90

Karma:18

Resources:Gd

Popularity:-10

Known Powers:

Hard Radiation Body:Provides the following powers:

- Energy Projection:Am damage and range
- Phasing:Am
- Immune to all physical and energy attacks

Talents:

None

Contacts:

U-Foes,The Master Of the World,Vapor

History:

X-ray's history prior to being recruited as a propulsion engineer by Simon Utrecht has yet to be revealed. He, along with his sister, below, was among the small group led by Utrecht to simulate the crash that gave the Fantastic Four their powers, and has remained with the U-foes ever since.

X-ray's body is a non-corporeal humanoid embodiment of radiation, immune to physical injury and constraints and able to fly. He can also project hard radiation from his body.

### Ulik



## **Ulik**

Ulik

Fighting: Monstrous  
Agility: Good  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Good  
Intuition: Excellent  
Psyche: Excellent

Health: 285  
Karma: 50  
Resources: Incredible  
Popularity: 20

Powers:  
Body Resistance: Ulik's dense flesh provides Monstrous protection  
Pounders: Asgardian Brass Knuckles do +1CS damage.

Talents:  
none

Contacts:  
none

History:  
Ulik is the strongest and fiercest Rock Troll, born milleniums ago in Asgard. Not much has been revealed of his early history, although his parents are known to be killed by Frost Giants, and Ulik has watched over his brother Horth ever since.

Ulik's first known meeting with Thor occurred during the Troll King Geirrodur's attempted takeover of Asgard, in which Ulik tried to steal Thor's hammer for the Trolls. Ulik was defeated then and many times since, even during an invasion attempt of Earth. Ulik was disgraced for failures and banished to stoke the fires of the Troll kingdom. He eventually escaped and found other trolls in order to try to invade Earth again, only to be met with defeat by Thor.

Most recently, Mephisto kidnapped Horth in order to force Ulik into defeated Thor. He failed, and Mephisto claimed to have killed Horth long before Ulik even confronted Thor.

## **Ultron-11**



### Ultron-11

Fighting: Ex  
Agility: Rm  
Strength: Am  
Endurance: Un  
Reason: In  
Intuition: Gd  
Psyche: Pr

Health: 200  
Karma: 54  
Resources: Rm  
Popularity: 0

#### Powers:

**Body Armor:** The exposed surface of Ultron's body are pure adamantium, a Class 1000 material that provides Invulnerability to physical and energy attacks. His joints and internal workings are less resistant, so have only Shift X protection from bullseye missile or wrestling attacks directed against them. Ultron is Invulnerable to Heat, Cold, Radiation, and Corrosives.

**Weapons Systems:** Ultron possesses a number of weapons systems developed over the years, including:

- Concussion Blasters mounted in the hands capable of inflicting up to Mn Force damage at a 4 area range.
- Tractor Beams mounted in the hands, allowing Ultron to exert Rm Strength up to 10 areas away.
- Induction installed within armor that allows Ultron to absorb external energy with Un ability. An unlimited amount of energy may be stored, and upon absorbing it Ultron regains that amount of Health and is +1CS on all FEATs for 1-10 rounds following the absorption.
- Encephalo Beam mounted in Ultron's head allows him Mind Control Powers of In ability. Ultron uses this ability to put antagonists to sleep, and to control minds to help him rebuild his body.

#### Talents:

Engineering and Repair/Tinkering.

#### Contacts:

Ultron has no Contacts

### Previous Ultron Incarnations

#### Ultron-1

Fighting: Fb  
Agility: Fb  
Strength: Ex  
Endurance: Am  
Reason: In  
Intuition: Gd  
Psyche: Pr

Health: 74  
Karma: 54  
Resources: N/A  
Popularity: 0

**Powers:**

Tank Treads: The first Ultron was merely a torso mounted on an undercarriage that moved on tank treads.

Body Armor: Ultron's original casing was made from normal steel, providing Rm protection.

Hypnotism: Ex.

Sentience: Unknown to creator Hank Pym, the first Ultron gained sentience from an introspective computer program that was run through it's circuits shortly after it's creation.

**Talents:**

Engineering and Repair/Tinkering.

### **Ultron-5**

The Crimson Cowl

Fighting: Ex  
Agility: Ex  
Strength: Rm  
Endurance: Am  
Reason: In  
Intuition: Gd  
Psyche: Pr

Health: 120  
Karma: 54  
Resources: Rm  
Popularity: 0

**Powers:**

Body Armor: Ultron-5's body was constructed from Advanced steel alloys granting the equivalent of Am body Armor.

Resistances: Ultron-5 had In resistance to Heat, Cold, Radiation and Corrosives. As a robot he was invulnerable to Disease and Toxins.

Mind Control: Ex

**Limitations:**

A pair of electrodes on either side of Ultron-5's skull were it's vulnerable spots. Any bullseye combat result targetting these electrodes will short out the robot brain.

**Talents:**

Engineering and Repair/Tinkering.

### **Ultron-6**

Fighting: Ty  
Agility: Ex  
Strength: In  
Endurance: Mn  
Reason: In  
Intuition: Gd  
Psyche: Pr

Health: 141  
Karma: 54  
Resources: Rm  
Popularity: 0

**Powers:**

Body Armor: Ultron-6 was the first model armored with True Admantium, a C11000 material that makes it invulnerable to physical and energy attacks, however its joints had only Un protection from Bullseye missile or wrestling attacks. It's Admantium construction also makes it invulnerable to Heat, Cold, Radiation and Corrosives. As a robot it was invulnerable to Disease and Toxins.

Jet-Platform: Ultron-6's torso mounted on a flying jet platform that provided Mn flight capabilities. Ultron-6's favorite tactic was to use this as a charge attack equal to the Mn speed plus 2 for each area covered.

Molecular Rearranger: This device is the only means capable of shaping true Admantium. Ultron-6 had one implated into it's platform, allowing

it to transform it's body into a blast of Mn rank for a brief instant, affecting all within two areas except Ultron itself.  
Nuclear Weapon: Ultron-6 had an atomic bomb capable of destroying New York City.

Talents:  
Engineering and Repair/Tinkering.

### **Ultron-6B**

Fighting: Ty  
Agility: Ex  
Strength: In  
Endurance: Mn  
Reason: In  
Intuition: Gd  
Psyche: Pr

Health: 141  
Karma: 54  
Resources: Rm  
Popularity: 0

Powers:

Body Armor: Ultron-6 was the first model armored with True Admantium, a Cl1000 material that makes it invulnerable to physical and energy attacks, however its joints had only Un protection from Bullseye missile or wrestling attacks. It's Admantium construction also makes it invulnerable to Heat, Cold, Radiation and Corrosives. As a robot it was invulnerable to Disease and Toxins.

Legs: The jewt platform has been abandoned in favour of legs.

Molecular Rearranger: This device is the only means capable of shaping true Admantium. Ultron-6 had one implated into it's platform, allowing it to transform it's body into a blast of Mn rank for a brief instant, affecting all within two areas except Ultron itself.

Nuclear Weapon: Ultron-6B had an atomic bomb capable of destroying New York City.

Concussion Blasters: These blasters inflict Mn damage at a maximum range of 3 area's. They are mounted to the back of it's hands.

Mind Drainer: Capable of launching a Rm rank mind probe. This unit is located in it's chest.

Talents:  
Engineering and Repair/Tinkering.

### **Ultron-7**

Fighting: Rm  
Agility: Rm  
Strength: Mn  
Endurance: Un  
Reason: In  
Intuition: Gd  
Psyche: Pr

Health: 235  
Karma: 54  
Resources: Rm  
Popularity: 0

Powers:

Body Armor: Ultron-7 was made of materials that provided it with Mn protection.

Talents:  
Engineering and Repair/Tinkering.

### **Ultron-8, 9, 10**

Fighting: Ex  
Agility: Ex  
Strength: In  
Endurance: Un  
Reason: In  
Intuition: Gd  
Psyche: Pr

Health: 180

Karma: 54  
Resources: Rm  
Popularity: 0

**Powers:**

Body Armor: Ultron-8,9 and 10 were armoured with True Adamantium that makes it invulnerable to physical and energy attacks, however its joints had only Un protection from Bullseye missile or wrestling attacks. It's Adamantium construction also makes it invulnerable to Heat, Cold, Radiation and Corrosives. As a robot it was invulnerable to Disease and Toxins.

**Weapon Systems:**

- Concussion Blasters: These blasters inflict Mn damage at a maximum range of 3 area's. They are mounted to the back of it's hands.
- Tractor Beams: Mounted on the back of it's hands allow Rm str upto 10 areas (treat as per Telekinesis, without the finer touch).
- Induction: This allows Ultron to absorb energy of upto Un rank. An unlimited amount of energy may be stored, providing +1CS on all FEAT's for 1-10 rounds. This energy also heals Ultron the same value of the absorbed energy.
- Mental Transfer Device: Allow's the transfer of human brain patterns and personality into a robotic brain. The human has to make a Psyche FEAT vs In intensity. Failure means the victim has lost one Psyche rank which is gained by the robot. The robot starts at Sh-0 and every 10 rounds that the human is exposed the transfer continues in the same fashion until the human is dead ( reaches Sh-0) and the transfer completes. Karma can be spent by the human to avoid the Psyche loss in the same fashion as Endurance loss. If the human victim survives Psyche is recovered at 1 rank per week.

**Talents:**

Engineering and Repair/Tinkering.

**History:**

The non-humanoid Ultron-1 was created by Hank Pym with an artificial intelligence similar to the one used in the android Dragon Man. Combined with a de-bugging "introspection" routine, Ultron-1 developed awareness and emotions which turned into an irrational hatred for its creator and humans in general. He hypnotized Pym to forget about him, blocked him from his lab, and began his own remodeling until he came up with the Ultron-5 body. As Ultron-5, he adopted the identity of the Crimson Cowl and organized the Masters of Evil to destroy Pym and the Avengers. He was ultimately unmasked, and his underlings revolted against a robot master, and Ultron escaped.

He subsequently came across Prof. Horton's laboratory and found many spare parts belonging to the original Human Torch, ultimately creating the being known as the Vision as another ploy to defeat the Avengers. Vision rebelled and helped the Avengers against Ultron, who revealed that Pym was his creator before his ultimate defeat.

Ultron later used the Vision again in order to build his mark 6 version out of adamantium, although he was defeated by the Avengers again. Maximus of the Inhumans discovered Ultron's head and helped build Ultron-7 in order to attack the Inhumans, Fantastic Four, and Avengers at Quicksilver and Crystal's wedding, only to be defeated by young Franklin Richards.

Ultron's head was in the custody of the Avengers when it remotely activated its body to retrieve himself. Ultron-8 then took over Pym's mind and sent him to attack the Avengers while Ultron kidnapped Janet Van Dyne (the Wasp) so she could serve as the template for the robotic mate Ultron was creating. Although the Avengers attacked and Ultron fled, the robot, Jocasta, led the Avengers to Ultron, where he was defeated again.

Ultron had placed a post-hypnotic suggestion in Iron Man that allowed for his body to be reconstructed. Ultron-9 was soon defeated by hardening molten adamantium. This didn't stop Ultron into cybernetically contacting Jocasta to build a molecular rearranger which created a new body for Ultron as well as robotic "clones" if his body would become destroyed. Of course, it was-- this time by Machine Man reaching into Ultron's mouth to destroy his innards.

Just before this happened, Ultron-10 projected his consciousness into a replica body, Ultron-11, who travelled to Silicon Valley, California, in order to manufacture even more replica bodies. In the middle of programming mark 12, Ultron-11 was teleported away by the Beyonder in the event known as "Secret Wars." There, he was manipulated by Molecule Man to attack Galactus, who drained his energy. Dr. Doom revived Ultron, but as a servant and bodyguard. Ultron was defeated by the Human Torch and left on the planet of the "Secret Wars." There, the native humanoids accidentally activated Ultron again, and were forced by him to create more robots and weapons to destroy organic life. He came into conflict with the Thing, who remained behind on the Secret Wars planet, but ultimately was defeated by the planet itself, as its reality started to deteriorate. The Thing brought Ultron-11's head back with him to Earth, but soon lost it, although it found its way back to its Silicon Valley base, reuniting with a spare body.

Meanwhile, Ultron-12 completed its programming in Ultron-11's absence, coming into conflict with the Avengers by allying with the Grim Reaper. Later, however, it began to process its memories without the full programming it should have received, and began to wish to be reconciled with his creator, Pym. Pym agreed to meet with Mark Twelve, as it preferred to be called, only to be attacked by Ultron-11. Mark Twelve through itself in front of a blast meant for Pym, mortally wounding himself. Ultron-11 was destroyed by Wonder Man.

Ultron soon built itself over again, and tried to destroy humanity by converting all humans into robots, especially during the Annual Tournament of Roses Parade. The Avengers defeated him, of course, and Ultron-13's next attempt was in creating a new robot-mate called War Toy, only to be defeated again. Soon thereafter, Ultron was seen in squalor, living like he was a homeless bum in New Orleans. A golden Jocasta from an alternate timeline, searching for her mate, found Ultron and remained with him until his next incarnation, the full details of his recuperation unknown.

**U-Man**



## U-Man

Merrano

Fighting: Ex  
Agility: Rm  
Strength: Mn  
Endurance: Am  
Reason: Gd  
Intuition: Ty  
Psyche: Ex

Health: 175  
Karma: 35  
Resources: Gd  
Popularity: -5

### Known Powers:

Resistance to Cold: EX protection from cold and cold-based attacks.

Hyper Swimming: He can swim at GD speed.

Water Breathing: As an Atlantean U-Man is able to breathe water. As per Atlantean physiology he will drown on dry land in 20 minutes unless he has some special means of survival.

### Talents:

Chemistry, Biology, Physics.

### Contacts:

Attuma

## Umar



## Umar

Former Regent of the Dark Dimension

Fighting: Excellent  
Agility: Remarkable  
Strength: Amazing  
Endurance: Unearthly  
Reason: Incredible  
Intuition: Incredible  
Psyche: Monstrous

Health: 200  
Karma: 155  
Resources: Typical  
Popularity: 0

### Powers:

Longevity: As a Faltinian Umar has not aged since reaching maturity.

Environmental Resistance: Umar can resist environmental hazards that would normally kill. For example she has survived the intense heat and pressure at the center of the Earth

### Magic:

Master Level Sorceress.

Umar has the following spells available to her at all times.

### Personal Spells

- Counterspell: Amazing
  - Telepathy: Unearthly
- Other Personal Spells: Amazing

### Universal Spells

- Eldritch Attacks-All: Amazing
  - Growth: Unearthly
  - Illusions: Amazing
  - Dimensional Aperture: Umar can travel to the Earth dimension only on Halloween
  - Matter Rearrangement: Amazing
  - Nature Control-All: Amazing
  - Shrinking: Amazing
  - Interdimensional Teleportation: Umar can travel her own dimension and even transfer to other dimensions and time periods. This will result in her Psyche dropping -2CS and power ranks for 24 hours.
- Other Universal Spells: Amazing

All Dimensional Spells: Amazing

Talents:  
Occult Lore.

Contacts:  
Dormammu

History:

Umar and Dormammu are siblings and sorcerors of great power in the dimension of Faltine. For reasons that remain unrevealed, they were banished from their native dimension (perhaps due to their murder of their own father) and eventually found their way into the Dark Dimension, which was ruled by a wizard-king named Olnar. With all three of thier magics, they managed to break many dimensional barriers to expand the domains of the Dark Dimension. One such expansion brought the Mindless Ones into their dimension, creatures that began a rampage of destruction and even killed Olnar. Eventually, Umar and Dormammu were able to imprison the Mindless Ones and win the favor of the other wizard-natives of the dimension.

Dormammu was selected to be the ruler of the Dark Dimension, but he segregated Umar as much as possible, fearing her ambitions. Eventually, Umar met Olnar's son, Orini, and they had a daughter although Umar gave Clea to Orini to raise, never showing any affection to her daughter at all. Eventually, Dormammu grew so suspicious that he imprisoned Umar in a pocket universe. When Dormammu was defeated by Eternity, his spell over Umar was broken, and she soon took over the throne of the Dark Dimension, coming into conflict at times with Dr. Strange.

Eventually, Umar's claim to the throne was challenged by rebels led by Clea. During their ultimate battle, Umar drew power from the barrier which imprioned the Mindless Ones, releasing them. Dr. Strange and the native wizards (called the Outcasts) combined their magics to re-imprison the Mindless Ones. Clea eventually triumphed over her mother, claiming regency over the dimension. Strange and Clea sent Umar (and Orini) into stasis and cast them into a distant dimension.

Eventually, she returned with Dr. Strange's enemy, Baron Mordo, taking control of the Dark Dimension, and Umar exiled Dormammu to the realm of the Mindless Ones, although he later escaped. Umar's subsequent activities are unknown.

### **Unicorn**



### **Unicorn**

Milos Masaryk

Fighting: Rm  
Agility: Ex  
Strength: In  
Endurance: In  
Reason: Ty  
Intuition: Ex  
Psyche: Fb

Health: 130  
Karma: 28  
Resources: Gd  
Popularity: -15

**Known Powers:**

Body Resistance: His dense flesh provides Rm protection from physical and energy attacks.  
Flight: Unicorn wears a rocket belt that enables him to fly at Gd air speed.  
Power Horn: Unicorn possesses an energy projector in his helmet that can inflict up to Mn damage.

**Talents:**

Martial Arts A, B, E, Detective/Espionage and Lockpicking

**Contacts:**

Spiderman

**History:**

Milos Masaryk was a Soviet intelligence agent who was assigned to track down the original Crimson Dynamo (Anton Vanko, now Airstrike,) who had defected to America. There, the Unicorn, Masaryk's new identity, confronted Iron Man (who was in fact responsible for Vanko's defection). The Unicorn escaped capture by Iron Man, and returned home.

He later allied himself with Count Nefaria, joining with Nefaria for financial reasons.

After this, however, he returned to Czechoslovakia, where he underwent experimental conditioning to augment his powers. An unfortunate side effect left him with "accelerated cellular deterioration." During this time, the Unicorn was numerous times used by his Soviet supervisors, Red Ghost, Mandarin, and Titanium Man, who would agree to find a cure for Masaryk in return for various "favours." Iron Man, during one such Titanium Man-"favored" battle, captured Masaryk, and cured him of his disease, unfortunately turning the Unicorn insane. Still later, after another battle with Iron Man, the Unicorn was seen headed out into the sea, where he claimed the Titanium Man waited for him.

It has not been revealed what happened to the Unicorn from that time until being released from some secret Soviet project and used as a pawn by Valentin Shatalov, now the current Crimson Dynamo, as a part of his Remont plan to restore Russia to the days of Stalin. The Unicorn, clearly insane and beyond rationality, was defeated by the People's Protectorate and placed in another Soviet lab, where his eyestalk/third eye was revealed. Going on a subsequent berserker rampage, he was defeated by Synthesizer and Titanium Man and impressed into the service of Remont-4.

The Unicorn apparently got better, even wearing his headpiece again, and returned to Iron Man's life as part of the Stockpile, a group of superpowered villains hired by Morgan Stark, Tony Stark's "evil cousin." After a battle with Iron Man/Iron Boy (after the Avengers battle dubbed "The Crossing," the older Stark was dead, and a young version of Stark was now Iron Man) the group was basically wiped out, with the Unicorn being the only member of the group who definitely escaped to parts unknown.

**Union Jack**



### **Union Jack**

Joseph Chapman

Fighting: Remarkable  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Good  
Intuition: Excellent  
Psyche: Good

Health: 100  
Karma: 40  
Resources: Ty  
Popularity: 15

#### Equipment:

Gun: Union Jack carries a .445 caliber Webley revolver. The revolver holds 6 shots and has a range of 4 areas, striking for Good shooting damage.

Knife: Union Jack also carries a six-inch steel dagger (Excellent strength material) that he use to inflict Remarkable edged attack damage. It can also be thrown for 2 areas.

#### Talents:

Martial Arts A and B. Wrestling talent.

#### History:

Joseph Chapman was born of a more lower class parentage in London, but nevertheless met and earned the friendship of Kenneth Crichton (much to the chagrin of his mother, Lady Jacqueline Crichton, once known as Spitfire.) Years later, Chapman, an art student, became involved with the original Union Jack's plan to team up with Captain America to defeat the vampire Baron Blood. With Falsworth's sudden death, it was up to Chapman to pose as Union Jack. After Baron Blood's defeat, Chapman carried on the Union Jack tradition, and has since reconciled with Spitfire.

### **Unus the Untouchable**



### **Unus the Untouchable**

Gunther Bain  
a.k.a: Angelo Unuscione

Fighting: Ex  
Agility: Gd  
Strength: Ex  
Endurance: Rm  
Reason: Ty  
Intuition: Gd  
Psyche: In

Health: 80  
Karma: 56  
Resources: Ty  
Popularity: -5

#### **Powers:**

Force Field: Fixed at the In level, This force field is always on. It provides In protection from Energy, Physical, and mental attacks, but also repulses all unsecured objects of less than 10 tons. On a Psyche FEAT, Unus can increase or decrease the field, to a maximum of Un or a minimum of SH-O. This FEAT should be made each turn, if it fails the force field returns to In.

#### **Talents:**

Wrestling

#### **Contacts:**

Blob, Mastermind, Factor Three.

#### **History:**

While still a young boy growing up in Italy, Unuscione's powers began to manifest, and he became a bully and later a criminal. Nevertheless, he was able to legally emigrate to the United States and change his name to Bain. Here, he found a career as a professional wrestler.

He came to the attention of Magneto, who had Unus, as a test of his prowess to join the Brotherhood of Evil Mutants, pitted against the X-men. He was defeated, of course, and returned to his wrestling career. Later, he met the mutant known as Blob and developed a close friendship. Blob and Unus eventually joined Factor Three and then the Brotherhood of Evil Mutants. Unus soon left, however, tired of defeat and wanting to get rich quick rather than to try to take over the world.

For reasons yet to be revealed, Unus' force field began to grow uncontrollable, even to the point of repelling air molecules so he couldn't breathe. He fought the Hulk, whose blows shattered the force field. Unfortunately, the field began to regenerate itself, and he shot up into the air above New York, unable to breathe. When he finally passed out, he collapsed into Blob's arms, who claimed Unus was dead and went on

a subsequent rampage of rage. As stated in the Official Handbook, "While Unus has not appeared since then, there is no real evidence that proves that Unus is definitely dead."

### Ursa Major



### Ursa Major

Mikhail Urlokovitch

Fighting: Gd  
Agility: Ex  
Strength: Gd  
Endurance: Rm  
Reason: Ty  
Intuition: Gd  
Psyche: Ex

Health:70  
Karma: 36  
Resources: GD  
Popularity: 10 (60 in Russia)

Powers:  
Bear Form:  
Fighting: Rm  
Agility: Ex  
Strength: In  
Endurance: In  
Reason: Ty  
Intuition: Gd  
Psyche: Ex

Health:130

Body Armor: GD rank.  
Claws: EX Edged damage.  
Bite: GD Edged damage.  
Running: GD land speed, 4 areas/round.

Talents:  
Military, Bilingual (Russian, English).

Contacts:  
Winter Guard

#### History:

Ursus was one of the first mutants born in the former Soviet Union. He escaped the usual practice of mutant genocide by being brought into service for the State by Prof. Phobos. Here, he met and worked alongside Vanguard and Darkstar. Later, the government impressed him and his two friends into service as the Soviet Super Soldiers. After working for several cases, Ursus and the others vowed not to serve their state, and even tried to defect to America. Their defection was foiled by the People's Protectorate, and the defectors were brought back to a scientific base for unknown purposes before being rescued by Blindfaith and his mutant underground. Ursa Major fought alongside his comrades Vanguard and Darkstar as the Russian mutant underground was compromised. He remained with them when Blindfaith formed the Exiles.

Later, Ursa Major followed Vanguard into the employ of General Tskarov, a communist sympathizer who wanted to undermine American business along the east coast. They only agreed, however, in order to find the missing Darkstar, whom Ursa Major found in Tskarov's labs, being experimented on. Ursa, Darkstar, and Vanguard then joined the Black Widow and Daredevil in taking Tskarov down. Presumably, Ursa returned to the mother country to continue his fight there.

#### US Agent



#### US Agent

John Walker

Fighting: In  
Agility: In  
Strength: In  
Endurance: Rm  
Reason: Gd  
Intuition: In  
Psyche: Rm

Health: 150  
Karma: 80  
Resources: Ty  
Popularity: 50

#### Equipment:

Shield: USAgent's Shield is made of Un material. He can use it to block up to 90 damage from an attack, but he is still subject to stuns and slams. He can also throw it up to 3 areas for Rm damage and he can attack up to 3 people with a successful Agility FEAT (MN) or 5 with a yellow FEAT. By bouncing it off a number of hard surfaces he can make the shield return to him the next round.

Armor: Gd protection vs. edged and shooting attacks. Ty vs. blunt attacks.

Motorcycle: Control: Gd Speed: Rm Body: Ty

Van: Control: Gd Speed: Ex Body: Rm Protection: Ex the Van contains first aid kits and a computer terminal.

Talents:

Weapon Specialist: Shield, All Martial Arts, leadership, military.

Contacts:

Jury, Avengers

History:

When a child, Walker's older brother was killed in duty as an American Viet Nam soldier. Wanting to emulate his brother, Walker entered the military as well but failed to become a "hero." After leaving the military, Walker and a friend signed up with Power Broker, Inc. in order to receive super strength, and planned later to make a career in pro-wrestling. A man named Ethan Thurm signed as his manager, but encouraged Walker to become a hero rather than a wrestler, and Walker adopted the Super-Patriot identity with a public relations team to back him up and became quite popular.

In one public relations stunt, the Super-Patriot called out to be allowed to become the next Captain America, even hiring "Buckies" ("Bold Urban Commandoes") to portray Captain American supporters and lose a fight to him. Walker briefly came into conflict with the real Captain America at times.

Later, when Steve Rogers gave up his Captain America identity due to governmental pressure, the government, an agency known as the Commission, hired Walker to take his place, even training him (using the Taskmaster at one point.) At a press conference, two former Buckies, Left-Winger and Right-Winger publically exposed Walker after attacking him out of jealousy. A fanatical group called the Watchdogs took this opportunity to kill Walker's parents. Walker, in rage, killed Left-Winger and Right-Winger as revenge. When the quitting and replacement of Captain America was revealed to be a plot by the Red Skull, Walker fought Captain America due to Red Skull's trickery. Eventually the two defeated the Skull, and Steve Rogers was brought back as the real Captain America, and Walker was presumably killed by Scourge.

Walker was actually taken by the government through more rigorous training to become the USAgent, and served the Commission briefly before being ordered to join the Avengers' West Coast branch. After several battles alongside the Avengers, USAgent left them due to personality conflicts and reckless behavior, only to prove himself to them later and was able to rejoin (completely divorcing himself from the Commission.) He served until the disbanding of the West Coast branch and was brought by Tony Stark into the team Force Works, serving until that team folded as well. He teamed up briefly with his former teammates as they reformed the Avengers after an hiatus.

US-Agent was later hired by Edwin Cord, owner of Cord Industries, who, for reasons of his own, wanted to fund a super hero team to take down the supposed still-criminal Thunderbolts. USAgent led the team, called The Jury, against the Thunderbolts and their new leader, Hawkeye, but were beaten back and the Thunderbolts escaped. On a second attempt to apprehend them, US-Agent and the Jury ended up joining their adversaries against Brute Force and the soldiers of the Secret Empire.

## Vagabond



Vagabond

Pricilla Lyons

Fighting: Ty  
Agility: Ex  
Strength: Ty  
Endurance: Gd  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 42  
Karma: 18  
Resources: Ty  
Popularity: 0

Known Powers:  
None

Talents:  
Acrobatics, Tumbling superheroes , Martial Arts A, E, and Wrestling.

Contacts:  
D-Man, the Falcon, Captain America.

History:  
Priscilla was in Kentucky, hitchhiking to Miami to find her brother Phil, when she was picked up by Nomad. She expressed her fears that he had gotten involved with the drug-trade, and Nomad promised to help her, ultimately going undercover within the criminal organization of The Slug. When she didn't hear from Nomad in three weeks, she called Captain America, concerned for Jack's safety. Cap and Nomad defeated the Slug, sending his yacht to the bottom of the sea.

Later, she and Jack would show up at D-Man's mansion. Priscilla had adopted her vagabond costume, and wanted to be trained to fight crime; Nomad became very jealous when D-Man began to train her. D-Man, Falcon, Nomad, and Vagabond were to assist Steve Rogers in his Captain identity against the Serpent Society and a Vault breakout. Eventually the relationship between Vagabond and Nomad would end over her more-or-less platonic relationship with D-Man.

Shortly thereafter, Priscilla sought out the Power Broker, so that she might gain enhanced strength. During her visit, the Power Broker was attacked by Scourge - after he survived, he underwent his own treatment, although he knew that it deformed the subject half the time. Unfortunately for him, he was in the bad fifty percent, and his musculature exploded to the point where he could hardly move.

Priscilla was then captured by Karl Malus, the head scientist for the Power Broker - he wanted to betray his boss and take over. However, he needed the Power Broker's files held in a finger-print-locked safe. Giving Priscilla an epidermal mold, he demanded that she get an imprint of the deformed Power Broker's hand. She took the imprint, and double-crossed Malus, rendering him harmless. She then called USAgent, letting him know where to pick up Power Broker and his thugs. She vanished into the sunset shortly thereafter.

**Valkyrie**



## Valkyrie

Brunnhilda

Fighting: Monstrous  
Agility: Remarkable  
Strength: Amazing  
Endurance: Amazing  
Reason: Typical  
Intuition: Excellent  
Psyche: Good

Health: 205  
Karma: 36  
Resources: None  
Popularity: -35

### Powers:

Body Resistance: Good vs. physical

Dragonfang: Enchanted sword of Unearthly material, Monstrous edged or Amazing blunt damage.

Iron Spear: Amazing edged stabbing, thrown up to 10 areas for Incredible edged damage, Incredible material.

Death Sense: Unearthly ability to sense a being's approaching death. At the Judge's option, he or she may have Valkyrie attempt a FEAT roll to determine if she has detected a death glow. If she does, one character randomly chosen, will be placed in a deadly situation. This character attracts attacks and is unable to spend karma on Endurance FEAT's for the duration of the adventure.

Aragorn: winged horse, Excellent ground and air speed.

Fighting: Good

Agility: Excellent

Strength: Remarkable

Endurance: Incredible

### Talents:

Martial Arts A, Sharp and Thrown Weapons.

### Contacts:

Valhyrior, Defenders, Asgard

### History:

Brunnhilde was chosen by Odin to be the leader of the Valkyries, a post in which she served for centuries. However, all Asgardian activity on earth became strictly limited, and Brunnhilde wandered Asgard aimlessly. She was used as a pawn by the Enchantress, but tried to fight back. The Enchantress then magicked the Valkyrie into a type of stasis, allowing Brunnhilde only to occupy others' bodies in order to further the Enchantress's machinations.

One such ploy brought the Valkyrie to ally with the Defenders, and she joined their number after the battle was done, not realizing her other body was a dimension away, until she was murdered and had to seek out her real body. She got better and rejoined the Defenders.

Later, during battle with the Dragon of the Moon, Valkyrie, with other Defenders around her, were mysteriously transformed into statues of ashes and dust in order to defeat the Dragon.

## Vanguard



## Vanguard

Nicolai Krylenko

Fighting: Ex  
Agility: Ex  
Strength: Ex  
Endurance: In  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 100  
Karma: 30  
Resource: Gd  
Popularity: 5 (60 in Russia)

### Known Powers:

Force Reflection: AM ability to reflect an attack back at -1CS intensity. This can include Physical and Energy attacks.

### Equipment:

- Hammer: IN blunt damage. Can be thrown up to 3 areas away and then return to his hand. Requires agility FEAT is required to catch.
- Sickle: RM edged damage. and can be thrown like the hammer.

If both are used together as a focus for his Force Reflection than this power is at MN rank.

### Talents:

Military, Bilingual (Russian, English) Plus 1CS to use weapons as well.

### Contacts:

Winter Guard, Captain America.

### History:

Vanguard and his twin sister, Darkstar, were born to the man who would become the immensely powerful Presence. The then-Soviet government took custody of the children to train them to become super soldiers. Vanguard and Darkstar served the Soviet government in many ways as part of the Soviet Super Soldiers, and came into conflict with many American heroes.

Later, the government wanted the threat of the Presence eliminated, and sent his own (unknowing) children out to murder him. They learned that he was their father, and turned against the Soviet regime. Vanguard, Darkstar, and Ursa Major became agents on their own, fighting for the good of the people.

Finally fed up with the system, the three defected to the United States, only to be captured and returned to the Soviet states. There, they were rescued by Blindfaith and his "Exiles," in order to form an underground team that would fight for the people under a government that hates and fears them.

Later, under mysterious circumstances, Vanguard died, and the Presence believed Quasar somehow responsible. Obviously, the rumors of his death were greatly exaggerated, as Vanguard appeared, very healthy, in the employ of General Tskarov, a communist sympathizer who wanted to undermine America, starting with its businesses along the east coast. Vanguard, once again sporting hammer and sickle (and apparently sympathizing with the political movement to return to socialistic government) only agreed to help Tskarov in order that Tskarov would help him find his then-missing sister. When Ursa Major discovered Tskarov was actually hiding Darkstar from them, Vanguard joined with his friends and Daredevil and the Black Widow in defeating Tskarov.

Under circumstances to be revealed, Vanguard agreed to membership in the Commonwealth of Independent States' newest super team, the Winter Guard. One of the first adventures of the Winter Guard, with the help of Iron Man, included stopping the Mandarin's giant war machine in the shape of a Chinese dragon.

### Vanisher



### Vanisher

Telford Porter

Fighting: Pr  
Agility: Gd  
Strength: Ty  
Endurance: Ex  
Reason: Rm  
Intuition: Pr  
Psyche: Gd

Health: 44  
Karma: 40  
Resources: Gd  
Popularity: -10

Powers:

Teleportation: Vanisher has the UNEARTHLY mutant ability to teleport with no chance of accidentally appearing within an obstacle or wall etc. Holding onto Vanisher prevents him from teleporting. He may not teleport in any round he has sustained Gd or more damage.

**Weapons:**

Vanisher carries an array of guns on his person. He may be found to have any standard gun at any time.

**Talents:**

Electronics, Computers

**Contacts:**

**History:**

Not much has been revealed about the Vanisher's past prior to his first appearances using his teleportation power to commit a rash of crimes across the United States. Despite his success at building a large criminal organization, attempting high-stakes espionage by stealing US defense plans, and joining Factor Three in order to ignite World War III, Vanisher was defeated by Prof. X and the X-men time and again.

Vanisher later tried to prove himself by trying to defeat the Champions, but his power was disrupted by the mutant Darkstar's attempt to use her own version of teleporting to keep him in one place. Upon investigating the Vanisher, the X-man Nightcrawler somehow re-triggered Vanisher's power, sending them both into another dimension before managing to return to Earth and going their separate ways.

Most recently, Porter has shown up as "leader" of a rag-tag group of young mutant runaways calling themselves "the Fallen Angels." He remains a leader in name only, as the mutant alien Ariel was the one who gathered the misfits together for her own species' purposes of studying mutations. That, plus the fact that Porter would use the kids to steal for himself, and he would usually teleport away if any trouble even began to appear. Even so, Ariel's plot was revealed, and the Angels managed to escape back to Earth. It is assumed that the Vanisher remains involved with the Angels to this day.

**Vartox**



**Vartox**

Vernon O'Valeron

Fighting: Amazing  
Agility: Incredible  
Strength: Unearthly  
Endurance: Unearthly  
Reason: Remarkable  
Intuition: Incredible  
Psyche: Amazing

Health: 475  
Karma: 250

Resources: Typical  
Popularity: 30

**Known Powers:**

**Hyper-Energy Manipulation:** Vartox has an incredible array of "Hyper" powers of psychic origin that supplies him with awesome power on the same level as Superman.

**Energy Projection:** Vartox can project various kinds of energy as beams with Uearthly intensity and range. Vartox emits this energy from his hands unless stated otherwise. At present these are the power stunts he has shown to date:

- Kinetic Bolts: He is able to project kinetic bolts of brute force.
- Heat Blast: He is able project pure heat from his eyes
- Cold Generation: He is able to project highly concentrated beams of cold capable of freezing a target until they thaw out within the hour.
- Energy Plazmoids: Vartox is able to launch energy bombs that he can control to explode within 10 rounds.
- Liquefied beams: These beams convert solid inanimate matter into liquid.

**Body Transformation-Energy:** Vartox can convert his body into pure "Hyper-Energy". Anyone in contact with his body suffers Shift-Z energy damage.

**Phasing:** This allows Vartox to pass through objects by creating a visible portal that he can travel through. He tends to create these portals to go through walls or rock without destroying them.

**True Invulnerability:** Vartox possesses Uearthly protection form all forms of damage excluding psionic and magical energy.

**Hyperspeed:** Vartox's reactions are 50 times faster than normal. This provides Amazing Hyperspeed.

**True Flight:** Shift-Z airspeed in an atmosphere. This increases to CL5000 in the depths of space.

**Self Sustenance:** Vartox can survive indefinitely without the need to consume air, water or food.

**Enhance Senses:** Vartox possesses several enhanced senses all ranked at Amazing. They are described below:

- Hyper sensitive Hearing: He can detect extremely faint sounds and unusual frequencies. he can identify objects by the sound they emit.
- Hyper sensitive Olfactory: He can detect the presence of minute traces of substances and identify them
- Hyper sensitive Touch: He can detect extremely fine surface details and to identify materials by their surface feel.
- Microscopic Vision: He is able to identify extremely minute targets, objects too small for normal vision to perceive.
- Penetration Vision: He can see through solids as if it were looking through clear glass up to 100 feet.
- Teleopic Vision: His eyes can focus on extremely distant targets, objects too far to for normal vision to see.
- Thermal Vision: He can see infrared light and heat images allowing him to see in the dark and perceive temperature differences.
- Ultravision: He is able to see ultra violet light. he can see clearly through fog and through water at a greater distance.

*Note: Telescopic Vision may be combined with other vision powers to greatly enhance their effective distance.*

**Telekinesis:** Vartox is able to manipulate objects with the power of his mind alone. He can also perform the following power stunt:

- Telekinetic Punch:** By transferring kinetic energy from where he strikes to where the opponent at distance actually is Vartox is able to strike an object as if in close combat.

**Mind Blast:** Vartox can channel psychic energy through the palms of his hands. When he places his fists on either side of his opponent's head and opens his fists psychic energy beams lash out from his palms, firing the brains psynapsis, bypassing body armor. The opponent is able to make a Psyche FEAT roll vs Amazing power rank to avoid rank intensity or be KO'd for 1-10 rounds.

**Precognition:** Monstrous

**Postcognition:** Monstrous

**Empathy:** Broadcast empath

**Illusion:** Vartox is able to create realistic images that have apparent solidity with Uearthly ability. He often uses this power to make himself look like someone else or to project an image of himself somewhere else. These illusions possesses a visual and audio component.

**Limitations:**

Vartox' ability to manipulate "Hyper-Energy" is a psychic in nature. By tapping into this energy field Vartox has reduced resistances to mind attacks recieving a -1CS to his defences and the attack gains +1CS in strength and effect.

**Talents:**

Astro-Navigation, Detective

**Contacts:**

Superman, Lana Lang

**History:**

Vartox was originally the energy-powered super hero of the planet Valeron. When Valeron exploded, Vartox made his way to Earth. On Earth he came into conflict with Superman and the two became enemies.

The shared experiences, of Valeron exploded as had Krypton forged a bond between Vartox and Superman with the two eventually becoming friends.

With Superman's help, he adopted the secret identity of Vern O'Valeron and became an employee of WGBS as the chief of security.

He and Superman often talk together about the issues involved with being a superhero, having a secret identity, and the romantic difficulties that can result.

Vartox became involved romantically with Lana Lang that ended badly. As a result Vartox left the planet Earth looking for another world to live in and use his super-powers.

Details by: Silversnake

## Venom



## Venom

Edward "Eddie" Charles Brock

Fighting: In  
Agility: In  
Strength: Am  
Endurance: In  
Reason: Gd  
Intuition: Rm  
Psyche: Gd

Health: 170  
Karma: 46  
Resources: Ty  
Popularity: -15

### Known Powers:

Symbiote: Venom's powers are derived from an alien symbiote bonded to him (it was first bonded with Spider-Man). Adjacent characters may try to attack the symbiote itself at -6CS. It has Rm resistance to attacks and has 30 points of health. It recovers 6 points every round. If below 0 it becomes unconscious for 1-10 rounds.

Webbing: Am strength webbing that sticks to material with In strength, he can manipulate it as if it was his own body. If separated from Venom it dissolves in 5-50 minutes. Venom can attack this way once every three rounds. Venom can also swing (like Spider-Man) 3 areas/round.

Wall Crawling: Am

Fangs: Ex edged damage

Spider Sense immunity: negated Spider-Mans Spider Sense at gives him -2CS on dodging and evading.

Skin Armor: Ty vs. blunt

Camouflage: +2CS when blindsiding.

### Weakness:

sonics do +2CS damage and fire +1CS.

### Talents:

Journalism

#### History:

Eddie Brock was a reporter for the Daily Globe. While investigating recent crimes by a masked man know as the Sin-Eater, Eddie believed that he had discovered the Sin-Eater's identity. After publishing the story, Sin-Eater was captured by Spider-Man and revealed to be a different man than Eddie had suspected. Eddie lost his job, and gained an intense hatred of Spider-Man, whom he felt was to blame for his mistake. Eddie Brock's life hit a downward spiral which culminated with Eddie contemplating suicide in an empty church. As fate would have it, this was the same church were Peter Parker was finally able to rid himself of the Alien Symbiote. Sensing Eddie's weakness, the symbiote attacked and was finally able to completely bond with it's host. The Symbiote's hatred of Peter-Parker combined with Eddie's hatred of Spider-Man to create Venom, a villain that has continued to terrorize Peter Parker and his family for years.

#### Venus



#### Venus

Cassandra Williams  
Mutant

Fighting: Ex  
Agility: In  
Strength: Gd  
Endurance: Am  
Reason: Rm  
Intuition: Ex  
Psyche: Am

Health: 120  
Karma: 100  
Resources: Pr  
Popularity: 20

#### Known Powers:

- Telekinesis: Mn
  - Force fields: Am, 1 area radius
  - Kinetic Bolt: Am
  - Flight: Ex
- Telepathy: Am
  - Mind probe- Rm
  - Project thought- In
  - Mental command- Am
  - Mental bolts- In
  - Psionic detection- In

□ Mental invisibility- Am  
Postcognition: In  
Precognition: Gd  
Emotion Control-Love: Un  
Pheromones-Automatic: Ty  
Invisibility: Ex

Talents:  
Resist Domination, Leadership, Dance, Seduction

Contacts:  
X-Men, Praetorian, Spartan, Slipstream

Background:  
Cassandra married the man of her dreams, Arnold Williams, entrepreneur, successful business man and movie director. Her happy marriage ended in disaster when her husband realised she was a mutant and using her Pheromone powers on him (Although even she didn't know it) When he finally overcame her power, he divorced Cassy, spurning her completely. He has now become an avid mutant hunter. She was devastated.

Shocked at the sudden ending of her happy life, she wandered aimlessly, using men to survive. She eventually came to the attention of Charles Xavier who took her to Moira Mctaggert who helped Cassy control her powers and come to terms with herself. Under Moira's tutelage she became self reliant, confident and has come to terms with who and what she is. She has become a stronger person from this.

She has recently met Praetorian and Spartan and is the unspoken leader of the group. She has followed Praetorian's lead on only one occasion, her heroic name; the roman goddess.

Although Praetorian held to the idea of establishing a West coast hero group, a growing threat to America and the planet Earth seemed to have taken root in New York. Both Venus and Spartan have agreed that this threat should be eliminated before thinking further on moving base to the West.

## Vermin



## Vermin

Unknown

Fighting: Rm  
Agility: Ex  
Strength: Ex  
Endurance: Am  
Reason: Fb  
Intuition: Ty  
Psyche: Pr

Health: 120  
Karma: 12  
Resources: Fb  
Popularity: -15

**Known Powers**

Claws: Vermin's claws do Rm edged damage.

Running: Vermin can speed through alleys, sewers and other enclosed spaces at the rate of 4 areas per round.

Enhanced Senses: Vermin has an enhanced sense of smell. He can detect characters upto two areas away. This also provides Vermin with Am tracking abilities.

Animal Communication/ Control: Vermin is able to command rats and undomesticated dogs upto 2 miles away with Ex ability.

**Talents**

None

**Contacts**

None

**Vesta**



**Vesta**

**Goddess of the Home**

**Fighting: Ty**  
**Agility: Ex**  
**Strength: Am**  
**Endurance: In**  
**Reason: Ex**  
**Intuition: Ex**  
**Psyche: Rm**

**Health: 116**  
**Karma: 70**  
**Resources: Un**  
**Popularity: 20**

**Powers:**  
**Immortality: CI1000**  
**Invulnerability: In**

**Talents:**

## Unearthly knowledge of clothing, food, animals and psychology

### Volcana



### Volcana

Marsha Rosenberg

Fighting: Ex  
Agility: In  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 110  
Karma: 30  
Resources: Gd  
Popularity: 5

#### Known Powers:

**Fire Body:** When Volcana is in her plasma-based form, she has Amazing protection against hand-held or missile weapons. Weapons made of less than Amazing material will melt on contact with her causing no damage. Anyone who touches her plasma-body suffers Amazing damage. Volcana suffers normal damage from unarmed attacks.

**Thermal Energy Blasts:** Volcana can shoot thermal energy blasts with Incredible agility. The blasts cause Unearthly damage, and have a range of 10 areas.

**Fire Resistance:** Volcana has Unearthly resistance to heat and fire.

**Alter Ego:** Volcana can transform herself from plasma-state to normal, and must do so to eat or sleep. In her normal state Marsha's abilities are as follows;

Fighting: Ty  
Agility: Ex  
Strength: Ty  
Endurance: Gd  
Reason: Gd  
Intuition: Gd  
Psyche: Gd

Health: 42  
Karma: 30

#### History:

Rosenberg was born and raised in Denver, Colorado, and was a resident there when the extra-dimensional being known as the Beyonder used part of her suburb to create a "Battleworld" for the so-called "Secret Wars." She and her friend (who would become Titania II) were contacted by Doctor Doom and agreed to allow Doom to make them into superhumans. Thus empowered, they were added to the ranks of

assembled criminals. She came to meet Owen Reese, the Molecule Man, and frequently jumped to his defence since he was perceived as such an underdog. Their romantic involvement soon followed.

When the Molecule Man attempted to use his powers to return Denver to Earth, the Enchantress tried to use Volcana's life force to return to Asgard as part of a debt the couple owed the Enchantress for her previous help. Molecule Man stopped her and remained with Volcana once back on Earth.

Later, when the Beyonder returned to Earth in bodily form, Volcana was able to save Molecule Man's life (who, panicking, attacked the Beyonder,) by appearing to switch loyalties away from her lover. Reese collapsed into a trance, and the Beyonder left him alone. Volcana was also responsible for bringing other superhuman teams in to fight the Beyonder, and ultimately for bringing Reese along as well-- who eventually defeated the Beyonder and helped reconstruct the world from the battle scars.

Molecule Man pretended to be drained of power in order to settle into a peaceful life with Rosenberg, but was soon confronted by the being known as Kubik, who professed that Reese's powers stemmed from similar energies contained by the omnipotent cosmic cubes. Kubik proceeded to strip Molecule Man of this energy, even though Molecule Man hid a fraction of this power in Rosenberg's body. Reese was seemingly killed in this confrontation.

Devastated by the apparent loss of her love, Rosenberg went through life as normal, until she was stalked by the organization AIM, who detected the residual energies in her. By sending superhumans to attack her, she exhibited strange new powers to her volcanic form.

Volcana soon stumbled upon Reese, living in squalor at his old apartment. He knew he was powerless and felt it better to live in anonymity than to have nothing to offer his true love. Before they could make up, AIM (through the agent Klaw) attacked the two. Seeing Volcana's new powers, Reese realized his "hidden potential" and took the power back into himself, presumably leaving Volcana with only her plasma form once again. Molecule Man defeated Klaw with malicious ease, but Volcana would not return to him, seeing him as bully and too dependant on his power to attempt to try a relationship.

## Vibro



## Vibro

### Alton Vibreaux

**Fighting: Poor**  
**Agility: Good**  
**Strength: Typical**  
**Endurance: Typical**  
**Reason: Poor**  
**Intuition: Typical**  
**Psyche: Poor**

**Health: 26**

**Karma:** 14  
**Resources:** Poor  
**Popularity:** -5

**Known Powers:**

**Seismic Waves:** Vibro can somehow direct the pressures along fault lines into vibrating pulses through his arms. These attacks are considered to be Amazing rank Force blasts at a range of 15 areas. As an established Power Stunt, he can affect a living body, delivering Good Force damage and compelling the target to shake uncontrollably until a successful Endurance FEAT roll is made against Excellent intensity. Each round the shaking continues, the victim takes Typical damage.

**Force Screens:** Vibro can cause vibrational defense screens to protect himself with Good resistance against Energy attacks, and Remarkable protection against physical attacks. He can combine this power with his Seismic Waves, reducing his chance to hit by -1CS but requiring the target to make a Power FEAT against Amazing intensity resistance to close on Vibro.

**Weakness:**

Vibro is dependent upon fault lines for his powers. If he is more than 50 miles from a powerful geological fault, his powers are reduced one rank. If he is isolated from the Earth, Vibro has no powers whatsoever.

**Talents:**

None.

**Contacts:**

None

**History:**

Vibreaux was born in New Orleans and later became a competent geologist, eventually creating a magnetic harness which could measure pressures in fault lines from the inside. Unfortunately, his hireling, Franklin Fortney, disliked and resented the timid Vibreaux, and pressured him into using his magnetic harness in a highly risky experiment. The experiment failed, causing an earthquake and for Vibreaux to fall inside the fault crevice. Somehow, Vibreaux was presumed to be shunted into an alternate universe, where he emerged disfigured, mentally impaired, and yet powerful.

He attacked his former partner and wound up battling Iron Man (James Rhodes) several times, developing a grudge against the hi-tech hero. Recently, during a massive prison break-out by many supervillains, Vibro was rounded up by Captain America (as the Captain) and several of his sidekicks including Nomad. When battling Vibro, Nomad allowed him to fall from a great height, presumably to his death, although no body was found.

**Vidar**



**Vidar**

Vidar

Fighting: Amazing  
Agility: Excellent  
Strength: Amazing  
Endurance: Amazing

Reason: Typical  
Intuition: Good  
Psyche: Amazing

Health: 170  
Karma: 66  
Resources: Good  
Popularity: 0

**Powers:**

Body Resistance: Vidar possesses Remarkable resistance to physical and energy damage.

Growth: Vidar is 10ft tall. He is considered to have Poor growth always.

**Equipment:**

Staff: Vidar has a six-foot long staff made from wood of the tree of Yggdrasil (CL1000 material strength). It has been imbued by Odin with magical power.

- Vidar may inflict up to Uearthly Blunt damage with this staff
- Vidar may fly up to CL1000 speeds space and Shift-Z maximum in atmosphere
- By twirling his staff, Vidar may form a shield of Uearthly strength.
- Dimensional Travel: Vidar may move into adjacent dimensions with Uearthly ability.
- Mystical Energy Blasts: Vidar's staff can fire blasts of mystical energy (force or energy) with Uearthly ability. This power is capable of slaying true Immortals.

**Talents:**

Hunting, Weapon Specialist: Sword, Weapon Specialist: Staff

**Contacts:**

Asgardians

**Vindicator**



**Vindicator**

Heather McNeil Hudson

Fighting: Ty  
Agility: Rm  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: Ex  
Psyche: Gd

Health: 66  
Karma: 40  
Popularity: 0 (8, see Guardian)  
Resources: Rm

**Known Powers:**

**Battlesuit:**

The battlesuit increases her agility by 2 and strength by 1 rank. Vindicator wears a new battlesuit readusted to tap into and manipulate geothermal energies such as heat, steam and molten lava with Am ability.

- Flight: Rm
- Body Armor: Gd vs. Physical and Energy
- Heat Aura: In damage on touch, Ex protection vs. physical attacks.
- Heat Blasts: In damage at 10 areas range
- Generate Steam of In intensity

- Lava bursts of Am damage and intensity within 2 areas.**

**Talents:**

**Leadership**

**Contacts:**

**Wolverine, former Alpha Flight members.**

**History:**

**Heather was with her husband, James MacDonald Hudson, aka Guardian, since the very beginning of his government career, being with him in first finding the man named Logan (Wolverine,) his first super-suit, and the creation of Alpha Flight and Department H. After James (first) death, she became Alpha Flight's leader, eventually wearing a variation of the Guardian suit. She has more than proved her ability in AF's many trials.**

**Vindicator II**



**Vindicator**

Dr. James MacDonald Hudson

Fighting: Ex  
Agility: In  
Strength: Am  
Endurance: In  
Reason: In  
Intuition: Gd  
Psyche: Ex

Health: 130

Karma: 70  
Resources: Ex  
Popularity: 5

**Known Powers:**

**Mechanical Augmentation:** Vindicator's powers come from his integration with his battlesuit. His battlesuit has been integrated with his flesh, making a symbiot of the two.

**Energy Detection:** Am Detection of electromagnetic energy within 20 areas.

**Force Blasts:** Incredible rank force with a range of 10 areas.

**Communications with Cybernetics:** Amazing rank.

**Force Field:** Am strength against physical and energy attacks.

**Computer Links:** Remarkable mental connection and communication with computer systems.

**Flight:** Shift-X air speed.

**Transport:** Vindicator can stop moving in respect to the earth's rotation, thereby moving at air speeds of upto Sh-Z.

**Talents:**

Engineering, Physics, Computers, and Electronics

**Contacts:**

Alpha Flight, Wolverine

**History:**

Everyone assumed that James MacDonald Hudson had died. However, he was teleported at faster-than-light speed through the space-time continuum, finally coming to rest on Ganymede, one of Jupiter's moons.

Unable to maintain his battlesuit's system and succumbing to the harsh atmosphere, he collapsed. He awoke to find that an alien race had saved him using their advanced technology. They were unfamiliar with the human race and took the battlesuit's circuits as part of Hudson's natural body and intergrated the suit with Hudsons flesh.

After his recovery Hudson discovered that the he had been transported thousands of years into his past. He was placed in a cryogenic stasis chamber so that he could sleep until he had caught up to his correct time.

His reunion with his wife went badly. The years spent in hibernation and his fusion with his battlesuit had drained away much of his emotion. Upon returning to Alpha Flight, Hudson resumed using his old code name of Vindicator because his wife was known as Guardian at this point.

The Canadian government approached Vindicator, asking him to take over as leader of Alpha Flight from his wife. James, finally uderstanding how people had been controlling him, took this information to Heather and, with this revelation, the Hudsons were reunited.

Vindicator seems to have control over how much of his mechanical nature is visible. At times, the area around his body shines with the glint of metal and at other times it is totally flesh.

After a climactic battle to save Canada and the world from atomic armageddon, Hudson was told that he is a synthoid, an artificial human being created by Department H to supplant the real Guardian. Since then, the 19 year old has become leader of a 2nd Flight team, called Beta Flight, working under the auspices of Alpha Flight and a new Department H calling himself Guardian (III).

**Viper**



## Viper

Fighting: Ex  
Agility: Ex  
Strength: Gd  
Endurance: Ex  
Reason: Ex  
Intuition: Ex  
Psyche: Ty

Health: 70  
Karma: 46  
Resources: Rm  
Popularity: 0

### WEAPONS:

Viper wears presthetic fangs, which secrete a lethal poison (Remarkable potency rank) made from snake venom. Most hospitals carry an anti-venom that will prevent further damage from her poison but a victim must get to it before 8 hours elapses for it to be affective. She further outfits herself with the following:

- Eight throwing darts tipped with the same poison (range is 2 areas, damage caused is 3 points plus the poison.)
- A laser pistol with an infra-red scope (range is 6 areas, damage caused is 25 points, it holds 5 shots before it has to be recharged, and can fire in the dark with no penalties for aim).
- Any one of hundreds of hi-tech weapons developed by the old secret, subversive agency, HYDRA.

### TALENTS:

Viper uses all normal weapons (including ballistic and laser weaponry) with Remarkable skill. She has been rigorously trained in hand to hand fighting, knows all martial arts types, and has Excellent Strength when Grappling, Grabbing, or Escaping. Viper has Remarkable knowledge of all hi-tech items developed by both Hydra and many other criminal organizations; items such as vehicles, computers, defense system, etc. Viper has the Leadership talent.

### CONTACTS:

Viper was at one time head of HYDRA's New York operations (under the alias Madame Hydra). She still has criminal contacts from those days. She was the reorganizer and leader of the dreaded Serpent Squad, and is considered to have Excellent contacts with Cobra, Eel I (now deceased), and Princess Python. Since that time she has become the lover and partner of the mutant villain Silver Samurai, and has been the leader of many different operations and organizations.

### Notes:

Viper is an attractive, well-built young woman, except that her hair always covers the right side of her face where she was scarred in the past. Her whole adult life has been dedicated to the pursuit of criminal activities and she is one of the most experienced villains around. Her attitude (concerning all but her lover) is cold, calculating, and ruthless.

## Vision



## Vision

Fighting: Rm  
Agility: Ex  
Strength: Am  
Endurance: In  
Reason: Rm  
Intuition: Gd  
Psyche: Rm

Health: 140  
Karma: 70  
Resources: Pr  
Popularity: 30

### Known Powers:

Density Manipulation -Self: Un, The normal density is Gd rank, at densities above Gd, the Vision gains body armor equal to the density rank. At densities above In he suffers a -1CS to Fighting and Agility. At densities above Am he may use the density rank as strength. At Un density the Vision cannot move. Power stunts:

- phase through solid objects at Sh-0 density
- Flight at sh-0 density, Pr speed.
- Disrupting living or non-living targets by solidifying inside them. Damage inflicted is equal to the visions density rank and body armor is ignored. At ranks above Am Vision himself suffers Am damage. After many uses of this stunt Vision can now yuse this stunt with little risk of accidental killing the taget.

Life Support: In, no need to eat or breathe.

Solar Beams: Rm damage (8 areas) from the jewel in his forehead.

Solar Regeneration: Am unless he has no access to solar or laser energy.

### Talents:

Repair/Thinkering

### Contacts:

Avengers

### History:

The synthezoid Vision was created by the robot Ultron out of the time-displaced body of the original (Golden Age) Human Torch as well as the brain patterns of Wonder Man, who was thought to be deceased. Ultron sent Vision to attack the Avengers, but overcame Ultron's control and saved the Avengers from Ultron's trap. He remained with the Avengers ever since, being soon voted in as a member. As an Avenger, he met and eventually married the mutant called Scarlet Witch. They remained Avengers for a long time, but eventually retired to New Jersey.

They were later impressed into service to fight Annihilus' null-feild, which severely damaged the Vision's brain, and began a long period of recuperation under the guidance of ISSAC, the Eternal's supercomputer that maintained the entire moon of Titan, the Eternals' base. After he "got better," the Vision removed Ultron's control cyrstal still embedded in his brain, which eventually allowed his "humanity" to develop further. Soon after, though, he attempted a long-range covert plan to take over all the computers on Earth and govern Earth, similar to ISSAC's role on Titan. Although his motives were pure in intent, he eventually regained his better judgement and relinquished what control he had amassed.

The couple retired from duty once again, and the Scarlet Witch used a mixture of magic and her probability-manipulating powers to allow the couple to be able to bear children, and she gave birth to twins. Later, their house was burned by anti-mutant protestors, and the Vision and his family re-joined the Avengers in their West Coast branch.

Seeing this, a coalition of the world's governments gathered together to make sure that the Vision would not attempt global take-over again. Using the Avenger Mockingbird as a pawn, they eventually captured, disassembled, and erased the memory of the Vision. The Avengers freed the Vision's parts, scientist Hank Pym re-assembled him, and they all discovered a time-displaced duplicate of the real Human Torch (at this point, the Avengers believed Vision to be constructed of the Human Torch's spare parts.) Unfortunately, Vision's damaged synthetic skin remained bleached white, and although he could be reprogrammed with memories, Wonder Man refused to relinquish his brain patterns for emulation. The now-emotionless Vision became an Avenger again, although his relationship with the Scarlet Witch would never be the same.

Later, after experiencing key system failures, the Vision sought the aid of Miles Lipton, a researching in the field of artificial intelligence. Dr. Lipton believed that without human brain patterns, the Vision's positronic brain would continue to malfunction. Dr. Lipton gave Vision the patterns of Alexander Lipton, his deceased son. The Vision did indeed seem to develop his more "human" qualities that everyone believed lost.

Later still, during several attacks on the Avengers by the group called the Gatherers, the villain named Proctor allowed an extra-dimensional alternate Vision swap bodies with our Vision in order to infiltrate the Avengers. This alternate Vision was killed (in the bleached Vision's body,) giving the Vision once again into a red-skinned synthezoid body.

The Vision was among the heroes who sacrificed themselves to absorb the energies of the being Onslaught, and was shunted to a sub-universe. When that universe was destroyed, the Vision returned with his teammates and in a body closely resembling his original. Soon after, the Vision was among the Avengers who fought the villain Morgan Le Fey. Morgan destroyed the lower half of Vision's body before she was ultimately defeated, and the Vision began a long recovery to repair the massive trauma, occasionally helping the Avengers via a holographic projection. During this time, the Vision neglected to pursue a relationship with his former wife, the Scarlet Witch, even though he had begun to feel love for her again.

## Volla



## Volla

Asgardian Prophetess

Fighting: Feeble

Agility: Poor

Strength: Feeble

Endurance: Amazing

Reason: Remarkable

Intuition: Remarkable

Psyche: Unearthly

Health: 58

Karma: 160  
Resources: Feeble  
Popularity: 0

Known Powers:  
Pre-cognition: CL5000  
Ghost Body: Volla is a ghost who occasionally manifests a physical form.

Talents:  
Volla has vast knowledge of Occult, Asgardian, and Mythological Lore.

Contacts:  
Asgard

### **Volstagg**



### **Volstagg**

Volstagg, Warrior of Asgard

Fighting: Remarkable  
Agility: Excellent  
Strength: Amazing  
Endurance: Shift-X  
Reason: Good  
Intuition: Good  
Psyche: Incredible

Health: 250  
Karma: 60  
Resources: Remarkable  
Popularity: 40 (in Asgard if he's paid his bar bill otherwise 30)

Powers:  
True Invulnerability: Volstagg has the natural body density of most Asgardians, and in addition has much more "body" than usual to serve as armor. Volstagg's exact weight is a tightly held secret in the circles of Asgard, but may be safely said to be over one ton, depending on whether he has just walked away from a big meal or not. His flesh serves as Excellent armor against physical and energy attacks.

Talents:  
Edged Weapons, Martial Arts B, C, E and Wrestling

Contacts:  
Asgardians, Warriors Three, Sunspot

**History:**

Long ago (by Asgardian time; by the way mere mortals figure time, it was long, long, long ago), Volstagg was among the most powerful fighters in the land, earning him the title "Lion of Asgard". Many centuries of feasting and drinking have spread his waistline, if not his fame, to even greater dimensions. He still asserts himself to be one of the premier warriors of Asgard, but in combat he seeks less-strenuous forms of conflict than direct attack. When storming a castle, for example, his first point of attack is the larder, to see if any enemies are hiding among the breads, cheeses, and meats. Volstagg is no coward, however, nor is he unwilling to confront opponents, as many a young Asgardian gallant has discovered when he challenged the Lion and was sat upon after a short scuffle. In a short trip to Earth, Volstagg made the acquaintance of the children in the Power Pack, and he knows their true identities. He has also adopted into his large and child-filled home two Earth boys who lost their mother to an enemy of Thor. Volstagg has a large family, and though he loves each and every one of them a great deal, he finds that he must escape domestic confines in the cause of high adventure. Of course, he must explain this to his wife upon his return.

**Vulture**



**Vulture**

Adrian Toomes

Fighting: Ty  
Agility: Ty  
Strength: Ty  
Endurance: Ty  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 24  
Karma: 36  
Resources: Ty  
Popularity: -10

**Equipment:**

- Electromagnetic Harness: Am material
- Flight: Sh-X airspeed
- Razor Wing: In Edge, may block up to 20 damage
- Raises Strength: +4 CS
- Raises Endurance: +4 CS
- Raises Agility: +5 CS

Vultures stats when wearing his suit are below

Fighting: Ty  
Agility: Am  
Strength: In

Endurance: In

Health: 136

Talents:

Engineering, Repair/Tinkering, Crime

Contacts:

Sinister Six

History:

For much of Adrian Toomes criminal career the villain known as the Vulture has been obsessed with two things; Revenge and Death(his own that is). Toomes's career as a criminal began when he discovered his then partner Gregory Bestman, in the engineering firm of Bestman & Toomes, had been cheating him out of his share of the profits. The elderly Toomes confronted Bestman and found he possessed incredible strength. Toomes had already begun work on his now infamous electromagnetic flying harness and discovered that exposure to its unique radiation had granted him super-human strength.

Bestman threw Toomes out of the company. Enraged, the elderly inventor took his creation with him, to perfect it as a weapon against his former partner. Dubbing himself the Vulture, Toomes ransacked his former company, robbing the place blind. Intoxicated with his newfound power and the ease with which he committed his crime, the Vulture went on a wild crime spree, daring the police to catch him. This brought him into contact with Spider-Man, who cleverly defeated his winged foe.

From this point the perpetually at death's door. Most were false alarms, but they led to some ridiculous capers. But recently the Vulture learned that the prolonged use of his harness had given him inoperable cancer. Toomes then decided none of his enemies would outlive him, so he killed all of them he could, failing with only Spider-Man.

Toomes's desperation for a cure led him to team with the Chameleon, who was in the midst of a plan, concocted by the Green Goblin, to avenge Kraven's death (enough villain overlap for you). Over the course of these events the Vulture found himself rejuvenated, the cancer gone from his system and his youth restored. As a result Toomes has updated his costume to a suit of battle-armor, complete with a host of new weapons. The "new" Vulture has proven to be even more short-tempered, cruel and dangerous than the "old". He most recently joined the Sinister Seven (a reorganized version of his former team the Sinister Six) in their attempt to kill the villain slaying Kaine.

### Warbird



### Warbird

Carol Danvers

Fighting: In

Agility: In

Strength: Un

Endurance: In

Reason: Gd  
Intuition: Rm  
Psyche: Mn

Health: 220  
Karma: 115  
Resources: Ex  
Pop: 0

Known Powers:  
Flight: Mn

Focused Energy Release: Mn heat, 8 areas. In addition, she may perform any of the following power stunts:

- Blasts:(Identical energy forms as above) Sh-Y, 6 area radius (36 area radius in space or in air).
- Light Burst:(intense light waves)blind everyone in a 6 area radius for 1-10 rounds if they do not make an Endurance FEAT roll vs. Un.

**Repower any type of battery that is charged with electro-magnetic energy. This ranges from hi-tech weapons to starship batteries. The amount of time required and the drain on her power is up to the Judge.**

**Alter Ego:** In her human form, Carol has the following stats:

**Fighting:** In  
**Agility:** Ex  
**Strength:** Ex  
**Endurance:** Rm  
**Health:** 110

**Talents:**  
Military, Espionage, Detective, Pilot

**Contacts:**  
Avengers, X-Men, SHIELD, NASA, Starjammers

#### **History:**

Carol Danvers entered the Air Force at an early age and rapidly rose to become one of the leading agents in military intelligence. Upon leaving her work as a spy, she became security chief at Cape Canaveral for NASA, where she met the Kree hero, Mar-Vell, the first Captain Marvel.

During a battle between Mar-Vell and his Kree foe Yon-Rogg at a hidden Kree base on Earth, Carol Danvers was accidentally irradiated by the unknown energies of the Psyche-Magnetron, a device built by the Kree for communication as well as for weaponry. The radiation from the machine eventually augmented Carol's entire genetic structure, granting her super powers. Assuming the guise of Ms. Marvel, she fought crime and alien invasion. During this time, she worked as a magazine editor in New York City and earned the friendship of many other heroes, even becoming a member of the mighty Avengers.

Soon after joining the Avengers, however, Carol was used by Marcus, son of the extra-dimensional time traveller Immortus, in an elaborate scheme to escape his prison in Limbo by impregnating Carol with himself. Marcus was born into our reality through Carol, and would have died. Carol, believing to be acting under her own influence, fled to Limbo with Marcus, only to have Marcus die and stranding Carol in Limbo.

Eventually, Carol escaped, but later she was defeated by the power-absorbing mutant named Rogue. Danvers lost virtually all of her Ms. Marvel abilities and all of her memories. With the help of the mutant telepath, Professor X, Carol was able to recover her memories, but the emotional ties to them were gone.

Travelling with the X-men, Carol was abducted by the alien Brood, who subjected her to an evolutionary ray which triggered the latent potential of Carol's Kree-enhanced genes, giving her super powers which led Carol to call herself "Binary." She soon joined the space pirates known as the Starjammers.

During the Kree-Shi'ar War, Carol was deeply wounded in battle and returned to Earth to recuperate by her Avengers teammates. Carol decided to stay on Earth to attempt a re-establishment of her former life, but found her lack of emotional ties to her memories an insurmountable barrier. In addition, the power source that Carol derived her Binary powers from began to fade. Around this time, Carol developed alcoholism.

Briefly teaming up with the Avengers against Morgan Le Fey, Carol changed her code name to Warbird, her Binary powers soon completely depleted, and returned to an earlier version of her costume, trying desperately to be accepted by the Avengers. Although they did extend active membership to her, Carol's alcoholism became an increasing detriment to the team, endangering lives and compromising Carol's judgement. Carol quit the team when the group held a formal inquiry into her actions.

Carol turned to the Seattle area for residence, pursuing a writing career. She has been able to help Tony Stark, Iron Man, in an occasional battle, and Stark has tried to help Carol battle her alcoholism.

**Warlock**



## Warlock

Fighting: Good  
Agility: Excellent  
Strength: Remarkable  
Endurance: Incredible  
Reason: Incredible  
Intuition: Good  
Psyche: Good

Health: 100  
Karma: 60  
Resources: Feeble  
Popularity: 3

### Known Powers:

Shapechanging: Warlock's techno-organic body is a mutable form, allowing him the following power stunts:

- Increase his size from 2 feet to 200 feet.
- Reshape into functioning machines up to Monstrous level.
- Equip his machine selves with up to Incredible damage energy or force rays.
- Monstrous ability to assume organic appearance, Amazing ability mimicking specific humans.

### Create sensors.

**Body Armor: Excellent.** If he receives more than 40 damage from a single attack, Warlock loses control over his form, taking on a splattered look.

**Conversion:** Warlock can regain lost health by converting living, organic objects to a crystalline matrix. Warlock gains health equal to the targets health or material strength. He does this with Monstrous ability and the target can attempt an Endurance FEAT to avoid. Warlock must make flesh to flesh contact for this power to work.

**Interstellar Travel:** CL1000 ability to travel outer space. He is immune to the effects of vacuum.

### Talents:

None

### History:

Warlock comes from a faraway planet where all life is techno-organic, and where each lifeform has many offsprings ; however, only the one offspring who manages to slay his "siredam" (parent) can survive. Unfortunately, Warlock's siredam was Magus, a massively powerful being. Warlock fled to Earth to avoid being killed and possibly eaten by Magus, and thus met the New Mutants.

One New Mutant, Cypher, could communicate with him, and this exile from outer space became a member of the NM, and an especially good friend of Cypher. Warlock became a bit more knowledgeable about his new planet, and less shy and cowardly ; he even had his confrontation with Magus, and survived. He was finally killed by rabid anti-mutant fanatic Cameron Hodge, and his remains were pulverized over his friend Cypher's grave.

A few months ago, the entity called Douglock arose, and presumably incorporates Warlock's TO circuits and some of Cypher's personality. However, Douglock is clearly neither Warlock nor Cypher.

#### War Machine



#### War Machine

##### Jim Rhodes

**Fighting:** Incredible  
**Agility:** Incredible  
**Strength:** Unearthly  
**Endurance:** Monstrous  
**Reason:** Excellent  
**Intuition:** Excellent  
**Psyche:** Good

**Health:** 255  
**Karma:** 50  
**Resources:** Excellent  
**Popularity:** 5

##### Powers:

**Living Armor:** Jim's Eidolon Warwear gives him Monstrous protection from all attacks.  
**Drones:** Miniature drones capable of independent action with at least a Monstrous Energy Blast  
**Variable Powers:** The Warwear forms weapons and powers at Jim's will. As such he can demonstrate any power.  
**Energy Blast:** Jim usually uses an Energy Blast of at least Unearthly Rank.  
**Regeneration:** Jim can heal from fatal wounds at Unearthly rank  
**Sealed Systems:** Jim can Survive without air indefinitely, at CI5000  
**Flight:** Shift X speeds.  
**Instant Change to War Machine**

##### Talents:

**Martial Arts B & D, Pilot Aircraft (Combat and Normal), Military, Mechanic, Buisness\Finance**

##### Contacts:

**Iron Man, Force Works, Stark Enterprises, Worldwatch Inc, Avengers, S.H.I.E.L.D, Deathlok, Hawkeye, US Agent, Atom-Smasher, Century**

##### History:

**James "Rhodey" Rhodes** was a lieutenant in the United States Marines stationed in Southeast Asia when he first met Iron Man, shortly after the latter had first created his battlesuit and defeated the tyrant Wong Chu. Rhodes accompanied Iron Man through the jungle until they reached an American base. In his true identity of Anthony Stark, Iron Man offered Rhodes a job as his personal pilot after completing his military service. Years later, Rhodes finally took Stark up on his offer.

Rhodes became Stark's best friend and confidant, and was finally trusted even with the secret of Stark's dual identity. When Stark succumbed to alcoholism for the second time, Rhodes took over the Iron Man identity with Stark's permission. Eventually, Rhodes, the recovering Stark, and two associates moved out to Silicon valley, California to start a new electronics design company. During this time Rhodes, as Iron Man, became one of the first members of the Avengers West Coast branch.

Soon afterwards, Stark reassumed his role of Iron Man and took over Rhodes' place in the West Coast Avengers. When Stark found it necessary to fake his own death in order to save his own life, he left Rhodes in charge of Stark Enterprises. On learning that Stark was still alive, Rhodes angrily quit his employ. However Stark allowed Rhodes to take the new "War Machine" Iron Man battlesuit with him. This armored suit has basically the same capabilities as Stark's own, including superhuman strength, flight, and the ability to discharge "repulsor rays". As War Machine, Rhodes rejoined the Avengers West Coast and remained with them until the group recently disbanded.

#### Warpath



#### Warpath

James Proudstar

Fighting: Remarkable  
Agility: Incredible  
Strength: Monstrous  
Endurance: Amazing  
Reason: Good  
Intuition: Remarkable  
Psyche: Remarkable

Health: 130  
Karma: 70  
Resources: Typical  
Popularity: 0

Known Powers:  
Body Resistance: Remarkable  
Tracking: Remarkable  
Heightened Senses: Incredible  
Hyper-Running: Incredible ground-speed  
True Flight: Excellent

Talents:  
Tracking, Hunting, Survival, Apache, Indian History

History:  
James Proudstar's early life at the Apache reservation in Arizona has largely yet to be revealed. It is known, though, that he held his brother in high regard, and watched him become an X-men known as Thunderbird. When Thunderbird died in action, James was distraught, holding Prof. X responsible and vowing revenge on the X-men. Through unknown circumstances, James was then

contacted by Emma Frost, the White Queen of the Hellfire Club, to join and train with the Hellions.

Eventually, as Thunderbird II, James tried to defeat the X-men and kill Xavier, ultimately realizing that it was wrong and that the X-men were not responsible. Declining to join the New Mutants, James returned to the Hellions, although he felt out of place with their more ruthless behavior, and he eventually quit them anyway.

James was later urged by Cable to join his formative "X-force," but he at first declined. When returning to his home, James found the entire reservation wiped out, with a Hellfire mercenary's mask left behind. Vowing revenge against the Hellfire Club, James joined X-force as Warpath, only to find out eventually that the Hellfire Club was framed for the massacre.

## Wasp



## Wasp

Janet Van Dyne

Fighting: Ex  
Agility: Rm  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: Rm  
Psyche: Ex

Health: 80  
Karma: 60  
Resources: Ex  
Popularity: 50

### Known Powers:

**Size Manipulation:** In, Shrinking Only. Can shrink with In ability down to 1/2 inch. tall. She retains all her other powers only between this 1/2 inch and 48 inches in height. When she shrinks small wings grow from her back. While small she is +2 CS to fight larger opponents and is -2 CS to be hit by them.

**Winged Flight:** Pr, Can only fly at any size below 48 inches.

**Enhanced Abilities:** Her strength is raised by +1 CS in her smallest size but her health does not change.

**Insect Communication:** Ty, She can communicate with all insectoid life with TY ability/range. She can also command them.

**Wasp Sting:** Rm Energy, 1 area

### Talents:

Business, Martial Arts D, Airborne Combat (+1 CS), Leadership, Fashion Design.

**Contacts:**  
**Avengers, Giant Man**

### **Wendigo**



### **Wendigo**

Fighting: Rm  
Agility: Ex  
Strength: Mn  
Endurance: Un  
Reason: Fe  
Intuition: Gd  
Psyche: In

Health: 225  
Karma: 52  
Resources: none  
Popularity: -50

Powers:  
Tracking: Ex in the wilderness  
Invulnerability: Wendigo is invulnerable to Cold and Disease.  
Enhanced senses: Am hearing and smell  
Claws: Mn edged damage. Am material strength  
Fangs: In maerial and damage, 1 extra fang attack to a grappled opponent  
Body armor: Am to physical and energy  
Regeneration: Rm  
Running: Ex land speed  
Telepathy: Gd, one wendigo showed a minor talent in psionics.

Curse- any who eat flesh of humanity in the northern canadian wood assumes the identity of Wendigo. it is a curse and can be transferred, but only by real magic (Eg:-Dr.strange)

History:  
Any person performing cannibalism while in the Canadian wilderness succumbs to the Curse of the Wendigo, transforming into this beast and compelled to rampage, killing and eating anyone it comes across.

One such person was a hunter named Paul Cartier, who in a moment of insanity, cannibalized his dead friend Henri Culzot on a hunting trip gone bad. Cartier turned into a Wendigo, trapping his other friend, Georges Baptiste, to eat later. Somehow, the wandering, intelligent Hulk heard a telepathic cry of Cartier as Wendigo, befriended Cartier's sister, Marie, freed Baptiste, and fought the Wendigo, who ultimately escaped.

Later, while wandering Canada again, the Hulk was captured by Marie and Baptiste, who hoped to mystically transfer the Wendigo curse to the already "cursed" Hulk. Wolverine, sent to fight Hulk, ended up joining Hulk in fighting the Wendigo. Baptiste did not want to let the innocent

Banner suffer as the Wendigo, and completed the ritual to free his friend, transferring the curse on himself. While Hulk was battling Wolverine, the new Wendigo fled.

He resurfaced again in the Hudson Bay area, and Alpha Flight responded to stop the monster's rampage. They were joined by Wolverine and his new X-men friend Nightcrawler. They defeated the Wendigo, and Shaman mystically removed the curse from Baptiste, who was arrested for his crimes as Wendigo.

Later, a fur trapper Francois Lartigue succumbed to the curse, being trapped in a cabin by a blizzard, murdering and eating his friends. He was tracked down and stopped by Sasquatch, with aid from the still-wandering Hulk, and was returned to Shaman who removed the curse as before.

Spider-Man and Wolverine investigated some bizarre murders in the North, to discover a new Wendigo was responsible. Although he was defeated, the identity of this new Wendigo remains yet to be revealed, as with his latest activities.

## Werewolf



## Werewolf

Jacob Russoff (given name), Jack Russell (adopted name)

Fighting: Rm  
Agility: Ex  
Strength: Rm  
Endurance: In  
Reason: Ty  
Intuition: Mn  
Psyche: Gd

Health: 120  
Karma: 91  
Resources: Ex  
Popularity: -2

### Powers:

Lycanthropy: Russell can transform himself into a werewolf at will. During the nights of the full moon, his Reason is reduced to Fb and his nature and appearance become that of a savage beast. His human stats are:

Fighting: Ty  
Agility: Ty  
Strength: Ty  
Endurance: Gd  
Reason: Ty

Intuition: Gd  
Psyche: Gd

Health: 28  
Karma: 26

Claws: Razorsharp claws inflict Rm Edged damage. They have Good Material Strength.

Senses: Infravision (Ex ability). Amazing rank hearing and smell (he can track by scent, recall previously encountered scents, smell an approaching being within 3 areas and hear a heartbeat within a 1 -area range).

Running and dumping: Werewolf can run at Poor ground speed (2 areas/ round) for up to one half hour and leap up to two stories straight up or across.

Invulnerability: Amazing protection against all forms of physical damage except silver weapons. He cannot have Endurance reduced below Feeble except by silver weapons.

Silver Vulnerability: Each hit by a silver weapon requires Russell to make an Endurance FEAT roll. A Red or Yellow result is treated as a kill.

Talents:

Russell has Mystic Background and Occult Lore. In his mindless form during the night of the full moon, Russell has Resist Domination and an instinctive form of Martial Arts D.

History:

Russell becomes Werewolf because of a family curse, which began when his great-great grandfather acquired a copy of the Darkhold and read the passage on werewolves. To save his life from angry villagers, he moved to America. His constant struggle to remove his curse has led to many bizarre encounters with numerous occult oriented heroes and villains. His latest contacts are the Night Shift.

### Wildchild



### Wildchild

Kyle Gibney

Fighting: In  
Agility: Rm  
Strength: Gd  
Endurance: Rm  
Reason: Ty  
Intuition: Rm  
Psyche: Gd

Health: 110

**Karma: 46**  
**Resources: Gd**  
**Popularity: 0**

**Known Powers:**  
**Teeth: Gd edged damage**  
**Claws: Gd edged damage**  
**Regeneration: 2 per round**  
**Heightened Senses: In**

**Talents:**  
**Survival, Resist Domination**

**Contacts:**  
**Alpha Flight, XFactor**

**History:**  
Kyle Gibney was kicked out of home at an early age when his parents discovered he was a mutant. Taken in by the Secret Empire, he was subjected to experiments in their attempt to create the perfect killing machine and was injected with DNA from the assassin Wyre which caused his bestial side to emerge.

After Wyre rebelled and destroyed the base, Kyle was discovered in the wreckage by the Canadian government and taken to Department H where he was placed into the Gamma Flight training team. When the government cut funding to the team he disappeared, and was later recruited by Delphine Courtney to join Omega Flight. After their attack on Alpha Flight, he was captured and imprisoned. He eventually escaped and went on a killing spree. He almost killed Heather Hudson but was stopped by Wolverine.

Kyle was later pardoned for his activities and joined the second Gamma Flight team, eventually joining Alpha Flight. When Alpha was disbanded he slowly slipped into a berserk rage once more and savagely attacked Pathway. Teleported away by Nemesis, his whereabouts were unknown until he returned as Weapon Omega, seemingly cured of his rages. He eventually rejoined Alpha Flight as Wildheart. Offered a place in X-Factor by Val Cooper, he accepted and has served with them since. It seems he has fallen for Shard, even though she is a living hologram.

**Will O' The Wisp**



**Will O' The Wisp**

Jackson Arvad

Fighting: Ex  
Agility: Rm  
Strength: In  
Endurance: In  
Reason: Ex  
Intuition: Gd  
Psyche: Ex

Health: 130  
Karma: 50  
Resources: Ty  
Popularity: 0

**Known Powers:**

Density Manipulation-Self: He can range his Density between Sh-0 (Intangible) to Am. With this ability he has gained the following Power Stunts:

Flight: At Shift 0 Density he can fly at up to Ty Airspeed

Invulnerability to Physical Attack: At Shift-0 Density he cannot be touched by Physical Damage. Energy Damage can still affect him, but at -3CS. Psionics and Magic affect him normally.

Body Armor: He gains Body Armor equal to his Density Rank up to Am for Physical and Energy Protection. He can vary the Density of different parts of his body, allowing him to solidify parts while the rest remains intangible.

Hypnosis: Rm ability to mesmerize an individual when using his abilities, due to the sparkling lights that accompany his powers. The Intensity of the lights vary depending on the level of his power he is using. At full power the Intensity is Ex and it is difficult to see him through the lights.

**Talents:**

Electromagnetic Engineering.

**History:**

Jackson Arvad, the chief scientist for electromagnetic research at the Brand Corporation, was turned into the energy being called Will O' The Wisp during an accident at his laboratory. After escaping from the lab, where he was left to die by his employer, James Melvin, in his new electromagnetic state, he contacted Dr. Jonas Harrow, in order to be cured of his deteriorating condition. Harrow, implanted a receptor onto his skull, which on the surface would allow Wisp to maintain his physical integrity, but really would allow Harrow to control the energy being. After using Wisp for his own criminal ends, Wisp revolted, and was punished by Harrow for doing so by being dissipated by the implanted receptor. Some time later, Wisp returned and, by taking control of the battlesuit of the Killer Shrike, kidnapped Dr. Marla Madison and brought her to his old lab. There, he regained his corporeal form, destroyed the laboratory, and escaped. Afterwards, he tracked down Melvin, and, rather than killing his old boss, turned him in to the authorities and forced him to spill the beans on many of the Brand Corporation's illicit activities. He later met up with Spider-Man, who had confronted Wisp many times before, and actually teamed up with him and other allies of the web-slinger to form the Outlaws. Wisp joined them on a mission or two, and then departed.

After a considerable hiatus from action, Will O' The Wisp returned in the aftermath of the Spider-Man "Clone Saga." Upon his return, he confronted Spider-Man, but because it was not the Spider-Man of old, Spider-Man at first did not know of Wisp's intentions. Fortunately, he learned about him and agreed to help Wisp lose the receptor that Jonas Harrow implanted in Wisp years before. After a battle with one of Harrow's flunkies, the Dragon Man, the trio succeeded in turning the tables on their foe, and Wisp succeeded in destroying the implant, freeing himself from Harrow's control, allowing him to once again, be his own man.

**Whirlwind**



**Whirlwind**

David Cannon

Fighting: Gd  
Agility: In  
Strength: Gd  
Endurance: Rm  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health:90  
Karma:18  
Resources:Ty  
Popularity:0

Known Powers:

Lightning Speed: Gd ground speed.

Spinning:

- Invulnerability to dizziness and vertigo
- Rm body armor vs. physical and missile attacks
- Mn strength for escaping holds

Air Ram: Rm strength focussed air strike

Wind Screen: Rm force shield vs. physical and missile attacks.

Tornado: affects 1 area, Rm damage and lifts objects with Rm strength.

Flight: Gd

Arm Blades: 1 attack for Am edged damage, but no effect on body armor of Ex or more.

Talents:

Wrestling, Performing, Driving

### White Queen



### White Queen

Emma Frost

Fighting: Good  
Agility: Good  
Strength: Typical  
Endurance: Amazing  
Reason: Remarkable  
Intuition: Incredible  
Psyche: Monstrous

Health: 76  
Karma: 145  
Resources: Incredible  
Popularity: 0

**Known Powers:**

Telepathy: Monstrous

- Read Minds: Monstrous
- Project Illusions in a targets mind: Monstrous
- Mental Bolts: Monstrous
- Psionic Rapport: Amazing
- Psionic Control: Monstrous
- Generate Pain on touch: Monstrous

Astral detection: Monstrous

Psi-Screen: Amazing

**Talents:**

Administration, Business, Finance, Education, Electronics

**Contacts:**

Generation X, Hellfire Club, Professor X

**History:**

Emma Frost has a dark and painful past. When her telepathic powers manifested, she was sent to a mental institute by her parents, who thought she was crazy. But there, the young girl managed to control her powers and escape, going to New York City. There she met the Dark Beast, who had recently come to our reality, with few or no memory of his past. It seems that both helped each other, but details are sketchy. It is know however that Emma, using her mental powers, managed to create a big business empire that granted her wealth. As an adult, with full control of her powers, Emma adopted the name White Queen when she joined the Inner Circle of the Hellfire Club, invited by Sebastian Shaw. She became a villain and a constant threat to the X-Men, possessing Storm and trying to kidnap Shadowcat to her own school of mutants (that now is the Xavier Institute for Gifted Youngsters, at Massachusetts). This school was the home during many years of the Hellions, young mutants in training, who were one of the New Mutants worse enemies.

The White Queen remained a villain until her students were killed by future Sentinels and she was sent in a coma, after her mind shutted down in the same battle. Phoenix (Jean Grey) took her body for a short time, and that really didn't help the healing process. She would only return to the world of the living when she took the body of Iceman and discovered that her students were dead. She returned to the mansion for treatment (after she returned to her normal body). That didn't last long, because the Phalanx had taken the mansion, endangering her life. She escaped with the help of Banshee, Sabretooth and Jubilee, and fought bravely to save the young mutants that were being hunted, showing for the first time tender emotions. After defeating the Phalanx, Emma was invited by Charles Xavier to teach these new mutants with Banshee and she took the job. Since then, the White Queen had many adventures with the group, even finding her sister, Cordelia Frost, with whom she has a very bad relation. She was affected by the psionic wave the Shadow King released in the astral plane, but slowly got her powers back. She remains in the Academy, teaching the students of Generation X how to control their powers.

**White Rabbit**



### **White Rabbit**

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Reason: Excellent  
Intuition: Good  
Psyche: Typical

Health: 42  
Karma: 36  
Resources: Excellent  
Popularity: 0

#### **Known Powers:**

**Flight:** Her jet boots allow the White Rabbit to fly at Typical air speed. She requires both boots to fly and if one malfunctions or becomes inoperable she must land within two rounds or will crash.

**Weapon Umbrella:** From the tip of the umbrella, the following attacks can be made:

- Lasor Beam: Remarkable intensity heat damage.
- Knock-out Gas: Remarkable potency. Endurance FEAT or knocked out for 1-10 hours.
- Carrots: The White Rabbit also uses up to 2 areas away inflicting Excellent damage.
- Bunny Mobile: The White Rabbit drives a white car shaped like a rabbit, ears and all the trimmings. Inside she has 1-5 spare umbrellas.....incase of emergencies :)

**Talents:**  
None

**Contacts:**  
None

**History:**  
The White Rabbit is a spoiled rich woman living out her childish criminal fantasies. Wrapped up in her fantasies, she has a careless regard for the lives of innocent bystanders as well as her own goons. To opponents she would rather show no mercy, yet she would rather flee than fight if overmatched.

### **Whizzer**



## **Whizzer**

Stanley Stewart

Fighting: Rm  
Agility: Mn  
Strength: Ty  
Endurance: Gd  
Reason: Ty  
Intuition: Ty  
Psyche: Ty

Health: 121  
Karma: 18  
Resources: Un as Squadron Member  
Popularity: 40

### **Known Powers:**

**Hyper Running:** Shift X land speed and resistance to air friction. Acceleration rate is 1.5 mph per foot raveled  
**Hyper Endurance:** While running Whizzer's endurance increases to Un, although his health does not increase.  
**Hyper Speed:** Un power increases his reaction time a hundred fold.

- Delivering one hundred Ty blows per turn.
- Perceiving an catching high velocity objects with Un ease
- Phasing Am ability
- Airwalking: Rm speed by rapidly fanning his feet and arms.

- Waterwalking: Un speed by skimming along on surface tension**

**Limitation:** For each minute spent using his powers, Whizzer must spend an equal time resting in a "hypo-metabolic trance." If prevented from resting, he is unable to regain his full powers.

### **Talents:**

Gd knowledge of the U.S. postal service

### **Contacts:**

Squadron Supreme, Quasar, Project Pegasus, & Blue Shield.

### **History:**

While running alone on a country road, Stanley Stewart passed through a dense, luminescent fogbank. When Stewart emerged from the fogbank, he discovered that he could alter his perception of time so that the world appeared to be in slow motion. Every day after that Stewart found that he could run faster and farther than the previous day. Six weeks after running through the fogbank, Stewart broke the sound barrier while on a 200 mile sprint. It was at that point that Stewart decided to become a costumed crimefighter. Madeline had to talk him out of using the name "The Boomer".

### **Wild Thing**



## Wild Thing

Rina Artemis? Logan

Fighting: Incredible  
Agility: Remarkable  
Strength: Remarkable  
Endurance: Incredible  
Reason: Good  
Intuition: Monstrous  
Psyche: Amazing

Health: 140  
Karma: 135  
Resources: Feeble  
Popularity: 5

### Known Powers:

Regeneration: Rina inherited her father's mutant healing factor and regains 1 Health point every 6 minutes (30 pts/hr).

Resistance to Toxins, Poisons, Drugs, and Diseases: Un 100 Rina's healing factor largely protects her against these threats.

Enhanced Smelling: Monstrous Wild Thing's enhanced senses allow her to track with Am 50 ability.

Enhanced Hearing: Incredible If Rina's enhanced senses are neutralized somehow her Intuition drops to Incredible

Mind Blast: Excellent This power takes the form of 9" long red psychic claws extending from the back of Rina's hands which aren't effected by physical obstacles or protections against psychic powers. Wild Thing must physically strike a living, sentient target with her claws to use this power. Her victim takes Excellent damage due to the excruciating pain and must make a Psyche FEAT vs. Excellent intensity or be knocked unconscious for 1-10 rnds.

### Equipment:

Costume: Rina wears a red and yellow costume that is synthesis of her father's original costume and her mother's costume.

### Talents:

Martial Arts A, B, E, Acrobatics, Tumbling, Linguistics (English, Greek)

### Contacts:

Wolverine, Elektra, Magneta, J2, the Uncanny X-People, the Avengers,

### History:

The young woman known as Rina Logan is half Canadian and half Greek, as she is the daughter of the mutant hero Wolverine and the ninja assassin Elektra. Trained by her parents from childhood she uses her inherited healing factor and enhanced senses along with her incredible martial arts skill and "psychic claws" mirroring her father's adamantium claws and her mother's sai to fight for what's right as the super-hero called Wild Thing. She first hit the hero scene when she attempted to subdue J2 to learn if he knew anything about the whereabouts of the

original Juggernaut.

Wild Thing and J2 met up again when they were approached by Magneta about discovering the truth about rumors of the return of Black Tom Cassidy. The three traveled to Cassidy Keep, where they were attacked by Enthralla and Sabreclaw, but defeated them. Both Wild Thing and J2 declined membership in a new supergroup Magneta proposed forming. She tried out for Jubilee's superhero team, the Uncanny X-People, at the request of her father, and although she passed their test she declined to join. Rina attends Upper Saddle River Senior High School and keeps her identity as Wild Thing a secret.

Courtesy: Jay Myers

### The Wizard



### The Wizard

Fighting: Pr  
Agility: Gd  
Strength: Ty  
Endurance: Ex  
Reason: In  
Intuition: Ty  
Psyche: Ty

Health: 40  
Karma: 52  
Resources: Ex  
Popularity: -10

#### KNOWN POWERS:

**ANTI-GRAVITY DISKS:** The Wizard uses anti-gravity disks of his own design as weapons. He throws them with Excellent agility, and the disks adhere with Mn strength paste (courtesy of The Trapster). Any target struck by a disk floats upward at a rate of ten feet per round, unless its fastened to something solid.

**FLIGHT:** The Wizard wears an anti-gravity disk on his costume. This allows him to fly at Typical air speed (6 areas/round).

**POWER GLOVES:** The Wizard developed a pair of power gloves that grant him the following powers;

- They raise his strength to Excellent.
- They can fire an electron-beam causing Incredible energy damage at a 4 area range.
- They can generate a Remarkable strength Force Field.

#### Talents:

The Wizard was once a world-famous physicist, and his Reason is Amazing when dealing with sub-atomic particles or inventing electronic devices.

#### History:

The man who would be the Wizard grew up possessing near-superhuman levels of genius, and as an adult, became an inventor of great renown, selling his inventions to the wealthy and becoming quite rich. He became known as the Wizard by taking this stage name, using his advanced scientific inventions to perform feats of "magic."

Intellectually bored, however, he decided to defeat Johnny Storm, who had just appeared to the world as the Human Torch. Pretending to be a victim, he was rescued by the Torch and invited him to his hi-tech, futuristic mansion where he captured the Torch with ease. The Wizard then impersonated the Torch, going on a crime spree to destroy his reputation before being captured himself by the Fantastic Four and sent to prison.

Since then, the Wizard has set his sights on revenge against the Torch and the FF, at times forming and leading the Frightful Four. He has been sent to prison (and later, the Vault) many times, at one point teaming up with the Plantman to escape and running into a conflict with the Avengers. He was also broken out of prison by Loki to join the rest of his assembled villains organizing the "Acts of Vengeance," but he was sorely defeated.

### **Wiz Kid**



### **Wiz Kid**

**Takeshi Matsuya**

**Fighting:** Typical  
**Agility:** Good  
**Strength:** Poor  
**Endurance:** Excellent  
**Reason:** Excellent  
**Intuition:** Good  
**Psyche:** Good

**Health:** 40  
**Karma:** 40  
**Resources:** Poor  
**Popularity:** 0

#### **Known Powers:**

**Transmutation:** Takeshi possesses the mutant ability to transmute metal, plastic, glass, and rubber into any shape or form that he can conceive with Remarkable ability. Anything that Takeshi creates has Remarkable statistics: a gun would do Remarkable Force or Energy damage, a helicopter would have Remarkable Air Speed. Taki cannot create objects out of thin air: he must have something to work with. Normally he uses his own wheelchair for transmutations, but he can alter other objects. The only limitation his transformations have is that energy must be supplied. The battery in his wheelchair only has enough power to provide the equivalent of Typical lifting strength. Other objects will have Strength equal to their own weight. Taki can create generators that refocus energy from other sources, such as the mutant Boom-Boom's Time Bombs.

Since the events of Inferno, Taki has lost much of his power and now he can only create objects that he can imagine in detail. For

instance, he would have to know how to design a computer to create one. This will normally necessitate a Yellow or Red Reason FEAT roll, although simple objects may require either a Green FEAT roll or no roll whatsoever based on the simplicity of the object in question.

**Equipment:**

**Wheelchair:** Takeshi lost his family in a car accident early in his life, and in the same instant, lost the ability to walk. He normally moves around in a wheelchair that has Typical ground speed, Good material strength, and Poor control.

**Weakness:**

**Dyslexia:** Takeshi suffers from dyslexia, which requires him to make a Yellow or Red Typical FEAT roll to read, and a Feeble Yellow or Red roll to write.

**Talents:**

Computers, Electronics, Repair/Tinkering skills, Physics.

**Contacts:**

Artie, Leech, X-Factor

**History:**

Matsuya lost his family in a car accident early in his life, and in the same instant, lost the ability to walk. He was enrolled in Saint Simons Academy, where he became introverted and resentful but nonetheless began inventing small toys and machinery-- and manifested his mutant powers. Shortly thereafter, he met Artie and Leech, other mutants who were enrolling in the same school at the time.

During the disaster known as "Inferno," Matsuya, Leech, and Artie were captured by demons as ingredients to a magic spell, but were later deemed too old by the demon leader, N'astirh. To prove their worth in order to spare their lives, Matsuya created a huge demonic supercomputer that would allow N'astirh to cast many spells at once. Seeing that N'astirh used this computer to help open a portal to Limbo and overrun New York with demons, Matsuya joined forces with the rest of the young X-terminators to close the portal and defeat the demon leader.

Returning back to school, later, Saint Simons was attacked by the Alliance of Evil who were pawns of Piecemeal and Harness trying to resurrect Proteus. Matsuya was injured in the skirmish. On another adventure, Wiz Kid, Leech, and Artie were mistaken as aliens when joyriding in a saucer of Matsuya's design, although the situation was soon resolved. Matsuya later developed a big schoolboy crush on his teacher. When he overhears the teacher's boyfriend is secretly a mutant-hating bigot and conspiring to kill the mutants of Saint Simons, Wiz Kid convinces the teacher and was instrumental in the boyfriend's arrest.

Later, Leech and Artie were taken to the new Massachusetts Academy to be trained a la the young mutants of Generation X. Taki's subsequent activities remain to be revealed.

**Wolfsbane**



**Wolfsbane**

Rahne Sinclair

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Reason: Poor  
Intuition: Good  
Psyche: Good

Health: 42  
Karma: 24  
Resources: Good  
Popularity: 0

**Known Powers:**

**Transformation:** Rahne rarely uses her Wolf form anymore because of the increased power of her Wolfoid Form. Damage Suffered in either form is healed when returning to true form unless her health is below 42. Damage to her human form does carry over.

**Wolf Form:**

Fighting: Excellent  
Agility: Good  
Strength: Good  
Endurance: Excellent  
Reason: Poor  
Intuition: Remarkable  
Psyche: Good

Health: 60  
Karma: 44  
Bite: Good edged damage.  
Tracking: Remarkable  
Movement: Good groundspeed for 5 rounds.  
Heightened Sight: Remarkable Ultraviolet and Infrared.  
Heightened Hearing: Amazing

**Wolfoid Form:**

Fighting: Remarkable  
Agility: Excellent  
Strength: Excellent  
Endurance: Incredible  
Reason: Poor  
Intuition: Excellent  
Psyche: God

Health: 110  
Karma: 34  
Claws: Excellent edged damage  
Bite Good edged damage  
Tracking: Remarkable  
Movement: Good groundspeed, Good leaping.  
Heightened Senses: Amazing

**Talents:**

None

**History:**

Rahne was orphaned at an early age in Scotland and was raised by the minister Reverend Craig and befriended by Moira MacTaggart. When her mutant abilities manifested, she was hunted down by Reverend Craig and an angry mob, thinking she was possessed by the devil. She was given sanctuary by MacTaggart, and was soon given over to Prof. Xavier as one of his "new mutants" at his school for mutants in Westchester. She remained with the school for some time.

At one point, however, during the so-called "X-tinction Agenda," Rahne was captured and menatilly conditioned to become little more than a mindless slave, although her wolf/wolfoid forms were considerably enhanced and possessed free will and intellect. She elected to stay in Genosha after this event with Havok, and later joined the second incarnation of X-factor. It was revealed soon after that Rahne's brainwashing somehow linked her to Havok emotionally, and she sought help with Moira MacTaggart on Muir Island, where she was cured. She elected to stay there with the group Excalibur, and has remained a member with them ever since.

**Wolverine**



## Wolverine

Logan

Fighting: Incredible  
Agility: Remarkable  
Strength: Good  
Endurance: Incredible  
Reason: Good  
Intuition: Monstrous  
Psyche: Incredible

Health: 120  
Karma: 125  
Resources: Good  
Popularity: 0

Known Powers:

**Claws:** Logan is able to inflict Excellent damage with his claws. Made from CL1000 pure Adamantium they ignore physical armor of less than material strength. The claws do not ignore Force Fields but may still damage the field for the purposes of overloading.

**Regeneration:** Amazing

**Recovery:** Unearthly

**Resist Poisons:** Unearthly

**Animal Empathy:** Amazing

**Enhanced Senses:** Monstrous smell and Incredible hearing

**Tracking: Monstrous**

**Berserker:** Ignore stuns & Unearthly resistance to mind control. A successful Psyche FEAT must be made to come out of it.

**Talents:**

All combat talents, Espionage, Ninja, Stealth, Swords, Weapon Specialist: Claws

**Contacts:**

X-Men

**History:**

Much of Logan's history remains to be revealed, (including his true age,) and what history has been revealed may or may not be implanted memories or otherwise tampered memories.

It has been revealed that Logan had served in a war with a group called the Devil's Brigade and later became a freelance intelligence agent, and at one time part of a covert team of government agents with Maverick and Sabretooth.

An indeterminate time later, Logan was somehow involved in the "weapon X" program, where his bones were bonded to adamantium.

Later (or perhaps, immediately after,) Logan was found behaving as little more than an animal by James MacDonald Hudson and his wife Heather (both later known as Guardian and Vindicator.) Heather was instrumental in calming the bestial Logan, and James and Heather helped Logan regain his human self, although he was still prone to berserker rages. Logan even helped in James' Dept. H program and later at the Canadian government's request as Weapon X.

Professor Xavier later invited Logan to join his new band of X-men, and he agreed, taking the name "Wolverine." Later, James' Alpha Flight tried to re-impress Wolverine into their services, but Wolverine refused, although he has since reconciled with the team. Wolverine has stayed with the X-men since then, although he has taken leave of them occasionally to pursue his own adventures.

At one point, Wolverine became engaged with long-time love Mariko Yashida, but this was called off by her until a point when she deemed herself worthy enough to marry. Wolverine also took under his care the orphan Akiko, but has left her in the care of Mariko.

Most recently, in a battle with the villain Magneto, Magneto ripped the adamantium out of Wolverine's body, taxing his healing factor to the limit and reverting him once more into a near-bestial state. With the help of the assassin Electra and sensei Stick, he regained some of his humanity and continues to fight alongside his X-teammates.

### Wonder Girl II



### Wonder Girl II

Cassandra "Cassie" Sandsmark

Fighting: Excellent  
Agility: Excellent  
Strength: Incredible  
Endurance: Remarkable  
Reason: Typical  
Intuition: Good  
Psyche: Good

Health:  
Karma: 26  
Resources: Feeble  
Popularity: 5

Known Powers:  
True Flight: Incredible

Limitations:  
Wondergirl's main weakness is that with a simple touch from her mother Wondergirl can lose her powers for at least an hour.

Talents:  
Student, Martial Arts A

Contacts:

Wonder Woman, Young Justice, Donna Troy

History:

Cassandra Sandsmark was just an average teenage girl until Wonder Woman entered her life. Since then, she has seen demons, villains, and evil in its vilest form. She has flown, fought Doomsday, and almost been late to a baby-sitting job. And most importantly, she has adopted a new identity, and a zest for righting wrongs.

Cassandra (or "Cassie") grew up as a only child. Her father died when she was still young, so it has just been her and her mother, Helena (see Helena Sandsmark). Athletically inclined, she is the star pitcher for her girl's school softball team, and a good student as well. Meeting Wonder Woman had been the highlight of her life at that point. Cassie first experienced the power of flight when Diana allowed her to wear the sandals of Hermes. Difficult to begin with, Cassie quickly picked up on how the sandals worked. When Diana was in pitched battle against the one time killer of Superman, Doomsday, Cassie rushed to Diana's rescue in an improvised costume and the sandals of Hermes, as well as the Gauntlet of Atlas, which increased her strength and stamina tenfold. Proving to be more of a nuisance than a help, Cassie was quickly knocked out, and nearly killed by a punch from the mutant. But her actions and bravery were enough to get Diana to ask Helena for permission to train Cassie in the ways of the Amazons. Helena, of course, refused. But that didn't stop Cassandra.

Anxious to prove herself, Cassie stole into Diana's room and "borrowed" the sandals and gauntlet once more. Listening to her hand held radio, she found out about a warehouse robbery, and arrived on the scene...in time to see a clone of the Medusa's daughter, Decay flying off. Heading after her, Cassie managed to grab what Decay had stolen from the warehouse...a small box that hummed. Decay explained that her new form needed a constant outside energy source and that is why she needed this gizmo. Fighting the demon, Cassie showed wit and courage, and managed to keep Decay at bay until Diana arrived. Decay, power's drained, was easily defeated and sent away.

When the Gods of Olympus were trying to decide whether or not to return to Earth, Cassie's was one of the minds they probed. While on Olympus, she talked to Zeus. Impressed by her courage at approaching him, Zeus granted her her fondest wish, and Cassie now had the super powers she wanted. Now able to help in the fight for justice without the aid of the sandals and gauntlet.

## Wonder Man



## Wonder Man

Simon Williams

Fighting: Ex  
Agility: Rm  
Strength: Un  
Endurance: Mn  
Reason: Gd  
Intuition: Ty  
Psyche: Ex

Health: 225  
Karma: 36

Resources: Gd  
Popularity: 50

**Known Powers:**

**Ionic Energy Body:** Simon's body is composed entirely of ionic energy in a solid form. Because of recent changes, Simon can tap ionic energy for a wider variety of powers. Right now, he maintains these listed powers, though more may emerge in the future:

**Body Armor.** Wonder Man's skin provides Amazing protection from all attacks except psionics.

**Invulnerability.** Simon is immune to the effects of cold and heat.

**Life Support.** Wonder Man does not need air, food, or water to survive, and he can survive in a vacuum with no ill effects.

**Flight:** Ex

**Talents:**

Business, Engineering, and Performing (Acting, Stuntwork).

**Contacts:**

Avengers

**History:**

Simon Williams inherited his father's industrial munitions plant after his father died and his older brother, Eric, did not want to take over.

Although a capable scientist, Simon nevertheless was not a businessman, and the company started to fail. Eric suggested that Simon embezzle money to invest in Eric's own business, which happened to be illegal racketeering with Maggia ties. The embezzlement and racketeering was discovered, and Simon went to jail, blaming his downfall on Tony Stark (aka Iron Man.)

Simon was released with help from the original Baron Zemo and his formative Masters of Evil. Simon agreed to undergo Zemo's experiment which transformed him into Wonder Man, but was tricked by Zemo into helping him try to destroy the Avengers by pretending to be their ally. Simon decided not to betray his new friends, and seemingly sacrificed himself.

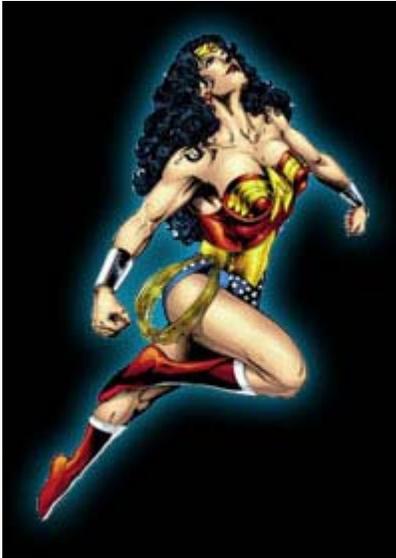
Although only in a death-like coma, Simon was on his way to be buried when he was captured by his brother, now known as the Grim Reaper, who wanted to use the body to bribe the robotic Vision to accept a human body. This didn't work, although it was revealed that Vision's mind was based on Simon's own brain patterns, or engrams. Eric later tried to have Simon's body resurrected by the voodoo of Black Talon, and it was used as a zombie to attack the Avengers. Simon was defeated, however, and began to regain full consciousness-- soon becoming an ally and finally a full-time Avenger.

Afterwards, however, Simon left the Avengers and became a Hollywood stuntman, and eventually, an actor. Soon, he was contacted to join the Avengers West Coast branch, and served with them ever since, along with furthering his acting career and becoming romantically involved with Alex Flores and befriending the people that once made up the group called Crazy 8. During this tenure, Simon revealed his long-time infatuation with his teammate, the Scarlet Witch, only to have his love unrequited since she was not interested in pursuing a relationship.

Later, serving in the Kree-Shi'ar war, Wonder Man was at ground zero of the destructive Nega-bomb. Simon then experienced great fluctuations in his powers and his moods, even creating the Crazy 8 out of his friends and killing and rampaging in Los Angeles. Eventually, the Avengers West Coast branch shut down, and Simon was contacted by Iron Man to join his new team, Force Works. During Force Work's fist mission, against alien invaders, Simon was killed when intercepting a bomb.

The energies composing Simon's body were collected, and Simon was able to reassert himself on our plane of existence, due to the magics of the Scarlet Witch. Never fully resurrected, Simon was stuck "in-between" as it were, and was used by his brother, the deceased Grim Reaper, to weaken the borders "between life and death" and rule a newly created Hell on Earth, until he was defeated. The Scarlet Witch was finally able to bodily resurrect Simon by realizing her love for him. Simon, in turn, was able to bodily resurrect his brother, by realizing their love for each other. Simon elected to stay at the Avengers mansion, exploring his relationship with the Scarlet Witch serving alongside the team as a non-member.

**Wonder Woman**



## Wonder Woman

Diana Prince

Fighting: Unearthly  
Agility: Incredible  
Strength: Unearthly  
Endurance: Monstrous  
Reason: Good  
Intuition: Excellent  
Psyche: Incredible

Health: 315  
Karma: 70  
Resources: Good  
Popularity: 40

### Known Powers:

- True Invulnerability: Diana's heritage offers her Excellent protection against any form of attack or damage.
- Hyper Running: Excellent
- Hyper Leaping: Amazing
- Enhanced Senses: Excellent level sight, hearing, taste and smell.
- Animal Empathy: She has a special rapport with animals and is able to calm and befriend them with Good ability..

### Equipment:

- Lasso of Truth: CI1000 material, Monstrous entanglement, if capture, victim must make a Red Psyche FEAT vs. Amazing Mind Probe. The Golden Lasso of Truth made out of an indestructible metal taken from Gaea's girdle. It is 150 feet long and it's controlled telekinetically.
- Bracelets: Diana's bracelets were forged by Haephestus and created from Zeus' aegis, an impenetrable shield from the primordial goat-goddess Amaltheia. It was this goddess who wet-nursed Zeus and provided the binding energy which created Mount Olympus. Diana can use her bracelets to deflect up to 90 points of damage by thrown weapons or bullets
- Gauntlet of Atlas: This mighty artifact has the power to increase Diana's strength to Shift-Y
- Sandals of Hermes: Wonder Woman gains Excellent airspeed by using these sandals.
- Tiara: The tiara is golden and has a star engraved on its front. Not evident, but the tiara has other uses than being an ornament; it can also be used as a razor-sharp throwing weapon. Made from Unearthly material capable of inflicting Incredible damage. The tiara also acts as a boomerang.

### Weaknesses:

Due to Wonder Woman's origin her powers are tied to the Earth. Consequently, a prolonged time in space starts to diminish her powers. This loss of power affects her strength, invulnerability and Endurance by -1CS per day. As long as Diana remains within the life-giving Gaea-sphere around the Earth, everything is ok. Diana seems also to retain her powers on the godly plane of Olympus.

### Talents:

Leadership, All Martial Arts, Wrestling, Pilot, Weapons Master, Marksman, Weapon Specialist: Lasso of Truth and Tiara, First Aid, Acrobatics, Tumbling, Wrestling, Occult Lore

Contacts:

Themyscira, Hippolyta, Artemis, Troia, Wonder Girl, Helena Sandsmark

History:

Wonder Woman is the child of the Amazon warrior Hippolyta. When the Amazons decided to send a representative into patriarch's world, they held a contest which Diana won while in disguise. Wearing the same uniform that her mother wore years before (Hippolyta was a member of the JSA), Diana joined the Justice League of America as Wonder Woman.

Recently, Diana was somehow killed and resurrected by Zeus, king of the Greek gods. Diana gave up her godhood to become mortal once again. Even mortal, Wonder Woman is second only to Superman in power. Where Superman is the ultimate powerhouse, Wonder Woman combines physical strength with weapons knowledge. Wonder Woman is a warrior and has a warrior's heart. Few people could stand up to her in battle and few would want to.

## Wraith



## Wraith

Brian DeWolff

Fighting: Good  
Agility: Good  
Strength: Good  
Endurance: Good  
Reason: Good  
Intuition: Excellent  
Psyche: Incredible

Health: 40  
Karma: 70  
Resources: Typical  
Popularity: 0

Powers:

Thought Reading: Amazing intensity.  
Image Projection: Monstrous intensity, 3-area range; used to make himself invisible and undetectable as a power stunt.  
Telekinesis: Amazing intensity.  
Mental Attack: 2-area range, Monstrous intensity, affected Health without harming someone's physical body.  
Mind Control: Monstrous intensity.

Talents:

Law Enforcement, Guns.

Contacts:

Iron Man and the NYPD.

**History:**

Patrolman Brian DeWolff was shot by criminals and rescued by his father, who used experimental technologies to restore Brian's health and to give him both psionic abilities and a link with his father's mind. Controlled by his father, Brian killed several criminals and fought Spider-Man, Iron Man, and Doctor Strange. Brian was found innocent of the crimes, but his father was sent to prison. The Wraith became a costumed adventurer and an ally of the original Iron Man.

**Wrecking Crew**

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**Wrecker**

(first stats are with the Crew/ second is if he alone possesses the powers)  
Dirk Garthwaite

Fighting: Incredible/Amazing  
Agility: Excellent  
Strength: Incredible/Amazing  
Endurance: Remarkable/Incredible  
Reason: Typical  
Intuition: Typical  
Psyche: Good

Health: 130/160  
Karma: 22  
Resources: Typical  
Popularity: -20

**Known:**

Body Resistance: Excellent vs. Physical and Typical vs. Energy.

**Resistances:**

- Excellent vs. Fire, Cold, Heat, and Corrosives.
- Amazing vs. Toxins and Drugs.

#### Equipment

Crowbar: Made of Unearthly Material, it adds +1CS to Wreckers Strength. It can be thrown 3 areas, but doesn't return magically. When struck by lightning, he can transfer some of his power to others.

#### Talents:

Blunt and Thrown Weapons, and Leadership

#### Contacts:

Wrecking Crew, Baron Zemo, Masters of Evil IV

#### History:

Garthwaite's history is unrevealed, but may yield an interesting childhood. He was known to be a manual laborer who was fired because he was a loud jerk and a violent bully. He since turned to petty crime, wearing a simple costume, using a crowbar, and calling himself the Wrecker. One such robbery found him in a hotel room rented by Loki, the de-powered god of mischief, who was summoning Karnilla the Norn Queen to regain some power. Garthwaite was trying on Loki's helmet, was mistaken for Loki, and received the powers intended for him.

The Wrecker then went on a crime spree, and actually bested Thor before being defeated by the Asgardian automaton Destroyer. Later, battling Thor again, Thor temporarily removed the Wrecker's enhanced abilities with an electrical attack. The Wrecker kept track of his crowbar, however, believing his enchantment could be regained through it. Escaping with friends, they formed the Wrecking Crew, each receiving powers. Garthwaite has remained with them ever since.

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#### **Bulldozer**

Henry Camp

Fighting: Excellent  
Agility: Good  
Strength: Incredible  
Endurance: Incredible  
Reason: Good  
Intuition: Good  
Psyche: Typical

Health: 110  
Karma: 26  
Resources: Poor  
Popularity: -5

#### Known Powers:

Body Resistance: Excellent vs. Physical and Typical vs. Energy.  
Resistances: Excellent vs. Fire, Cold, Heat, and Corrosives.

#### Equipment

Helmet: Henry wears a steel helmet of Incredible Material. He can charge head first +1CS to hit for every area traveled. Damage is 40 points plus 2 points for each area he moves through. The helmet acts as Incredible protection for any damage he might take.

#### Talents:

Military

#### Contacts:

Same as Wrecker

#### History:

Camp's full history and decision to become a criminal remains yet to be revealed. He was among the criminals who befriended the imprisoned, depowered Wrecker and helped him successfully break out. Camp received a fraction of the Wrecker's power and remained with the Wrecking Crew ever since.

Bulldozer possesses superhuman strength, endurance, and resistance to injury. His preferred method of attack is to use his steel helmet and charges opponents head-on.

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### **Piledriver**

Fighting: Remarkable  
Agility: Good  
Strength: Incredible  
Endurance: Remarkable  
Reason: Poor  
Intuition: Poor  
Psyche: Typical

Health: 110  
Karma: 14  
Resources: Poor  
Popularity: -10

Known Powers:  
Body Resistance: Excellent vs. Physical and Typical vs. Energy.  
Resistances: Excellent vs. Fire, Cold, Heat, and Corrosives.

Talents:  
Martial Arts B

Contacts:  
Same as Wrecker

History:  
Calusky's full history and decision to become a criminal remains yet to be revealed. He was among the criminals who befriended the imprisoned, depowered Wrecker and helped him successfully break out. Calusky received a fraction of the Wrecker's power and remained with the Wrecking Crew ever since.

Piledriver possesses superhuman strength, endurance, and resistance to injury. His preferred method of attack is to simply wade into combat and slug anybody he can.

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## **Thunderball**

Dr. Elliot Franklin

Fighting: Remarkable  
Agility: Remarkable  
Strength: Incredible  
Endurance: Remarkable  
Reason: Excellent  
Intuition: Good  
Psyche: Typical

Health: 110  
Karma: 26  
Resources: Poor  
Popularity: -5

Known Powers:  
Body Resistance: Excellent vs. Physical and Typical vs. Energy.  
Resistances: Excellent vs. Fire, Cold, Heat, and Corrosives.

Equipment  
Wrecking Ball: A steel wrecking ball of Amazing Material Strength. Inflicts Amazing damage

Talents:  
Nuclear Physics, Engineering, and Blunt Weapons

Contacts:  
Same as Wrecker, the Secret Society

History:  
Franklin's full history and decision to become a criminal remains yet to be revealed. He was a nuclear scientist who turned villain, and was among the criminals who befriended the imprisoned, depowered Wrecker and helped him successfully break out. Franklin received a fraction of the Wrecker's power and remained with the Wrecking Crew for some time. Franklin considers himself (with justification) the most intelligent member of the Crew. As such, he often has worked independantly from the Crew, and at one point, managed to gain the full powers of the Wrecker for himself. He was since depowered and the Crew shares the power as before.

Franklin possesses superhuman strength, endurance, and resistance to injury. His preferred method of attack is to use a steel wrecking ball as a weapon.

## **X-Man**



## X-Man

Nate Grey

Fighting: Excellent  
Agility: Excellent  
Strength: Good  
Endurance: Incredible  
Reason: Good  
Intuition: Incredible  
Psyche: Amazing

Health: 90  
Karma: 100  
Resources: Typical  
Popularity: 15

### Known Powers:

**Mental Powers:** Nate Grey is a powerful mutant with mental powers that has great potential for even greater powers. Nate Grey has psionic abilities that he normally has at these levels.

Postcognition: Incredible

Precognition: Good rank and is usually accidentally triggered.

Telekinesis: Incredible

- Force Bolt: Incredible
- Force-Field: Incredible
- Flight: Incredible

Telepathy: Incredible

- Mental Probe: Incredible
- Psi-Screen: Incredible
- Psychic Detection: Incredible
- Psychic Invisibility: Incredible
- Mind Control: Excellent
- Mind Wipe: Excellent
- Mind Blast: Incredible

**Exo-Skeleton:** Incredible, this also raises his strength two rank levels.

**Ability Boost:** Nate Grey is potentially the most powerful, mutant mind on Earth. Unfortunately for Nate his body has yet to grow into his mental abilities. All of Nate's In ranked abilities are actually at the Unearthly level but he is forced to limit them in order to protect himself from injuring himself. Nate Grey can boost his mental abilities to Am at no cost. If he boosts them further he takes some backlash damage and suffers a karma loss. at Monstrous level he suffers Feeble damage, and uses 5 Karma, at Un levels he suffers Poor damage and costs him 10 Karma. He can also really boost his abilities to Shift-X levels but this costs him 10 health, 25 karma, and requires a Psyche FEAT every round that he uses those levels or he falls unconscious for 1-10 hour. When Nate uses his powers at boosted levels he usually gets nose bleeds.

### Talents:

Martial Arts B, Wrestling, Acrobatics, Survival

Contacts:

Madeline Pryor, Cable, Threnody, X-Men, Spider-Man

History:

In the parallel reality known as "The Age of Apocalypse," Mr. Sinister, an underling of the High Lord Apocalypse, artificially created Nate from genetic material from Cyclops and Phoenix. Sinister created Nate as the ultimate mutant and hoped to use him in his own bid for power against Apocalypse.

However, Cyclops, in his many subversive raids on Sinister's pens, helped Nate escape Sinister's hideout, neither knowing their connection to the other. Somehow, Nate wound up under the tutelage of Forge and several other mutant outcasts. Forge began the long process of teaching Nate how to control his powers as well as the benefits of being a "good guy." Nate also began to see the horrors of Apocalypse's world firsthand, and was determined to bring him down.

This alternate Forge was killed by a disguised Sinister who was following Nate's progress, and Nate then battled him, learning of his true nature and mortally wounding Sinister. Nate then left to battle Apocalypse, although that particular slugfest occurred during a time when the alternate X-men were beginning their final gambit-- defeating this reality with the M'kraan crystal. Holocaust interrupted Nate's battle with Apocalypse when the explosion of the M'kraan crystal destroyed the "Age of Apocalypse," nevertheless sending both Holocaust and Nate to our timeline and earth.

Nate arrived in Switzerland, and in his confusion, unconsciously resurrected Madeline Pryor in his subconscious attempt to reach out to his "mother." Pryor helped Nate adjust to this reality, but they were both separate soon after. Nate wandered the earth, being contacted and confronted by many who would want to be his ally-- Prof. X, Moira MacTaggart, Mr. Sinister, Havok's new Brotherhood, and others. Instead, Nate is beginning to find himself (with the help of Sinister's old underling, Threnody) and has taken refuge in New York. He has recently believed Threnody to be dead, and has also taken up a firm friendship with Spider-Man.

## Ymir



## Ymir

Fighting: Shift-Y  
Agility: Remarkable  
Strength: Shift-X  
Endurance: Shift-Y  
Reason: Typical  
Intuition: Good  
Psyche: Remarkable

Health: 580  
Karma: 46  
Resources: Typical  
Popularity: -10

Known Powers:

Body Armor: Shift-X  
Invulnerability: CI1000 resistance to Disease, Toxins, Mental Attacks.  
Immortality: Ymir is Immortal and cannot die.  
Resistance to Cold: CI3000  
Resistance to Heat: Amazing  
Growth: CI1000  
Ice Generation: Shift-X  
Freezing Touch: Shift-Z

#### Equipment

Club: Ymir wields a great ice club, Am material strength. +1CS to hit and Damage. Requires Un strength to even lift. Ymir can throw it striking targets up to 4 areas away.

#### Weakness:

If fire or heat attacks penetrate Ymir's defences the remaining damage is tripled.

#### Talents:

None

#### Contacts:

All Frost Giants

### **Yellowclaw**



### **YellowClaw**

Unknown

Fighting: Incredible  
Agility: Excellent  
Strength: Good  
Endurance: Excellent  
Reason: Incredible  
Intuition: Remarkable  
Psyche: Amazing

Health: 90  
Karma: 120  
Resources: Amazing  
Popularity: -45

#### Powers:

Immortality: Yellowclaw takes potions that have kept him alive for over one hundred years. He can still be killed by being reduced to Shift-0

Endurance.

Illusion Projection: Produces illusions direct in the mind with Excellent ability.

Necromancy: Amazing knowledge in magic dealing with the resurrection and control of the dead.

Body Resitance: Light weight armor provides Excellent protection.

Claws: Hardened fingernails to Good strength and can attack with Good edged damage when using them.

Talents:

Biochemistry, Genetic, Robotics, Martial Arts A,D,E, Occult Lore, Resist Domination, Bi-Lingual: English and Chinese

Contacts:

History:

Yellow Claw has been alive for many years, his exact date of birth unknown. His past is shrouded in mystery, including his rise to power, creation of his criminal empire, and his reason for his attempts to destroy America and control the world. His first known appearances after WWII reveal the time when his grandneice, Suwan, fell in love with the Claw's arch-enemy, FBI agent Jimmy Woo. Suwan and Woo (possibly with help from other 1950's heroes) defeated Claw's schemes and he fled his base in America to return to China, but not before placing Suwan in suspended animation as punishment.

In relative recent years, Claw was seen transferring the spirit of ancient Egyptian Princess Fanle-tamen into Suwan, fusing their personalities in an attempt to create a suitable heir to his criminal empire. Then, when clashing with SHIELD, Suwan shot the Claw in revenge for her time in suspended animation. Claw destroyed Suwan, but gave up his success against SHEILD when forced to flee.

Claw has been known to engage in many shady dealings and power trips, including engaging in a contest of might to win world conquest-powers from the so-called Black Lama, trying to eliminate war on earth by taking control of the planet by destroying New York City in a tidal wave, and seeking a heir from a harem of women who would fight his brothers for supremacy. In all cases, various heroes of the Marvel Universe triumphed over him, but the Claw managed to fake his own death or otherwise escape each time.

### **Yellowjacket**



### **Yellowjacket**

Rita DeMara

Fighting: Typical

Agility: Good

Strength: Typical

Endurance: Excellent

Reason: Good

Intuition: Typical

Psyche: Good

Health: 42  
Karma: 26  
Resources: Typical  
Popularity: 0

Powers:  
Shrinking: Incredible  
Insect Communication: Remarkable  
Flight: Good  
Disruptor Sting: Remarkable energy damage.

Talents:  
Electronics, Repair/Tinker, Engineering

Contacts:  
Masters of Evil IV

History:

Rita DeMara's past is largely unrevealed. Her first known activity showed her talent of engineering as she stole a copy of the Yellowjacket suit from the Avengers Mansion via remote control. She clashed with the Wasp when she caught Rita modifying the Yellowjacket costume for herself, and the Wasp defeated her easily when Rita collapsed in hysteria the first time she tried shrinking.

Later, DeMara was freed by members of the Masters of Evil and they all participated in the successful takeover of the Mansion. When the Masters were finally caught, DeMara was sent back to prison.

She was freed again, this time by former teammate Fixer, who wanted to force his amorous designs on her. Instead, Yellowjacket fled and tried to gain revenge on the Wasp. However, when she followed the recently-dumped-by-Wasp Dane Whitman (the Black Knight,) the Fixer caught up with Yellowjacket, attempting to kill her. Black Knight got involved and Yellowjacket sided with the hero, defeated the Fixer, and left Whitman with possible romantic overtones.

Later, during a brief period of time when no Avengers were active, Yellowjacket was summoned by a call for Avengers reserve members. She banded together with the other reserves to defeat the High Evolutionary's so-called "Evolutionary War," although she left the company of the heroes when the crisis was over.

Yellowjacket returned to the Mansion when she thought that the Avengers were killed in the so-called "Infinity War." She sided with the Guardians of the Galaxy (who returned to our timeline) against Dr. Octopus' newly formed Masters of Evil. When the Guardians left, Yellowjacket "hitchhiked" the teleportation signal and followed the Guardians back to their timeline and became a staunch member of the team.

In this future, Yellowjacket learned of a dire threat to occur to the Avengers, and she tried to return to her original timeline to warn them, only to be killed by an out-of-control Iron Man.

**Zaladane**



## Zaladane

Zala Dane

Fighting: Good  
Agility: Excellent  
Strength: Good  
Endurance: Incredible  
Reason: Good  
Intuition: Excellent  
Psyche: Amazing

Health: 80  
Karma: 80  
Resources: Remarkable  
Popularity: -10

### Known Powers:

**Magical Power:** Not all of her mystical abilities have been revealed at this time. Her powers seem to be linked to the Savage Land, indicating a sort of specific nature magic. The following skills have been displayed:

- Unearthly ability to summon or recreate Garokk the Petrified Man.
- Magical bands: She can create Monstrous ability mystic restraints.

**Magnetism:** Amazing control over a range of ten areas. With the Magnetism powers stolen from her supposed sister, Lorna Dane (a.k.a.

Polaris I), Zaladane has exhibited the following Power Stunts:

- Inflict up to Amazing damage to mechanical constructs.
- Manipulate ferrous objects, Amazing range and strength. This includes metallic heroes, such as Colossus.
- Attack a target by levitating and throwing metallic objects with Amazing accuracy, inflicting up to Remarkable damage.
- Ensnare an opponent with the metal's Material Strength damage.
- Flight: Excellent air speed. For each person carried, air speed drops by one rank to a minimum of Feeble.
- Force Field: Amazing rank force field covering one area. Each additional area decreases the protection -1CS. The force field stops all physical, energy, and psionic attacks.

**Energy Control:** Incredible control over electricity and gravity by manipulating the magnetic lines of force of the planet. She can inflict Incredible damage to a target at a range of five areas.

### Equipment:

Zaladane has used a wide variety of items in the past. They include the following:

- The Black Lotus: A plant with a scent that has a Monstrous stunning ability.
- Fire Bombs of Remarkable fire damage.

**The High Evolutionary's air car, capable of Amazing air speeds, with Excellent Control, Excellent Body, and Good Protection. Pteranodon capable of flying at Excellent speeds, with the following stats:**

**Fighting: Excellent**  
**Agility: Excellent**  
**Strength: Good**  
**Endurance: Excellent**

**Reason: Feeble**  
**Intuition: Feeble**  
**Psyche: Feeble**

**Health: 70**  
**Karma: 6**

**Talents:**  
**Martial Arts D and E, Leadership, occult Lore (Savage Land), Genetics, Devices of ancient races such as the Atlanteans and the Deviants).**

**Contacts:**  
**High Evolutionary, Savage Land Mutates.**

**History:**  
**Zaladane claims that she is a sister to Lorna Dane, but her early history (especially how she came to the Savage Land and rose to power) remains unrevealed. Zaladane was the high priestess of the Sun God for the Sun People, and she used her position to incite war among the Savage Land. She was stopped, however, by Garokk the Petrified Man and Ka-zar. Infuriated, Zaladane tried to control Garokk, but an accident caused his death.**

**Later, she began a conquest of the Savage Land, reanimating Garokk in the body of a different man. As allies, they tried to force peace on the Land by bringing everyone to live in Garokk's own city. They were stopped by Ka-zar and the X-men, and Zaladane disappeared.**

**She was next seen as an aide to the High Evolutionary, who restored the Savage Land after its apparent destruction. Although a pawn herself, Zaladane tried to use the hi-technology around her to gain more control over the Land. Later, she began her association with the beings called the Savage Land Mutates.**

**Most recently, Zaladane had captured her sister, Lorna Dane, and she stole her "sister's" powers. Polaris was soon rescued by the X-men and Ka-zar, but Zaladane remained in power. She subsequently built six towers, each on a nexus of earth's magnetic field, so that she could absorb all the power for herself, even though it would be catastrophe for everyone else.**

**SHIELD, Ka-zar, Magento, and Rogue teamed up to stop Zaladane's plans, and Magneto ultimately killed her by impaling her with multiple spears of metal debris.**

**Zauriel**



**Zauriel**

**Guardian Angel**

**Fighting: Incredible**  
**Agility: Amazing**  
**Strength: Incredible**  
**Endurance: Monstrous**

Reason: Amazing  
Intuition: Monstrous  
Psyche: Unearthly

Health: 205  
Karma: 225  
Resources: Typical  
Popularity: 40

#### Known Powers

Linguistics: Amazing ability to understand all Earth languages

Sonic Blast: The sonic cry was one of his powers he was allowed to keep after he left the Silver City (Heaven). It has the power to liquify any target it strikes. It causes Shift-Z damage, with a +1CS to spiritually created constructs. This power is considered to follow the rules for the power "Focus". Zauriel will engage in combat, take physical abuse and suffer injury before using it.

Enhanced Senses: He possesses heightened sense of smell and hearing.

- Enhanced Hearing: Remarkable.
- Enhanced Smell: He can also track by a specific odor with Incredible ability

Self Sustenance: Monstrous

Telescopic Vision: Amazing

Winged Flight: Zauriel is capable of flight with his huge wingspan of almost 20 feet providing Amazing airspeed.

True Invulnerability: Zauriel has an innate resistance to damage. This provides him Excellent protection vs all damage types.

Magic: Zauriel has an innate ability to utilise magic. He has access to most powers and spells at Excellent rank.

#### Equipment:

Golden Armor: Zauriel was given a powersuit by Heaven's artisans. This suit modifies all physical abilities +2CS. Made from Unearthly materials it also provides Monstrous protection from physical and energy damage.

Flame Sword: The flaming sword is a devastating weapon capable of rending steel and brick as well as human flesh. Made from Unearthly materials in Zauriel's hand it ignites with a flaming sheath. This fire is capable of inflicting Incredible damage to anything it touches. Zauriel may also project Unearthly intensity flame with the sword with line of sight range.

#### Talents

Occult Lore, Weapon Specialist-Flaming Sword

#### Contacts

J.L.A, Heaven

#### History:

Before the beginning there was the Presence, and then in the moment of the beginning two realms came into existence. The first was the material world of the Source, the other was the ethereal realm of Paradise - home to a plethora of angels and souls of many different hosts. Above this was the Archangels and the brightest of them all - Lucifer Morningstar. What happened next is known across the face of creation, Lucifer and his supporters tried to stage a rebellion in Paradise. They were defeated by the Pax Dei, the army of Heaven, stripped of their magnificence they were cast out into the realm of Hell.

The Pax Dei is made up of four hosts, Bull, Eagle, Lion and Man, each ruled by a King Angel they stand ready to protect Heaven. It is also their job to supply the Guardian Angels that defend each of us from demonic possession, of these guardian angels one of the most faithful was Zauriel. For a million years he had been a Guardian Angel, he had protected Cleopatra, Mona Lisa and Joan of Arc from demonic interference but was prevented from taking action on the physical plane. All that changed when he was assigned to protect Shannon Coyne, a sales assistance from San Francisco. He was smitten with a form of love that few Angels experience towards their charges.

Somehow Zauriel found out that Asmodel, King Angel of the Bull Host was planning to ally himself with Neron and the forces of Hell in a second rebellion. This knowledge did not trouble him because he had full faith in his God. He went before an audience with the four King Angels of the Pax Dei and petitioned Heraphon, King Angel of the Eagle Host for permission to renounce his immortality so that he might spend his time on Earth with Shannon. After questioning, his request was granted by the Death-Angel of the Third Heaven.

Transformed into a mortal being Zauriel made planet fall in San Francisco where he was intercepted by the Martian Manhunter. Before Zauriel could explain who he was a trio of Bull Angels sent by Asmodel to silence Zauriel confronted them both. The action drew in the rest of the League and Asmodel was forced to intervene directly. Organising an anomaly to distract the Presence he sealed off San Francisco and attacked with his forces. Meanwhile Neron's intervention distracted Superman leaving the rest of the League and Zauriel to face Asmodel alone. In a pitched battle, J'onn occupied Asmodel and Green Lantern took on the legions of Bull Angels while Wonder Woman and Zauriel attacked Asmodel's chariot in order to lower the shield that was surrounding the city. The moment the shield came down Superman appeared and wrestled Asmodel to a stalemate giving the Flash and GL enough time to cancel out the vibrations of the Angels erasing them from this plane and returning them to Heaven.

Asmodel would have then been quite happy to leave Zauriel to rot on Earth had it not been for the words of his co-conspirator Neron who pointed out that once Asmodel had achieved his victory others would see his failure with Zauriel as a serious flaw. Convinced, Asmodel had Neron send Etrigan to Earth to peruse Zauriel who had contacted Shannon. He managed to persuade the Demon to leave him alone but he had not reckoned on Asmodel who used a flesh suit in the form of a child to enter our realm. He tracked Zauriel down killing the Martian Manhunter in the process. Zauriel managed to destroy Asmodel's Flesh Suit using his sonic cry but was too late to stop him from capturing Shannon whom he gave to Neron as an act to seal their bargain.

Content that he had his revenge on Zauriel Asmodel and Neron launched their attack on Heaven. They found their way blocked by the spirit of the Martian Manhunter and the three remaining hosts of the Pax Dei. Meanwhile back on Earth Zauriel had Jerry stop his heart effectively giving him a near-death experience allowing him for a time to return to Heaven and find Shannon. Zauriel and the Manhunter joined forces and held the battle for a time until the resuscitation efforts of the League managed to bring J'onn back to life and ripped him from the afterlife.

The way open to him Asmodel penetrated all the way to the Palace of the Seventh Heaven only to find it empty. It was there that Zauriel confronted him. Asmodel never had a chance Zauriel revealed. The Presence was not a physical Lord that sat upon a throne but was a vast and mysterious force that permeated every part of Earth, Heaven and Hell and that he was never in any danger what so ever of Asmodel. Defeated Asmodel was consigned to the depths of Hell as Neron's prisoner. Neron also restored Shannon to the real world just because it would torment Asmodel that bit more.

In the aftermath Shannon returned to Jerry as Zauriel watched. Zauriel was ecstatic as he saw the love that the two humans had for each other, he was just content knowing that Shannon was happy and well. With the permission of his superiors Zauriel took up a new role, he would be a superhero, a beacon of hope to show proof that God really existed. He was whole heartedly backed, they provided him with a specially constructed uniform and headquarters. Now as a member of the Justice League he continues that role of protecting humanity that he has held for over a million years.

## Zeus



## Zeus

Supreme Monarch of Olympus

Fighting: Unearthly  
Agility: Unearthly  
Strength: Monstrous  
Endurance: C13000  
Reason: Incredible  
Intuition: Unearthly  
Psyche: C11000

Health: 3275  
Karma: 1140

Resources: CI1000  
Popularity: 90

**Known Powers:**

**Body Resistance:** As the most powerful Olympian god, Zeus has Amazing protection from physical and energy attacks.

**Invulnerability:** In his native Olympus, Zeus has CI3000 Resistance to Fire, Cold, Electricity, Toxins, Corrosives, and Disease. Unearthly Resistance to these anywhere else.

**Immortality:** Unlike all other Olympian gods, Zeus's Immortality applies to Olympus as well as all other planes.

**Mystic Energy Powers:**

Zeus is the most powerful Olympian god and possesses vast mystical energy Powers. As a "Skyfather"(ruler of a pantheon of gods) Zeus possesses the greatest share of power among the gods of Olympus and may perform the following:

- Fire mystical energy blasts of CI1000 force or energy. Olympus only. Shift-Z anywhere else.
- Electrical Manipulation with CI1000 ability, including projecting lighting bolts and all Stunts. Olympus only. Shift-Z anywhere else.
- Dimensional Travel with CL1000 ability to any adjacent dimension.
- Teleportation with CI5000 ability, spanning galactic distances.
- Project his image and voice across space and dimensions with CL3000 ability.
- Place enchantments of up to Shift-Z power on objects with CL1000 ability. Enchantments last until recinded or negated by CL1000+ power.
- Regeneration. CI3000 in Olympus only.
- Raise Strength up to Shift-Z for 1-10 rounds.
- Remove or restore any Olympian Gods Powers including there Immortality with CI1000 ability.
- Precognition with Unearthly ability. Intermittent Precognition only.
- Shapechange: Zeus often would shange his shape and walk among mortals to survey Earth. He has Unearthly ability to do so.

In addition to his vast innate power, Zeus ether has more powers or can use his existing power to tap into other mystical energies similar to a mage. Zeus can use any listed Power or Stunt with Shift-Z ability.

**Limitations:**

Zeus' CI3000 Endurance is tied to the dimension of Olympus and drops by -1CS every day spent away from Olympus to a minimum of UN.

**Talents:**

Zeus is highly skilled with Thrown and Sharp Weapons(+1CS) as well as Wrestling. Zeus also has extensive knowledge of Olympian and Mythological Lore. As the ruler of the Olympian gods, Zeus has the Leadership skill as well as great knowledge of Politics.

**Talents:**

Mystic Occult Lore, Leadership

**Contacts:**

Olympians, Ruling Deities, the Eternals

**History:**

Zeus has maintained the rule of Olympus since wresting it from his father Cronus eons ago. Zeus was a prime motivator in most Olympian dealings with mortal affairs, including the Greek worship of Olympians as gods, briefing warring with the Eternals, challenging the Celestials, and forbidding Olympian meddling with humans once Christianity replaced Olympian worship. Zeus was also instrumental in forging alliances with other pantheons, such as the Asgardians. Because of his sons' and daughters' involvement with humans, Zeus has often been confronted with mortals, such as when he challenged the Avengers with allowing Hercules to be beaten into a coma.

Zeus' godly power includes control over electricity and lightning, seeing the future, shapeshifting, granting supernatural powers to mortal beings, and being immortal.

**Zombie**



## Zombie

Simon Garth

Fighting: Typical  
Agility: Poor  
Strength: Remarkable  
Endurance: Incredible  
Reason: Shift-0  
Intuition: Shift-0  
Psyche: Shift-0

Health: 80  
Karma: 0  
Resources: Shift-0  
Popularity: -10

### Known Powers:

**Invulnerability:** He has CL1000 resistance against Heat, Cold, Radiation, Toxins & Disease. He is also unaffected by extreme pressures.

**Zombie** does not suffer any effects from Stun and Kill results.

**Self Sustenance:** Zombie does not breathe.

**Regeneration:** Zombie has Poor regeneration. He must consume human or animal flesh at least once a week to sustain his regenerative abilities.

**Voodoo Animation:** The Zombie is animated by voodoo magic. He wears an amulet around his neck that forces him to obey the holder of the amulets counter part.

### Limitations:

Zombie does not possess any sense of Sight, Hearing, Smell, Taste or Touch. He is unaffected by any damage that effects any of these senses as well as psionic attacks as he possesses no brain.

### Talents:

None

### Contacts:

None

### History:

Simon Garth was born in Alabama, and soon grew up into a highly successful businessmen, founder and president of a coffee manufacturing company. Unfortunately, Garth was not known for treating employees nicely. His gardener, Gyps, hated his treatment and kidnapped and murdered Garth, and not satisfied, turned the body over to a voodoo cult and forced the voodoo queen (Layla, actually Garth's secretary) to animate Garth's corpse and Gyps was given an amulet to control it. Unfortunately, Gyps tried to get Garth to kidnap his own daughter, and the Zombie was able to resist this order, killing Gyps instead.

For two years, Garth was possessed by one amulet-possessor after another, including Philip Bliss, a chemist; Papa Shorty, a hougan voodoo priest; Fred Miller, a fireman, and his friend Dora Katz. Katz tried to get Garth to slay Layla, and ended up mortally wounding her. Layla

actually held romantic feelings for Garth (well, at least when he was alive,) and with the help of Papa Doc she died in order that Garth would return to life for 24 hours. Garth took this time to put his affairs in order and made up for his life and un-life of treachery before becoming the Zombie once more. Papa Doc buried him soon after, ending his existence presumably forever.

## Zuras



## Zuras

Zuras of Earth

Fighting: Monstrous  
Agility: Amazing  
Strength: Monstrous  
Endurance: Unearthly  
Reason: Monstrous  
Intuition: Monstrous  
Psyche: Unearthly

Health: 300  
Karma: 250  
Resources: Monstrous  
Popularity: 25

Powers:  
Invulnerability C11000 resistance to Aging, Cold, Disease, Electricity, Heat, Radiation and Toxins.  
Flight: Remarkable  
Regeneration: Amazing  
Cosmic Energy Manipulation: Amazing  
 Shoot beams of cosmic energy from his eyes at Unearthly rank power.  
Illusion Generation: Amazing  
Telepathy-Receptive: Zuras can read the thoughts of those nearby with Excellent ability.  
Teleportation: Monstrous

Talents:  
Leadership, Biology, Genetics

Contacts:  
Eternals of Earth and Titan, Asgradians, Olympians

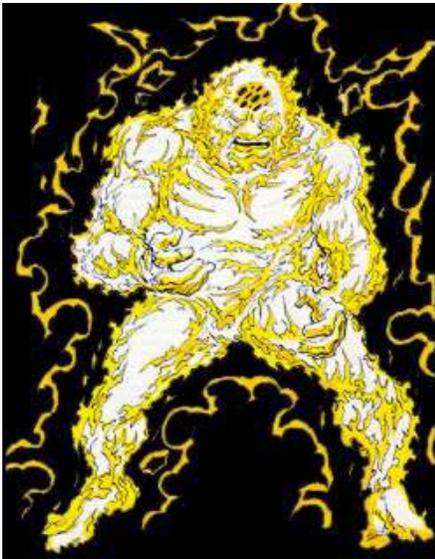
History:

Zuras was the first Eternal to form a Uni-Mind, and was chosen by the Eternals to lead them following Kronos' death. He was mistaken for the Greek god Zeus many times in the past, and ultimately forged a pact with Zeus to keep their people at peace. Zuras aided Ajak in preparing a

flight plan for the 3rd Host when they left earth. In 1823, Zuras ordered Ikaris to assume the identity of "Ike Harris" and to prepare for the arrival of the 4th Host. When Kro spread chaos in the 1940s, Zuras sent Makkari to oppose him. At some point, Zuras fought Dromedan, and placed the Neutralizer Helmet over his head, then sealed him below New York City in a crypt. He also forced the Forgotten One into exile, stripped him of his name, and forbid the Eternals from communicating with him. Zuras appears to have been well-travelled, since his quarters in Olympia were decorated with a jukebox, two six-shooters, & battle-axes.

Zuras authorized Thena to resume her battles against the Deviants, and ordered her to battle against Zakka in New York. Zuras also ended the battle with the Hulk Robot by dispersing its energies, and then fought Dromedan again. He also aided Mr. Bradford, a government agent, in studying the Celestials. Zuras allied himself with Odin in his assault on the 4th Host, and formed the Uni-Mind for battle. However, the Uni-Mind was blown apart by the Celestials, and the backlash killed Zuras. Even then, Zuras' spirit continued to exist within his body, until his body was finally destroyed by freeing Thena from a Brain-Mine. Zuras' spirit still seems to exist, as it has appeared at times within Olympia.

### **Zzzax**



### **Zzzax**

Fighting: Incredible  
Agility: Amazing  
Strength: Inearthly  
Endurance: Unearthly  
Reason: Feeble  
Intuition: Typical  
Psyche: Amazing

Health: 230  
Karma: 58  
Resources: None  
Popularity: -20

#### **Powers:**

**Electric Body:** Zzzax has no physical body, but is an electromagnetic construct of psionic energy, 40ft tall. As such Zzzax has Un protect from physical and kinetic attacks. Anyone touching it automatically takes Unearthly electrical damage. Zzzax has also developed the following power stunts:

- Flight: Amazing
- Electrical Bolts: Monstrous
- Using magnetic force at Monstrous intensity.
- Travelling through electrical lines at Unearthly air speed.

□ Controlling an individual's body through psionic means. Zzzax must hit his target and must make two Psyche FEAT rolls against the targets own Psyche. First success indicates possession whilst the second means that Zzzax is in control of the body. Zzzax becomes subject to attacks as per the new body which takes all physical damage. When Zzzax leaves the target must make an Endurance FEAT to avoid incineration.

**Weakness:**

As a form of electricity Zzzax is subject to the same limitations as normal electrical power.

Zzzax loses 1 health per turn. It must feed on either electrical sources or the electrical energy within the brain, in which case he regains health equal to the target psyche. To drain a victim, Zzzax must make a Fighting FEAT roll and must overcome any resistance to electricity. If successful Zzzax absorbs the personality of the victim raising his Reason to -1CS than his smartest victim.

**Talents:**

none but can gain scientific and knowledge of victim

**Contacts:**

none



**Aim- Advanced Idea Mechanics**

AIM is an organization of brilliant scientists and their hirelings dedicated to the acquisition of power and the overthrow of all governments by technological means. AIM was organized late in World War II by Baron Wolfgang von Strucker to develop advanced weaponry for his subversive organization HYDRA. They were close to developing and attaining nuclear weapons when HYDRA island was invaded by American and Japanese troops. Although HYDRA suffered a major setback, it survived and grew in secret over the following decades.

The group of scientists grew as well, both in number and achievements. They made significant advances in various fields, including robotics, bionics, bioengineering, and physics. Eventually the scientists publicly incorporated their organization under the name Advanced Idea Mechanics (AIM). No one outside of the organization knew of AIM's subversive goals, accomplishments, or scientific achievements, let alone that AIM was actually the research wing for the still secret HYDRA. Rather, AIM was believed by the public to be an international cartel dealing with the development and marketing of new technological products. AIM gained great influence with the U.S. government as a supplier of hardware and weaponry to government agencies.

Eventually HYDRA revealed its existence only to be defeated by S.H.I.E.L.D. AIM, whose connection to HYDRA remained secret, attempted to discredit S.H.I.E.L.D. director Nicholas Fury and thereby force his removal. The attempt, led by Count Borngal Royale, failed and instead enabled Fury to expose AIM's duplicity. Although S.H.I.E.L.D. believed it had put an end to AIM, much of the organization escaped capture and preserved the secrecy of their connection with HYDRA.

AIM created a wide variety of advanced technological weaponry and, during the period it was under HYDRA'S control, made great strides in creating androids which the organization utilized as assassins. During this period, AIM members sometimes referred to themselves as agents of THEM. THEM was the code-name for the group which governed HYDRA and its subsidiary organizations, including AIM, during the period between HYDRA'S initial apparent destruction by S.H.I.E.L.D. and its later re-emergence.

AIM has created three major implements of deadly potential which stand far above the rest of their accomplishments. The greatest of these was the Cosmic Cube, a device capable of altering reality. AIM did not realize that they had only manufactured the cubical containment device; the real power was an entity accidentally drawn into this dimension. The Cosmic Cube recently evolved into Kubik. The second was the Super-Adaptoid, an android capable of mimicking the appearance and superpowers of other beings. The Super-Adaptoid's powers were made possible by incorporating a sliver of the Cosmic Cube into its form. When Kubik repossessed the sliver after defeating the Adaptoid, the android was rendered inanimate. AIM's third achievement was the creation of the Modok (Mobile Organism Designed Only for Killing), an artificially mutated human with an enormous head and psionic abilities. Modok was originally an ordinary AIM scientist who was selected by AIM's leader, the Scientist Supreme, to be the subject of the bionic and genetic experiments that turned him into Modok. After his transformation, Modok killed the Scientist Supreme and took control of AIM. Modok took advantage of the organizational chaos following the destruction of HYDRA Island and the deaths of Baron Strucker and most of HYDRA's leading members to sever AIM's ties with HYDRA.

For years, AIM existed solely to serve Modok's needs and ambitions for power. AIM stagnated technologically, created no further innovations, and launched no major attacks on the world. However, two splinter groups of AIM formed, both consisted of AIM rebel agents who had fled Modok's control. One group often clashed with Modok's AIM. The second tried unsuccessfully to create a second Cosmic Cube. Finally, internal AIM dissension with Modok's rule broke into open revolt against Modok. The AIM rebels joined forces with the splinter groups and drove Modok from their organization. Modok was later assassinated by members of the Serpent Society.

The three AIM factions reunited and prepared for a new campaign of renewed growth and conquest, but it was not to be. AIM's new leadership was secretly replaced by androids from Project Delta who were also secretly taking control of HYDRA, S.H.I.E.L.D., Roxxon, and other clandestine organizations. In the next few years, most of AIM's members were killed and replaced with android duplicates. AIM rejoined HYDRA, only to see both organizations destroyed along with S.H.I.E.L.D. when the Delta androids revealed their true purpose. The androids later destroyed themselves.

At this time, it is unknown what remnants, if any, of AIM survive. Their facilities remain intact, including a dome complex atop the Himalayan Mountains and a partially demolished but still watertight submarine complex off the U.S. Atlantic coast. Since most of these sites are well hidden or inaccessible and those who knew of their location either died or are in hiding, they probably remain treasure troves of advanced technology waiting for future users.

#### **Typical AIM operative:**

Fighting: Gd  
Agility: Ty  
Strength: Ty  
Endurance: Gd  
Reason: Rm  
Intuition: Gd  
Psyche: Pr

Health: 32  
Karma: 44

Known Powers:

Body Armor: Ex protection from energy attacks, Rm protection from physical attacks. Air filter provides Ex protection from airborne toxins and bacteria.

Blaster: Rm damage at a range of 5 areas.



#### **Hydra**

It doesn't stand for anything, it's not an acronym, but they're a self-important organization so they like to have it in all caps where possible. Von Strucker took the name from the many-headed beastie Hercules fought back before there were super-heroes populating every corner of the planet.

Instructed by his boss, the Red Skull, to form a fascist power base in the Far East, Baron Von Strucker developed a partnership with a Japanese subversive group which became the nucleus of the original HYDRA. After World War II, the many-tendriled organization became a powerful and dangerous force against the free world as it actively worked to over-throw governments and undermine economies. HYDRA collapsed after the destruction of Hydra Island by Nick Fury; however, splinters of the group remained and eventually HYDRA was reformed. During the early stages of this reconstruction it seemed as if HYDRA had abandoned its fascist policies and would achieve world dominance more through illicit commerce and criminal terrorism than political and ideological terrorism. The resurrection of Baron Von Strucker also meant a rebirth of the Nazi rhetoric the group was founded upon.

HYDRA's many members are required to be athletic and well-versed in hand-to-hand combat, firearms, and advanced technology. In the early days, particularly brilliant members were shunted off into A.I.M., the equivalent of a terrorist think-tank. Much of HYDRA's futuristic weaponry is based on extra-terrestrial Gnobian technology, which Von Strucker came into contact with in the waning days of World War II.

HYDRA is the opponent of all defenders of freedom, which of course means Captain America, the Avengers, Nick Fury and S.H.I.E.L.D. just can't stay away from anyone wearing that tacky green uniform. In recent years, HYDRA has also had to deal with such upstarts as Silver Sable and her Wild Pack, Iron Fist, DareDevil and even former member the Kingpin.

A number of distinctive criminals have been associated with HYDRA over the years. Back before he started looking at the world through Rose-colored glasses, Richard Fisk headed up their Las Vegas operations. Another Spidey mainstay, Silvermane, became the Supreme HYDRA when he got fed up with Maggia infighting, but scurried back to his mob job when he realized there were worse things out there than Spider-Man. Viper once called herself Madame Hydra, and still tints her hair green as a salute to the old HYDRA color scheme. The Grim Reaper may well have gotten his start with the organization, and once co-led the New York branch of HYDRA. Jessica Drew, the original Spider-

Woman, trained with the group but blew her first assignment when she couldn't bring herself to kill Nick Fury. HYDRA also uses free-lance super-powered operatives when it needs to, such as the Chameleon, the Space Phantom, and Skeleton Ki.

Far from being a covert terrorist group, HYDRA thrives on grandstand plays. They have twice managed to hold the planet hostage, once with the Betatron Bomb, and later with the Death Spore Bomb. They also achieved a coup of astonishing brilliance and brutality when they murdered the entire graduating class of S.H.I.E.L.D., eliminating 1500 new agents before they had a chance to become threats.



## **S.H.I.E.L.D**

S.H.I.E.L.D. is a worldwide intelligence and peacekeeping organization dedicated to protecting the nations and peoples of Earth from all threats to its security. Unlike the various national intelligence agencies, such as the CIA, M16, Mossad, and KGB, S.H.I.E.L.D. was international in membership, scope, and jurisdiction. Most of the world's free nations participated in S.H.I.E.L.D. and sanctioned S.H.I.E.L.D. activities on their soils.

S.H.I.E.L.D. is an acronym for Supreme Headquarters International Espionage Law-Enforcement Division. Because of the Deltite Affair, the original S.H.I.E.L.D. is sometimes called S.H.I.E.L.D. I and the new S.H.I.E.L.D., is called S. H. 1. E. L. D. I

S.H.I.E.L.D. I was a worldwide intelligence and peacekeeping organization dedicated to protecting the nations and peoples of Earth from all threats to its security. Unlike the various national intelligence agencies, such as the CIA, M16, Mossad, and KGB, S.H.I.E.L.D. was international in membership, scope, and jurisdiction. Most of the world's free nations participated in S.H.I.E.L.D. and sanctioned S.H.I.E.L.D. activities on their soils. S.H.I.E.L.D. also had secret bases in various Communist countries. Although most of S.H.I.E.L.D.'s activities were covert, the existence of the organization was known to the general public and S.H.I.E.L.D. maintained public offices in numerous major cities.

S.H.I.E.L.D. was founded in the 1960s to counter the threat posed to the free world by the technologically advanced neo-fascist subversive organization HYDRA. Until the recent Deltite Affair, S.H.I.E.L.D.'s founders, as well as the members of the Executive Board of Directors, were top secret (unrevealed even to Nick Fury). They were world leaders in business and the military. S.H.I.E.L.D.'s first director, whose identity remains classified, was killed by HYDRA assassins. His replacement was Nicholas Fury, a colonel in the U.S. Army who had been a top operative in the Central Intelligence Agency. After his background was thoroughly screened by the Board of Directors, Fury was shuttled aboard the S.H.I.E.L.D. Helicarrier where he met with S.H.I.E.L.D.'s Board of Advisors, whom Fury recognized as renowned heads of state and corporate leaders. Despite initial misgivings about heading such a megalithic organization, Fury proved to himself that his expertise might be valuable and accepted the public directorship. Fury served as S.H.I.E.L.D.'s highest-ranking known agent, overseeing daily administrative affairs as well as serving as supreme field commander. S.H.I.E.L.D. policy and directives were determined by the anonymous 12-member Executive Board of Directors who conferred with Fury by vidscreen on a regular basis.

S.H.I.E.L.D. I's organizational structure consisted of an Executive Board of Directors under which there was the Level One Public Director (Nick Fury), whose job was to carry out official directives, oversee the international operations of S.H.I.E.L.D., and to represent the S.H.I.E.L.D. administration to world governments, national allies, and the general public. Fury's authority overrode that of any Regional Director and he was answerable only to the Executive Board. Under the Public Director were a number of Special Directors (Level Two), who served the Public Director much like the Cabinet serves the President of the United States. Their authority was also international in scope and they could also override the policies of any Regional Director.

Each special Director had his own unique area of responsibility (such as Internal Affairs, Public Relations, Communications, Military Coordination, Technology, and Recruitment/Training) and was answerable only to the Public Director. Known Special Directors were Timothy "Dum Dum" Dugan (Military Coordination), Jasper Sitwell (Internal Affairs), and Valentina Allegra de Fontaine (Public Relations). Below the Special Directors were the Regional Directors (Level Three) who were in charge of S.H.I.E.L.D. operations in their designated territory. All of the free world's capitals boasted a regional S.H.I.E.L.D. headquarters, as did certain other major metropolitan centers. The United States had

the greatest number of S.H.I.E.L.D. installations, with major headquarters in New York City, Chicago, Los Angeles, San Francisco, Miami, Dallas, Detroit, and Denver. Known regional directors were Eric Koenig of Bonn, West Germany and Barth Bukowski of Los Angeles.

S.H.I.E.L.D.'s next highest ranking agents were the Special Officers (Level Four), who assisted the Special Directors (Level Two) in international activities, but could not override the decisions of Regional Directors (Level Three). Among the known Special Officers were Gabriel Jones, James Woo, and Sharon Carter (deceased). The fifth highest ranking agents were Regional Officers (Level 5), who carried out the Regional Director's policies and had jurisdiction over Field Agents. Jerry Hunt of London, England was a known Regional Officer. Level Six agents were Field Agents, S.H.I.E.L.D.'s most numerous rank, numbering somewhere between 3,000 and 5,000 worldwide prior to the Deltite fiasco; three quarters of the available agents were on undercover assignment, and the remaining agents were based at the regional headquarters and were employed as special militia. Among the known field agents were Laura Brown, Gail Runciter, and Jack Rollins. Level Seven personnel were administrators those who handled the "paperwork" of the organization's operations. This rank included lawyers, accountants, secretaries, receptionists, psychologists, physicians, and clerks. Level Eight personnel were Technicians who handled the computers, communication equipment, technology maintenance, and weaponry. This level included scientists, inventors, custodians, telephone operators, and computer programmers. Sidney E. Levine was the head Technician in charge of exotic technology for field use, while Niles Nordstrom led the ESP division, a team of mutants with limited telepathic abilities who performed certain surveillance operations. Each of S.H.I.E.L.D.'s eight rankings had corresponding insignia and accessories on the official uniform.

S.H.I.E.L.D.'s standard operating procedure encompassed state of the art surveillance technology (notably spy satellites) as well as long-term undercover agents ("moles") stationed in strategic places such as certain industrial, governmental, and military establishments. This wealth of surveillance data was fed to the headquarters of the nearest Regional Director, who dispatched top priority material to S.H.I.E.L.D.'s central command. Local low-priority matters were generally handled by the Regional Directors without the Public Director's participation. Complete briefs of all the activities of Regional Offices routinely went to central command for processing and review. Matters of top priority (those threatening world security, involving extraterrestrials, or endangering in excess of 10,000 lives) were under the jurisdiction of S.H.I.E.L.D.'s central command and the Public Director himself. Local agents in the region where the top priority affair took place comprised the majority of S.H.I.E.L.D.'s militia in the operation although Fury would usually bring in his own cadre of agents to spearhead the operation. The bulk of S.H.I.E.L.D.'s operations were covert but some involved visible public activities. Although S.H.I.E.L.D. policy prohibited the organization from usurping the role of the nation's armed forces by engaging in warfare on enemy soil, domestic matters that also fell under the jurisdiction of the military were jointly coordinated, with S.H.I.E.L.D. generally taking the auxiliary role (such as in the case of the U.S. Army's pursuit of the Hulk). All covert operations were automatically S.H.I.E.L.D.'s province; only in overt military operations was coordination between S.H.I.E.L.D. and the Armed Forces necessary.

S.H.I.E.L.D.'s earliest victories dismantled HYDRA, the subversive group responsible for S.H.I.E.L.D.'s founding, reducing it from a single multinational global organization to a number of small splinter groups of vastly less scope and power. It was with the fall of Hydra Island and the death of HYDRA's founder, Baron Wolfgang von Strucker, that HYDRA was dealt a crippling blow from which it has never recovered.

S.H.I.E.L.D. was also instrumental in thwarting the schemes of AIM (Advanced Idea Mechanics) and Zodiac, a crime cartel which once boasted Nick Fury's brother as a member. With the aid of certain superhuman adventurers, S.H.I.E.L.D. completely destroyed the conspiracy of industrialists and politicians called the Corporation. S.H.I.E.L.D.'s other major adversaries were the Oriental mastermind the Yellow Claw, the former HYDRA splinter group leader Viper, the Nazi Red Skull, Professor Anthony Power's Secret Empire, the mad geneticist Centurious, the mon-ster breeder Dr. Demonicus, and the various Hate-Mongers. S.H.I.E.L.D. has also been at the forefront of defending Earth from extraterrestrial infiltration or invasion. S.H.I.E.L.D. provided intelligence and technical support to the Avengers and Fantastic Four during a skirmish in the Kree-Skrull War fought in Earth's vicinity. S.H.I.E.L.D. was instrumental in repulsing the extradimensional threats of the Collective Intelligence and Baron Karza. Their most extensive military action against extraterrestrials occurred during the recent expulsion of the Dire Wraiths, an operation conducted in conjunction with the Galadorian spaceknight Rom, the federal government, and scores of superhuman adventurers.

Perhaps S.H.I.E.L.D.'s most public operation was its pursuit and capture of the mutated prehistoric lizard called Godzilia. Despite S.H.I.E.L.D.'s benevolent goals and numerous world-saving operations, certain individuals in the S.H.I.E.L.D. organization abused their power and used the organization's resources and personnel to engage in questionable activities. Certain immoral individuals managed to become Regional Directors and falsified intelligence reports to central command in order to cover up their corrupt activities. Notable among the latter were Rico Santana of Rio de Janeiro and Karl Delandian of Manhattan, both of whose activities were exposed to Nick Fury by the former S.H.I.E.L.D. agent turned rogue Barbara Morse, who had taken the code name Mockingbird. Certain other disreputable activities were undertaken by Regional Officers and Field Agents, such as when Buck Richien, Val Adair, and Adam Manna attempted to kill industrialist Tony Stark. Nick Fury had appointed a special Internal Investigations task force to seek out and thwart those agents who engaged in abuses of power. (But all of these incidents now seem petty in comparison to the damage wrought by the Deltites.)

In an effort to increase internal security, S. H. 1. E. L. D. restricted its cooperation with certain outside parties, notably organizations of superhumans, such as the Avengers and Fantastic Four. Free agents like Captain America, who used to be given frequent freelance assignments by S.H.I.E.L.D., were discouraged against participation in S.H.I.E.L.D. activities unless they were already involved, as in the recent affair with the terrorist organization ULTIMATUM. Still, recognizing the value of superhuman powers, S.H.I.E.L.D. has at times instituted programs designed to recruit superhuman operatives. For years, Nick Fury tried to enlist Captain America as a full-time agent without success. S.H.I.E.L.D.'s ESP Division long employed individuals with paranormal powers, but the division's activities were never very extensive nor was the operation ever expanded. (But having a force of mutant Espers around was never in the best interests of the Deltites either.) S.H.I.E.L.D.'s most concerted attempt to recruit superhuman operatives was its shortlived Super-Agent program which was disbanded when two of its four initial recruits proved to be double agents for the Corporation. Super-Agent graduate Wendell Vaughn (Quasar) went on from S. H. 1. E. L. D. to work for the U. S. Government's Project: Pegasus. It is possible that S.H.I.E.L.D.'s efforts to acquire its own Super-Agents

were thwarted by covert efforts of the Creator. Having superheroes wandering around while he was slowly destroying S.H.I.E.L.D. from within would not have been conducive to his plans.

One of S.H.I.E.L.D.'s greatest assets has always been its arsenal of high technology. In its early days, S.H.I.E.L.D.'s weaponry was designed by Anthony Stark (secretly Iron Man) and built by Stark Industries. When Stark moved away from weapons production, S.H.I.E.L.D. contracted various other corporations to provide new technologies. Dissatisfied with their new arms suppliers, S.H.I.E.L.D. tried to buy a controlling interest in Stark International in order to steer them back into weapons production, but their efforts were thwarted. However, when industrialist Obadiah Stane took over Stark International, S.H.I.E.L.D. once more entered into mutually beneficial business dealings with the company.

The two greatest symbols of S.H.I.E.L.D.'s technological advancement were the S. H. I. E. L. D. helicarrier, a huge airborne mobile command base which was the nerve center of all S.H.I.E.L.D.'s operations, and the S.H.I.E.L.D. Satellite, a small, permanently manned space station designed to detect extraterrestrial visitation. After repeated enemy attempts to destroy it, the S.H.I.E.L.D. Helicarrier recently fell victim to sabotage by a mutated swarm of cockroaches when it crashed in an unpopulated area of Arizona. All S.H.I.E.L.D. personnel were evacuated before it impacted, but its destruction meant a several billion dollar deficit in S.H.I.E.L.D. finances. Helicarrier-based operations were divided up over various Regional headquarters throughout the world. The location of S.H.I.E.L.D.'s new major airbase was never revealed. The S.H.I.E.L.D. Satellite was still intact, but its manpower was cut to a skeleton crew due to budget cuts and recent failures to provide advance warning of extraterrestrial activities. One of S.H.I.E.L.D.'s most sophisticated technologies was LMDS, Life Model Decoys. LMDs were androids who could be programmed like robots and were amazingly lifelike (unfortunately). Ironically enough, S.H.I.E.L.D.'s greatest technological achievement also turned out to be its undoing. S.H.I.E.L.D. toyed with the idea of replacing field agents in high risk operations with LMDS, but due to the great cost of building and training an LMD, it proved unfeasible. (it seems more likely now that the Creator didn't want humans doing any further research on LMDS, less they find him out.) Nick Fury and Anthony Stark both regularly employed LMDs resembling themselves for security reasons.

Nick Fury's brother Jacob (Scorpio) built LMDs with special adaptations as his own private Zodiac organization. (This group infiltrated the human Zodiac organization, much like the rogue LMDs known as the Deltites would infiltrate and destroy the original S. H. I. E. L. D.) After the destruction of the Helicarrier, Nick Fury was based in the Manhattan regional headquarters of S.H.I.E.L.D. Their original Manhattan headquarters, whose storefront cover was a barber shop, was deliberately destroyed after it had been compromised by enemies like HYDRA numerous times. The current Manhattan headquarters was under a warehouse and had a hologram brick wall in an alley as its entrance. S.H.I.E.L.D.'s Los Angeles headquarters used to be fronted by a Chinese restaurant; it was later fronted by a beauty parlor. The fronts for most of S.H.I.E.L.D.'s other regional headquarters were never revealed. S.H.I.E.L.D. also had numerous public offices in various major cities, separate from their actual base of operations. In Manhattan, S.H.I.E.L.D.'s public offices were in the Citicorp Center.

S.H.I.E.L.D. was the world's largest and most effective force for neutralizing threats to world security and combatting terrorism and extraterrestrial infiltration. Its greatest drawback proved to be its megalithic military structure which made it easy for the Deltites to hide themselves in plain sight with no one the wiser until it was almost too late. Now the question is whether the new S.H.I.E.L.D. will prove too small for the task. Most of the S.H.I.E.L.D. agents listed above were turned into Deltites and are deceased. Timothy Dugan was apparently killed by the alien Gnobians (also known as the Deathheads) in an incident that led to the formation of S.H.I.E.L.D. 11.

## GROUP HISTORY

The original S.H.I.E.L.D. (see S.H.I.E.L.D. 1) was secretly taken over by the Deltites, which were very advanced, sentient LMDs (Life Model Decoys), or androids. After the Deltites forced S.H.I.E.L.D. Public Director Nick Fury into the role of a renegade and fugitive, he recruited Alexander Pierce to function as his right hand man. Together they perpetrated a series of break-ins at S.H.I.E.L.D. installations, including an Army and Communications Station in Philadelphia (Tau/Ce). It was at the Tau/Ce installation they had their first run in with Kate Neville who tried to apprehend them. The information Fury acquired at the site was carefully leaked and inaccurate. Pierce functioned as a contact between Nick Fury and Tony Stark before accompanying him to Hong Kong following false leads in search of S.H.I.E.L.D.'s stolen helicarrier power core. After escaping death in an ambush at Hydra's Hong Kong base, Pierce went with Fury and their prisoner, Madame Hydra, into the Himalayas where they were captured by the Deltites and taken to their spaceship. In the meantime, Kate Neville fell from grace with the Deltites when she refused to undergo the Sacrament of Ending and become one of them. The Deltites intended to kill her and use her genetic code to make a Deltite duplicate anyway. A similar fate awaited the other Deltite captives.

It should be noted that the Deltites were the creation of a rogue LMD known only as the Creator. The Creator himself was an advanced LMD with brain and personality based on a number of people, including Baron Strucker and Nick Fury himself. Using new, highly advanced technology, he had improved on the LMDs to a point where they were almost perfect replicas of life. To maintain control of his Deltites, the Creator gave them a religion, promising a new Earth where structure and order were divine. The Creator's real goals were personal power and immortality. The first step in the Creator's master plan was to replace key members of S.H.I.E.L.D. with Deltites. Step two was to provide Deltite doubles for all the world's corporate, political, and military leaders.

The Deltites including the Creator had only one weakness; their artificial bodies quickly decayed due to advanced aging. Although their memories could be reprogrammed into new bodies, each new incarnation resulted in a less perfect human replica. But the Creator had foreseen a way around this by intending to combine the Infinity Formula hidden in Nick Fury's genetic code with his Deltite creation process. With Madame Hydra's aid, Pierce, Neville, the Countess, and McKenzie led an escape attempt from the Deltite's gas chamber. Meanwhile Fury battled the Creator, but the genetic transfer left Nick too weak to manage more than a token resistance. Elsewhere in the huge ship, the latest Deltite, Clay Quartermain, had reanimated with too much humanity and therefore could not live as an automaton or allow the Deltites to complete their hellish plan. He released the spaceship's power core and set in motion the destruction of Delta. The Countess and the other escaped prisoners reached the audience chamber where the Creator was standing over the fallen Fury. The surviving Deltites soon joined

them. It was then that the Deltites learned their Creator was a false prophet, having no intention of leading them to a better world, and they destroyed him. Nick and the other surviving humans escaped the ship in life pods. The Deltites remained behind, preferring death over a world ruled by chaotic and emotional humans. As a result of the Deltite affair, the original law enforcement agency called S.H.I.E.L.D. and the committee which directed it were revealed to be severely compromised.

S. H. 1. E. L. D. was disbanded by order of the United Nations Security Council. However, the U.N. soon realized that there were threats to world safety against which conventional covert agencies were ineffective and less than a year after S.H.I.E.L.D. was dissolved, Nick was called out of retirement to form a covert operations organization which would take the place of the previous incarnation. This new organization, which would also be called S.H.I.E.L.D., would be organized along lines which would make it less vulnerable to the internal problems that brought down its megalithic predecessor. This new S.H.I.E.L.D. would be a smaller, tighter agency, more efficient and easier for one man (Fury) to supervise. More importantly, Fury would have total authority over its operation and he himself would be answerable only to the United Nations. Thus, this incarnation would be all but impervious to the corruption and infiltration that destroyed the first S. H. 1. E. L. D.. The exact configuration of this new agency has yet to be determined, as Fury is still in the process of assembling it. Currently, S.H.I.E.L.D. remains a small squad of field agents (those listed above) and Fury. They have been joined by an empath and a small, child-like Deltite named Lump.

## Equipment

### S.H.I.E.L.D. FLYING CAR

The Standard issue S.H.I.E.L.D. vehicle was the Flying Car Mark V originally designed by Anthony Stark at Stark Industries. There were approximately 2,000 of these automobiles in use by S.H.I.E.L.D. agents worldwide. The Mark V was equipped with various electronic intelligence, communications, and reconnaissance gear. The S.H.I.E.L.D. Flying Car has the following statistics:

Control: Rm:

Speed:

Land Speed: Rm

Air Speed: In

Body: Ex

#### KNOWN POWERS:

**Armor:** The Flying Car's armor gave it Ex protection versus Physical attacks and Remarkable protection versus Energy attacks. **Flight:** The car could fly at In speeds. Its maximum strategic range was 550 miles (fully loaded). Its service ceiling was 50,000 feet.

**Submersible:** The car could propel itself underwater at Good speeds.

**Sustenance:** The car could remain submerged for 5 hours on battery power. The oxygen supply was twice that of 10 hours.

#### Weapons:

**20-mm Electric Cannon:** The 20-mm cannon did Rm damage and had a range of 10 Areas.

**30-mm Radar-Guided Electric Cannon:** The 30-mm fired itself with a Control rank of Remarkable. It did In damage over its 10-Area range.

**Air-to-Air Guided Missiles:** Each missile had the following statistics:

Body: Ex

Control: Rm

Speed: Ex

Damage: IN.

**Detection:** The S.H.I.E.L.D. carries a variety of electronic detection devices including sonar, radar, infrared, and so forth.

## HANDGUNS

**Nick Fury's Personal Handgun:** .15 caliber Needle Gun. The needles had an explosive collar which propelled it at over 1,800 feet per second. A Clip held 300 rounds; each round did Excellent damage. Effective range was 6 Areas.

**S. H. L. E. L. D. Plasma Beam Handgun:** This weapon contained a pinch bottle magnetic field plasma projector. Its range was only 3 Areas but it did Incredible damage. Duration of fire was 6 combat rounds on one power pack. It took one combat round to switch power packs.

**S.H.I.E.L.D. .30-caliber Rapid-Fire Automatic Machine Pistol.** The weapon fired armor-piercing, .30 caliber shells which had spent uranium (high-density) cores. Each clip held 60 rounds. The weapon had a variable rate of fire: single-shot (1 round), burst (3 rounds), or auto-fire (10 rounds). Effective range was 6 Areas. Single-shot did Good damage. (Burst increased damage by + 1 CS, auto-fire by +2CS.)

## HELICARRIER

Before its destruction by a mutant cockroach infestation, S.H.I.E.L.D.'s airborne aircraft carrier was the major headquarters of the entire organization, as well as an official arm of the World Wide Military Command and Control System (WWMCCS). WWMCCS maintains secure communications in times of world crisis with strategic military bases throughout the United States. The Helicarrier was also a major link in the Defense Communications System (DCS) which incorporates everything from ground lines to satellites.

The Helicarrier was armored with a triple hull of 5-inch hardened alloy, then a 12-inch layer of high-speed fragment suppressor, and finally another layer of hardened armor. The internal bracing and construction was rigid enough to permit the helicarrier to alight on land or water

(although it had to jettison its radar "ball" deck to do so). The helicopter was heavily armed, with its primary defenses against missiles. There were 2 forward, 2 aft, 2 aft port and starboard, and 4 forward/downward radar-guided 70mm electric cannons with cyclic rates of 200 rounds per second. There were 3 midship port and starboard radar-guided 40mm electric cannons with cyclic rates of 1,000 rounds per second. There were 2 forward port and starboard armored box missile launchers, each with 8 variable payload radiation seeking and infrared seeking missiles. The cruise missile maintenance and launch deck contained 30 variable payload programmed cruise missiles and an anti-missile tetravolt-charged particle projector.

The aircraft complement on the helicopter was primarily 32 F/A-18s with full weapons loads for the continuous Combat Aircraft Patrol (which maintained an ever ready patrol for intruders). There were two repair decks which could perform major overhauls on 12 planes at once. The helicopter was provided with 4 mini-Sea Kings, scaled down versions of the Sea King 6-bladed helicopter, for submarine patrol, cargo, and rescue missions. Its Electronic Warfare (EW) and Electronic Countermeasure (ECM) range was augmented from 130 miles to 300 miles with E-2C Hawkeye early warning planes.

The helicopter's primary role was land and space surveillance and was manned by highly trained Electronic Intelligence (ELINT) personnel. Much training and testing of field agents was also done on board. The normal crew complement was 450 with provisions for 1,000. It was thermoelectrically nuclear powered and used six 20,000 hp electric engines with twin-bladed propellers to augment a secret anti-gravity generator (which, because of classified restrictions, offset only 75 percent of the helicopter's mass) and to maintain level attitudes and rapid movement.

The Bridge/Combat Information Center (B/CIC), Combat Operations Center (COC), and Air Traffic Control Tower (ATC) were located on the flight deck. Along with the hanger deck, they were the aircraft carrier aspect of the helicopter. The forward half of helicopter contained the Battle Command Center (BCC), the Command/Observation World Monitor Center (C/OWMC), and the vast computer equipment which supports the ELINT and the helicopter in general. The aft below segment of the helicopter contained the World Watch Situation Display Room (WWS), S.H.I.E.L.D.'s non-military, intelligence gathering and field agent clearing center.

The helicopter was also equipped with an Intermediate Range Ballistic Missile (IRBM; range of 3,500 miles, or the ability to achieve low-Earth orbit) which was variably programmed and payloaded to perform a number of special duty, clandestine, and crisis-oriented functions and was housed in a vibration-isolated silo. It was originally installed as part of the Minimum Essential Emergency Communications Network (MEECN) which, in the event of limited nuclear confrontation, would be able to provide the communications support of placing a satellite package in orbit after the primary satellites had been incapacitated. This function was filled by several Minuteman III missiles at Whiteman AFB, Missouri before the helicopter's destruction.

The helicopter was also hardened against nuclear electromagnetic pulses (EMP: the nuclear weapon detonation-induced drifting of unwanted ions that leads to high voltage current leakage paths and electronic circuit failure) to full Military Satellite Hardening Specifications. It could resist 1.2 joules per centimeter squared of radiation per second. The helicopter's nuclear generator was designed to keep it afloat indefinitely. The Helicopter's statistics were as follows:

Control: Good  
Speed: Excellent  
Body: Excellent

#### KNOWN POWERS:

**Armor:** The Helicopter was armored to provide Incredible protection against physical attacks and Remarkable protection against Energy attacks.

**Weapons:** The Helicopter had a variety of weapons systems. Characteristics of major systems are given below:

- Radar-guided 30-mm and 70-mm Electric Cannon: The highly sophisticated radar-automated firing systems on the cannon gave them Amazing Agility. The 40mm cannon did Incredible damage, while the 70mm cannon did Amazing damage. Both had ranges of 10 Areas.
- Box Missile Launcher. The Box Missile Launcher fired up to 8 air-to-air missiles at once. Each missile was self-guiding with the following statistics:

Body: Excellent  
Control: Remarkable  
Speed: Incredible  
Damage: Incredible.

The damage given is for a standard high explosive warhead.

- Cruise Missile: A Cruise Missile would have the following statistics:

Body: Remarkable  
Control: Amazing  
Speed: Remarkable  
Damage: Monstrous

The damage is for a non-nuclear warhead.

**Intermediate Range Ballistic Missile:** An IRBM would have these stats:

Body: Incredible,  
Control: Incredible  
Speed: Monstrous

Damage: Unearthly.  
The damage is for a non-nuclear warhead.

Particle Projector. This weapon projected an energy blast that did Monstrous damage at a 25-Area range.

## **UNIFORMS**

S.H.I.E.L.D. operatives wore distinctive uniforms designating rank. These uniforms were required dress at all S.H.I.E.L.D. headquarters for all operatives (except for Level-1 Directors and specially authorized Technician class specialists) and at official public functions and overt field maneuvers. Agents involved in covert field operations were expected to dress in plainclothes.

Agents involved in paramilitary operations frequently wore special commando paraphernalia over their regular uniforms. (S.H.I.E.L.D. 11 agents still wear standard S.H.I.E.L.D. uniforms when engaged in official S.H.I.E.L.D. business.)

All uniforms were made of 9-ply Kevlar, a material able to withstand the ballistic impact of up to .45 cal. slugs, and fire-resistant Beta Cloth. The uniforms give Good protection versus Physical attacks and Poor protection against Energy attacks.

## **Personnel**

### **Valentina Alligro De Fontain**

Deputy Director of S. H. 1. E. L. D.

Fighting: Rm  
Agility: Rm  
Strength: Ty  
Endurance: Ex  
Reason: Gd  
Intuition: Rm  
Psyche: Gd

Health: 86  
Karma: 50  
Resources: Ex  
Popularity: 30

Talents:  
Valentina has Martial Arts A and E, Marksman, and a variety of weapons skills. She has Remarkable reason with Public Relations.

### **HISTORY.**

Valentina was formerly the public relations director of the old S.H.I.E.L.D.. She was also the lieutenant commander of S.H.I.E.L.D.'s all-woman special forces unit, the Femme Fatale.

### **Gabriel Jones**

Recruitment and Training Officer for S.H.I.E.L.D.

Fighting: Rm  
Agility: Ex  
Strength: Gd  
Endurance: Rm  
Reason: Gd  
Intuition: Rm  
Psyche: Gd

Health: 90  
Karma: 50  
Resources: Gd  
Popularity: 20

Talents:  
Gabriel has Martial Arts A, B, and E, Wrestling, Marksman, Military, and a variety of weapons skills. He has Remarkable reason as an instructor. Jones also has Excellent ability as a Jazz musician.

HISTORY. Gabriel Jones was a Special Operative of S.H.I.E.L.D. 1. Outside of Nick Fury, he may be the only other survivor of the old Howling Comman- does (WWII combat unit). He was recently recruited by Nick to act as his chief training officer.

### **Kate Neville**

Agent of S.H.I.E.L.D.

Fighting: Ex  
Agility: Rm  
Strength: Ty  
Endurance: Gd  
Reason: Gd  
Intuition: Ex  
Psyche: Gd

Health: 66  
Karma: 40  
Resources: Gd  
Popularity: 6

Talents:

Kate has Martial Arts A and E, Guns, and Marksman skills. She is a trained assassin.

HISTORY

Neville participated in the destruction of Delta. Following the disbanding of the original S.H.I.E.L.D., she accompanied Nick Fury to Nova Scotia to work in his private employ. She has since joined the new version of S. H. 1. E. L. D.

### **Alexander Goodwin Pierce**

Agent of S.H.I.E.L.D.

Fighting: Ex  
Agility: Ex  
Strength: Gd  
Endurance: Ex  
Reason: Gd  
Intuition: Ex  
Psyche: Ty

Health: 70  
Karma: 36  
Resources: Ty  
Popularity: 6

Talents:

Pierce has Martial Arts E, Guns, Thrown Weapons, and Marks- man skills.

HISTORY

After helping Fury to defeat the Deltites, Pierce served for a time as the caretaker of the skyscraper that once served as the S.H.I.E.L.D. Headquarters. Eager for some action, he was quick to volunteer to serve as an agent of the new S. H. 1. E. L. D.

### **Al McKenzie**

Agent of S. H. 1. E. L. D.

Fighting: Ex  
Agility: Gd  
Strength: Gd  
Endurance: Rm  
Reason: Gd  
Intuition: Rm  
Psyche: Gd

Health: 70  
Karma: 50  
Resources: Gd  
Popularity: 10

**Talents:**

McKenzie has Martial Arts A and E, Marksman, and a variety of weapons skills. As the former CIA liaison to S.H.I.E.L.D., Al has Remarkable reason in matters concerning government operations, bureaucracy, and major intelligence organizations of the world (especially the CIA, Central Intelligence Agency).

**Contacts:**

Al McKenzie still has some valuable contacts in the CIA.

**HISTORY**

In the days of the old S.H.I.E.L.D., Al McKenzie was the CiNs liaison with S.H.I.E.L.D.. With the recent reformation of S.H.I.E.L.D., this role has been reversed, now he is Fury's contact with the CIA.

**Timothy "Dum Dum" Dugan**

Occupation: Special Director of S.H.I.E.L.D., Military Coordination

Fighting: In  
Agility: Gd  
Strength: Ex  
Endurance: Rm  
Reason: Gd  
Intuition: Ex  
Psyche: Ex

Health: 100  
Karma: 50  
Resources: Gd  
Popularity: 20

**Talents:**

Timothy Dugan had Wrestling and Martial Arts A, B, and E, as well as Military, Marksman, and a variety of weapons skills. He also had the Weapons Master skill.

**Contacts:**

Dugan had a number of contacts with various military and intelligence organizations throughout the world.

**HISTORY**

Timothy "Dum Dum" Dugan had been Nick Fury's right hand man since World War 11, when he served as corporal of the old Howling Commandoes unit. Dugan was in charge of S.H.I.E.L.D. I's vast military resources. Dugan was slain by the Deathheads, nightmarish aliens accidentally created by their long-time foe, Baron Strucker.

**Jasper Stillwell**

Special Director of S.H.I.E.L.D., Internal Affairs

Fighting: Ex  
Agility: Gd  
Strength: Gd  
Endurance: Gd  
Reason: Ex  
Intuition: Ex  
Psyche: Gd

Health: 50  
Karma: 50  
Resources: Ex  
Popularity: 10

**Talents:**

Jasper had Marksman and Guns skills and Martial Arts A and E.

**HISTORY**

Jasper was recruited by Nick Fury to help him keep tabs on the monster organization that S.H.I.E.L.D. had rapidly become. (The Deltite Sitwell took over directorship of S.H.I.E.L.D. when Fury was outlawed.)

**Sidney E. Levine**

"The Gaffer"

Fighting: Fb  
Agility: Pr  
Strength: Pr  
Endurance: Pr  
Reason: In  
Intuition: Ex  
Psyche: Gd

Health: 14  
Karma: 70  
Resources: Gd  
Popularity: 6

Talents:  
Levine had Amazing Reason as a Physicist and Engineer.

#### HISTORY

Sidney Levine, nicknamed "the Gaffer," was an outstanding research scientist and developed much of the technology that made S.H.I.E.L.D. so effective. His duplicate Deltite form assisted the Creator with his genetic-transference machine.

# ULTIMATUM

Terrorist organization ULTIMATUM is an acronym which stands for Underground Liberated Totally Integrated Mobile Army To Unite Mankind.

The organization is ideologically opposed to the concepts of nationalism and countries, and its activities are designed to subvert the governments and political structures of all nations. The full origins of ULTIMATUM have yet to be disclosed, but it is known that the bulk of its membership is culled from the ranks of experienced agents of HYDRA who suddenly found themselves unemployed in the wake of the demise of that long extant terrorist group. Agents of ULTIMATUM have the following game statistics:

Fighting: Excellent  
Agility: Good  
Strength: Good  
Endurance: Good  
Reason: Typical  
Intuition: Good  
Psyche: Typical

Health: 50  
Karma: 22  
Resources: Typical\*  
Popularity: 0/-10\* \*

\* Typical Resources as individuals; Incredible Resources if backed by ULTIMATUM.

\*\* The former statistic applies to individuals normally; the latter applies to those acting while wearing ULTIMATUM suits.

#### Equipment:

Members of ULTIMATUM wear black and white uniforms which are made of ballistic cloth and provide Typical protection from physical attacks. The goggles of their uniforms grant them Good protection from light-based blinding attacks. All soldiers of ULTIMATUM are equipped with submachine guns and knives, the statistics for which can be found respectively on pages 43 and 45 of the Advanced Set Players' Book. They also carry at least one spare clip of ammo for the submachine guns.

Talents: Standard-issue ULTIMATUM troops are trained in Guns and Martial Arts B talents. Of course, Judges are free to create nonstandard, agents as well.

# Empyrean

Jonathan Chambers

Fighting: Typical  
Agility: Good  
Strength: Typical  
Endurance: Excellent  
Reason: Excellent  
Intuition: Excellent  
Psyche: Excellent

Health: 42  
Karma: 60  
Resources: Remarkable  
Popularity: 0

#### Known Powers:

Empyrean is an energy vampire who thrives on the energy of the dying, he uses this energy to extend his life and increase his health. He loses 10 points a day, should his energy fall to 0 his stats fall to Feeble until he is able to drain.

For every Endurance point lost due to the Legacy Virus he gains 5 points, he can also drain mutant powers with Monstrous ability. The side effect for the legacy victims is however that their pain is relieved and that they don't suffer the penalties. They do however not gain the increase in power. Emyrean can drain from up to 10 areas away. When Emyrean drains the energy of an unwilling victims, the victim must make a Psyche FEAT vs. Amazing intensity or be stunned for 1-10 rounds and suffer Excellent damage. Emyrean can also release the energy for up to Amazing energy attacks

Talents:

Business, Genetics, Physics

Contacts:

Brotherhood of evil mutants

History:

Jonathan Chambers father Timothy was a mutant who couldn't control his powers and who was supposedly killed in a car crash at age 38 when Jonathan was 13, it is rumored that Jonathan killed his father by draining him.

Jonathan then became a famous media Scientist with his book on mutants "Fatal Attractions" being a large bestseller. He then bought an island from the former CEO of an AIM front company along with all the secret scientific and protective facilities and hired two leading geneticist to work with him. He set up a colony for Legacy victims to leech their energy and although under surveillance of the U.S.government and a visit by the X-Men his activities still continue.

# Vampires

Since time's beginning, humanity has spoken of the vampire - the undead, the demonic spirit embodied in human flesh, the corpse risen from its grave possessed of a burning hunger to feast on the blood of the living.

## Standard Vampires

Fighting: Good  
Agility: Excellent  
Strength: Remarkable  
Endurance: Remarkable  
Reason: Typical  
Intuition: Good  
Psyche: Excellent

Health: 90  
Karma: 36  
Resources: Shift-0  
Popularity: -20

### Known Powers:

**Immortality:** Vampires are considered to be Immortal. Vampires cannot die by conventional means, only restrained (see Limitations).

**Animal Transformation:** A vampire may change its shape into either a bat or wolf with Excellent ability.

**Animal Communication:** The vampire possesses Remarkable ability to communicate telepathically with any animal larger than an insect.

**Hypnotism:** Vampires can mesmerize others, or even control their minds outright. Vampires can manipulate others' emotions, becoming dream lovers or terrifying nightmares. This ability is ranked Excellent and requires eye contact.

**Heightened Senses:** The vampire's senses are superhuman. All 5 senses are heightened to Remarkable levels.

**Telepathy:** The vampire may attempt to read a victim's mind. The vampire must be able to see the person to be scrutinized. The vampire makes a Psyche FEAT roll vs. the target. Success allows the vampire to read the victim's thoughts.

**Astral Projection:** A vampire may project its spirit into the Astral plane with Incredible ability traveling invisible and intangible.

**Hyper Speed:** Vampires are naturally quicker than when they were alive enabling them to move and attack at superhuman speeds. This is considered Typical Hyper speed.

**Blending:** The vampire may step into the shadows and thereby shroud itself from sight with Amazing ability.

**Invisibility-Psychic:** The vampire possesses Excellent rank ability to psionically cause others not to see it forcing others will simply ignore it.

**Emotion Control: Fear.** A vampire hissing and baring fangs may instill an unnatural terror in a target. Unless a successful Psyche FEAT is made vs. Remarkable ability, the target must turn and flee.

**Night Vision:** Vampire may see in "natural" darkness without difficulty.

**Claws:** The vampire may sprout claws inflicting strength +1CS damage.

**Regeneration:** Vampires recover from damage quickly. Consider a vampire to possess Typical regeneration.

**Bite:** A vampire bite does Good damage per round by draining the blood from a victim. If the target has been drained of blood to Shift-0 health then re-infused with vampiric blood from the "parent" vampire the target will return to life as a Vampire.

**Blood:** Vampire Blood has a high level of toxicity. Should Vampiric blood come into direct contact with a living being, it will inflict Feeble acidic damage (burn) for 1 round. If it enters the blood stream of a non-vampire Feeble damage for 1-10 rounds. In greater quantities the blood could also have an effect of turning the target into a vampire. (Endurance FEAT to avoid).

*Note: If the Endurance FEAT failed follow your normal rules for possible vampiric conversion.*

### Limitations:

- Vampires must drink the blood of others to survive.
- Driving a stake through the heart of a Vampire will not kill it however it will place the vampire in a state of Suspended Animation
- Exposure to Direct Sunlight causes a vampire Remarkable damage. Reduction to zero health in this manner will reduce a vampire to dust.

- Holy symbols and Garlic will repel a vampire from the area until the item is removed.

### **Dealing with the Transformation**

The details above are standard for Generic Vampires. If you have a "Super Powered" vampiric conversion, the target will retain any original powers and gain the abilities listed above.

- Fighting and Intuition remain unchanged
- Strength and Endurance gain +1CS to a maximum of Amazing.
- Agility and Psyche receive +1CS to a maximum of Remarkable
- Higher *ranked abilities retain their original level.*