

MARVEL SUPER HEROES™

BASIC SET

NEW
Revised
Edition



MARVEL SUPER HEROES™

BASIC SET

RULE BOOK



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Basic Set

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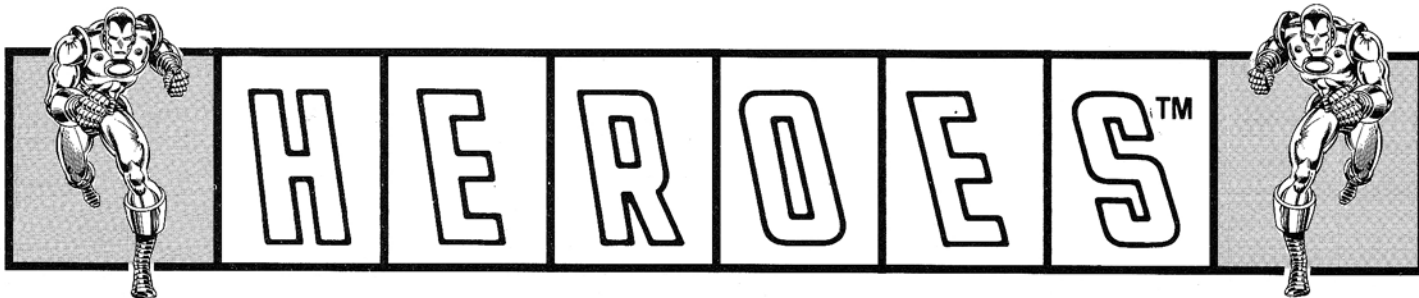
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Welcome to the MARVEL SUPER HEROES™ Basic Set

All the fun begins here.

This is the MARVEL SUPER HEROES™ Basic Set rule book. It is designed for first-time role-players, the guys (and gals) who have been following the Marvel Universe for years and want to try their hand at dealing with threats to humanity like Doc Ock and Kingpin. Those of you who have played role-playing games before, just hang on for a moment—this is old hat for you—as we lay out the basics.

A role-playing game is a game where people play the role of another individual (well, duh!). You get a chance to be an actor playing the part of a spaceman, a barbarian prince, or in this case, the Amazing Spider-Man. Most simply put, it's cowboys and indians for grown-ups. Instead of running around the back yard, you're sitting around the table with friends, munchies, and these rules, having a good time.

One player is the Judge. His job is to get the ball rolling, set up the scene, run the bad guys and their nefarious plots, the police, the soldiers, and the passersby who shout, "Look, up in the sky!" (oops, sorry, that's another company).

The other players (called by the dull but functional name "players") run the heroes, the main characters of the story. As a player, you get to foil the plots of the bad guys as Spider-Man, She-Hulk, Captain America, or even a hero you created yourself. A character that is controlled by a player is called a *player character*. Characters controlled by the Judge are called *nonplayer characters*, or NPCs.

Role playing is two parts acting, two parts story telling. The Judge has the framework of the story, but it is what the players do and say that gets things rolling. Imagine a comic book where the reader makes things up as he goes along. Now imagine several readers, all making things up together at the same time and you get the idea.

The rules tell the Judge and the players how to decide what happens. Imagine Spider-Man trying to snag Elec-

tro's wrist with his web-shooters. At the same time, Electro wants to nail Spider-Man with his energy blast. The rules tell you who gets to do his thing first, and whether he does it right. (Hey, even Spidey misses sometimes.)

All the rules are in this book. However, not everything in this book is a rule. We've included a lot of helpful hints and examples of how to play this game. We also show you how to create a character of your own, fight bad guys, and for new Judges, how to run an adventure.

The other book is the Campaign Book. It contains lots of neat stuff: game statistics for the major heroes of the Marvel Universe with explanations of their powers, a goodly smattering of villains (with hints for the Judge on how to handle them), plus soldiers, policemen, and other important NPCs.

The two maps show typical Marvel comic territory—a standard cityscape which can be used in any adventure.

The large cards included in the box are of two types. The first is a set of character cards which contain summarized stats for all the major heroes of the Marvel Universe. Cut these apart with a scissors, then give each player the card for whatever hero he is playing. The second item is a set of "Stand-ups" which, when folded and glued, can be used as playing pieces in the game.

Last (and not least) are the funky-looking ten-sided dice. They're called percentile dice and can be used two ways. You can roll a number from 1 to 10 (with one die) or 1 to 100 (with two dice). When rolling from 1 to 10, a "0" means "10." When rolling two dice, choose one die to represent 10s (usually the darker one), and one to represent 1s (usually the lighter one). If the dark die comes up 5 and the light die comes up 7, the number rolled is 57. If the dark die is 2 and the light die is 0, the number is 20. If the dark die is 0 and the light die is 5, the number rolled is 05, or just 5. If both dice roll 0, the number is 100.

OK, with all that out of the way, let's talk about . . .





Heroes (and other characters)

Pull out the Campaign Book and look up Spider-Man's entry. It states that Spider-Man has Remarkable Fighting, Amazing Agility, Incredible Strength, a Health of 160, Karma of 70, sticks to walls with Amazing ability, and has Photography talent.

Golly, what does all that mean?

As you may have picked up, role-playing games use their own jargon, their own code-words for things. You know some of it already: Judge, PC, NPC, percentile dice. Hang on tight, 'cause here comes a whole bunch more.

In order to understand how powerful heroes are (and to compare them to other heroes and villains), we describe them four ways: with *major abilities*, *superhuman powers*, *talents*, and *variable abilities*. These form the basic description of the hero in much the same way as height, weight, and eye color forms a basic description of you or me (well, you anyway).

Abilities

Let's start with the major abilities, or just "abilities" for short. Every hero, villain, and ordinary person in the Marvel Universe has seven abilities: *Fighting*, *Agility*, *Strength*, *Endurance*, *Reason*, *Intuition*, and *Psyche*. To each of these abilities we assign a *rank*. The rank is a word that describes how tough the character is with that particular ability. The ranks, in order, are: *Feeble*, *Poor*, *Typical*, *Good*, *Excellent*, *Remarkable*, *Incredible*, *Amazing*, *Monstrous*, and *Unearthly*. (It is also possible to shift off this scale on the high or low end; more on that later.) What it all boils down to is that a character with Monstrous Strength is stronger (a *lot* stronger) than a character with Excellent Strength. At the same time, the character with Excellent Strength is stronger than Joe Bag-o-donuts with his Typical Strength. Similarly, a character with Amazing Reason is smarter than someone with Remarkable Reason.

The abilities themselves are described below.

Fighting is the ability to punch, poke, jab, kick, trip,

thump, or otherwise injure someone else (usually a bad guy), either with your bare hands or with weapon. Captain America is a good example of a character with a high Fighting ability. Even though he has no real super powers, his prowess lets him hold his own against more powerful opponents.

Agility is the ability to aim well and move with dexterity and coordination. It measures the ability to hit a target with a thrown item (like a baseball or a shield) or a missile weapon (like an arrow or a gun). It also involves the ability to get out of the way when something is thrown or fired at you. Characters with high Agility can vault, somersault, dodge, and weave their way through a battle and usually hit what they aim at. A good example of a character with high agility is Spider-Man, who in addition to his nimble fighting style (and snappy patter) is also a good shot with his web-shooters.

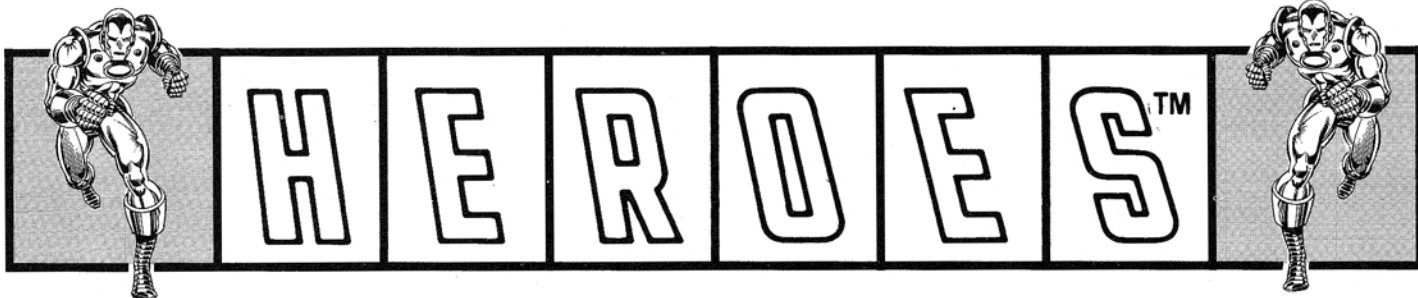
Strength measures how much weight a hero can lift, as well as how much damage he can do with his bare hands and how effective he is at grabbing and wrestling an opponent (as opposed to just punching his lights out). Characters with really high Strength, like Thor or the Hulk, can juggle railroad cars (if they feel like it).

Endurance reflects physical toughness and stamina and the ability to resist poison, knock-out drops, gas, and similar things. It also measures how long a character can hold his breath, how far he can run, and (if the situation comes up) many walls he can be punched through before blacking out. An excellent example of someone with high Endurance is the Thing, who takes a licking and keeps on kicking.

Reason is raw brain power and intelligence. It reflects not only the ability to think logically, but to understand and use complicated equipment. Reed Richards (Mr. Fantastic of the Fantastic Four) has a very high Reason, and as a result can usually be found tinkering around with new inventions that no one else understands.

Intuition is a combination of wisdom, wits, common sense, and battle savvy. It comes into play when the character tries to find something that is hidden, figure out what's bothering him, or decide whether danger is present. In combat, the first move often goes to the character with the highest Intuition rank. A character with high Intuition, like Wolverine, is more aware of his





surroundings (and threats in his surroundings) than his opponents.

Psyche (pronounced SI-key) measures willpower or force of will. It is used in mental attacks and magic. A high Psyche does not necessarily mean the character has great magical abilities or mental powers (he may have none), but it does mean the character has some protection against such attacks. Examples of characters with high Psyche ranks include the master mutant telepath, Professor X, and Earth's sorcerer supreme, Doctor Strange.

Ranks and Rank Numbers

Each of a hero's seven abilities has a rank. A rank reflects the hero's proficiency in that ability. Other heroes and villains with the same rank have about the same amount of power as that character; some will be a little better, some a little worse. For example, Thor and the green Hulk are both powerhouses in Strength—most of their matches have been stand-offs. Both have Unearthly rank in Strength.

Each rank has a name which indicates its power relative to the other ranks. At the lowest end of the scale are Feeble, Poor, and Typical. The high end boasts ranks like Amazing, Monstrous, and Unearthly.

Besides a name, each Rank also has a rank number. This number is constant—it never varies, up or down. For example, Unearthly Strength is always 100, regardless of whether we're talking about the Hulk's Strength or Thor's Strength. (We'll cover the use of these rank numbers a little later, when we talk about Health and damage.)

The ranks, in order, are: Feeble, Poor, Typical, Good, Excellent, Remarkable, Incredible, Amazing, Monstrous, and Unearthly. There are additional *shift ranks* above and below these. The rank numbers and their descriptions are:

Rank	Rank No.	Description
Shift 0	0	Nonexistent*
Feeble	2	Far below average
Poor	4	Below average
Typical	6	Average Human
Good	10	Above average
Excellent	20	Olympic-level

Remarkable	30	Normal human limit
Incredible	40	Enhanced human
Amazing	50	Enhanced human limit
Monstrous	75	Beyond human, as the Rank says; so good it's scary
Unearthly	100	Realms of the Gods.
Shift X	150	Further increases*
Shift Y	200	Further increases*
Shift Z	500	Further increases*
Class 1000	1000	Cosmic Level**
Class 3000	3000	Cosmic Level**
Class 5000	5000	Cosmic Level**

* Not used by player characters initially, but may be used for bad guys and in special situations (see FEATS)

** Not available to player characters (or most inhabitants of Earth). The guys who hang out in this neighborhood are cosmic entities and embodiments of universal forces. Even superheroes normally fight guys like these with their hats (grab it and run).

Coming back to Spider-Man, we now know the following:

His Fighting ability is Remarkable, which is above the human average. In a fistfight with a typical goon, he won't even work up a sweat. Against Captain America (whose Fighting ability is Amazing, two ranks better), Spidey had best be light on his feet.

Spider-Man's Agility is Amazing, as in "The Amazing Spider-Man." This is his best ability, and reflects his lightning-quick reflexes and deadeye aim with his webshooters. He is much more agile and accurate than normal humans and better than the bulk of his fellow super-powered fellows.

Spider-Man's Strength is Incredible, which while far above even the best of normal humanity, is still no match for the weight-lifting abilities of the Thing, Thor, or the Hulk.

Spider-Man's Endurance is also Incredible, making him much tougher than a normal human, but again less so than the Norse god of thunder.

With a Reason of Excellent, Spider-Man is within the topmost ranks of normal humanity, but still within the realm of common folk. He is no match for Reed Richards, but is still awfully sharp.





Spider-Man's Intuition is only Good, which is surprising considering his ability to leap out of harm's way in the nick of time. Actually, his talent there is connected to a super power: his Spider Sense. In other situations, or when he is unable to use his Spider Sense, Spidey's Intuition is only Good—which is why when he loses his Spider Sense, he suddenly has big problems with his foes.

Finally, Spider-Man's Psyche is Incredible. While he does not have mental or magical powers on par with Professor X or Doc Strange, Spider-Man has a great sense of willpower and resistance to mental or magical domination. Hence this high Psyche.

Variable Abilities

All characters in the MARVEL SUPER HEROES™ Basic Set also have variable abilities, also called variables. They are four in number, and are called variable abilities because they can change during the course of play. The variable abilities are:

Health. Health is a measure of how physically fit the hero is and how much damage he can take. Unlike the major abilities, Health has no rank, only a number. This is usually between 8 and 400. The starting Health of a hero is listed on his (or her) character card, but is determined

by adding the rank numbers of the first four abilities: Fighting, Agility, Strength, and Endurance. If all these abilities were Good (with a rank number of 10 each), then the hero's Health would be $10 + 10 + 10 + 10 = 40$.

When a hero gets hit, struck, beaten, tripped, or thrown off a tall building, the amount of damage he takes (in points) is subtracted from his Health. Health is regained by resting and healing from the effects of being batted around. Should Health reach 0, the hero is knocked out.

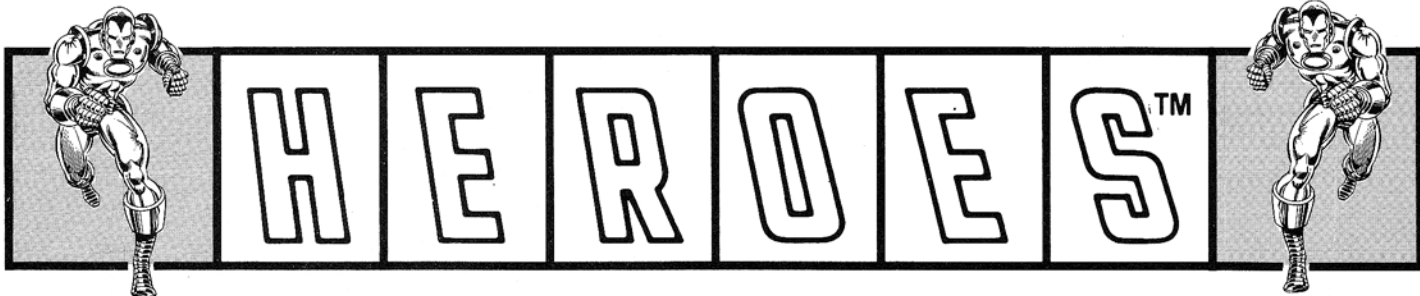
For more information about Health and combat, see the combat chapter ("It's Clobbering Time").

Karma. Karma is like Health in that it is a number, not a Rank. Karma reflects a hero's control over luck and fate, and his ability to make the crucial die roll, strike the lucky punch, or generally perform the hair-raising action which allows him to save the world (or at least his own skin).

A hero's initial Karma is determined by adding together the rank numbers of the remaining three major abilities: Reason, Intuition, and Psyche. A character with Good Rank in all these areas has $\text{Karma} = 10 + 10 + 10 = 30$.

Karma can increase or decrease over the course of the game. When a hero acts heroically, catching bad guys and performing feats of derring-do, his Karma increases.





When he behaves in a cowardly or irresponsible way, or lets bad guys get away, his Karma decreases. This is explained in painful detail in the Karma section.

Karma can be spent to change die rolls and to give the hero a better chance to be really heroic. Check the next section, FEATS, for the effect of using Karma.

Finally, Karma can be spent to increase abilities and gain talents.

Resources. Resources is a reflection of how wealthy and/or well-connected a character is: how easily can he buy a new car/get necessary lab equipment/take the SHIELD helicarrier out for a spin. It has both a Rank and a rank number. Rather than forcing players to keep complicated records of their characters' finances (which is too much like real life), the Resource ability is checked when purchasing major items.

Resources are variable because they can change, often regardless of how successful the player character has been in his heroic identity. When playing the game, a hero may suddenly win the lottery or lose a fortune. The Judge controls how much is spent and how.

Popularity. The last of the variables, Popularity, is a reflection of how popular the character is with the natives of the Marvel Universe.

A high Popularity rank indicates that most individuals like and admire that hero and what he has done. Because of this, people are often willing to lend help (a passerby is more likely to lend his car to Captain America, the living legend of WWII, than to the Submariner, who has a reputation for being nasty, haughty, short-tempered, and disrespectful of other people's property).

Popularity, like Resources, is represented by a Rank. For heroes with secret identities, that Rank applies only to the costumed, heroic identity, not the alter-ego. Captain America gets more respect than Steve Rogers. Secret identities are considered to have a Popularity of Typical unless otherwise noted.

Popularity, like Resources, is controlled by the Judge. It can shift dramatically, depending on the character's actions and whether the *Daily Bugle* is out to give grief to the local heroic community.

Flipping through the Campaign Book, you'll notice that a number of the villains have a negative Popularity score. This reflects the fact that they can often get what they

want just by asking, but because everyone fears them, not because anyone respects them. It's one of the prices of being a bad guy (pity the poor, unhappy villain).

Checking with Spider-Man again, we see that he has a Health of 160 (30 + 50 + 40 + 40), which is in the mid-range as far as costumed super heroes go and far better than most mere mortals (which are in the 20 to 60 range), but far below such heavy hitters as the Thing (200 Health) and Thor (320 Health).

Spider-Man's starting Karma is $20 + 10 + 40 = 70$. Again, above the common crowd, but Spidey spends Karma hands over fisticuffs in his continual battle against evil (and just making ends meet). Actually, Spider-Man is better in starting Karma than most heroes, but he needs more of it to survive.

Spider-Man's Resources are currently Typical (6). They are a darn sight better than they have been in the past, but nowhere near the plush heights of Tony Stark or even Reed Richards. Finances are tight, but Mr. and Mrs. Parker can afford the rent (by living with friends) and food. Big purchases are usually out of the question, though occasionally Parker can wrangle plane tickets out of J. Jonah Jameson to cover important stories.

Spider-Man's Popularity see-saws all over the place (remember, this is popularity in the Marvel Universe, not the wall-crawler's popularity in our world). Currently it is listed at Remarkable (30). Considering he lives in New York, he's a fairly popular guy, but enough people buy that "Spider-Man, threat or menace" hokum that the *Daily Bugle* has been pushing for years that some are wary of him.

Powers

Powers—that is, superhuman abilities—are what make Marvel's super hero (and super villain) characters so super. Each hero and villain described in the Campaign Book has a list of powers tailored just for him. There is also a list of "standard" powers at the end of this book for those wishing to create their own Marvel super hero.

Powers are usually described in terms similar to abilities. They are given a rank and rank number. For example, consider three characters with wall-crawling ability (able to scale sheer surfaces); Spider-Man, Black Widow,





and Nightcrawler. Both Spider-Man and Nightcrawler have wall-crawling at the Amazing rank, meaning that they can stick to walls pretty well. Black Widow has wall-crawling as well, but only at the Remarkable rank. What does this mean? Only that while all three can scale vertical walls pretty easily, if confronted with a very slippery surface (like a rain-slickened glass skyscraper), the mutant Nightcrawler and the nonmutant Spider-Man stand a better chance of holding on than Black Widow, who derives her wall-crawling power from her suit.

When reading the character descriptions, also note that some powers, such as Black Widow's wall-crawling and Spider-Man's web-shooting, are marked as equipment. This means they are not innate powers (part and parcel of the hero), but rather come from some device or gizmo. The master of these high-tech wonders is Iron Man, who is continually refining and upgrading his suit of armor to keep it on the cutting edge of technology. The disadvantage of basing your powers on equipment, as Iron Man has learned, is that others can steal the equipment from you.

Some powers have a rank for the intensity of their effect. This power rank is used to determine what happens when that power is used. A bolt of Incredible electricity inflicts Incredible damage (40 points). Body armor of Remarkable rank protects against attacks of up to Remarkable damage (30 points).

Looking to Spider-Man again, remember that we mentioned his Amazing Wall-Crawling power (which is pretty darn good, considering that you and I can't stick to walls at all). In addition, he has as a natural (or unnatural!) ability his Spider Sense, which is also Amazing. The description of Spidey states that his Spider Sense replaces Intuition in determining initiative (this gives Spider-Man an advantage in combat) and that Spider-Man can dodge out of harm's way if he makes a successful Spider Sense FEAT roll.

FEAT roll? Don't worry, we'll explain that in the next chapter. Suffice it to say that Spider-Man is a hard dude to sneak up on.

But wait (as the ads say), there's more. Spider-Man almost never goes anywhere without packing his trusty web shooters and spider tracers. Both of these are equipment, so they can be taken away from him or dam-

aged in combat. Spidey fires his web-shooters with Amazing accuracy (his Agility rank). The web strands harden very quickly (the book states they have Monstrous strength, so they must be tough). The spider tracers are tracking devices that Spider-Man can follow with Amazing (50) ability.

In summary, Spider-Man is a pretty handy guy: capable in a fistfight because of his Spider-Sense, able to scurry up walls and dodge out of the way, and with a nifty weapon which can net up the bad guys plus a tracking device for the ones who try to get away.

Talents

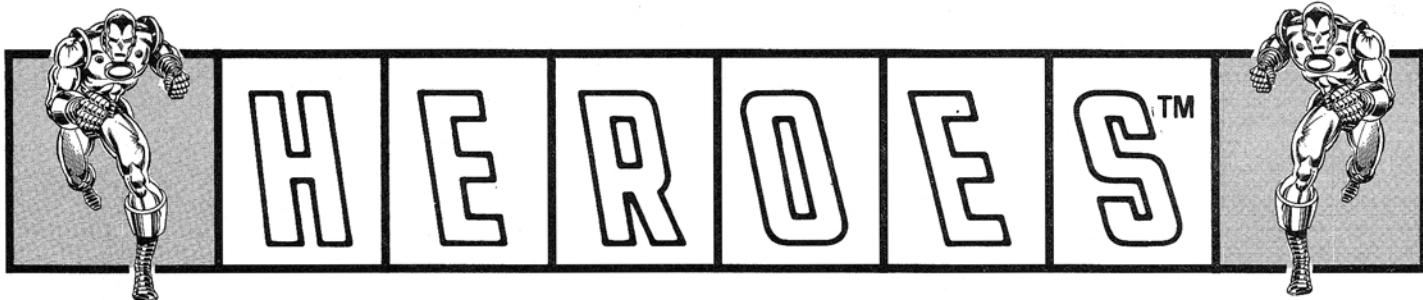
Talents are special abilities and powers for those of us who haven't been exposed to gamma radiation or bitten by a radioactive spider. All that is involved in getting a talent is hard work and intense study. (People who've bathed in gamma rays and been bitten by glowing spiders can have talents, too; they just don't brag about it.)

A talent gives a temporary boost to an ability rank. When using an ability to do something that the character has a talent for, that character's ability is treated as one rank higher than usual. For example, Iron Man is a pretty smart fellow, with Incredible Reason (40). He also has a talent in Electronics. That means, when working with electronics, his Reason is considered Amazing (50)—one rank higher than it is. This increase is known as a *column shift* and is explained further in the FEATs section.

Spider-Man is listed as having three talents: Photography, Chemistry, and Weapons Specialist (with his web-shooters). When Spider-Man (or Peter Parker) tries to do anything related to photography (taking the perfect picture, setting up his automatic camera) or chemistry (making a new chemical compounds or isolating a molecule for study), his abilities are one rank higher. Further, when using his web-shooters (for any reason at all), his Agility is raised from Amazing (50) to Monstrous (75).

Now we have a pretty full picture of Spider-Man (the "In Brief" section rounds out his character, gives him an origin, and tells us why he is a hero). Spider-Man is quick, agile, and strong, aided by a special ability that warns him of danger, and weapons that ensnare his opponents in a strong web. He's especially good with that





weapon, along with being a good photographer and a chemist. He is a mid-range hero, tough but not on par with the heavyweights of the Marvel Universe. All around, he's pretty impressive. Amazing, even.

The next question is, how does he do all the amazing things he does? How does the Judge determine whether Spider-Man successfully lifts a pile of broken girders, hits a bad guy, or dodges out of the way of Juggernaut's fists?

Answer: That's where FEATs come in.

FEATs

A hero bounds over three parked cars to rescue a small puppy. A hero knocks out a murderous villain with a single punch. A hero flings a loose bolt across a crowded laboratory, hitting the shut-off switch which stops the doomsday device.

How does he do that?

The answer is FEATs, an acronym for *Function of Exceptional Ability or Talent*. FEATs are how players determine whether their characters succeed in their actions. When a character tries to do something difficult, the player rolls the percentile dice. This is called a FEAT roll.

On the back cover of this book is the *Universal Table*, which is used to determine whether FEATs succeed or fail. Across the top are the ability ranks and rank numbers, ranging from Shift 0 to Shift Z, plus Class 1000, 3000, and 5000. Down the left side of the chart are numbers from 1 to 100.

To make a FEAT roll, roll the dice and find the number rolled along the left side of the table. That will give you a particular row of boxes. Find the ability rank that is being used (Excellent, Remarkable, etc...) to make the FEAT across the top. That gives you a particular column of boxes. Find the box where the column and row meet. That box is the result of the FEAT. The color of the box (White, Green, Yellow, or Red) indicates whether the FEAT succeeded or failed, and the degree of that success or failure. In general, a white result is bad, a green result is OK, a yellow result is good, and a red result is best.

The ability rank that gets used depends on what the hero is trying to do. Some examples of which ability gets

used in various cases are listed below.

Fighting: Attacking with bare hands or a weapon, or trying specific fighting tricks (like hitting multiple opponents).

Agility: Throwing things, aiming weapons, dodging, jumping, acrobatics, and using powers from a distance.

Strength: Lifting things, breaking things, wrestling or restraining an opponent.

Endurance: Avoiding the effects of poison or being reduced to 0 Health, charging an opponent.

Reason: Understanding and operating technology, inventing things, learning new languages.

Intuition: Sensing danger, finding hidden objects.

Psyche: Using magic, avoiding magical effects, resisting mental control.

In addition to the seven basic abilities, the following other variables and powers also use FEATs.

Power: The rank of a particular power determines its success. Exceptions are those powers (such as electric bolts) which require Agility to see if they hit their target.

Popularity: Used in those situations where the hero's Popularity determines whether he can succeed—such as when he is trying to calm a crowd or borrow an incredibly powerful scientific gadget from a government lab.

Resource: A Resource FEAT is used to see if the character can afford to buy something, such as a new car, a new space telescope, or a secret base located somewhere in Manhattan.

FEAT Example: Spider-Man is swinging through downtown Manhattan when he sees a small dog dodge out into the middle of the street, in front of a delivery truck. The player running Spider-Man decides to rescue the small dog by swinging down and grabbing it as he passes.

What Spidey is doing is an Agility FEAT (the Judge makes this decision, using common sense). Spider-Man's Agility is Amazing, so the Amazing column of the Universal Table is used. However, the roll of the percentile dice comes up 13. The 11-15 row of the Amazing column is a White result—a miss! The FEAT fails! Spider-Man misses the puppy and has now put himself right in front of a speeding delivery truck.

Let's say that die roll was a 59 instead. Checking the 56-60 row, we find the result is a Yellow box—success!





Spider-Man grabs the pooch and swings away with it before the truck driver even knows he was there.

A FEAT roll is necessary only when a hero does something difficult or out of the ordinary. Walking down a street or opening an everyday door doesn't require a FEAT roll. Neither does flying across town, if it is something that the hero does routinely. On the other hand, flying at high speed through a narrow window and across a crowded office does require a FEAT roll.

Some actions are beyond even the fantastic abilities of characters (such as moving a planet out of orbit). These are simply not allowed. The Judge has final say on which tasks require a FEAT roll, which are automatic, and which are impossible.

Column Shifts (CS)

Sometimes circumstances make a task easier or harder than it would normally be. When this happens, the character gets one or more *column shifts* (abbreviated CS).

The most common column shift comes from a hero having a particular talent, and using an ability related to that talent. For example, a hero with a Reason of Excellent (20) will normally make FEAT rolls involving Reason (discovering a rare element, solving a complicated computer lock) using the Excellent column. If he has a talent in computers (listed on his card), then his Reason is one rank higher—it is raised to Remarkable (30) when dealing with computers. That hero gets to use the Remarkable column of the Universal Table when making Reason FEAT rolls concerning computers, but still has Excellent reason for everything else.

When column shifts are noted in the rules, we use an abbreviation. The notation "+1 CS" means one column shift to the right (to a better column). "+2 CS" means shift two columns to the right. Similarly, "-1 CS" and "-2 CS" mean shift one or two columns to the left (into worse columns). A "+" shift is always to the right and the "-" shift is always to the left. In this way, an ability can be shifted into the Shift 0 column at the far left of the table, and to the Shift X, Y, or Z areas in the upper end of the table.

Note that there is a gap between Shift Z and Class

1000. It is not possible to move from the Shift Z column to the Class 1000 column with a shift.

Intensities of FEATs

If you've been paying attention, you should be wondering just what the difference is between Green, Yellow, and Red FEAT results.

Generally, as was stated above, a Green result is OK, a Yellow result is good, and a Red result is great. Sometimes the differences are specified by the rules, as in combat, where a Red result on a punch is different from a Yellow result (see Combat for the details). Sometimes there really is no difference; all that matters is that the character gets a result that isn't White (this applies when any success is enough success). But there's a third possibility, too, because sometimes a Green (or even Yellow) result might not be good enough to pull off what the character wants to do.

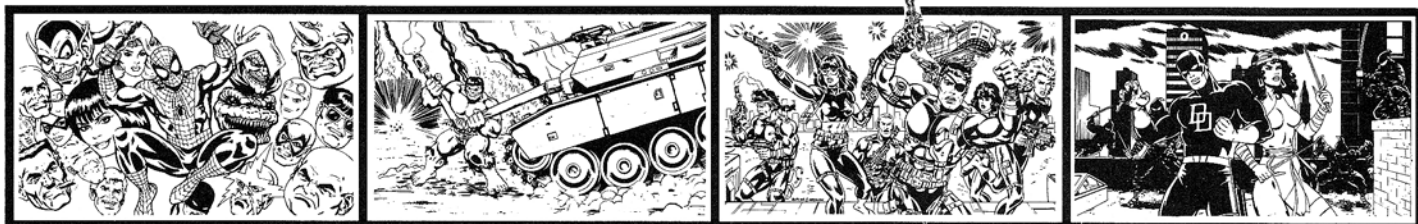
This decision is up to the Judge. How does he decide? With a neat trick called *intensity*. Intensity is nothing more than a rank assigned to an item or an object to indicate how tough that item is. This rank is similar to ability ranks—Feeble intensity knock-out gas is much less potent (and dangerous to the heroes) than Amazing intensity knock-out gas.


By comparing the character's ability rank with the task's intensity rank, the Judge can determine easily what type of FEAT result is needed:

- If the intensity is less than the character's ability rank, it is a Green FEAT.
- If the intensity is equal to the character's ability rank, it is a Yellow FEAT.
- If the intensity is greater than the character's ability rank, it is a Red FEAT.


A Green FEAT is enough to challenge the hero's ability but is still relatively simple and safe. Lifting a moderate amount of weight, spotting a clue, or simply hitting a bad guy with your fist are all Green FEATs. For a Green FEAT to be successful, the player must roll a Green, Yellow, or Red result (White is a failure).

Yellow FEATs are slightly tougher, like lifting the maximum weight you are capable of or knocking a gun out of





HEROES™



an opponent's hand. For a Yellow FEAT to be successful, the player must roll a Yellow or Red result on the Universal Table (Green and White are failures).

Red FEATs are the most difficult, things that the hero has never tried or seem beyond his capability, such as lifting enormous weights, leaping further than ever before, making that once-in-a-lifetime (or once-in-a-comic book) shot to save the day. Red FEATs are only successful if they are in the Red area, and are few and far between.

Using Spider-Man as our example, let's look at those knock-out gases. Spidey's Endurance, which is the ability to check when dealing with such things, is Incredible (40). If the knock-out gas is Feeble (2) intensity, then Spidey needs a Green FEAT to avoid the effects—pretty easy to do. If the knock-out gas is Incredible (40) intensity (equal to Spidey's Endurance), then a Yellow FEAT is required to avoid being knocked out. If the knock-out gas is our top-of-the-line Amazing (50) version, then he needs to make a Red Endurance FEAT to avoid the effects.

Optional Rule: If the Judge wants, he can declare certain FEATs to be either automatically successful or impossible. If an intensity is three or more ranks below the ability being checked, then the judge can declare the FEAT automatically successful (it is the same as

walking down the street, picking up a chair, or any other common action). A Feeble (2) knock-out gas would never affect Spider-Man under these circumstances.

If a FEAT is more than one rank above the ability rank being tested, then the Judge may declare the FEAT impossible. For example, no matter how hard Spider-Man pounds, he's not going to break through a wall of solid adamantium (the hardest substance known to man).

When declaring FEATs automatic or impossible, the Judge should keep in mind that if there is even a small chance of success (or failure), the FEAT roll should be allowed. Further, bad guys should never have automatic FEATs. They should have to roll for everything, particularly when it comes to hurting the heroes.

Intensity Charts

The following list is provided to aid the Judge when ruling on the intensity of FEATs attempted by the player characters.





Strength FEATs

Lifting 50 lbs	FE
Lifting 100 lbs	PR
Lifting 200 lbs	TY
Lifting 400 lbs	GD
Lifting 800 lbs	EX
Lifting 2,000 lbs	RM
Lifting 10 tons	IN
Lifting 50 tons	AM
Lifting 80 tons	MN
Lifting 100 tons	UN
Lifting 100+ tons	ShX

Agility FEATs

Walk Balance Beam	GD
Walk Tightrope	RM
Catch Thrown Object	RM
Catch Arrow in flight	MN
Catch Bullet in flight	UN

Endurance FEATs

"Typical" tear gas	TY
Snake Venom	GD
Spider Venom	EX
Surviving Vacuum	UN

Reason FEATs

Simple Machines	FE
Communicate by Gestures	TY
Simple Electronics	GD
Computer Programming	RM
Understand Stardrives	AM

Intuition FEATs

Obvious Items in room	PR
Note Details	EX
Recall from Memory	EX
Hidden Doors	IN
Invisible Objects	MN

Psyche FEATs

"Typical" hypnosis	GD
"Typical" mind control	RM
"Typical" magic	IN
"Typical" Asgardian spells	MN

Material Strength

One of the most common times when intensity comes into play involves materials, objects, and inanimate things. Heroes (and villains, too) spend a lot of time ripping up pavement, snapping off light poles, busting through walls, and otherwise wreaking havoc on their surroundings. To determine if they are successful, we look at the intensity of the materials, called their *material strengths*.

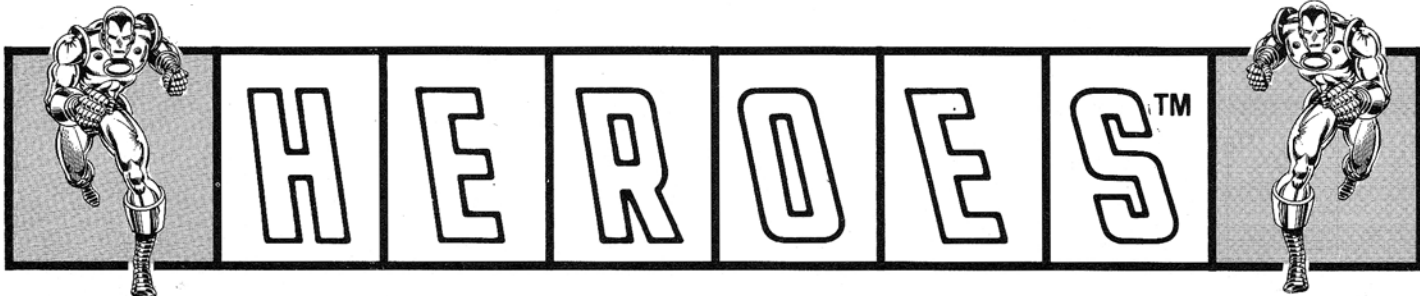
Material Strengths of Common Objects

Feeble	Cloth, paper, brush, glass
Poor	Plastic, crystal, wood
Typical	Rubber, soft metal, ice, interior walls
Good	Brick, aluminum, asphalt, high-strength plastic, light machinery
Excellent	Concrete, iron, bullet-proof glass or clothing, exterior walls
Remarkable	Steel, reinforced concrete
Incredible	Stone, vibranium, volcanic rock
Amazing	High strength steel, granite
Monstrous	Diamonds, super-heavy alloys
Unearthly	Adamantium, some mystic elements
Class 1000	Virtually indestructible materials (Thor's hammer, Captain America's shield)

When a character tries to break something, the Judge decides what the thing's intensity is. Heroes can easily (automatically, that is) break through materials with intensities three or more ranks less than their Strength ability (have you ever seen a brick wall slow down the Thing?) Similarly, items more than one rank stronger than the hero's Strength cannot be affected by the hero (even the Hulk cannot bend Captain America's shield).

Optional Rule: The Judge can take the thickness of the material into account when determining column shifts. If the material is particularly thin (less than an inch thick), then give the FEAT a +1 CS (it is easier to





break or snap this material, because there is not a lot there). If the material is more than 1 foot thick, give the FEAT a -1 CS (there is more there to move), and if more than 2 feet thick, a -2CS. That is why it takes a while for even a super-powered bad guy to dig out from a cave-in.

Karma

Looking at the Universal Table, there is always a chance for failure, of rolling a "01" on the dice and getting a bad result. How do the heroes manage to pull out those impossible FEATs, make the killer shots they absolutely need to survive, and save the world at the last possible moment?

When the fat's in the fire and a hero really needs that FEAT roll to succeed, he can spend Karma points to improve his chance for success. Every hero has an amount of Karma at the start of the game, and will gain or lose Karma depending on his actions.

Before rolling the dice to resolve a FEAT, the player announces if he is spending any Karma on the die roll. Think of Karma as money, and spending it as buying better luck. At this time the player also declares what color FEAT he is looking for.

After announcing, the player rolls the percentile dice. If the roll isn't high enough to get the color the player wanted, subtract the die roll from the lowest die roll that would have yielded the desired color. That many Karma points are then expended (subtracted from the player's total for that hero) and added to the die roll, making the FEAT roll successful.

For example, look again at Spiderman's unsuccessful attempt to rescue the puppy. The player rolled a 13 on a Green FEAT using Amazing Agility. This is a White result, so the FEAT failed. What if the player had announced that he wanted to spend Karma on the roll? The lowest roll that will get a Green result on the Amazing column is 26. Subtracting 13 (the die roll) from 26 leaves 13. Spidey's player reduces Spider-Man's Karma point total by 13 and the FEAT roll succeeds!

Once a player declares that he is spending Karma, he must spend at least 10 points regardless of what the dice

roll is. Even if the dice roll is high enough to get the desired result by itself, the character still expends 10 Karma points. If Spidey's player had spent Karma in the second puppy-rescue example (he rolled a 53—success) he would still spend 10 points of Karma. These points are not added to the die roll, however. Karma can never raise a die roll above the color the player requested before rolling the dice.

If the hero doesn't have enough Karma points to make up the difference between the dice roll and the needed number, he cannot accomplish the FEAT—it fails. In this case, subtract 10 points from the hero's Karma anyway. He does not have to spend all of his Karma raising a die roll that will fail regardless, but the effort still costs him something.

Besides using Karma to raise his own die rolls, a hero can use it to reduce the effects of other people's attacks on himself. If he is hit, a hero can move the result to the next lower color by paying a flat 40 Karma points. If a bad guy gets a lucky shot on your character (a Red result), you can pay 40 Karma (if the character has it) and reduce the effect to Yellow.

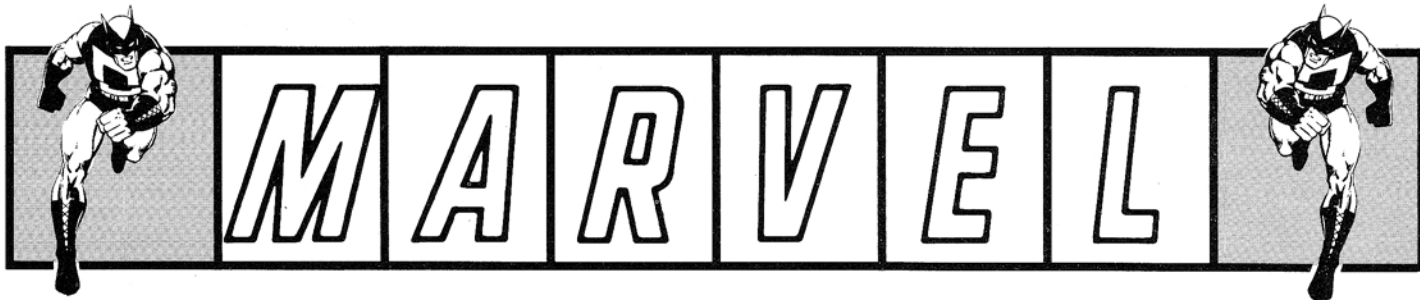
A hero can never spend Karma to aid someone else. He must always be either rolling the dice himself, or be the target of someone else's dice roll. However, if the attack has an area effect and someone spends Karma to reduce its effect, everyone in the area benefits.

There is one situation when heroes cannot spend Karma: when they are surprised by an opponent. A sudden attack coming from an unexpected direction or a bad guy playing possum in order to make the hero drop his guard is common in comic books. (See *Blindsiding* in the *Combat* chapter.)

Spending Karma on everything is expensive. Characters only get Karma points by performing heroic acts, and they often must spend Karma points to perform heroic acts. A successful hero must know when to spend his Karma and when to hoard it.

Only good guys (the player characters) get to spend Karma freely on any die roll they want. Characters controlled by the Judge (including other heroes, supporting players, and villains) can only spend a maximum of 20 points on any Karma roll. Even then, they will normally only spend Karma to save their lives.





Movement

Look at the game maps. They show a typical downtown region divided into areas by solid and dotted lines. When heroes move they travel from area to area. When they use weapons, throw things, or use their powers, those powers are listed as being effective up to so many areas away. Areas are like squares on a checkerboard—they regulate how far characters can move.

How far a hero can move along the ground is determined by his Endurance ability. A character with a Feeble Endurance (such as Aunt May) can move one area per turn. A character with Poor, Typical, Good, or Excellent Endurance can move two areas in a single turn. A character with Remarkable Endurance or better can move three areas in a single turn.

In addition, characters may be able to move more quickly using super-speed, special movement abilities, or flight. These abilities have their own ability ranks. The Speed Table shows each of the various types of movement and how many areas each rank allows a character to move.

Back to the map. Thick solid lines represent outside walls of buildings (Excellent material strength), while thin solid lines represent interior building walls (Typical material strength). Doors are shown by orange rectangles, windows by yellow rectangles. Characters can move across the dotted lines freely. They can move across solid lines either through doors (with no ill effect), through windows (having to break through the glass), or through the walls themselves (leaving a large hole in the masonry as they pass). The last two involve Strength FEATs to break through the material (in the case of glass, this usually isn't a problem).

In clear, open terrain, an area is about 44 yards across. Nice, big, open areas are scarce in New York city, however; there usually are plenty of walls, hills, trees, and other things to break this into smaller areas. A room in a building may be reduced into several smaller areas both for ease of movement and to keep things interesting.

We've provided a wide variety of fold-up playing pieces

for use in the game, featuring major heroes, villains, and other neat stuff. The fold-ups are simple to assemble: cut along the solid lines, fold along the dotted lines, and glue where it says "Put Glue Here." Each counter has a front-facing point that shows where the hero is facing. In the few cases where it matters, that point is considered the precise location of the hero, where he is physically standing.

Clutter and Crowds

If there is a lot of stuff in an area (desks, boxes, trash cans, racks of clothing, office furniture, etc.), the area is considered *cluttered*. Place a clutter marker in that area. A hero on the ground must make an Agility FEAT roll to move into or out of a cluttered area. A failed FEAT causes the character's move to end; he gets into the area but he can't leave it.

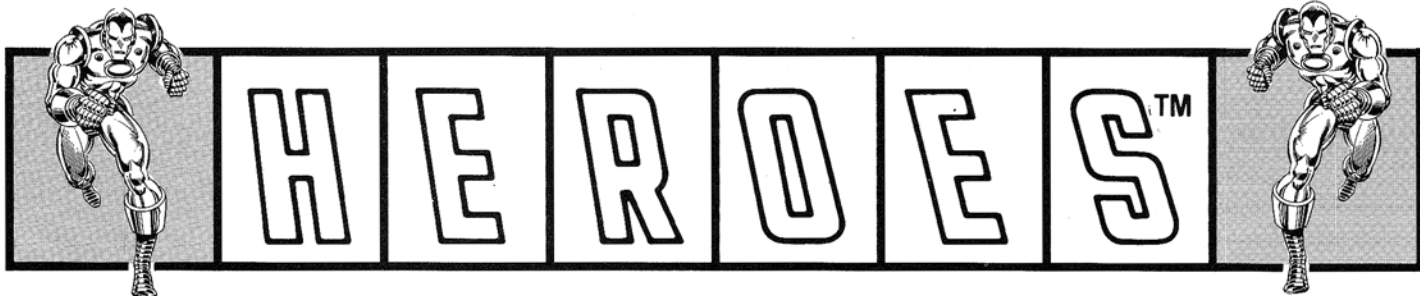
If there are a lot of people in an area (a crowd gathered to watch two menacing mutants square off), the area is *crowded*. Place a crowd marker in that area. Crowds function the same way as clutter—a hero must make an Agility FEAT or be trapped in that area for the rest of the turn (a frustrated hero can toss desks out of his way but not innocent bystanders).

It is difficult to fight in crowded and cluttered areas. Any attack made by a character in such an area suffers a -1CS.

It is also dangerous to open fire or throw things into a crowd. A missile weapon or thrown object tossed or fired into a crowd stands a chance of hitting an innocent bystander. If the original target is missed, roll a second time; a successful roll means that a random bystander (chosen by the Judge) is hit by the weapon.

One good thing about fighting in a crowd is that the area does not remain crowded for long. After two rounds of fighting in a crowded area with innocent bystanders (to be read as "people who are not involved in the fight, do not want to be in the fight, and have a chance to get out





of the fight”), the area is no longer crowded (the innocent bystanders have taken to the hills).

Vertical Movement

Vertical movement involves moving up and down, including on stairs and elevators, plus using special abilities such as Wall-Crawling, and sudden irrevocable downward movement (better known as falling).

Look at the map. Most of the buildings have small numbers in the corners. These indicate the number of floors or stories in the building. Think of a story as a vertical area; when moving through a story, it counts as one area. A story is about 15 feet high, for those who are counting.

Stairs and elevators are the most common ways to go up or down in buildings. A character with Remarkable Endurance or less can go up or down stairs at a rate of one story per turn. Those characters with Endurance greater than Remarkable move up or down stairs at two stories per turn. Elevators move at a set rate of 10 stories per turn.

Characters moving along the outside of a building (perhaps using Wall-Crawling or climbing abilities) do so at their normal movement rates. Those who are not blessed with such abilities can move upward or downward one

area per turn, provided that they have some means of moving (ropes, perhaps, or gargoyles and sculptures to use as handholds).

A falling character moves downward 10 stories per turn. This means if your character falls off a really tall building, you have a few rounds to think up a way to save him before he hits the ground.

It's not the fall that damages heroes but, rather, the sudden stop at the end. In the MARVEL SUPER HEROES™ Basic Set, a hero loses 10 Health points for every story fallen, to a maximum of 120 Health points lost from a fall. Body armor, force fields, and similar protection might absorb some of that damage (the decision is left to the Judge, depending on circumstances). In addition, those characters who fall must make an Endurance FEAT roll; a White result renders them unconscious for 1-10 turns.

While falling, a character can try to reach out and grab a light-post, flagpole, cornice, or anything else that might slow or stop the fall. This is an Agility FEAT of Excellent intensity. Characters with Remarkable or better Agility must make a Green FEAT; those with Excellent Agility must make a Yellow FEAT; and those with Good or less Agility must make a Red FEAT (this is a good time to spend Karma). If a character leaps from a high place instead of falling, see Leaping, below.





Flight

When flying, characters move through areas marked out with dotted lines as normal areas. They can also move up or down, with each floor passed through considered as an additional area. Moving across three areas and up two stories is a total movement of five areas.

A character's natural Flight ability has its own power rank. Unlike most power ranks, the important number is taken from the Speed Table. A character with Typical air speed moves six areas per turn, but one with Amazing airspeed moves up to 25 areas per turn.

Note that the Speed Table also shows speeds for land and water movement. When a character is flying through crowded areas (such as cities or inside buildings), he can move at his listed top speed. If he flies faster than the listed land speed for that same rank, however, he must make Agility FEATs to turn, avoid slamming into walls, and stop suddenly.

Optional Rule—acceleration and deceleration: A flying character cannot reach maximum speed in a round unless his power specifically allows it. The character can move up to his normal ground movement during the first round of flight. Speed may be increased by that amount each round until maximum speed is reached.

A flying character who is slowing down may halve his speed each round (rounding down). A flying character may never reduce his speed to 0 without landing or falling, unless his power allows him to hover.

If the hero is flying no faster than the top land speed of his flying power rank, he can stop dead and land by making an Agility FEAT. The intensity of this FEAT is the speed at which he is moving.

Swimming

Unless otherwise stated, assume that most heroes can swim. Swimming, either on the surface or underwater, is slow, no more than one area per round, unless powers or abilities increase that rate.

A great hazard of swimming is drowning. Heroes can hold their breath a number of turns equal to their Endur-

ance rank number. At that point, make an Endurance FEAT against Remarkable intensity for each round thereafter. Failing the FEAT results in drowning. (This should never be an automatic FEAT; Karma can be added.) A drowning character becomes unconscious and loses one Endurance rank per round. If Endurance reaches Shift 0, the character dies.

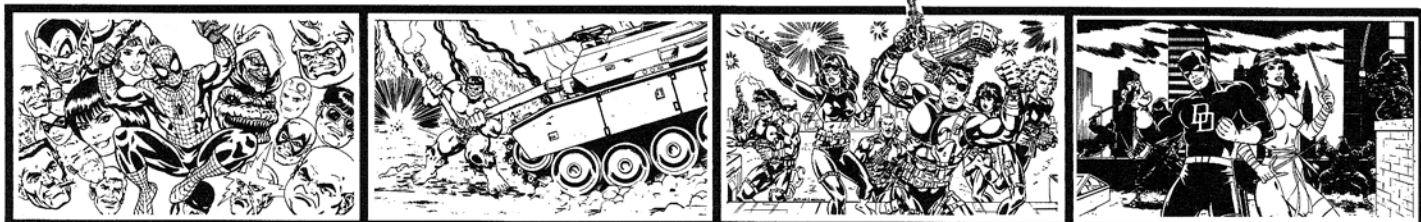
Leaping

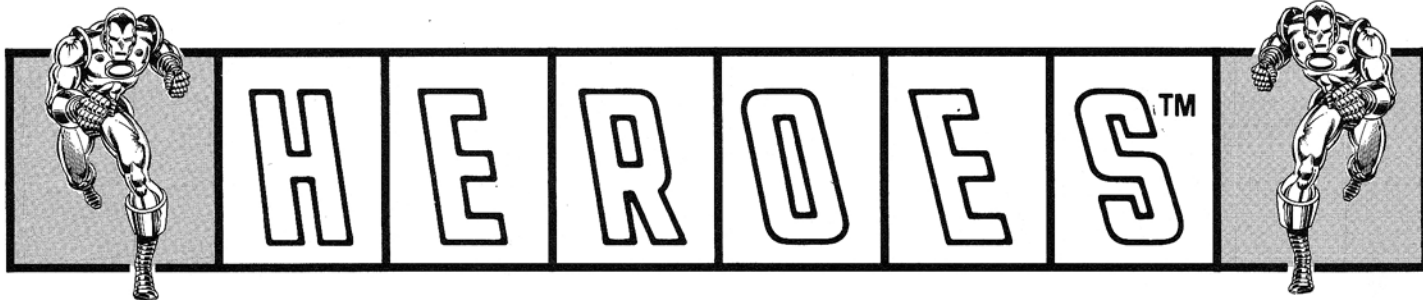
Leaping is a specialized form of movement tied to Strength instead of Endurance. A character may normally leap as far as his rank number (in feet) without difficulty (a Green FEAT). Increasing this by up to one area is a Red FEAT.

A hero may leap from a building and land safely, as opposed to falling off a building. If the distance is greater than the character's normal leaping limit or the FEAT fails, it is treated as a normal fall.

Speed Table

Rank	Land/Water Speed Areas/Turn	MPH	Air Speed Areas/Turn	MPH
Shift 0	0	0	0	0
Feeble	1	15	2	30
Poor	2	30	4	60
Typical	3	45	6	90
Good	4	60	8	120
Excellent	5	75	10	150
Remarkable	6	90	15	225
Incredible	7	105	20	300
Amazing	8	120	25	375
Monstrous	9	135	30	450
Unearthly	10	150	40	600
Shift X	12	180	50	750
Shift Y	14	210	100	1500
Shift Z	16	240	200	3750
Class 1000	32	480	Interplanetary speed	
Class 3000	50	720	Near light speed	
Class 5000	100	1500	Like teleportation.	





Combat

It's Clobbering Time!

Heroes fight villains. Villains fight villains. Heroes fight heroes (though often by mistake). No matter how you slice it, there's a whole lotta fighting going on in the Marvel Universe, where the fate of the world often hinges on a good right hook.

In combat, timing is everything. Time is broken into turns, like rounds in a boxing match. Turns are not a precise measurement—they take about five to 15 seconds each, which roughly translates into one panel of a comic book. Your character can perform in one round whatever can comfortably fit into a single panel of a comic book. That's why heroes can deliver a long speech and clobber the Red Skull in a single turn, but only the fastest of them can take multiple actions in the same turn. As a general rule a hero or villain can only attack once per round, unless he has special powers that give him bonus attacks.

Here's what happens in a typical round of fighting.

1. The Judge looks at the situation and decides what the bad guys are doing. He doesn't tell the players, he just decides, remembering it, or writing it down if he needs to.

2. The players tell the Judge what their characters are going to do that round.

3. The Judge and one of the players each roll one ten-sided die. The high roller gets to perform his actions first. This is called having the initiative. If the Judge rolls high, he gets the initiative and the bad guys get to move first—they are the attackers. If the player rolls higher, he has the initiative and his side moves first—the player characters are the attackers. Regardless of the number of players involved, they all get their attacks based on that one die roll.

4. The attackers (the side that rolled highest) perform their actions first.

5. The defenders (the side that rolled lowest) perform their actions. Sometimes they may be prevented from performing their intended moves because of the actions of the attackers (it's difficult for a character to thump the

bad guy if he was just knocked out by the bad guy in the same turn).

Optional Rule: Compare the highest Intuition rank on each side and count the number of columns between them on the Universal Table. Add this number to the die roll of the side with the highest Intuition. For example, a bad guy with Excellent (20) Intuition has an advantage over a group of good guys who have only Good (10) Intuition, and he receives a +1 to his initiative roll. The player with the highest Intuition should roll the initiative die if this option is used.

Health and Combat

Characters get hurt when fighting super-powered enemies. A hero's Health score is used to keep track of these injuries. Remember that Health is found by adding together the rank numbers for Fighting, Agility, Strength, and Endurance. Health provides a total number that represents the full physical capacity of the hero. The Hulk has great Health. Aunt May has lousy Health. Therefore, the Hulk is more likely to survive an argument with the U.S. Army than is Aunt May.

When a character is hurt, he takes damage. This damage is a fixed number, usually an attribute of the attacker or a property of a weapon or power. The amount of damage is subtracted from the hero's Health to show how badly banged up he is.

What happens when Health reaches 0? How do heroes heal? These questions will be answered in the section Life, Death, and Health. First, let's concentrate on doing that damage in the first place.

Types of Combat

There are a number of different types of combat, but it all boils down to making FEAT rolls and checking the





Universal Table. At the top of the Universal Table is the Battle Effects Chart, with various types of attacks along the top and the meanings of White, Green, Yellow, and Red FEATs along the bottom. In the case of some results (such as slam, stun, and kill), further die rolls may be needed.

The general process for combat is:

1. Decide the type of combat and its applicable ability.
2. Make a FEAT roll for that ability.
3. Look at the Universal Table to determine if the result is White, Green, Yellow, or Red.
4. Look at the Battle Effects Table above the Universal Table and find what a FEAT result of that color does.
5. Apply the effect, according to the results listed for that attack. Usually this means a loss of Health points or some specific effects based on the attack. These other effects may result in further dice rolls if the opponent is wounded or knocked out.

Combat usually depends on one of the four physical abilities: Fighting, Agility, Strength, or Endurance.

Attacks that involve hand-to-hand combat, either using fists or melee weapons (such as clubs, uru hammers, swords, daggers, or chairs), use the Fighting ability, and are called *slugfest combat*.

Attacks that occur over a distance and involve throwing things, using missile weapons (such as bows, guns, or star-spangled shields), or using powers (such as electric bolts, flames, repulsors, or web-shooters), use the Agility ability, and are called *ranged attacks*.

Attacks that involve grappling, wrestling, or grabbing an opponent use the Strength ability and are lumped under the general title of *wrestling combat*.

Attacks that involve running into an opponent and knocking him over (or out) use the Endurance ability and are called *charging attacks*.

In addition, there are a number of defensive moves that a character can make if under attack. These moves include:

- Evading a physical attack, which uses Fighting ability;
- Dodging a missile weapon, power bolt, or thrown item, which uses the Agility ability;
- Blocking, which meets force with force in order to lessen its damage, is a Strength ability;

- Escaping from a wrestling hold or a grabbing opponent is also a Strength ability.

Finally, body armor and force fields can have a significant effect on whether an attack succeeds and often reduce the damage taken from the attack.

Fighting Combat—Slugfest!

Fighting ability combat involves beating on an opponent with bare hands, as well as hitting a foe with hand-held weapons. Such weapons include both blunt weapons (like clubs and chairs) and sharp items (like swords and broken bottles).

For slugfest combat to occur the opponents must be in the same area and in the same general location. There are powers which negate this, primarily those that allow the opponent to stretch out parts of his body to hit someone (Doctor Octopus and Mr. Fantastic have such powers).

Slugfest combat using bare hands, fists, or blunt weapons is called a *blunt attack*. Combat that uses claws, knives, or other edged weapons is called an *edged attack*. Both are resolved in the same manner. Make a Fighting FEAT and check the result on the Universal Table and Battle Effects Chart, either under blunt attacks or edged attacks.

Blunt attacks are intended to knock out or otherwise incapacitate an opponent with little risk of permanent injury or death.

A character making a blunt attack can choose to inflict less damage than his full Strength rank number. Or, a character who rolls a Red or Yellow FEAT result can voluntarily reduce it one or two levels (from Red to Yellow, for example). In either case, this is called "pulling your punches."

The results listed on the Battle Effects Chart for blunt weapon attacks are:

White: The attack misses the target. No damage is inflicted.

Green: The attack hits the opponent. The opponent's Health is reduced by an amount up to the attacker's Strength rank number.

Yellow: A slam occurs. The opponent loses Health points, the same as a Green result. In addition, he must





check to see if he is slammed (see "Slams, Stuns, and Kills," below).

Red: A stun occurs. The opponent loses Health points, the same as a Green result. In addition, the opponent must check to see if he is stunned.

When fighting with bare fists, a character can inflict points of damage up to his Strength rank number on an opponent. That many Health points are subtracted from the opponent's total. If anyone reaches 0 Health, he is knocked out (see Getting Hurt).

A character using a blunt weapon does more damage; he gains a +1 CS, but only for figuring damage. For example, Spider-Man, with Incredible Strength, inflicts 40 points of damage when he hits someone. If he hits someone with an engine block, he gets a +1 CS on damage, so he inflicts Amazing damage (50 points) instead. The material strength of the blunt weapon must be equal to or greater than the attacking hero's Strength. Otherwise, the damage bonus doesn't apply. (Aunt May does more damage with a lead pipe than with her bare hands. The Thing with a feather pillow does his normal (Monstrous) Thing-type damage.)

An edged attack is an attack with claws or teeth, as well as weapons like swords, hatchets, and daggers. It is also called hack 'n slash, for obvious reasons.

An edged attack is very effective, but also potentially

lethal. A character making an edged attack cannot choose to inflict less than the full damage of that particular weapon. Further, he cannot choose to reduce the effect of his attack to a lesser color result. This is why Wolverine is very careful about using his claws.

Edged weapons have a listed damage value. This is the minimum amount of damage that will be inflicted on a hit. The attacking character can choose to inflict more than this, up to the material strength of the weapon or power being used, or the Strength of the attacker, whichever is less. For example, a character with Remarkable (30) strength holding a knife that inflicts Good (10) damage and is made of Excellent (20) material will inflict at least 10 points of damage. He can raise this to 20 points (the limit of the knife's material) if he wants. If the knife was made of Incredible (40) material, then the damage could be increased up to 30 points—the strength of the wielder.

While a blunt attack can miss, hit, slam, or stun, an edged attack can miss, hit, stun, or kill.

White: The attack misses and no damage is taken by the opponent.

Green: The attack hits. The opponent must lose Health points at least equal to the weapon's damage value, and possibly more (see above).

Yellow: The attack hits and causes damage the same





as a Green result. The opponent may be stunned (see Stuns, Slams, and Kills).

Red: The attack hits and causes damage the same as a Green result. The opponent may be killed (see Stuns, Slams, and Kills).

In general, edged attacks are very dangerous. Killing opponents may increase the reputation of a hero, but it's murder on his Karma. Check the Karma awards to see the penalty for killing a foe.

Agility Combat—Ranged Attacks

Ranged attack is a general name for any attack that hits a foe at a distance, whether with one of Punisher's guns, Captain Marvel's energy bolts, Captain America's shield, or a well-tossed boulder from the Hulk.

Characters making ranged attacks are not usually adjacent to their targets, and can be several areas apart. The distance from the attacker to the target is called the range. To determine range, count the number of areas between the attacker and his target as if the attacker was moving to where the target is. That's the range.

Powers have a range determined by their power rank, unless otherwise noted in their description. The ranges for most powers are shown on the Range Tables. A character can extend the range beyond that listed, but each additional area reduces his Agility by -1 CS.

Weapons have a maximum range beyond which they are not effective. Ordinary weapons, such as handguns and rifles, have a -1 CS penalty to hit for every area they pass through (which explains why most heroes rely on their powers, and those that do use weapons, such as Hawkeye and Punisher, tend to get real close to their targets).

Thrown objects have a range determined by the Strength of the thrower, listed on the Range Table. Generally, if a character can lift it, he can throw it. The numbers listed are the top range; the character suffers a -1 CS penalty for each area beyond that.

Ranged attacks often take place through other objects (windows and brick walls are popular). The damage from the tossed object is reduced by the material strength of whatever it passes through. If this reduces the damage to zero or less, the tossed object is stopped.

Also, the accuracy of the ranged attack is reduced by obstacles. The attacker's Agility has a -2 CS penalty if the weapon must pass through obstacles.

There is a wide variety of ranged attacks on the Universal Table (five, actually): shooting (including guns and most other projectile weapons), edged throwing, blunt throwing, energy, and force. All use the attacker's Agility.

A shooting attack is the most common form of ranged attack. It includes handguns, rifles, and most of the Punisher's armory.

Weapons used in a shooting attack list their own damage. They cannot inflict more or less than that listed damage, nor can the attacker choose to reduce the resulting color to a lesser one. A shooting attack may result in a miss, hit, bull's-eye, or kill.

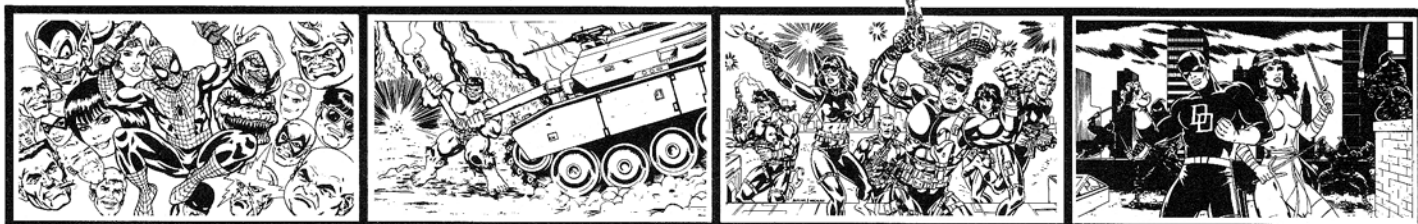
White: The bullet (or whatever the projectile happens to be) misses the target. However, it does not disappear. If fired into a crowd, another FEAT must be made to check if anyone else was hit (the exact target is chosen by the Judge from the general populace gathered around). Further, there are situations (such as in a room filled with explosives or the control room of a nuclear power plant) where missing may have nasty side-effects.

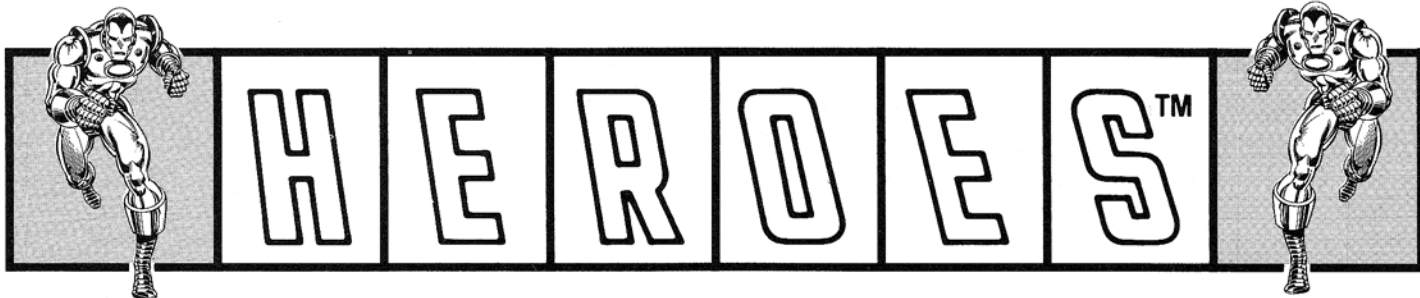
Green: The attack hits the target, inflicting damage according to the weapon used. Some types of projectiles ("mercy bullets" or Spider-Man's web-shooters) do no damage, but have other effects.

Yellow: A bull's-eye is treated as a Green hit unless the attacker was aiming for something in particular (shooting a gun out someone's hand, using a web-shooter to plaster a foe to the floor). The exact nature of such bull's-eyes are left to the Judge and depend on the situation, but the area should never be more than a foot square and the result should not be fatal.

Red: The attack hits the target and, if the weapon inflicts any damage at all, results in a kill.

An edged throwing attack involves tossing a sharp object, such as a knife, shuriken, or even a playing card, at a target. An edged throwing attack may never be reduced in effect (reduced from Yellow to Green), but can be reduced in damage. An edged throwing attack inflicts damage up to that listed for the weapon (in cases where a weapon is used), the material strength of the item, or the Strength of the attacker, whichever is least.





An edged throwing attack may result in a miss, hit, stun, or kill result:

White: The thrown object misses the target. It may hit other targets, as noted for shooting.

Green: The thrown object hits the target, inflicting damage as described above.

Yellow: The thrown object hits the target, inflicting damage as noted above, and also has the chance of stunning the opponent.

Red: The thrown object hits the target, inflicting damage as noted above, and also has a chance to kill the target.

A blunt throwing attack is similar to an edged throwing attack, but involves blunt objects—usually large blunt objects like rocks, buses, or star-spangled shields. The blunt throwing attack inflicts damage equal to either the Strength of the thrower or the material strength of the item being thrown, whichever is less. The effect of a thrown blunt weapon can always be reduced to a lesser color or can inflict fewer points of Health damage.

A blunt throwing attack can result in a miss, hit or stun result.

White: The attack misses its target. It may hit other targets in the area, the same as shooting attacks. If this happens, damage cannot be reduced.

Green: The attack hits the target and inflicts damage.

Yellow: The attack hits the target and inflicts damage.

Red: The attack hits the target and inflicts damage. In addition, the target may be stunned.

An energy attack involves powers that use energy to shock or damage an opponent, as well as weapons that simulate those abilities (lasers, for example). Energy powers have no physical force to them. A character using an energy attack may reduce the damage inflicted by the weapon or power but not the result color.

An energy attack may result in a miss, hit, bull's-eye, or kill.

White: The energy attack misses the target, but may hit other targets in the same area, the same as a shooting attack.

Green: The energy attack hits the target and inflicts damage.

Yellow: The energy attack hits the target and inflicts damage. If the attacker was aiming for a particular loca-

tion, he hits it (see shooting attacks).

Red: The energy attack hits the target and inflicts damage. The target may be killed.

A force attack is similar to an energy attack, but uses a physical manifestation of its energy to inflict concussive force (it hits like a blunt energy attack, as opposed to a sharp energy attack). Iron Man's repulsors, the Invisible Woman's force beams, and Cyclops's eye beams are all examples of this type of attack. Certain weapons duplicate force attacks (such weapons are usually called blasters).

A character may choose to reduce the damage from a force attack, but not the color result.

A force attack may score a miss, hit, bull's-eye, or stun result.

White: The force attack misses the target. It may hit others in the area, however, the same as a shooting attack.

Green: The force attack hits the target and causes up to the listed damage.

Yellow: The force attack hits the target and causes up to the listed damage. If the attacker was aiming for a particular spot, he hits it.

Red: The force attack hits the target and causes up to the listed damage. In addition, the target must check to see if it is stunned.

In general, heroes tend to use nonlethal ranged attacks; either blunt throwing, force attacks, or nonlethal shooting attacks. Some, like the Punisher, use more lethal methods and accept the penalty of not having much Karma when they need it.

Range Tables

Power Rank	Range
Shift 0	Touch Only
Feeble	Touch Only
Poor	1 area
Typical	2 areas
Good	4 areas
Excellent	6 areas
Remarkable	8 areas
Incredible	11 areas
Amazing	20 areas
Monstrous	40 areas





Unearthly
Shift X
Shift Y
Shift Z
Class 1000
Class 3000
Class 5000

60 areas
80 areas
160 areas
400 areas
100 Miles
10 Thousand Miles
1 Million Miles

Strength Rank

Shift 0
Feeble
Poor
Typical
Good
Excellent
Remarkable
Incredible
Amazing
Monstrous
Unearthly
Shift X
Shift Y
Shift Z
Class 1000
Class 3000
Class 5000

Throwing Range (in areas)

0
1
1
1
2
3
4
5
6
7
8
10
15
20
Line of Sight
Line of Sight
Line of Sight

Strength Combat—Rassling

Grabbing an opponent and holding him (as opposed to just hitting him) is wrestling combat and requires Strength FEATs to succeed. This includes restraining a foe, grappling with him, squeezing or crushing him, or trying to pull something away from him.

As with slugfest combat, the opponents in a wrestling attack must be adjacent or have powers, weapons, or abilities that allow the attacker to reach the defender (examples being Doc Ock's arms or a glob of Spider-Man's web fluid stuck to an opponent's weapon).

Wrestling combat comes in two flavors: grappling and grabbing.

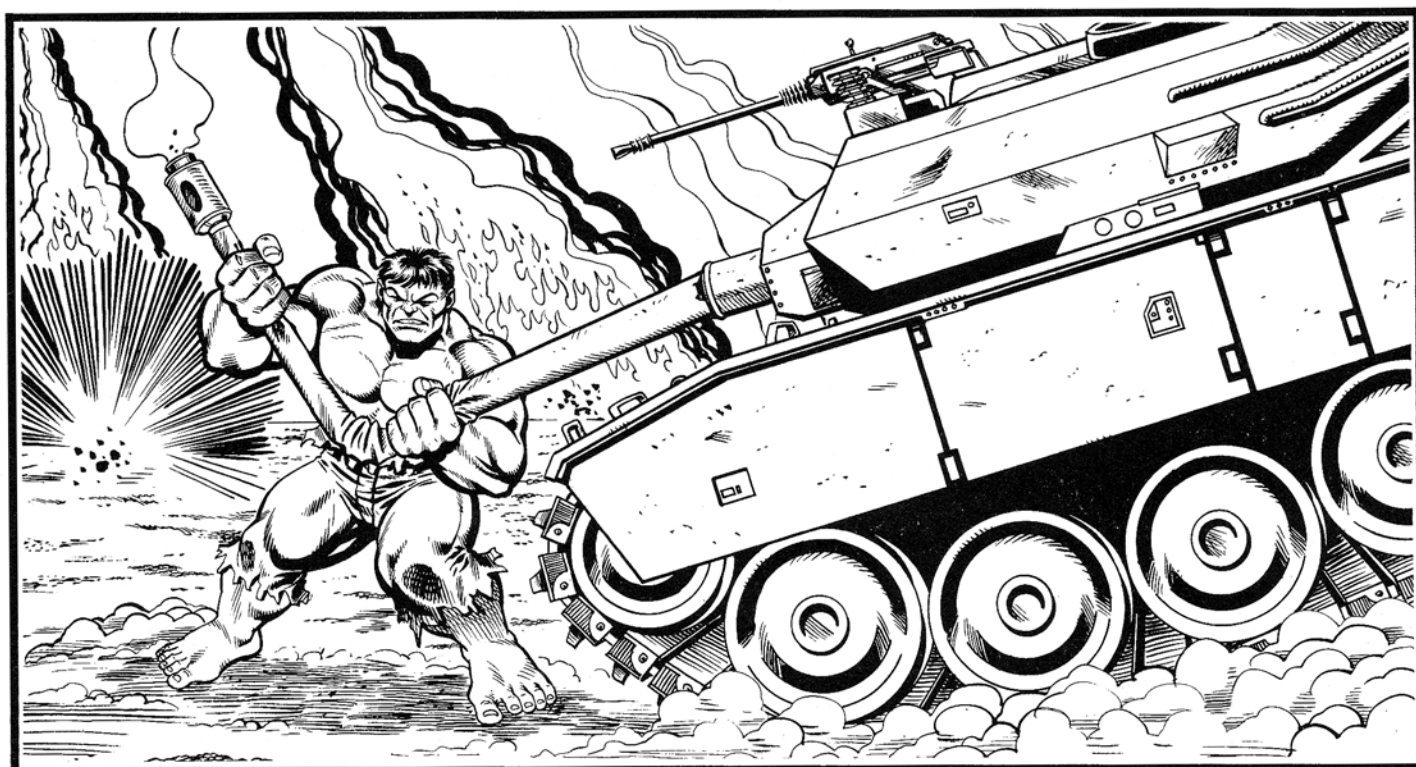
A grappling attack is designed to hold down an opponent, prevent him from moving, and possibly inflict damage upon him. An attacker may always choose to inflict less than maximum damage on his foe and to reduce the effect (from Red to Yellow, for example).

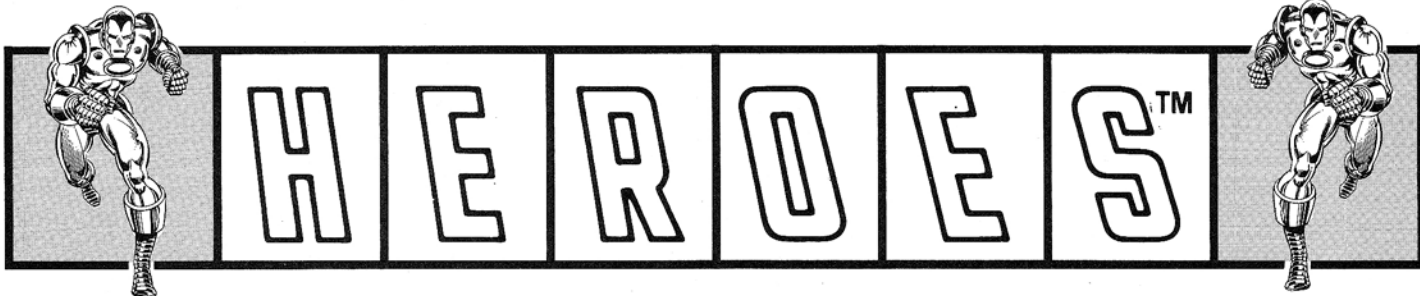
A grappling attack may result in a miss, a partial hold, or a hold.

White: The attacker misses the target and may make no other attacks that turn.

Green: The attacker misses the target and may make no other attacks that turn.

Yellow: The attacker gets a partial hold on the oppo-





nent; he's grabbed hold of an arm, leg, or something else that limits the opponent's movement. No damage is inflicted on the target, but he suffers an immediate -2 CS on all FEATs for as long as he is held. If the attacker's Strength is greater than the defender's Strength, then the defender cannot move.

Red: The attacker gets a full hold on the opponent, preventing most actions and potentially inflicting damage. The target cannot move for the rest of the turn. Further, the only action the defender can take in the next turn is to try to escape the hold (see Defensive Actions). The attacker, in the next turn, can inflict up to his full Strength rank number in damage to the held opponent and take one additional action besides.

A **grabbing attack** is not directed at a person, but rather at taking something away, like a gun, bomb, or small statuette of a black falcon. A grabbing attack does not normally inflict damage. An attacker making a grabbing attack may not voluntarily choose to reduce the effect of the attack (lowering it from Red to Yellow, for example).

A grabbing attack may result in a miss, take, grab, or break result. These results may have different effects, depending on the situation and relative Strengths of the combatants.

White: The attempt misses. If the item being grabbed was in someone else's possession, it remains in his possession. If no one was holding it, then the item is knocked loose and rolls around.

Green: The attacker gets a handle on the item. If the attacker's strength is greater than that of the person holding the item, then the attacker gets the item. Otherwise, treat it as a White result.

Yellow: The attacker has grabbed the item away from his opponent, regardless of the Strength of his opponent.

Red: The attempt succeeds all too well. The object being grabbed is broken if the attacker's Strength is greater than the item's material strength. If the item can be activated or used (such as a gun, bomb, or button), then it immediately fires or is activated. A random gunshot will strike as a Typical Agility attack against one character (chosen randomly).

Wrestling attacks are generally used to restrain an opponent without injuring him or to get something out of

his possession. Items which are attached to someone (such as jet-pack belts) can be grabbed, but then a second Strength FEAT is needed to break the material strength of the item and remove it).

Endurance Combat—Charging

Charging combat involves ramming into an opponent like a battering ram. The character making the charging attack suffers no penalty for moving and attacking. Charging is considered an Endurance FEAT and uses the Endurance ability. Certain bad guys, like Juggernaut and Rhino, use the charging attack almost all the time.

A character must move at least one area to make a charging attack, but may move his entire movement rate. For each area the character moves through before reaching his target, the attacker gets a +1 CS, up to a maximum of +3 CS (even if the character moved through more than three areas).

A charging character may choose to reduce the damage he inflicts, but not the result color. A charging attack may have a miss, hit, slam, or stun result.

White: The would-be attacker misses his target and keeps on moving for one area beyond it in a straight line (as determined by the Judge, with an eye toward slamming the individual into a big wall). A second FEAT, this time for Agility, would prevent the individual from hitting (and potentially breaking) a wall.

Green: The attacker hits his target and inflicts damage equal to either his Endurance or his Body Armor (if any), whichever is higher. In addition, the target takes two points of additional damage for each area the attacker moved through before striking him.

Yellow: A successful hit, the same as a Green result, and the target must also check against his Endurance or be slammed.

Red: A successful hit, the same as a Green result, and the target must check against his Endurance or be stunned.

Charging characters who slam (either intentionally or inadvertently) into inanimate objects will damage them as they would living targets. The material strength, rather than Health, determines if the hero breaks through the obstacle.





Defensive Actions (Optional)

All of the following defensive actions are optional rules for the MARVEL SUPER HEROES™ Basic Set, to be used once the heroes get a handle on the basics of hitting the other guy.

Defensive actions may be taken instead of the standard attacks. Some may be taken in addition to standard attacks and are noted as such. The defensive actions include *evasion* (a Fighting FEAT), *dodging* (an Agility FEAT), *blocking*, and *escaping* (both Strength FEATs). All are effective only in certain situations. A character using a defensive action makes his FEAT roll at the beginning of the turn, even if he doesn't have the initiative.

Evading is a Fighting FEAT used to keep out of the way of an opponent while remaining in combat with him. By a series of feints, parries, lunges, and nimble dodges, the hero keeps his opponent occupied while not doing any real damage to either the opponent or, hopefully, himself.

Evasion must be announced at the start of the turn. A character who evades cannot do anything else. Evasion is only effective against slugfest (Fighting-based) and wrestling (Strength-based) attacks.

An evading character makes no attack on his foe, but still rolls to see the result of his evasion. The evasion may result in an auto-hit, an evasion, or an evasion with a +1 or +2 CS.

White: The evading character zigged when he should have zagged and walked right into a punch. If the attacker rolls a White result, he gets a Green result anyway.

Green: The evasion is successful. The evading character dodged the blow and takes no damage that round.

Yellow: The evasion is successful, and in addition to taking no damage that turn, the character has found himself in a superior position, such that he benefits from a +1 CS to hit (but not to damage) the next turn.

Red: The evasion is successful, and in addition, the character finds himself in a superior position, such that he benefits from a +2 CS to hit (but not to damage) the next turn.

Only one opponent may be evaded at any one time; other attackers attack normally. If both sides in a combat

evade, then no damage is inflicted, (but the fighters are making some really nifty moves!).

Evading is useful when a character doesn't really want to harm an opponent (such as an angry fellow teammate) or the character is fighting an opponent who seriously outclasses him (such as Daredevil taking on Juggernaut—if one punch lands, it's all over for Daredevil).

Dodging is an attempt to get out of the way of an attack. It is effective only against ranged attacks (those based on Agility) and charging attacks (based on Endurance). It has no effect on slugfest or wrestling.

A character who dodges announces his intentions to do so at the start of the turn. He may perform other actions (such as hitting an opponent), but all his FEATs have a -2 CS penalty.

After announcing dodging, the player controlling the dodging character makes an Agility FEAT. That roll determines the effect of his dodge on all ranged attacks and charges against him that turn. The result can be no effect or a 2, 4, or 6 column shift.

White: There is no defensive benefit. The hero still suffers from the -2 CS to all his FEATs that turn, regardless.

Green: All ranged attacks and charges are at -2 CS to hit (damage from the attacks, if they hit, is unaffected).

Yellow: All ranged attacks and charges are at -4 CS to hit (damage from the attacks, if they hit, is unaffected).

Red: All ranged attacks and charges are at -6 CS to hit (damage from the attacks, if they hit, is unaffected).

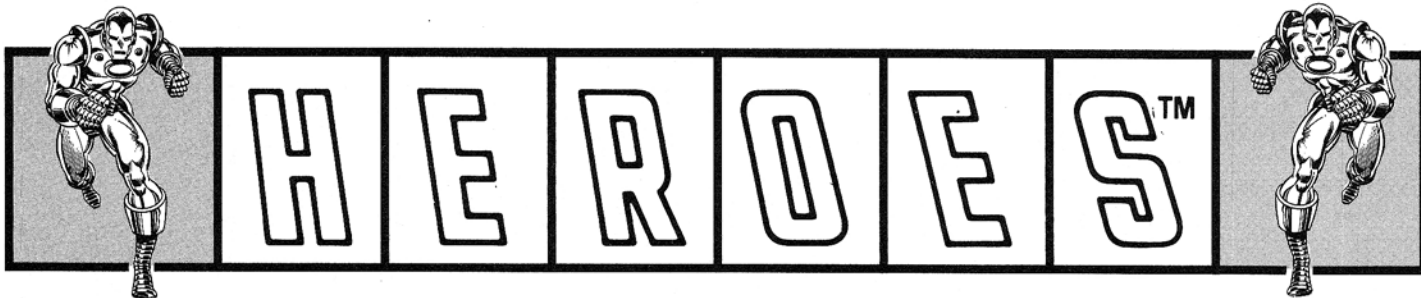
No column shift can push the attacker below Shift 0. A successful dodge applies to all ranged and charge attacks against the dodging character that turn.

Dodging is most useful for characters with extremely high Agility and good general abilities (to cover the -2 CS penalty). It is very effective for such heroes as Spider-Man, who uses the tactic liberally to avoid hails of gunfire.

Blocking is a defensive ability using Strength to attempt to resist the damage of a blow. Much like an offensive lineman is set to receive the charge of an opposing tackler, the character using the block maneuver is trying to resist the damage done with his own brute Strength.

Blocking is effective primarily against physical attacks:





grappling, edged and blunt throwing attacks, slugfest, and force attacks. It is not effective against shooting, energy attacks, charging, or grabbing. A character making a block can take no other actions that turn.

When announcing a block, the player controlling that character makes a Strength FEAT and checks the blocking column. He then modifies his Strength by that many column shifts. The resulting rank is treated as body armor (see Powers in Combat).

White: Reduce the Strength rank by 6 CS. The result is treated as body armor of that rank.

Green: Reduce the Strength rank by 4 CS. The result is treated as body armor of that rank.

Yellow: Reduce the Strength rank by 2 CS. The result is treated as body armor of that rank.

Red: Increase the Strength rank by 1 CS. The result is treated as body armor of that rank.

The body armor bonus lasts for that turn only. If the character has natural body armor of a higher rank, then the natural body armor is used instead, with no bonus.

The block maneuver is used primarily by very strong individuals with low body armor values, such as Thor, and by those characters with higher body armors in situations where they need the extra toughness.

Escaping is a defensive action used by characters who are held in wrestling holds or otherwise restrained. The escape action allows the character to slip out of the hold or restraint.

An escape cannot be combined with any other action (except on a Red result; see below).

An escape is a Strength FEAT. The result of an escape may be miss, escape, or reverse the hold. The -2 CS for a partial hold does not apply to an escape attempt.

White: The escape attempt fails and the character is still caught in the hold or partial hold.

Green: The escape attempt fails and the character is still caught in the hold or partial hold.

Yellow: The escape attempt succeeds and the hero is free of the hold. He is still adjacent to his foe and may be captured again if his enemy gets a chance.

Red: The escape attempt succeeds—so well, in fact, that the hero can immediately move up to one area away or try another attack (including wrestling back at his attacker) with a -2 CS to success.

Slams, Stuns, and Kills

Several attack results demand a check for slam, stun, or kill. When these results come up, the target must immediately make an Endurance FEAT and check the appropriate result on the Battle Effects Table.

Slams, stuns, and kills can only affect the target if the damage from the attack is equal to or greater than the victim's body armor or other protection against that attack. If a Good (10) attack hits Excellent (20) body armor, then no damage is done and there is no possibility of a slam or stun. If a Good (10) attack hits Good (10) body armor, then stun, slam, and kill effects can take effect.

A slam is possible as the result of a blunt attack or charging. A slammed character can be knocked down or across the way. The target of the slam result makes an Endurance FEAT. Karma may be added to this FEAT unless prohibited by other rules (such as Blindsiding).

White: The target suffers a great slam—he is knocked several areas away by his opponent. The distance equals the number of areas the slammed character would move at a speed equal to the attacker's Strength. (Getting slammed by someone with Unearthly Strength, for example, will send a body flying 10 areas—see the Movement Table.)

Green: The target suffers a regular, everyday slam; he is knocked into an adjacent area.

Yellow: The target suffers no ill effect from the slam, but he takes normal damage.

Red: Same as the Yellow result, the target suffers no ill effect from the slam. He does take normal damage.

Either the attacker or the target determines the direction of the slam, depending on if any real damage (loss of Health) was inflicted. If there was no effective damage (the defender's Health is the same as before), the target chooses the area he gets slammed into. If there is damage, the attacker chooses the direction of the slam.

If someone is slammed into (or through) a wall, he must make a Strength FEAT to break through the wall. If successful, he takes no additional damage. If unsuccessful, the slammed character takes damage equal to the material strength of the wall and his movement from the slam ends there.

A stun has the potential of taking the hero out of the





fight for a number of turns. Stuns can result from slugfest, throwing, force, or charging attacks. A stun can have an effect only if the damage from the attack is greater than the target's Endurance (Aunt May cannot stun Juggernaut, no matter how lucky she gets).

The target makes an Endurance FEAT roll.

White: The target is stunned for 1-10 turns. The Judge rolls one die. The result is the number of turns that the stunned character spends resting, doing nothing else.

Green: The target is stunned for one turn. The character involved is not knocked down, but cannot take any actions the next turn. It's like "lose a turn," but during battle everyone gets to beat on the character.

Yellow: The target is unaffected by the stun result and can function normally. He still takes damage from the attack (if any).

Red: The target is unaffected by the stun result and can function normally. He still takes damage from the attack (if any).

A kill result is potentially the most dangerous for the target (and for the attacker as well). A kill result may be called for by an energy attack, a shooting attack, or an edged slugfest attack. It may also be required when a character's total Health is reduced to zero or less.

The target of a kill result must make an Endurance FEAT roll. Karma can be added to this dice roll unless otherwise prohibited.

White: The target's Endurance is reduced by one rank. The target is unconscious and will lose one Endurance rank at the end of every following turn unless tended to (see Health, Life, and Death for how to reverse this process).

Green: The target suffers the effect of a White result only if the attack was an edged or shooting attack. Otherwise the kill result has no effect beyond its normal damage.

Yellow: The target suffers no special effect from the kill result. It does lose Health normally (if this loss lowers Health below 0, then another Endurance FEAT on the Kill Table is required).

Red: Same as a Yellow result, there are no ill effects from the kill result other than normal damage.

A kill result can have nasty effects on the attacker, as well as the target. Most heroes try to shy away from out-

right killing because it carries such an enormous Karma penalty.

Life, Death, and Health

In the beginning of the combat chapter, it was stated that damage reduces the Health of the injured character. If a character is hit by the Hulk, he can find 100 points of his Health suddenly gone with the wind. Not many folks can take two hits from the Hulk. What happens when the character's Health dwindles to that magic number, zero?

Well, he may die. That means he's out of the campaign in a permanent way (though in the Marvel Universe, more than a few heroes and villains have returned from certain death).

When a character reaches 0 Health, the player controlling that character makes an Endurance FEAT roll on the kill column. If there is no effect, the character is merely stunned for 1-10 rounds (unconscious, but not dead). If the result is an Endurance loss (and only a White result has this effect here), the character begins losing Endurance Ranks.

A kill result from an attack also forces an Endurance check on the kill column. If that FEAT fails, the character begins losing Endurance ranks.

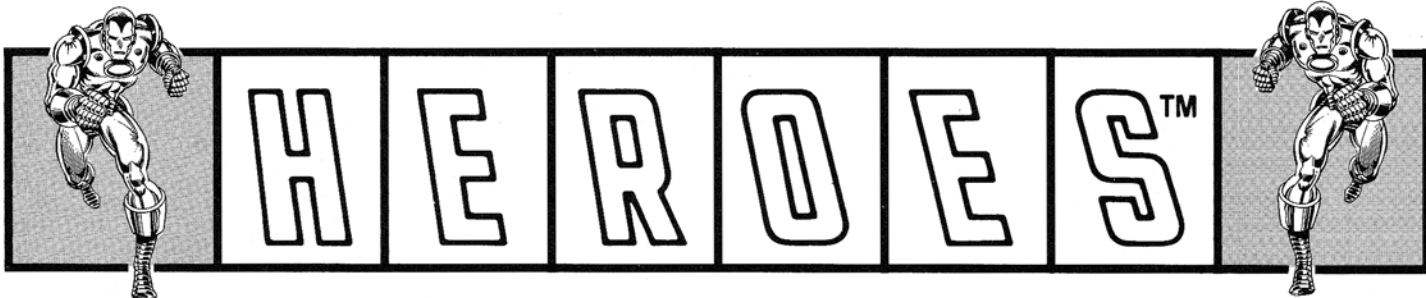
A dying character loses one Endurance rank per turn. When he drops below Shift 0, he is dead. The hero has given his life and gets his name written into the Book of the Dead.

Now, long-term heroes, even those who have bad attitudes like Wolverine and Punisher, have managed to survive in this dangerous world. How can a player character hope to keep up?

1) Spend Karma. Not only can a character spend Karma on the Endurance FEAT to check if he avoids a kill result, but he can stabilize his condition for that round if he spends 50 Karma points while dying. His Endurance remains at its present rank for that turn, then begins slipping as before. It's always a good idea for heroes to keep about 50 Karma points on hand for such emergencies. Wolverine doesn't, but he has a regeneration power that just won't quit. Unless your characters have something similar, save the Karma.

2) Spend a lot of Karma. For 200 Karma your character





can get another Endurance FEAT to avoid a kill result (and this time you may want to kick in a little extra Karma to make sure you get a Yellow or Red result—a dead character with great Karma gets a nice obituary, but nothing more). If the second check succeeds, he loses no Endurance but he is unconscious for 1-10 rounds.

3) Hang out with other heroes. If somebody else tries to aid your character, or at least checks to see if he's all right, the Endurance loss halts. Fellow heroes can halt the Endurance loss, as can friendly passersby, and even bad guys (who may want to prolong your character's agony by placing him in a devious deathtrap, but that's another story). If someone aids the character, he is still unconscious and will remain so for 1-10 more hours.

Aid is defined as pulling the hero to safety, summoning help, applying first aid, or just checking on the character's condition. (Remember this scene? Hero 1: "Is he . . . ?" Hero 2: "No, he's just barely alive. He'll be safe here until (*insert name of favorite villain*) comes back for another shot.").

Regaining Consciousness

An unconscious character is usually out for 1-10 turns unless noted otherwise. At the end of that time he returns to normal, with his Health at the same level as it

was when he took the damage that knocked him out.

A character knocked unconscious by being reduced to 0 Health (who does not suffer the effect of a kill result) is out for 1-10 turns, then must make another Endurance FEAT (at his present Endurance). If that FEAT fails, the hero is stays unconscious for 1-10 turns more.

A character at 0 Health who regains consciousness has Health equal to his Endurance rank when he awakens.

Healing

A player character normally heals Health points equal to his Endurance rank every hour. The time can be spent in light activity (no world-saving stunts), including re-searching, watching the tube, or taking a nap. Full rest or doctor's care doubles the healing rate (Endurance rank every half-hour).

In game terms, the Judge should adjudicate the time spent between battles. If the heroes are badly banged up but gung-ho to chase after the fleeing criminals, then no healing can take place. If they take some time, then they can benefit from nature taking its course and repairing their bodies.

If you're thinking of the campaign as a comic book, the time spent healing takes place in those little boxes that





hang out in the corners of the pages and are frequently labeled "Later that Day," or "The Next Morning." Heroes tend to recover from injuries quickly, which is a good thing, given the amount of damage they take.

Recovering Lost Endurance Ranks

Characters who lost Endurance ranks recover them at a slower rate. One lost Endurance rank is recovered for each week spent in light activity and increases to one lost Endurance rank recovered per day in a hospital. A character cannot be healed to a higher Endurance than he initially had.

A character with lowered Endurance has a -2 CS on all FEATs until he recovers. Heroes who refuse to take care of themselves are less effective.

Using Powers in Combat

Most super-human powers are individual and unique, described on each character's card and in the Campaign Book. Some powers derive from items, others from in-born abilities, some from mutations. Some require concentration or specific circumstances. These are covered in the individual descriptions.

However, there are a number of powers that are common to many heroes and villains. These bear mention here, since the Judge and players will encounter them often.

Body Armor: Body armor does not affect whether an opponent hits a character, but does reduce the amount of damage the character takes. Body armor has a rank and a rank number. If a character's body armor rank number is higher than the damage, he isn't affected by the attack. For example, bullets bounce off the Thing's rocky hide—they cannot overcome his body armor to hurt him. Kills, stuns, and slams have no effect on a target with body armor if the damage from the attack is less than the rank of the body armor.

If the damage from an attack is equal to the body armor, the hero with the body armor takes no damage but can still be affected by the attack as far as stuns, slams, and kills are concerned. For example, a hero with Remarkable (30) body armor is hit by someone with Good

(10) Strength. The damage from the attack is less than the body armor, so there is no effect on the hero. If his attacker had Amazing (50) Strength, the hero's body armor would absorb only the first 30 points of damage and the hero's Health would be reduced by 20 points. If the attacker had Remarkable (30) Strength, then the hero would take no damage, but would still be vulnerable to the effects of stuns, slams, and kill results.

If a character is hit by a number of opponents at once, each attack is considered separately. Five goons with Good Strengths won't affect a hero with Remarkable body armor, even if all five hit.

If a hero with body armor is attacked by a weapon which has a lower material strength than the rank of the armor, the weapon may be damaged as if the hero was attempting to break it with a Strength FEAT. This calls for a separate FEAT roll but doesn't count as an action by the defender.

Body armor protects equally well against all kinds of attacks. Attack forms that have other, nondamaging effects, like grappling and grabbing, ignore body armor for everything except causing damage.

Force Fields: These are like body armor and are very common. They come in two forms—personal force fields (such as Iron Man's and Skids') which protect one character (usually the owner) and projected force fields (such as those used by the Invisible Woman) which can be expanded to cover everyone and everything inside a large area.

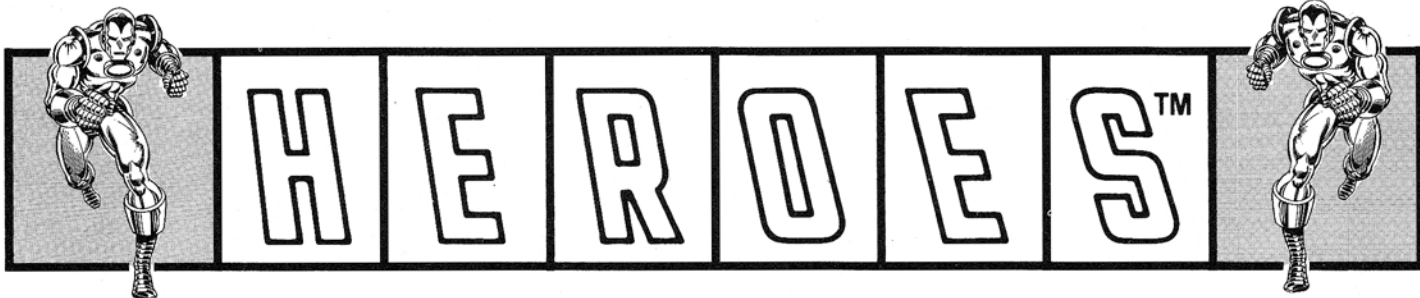
Force fields are treated as body armor; damage is inflicted to the force field first, then those behind it. A personal force field protects one target. A projected force field protects everything within it.

A character may have both a personal force field and body armor. He may not get the benefit of both at the same time, but he may choose which one to use.

There are, however, cases where a character with body armor is inside a projected force field (consider the Thing behind a barrier created by the Invisible Woman). In this case, the Thing benefits from both the force field and his body armor. He gets whichever protection is better against each attack.

Resistances: A character with a resistance to a particular attack or attack form can resist the effects of that





attack. He is allowed a FEAT roll against the intensity of the attack. If successful, he is unharmed by it. The hero also is considered to have body armor equal to the rank of his resistance against any attacks he has a resistance to.

Claws and Teeth: Sharp edged weapons, such as Tigra's teeth and Wolverine's claws, have separate material strengths and ranks. The material strength indicates what the weapon is made of; the rank indicates how much damage the weapon causes. Wolvie's claws are made of Class 1000 material but only inflict Good (10) damage.

Claws and teeth can tear apart things like body armor, but not force fields. They inflict only their normal damage on force fields.

Claws and teeth (and other sharp instruments) use the edged attacks column of the Battle Effects Chart. This can sometimes result in a kill; always use lethal weapons with caution.

Tactics (Optional)

Once you have the basics down, you might want to try these optional rules which handle particular situations for the Judge and allow characters more options when fighting.

Holding Off: If a player has initiative, he may choose to hold back his attack until the best moment, allowing his opponent(s) to move and then leap in and punch them out. In this case, the opponent's move proceeds normally until the player chooses to interrupt with his character's action.

This tactic is particularly useful when a player is waiting for an opponent to move his character into a certain area, or to get close enough to be hit.

Pulling Punches: Though mentioned in slugfest, this bears repeating: It is possible to deliver less than maximum damage. Some powers mention limits in their descriptions, others note that no reduction is possible. In general, attack forms where it is possible to have less effect include blunt attacks, force powers, grappling, and charging.

Attacking Multiple Targets: A hero may attack multiple adjacent targets in a single turn with a blunt slugfest attack or energy or force attacks. All targets must be

adjacent to the hero. A single FEAT roll is made at -4 CS. The result of that FEAT roll applies to all opponents.

Entangling Weapons: This includes Spidey's webbing, as well as nets and other restraining devices. If the device hits, the target may immediately attempt an Agility FEAT to avoid being ensnared.

Groundstrike: This is a tactic used against living targets by characters with energy powers who don't want to risk killing someone. Instead of attacking the target directly, the energy power is directed against the ground. The FEAT roll is rolled on the force column, not energy, to see if the target is affected. This will work only if the energy rank is higher than the material strength of the ground. Damage is equal to the material strength of the ground. Although this is a good way to avoid hurting someone, it can damage the carpeting.

Shockwave: This is a variation of the groundstrike used by characters with edged or blunt attacks. If a character has a Strength at least two ranks higher than the ground he's standing on, he can make a shockwave attack. Instead of attacking an opponent, the hero slams the ground, hard (this is a favorite tactic of the Hulk). The shockwave may be directed up to two areas away. Everyone within the attacker's area and the affected areas (human targets and buildings) suffer the effect of a charge, as if the hero was charging and using his Strength instead of his Endurance to hit. Targets within these areas may be stunned or slammed according to the results of the charge, but only one dice roll is made.

Shooting to Neutralize: A special form of bull's-eye result, this is used to shoot a gun or other weapon from an opponent's hand (like in the Old West). Make an Agility FEAT as if for shooting. A Yellow result means the weapon has been shot from the hand without damaging the target. A Red result means that the weapon has been shot from the hand, and the target takes normal shooting damage.

Shooting to Stun: This is a trick shot, intended to crease the side of an opponent's head to knock him out. A bull's-eye is considered a stun result (the target must make an Endurance FEAT roll against stunning or be knocked out). A kill result still means a kill.

Double Teaming: This is used when multiple attackers go after the same target. If one attacker gets a hold or





partial hold (wrestling attack) on an opponent, the other attacker gets a +1 CS to hit.

Combined Attack: Multiple attacks in a single round have no additional effect on body armor or force fields. The exception to this is if two individuals strike at the same spot at the same time. This will work if the two attackers are within one rank of each other (one hero has Amazing Strength, the other Monstrous, for example). If the individual with the lower Strength makes an Agility FEAT, the one with the higher Strength gets a +1 CS for damage against the target (and only the higher-Strength individual needs to roll to hit).

Blindsiding: A character who is taken by surprise is easier to hit than one who was expecting an attack. A blindside attack gains a +2 CS to hit and the character being attacked cannot add Karma to any of his die rolls that turn.

The Judge has final say on whether a character is blindsided or not, but here are some guidelines: if the target is struck from behind, is distracted by another attack, if the attacker is playing possum, or if the attack comes from a supposed ally or other unexpected quarter.

Shielding: A hero may jump in front of another character who is about to be shot, either with a weapon or a power. On a successful Agility FEAT (Green result or higher), the hero becomes the target instead of the intended victim.

Aiming: If the character has a chance to aim his weapon or power at a stationary target for one round, he gains a +1 CS to hit (but not to damage).

Moving Targets: It is harder to hit targets on the move. The following speeds give the targets the following modifiers:

Up to 5 areas/round	-1 CS
6-10 areas/round	-2 CS
11-Plus areas/round	-4 CS

Point-Blank Range: There are cases where a shooting attack should not miss (though it occasionally does), like a gun held next to a hostage's temple. The attacker gains a +3 CS to hit in situations like this, and the result is always bumped up one color (from Yellow to Red, for example). Red results are treated as Red.

Hitting Big Things: Large targets are easier to hit than small ones. In charging, slugfest, shooting, and throwing combat, the following modifiers apply:

Up to 7 feet tall	No Modifier
Up to 16 feet tall	+1 CS
Up to 22 feet tall	+2 CS
Over 22 feet tall	+3 CS

Modifications apply only to FEATs determining if a hit is made, not to damage.

Hitting Little Things: It is tough to hit small things, while small things can hit bigger things fairly easily (this is Ant-Man's secret to success). In slugfest, shooting, and throwing combat, the following modifications apply:

Reduction	Against	By
Down to 6 inches	No	No
Down to 1 inch	-1 CS	+1 CS
Down to 1/4 inch	-2 CS	+2 CS
Smaller than 1/4 inch	-3 CS	+3 CS

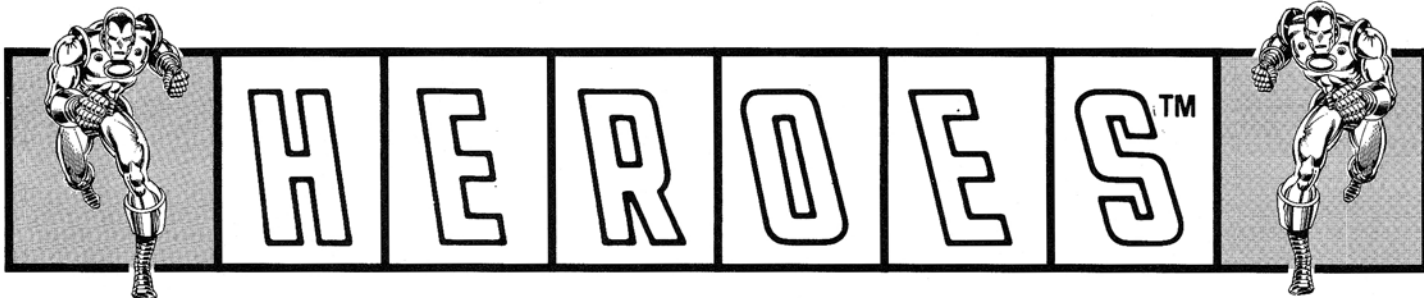
This protection does not apply against area attacks.

Fighting in the Air: When fighting an opponent who is airborne, use the following rules:

1. A character in flight can be slammed regardless of the target's body armor.
2. A character suffering a great slam is moved away at the airborne speed, not the ground speed.
3. A character charging from the air, dropping straight down, gains a +4 CS to hit.

Fighting in the Dark: Individuals fighting in the dark who do not have infravision or senses that allow them to locate their enemies in the darkness suffer a -2 CS to all combat FEATs.





Running the Game

We stated earlier that the MARVEL SUPER HEROES™ game system is run by one person acting as a Judge, and the others acting as players. The players are like actors, taking the parts of the main characters, the heroes of the Marvel universe. The Judge takes care of everything else: the settings, the bad guys, the innocent bystanders, the boasts, and the presentation of the adventures. The Judge is not so much an author as a stage manager, putting all the pieces out for the players to use. Do the heroes find the villain looting a jewelry store? Are there any witnesses to the robbery? Can they locate the bad guy's secret hideout? What happens next? All these things are presented to the players by the Judge.

But how does the Judge pull it all together? How does he provide a world, in this case the Marvel universe, for others to explore and adventure in? What are his tools?

This section contains the Judge's tools and rules. If you're a player, it's not really necessary to read this section, nor should you read the mini-adventures.

Running an Adventure

A typical session of the MARVEL SUPER HEROES role-playing game runs an evening and involves the Judge and a few players. For starting Judges, we recommend no fewer than two and no more than six players. New players should take one of the established Marvel Super Heroes we provide in the Campaign Book to play. Those who have played before can get adventurous and create their own Marvel Super Hero to play with (see Character Creation at the back of this book).

It will help if the Judge thinks of a typical playing session as writing a comic book with friends. All the action of an evening's play represents one or two issues of the book. There are fist-fights, a little character development, some humor, some pathos, threats to the world (or at least the immediate vicinity), sudden rescues, amazing FEATs, bad jokes, and finally some resolution. The Judge knows the initial set-up of the evening's adven-

ture, as well as an idea of where the plot will go. He knows who the bad guy is (even if the heroes don't right away), what he will be doing, and how he will react to the heroes.

We've included a number of mini-adventures at the end of this section to get the Judge started, but he is encouraged to design his own adventures, as well. Use the mini-adventures as a guide to building your own adventures. Here are a few things to get you started.

An adventure starts with the Judge describing the setup to the players. The setup is presented as boxed text in the mini-adventures. It illustrates the scene and sets the mood in the players' minds. The adventure can begin on a typical street on a typical day, in a park on a Sunday afternoon, or at night, when most law-abiding folk are in bed and asleep. Here's a sample:

It's late at night. The light of the full moon dances across the wet pavement, silhouetting the dirty buildings, but leaving the alleys in deep shadow. From your roof-top vantage point the city spreads out like a blanket. It's peaceful, at least as peaceful as a city that never sleeps ever gets. Suddenly, in the distance, a burglar alarm splits the quiet of the night. Someone has broken into a store!

Pretty good, huh? We've got the basics down here. It's night, you can see by the light of the moon, and there's a robbery in progress. The Judge told the players where they start (on a convenient roof-top—heroes are always in some convenient location to respond to a crime), and what they see and hear.

What now?

Now we find out what the *players* want to do. The Judge asks each of the players what they want their characters to do, given this situation. It's reasonable to assume that most players will wish to investigate—they might say "Let's go check out the burglary alarm by flying/ leaping/ web-slinging/ heading down the stairs!"





The players may also ask for more information, like "What rooftop are we on?", "What direction is the alarm coming from?" "Can we see any activity from that area?" or "Do we hear police cars answering the alarm immediately?"

By answering these questions, the Judge helps the players understand what is happening in the game, so that their characters can react properly. The Judge usually has some description (either in the mini-adventure or one of his own creation) of where the heroes start and where the bad guys are. Based on that description, the Judge can help the players understand what is going on.

The Judge can lay out the map, point to a particular roof-top, and say "There. That one!" The location may be already indicated in the description of the adventure's setup. The Judge can also point out the location the alarm comes from. Looking at his description, the Judge would guess that from where the players are standing, they could not see any activity.

The initial boxed text says all is peaceful and quiet, with nothing out of the ordinary. There are no flying enemies visible from the roof-top, and no amazing power flashes going off, signifying a battle. Keep that description in mind. Failing to mention a huge blimp (really a secret base for the bad guy) hanging over the city would be wrong—it's something that the player characters would have seen.

When passing on information, take into account what the player characters are doing. If they are searching for clues with all the time in the world, or looking out over the city, or not involved in battle, then they will be able to take it all in. If they are in the heat of the battle, they may not see everything they need to see (like a bad guy sneaking away). As a rule of thumb, in battle, the players should ask one or two short questions which do not need long explanations. Long explanations slow down the battle.

If there is a question as to whether the hero would notice something (such as, for example, if there's a big crate of explosives directly behind the bad guy), make an Intuition FEAT. If the FEAT is White, they don't notice anything. If the FEAT is Green, they get a little information (such as "He's in front of a crate"). If the FEAT is Yellow, give out a little more information ("He's in front of

a crate marked explosives"). If the result is Red, then give out the best amount of information, and maybe a little advice as well ("He's in front of an open create marked EXPLOSIVES. Are you *sure* you want to use a fire-based attack on him?").

Once the players tell the Judge what they are doing ("We're going off to see what the alarm is about"), the Judge checks his description of the adventure to see what happens next. Sometimes (usually at the start of an adventure) the Judge has some more boxed text. Often he is just given a description of what is occurring, and must describe it to his players.

Here's a boxed-text example:

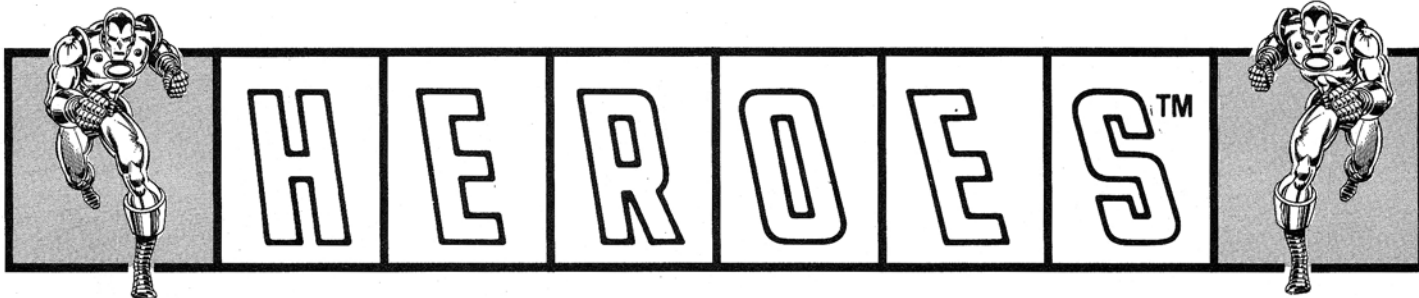
You arrive at the scene of the crime. It is the back loading dock of a small fur shop. A large truck is parked at the dock. Two guys are flinging furs into the back of the truck, a third is at the wheel, and the truck's engine is running.

This is what the heroes would see if they suddenly came on the scene. Often the description of the adventure will just state what is there and leave the information for the Judge to pass on to the players. For example:

Fennerman's Furs is being robbed. The front of the shop is dark and the door locked, but the alarm is coming from the back dock. There's a truck backed up to loading dock. Two goons (with standard goon statistics, armed with knives) are throwing furs from the shop into the back of the truck. A third goon (with a handgun stuffed in his belt) is at the wheel. The truck's engine is running. The Scorpion is within the truck, helping to put away the furs. They are moving swiftly since the alarm is still ringing. One turn after the heroes first see the truck, the two goons will jump into the back and they will take off, heading west to a base in an abandoned warehouse.

There's a lot of information there, but not all of it will be available to the players. The players would not know (at least not immediately) that the Scorpion is within the truck. They would not know that the front of the shop is locked (unless they arrived at the front of the shop in-





stead of the back). And they would not know what the bad guys intend to do, if no one stops them.

When giving information, always remember to describe the scene from the player's viewpoint. If a hero had X-Ray Vision, he might be able to know that Scorpion is in the truck. Otherwise that information will only be revealed when someone looks in the truck, or when Scorpion steps out (and likely clobbers someone).

Now, regardless of how the heroes get their information (from boxed text or the DM giving the description), it is the players' turn to tell what they are doing. One hero might want to jump down and break and take out the robbers on the dock. One might want to jump down on the truck itself. One might want to move towards the front of the truck and put it out of commission by punching out the radiator. The Judge knows what his guys are doing, at least initially (they are going to finish loading and get away from the crime scene—they haven't noticed the heroes yet).

Once the situation has been presented and the players have announced their intentions, roll for initiative and the begin the battle.

We summarized combat turns in the combat section, but the same principles apply to any situation where the heroes are doing one thing and the NPCs (characters controlled by the Judge) are doing another. The Judge decides what his characters are doing. The players tell him what their characters are doing. Both sides roll initiative, and the side that rolls highest gets to take its actions first, the loser second. When all actions are completed, proceed to the next turn.

Sometimes, the players themselves will be at cross-purposes, like two different heroes trying to grab the same item, or one hero trying to beat up an opponent while another tries to prevent him. In situations like this, both players roll initiative separately, again with the high number going first.

The description of the adventure (or the notes the Judge himself has made) will determine how the bad guys will react. Continuing with the example, things could unfold as follows:

The goons will finish loading this turn and then jump into the back of the truck next turn, with the truck taking off. If the heroes attack the goons on the loading dock,

the Scorpion will leap out of the shadows of the truck, trying to blindside his foes with his tail. Alternately, if the Scorpion hears someone on the roof of the truck, he will try to strike through the roof (Typical (6) material) and take an enemy by surprise. The truck driver will panic at the first sign of heroes, and try to drive off, driving over anyone in his path.

The goons will surrender if Scorpion is defeated. Otherwise, they will rely on him to protect them from super-powered heat. The Scorpion will fight until he is knocked out or otherwise immobilized. The cops will arrive on the scene six turns after the heroes.

Generally, these descriptions point out the most logical course of events. This will not always be the case, particularly if the characters are using a variety of heroes. Spider-Man may leap down and fight the bad guys, while the Invisible Woman might just turn invisible and follow them to their warehouse, to see if there is anything else they have stolen. In general, the Judge needs to be able to play it by ear, and change his scenario as the characters react. The Judge sets up the story, and then adjusts it as the player move through it—he does not dictate what the player characters do, but has the NPCs react accordingly.

Let's say that the heroes decide to stand on top of a nearby roof and challenge the goons (the heroes don't know that Scorpion is there), giving them a chance to surrender. Well, the written description says that the goons will not surrender as long as Scorpion is around, and that the driver is frightened of heroes and will bolt. Therefore, heroes spend their turn challenging and demanding surrender, looking neat as they do so. The bad guys will be surprised. The goons on the dock will try to leap into the truck next turn, the driver will hit the gas and try to lay rubber, and the Scorpion will lie in wait if the heroes succeed in boarding or stopping the truck.

What if the heroes decide to beat people up first and ask questions later? They have the drop of the goons on the dock, and could blindside them. If a hero tries to stop the truck, the driver will try to run over him. The Scorpion will attack anyone who gets in range, hoping to take *them* by surprise.

A battle can end up a number of ways, with the defeat of the bad guys, the defeat of the good guys, or some-





thing in between. The Judge should determine what happens in either case. In this mini-description, if the Scorpion knocks out the good guys, the bad guys hear the approaching police sirens and beat a hasty retreat, leaving the crumpled bodies of the fallen heroes at the sight of a robbery. If the good guys win, the police arrive and take the bad guys off the heroes' hands and throw them in the pokey.

Now comes the last part of the adventure, the awarding of Karma. Karma is a reward for a job well done, or a penalty for a botched mission. Karma is calculated based upon how the characters perform—do they beat the bad guys? rescue the stolen goods? foil an evil scheme? It is also awarded for player actions—do they play their heroes like heroes? Karma may increase or decrease the hero's initial Karma, so that heroes may have better (or worse) chances of succeeding in the future. Karma has its own section, after we talk about campaigns.

Running Campaigns

A campaign is a series of one-night adventures played out over a period of time with a regular collection of heroes. If an adventure is a single issue of a comic—with set-up, battle, character development, and resolution, then a campaign is nothing more than a comic book

series—a collection of issues tied together by a common thread. That thread can be nothing more than a repeating group of characters, such as the Avengers, X-Men, or New Warriors.

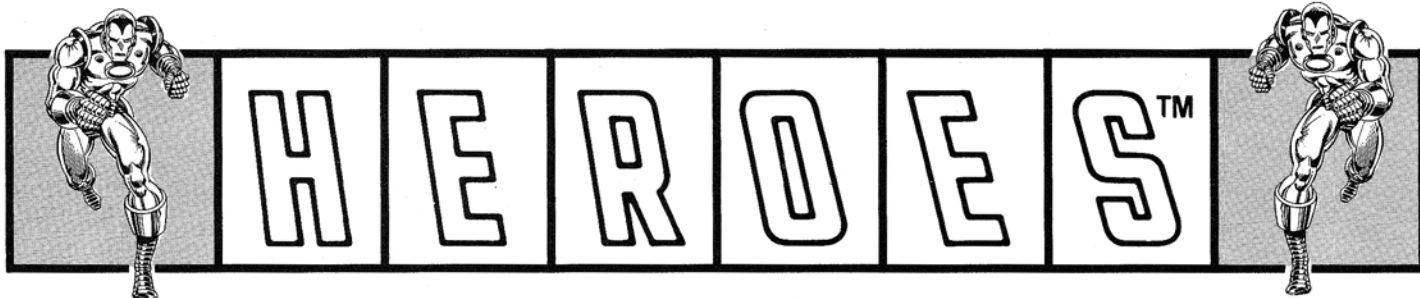
A campaign allows player characters to grow and develop over time. If a player is using the same hero from adventure to adventure, then the Karma gained from one adventure is used in the next. The initial Karma is ignored after the first session.

Resources and popularity may also change from week to week, depending on the character's actions, either in his real identity or his costumed persona. Campaigns allow a hero to suffer the whims of the public fancy, or benefit as a celebrity for actions above and beyond the call of duty.

Further, campaigns allow long-term rivalries and friendships. If a hero locks up the Scorpion one week, then a few week's later the Scorpion may escape from jail and go looking for the hero who nailed him. If the hero helped some firemen one week, a few weeks later those same firemen may be able to help the hero, either providing information or vouching for him as one of the "good guys."

Lastly, a campaign allows player characters (and NPCs as well) to engage in long-term planning, whether it be for a trip to the moon, or a plan to take over the world. A





plan can be put into action one week, picked up the next week, and finished on the third.

Karma

If a hero is to survive, he needs Karma. Karma is used to modify die rolls, to increase abilities, and to keep the hero alive so he may act heroically on another day.

Karma is awarded to the players by the Judge, according to the general guidelines provided herein. The Judge has final say over the nature of the award and the amount, though he is encouraged to stay within the listed guidelines. Refer to the Karma Awards Table, and the description of the various awards that follow this introduction.

Karma is awarded at specific times during an adventure. It is awarded at the end of a battle or conflict, at the completion of a task, or at the conclusion of an adventure or evening of play.

Karma is not awarded while there is combat going on, nor is it awarded if there is a potential for immediate combat. A hero cannot take on Kingpin's flunkies, then burst into his office, expecting to use the Karma gained from defeating the flunkies to take on the head man.

Karma for specific heroic actions, such as saving a life or stopping a crime, is awarded as they occur. Similarly, Karma losses for committing crimes or taking a life are immediately put in force.

Karma is awarded for everyday actions as well, such as for meeting up with normal responsibilities like commitments, dates, and deadlines. Heroes with secret identities often have to balance their heroic and normal personalities. In addition, fine actions such as making public appearances also increase Karma.

Finally, while Karma may be awarded for the success of the player characters, it can also be awarded for superior play by the players themselves. If a player is running Wolverine like Wolverine should be run (tough, short-tempered, loves a roughhouse, struggles to keep his nasty temper in check), then he should be rewarded.

Karma should be awarded to the individuals who perform the actions. If more than one hero is involved in stopping a crime, the Karma is divided equally among them. All fractions are dropped in this division. If three

heroes work together, and their actions give them 100 Karma, then they each get 33 Karma. If one character did all the work, he gets the full 100 Karma. Division of Karma is left up to the Judge, and his decisions are final.

Karma for Heroic Actions

A hero is awarded Karma for stopping or preventing crime while it is occurring, and for arresting and bringing to justice the individuals involved. Consult the summary of typical listed here:

Violent crimes are those involving injury to people, including murder, assault, and kidnapping.

Destructive crimes are those directed against property. Arson, bombings, vandalism, and rampages through the city are considered destructive crimes.

Theft is the removal of property without threat or injury. Shoplifting, pickpocketing, and breaking and entering are all examples of theft.

Robbery is theft with violence or implied violence (if the goons are carrying guns, it doesn't matter whether or not they use them—it still counts as robbery). Muggings, bank robberies, and stick-ups are all considered robbery.

Misdemeanors are lesser crimes, such as gambling, carrying concealed weapons, drug possession, and driving offenses.

National Offenses are those crimes that threaten the security of the nation, including treason, hijacking, terrorism, and drug and/or weapon smuggling.

Local Conspiracies are meetings to plan to break the law. If your hero hears about a plan to rob a bank, with a meeting that night, he does not have to wait for the robbery in order to get any Karma for stopping it. Local conspiracies are those that affect a small area, and include most organized crime in the city.

National Conspiracies are plans to break the law on a national level, usually by taking over a country or overthrowing its government.

Global Conspiracies are those plans to take over the world. Doctor Doom excels at global conspiracies.

Other crimes involve those which do not fit into any other territory—including drug sales, forgery, counterfeiting, fraud, and computer crime.

A hero gets Karma for both stopping or preventing the





crime (if possible), and for arresting the criminal responsible. Sometimes a hero will be on the scene and able to stop a crime. In other cases he may not, depending on the situation.

Most heroes do not operate with the sanction of the local government, so a successful "arrest" usually means seeing that the miscreant is turned over to the proper authorities. It does not mean blowing them away in the act (Punisher does *not* get Karma for sending bad guys caught in the act to their ultimate reward).

Rescues: Heroes get a flat 20 Karma for every person they rescue from death or injury. If they rescue more than five people with a single action (such as preventing a building from falling over), then the hero gets a maximum of 100 Karma.

Beating Up Foes: Heroes often fight super-powered villains, and as such are rewarded for bringing them in over and above the regular awards for stopping crimes and making arrests. If an opponent has an offensive power or major ability of Remarkable or higher, the hero gets a benefit Karma award equal to the rank number of the highest ability of that foe (with a maximum of Shift Z (500 points)). If a hero defeats a rampaging Abomination (who has both an unearthly Strength and Endurance) he gets 100 bonus points.

Karma Awards for Personal Actions

Heroes have a life, too. Its not all funny outfits and beating up the bad guys. Most heroes have a home life of some type, as well as non-powered friends and relations. This "regular life" can prove to be a boon to the super-powered heroes for acquiring Karma. Personal Karma is awarded to the individual hero (no group awards) if the hero in question makes commitments and lives up to those commitments. However, this is not always easy, since being a Marvel Super Hero usually means you're called away at the worst possible time to save the world.

Personal Commitments: If the hero makes a commitment to meet someone at a certain time and place (a meeting, date, or even a friendly poker game), and shows up, he is rewarded with Karma.

Weekly Award: A lot of heroes have everyday commit-

ments as well—jobs, family, and other factors of day-to-day life. If a hero has gone through a week and generally met his obligations (he only had to rush off from work mysteriously *once*, say) he receives this Karma award.

Charities: Heroes can earn additional Karma in their super-powered identities by working for charity. They may make personal appearances, perform acts of charity, or make donations.

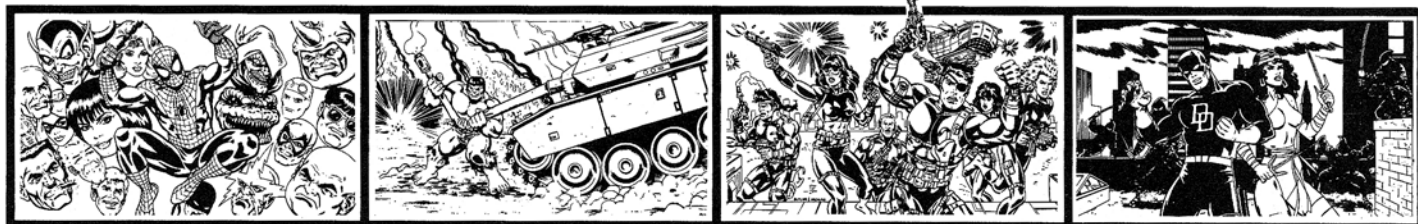
A personal appearance means the hero agrees to help a charity by showing up at a fund-raiser to say a few words in favor of the charity. This is a wonderful chance for bad guys with a grudge to storm the event and make the hero look bad. A hero gets his Popularity rank in Karma for making an appearance in this fashion, up to a maximum of 20 points. No more than one personal appearance a week, please (Captain America does personal appearances all the time, but then again, he enjoys that sort of thing). Known mutants need not apply (there's this backlash thing).

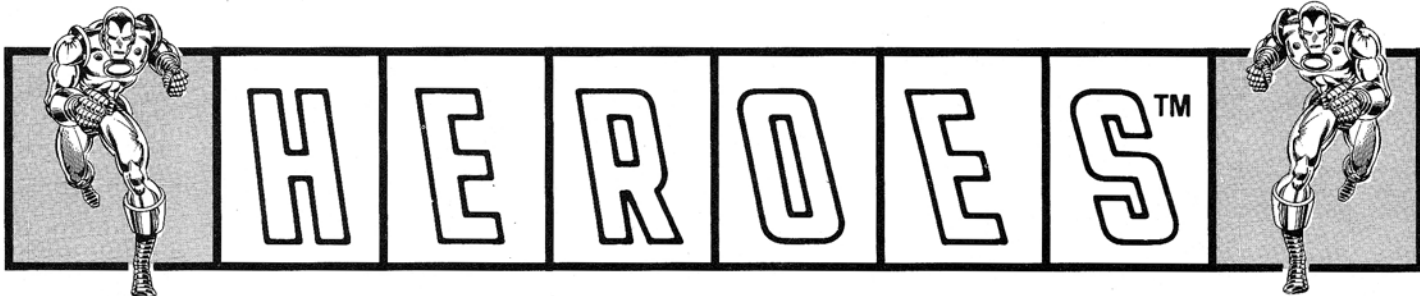
Act of Charity: Super-powered individuals are also able to use their powers for the common good without beating up bad guys, and should be rewarded accordingly. Performing a nice gesture which is automatic (a flying hero getting a cat out of a tree) gains 10 points. One which requires a Green FEAT is 20 points, one which requires a Yellow FEAT to succeed is 30 points, and one which requires a Red FEAT (or a long period of time, like delivering vital donor organs across country) brings 40 points.

Donations: If you can't be there, say it with cash. The hero sets a rank for the donation, and makes a resource FEAT. If successful, the hero gains Karma equal to the rank number of the resources donated. Automatic FEATs just get 10 points of Karma (if you are rich, small donations are not as important). No more than one donation per month, please. Tony Stark is giving this stuff away, but then he likes to do things like that.

Karma Awards for Gaming Actions

Karma may also be given to the player characters if the players are running them well. There are three types of general awards, but if the Judge wants to make other awards under special circumstances, he is welcome to do so.





Role-playing: If the player is running his hero well, he should be rewarded, regardless of his relative success. A player is like an actor with a role, acting in character. Saying things that character would say, and taking actions that character would take in the game is part of the entire purpose of role-playing. Captain America is moral, upstanding, and believes in both his nation and its people. If the player running Captain America shows those values (such as rounding off an adventure with an impromptu lecture on importance of voting), he should be rewarded. The Judge can give up to 20 Karma points in this fashion at the end of a session.

Showing Off: Heroes love to use their powers in new ways. If the hero figures out something particularly neat (like how to escape a deathtrap in a fashion the Judge did not consider), or uses his powers in a neat and nifty fashion, he may be awarded up to 15 Karma points at the end of the session. This is a one-time award, of course, since once you do it, it's no longer nifty and new.

Humor: Laughing in the face of danger is a hallmark of comics, whether it's the snappy patter of Spider-Man or the dark humor of Punisher. Even Captain America gets in a few good lines here and there. The Judge has it within his power to award 5 Karma points immediately to any player who comes up with a joke, pun, or humorous story that breaks everyone up. Remember, the point here is to have fun—let's reward it.

Losing Karma Through Actions

In addition to gaining Karma for actions in the game, a hero can lose Karma as well. If the hero inflicts too much damage to the surroundings while defeating a bad guy, or acts in an unheroic manner, or leaves his friends high and dry, he may lose Karma points. It is possible for a hero to rack up a goodly amount of Karma in a battle, but to create enough debits that his advantage is wiped out ("Yes, you saved Staten Island from Fugu, the Sponge that Walks Like a Man, but in the process you've destroyed three city blocks and missed a date with your girl!")

Losing Karma Through (Un)Heroic Acts

A hero may lose Karma a number of ways, including committing crimes, permitting crimes to occur, getting

beaten up by the bad guys, destroying property, and most importantly by killing or allowing another character to die.

Committing Crimes: If a hero commits a crime of the types listed above, he loses Karma equal to twice the amount he would have received for stopping the crime. Sometimes a hero is under the control of others, or must commit a lesser crime in order to prevent a greater tragedy. This still results in the Karma loss. The hero may occasionally be charged with a crime he did not commit (framed, as it were). This has no effect on his Karma.

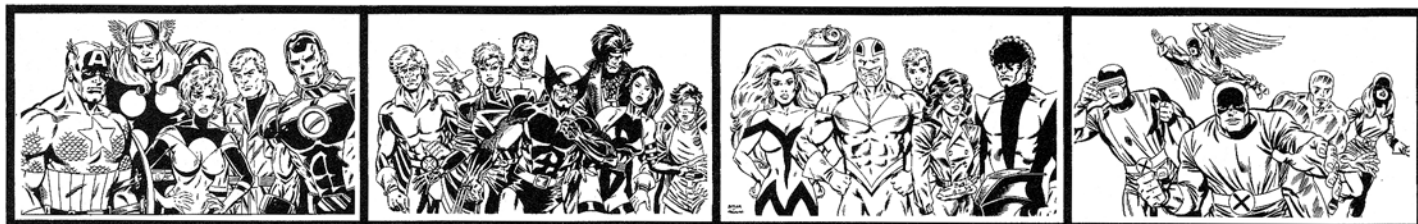
Permitting Crimes to Occur: A hero may choose not to interfere with a crime, or be unable to prevent a crime from occurring. If this is the case, he loses Karma equal to the amount he would have received for arresting the criminals.

Defeats: Getting beaten up is bad for the hero business. In order to add insult to injury, if a bad guy beats up a hero, then the hero loses 20 Karma.

Destruction of Property: There is a firm in New York City called Damage Control which specializes in repairing the damage created from battles between powerful heroes and villains. They are probably the only group of people in the city who are delighted to see the amount of damage that results from a standard super-powered dust-up. For every area damaged in battle between a hero and villain, the hero loses 5 Karma (the villains don't care).

Death: The most deadly thing to one's Karma is to kill or allow the death of others, whether it be innocent bystanders or long-standing villains. If a hero kills an opponent, or through his actions allows a person to die, all Karma for that hero is reduced to 0. New Karma may be earned from that point, but new initial total is 0. This remains true even if the character is somehow brought back to life later. Deaths which are accidental but still caused by the hero, or result from the hero being under the influence of another still count—Karma is reduced to 0. There is no Karma loss for robots dying.

Borderline Cases: There are a couple cases where this death equals 0 Karma rule is relaxed. Sometimes one character will choose to die to save his or her teammates. This is a noble death. Sometimes a bad guy will be crushed beneath debris, caught in a cave-in, or other-





wise faced with certain death, even though no body is found. This is a mysterious death (and leaves the door open for the bad guy to resurface). Sometimes, rather than being caught, a bad guy will destroy himself. This is self-destruction.

In cases of self-destruction, mysterious death, or noble deaths, the Judge may choose to not wipe out the hero's Karma, but instead just reduce it 50 points. These points are not regained if the victim turns up alive later ("Hi guys, you thought I was dead, but I was really kidnapped by an alien force who duplicated my body and has been masquerading as me while I've been recovering. Guys? Guys?")

There are a few heroes who have rejected the idea of Karma as a life-protecting function, and will not hesitate to kill his opponents—The Punisher, for one, and Nomad for another. Both usually have little or no Karma, but also wear heavy protection against bullets. They confine themselves to battling low-level bad guys. Neither is a match for Doctor Doom, as they do not have that Karmic edge, so they make up for it in raw firepower.

Karma Losses for Personal Actions

Personal Karma gains are smaller, and as a result their losses are smaller as well. If the hero breaks a commitment, whether it is a personal appearance, date, meeting, or even showing up for work, he loses 5 Karma points. It does not matter if he was in the process of saving the world or what, but he loses the 5 Karma.

A Judge should always try to have about half of the personal appearances and commitments result in the hero having to make a choice between the commitment and acting as a hero. Don't disrupt so many as to frustrate the players, but enough to show that holding down two jobs (or two identities) is not the easiest thing in the world.

Karma Losses for Gaming Actions

There are none. There are no gaming actions that result in Karma losses. Characters who don't role-play their characters well are not penalized, except for the fact that they do not gain the benefits, and as such, do not have as much Karma as those who do role-play their heroes.

Karma Pools and Groups

A Karma pool is formed by a group of heroes. Each kicks in as much Karma as they wish to a common account. The entire group may then use the Karma in that pool to modify die rolls.

Karma pools may be formed at the start of an adventure, when the heroes get together. At the end of the adventure any Karma left is split equally among the members of the group.

Karma pools may also be made permanent. The members of a group who fight well together may take on a common name, like, say, Avengers, or Defenders. All members may pull Karma from that pool. The members of the group may make their own bylaws about how many people can be in the group, who can join, how much Karma everyone needs to kick in, etc.

If a hero who is part of Karma pool loses Karma through his actions, the losses are taken from the character's individual Karma first, then from the Karma pool he belongs to. Further, if a Hero who is a member of a Karma pool kills another character, or allows through his actions the death of another, both his personal Karma and the Karma of the pool are reduced to 0. This is probably why Punisher will never be an Avenger, and why the rest of the X-Men have always kept an eye on Wolverine. Noble and mysterious deaths, as well as self-destruction, is handled as for individual characters.

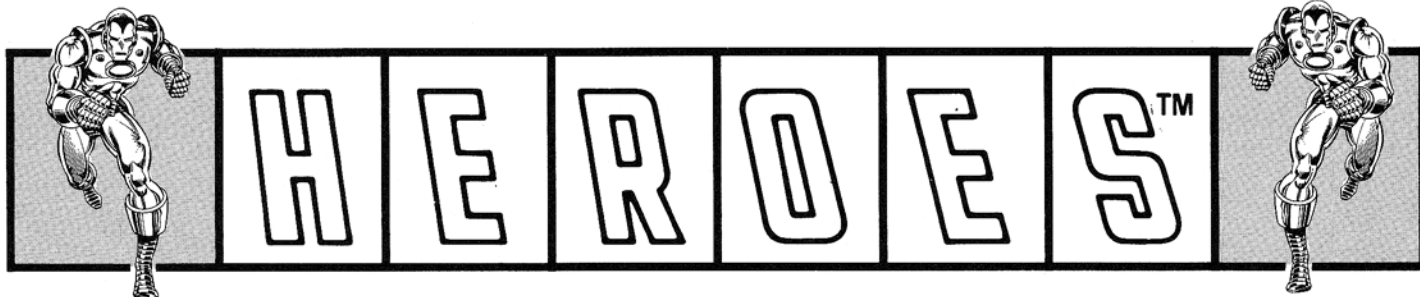
A Karma pool lasts as long as its members want it to last. If a character leaves the group and the pool, he may take from the pool Karma equal to his share (a Karma pool with four members is split four ways).

Character Advancement (Optional)

Karma may also be used to advance a character's ability ranks. It may affect the major abilities, resources, popularity, or power ranks. It may also be used in add new talents.

In order to raise an ability permanently to the next higher rank, the hero must set up an advancement fund. He puts Karma into this fund and cannot touch it until he has enough to pay for the next level. It's like a savings plan, while normal Karma is like a checking account. At the outset, the player determines what ability the hero





HEROES™

wishes to improve. As he gains Karma, the hero may increase the amount in the fund until he can afford to "purchase" the ability rank he is after.

It costs 100 Karma times the rank number of a major ability rank or power rank to raise it to that level. Raising strength from Excellent (20) to Remarkable (30) would take 3000 Karma Points. Abilities must be raised one at a time—if your Agility is Poor and you want it to be Good, you must first pay to make it Typical (600 Karma), then pay to raise it to Good (1,000 Karma).

Abilities can never be raised above Shift Z. Abilities and powers may never be raised if they are in the Class 1,000, Class 3,000, or Class 5,000 categories.

Popularity can also be advanced, representing a campaign of public appearances and good press. Popularity can be raised at a cost of only 10 times the desired rank number. So, going from Good to Excellent (20) would take only 200 points. In addition, characters must perform one act of charity or public appearance for each attempt. Mutant characters are unfortunately not as well treated, and must pay twice the listed amounts to increase their popularity.

Resources can also be improved through spending Karma. It costs 10 times the desired rank number, plus 200 Karma. So, going from Good (10) to Excellent (20) Karma is 200 points *plus* another 200 points for 400 total).

Finally, the hero may choose to add new talents by spending Karma. It costs 2,000 Karma to add a new talent, and in addition, the hero must find someone with that talent to teach him. Only one new talent may be added each "game-year" of play.

Karma Awards

Violent Crime (Stop or Prevent)	30
Violent Crime (Arrest)	15
Destructive Crime (Stop or Prevent)	20
Destructive Crime (Arrest)	10
Theft (Stop or Prevent)	10
Theft (Arrest)	5
Robbery (Stop or Prevent)	20
Robbery (Arrest)	10
Misdemeanors (Stop or Prevent)	0
Misdemeanors (Arrest)	5
National Offenses (Stop or Prevent)	20

National Offenses (Arrest)	10
Local Conspiracy (Stop or Prevent)	30
Local Conspiracy (Arrest)	15
National Conspiracy (Stop or Prevent)	40
National Conspiracy (Arrest)	20
Global Conspiracy (Stop or Prevent)	50
Global Conspiracy (Arrest)	25
Other Crimes (Stop or Prevent)	15
Other Crimes (Arrest)	5
Rescue	20
Five or more Rescues	100
Defeating Powerful Foe	30-100
Personal Commitment	5
Weekly Award	10
Personal Appearance	+ Pop. Rank (Max of 20)
Act of Charity	10-40
Donation	+ Resource Rank
Role-Playing	10
Showing Off	15
Humor	5
Commit Violent Crime	-60
Allow Violent Crime	-15
Commit Destructive Crime	-40
Allow Destructive Crime	-10
Commit Robbery	-40
Allow Robbery	-10
Commit Theft	-20
Allow Theft	-5
Commit Misdemeanor	-10
Allow Misdemeanor	-5
Commit National Offense	-40
Allow National Offense	-10
Commit Other Crimes	-10
Allow Other Crimes	-5
Destroy Property	-5/Area
Public Defeat	-40
Private Defeat	-20
Death	-ALL
Death (Borderline Cases)	-50
Failing Personal Commitment	-5





Running Popularity (Optional)

In the Basic Game, Popularity is used as a way of deciding the effects of the hero on the general populace, how they regard him and how willing they are to help him or at least follow his directions.

Here's an example. At a theater, a fire starts backstage. Captain America, an Unearthly popular guy, strides out on the stage and asks the audience to quickly and safely evacuate the theater. He has a greater chance of doing this successfully than Spider-Man (who, while popular, is always being slammed in the media) or Wolverine, who is a known mutant with huge claws sticking out of the back of his hands.

Further, Cap has a better chance of borrowing someone's car for a high-speed chase than either Spidey or Wolverine. This is reflected in making Popularity FEATs.

Popularity can increase or decrease as a result of the heroes actions, much like Karma. However, Popularity can go negative (at which point the hero is *feared* as opposed to respected—a lot of bad guys get what they want in this fashion).

Popularity is also fickle. Many of the results of the hero's actions may keep the hero popular in the public's mind for a month, maybe two, but then bad news will drive his popularity back down. Only certain heroes, like Captain America, conscientiously work at their Popularity.

If a hero defeats a costumed villain in public, his Popularity is raised by one rank for one week. Regardless of how many bad guys the hero beats up (publicly or privately), he only gets this benefit once a week. At the end of the week, the hero's popularity returns to its previous rank.

If the hero is defeated by a costumed villain in public, his popularity is lowered by one rank for two weeks (people remember bad news). He can only suffer this disadvantage once per week as well. At the end of the two weeks, the hero's Popularity returns to its previous rank.

If a hero is accused of a crime by the authorities, his Popularity drops two ranks. This is permanent change. If he is found guilty (regardless of his true guilt) his popularity slips another rank. If he is cleared of charges, his Popularity recovers one rank.

Acts of Charity: A hero making an act of charity or

public appearance is treated as one rank higher for the day he makes the appearance (and then only if he shows up). There is no penalty to Popularity for not showing up.

The "Stinking Muties" Option: All Mutants are viewed with suspicion in the Marvel Universe. Therefore, if a mutant's Popularity increases for any reason, the player running the Mutant must make a FEAT roll to see if his Popularity really increases. All negative modifiers to popularity involving Mutants will occur normally.

Running Resources

As opposed to making players keep track of funds (and whether those funds are invested, in CDs, in savings, or checking), a resource rank is assigned to show the character's relative wealth. This will effect whether the hero can afford things.

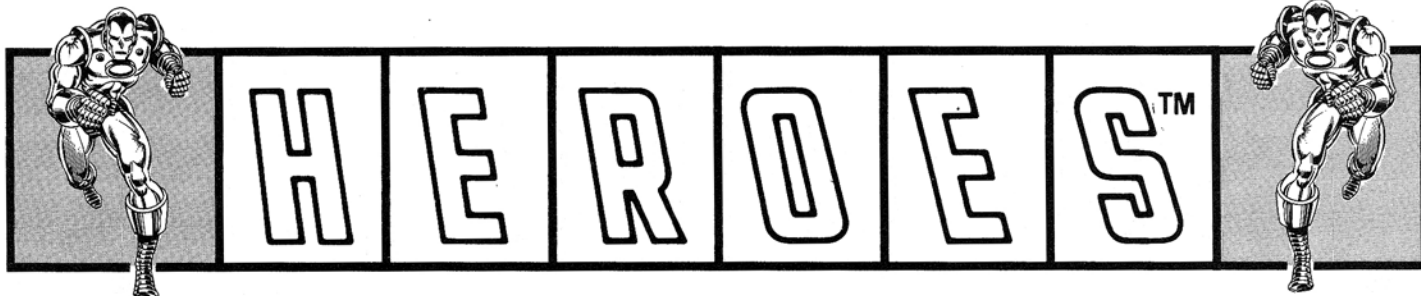
It is generally assumed that a hero can afford the lifestyle he is currently living at—paying the bills, buying groceries, repairing the funky super-hero outfit, etc. Resources reflect the ability to buy other things, like cars, plane tickets, small corporations, restaurants, and the like.

Consult the table of typical Resource FEATs. This is a partial list, but gives a feeling for what is involved. If the hero must pay for something, make a Resource FEAT roll against the intensity of the cost. Items more than one rank higher than the character's Resources cannot be normally bought, at least not on the spur of the moment. The character can try again next week.

As an optional rule, characters can chip in to buy something, much in the same way they can use pool their attacks in battle. The two Resource ranks must be within one rank of each other. The higher rank is then increased by one rank.

A further option, if the Judge wants to get into more detail, is lending institutions, such as the local S&L. This takes the lid off affording objects up to Amazing rank intensity. However, the player character must then be able to afford the payments on the loan—likely one rank less than the intensity of the item each month for 12 months. Failure to repay a loan will result in the banks destroying your credit rating (Resource rank drops one rank), confiscating the items bought with their money, and in severe cases sending in a super-powered





legbreaker to demand payment (the last is only if you deal with the Maggia).

Typical Intensities for Resource FEATs

Clean Clothes	Feeble
Flop House Hotel	Feeble
Bus/Subway Fare	Feeble
Good Meal	Poor
Modest Hotel	Poor
Cab Fare	Poor
Rent, 1 BR Apartment (NY)	Poor
Car Rental, per day	Poor
Dinner and Movie	Typical
Stylish Clothes	Typical
Good Hotel Room	Typical
Housekeeper Salary	Typical
Bodyguard Salary	Typical
Mechanic's Salary	Typical
Rent, 2 BR Apartment (NY)	Typical
Mortgage, Small House	Typical
Night on the Town	Good
Tailored Suit or Tux	Good
Lawyer Fees	Good
Doctor Fees	Good
Broadway Tickets	Excellent
Plane Tickets, in US	Excellent
Computer Specialist Salary	Excellent
Salary 10 Workers/week	Excellent
Small Car	Excellent
Mortgage, Large House	Excellent
Designer Originals	Remarkable
Sedan	Remarkable
Plane Tickets, Overseas	Remarkable
On-staff Lawyer	Remarkable
Penthouse Suite	Remarkable
Personal Physician	Remarkable
Salary 50 Workers/week	Remarkable
Luxury Car	Incredible
Salary 100 Workers/week	Incredible
Private Plane	Incredible
Archaic or Mystic Texts	Incredible
Rare Art	Incredible
Flying Car	Amazing
Salary 200 Workers/week	Amazing
Mansion	Amazing
Old Masters	Amazing

Military Jet
Palatial Mansion
Major Corporation
Space Ship
Mega-Corporation

Monstrous
Monstrous
Monstrous
Unearthly
Unearthly

Running Weapons

The Weapons Chart shows off a variety of weapons of destruction that characters (players and NPCs) can buy. Some heroes will be equipped with similar weapons, and some with specialized or mystical versions of them.

Weapons are listed by name, and have a series of notes following them:

Weapons Chart

Weapon	Price	Range	Damage	Material	Notes
Handgun	PR	PR	TY	EX	Shooting Attack
Rifle	TY	TY	GD	GD	Shooting Attack
Assault Rifle	GD	EX	GD	GD	Shooting Attack
Shotgun	TY	TY	EX	GD	Shooting Attack
Bow	PR	TY	TY	PR	Shooting Attack
Stun Rifle	EX	EX	GD	PR	Force Attack
Laser	RM	GD	GD	PR	Energy Attack
Knife	FE	0	GD	EX	Edged Attack
Knife, Thrown	FE	T	GD	EX	Throwing Edged
Spear	FE	0	GD	GD	Edged Attack
Spear, Thrown	FE	T	GD	GD	Edged Attack
Sword	GD	0	GD	GD	Edged Attack
Blunt Weapon	var.	0	+1 CS	Var.	Blunt Attack
Thrown Object	var.	T	M or S	Var.	Throwing Blunt





T = Weapon can be thrown—see Throwing Table.

Var = Weapons have various prices and materials.

+1 CS = Inflicts damage equal to the attacker's Strength +1 CS.

M or S = A thrown object can inflict its material strength or the attacker's Strength, whichever is lower.

Price: This is the Resource rank of the weapon. Weapons of higher than Excellent (20) rank will not be found in common outlet stores at the mall, but through special dealers (some of whom work for the government, some of whom work illegally).

Range: This is the maximum range of the weapon.

Damage: This is the standard damage of the weapon. Some weapons are noted with an "S"—this means they attack with that intensity of stunning force.

Material: This is what the weapons is made of, for use in breaking it, if need be.

Notes: These include if the weapon can be fired with one hand, if it has special abilities or odd attacks, and what table is used when attacking with the weapon.

Running Vehicles

The Vehicle Table shows a wide variety of standard vehicles for use in the basic game. Like characters, vehicles are described by a group of ability ranks. In the case of vehicles, different abilities are used:

Vehicles Table

Vehicle	Price	Control	Speed	Body
Sedan	RM	TY	GD	GD
Mini-Car	EX	GD	GD	PR
Luxury Car	IN	PR	GD	EX
Motorcycle	EX	TY	EX	PR
Police Car	RM	GD	EX	TY
Armored Car	IN	TY	TY	RM
Tank	AM	EX	TY	IN
Private Plane	IN	TY	AM*	FE
Corporate Jet	AM	TY	AM*	PR
Military Jet	MN	EX	ShX*	TY
Flying Cart	IN	EX	PR*	GD
Quinjet†	AM	RM	ShY*	EX
Fantasticar†	IN	EX	IN	GD
Skycycle †	RM	EX	IN	EX

Rowboat	TY	GD	TY	FE
Motorboat	GD	EX	EX	TY
Speedboat	RM	GD	IN	TY
Ocean Liner ‡	MN	GD	TY	RM

* = Air Speed

† = Craft has VTOL ability.

‡ = Craft is compartmentalized.

Price: This is the Resource rank of the vehicle. Those of higher than Remarkable rank are only available through special dealers or builders.

Control: This is how quickly the vehicle can turn or maneuver—the vehicular equivalent of Agility.

Speed: This is how fast the vehicle moves.

Body: This is the material strength of the vehicle. Also the amount of Body armor the vehicle provides to those within from attacks.

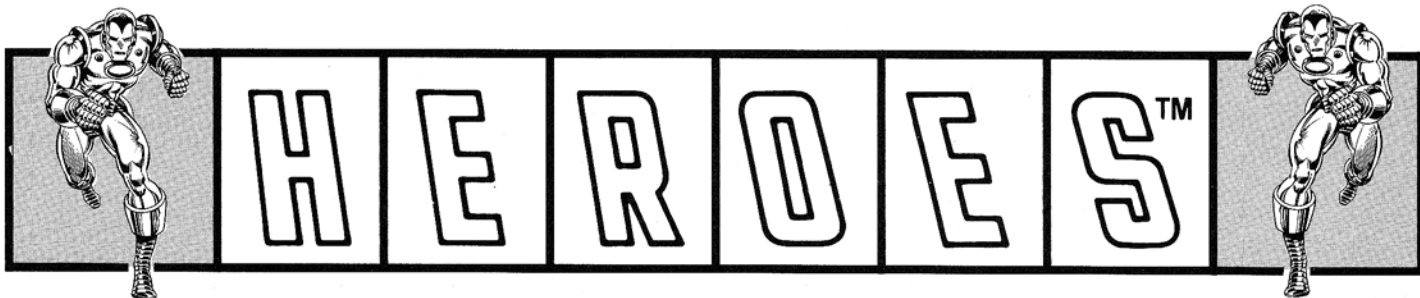
Vehicles move from area to area in the same manner as characters. They do not normally enter buildings except through garages, loading areas, and the like. The speed is the maximum safe movement a vehicle can make. They can move any number of areas up to their maximum. In addition, most (but not all) can back up at half their normal movement rate.

Most vehicles can travel only in particular types of areas—boats in the water, planes in the air, cars on the road, etc. It may be impossible to move a vehicle in the wrong areas (such as moving a boat on the road), or merely difficult (moving a car off the road and into a park).

When doing the difficult or unexpected with a vehicle, the Judge can call for a Control FEAT. A Control FEAT is like an Agility FEAT, but either the Control of the vehicle or the Agility of the driver (whichever is *lower*) is used. Examples of maneuvers which demand control FEATs include making a 180 degree turn in a single area, hurtling across walls, blitzing through narrow openings at top speed, and other stunts common to high-speed chases in the movies. In general, let common sense prevail—if it is impossible, it is impossible. If it is merely difficult (landing a private plane on a Manhattan street), then many control FEATs might be needed.

Failing the Control FEAT means the vehicle goes out of control. Out of control vehicles continue in the general direction they were going, and stop entirely in the next area forward. If there is a wall, tree, or other large ob-





struction in that area, they hit it, with nasty possible effects to the vehicle.

If a vehicle hits another object (including other characters), consider it a ramming attack against the object. In case of unliving objects, take the item's material strength as body armor. In cases of living targets, use either the target's Body Armor or Strength (if they were taking a blocking action).

If the crashing vehicle takes equal damage to the damage it inflicts on the other object, the occupants take no damage. If the damage is greater than the Body rank, the passengers are hurt as well, taking all the excess damage. Regardless of whether the vehicle takes damage or not, the passengers must check for a stun result.

Due to the nature of crashes, most Marvel Super Heroes try to avoid being caught in their cars. Instead they will try to leave a vehicle that is going out of control. This is an Agility FEAT, with failure resulting in the same damage and stunning as if they had remained in the car.

If a vehicle is attacked, its Body rank functions the same as body armor—it is subtracted from all damage. Bullseye results can hit specific unprotected targets such as passengers or tires, ignoring the body of the vehicle. If the damage taken by a vehicle is greater than its Body, the vehicle will no longer function. If it is still moving, it will crash.

Types of Vehicles

Motor Vehicles: Motor vehicles are the most common vehicles that heroes will encounter. They include everything from trains to buses to taxi-cabs. Many motor vehicles are noted as off-road vehicles—these suffer no penalties for moving off-road.

Aircraft: Aircraft are rarer in the city, but still occur. Most of the time in flight, aircraft are at their maximum speed—dropping below that speed will require a Control FEAT to avoid crashing. The exception to this is taking off and landing from a prepared site (like an airstrip). Landing someplace that is not prepared for aircraft (such as Central Park) requires a Control FEAT. Some aircraft are noted as VTOLs—vertical take-off and landing. They do not require Control FEATS to land in odd areas.

Water Craft: Water craft are primarily boats. When a boat has been reduced to 0 body, it begins to sink. Large

ships are noted as being compartmentalized—they are divided into separate watertight compartments. When a compartmentalized ship is holed, the control and speed are both reduced by -1CS. Only when control and speed are reduced to 0 (by multiple reductions of body to 0 in different locations) does the ship begin to sink. Characters on sinking ships risk the danger of drowning.

Optional Rules for Vehicles

Acceleration & Deceleration: All vehicles accelerate at 2 areas per round. They move 2 areas the first round, 4 the next, 6 the next, and so on until they reach their maximum speed.

A vehicle can drop its speed by 2 ranks in a single round (from Good to Poor, for example). It can stop faster, but this requires a Control FEAT.

Stoplights: An optional rule that makes high-speed chases in rush hour truly difficult, stoplights are found on the intersections of major roads. When confronting a stoplight in a chase, roll one die each turn to see what color it is:

On a 1-4, the light is green. Roll next turn and on any other result it turns yellow.

On a 5, the light is yellow. Next turn it will turn red.

On a 6-10, the light is red. Roll next turn and on any other result it turns green.

Running a Red light is a Control FEAT—not to just run the light, but to avoid opposing traffic.

Exceeding the Speed Limit: It is possible to increase the maximum speed of a vehicle by one rank. However, *all* actions with the vehicle, including turns and the like, are now Control FEATS.

Notes for Air Vehicles: Air vehicles moving along the ground do so at ground speeds. When they reach a ground speed equal to their Speed rank, they take off, and continue to accelerate until they reach their maximum air speed. VTOLs can take off and land vertically, and while they do not require the space, they require the equivalent time to build up enough force to lift off.

Air vehicles which are landing must slow to their ground speed equivalent of their airspeed rank. Landing at higher speeds is possible, but requires a Control FEAT.

Altitude: Air vehicles move under the normal flying





rules. Air vehicles without VTOL abilities must move forward more areas than they move up or down. If they do not, they must make a Control FEAT to avoid crashing.

Crashing an Air Vehicle: Passengers within a crashing air vehicle take damage from both the vehicle crashing and the fall.

Running Magic

Individuals in the Marvel Universe are extremely powerful, and continually seem to have new spells and abilities that they pull out their hats to use against their foes. Part of the wonder and excitement about spellcasting is that there is always something new to try.

Magic in the MARVEL SUPER HEROES™ basic set is handled on a very simple level. It does not get into the nature of personal abilities versus universal forces, nor what greater powers may be invoked to cast a spell.

Magical spells which affect others may require a FEAT roll based on the strength of the spell. In addition, in cases of mind control and similar spells, the target gains a Psyche FEAT against the effects of the spell. The kiss of the Lorelei, native of Asgard, is magical in nature and can control the minds of men. Her victims are allowed a Psyche FEAT to avoid the effects.

Magical spells duplicate super-human abilities as listed in the Character Generation section. They are at the wizard's power rank - 1CS. A sorcerer can create body armor, cause fire to appear at command, take control of others minds, or create illusions, and employ a wealth of other powers. But first he must learn the spells to do this.

All sorcerers have the ability to fire bolts of mystical force (as energy or force attacks) and to create mystic fields that act as a force field against all energy and force attacks, including other magic. These abilities are at the power rank of magical ability. Anything they gain beyond that point must be learned or acquired in some fashion.

There are a number of ways to learn spells. One is to have a master or mentor. This mentor is skilled in the ways of magic, and instructs the youth in his abilities. The mentor is also an NPC, created and controlled by the Judge, which limits exactly *what* the mage can learn.

A sorcerer can also find spells and arcane rituals in old books, such as the Darkhold or Book of the Vishanti. The

first time a particular spell is invoked, make a Psyche FEAT roll (no Karma may be added to this roll). On a Green, Yellow, or Red roll the spell functions normally. On a White result, the spell misfires, with nasty results left up to the Judge.

The do-it-yourself sorcerer may also try to create spells on his own. In this case, a Psyche FEAT is made, to which no Karma is added, with a Yellow or Red result indicating success. On White or Green results the spell misfires.

The results of misfires are left up to the Judge, but here are some suggestions (you didn't think we'd leave you hanging, here?) The misfired spell could create a freewilled elemental made of the material used in the spell, which then goes on a rampage. The misfire could open a gate into another dimension, where something *nasty* comes out. The misfire could put the magical hero (and all in his area) in a magical dimension where something *nasty* lives. The misfire could awaken some nameless evil that has been sleeping for millennia in the Allegheny Mountains, and now is heading for New York to destroy the one creature that could send it back to its nameless domain—the caster who awakened it.

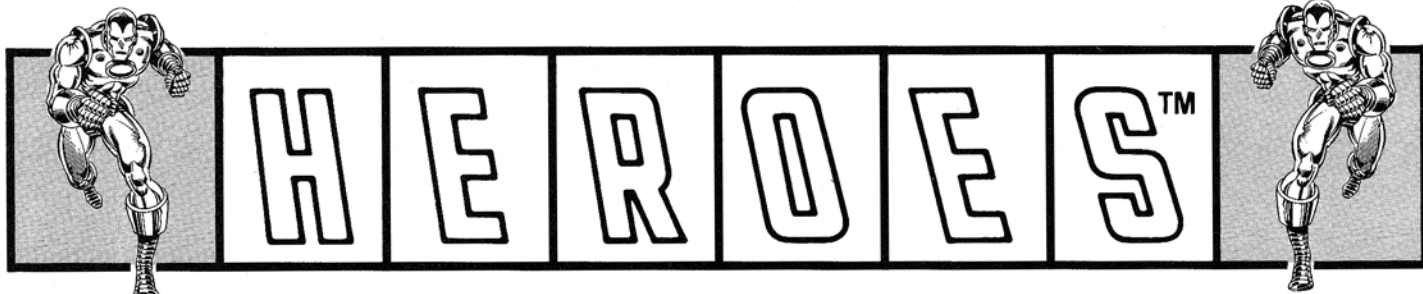
You get the idea? Don't be afraid to play hardball here. Magic is powerful in the Marvel Universe. Magic is also very, very dangerous to all but the most established of sorcerers.

In any of the three cases presented above (mentors, old books, or research), one common element is required by the wizard—Karma. Wizards researching spells put Karma into a separate account, much like Karma used for character advancement. Gaining a new spell costs 500 Karma, plus 20 Karma times the rank number of the spell. Creating a "Fire Generation" ability of Typical rank costs 560. Creating one of Unearthly rank costs 2500 Karma.

All new spells are worked out with the Judge, and subject to his approval. Spells which would knock out the balance of your campaign can be vetoed, though the Karma saved can be used for other means.

Under the basic system for character generation, there is no way of creating a magic-using hero. The Judge may choose to let the player create a magic-using hero at his own option (and risk). Any "powers" gained by such a hero initially would either be initial spells learned by the hero, or belong to magical items in his possession.





Character Generation in the MARVEL SUPER HEROES™ Role-Playing Game

The fun thing about the Marvel Universe is that it is an entire universe, filled with worlds and dimensions and cities and villains and heroes.

Especially heroes. There are new ones turning up all the time. The New Warriors, Nomad, Ghost Rider, even legends of the past such as the Sub-Mariner are all active in the heroic community. And there is room for more.

It's strongly recommended to start out playing the MARVEL SUPER HEROES™ Role-Playing Game a few times with the established heroes—they've been around for a while, have their powers pretty much under control, and are known figures. Get the hang of the game with Spider-Man, Wolverine, and the rest of the gang. Then branch out, create the Crimson Cockatrice and Commander Salamander if you wish.

And have fun.

Generating Characters

The following system is to create a "typical" hero for the MARVEL SUPER HEROES game system. It's *not* a complete and exhaustive study of all the powers, talents, and other abilities that a hero may be packing. In general, heroes created with this system will be less powerful than heroes who have been spending most of their adult careers honing their abilities.

Character generation has five steps:

- 1) Get an Origin
- 2) Generate Major Abilities
- 3) Generate Variable Abilities
- 4) Generate Powers & Talents
- 5) Fill in the Blanks.

Before we begin, we should note that this is a random system, working off die rolls. The dice sometimes provide unintended or unwanted abilities. Therefore, we operate under the one reroll rule—If a player really hates one of his rolls, he can reroll it and it alone, ONCE during character generation.

Origins

The first thing the player does is pick what type of hero we wants to be. Certain types of heroes have advantages in some areas (high-techs are usually Wealthy), some have penalties in others (mutants have lousy Popularity).

The player creating the character can pick one of the following "hero-types" from the listing, or just roll percentile dice and take his chances. . . .

Origin Table

Dice Roll	Origin
01-30	Altered Human
31-60	Mutant
61-90	High-Tech
91-95	Robot
96-00	Alien

Altered Humans: Altered humans are everyday folk who have been exposed to cosmic rays, gamma bombs, magical forces, radioactive spiders and the like, with the result that they are "more than human".

Altered humans are fairly common (in the heroic community, at least), and most "typical" of super-powered heroes. Altered humans can use technological devices (Captain America, who would be considered an altered human, uses his shield), but the majority of their powers come from within (such as the Fantastic Four's abilities).

Players who chose to create altered humans as heroes can raise one rank of their Major abilities, after the rolls are complete.

Mutants: Another common group, mutants are members of *homo superior*, a new race of man born from *homo sapiens*. Mutants have their powers with them from birth by a genetic quirk, but those powers usually only surface later in life. Mutants are generally feared by the populace. Mutants have a number of advantages and disadvantages.

Players can increase ONE of their powers by one rank





when generating a mutant character (a roll of Amazing can be increased to Monstrous).

Starting Resources for a mutant character are always lowered by one rank.

Mutant Popularity always begins at 0. Mutants gain Popularity at a slower rate than other character types.

In addition, they may be subject to devices and powers that detect, alter, or nullify mutant abilities.

High-Techs: Also called "hi-tech wonders," these heroes derive all their super-human abilities from inventions and devices. The most common type of high-tech is the hero in a battlesuit, like Iron Man, but other high-techs are characters like Punisher or Black Widow, who make up what they lack in super-human abilities with superior firepower.

High-tech heroes roll major abilities on the Random Ranks table, but re-roll any rolls over 80 for the following abilities: Agility, Strength, and Endurance. They are held to maximum of Remarkable (initially) in these areas.

High-tech heroes raise initial Resources by one rank.

High-tech heroes raise their Reason by one rank.

Body Armor Option: If a high-tech has Body Armor as one of his powers, then he can choose to incorporate all of his other super-abilities into that armor as well (like Iron Man). In addition, the armor will increase his normal abilities according to his Reason ability. Make a Reason FEAT for each of Agility, Strength, and Endurance. A White result means no increase, a Green result a +1CS to that score, a Yellow result a +2CS to that score, and a Red result a +3CS to that score. Health is figured from the new stats. However, when the hero is NOT in his armored outfit, his abilities remain normal.

Robots: Robots are artificially-created beings. They include robots, synthezoids, androids, life-module decoys, and full cyborgs (where all flesh by the brain has been replaced by inorganics). Machine Man, Vision, and Deathlok are all robotic characters.

Robots are unaffected by powers that affect the human mind or emotions, while subject to those that control machinery. Player character robots are assumed to have self-repair circuitry that allows them to regain Health in the normal fashion.

Robots have an initial Popularity of 0. Unlike mutants, they do not suffer further in popularity because

of their origin.

There is no Karma loss for killing a robot or allowing a robot to be deactivated. If "killed," a robot is deactivated, and can be reactivated by a Reason FEAT against that robot's highest ability. If returned from the "dead," a robot has 0 Karma.

Aliens: "Aliens" is a blanket term that covers creatures from elsewhere—other civilizations, planets, or dimensions. Inhumans, Atlanteans, Asgardians, Kree, Skrulls, Eternals, and all the other creatures and races that are "not of the this earth" are aliens. When creating an alien character in the Basic game, the Judge will assume he is from a race that we have not encountered.

Aliens add 10 to their die rolls for their initial abilities—most aliens that end up on Earth are of at least Typical level, and usually much better.

Aliens have one LESS power than rolled. This is the price they pay for being generally tougher.

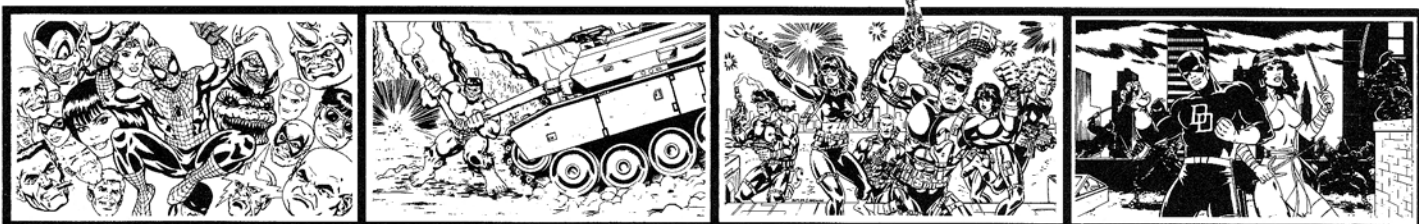
Alien abilities can either be natural or the result of technology (much like hi-tech wonders, though they do not gain the advantage of the Body Armor option). If the player decides that his ability is common to ALL of his race, he then gets a +1CS to that ability. (However, the Judge can then use critters from his home planet, also with that ability, to bother the hero).

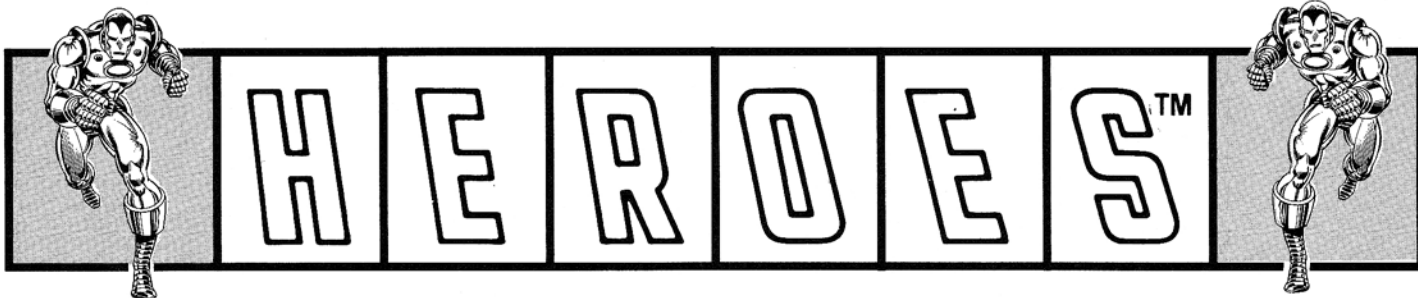
Major Abilities

Roll for each of the major abilities on the table below, taking into account the modifications of the rolled or chosen character origin.

Random Ranks Table**

Dice Roll	Rank	Rank Number
01-05	Feeble	2
06-10	Poor	4
11-20	Typical	6
21-40	Good	10
41-60	Excellent	20
61-80	Remarkable	30
81-96	Incredible	40
97 +	Amazing	50





** After modifications from being high-tech with a battlesuit, or from being an altered human, no roll on this table can be above Unearthly. Rolls modified above Unearthly are considered Unearthly.

Variable Abilities

Health: After the major abilities have been generated (and all modifications made for origins), Health is calculated by adding the rank numbers for Fighting, Agility, Strength, and Endurance. If these ranks change as a result of powers, then the Health needs to be recalculated (though this usually means an increase, so the players won't mind).

Karma: After all major abilities have been rolled, and modifications made for origins, add up the rank numbers for Reason, Intuition, and Psyche. The resulting number is the initial Karma of the hero.

Resources: Roll on the Random Ranks table above for the initial Resources available to the hero. Remember that mutants have resources of -1CS (minimum Feeble), and high-techs have resources of +1CS (maximum Monstrous).

Popularity: Popularity for new heroes on the block is always 0 for mutants and robots, and Good (10) for everyone else. If a non-mutant, non-robot hero has a secret identity (no one knows who he really is), his initial Popularity is Typical.

Powers & Talents

Powers and talents are generated in the same fashion. Roll on the Powers table for the maximum number of powers available to the hero (2 through 5). Remember that aliens get one less power than is rolled. Then go to the Power Categories table—this table tells you what general category your power is in. You might want to look at ALL your power categories before you get any of your specific powers.

Once you have your general power categories, you can either choose or randomly roll your powers in those categories. If you choose you'll probably get a hero with complementing powers (like Water Breathing, Underwater Combat, and Water Control). If you roll randomly,

you'll probably get a more varied hero. Which method you use is up to you.

For each power, roll its power rank on the Random Ranks table above. Remember that mutants can increase ONE power rank by +1CS at the start. Some powers do not have power ranks, and these are noted.

After discovering powers, repeat the process with talents. Roll percentile dice on the Talents Available table to determine how many the hero has. Then either choose the talents for your hero or roll randomly.

Powers Available Table**

Dice Roll	# of Powers
01-20	2
21-60	3
61-90	4
91-00	5

** Aliens have one less power than the number rolled.

Power Categories Table

Dice Roll	Power Category
01-05	Resistances
06-10	Sensory Powers
11-15	Movement Powers
16-25	Matter Control Powers
26-40	Energy Control Powers
41-55	Body Control Powers
56-70	Ranged Attack Powers
71-75	Mental Powers
76-85	Body Alterations/Offense
86-00	Body Alterations/Defense





POWERS LIST

Resistance Powers

Die Roll	Power
1	Resistance to Fire and Heat
2	Resistance to Ice and Cold
3	Resistance to Electricity
4	Resistance to Radiation
5	Resistance to Poison
6	Resistance to Emotion Attacks
7	Resistance to Mental Attacks
8	Resistance to Magical Attacks
9	Resistance to Disease
10	Invulnerability*

Sensory Powers

Die Roll	Power
1	Protected Senses
2	Enhanced Senses
3	Infravision (or Night Vision)
4	Emotion Detection
5	Energy Detection
6	Magnetic Detection
7	Mutant Detection
8	Astral & Magic Detection
9	Tracking Ability
10	Combat Sense*

Movement Powers

Die Roll	Power
1-2	Flight
3	Gliding
4	Leaping
5	Wall-Crawling
6	Lightning Speed
7	Levitation
8	Swimming
9	Climbing
10	Teleportation*

Matter Control Powers

Die Roll	Power
1-2	Earth Control
3-4	Air Control
5-6	Fire Control
7-8	Water Control
9-10	Weather Control

Energy Control Powers

Die Roll	Power
1-2	Magnetic Manipulation
3-4	Electrical Manipulation
5-6	Light Manipulation
7-8	Sound Manipulation
9	Gravity Manipulation
10	Energy Reflection

Body Control Powers

Die Roll	Power
1	Growth
2	Shrinking
3	Invisibility
4	Elongation
5	Shape-Shifting*
6	Body Transformation*
7	Animal Transformation—Self
8	Raise Lowest Ability
9	Alter Ego
10	Phasing

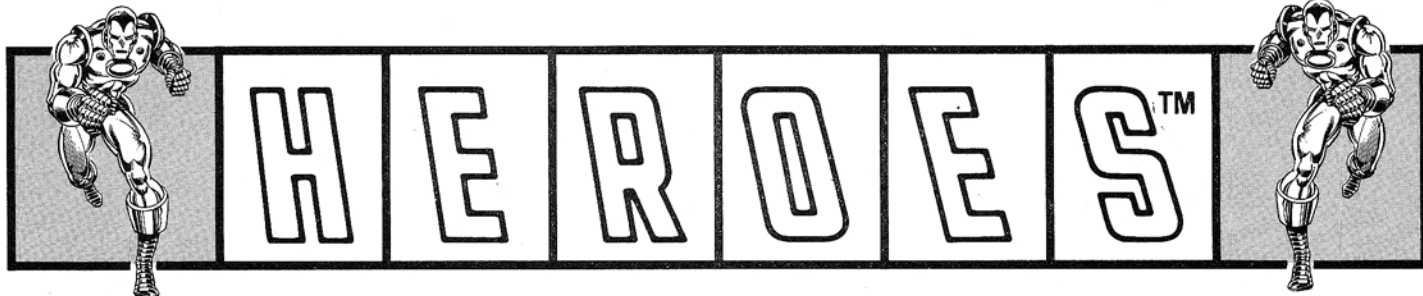
Ranged Attack Powers

Die Roll	Power
1	Projectiles
2	Ensnarement
3	Ice
4	Fire
5	Energy
6	Force
7	Sound
8	Stunning
9	Slashing
10	Acid/Corrosive

Mental Powers

Die Roll	Power
1	Telepathy
2	Image Generation*
3	Telekinesis
4	Force Fields—Personal
5	Force Fields—Projected
6	Mind Control*
7	Plant Control
8	Psi-Screen
9	Mental Force Bolts
10	Astral Projection





Body Alterations/Offensive

Die Roll	Power
1-3	Extra Body Parts
4	Extra Attacks
5	Energy Touch
6	Paralyzing Touch
7-9	Claws
10	Rotting Touch

Body Alterations/Defensive

Die Roll	Power
1-3	Body Armor
4	Water Breathing
5	Absorption
6	Regeneration
7-8	Recovery
9	Life Support
10	Healing

* Powers marked with an asterisk (*) are generally more powerful than the others. If this power is chosen, it counts as TWO choices. If this power is rolled randomly, it counts as the next roll as well (unless it was the last roll, in which case it stands as is).

There are many more powers in the Marvel Universe than the ones listed here. These, however, a good sampling for beginning players. Those interested in further expansions and powers are directed to the MARVEL SUPER HEROES™ Advanced Set.

Talents Available Table

Dice Roll	Number of Talents
01-10	1
11-50	2
51-90	3
91-00	4

TALENTS LIST

Dice Roll	Talent
01-02	Guns
03-04	Thrown Weapons
05	Bows
06-07	Blunt Weapons
08-09	Sharp Weapons
10-11	Marksman
12	Weapons Specialist*

13-14	Martial Arts A
15-16	Martial Arts B
17-18	Martial Arts C
19-20	Martial Arts D
21-22	Martial Arts E
23-24	Wrestling
25-26	Aerial Combat
27-28	Underwater Combat
29-30	Acrobatics
31-32	Tumbling
33	Resist Domination
34-35	Escape Artist
36-37	Student
38-39	First Aid
40	Medicine*
41-42	Law
43-44	Law Enforcement*
45-46	Espionage
47-48	Pilot (aircraft)
49-50	Driving (ground vehicles)
51-52	Military
53-54	Demolition
55-56	Streetsmart
57-58	Multi-lingual
59-60	Leadership
61-62	Business
63-64	Journalism
65	Photography
66	Artist
67	Architecture
68	Performer
69	Oratory
70-71	Engineering
72-73	Chemistry
74-75	Physics
76-77	Electronics
78-79	Mechanics
80-81	Computers
82-83	Robotics
84-85	Biology
86-87	Geology
88-89	Genetics
90-91	History
92-93	Archeology
94	Mystic & Occult Lore
95-96	Crime
97	Politics
98	Lockpicking
99-00	Television Junkie





Talents are explained in the Talents section of the appendices.

Last Step—Filling In the Blanks

After all this rolling and choosing, you now have a handful of numbers. These define of how strong your hero is, how fast, what his powers are, and what his talents are. Here comes the tough part—Who is this guy?

Now comes the chance for the player to act as a Judge and make up his own origin. This is why we recommend you start out on the established guys—here you have to make this up out of the air (and your own imagination). No tables or charts will give you the answers.

Ask yourself the following questions about your hero, to see if it gives you any ideas.

1. What is your hero's heroic name?
2. How old is he or she?
3. Does the hero have a secret identity?
How does he keep it a secret?
4. How does the hero earn his living?
5. Where does the hero live?
6. What is the hero's personality like? Is the hero generous, cranky, friendly, good-natured, tough, bitter, or what?
7. Does the hero have any hobbies or pastimes?
8. What does the hero's costume look like?
9. Where did the hero get his powers?

Start with the Origin table selection or roll, then branch out with your own ideas. Altered humans were usually changed by some freak accident. Mutant powers usually appear in teenage years. Robots usually have a creator and a purpose. Aliens might be representatives of their homelands, or outcasts on the run. High-techs usually have a reason for building their battlesuits.

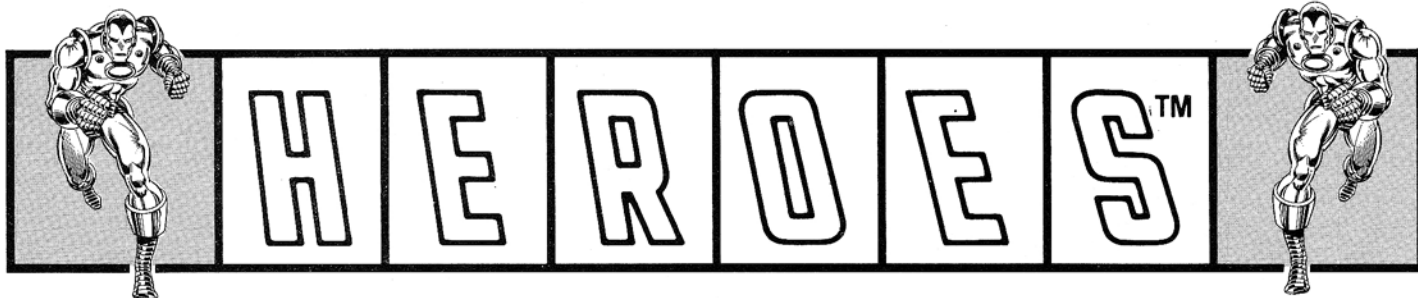
By assembling all these pieces, you have more than a collection of notes and numbers—you have your character, a part that you can play, customized to your personal objectives in the MARVEL SUPER HEROES™ Game.

Final Note

Following this section are two appendices, filled with more information on powers and talents for use by the heroes. But before we drag off into the detail of all the powers, let me add two more things:

- 1) We want to hear from you. If you have questions or suggestions, send them to MSH Rules Editor, c/o TSR Inc., POB 756, Lake Geneva, WI 53147, USA.
- 2) If you're intrigued by what you see here, and want MORE stuff, then check out the MARVEL SUPER HEROES™ Advanced Set. The Advanced Set contains MORE powers, MORE bad guys, advanced information on building neat superhero stuff, magic, more vehicles, more weapons, new maps, and character advancement.





Powers Appendix

Resistances

Resistance to Fire and Heat: All damage from fire and fire-based attacks is reduced by the power rank number. The hero is unaffected by any heat of less intensity than his power rank.

Resistance to Ice and Cold: All damage from cold and cold-based attacks is reduced by the power rank number. The hero may still be affected by objects made of ice, but suffers no effects (like being frozen) from cold-based attacks of less intensity than his power rank.

Resistance to Electricity: All damage from electrical attacks is reduced by the power rank number.

Resistance to Radiation: All damage from radiation-based energy attacks (which include atomic radiation, microwaves, gamma rays, etc.) is reduced by the power rank number.

Resistance to Poison: The power rank of this ability will always be one rank higher than the hero's Endurance. If rolled lower, it becomes the higher level. All attacks using poison (including knock-out drugs and gas) will use this power's rank as opposed to a normal Endurance FEAT.

Resistance to Emotion Attacks: The power Rank of this ability will always be one rank higher than the hero's Intuition. If rolled lower, it becomes the higher level. All attacks that prey on emotions will use the power rank of this resistance as opposed to a normal Intuition FEAT.

Resistance to Mental Attacks: The power rank of this ability will always be one rank higher than the hero's Psyche. All mental attacks will use the power rank of this resistance as opposed to a normal Psyche FEAT. This ability has no effect on magical attacks that prey on the Psyche, nor on emotional attacks. If the hero has the Resist Domination talent, he benefits from that, as well.

Resistance to Magical Attacks: This power differs from Resistance to Mental Attacks in that it can be LOWER than the Psyche, making the hero MORE vulnerable to magical attacks. However, the hero gains effective

Body Armor of this power rank against magical attacks that do physical damage (such as Mystic Bolts).

Resistance to Disease: The power rank of this ability will always be one rank higher than the hero's Endurance. All forms of disease, including vampirism, and biological warfare, will use the power rank of this resistance as opposed to the character's normal Endurance.

Invulnerability: This power counts as two choices. The hero has a resistance to one of the above attacks at Class 1000 level—he or she literally *cannot* be affected by the attack. Further, a player who rolls this power again can choose another resistance at Class 1000 level.

Sensory Powers

Protected Senses: One or more of the hero's basic senses (his choice) is protected from attack. Usually hearing or sight is chosen as the protected sense. The hero uses this power to make FEAT rolls against attacks that would affect the protected sense (such as goggles that protect from blinding light).

Enhanced Senses: One or more of the hero's five basic senses operates at the power rank of this power. He can use this power rank to look for clues, spot items, or to benefit himself in other situations in which an Intuition FEAT roll would be based on that sense.

Infravision: Also called *night vision*, the hero can see in the dark. In total darkness, the hero can see up to 5 areas away without difficulty. The hero suffers no penalty for fighting in the dark. This ability has no power rank.

Emotion Detection: The hero can detect the emotions of others at the power rank of this ability. The power does not reveal the cause of any emotions, but only whether the individual is uncomfortable, scared, lying, under stress, or worried. Robots are not affected by this power.

Energy Detection: The hero can detect, identify, and trace specific types of energy with the power rank ability. The ability works best on unique forms of energy, and trying to trace the more common energy types (say, ordinary radiation) requires a successful Yellow or Red FEAT.





Magnetic Detection: The hero with this ability can hook up with the magnetic field of a planet and detect aberrations in that field (including massive power drains by secret bad-guy bases and bad guys using magnetic powers) with power rank ability.

Mutant Detection: The hero with this power is attuned to the specific mental radiation of mutant-kind. He can track and identify a mutant character with power rank ability.

Astral & Magic Detection: The ability to detect the presence of magical influence, or of individuals in the astral plane (whether there by magical or psychic abilities). The hero detects and tracks magical influences with the power rank ability.

Tracking Ability: Basic physically tracking, aided by heightened senses or mutant powers. The hero with this ability can track the physical passage of a target. A successful power rank FEAT allows the character to stalk the quarry for up to an hour.

Combat Sense: This ability counts as TWO choices or random rolls. It will be no lower than the Intuition of the character, and if rolled lower, is set at the Intuition level. The power rank of this ability can be used instead of Strength for escaping, instead of Intuition for initiative, instead of Agility for dodging and catching, and instead of Fighting for evading.

Movement Powers

Flight: The hero with this power can move through the air under his own power. The method of flight is left for the player to describe for his hero, and may include rocket belts, natural wings, mental powers, etc. The hero flies at an air speed equal to his power rank.

Gliding: The hero with this power can glide through the air, dropping at least one story each round and landing without damage. The hero can move up to the air speed of his power rank each turn as for normal flight, but cannot climb (increase altitude). The method of this gliding is left to the player.

Leaping: The hero can leap with Leaping power rank ability instead of Strength. This power will always be at least one rank greater than the hero's Strength, and if rolled lower is increased to this level.

Wall-Crawling: The hero with this ability can move

across vertical and upside-down surfaces. The method of this ability is left to the player. The power rank of this ability indicates how effective his "stickiness" is. Typical surfaces are listed on the table.

Rank	Surface
Feeble	Concrete or Brickwork
Typical	Glass & Steel
Good	Steel Alloy
Remarkable	Oil-coated surface
Incredible	Non-stick surface
Class 1000	Frictionless

Lightning Speed: The hero with this power moves as a vehicle with a maximum speed equal to his power rank. This power will always at least one rank higher than the hero's Endurance. The hero can use his Lightning Speed instead of Agility to perform Agility FEATs. He can turn without difficulty at top speed and can move up to top speed and stop in a single round.

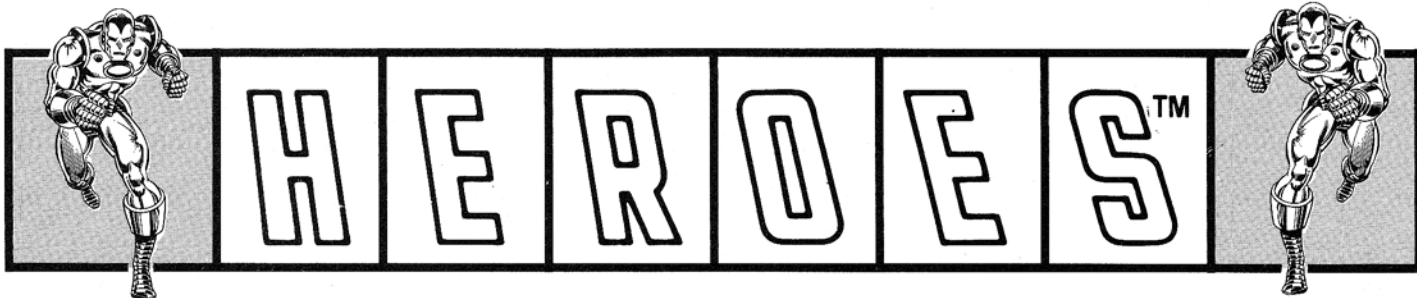
Levitation: The hero with this power can move vertically at the power rank of this ability, covering a number of stories equal to the rank number in a single turn.

Swimming: The hero can move through water at high speed, much as Lightning Speed allows the hero to move quickly on land. This power does not give the hero the ability to breathe underwater, but the hero with this power can choose Water Breathing as his next power without making a roll.

Climbing: The hero with this power can scale vertical surfaces (though not ones that are upside down) at normal ground speed rates. The surface must have some form of hand-holds. In addition, the hero can move through tangled pipes, vines, and other close areas, using the power rank of this ability instead of Agility. This power will always be at least one rank higher than the hero's Agility, and if below that, adjust the Climbing rank upward.

Teleportation: This power counts as TWO choices or rolls. Teleportation is the ability to move instantaneously from place to place without passing through the areas (or solid objects) in between. The power rank indicates how far the hero can teleport. On arrival the hero makes a Power FEAT. Upon a successful FEAT, the hero can act the same round he teleports, otherwise he is confused and disoriented for 1-10 game turns.





If the hero teleports into a solid object, he takes damage equal to TWICE the object's material strength. He is then randomly teleported away, and will be disoriented for 1-10 rounds.

Matter Control Powers

Earth Control Power: The hero with this ability can manipulate natural and semi-natural mineral items. Artificial or refined materials, such as steel and glass, are exempt from this power. A hero with Earth Control power can move as much earth as he could lift if his power rank was equal to his Strength. A hero with this ability can create weapons of earth (which inflict as much damage as their material strength) and shields (which serve as Body Armor equal to their material strength). A hero with Earth Control powers can also create earthquakes of power rank magnitude, move earth (as in digging), and part the earth to entrap an opponent with the power rank of that ability.

Air Control Power: The hero with this power has the ability to manipulate air and wind. He can use gusts of wind as ranged attack weapons, and create air shields of up to power rank protection from physical missile weapons (though not energy ranged attacks).

The hero with this ability can also fly at -3CS speed. If hero has flight, he can raise his Flight power air speed by

+1CS by using this power.

Fire Control Power: The hero with this ability can control existing sources of fire. He cannot create fire. He can intensify exiting fires up to his power rank of intensity, creating fiery shields, shapes, and swords that will inflict power rank damage. He can also shoot bolts of fire up to 1 area away with this ability, those bolts capable of inflicting up to power rank energy damage or acting as restraints (circling the subject such that movement would result in damage).

Water Control Power: The hero with this ability has mastery over water. He can form it into shapes, including shields of power rank protection from fire and energy weapons (though not physical weapons) and battering rams that inflict up to power rank charging damage. The hero with this ability can also swim at -3CS speed. If the hero has the Swimming power, he can swim at +1CS to that speed.

Weather Control Power: The hero with this ability has the ability to influence the forces of nature. The hero can create various weather types of up his power rank intensity, over a range equal to his power rank number in areas. These weather types include fog, heat, cold, rain, hail, snow, and lightning. The hero with this ability can also Glide at -3CS speed. If the hero has Gliding, he can glide at +1CS that speed.





Energy Control Powers

Magnetic Manipulation: The hero with this ability can manipulate the lines of magnetic force. The hero can lift and move metallic objects with power rank strength and agility. They can use metallic objects as thrown objects with power rank agility. They can also create force fields against metallic objects with power rank strength. If the hero also has force field generation, he can raise the rank of that power by +1CS. Finally, a character with this ability can fly at -3CS air speed. If the hero has the Flight power he can fly at +1CS of that speed.

Electrical Manipulation: The hero can manipulate and control energy. He is unharmed by electricity up to his power rank intensity. He can also deliver a shocking touch of power rank intensity. Those touched (a Fighting FEAT to hit) must make an Endurance FEAT at the intensity of the shock or be knocked unconscious (in addition to taking damage).

Light Manipulation: The hero can generate light as well as manipulate existing light energy. He can increase or decrease existing light by his power rank, as well as generating light of power rank intensity. This light can be used to blind an opponent for 1-10 rounds. The foe gets to make an Endurance FEAT to avoid this.

Sound Manipulation: The hero can manipulate existing sound energies, dampening existing noise by the power rank or increasing existing noise to the power rank intensity. He can cause others in the same area to make an Endurance FEAT against the new intensity or pass out. The individual with this power can also take Sound Ranged Attack as his next power without rolling.

Gravity Manipulation: The hero has control over gravity. He can reduce the effects of gravity by his power rank, allowing him to lift objects as if of that strength, and if his power rank is greater than the amount lifted, he can levitate it with power rank -3CS ability. He can also make things heavy, such that living targets must make an Endurance FEAT to move.

Energy Reflection: The hero has the ability to reflect energy and force ranged attacks back on his attacker. The attacker's energy is returned to him if the hero's energy reflection is higher than the intensity of the attack. If the attacker can absorb, is invulnerable, or can

reflect energy attacks as well, the attack has no effect and is not reflected a second time.

Body Control Powers

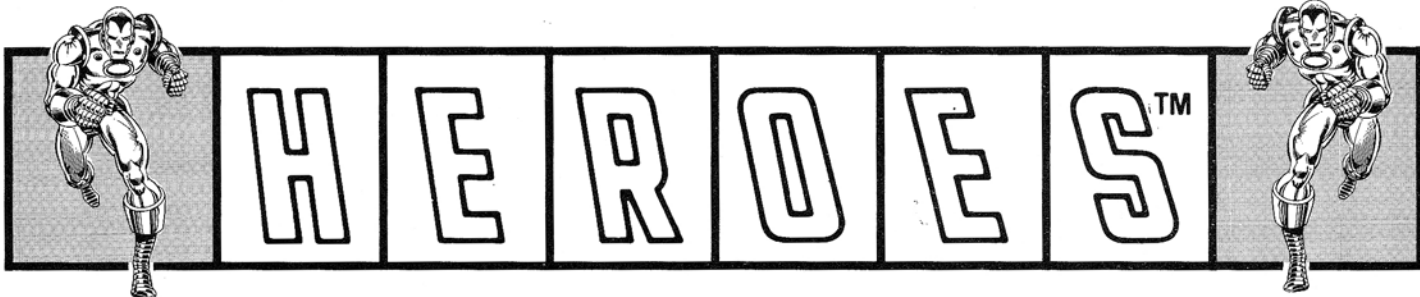
Growth: The hero with this ability can increase his size. The hero with this ability can use his power rank instead of Strength when performing FEATs of strength including those in combat. A larger character is also easier to hit. The table reflects maximum height and the plusses to be hit for each of the sizes.

Rank	Height	Plus to be Hit
Feeble	8'	+1CS
Poor	10'	+1CS
Typical	12'	+1CS
Good	14'	+1CS
Excellent	16'	+1CS
Remarkable	18'	+2CS
Incredible	20'	+2CS
Amazing	22'	+2CS
Monstrous	22'	+3CS
Unearthly	30'	+3CS
Shift X	40'	+3CS
Shift Y	50'	+3CS
Shift Z	100'	+3CS

Shrinking: The hero with this ability can make himself smaller, while retaining his original strength and other abilities. In addition, the hero receives a CS bonus to hitting larger (normal-sized) opponents, while being harder to hit (by the same bonus).

Rank	Height	CS
Feeble	48"	0
Poor	24"	0
Typical	12"	0
Good	6"	1
Excellent	3"	1
Remarkable	1"	2
Incredible	.5"	2
Amazing	.25"	2
Monstrous	.1"	3
Unearthly	.01"	3





HEROES™

At Shift X or higher for this ability, the hero shrinks into another dimension, called a Microverse.

Invisibility: The hero with this power can make his body invisible from normal sight. This power does not negate location by other senses, but all attacks against an invisible character are at -4CS (minimum of Shift 0). In addition, all attacks by an invisible character that a hero cannot see are considered Blindsiding attacks.

Elongation: The hero can extend parts of his body (either by natural ability like Mr. Fantastic, or mechanical aids, like Doctor Octopus) into other areas, and attack or take other actions. How far a character can extend his body is determined by his power rank.

Rank	Limit
Feeble	1 area away
Poor to Excellent	2 areas away
Remarkable or better	3 areas away.

Shape-Shifting: This power counts as TWO random rolls or chosen powers. The hero can change into the shape of any animal, plant, object, or person he wishes. He does not gain the abilities or powers of the plant, animal, object or person, nor the knowledge that the person he is imitating would have. He retains his normal size unless he has Growth or Shrinking power. Changes to a generic shape (a chair) are automatic FEATs, but changes to a particular imitation (the vice-president of the United States) requires a FEAT roll.

Body Transformation: This power counts as TWO random rolls or chosen powers. The hero can transform himself into another form, and in that form gain the abilities of that substance. For example, a hero who can turn into water can flow and not risk drowning, energy travels at the speed of light in straight lines, and fire causes inflammable materials to catch flame. Solid materials give the hero the equivalent of the material strength in Body Armor, with a maximum of the hero's power rank. The hero must choose what type of substance his body will imitate (see list).

Substance	Effect
Energy:	Instantaneous movement in straight lines, energy attacks when charging.
Fire:	Body will melt opponents' weapons with a

material strength of less than the hero's power rank intensity.

Gas:	Power rank Body Armor but can move through narrow openings, Flight at -3CS power rank air speed.
Ice:	Brittle, but inflicts power rank damage from cold.
Metal:	Such as steel or steel alloy gains Body Armor advantage.
Minerals:	Such as diamond (Body Armor) or sand (Body Armor and ability to move through narrow openings)
Water:	Power rank Body Armor, and can move through narrow openings.

Having a body transformation also gives you the disadvantages of the body—loose bodies like sand, water, and air can be swept up, ice is more susceptible to fire, fire to water, etc. As a rule of thumb, such attacks that would normally affect such materials are at +3CS to hit and damage.

Animal Transformation—Self: The hero can transform himself into an animal. There is a list of the animals available in the Campaign Book. The hero retains his initial Health, but gets those major animal abilities that are higher than his own. He retains his own Reason, Intuition, and Psyche in any event. The hero also gains the powers or abilities of the creature listed.

Raise Lowest Ability: This is a catch-up feature for those plagued by truly horrible abilities. Raise the lowest ability by +1CS. If more than one ability is lowest, the player chooses which ability to raise. This raise can affect initial Karma or Health.

Alter Ego: The hero has an alternate identity. This is more than just a secret identity, this is another persona with different abilities who can transform into the hero and back. An example is Bruce Banner and the Hulk(s). Only mutants, altered humans, and aliens have Alter Egos—high-techs and robots usually do not, and may re-roll this result if they get it. The Alter Ego is rolled up as for a high-tech hero: no Abilities over Remarkable. The Alter Ego may be faster, stronger, or smarter than the hero if these are the die rolls. The Alter Ego has no powers, but may have his own talents (roll a second set of talents).





Phasing: The hero has the ability to reduce his own density and pass through solid objects. The hero can pass through solid objects up to his power rank in material strength, and pass through force fields of up to his power rank as well. If forced out of phase in a material object, the hero takes damage equal to the material strength of that object. The hero can attempt to solidify inside other objects to inflict damage—in this case both sides take damage equal to the density of the attacker (though the attacker can use his Body Armor to protect himself).

Ranged Attack Powers

Projectiles: The most common form of projectile attack is a gun (usually a specialized weapon) though there are other forms, including quills, daggers, and other thrown objects. The projectiles have power rank range, and may have the shooting, throwing edged, or throwing blunt damage of the power rank. Ability to hit is determined by the attacker's Agility.

Ensnarement: The hero's missile weapon does not inflict damage, but rather ensnares an opponent with power rank ability (such as Spider-Man's web-shooters) at power rank range. The hero's Agility determines if the target is hit.

Ice: The hero's attack form is ice, either as a solid attack (Thrown Blunt column on the Battle Effects Chart) or ensnarement (Agility FEAT to hit). If thrown blunt, it inflicts up to power rank damage. If ensnarement, it holds with power rank strength. Range is determined by power rank. Opponents who are resistant to cold will take less damage from the entrapment, but not from the solid attack.

Fire: The hero uses fire as a ranged attack form, hitting on the Energy column of the Battle Effects Chart. Unless the hero has Fire Control powers, his flame may cause other nearby fires to spread. The hero strikes his opponents with Agility, and inflicts power rank damage.

Energy: The hero uses energy of some type as a ranged attack, hitting on the Energy column of the Battle Effects Chart. The hero strikes his opponents with his Agility, inflicting power rank damage at a power rank range.

Force: The hero uses concussive force beams of some type (like Cyclops' ruby red eyebeams) as a ranged attack, hitting on the Force column of the Battle

Effects Chart. The hero strikes opponents with his Agility, inflicting power rank damage at a power rank range.

Sound: The hero uses sonic attacks at a distance, up to power rank range. The attack strikes as a force attack (with Agility to hit). It affects everyone (friend or foe) in the area.

Stunning: The hero has a stunning attack that can be used at a distance. The attack is effective up to power rank range, but does not inflict normal damage. Instead, it causes the target to make an Endurance FEAT against the intensity of the attack or pass out for 1-10 turns.

Slashing: The hero has a ranged slashing attack (like razor-tipped boomerangs). The attack is effective up to power rank range, and inflicts power rank damage on the Throwing Edged column.

Acid/Corrosive: The hero has a ranged attack that is acidic or corrosive. It has a power rank range, and inflicts power rank damage. It ALSO weakens material it hits, such that material with material strength of less than its power rank is destroyed by the corrosive effect. The maximum ability of this attack form, even with shifts, is Monstrous (75).

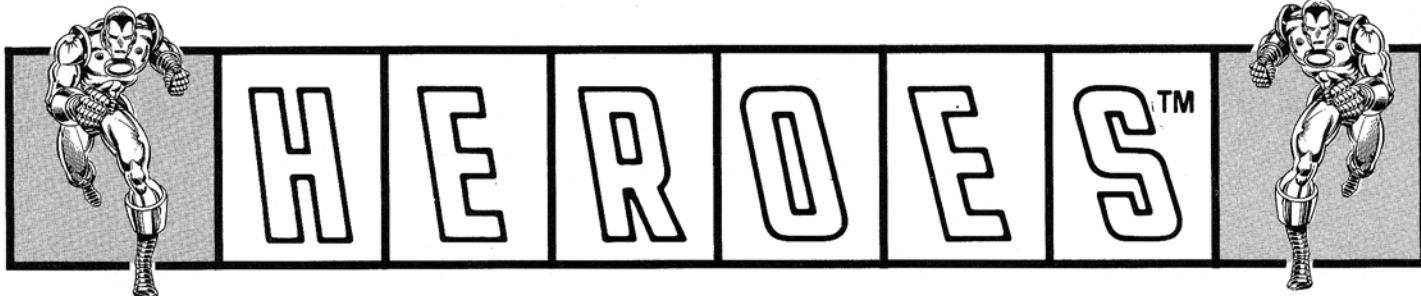
Mental Powers

Telepathy: This ability gives the hero the power to read the minds of others, as well as to send thoughts to receptive minds. A closed mind (supposed a hostile one) will not receive projected thoughts. A telepath can read the mind of an individual without mental powers on a successful Power FEAT. If a telepath tries to read the mind of another telepath, that subject can resist the attempt with either a successful Psyche or Power FEAT, whichever is greater.

Image Generation: The ability counts as TWO random rolls or chosen powers. The hero can create lifelike illusions, which sound and look real, but are really only deceptions in the human mind. The hero can only create one image (or set of images) at a time, and must concentrate on them. Breaking the concentration will cause the illusions to fade.

The target gets to make a Psyche FEAT roll against the power rank of this ability when it is used. If successful, the target is aware that it is an illusion and can move normally. If the target fails the FEAT, the target will be-





lieve the illusion, to the point of feeling imaginary damage, believing it is hit, and otherwise reacting. Here's a good place to make awards for role-playing. A character cannot be killed by a phantasm. When 0 Health is reached by imaginary damage, the character merely passes out for 1-10 turns.

Telekinesis: This mental power allows the hero to move items with his mind. The power rank can be treated as Agility or Strength for purposes of lifting things—as Agility for delicate operations, and as Strength for heavy-weight lifting. The hero with this ability can throw things telepathically (still using Agility to hit), as well as try to restrain a foe by telekinetic wrestling holds.

Force Field, Personal: The hero with this ability has the ability to create a personal force field around himself alone. The force field absorbs all physical and energy attacks, up to that of the power rank. Additional damage will overwhelm the field, and be taken by the hero. The force field vanishes if the hero is knocked unconscious. A personal force field has a +1CS bonus to its initial power rank.

Force Field, Projected: The hero with this ability can create a force field that covers an entire area, with effects similar to the personal force field. The hero can expand the force field outward, but suffers a -1CS to effectiveness for every additional area involved. The projected force field gains no advantage to its initial roll.

Mind Control: This power counts as TWO for random rolls and chosen powers, as it is extremely potent. Mind control allows the individual to take over another character's mind. The target gets a Psyche FEAT against the power rank of the attacker for initial control. If the target is ordered to do something he would not normally do, or if ordered to commit acts that will directly result in a loss of Karma, the target gets another Psyche FEAT to break the effect. Heroes under the effects of mind control can add Karma to their rolls unless otherwise prohibited.

Plant Control: The hero has the ability to control plants, and is capable of making them perform un-plantlike behavior—like move, grow, and attack others. The hero can control up to all plants in one area. The plants can attack with their material strength of damage, as well as perform Fighting and Strength FEATs. The character with Plant Control can also attempt to mind

control sentient plants, as noted for Mind Control above. The control lasts for as long as the hero concentrates.

Psi-Screen: This ability is always in operation. It provides protection against mental attacks, including mind control and telepathy. This power will always be at least one rank greater than the hero's Psyche, and if rolled lower is increased to this level.

Mental Force Bolts: A mental version of force attacks, the hero can cast invisible force bolts by force of his mind. Psyche instead of Agility is used to determine if these hit, and they can strike up to power rank range for power rank force damage.

Astral Projection: The individual can parse off his astral self from his body, leaving his body behind as he moves about. The astral self has as much Health as it would have initial Karma (add the Reason, Intuition, and Psyche rank numbers), plus the power rank of this ability. It cannot normally be affected by physical attacks, but can be affected by mental attacks and magic.

The astral self moves at the will of the hero, either to locations (including those never seen before) or even other dimensions (though this is hazardous, particularly if they are inhabited by magic-using beings). The astral being cannot communicate with beings on the physical plane, unless either party has telepathy or other abilities that permit such communication.

Beings can encounter each other on the Astral, with the result that combat can occur. Initial Karma + Power Rank determines Health, and Psyche can be used for any astral combat FEAT (Fighting, Agility, Strength, or Endurance). Killing the astral self will result in the death of the physical body.

Body Alterations/Offensive

Extra-Body Parts: The hero with this ability has either duplicates of body parts (such as an additional set of eyes or arms), replaced body parts (such as claws or insect eyes) or totally new parts, such as wings or a prehensile tail. The variety of these parts may create a number of new abilities for the hero. In general, new abilities gained through this power are a -1CS of what they would be if rolled otherwise (if wings are chosen, and the power rank for this ability was Excellent (20), the flight





resulting would be Good (10)).

Extra Attacks: This ability is always at least +1CS better than the Fighting ability, and if rolled lower than this, is raised to this level. The individual can make a Power FEAT to make additional attacks: with White = 1 attack, Green = 2, Yellow = 3, and Red = 4 attacks against adjacent opponents.

Energy Touch: The hero with this ability can harm others with his touch. Up to power rank damage may be inflicted, using the Energy column of the Battle Effects Chart. A bullseye result can be considered a stun if the hero chooses to try to stun before making the attack. The hero can always choose to inflict less damage than listed, or cause lesser effects.

Paralyzing Touch: This touch inflicts no damage, but causes the individual touched to make an Endurance FEAT against the power rank of the this ability. Failure indicates they have been knocked out for 1-10 turns.

Claws: The hero can make edged attacks against targets for up to power rank damage or Strength, whichever is LESS. The hero cannot choose lesser effects while using his claws. The power rank of this power is also the material strength of the claws to determine how effective they are against other materials.

Rotting Touch: The character with this power has the ability to inflict up to power rank damage, on touch, by decay and rot. Against organic materials (wood, cloth, etc.), the touch can attempt to break them as if the Rotting Touch power rank were Strength.

Body Alterations/Defensive

Body Armor: The hero with Body Armor has added protection against physical and energy attack, though not those attacks that ignore Body Armor (such as magic or mind control). The Body Armor absorbs as much damage as the power rank number; additional damage is removed from the hero's Health.

Body Armor can take many forms, from thick skin to extreme resiliency to hard armor—it is up to the player to determine the hero's look. In addition, high-techs can take this ability to create a set of battle-armor (like Iron Man's) to use as the source of his other powers.

Water Breathing: The hero can breathe water (no need

for a power rank), as well as see underwater and survive at great depths comfortably. The hero can take the movement power Swimming as his next power automatically.

Absorption: The player whose hero receives this power can choose to absorb a particular type of damage (such as fire, cold, energy, force, or slugfest). Any attack of that type against the hero inflicts no damage, but instead is used to restore lost Health. Health can even be "supercharged" in this fashion beyond the original Health level. The upper limit for extra Health is a number equal to Health + Absorption rank number. Damage lost from this "supercharged" state is removed from the excess Health first.

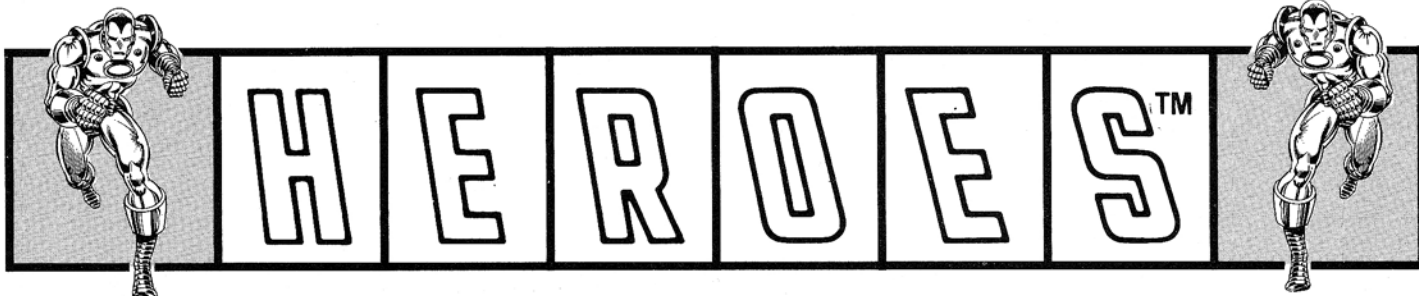
Regeneration: The hero with this power recovers his Endurance rank of Health every 10 turns (about a minute), provided the hero rests and takes no additional damage. The rest must be complete. If the hero is reduced to 0 Health, he must still check for death under the Kill column of the Battle Effects Chart, but can regenerate from this state if he lives.

Recovery: The hero with this power recovers lost Endurance at a faster rate. This power can be used once each day. A successful FEAT roll returns one lost Endurance rank. As a bonus, the hero can choose any of the nine resistance powers (except Invulnerability) listed on the Resistance Powers table.

Life Support: The hero can survive without air and water for protracted periods of time. This power is always at least one rank greater than the hero's Endurance, and if rolled lower is increased to this level. The Life Support power rank number is the number of turns the hero can survive in a hostile environment (such as a volcano) before needing to make Endurance FEATs to survive.

Healing: The hero can restore lost Health and Endurance ranks to others (though not to himself). The power rank number is the total Health that can be restored in a single day. Also, the hero can restore one lost Endurance rank each day. For each attempt at restoring Health or Endurance, make a Power FEAT roll. A failure indicates no healing was performed, and the hero loses Karma equal to the power rank number of the ability he attempted to restore. A character without Karma cannot Heal (this makes Healers particularly sensitive to the Karma of their actions).





Talent Appendix

In General: Talents give the hero a bit of extra knowledge and effectiveness in a particular field, whether it is shooting guns or researching quantum physics. Unless otherwise noted below, a talent allows the individual possessing it a +1CS to FEAT rolls whenever that talent would be useful. The Judge has final say on the usefulness of a talent in a particular situation.

Gun: Includes all handguns, rifles, and items that look like guns, (blasters, lasers, etc.).

Marksman: Grants the hero a +1CS with any ranged attack weapon that requires line of sight. A weapon used by a marksman does not suffer the normal range penalties.

Weapons Specialist: Counts as TWO choices or rolls. The character with this ability gets a +2CS instead of +1, and then only with a particular (usually unique or customized) weapon, such as Spidey's web-shooters or Cap's shield. The weapons specialist also gets a +1 to his initiative when using his weapon and alone.

Martial Arts A: Allows the hero to stun or slam opponents regardless of their comparative Strength and Endurance. It allows no other benefits.

Martial Arts B: Grants the hero +1CS to his Fighting ability when engaged in unarmed combat.

Martial Arts C: Grants the the hero +1CS to grappling, escaping, and dodging actions.

Martial Arts D: Grants the hero the ability to stun and slam opponents even if no damage was inflicted (as a result of Body Armor).

Martial Arts E: Grants the hero +1 to initiative rolls.

Wrestling: Grants the hero +2CS on grappling attacks, through not damage.

Aerial Combat: Grants the hero +1CS in aerial combat. This talent is useful primarily to heroes having some type of flight power. If the hero does not, the player can choose another talent instead of this one.

Underwater Combat: Grants the hero +1CS in underwater combat. This talent is useful primarily to heroes with the ability to breathe water. If the hero cannot, the player can choose another talent instead of this one.

Acrobatics: Grants the hero +1CS to dodging, evading, and escaping actions.

Tumbling: Allows the hero to make an Agility FEAT after ANY fall to land on his feet without taking damage, up to a fall of his Endurance rank number in stories.

Resist Domination: Grants +1CS to all Psyche FEATs against mental attacks. This ability is common to many of the students of Charles Xavier.

Escape Artist: Grants +1CS on escape actions, as well as +1CS to agility to wiggling out of locks, chains, ropes, and other restraints.

Student: A special category. The student is trying to learn as much as possible about everything, and as such does not gain an immediate +1CS to anything, but can purchase additional talents at half normal price.

First Aid: Grants the ability to halt the Endurance loss of another character, including those at Shift 0 Health. Those receiving First Aid regain one rank of Endurance immediately (if any were lost).

Medicine: Counts as TWO talents. This talent acts exactly as First Aid, plus the hero gains +1CS when dealing with medical problems (diagnosis, treatment, research, etc.).

Law Enforcement: Counts as TWO talents. The hero has both Gun and Law talents.

Military: Grants +1CS to all FEATs using military hardware, including army weapons.

Streetsmart: Grants +1CS to all FEATs involving city life, including recognizing and dealing with gangs, and general survival on the street.

Multi-Lingual: The hero can speak several languages. Make a Reason FEAT. White = 1 additional language, Green = 2, Yellow = 3, Red = 4. No Karma can be spent on this roll. The hero does not need to determine what languages he speaks at the outset, but can spring it on the Judge in play.

Leadership: The hero is a recognized Leader. If he forms a Karma pool, it gets a 50 point benefit for as long as he is a member (one leader per Karma Pool). The benefit is lost if he leaves the group.

Crime: The hero is either a former criminal or well-versed in criminal operations. He gains a +1CS when dealing with criminals, including masquerading as one.





Mini-Adventures

This chapter contains short scenarios for the MARVEL SUPER HEROES™ Basic Set.

When the Scorpion Strikes!

Read the following to the players:

It is late one evening, and a full moon turns the city streets to a pattern of gray light and black shadow. From your roof-top vantage point the city spreads out like a blanket before you. It is peaceful, at least as peaceful as a city that never sleeps ever is. Suddenly, in the distance, a burglar alarm splits the quiet of the night. Someone has broken into a store.

Put the counters representing the heroes (probably the fold-ups, but any figures will do) on the roof of the apartment building on the northwest corner of 8th and Arthur streets on the big street map.

The alarm is coming from the south and west, the far side of Olson's Five & Dime, at Schweinenger's Furs. The heroes can choose to ignore the alarm and in about ten turns police arrive, but the robbers are long gone. If the heroes decide to check out the disturbance, they have to leave their vantage point to get a closer look.

Action: The front and roof of the building are peaceful and undisturbed. However, there is activity on the rear loading dock. As soon as one of the heroes is in a position to see the area behind the fur store, read the following aloud.

The fur store has unexpected customers, the type that do their shopping at night and always want credit. A medium-sized truck is backed up to the rear doors of the shop, its engine running. Two men are at the back door of the shop, furiously flinging piles of fur into the truck.

A third man, at the wheel of the truck, shouts to the others in a thin, whiny voice, "Come on, the cops will be here any minute."

When reading the paragraphs above, take the part of the third man, since he's the one talking. He's a thug (same as the other two) so give him that cornball New Yawk wise guy accent so familiar from movies—"Come on, dah cops'll be here enny minnit." Funny voices often help when role-playing, especially for the Judge, because he has to juggle a number of roles. Different voices and accents help set the mood.

The two thugs have knives; the driver has a handgun. More important, the truck is the hiding place of the Boss, who is overseeing the operation. The Boss is really the Scorpion (his stats are in the Campaign Book). The Scorpion won't reveal himself unless the thugs run into trouble.

The thugs' stats are also in the Campaign Book. Their weapons are listed on the Weapons Table. The truck is nothing special and has the following stats: Control PR, Speed GD, Body GD.

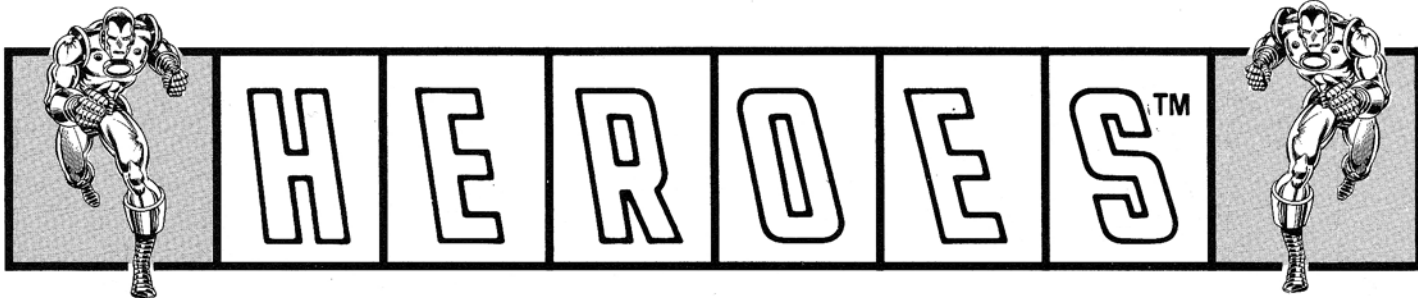
Anyway, back to the plot. What happens next is up to the players. Ask them what their heroes are going to do. They have the drop on the bad guys if they move immediately. If they wait around, the thugs may notice them (make an Intuition FEAT roll for the thugs. They're not too bright, but they may get lucky).

If the heroes do nothing (unlikely, but it can happen), the bad guys load up the furs, jump in the truck, and take off on turn five or so. Skip down a few paragraphs and read what happens if the bad guys get away.

If the thugs see the heroes or the heroes attack, the thugs doing the loading pull their knives. They attack hand-to-hand (slugfest, edged attacks) if they are close enough, otherwise they throw the knives and jump into the back of the truck for a quick escape. The wheelman is a nervous character and will hit the gas at the first sign of trouble. The Scorpion waits until the heroes are engaged with the thugs (or the truck is prevented from escaping) and then attacks from behind, blindsiding an opponent if possible.

The thugs surrender if Scorpion is knocked out. Scorpion himself fights until knocked unconscious. His op-





tions are fairly straight-forward.

If the heroes let the robbery occur, and follow the truck, it will drive about a mile to an abandoned factory (use the Globe Press on the same map). There the thugs disembark and divvy up the loot. There is nothing else at the old factory.

The police arrive on the scene about 10 turns after the alarm goes off. If Scorpion beats the heroes he leaves them behind in the alley and makes his escape.

Aftermath: Once the battle is done, you can award Karma to the conquering heroes. They get 10 points for preventing a theft and 5 points if the bad guys are there to be arrested when the police show up. If they defeat Scorpion they get 40 more points (Scorpion's highest ability score). These are divided between the heroes. Characters may get additional Karma for good role playing, doing clever things, or just doling out bad puns. ("Ah, the fur's going to fly tonight").

Options: This is a very simple encounter and makes a good introduction to the game. It is designed for two or three heroes with some super abilities—Captain America, Punisher, or Spider-Man at best. Thor could go through these guys in an instant.

The Judge can change the scenario before the game begins in a number of ways.

1) Replace Scorpion with another bad guy. Loki or the Red Skull would not stoop to boosting furs, but Boomerang, Rhino, or Electro would.

2) If there are more than three heroes or the players are experienced, Scorpion has help from Boomerang, Rhino, or Electro.

3) Bring in a reinforcing hero (controlled by the Judge, of course). This works out nicely if the heroes get themselves in over their heads. If no one is playing Spider-Man, perhaps the web-slinger shows up two turns after the battle begins. If the heroes are new in town, he might not know who is on what side.

Dread of the Dreadnoughts

Read the following to the players.

A book fair and carnival is planned in Rathbone Park, announced as starting Saturday. On Friday afternoon,

a radio talkshow receives a threat that the book fair will be attacked by foreign terrorists. It's in all the papers, and the city arranges doubled security for the fair. Now it is Saturday morning. What are you doing?

Use the street map, in particular the area around Rathbone Park. All areas of Rathbone Park are crowded during the carnival (see page 14).

The heroes can choose to be on the scene either in their public, heroic IDs or in their secret IDs.

Set the scene for the players and mention the following things:

1) Several carnival rides—a merry-go-round, tilt-a-whirl, and small ferris wheel. They are in the wide grassy areas of Rathbone Park.

2) Small booths along the pathways selling hot dogs, food, games of chance (for charity) and promoting various book companies and books. There are a lot of book companies here, ranging from big guys to small presses with names like Spumante Brothers, Howling Cat Games, and Lone Star Novels.

3) A large group of individuals near the lake are playing with radio-controlled boats.

4) Doctor Doom. Or rather, an actor dressed as Doctor Doom, signing autographs of Doom's unauthorized biography "Doom: The Man and his Machines," from Sudden Death Press. This guy is a red herring. His "armor" is plastic and he has no weapons. Mention the fact that Doc Doom is there and see if you get a reaction.

5) About a half-dozen clowns are passing out "Reading is Fun" balloons.

6) A mime encouraging people to engage in a tug-of-war with an imaginary rope. Heroes in secret IDs are wonderful targets for such actions.

Everything checks out, for the security conscious. The carnival folk are all legitimate, as are the booksellers (though some will take umbrage at being challenged). Nothing funny about the rides, etc.

Give the heroes some time to settle in, get relaxed, when suddenly. . . .

Action:





A series of explosions blasts the lake, flinging radio-controlled boats in all directions. A large, metallic figure rises from the water, followed by a second, then a third. The dreadnoughts have arrived!

Three dreadnoughts appear in the lake area. Their stats are in the Campaign Book. They try to make their way to the fountain area, where the booth of Lone Star Novels is located, and decimate it. They also destroy everything in the way.

The dreadnoughts attack anyone who get in their way, knocking aside policemen and security officers. As an added danger, the crowd itself stampedes away from the dreadnoughts, threatening to carry along any hero in its midst (Strength FEAT to break free or move against the tide).

In the midst of this madness is a quiet little man, still standing by the lake with his radio-controlled boat device. He's the one responsible for all this. His name is Quentin Isimolovich. Quentin's latest book was recently rejected by Lone Star ("Passion in the Sands" – a romance), and he seeks to get even. He even has the rejection letter in his pocket. The dreadnoughts are under his control via the box.

If the heroes notice Quentin (if they are looking for something odd; otherwise just give them a Red Intuition FEAT), they might be able to get the box away from him and avoid mass destruction. Good luck. Quentin is an excitable sort, and if threatened or startled, he drops the control box. The dreadnoughts then regain control of their actions and attack Quentin (he has innocent bystander stats).

The dreadnoughts fight until defeated or destroyed. If attacked, they concentrate on the attacker rather than rampaging.

Aftermath: If caught, Quentin apologizes for his actions. He bought the dreadnoughts from a "mysterious man." The real identity of that mystery man is up to the Judge—perhaps the Red Skull, Loki, Machinesmith, or another powerful, mad genius.

If the dreadnoughts are destroyed but Quentin escapes, Quentin will be mad at the heroes. He will seek to get other robots and get revenge.

In addition to personal awards for humor, role-playing, and cleverness, the heroes will also be rewarded for preventing violent crime, arresting a violent criminal (if they catch Quentin), and rescuing people threatened by the dreadnoughts.

This is a very public setting, so the results of the battle will be publicized in every newspaper in the city. If the heroes do a good job, their Popularity goes up a rank. If there is a lot of damage, they get the blame and their Popularity slips a rank.

Options: This adventure is laid out for three or four heroes of about Spider-Man's or Iron Man's abilities. Punisher or Captain America will have problems with these guys. If your players are running less powerful heroes, a single dreadnought can probably keep them busy. If more heroes, or more powerful heroes, are being used, then add more dreadnoughts! Here are a couple other things you can do as well.

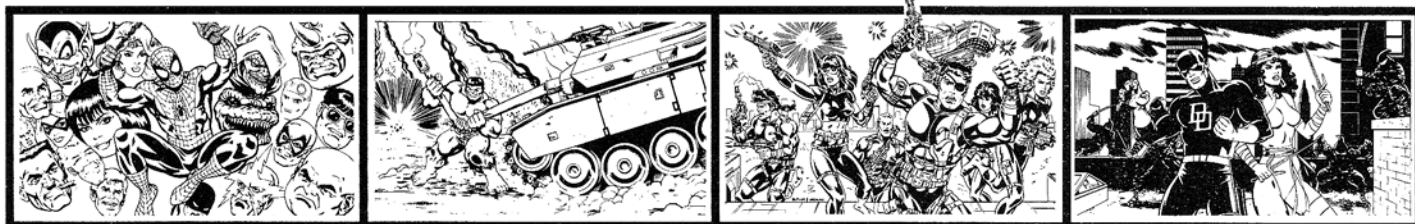
1) The attack is a cover for the "Mystery Man's" true purpose—stealing an ancient treasure map from its display case in the Krupp Building main lobby. The attack of the dreadnoughts is to draw off the security guards, and the robbers (henchmen stats) make off with the map while the "Mystery Man" watches from his limo.

2) Kingpin is on the scene, in his limo. He is just relaxing, not up to anything in particular other than seeing if the threat to the book fair is valid or not. A dreadnought attacks the limo, giving the heroes the odious task of rescuing the Kingpin of Crime.

3) Well, Doctor Doom is ticked off about his unauthorized biography, and sends a doombot to pummel the hapless actor senseless as a warning to the publisher. The heroes must deal with a doombot as well as the dreadnoughts (or, worst of all, the doombot comes under the control of Quentin's radio device and starts rampaging as well).

The Mall is the Place to BEE.

Lay out the interior map and point to the Keesh Mall insert area. Tell the players that their heroes are somewhere in the mall (wherever they want), in their secret identities if possible. Ask them why they are there (shopping, working, checking out a lead, whatever) before you begin.





It's Youth Group Week at the Keesh Mall, and in addition to the standard bargains and shoppers, there are a number of Young Scientist projects scattered around the mall. In addition to displays showing how solar power and internal combustion engines work, the central area is dominated by a large glass globe. This globe contains an energetic bee colony. The display is funded by Stane International.

The buzzing of the bees trapped within the 20-foot plastic bubble (complete with vegetation to show bee-plant relationships) is a pleasant change from the elevator music normally found in the mall. The calm buzzing becomes more agitated when the western doors of the mall are blown off their hinges by a sharp buzzing noise!

Striding into the mall are five men. Four are dressed in black with hoods over their faces, carrying odd rifles. The fifth man, their leader, is a thin guy in an orange and red suit with goggles. "I am the Humbug!" he declares, "and in the name of the Insect Liberation Front I demand that you free these captive bees!"

Action: The four guys have innocent bystander stats but are armed with stun rifles. One shot from one of these is sufficient to destroy the bees' container. The

dome weighs about 500 lbs, is 20 feet high, self-contained, and made of Poor strength material.

If the bees are freed immediately, no one gets hurt (though the mall empties fast as Humbug stands at the door shouting "Fly, my pretties!"). If threatened, Humbug and his men try to force open the dome with stun rifles or one of Humbug's little sound-bites. If their home is destroyed, the bees become angry, swarming out and attacking everyone in the area. The stats for a swarm of bees are:

F	A	S	E	R	I	P
EX	FB	FB	EX	FB	FB	FB

Those attacked by bees must make an Endurance FEAT to do anything that round. Heavily armored heroes (Thing, Iron Man) will be unharmed by the bees. The bees can inflict up to Good damage. They will swarm for up to 10 turns before dissipating enough to escape. The crowd, of course, panics and heads for the exits if the bees get loose.

Humbug and his men will fight until defeated (not too difficult a task).

Aftermath: This is a miscellaneous crime, but the heroes should get 10 additional Karma points if they keep the bees from escaping. If the bees do escape, the heroes can earn some Popularity by getting them back together (with force





fields, insect control, or other powers).

Options: None. This encounter is set up for heroes of all power ranks, and is supposed to be humorous—being a hero is not all beating up the Super Skrull. Humbug is not so much a menace as a nuisance, and should be played accordingly. He is devoted to the cause of insect rights.

The Behemoth Walks

Read the following to the players:

It's Sunday morning, a time for long breakfasts, walks in the park, and a Sunday paper the size of the national debt. Suddenly the news comes over the television: A huge monster has been spotted wading ashore in the dock area, and is heading for midtown Manhattan!

The heroes are anywhere they want to be in the city, but the monster is heading down Seventh Avenue. Depending on how the heroes travel, they should all reach it about the same time, when the beastie is reaching the eastern side of the map. The heroes can arrive at any other map side, or at one of the subway terminals (if they travel in that fashion).

Action: The behemoth (use any spare counter, or a toy dinosaur) appears on the eastern map edge. It's about three floors tall, looking like a cross between a sperm whale and a dinosaur (whale body and face, tyrannosaurus teeth, legs, and arms). The behemoth's stats are:

F	A	S	E	R	I	P
AM	TY	UN	UN	PR	PR	PR

Health = 256

The behemoth has Amazing body armor. While it can make edged attacks, it more often makes blunt attacks by stomping on its enemies. It moves one area per round.

The behemoth is heading for the Brand Building. Once there, it will rip open the glass front of the building, reach in, and take a huge horn from the lobby (the horn is there as part of an "Atlantis Attacks" display funded by Brand). The behemoth will then turn and seek to get off the map again.

The horn was an Atlantean relic, with no special powers other than that it was once part of the behemoth's treasure hoard. The behemoth has tracked it to

New York, and now intends to recover it and return to its lair, smashing everything in its path. The behemoth is very, very stupid. It does not communicate, and if its thoughts are reached in some way, it fixates on the horn and the fact that it belongs to him.

Aftermath: If the heroes treat the creature as only a big monster, they probably will defeat it in time, though the creature may take out several city blocks in the process. If the heroes deduce what the behemoth is after (a tough trick) and convince the Brand Corporation to part with the horn (Popularity FEAT), then they should receive double the regular amounts of Karma for preventing destructive crime.

Options: This scenario is designed for powerful heroes, such as the Hulks and Thors of the Marvel Universe. Less powerful individuals will likely have to use more brains and less brawn to solve the puzzle, but they will receive greater rewards for doing so.

For those Judges with a more sinister attitude, the behemoth can be under the control of another being. It is up to the heroes to determine who is responsible and defeat him. A couple suggestions:

1) The behemoth is under the mystic direction of Loki, who wants the horn for his own mischievous intentions. He wants to get it out of New York without coming in direct contact with his hated brother Thor.

2) Doctor Doom, who is field-testing the behemoth control for another attack on Latveria's current despot. This is a field-test—the horn of Atlantis matters not at all. A small mechanical device has been implanted behind the creature's tiny brain. This can be the start of a long rivalry with Doom, who is slow to forget affronts.

3) The Red Skull, who is seeking to further weaken the threads holding American society together by proving its heroes are dangerous. The beast should be much more vicious, its programming to attack anyone wearing a multi-colored costume (new heroes and those in street clothes would be exempt).

These are just examples of the types of adventures you can run with the MARVEL SUPER HEROES™ Basic Set. Some are serious, some are funny, and some are doors into new adventures. The fun of being a Judge is to build your own adventures and test the abilities of the other heroes. Get out there and have fun! Nuff Said!



Battle Effects	Blunt Attacks	Edged Attacks	Shooting	Throwing Edged	Throwing Blunt	Energy	Force	Grappling	Grabbing	Escaping	Charging	Dodging	Evading	Blocking	Catching	Stun?	Slam?	Kill?
	BA	EA	Sh	TE	TB	En	Fo	Gp	Gb	Es	Ch	Do	Ev	BI	Ca	St	SI	KI
	Fighting	Fighting	Agility	Agility	Agility	Agility	Agility	Strength	Strength	Strength	Endurance	Agility	Fighting	Strength	Agility	Endurance	Endurance	Endurance
	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	None	Autohit	-6 CS	Autohit	1-10	Gr Slam	En. Loss
	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Take	Miss	Hit	-2 CS	Evasion	-4 CS	Miss	1	1 area	E/S
Green	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial	Grab	Escape	Slam	-4 CS	+1 CS	-2 CS	Damage	No	Stagger	No
Yellow	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun	-6 CS	+2 CS	+1 CS	Catch	No	No	No
Red	Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun	-6 CS	+2 CS	+1 CS	Catch	No	No	No

[illegible]

MARVEL SUPER HEROES™

BASIC SET

CAMPAIGN BOOK





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Introduction

The MARVEL UNIVERSE™ is both diverse and dynamic. As a setting for a role-playing game, it offers a degree and richness of detail unsurpassed by any other world, whether it is drawn from popular fiction, history, or the fertile mind of a single game designer. The MARVEL UNIVERSE is populated with hundreds of colorful characters and is brimming over with wars, chaos, alien invasions, criminal masterminds, rent payments, love, jealousy, confusion, birth, and even death—sometimes of a character we hold dear.

When a game like this bursts into such a dynamic environment, it takes a cross-section and freezes it in time. That's what we've done here. The information in this book is as current and fresh as we can make it as of our publishing date. But, of course, things continue changing in the MARVEL UNIVERSE, just as they change and evolve in your own game campaign. The world we play in is alive.

This book contains complete gaming information on many of the greatest current heroes and villains of Marvel Comics. You won't find everyone listed here, but

all the major characters have been included, and a lot of minor ones, too. If one of your favorites has been left out, the examples here and the information in the rule book should be more than enough to let you figure out any character's stats on your own.

And as things change in the MARVEL UNIVERSE, feel free to update these characters as you see fit. Characters continuously gain new powers and lose old ones, or become more or less powerful, or acquire (or build) new pieces of equipment to enhance their capabilities. Keeping up with the latest developments helps keep the campaign fresh and interesting.

All information on these heroes is presented in standard format and in alphabetical order, heroes first and then villains. Sample "mundane" NPCs and animals are also listed at the back of the book.

(This is the second book of the MARVEL SUPER HEROES™ Basic Set. If you haven't read the rule book yet, please read it first. This book will make a lot more sense after you are familiar with the rules.)

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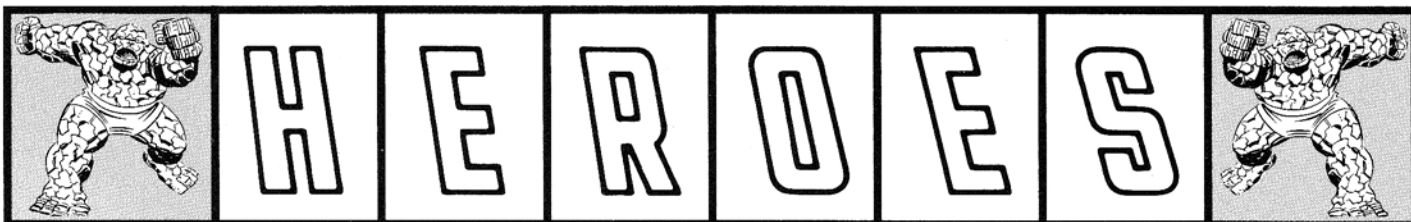
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Heroes

ARCHANGEL

Warren Worthington III, mutant
(public identity)

Fighting:	REMARKABLE (30)
Agility:	INCREDIBLE (40)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	TYPICAL (6)
Psyche:	GOOD (10)
Health:	120
Karma:	26
Resources:	FEEBLE (2)
Popularity:	SHIFT 0

Known Powers:

WINGS. Archangel has large wings made of organic metal. These wings are of Amazing (50) material strength and give Archangel the following superhuman abilities:

- Flight at Excellent (20) speed normally, up to Shift 0 speed in a straight line.
- The wings fire feathers as missile weapons. These strike for up to Excellent edged damage at a 3 area range against all targets in a single area. In addition, the feathers are tipped with a paralyzing agent of Monstrous (75) intensity.
- His wings will regenerate if damaged, becoming fully functional 1-10 turns after taking damage.

BODY ARMOR. Archangel's flesh has been enhanced to sustain up to Remarkable (30) damage.

Limitation:

CONTROL. Archangel's wings have a destructive mind of their own. In threatening situations, Archangel must make a Psyche FEAT or his wings automatically attack any perceived threat.

Revealed Talents: Business, Martial Arts B, Aerial Combat.

In Brief: Archangel's mutant abilities of flight were enhanced by the evil mutant Apocalypse. Archangel broke free of Apocalypse's control and is currently a member of X-Factor.

BANSHEE

Sean Cassidy, mutant
(secret identity)

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	80
Karma:	30
Resources:	EXCELLENT (20)
Popularity:	POOR (4)

Known Powers:

SOUND GENERATION. The Banshee's scream is of Unearthly (100) intensity; using this scream, Banshee can inflict up to Unearthly force damage at a range of 3 areas. If he so chooses, he may pitch his scream so that it knocks out opponents with Monstrous (75) ability.

FLIGHT. Banshee can use his scream to fly, at Typical (6) air speed.

BODY ARMOR (EQUIPMENT). Banshee wears a body suit which provides Excellent (20) protection.

Revealed Talents: Law Enforcement, Handguns, Martial Arts A & B, Electronics, Mechanics

In Brief: An Irish-born mutant and former member of Interpol, the European security agency, Banshee was recruited by Professor X to be a member of his "new" X-Men. He is currently a member of the present team.





THE BEAST

Hank McCoy, mutant
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	REMARKABLE (30)
Endurance:	EXCELLENT (20)
Reason:	EXCELLENT (20)
Intuition:	GOOD (10)
Psyche:	EXCELLENT (20)
Health:	130
Karma:	50
Resources:	REMARKABLE (30)
Popularity:	EXCELLENT (20)

Known Powers:

MODIFIED BODY PARTS. The Beast's feet are extremely large and dextrous—he may use them as he does his hands in performing Agility FEATs. In addition, he gains a +1CS when wrestling and performing other actions with his feet.

CLIMBING. The Beast has Remarkable (30) climbing ability.

LEAPING. The Beast has Amazing (50) leaping ability.

SPEED. The Beast can move on all fours at Excellent (20) ground speed for short distances.

BALANCE. The Beast has Excellent (20) balance, and may make an additional FEAT roll to avoid losing his balance.

Revealed Talents: Biology, Chemistry, Genetics, Electronics, Acrobatics, Tumbling, Martial Arts C, Multi-Lingual

In Brief: The Beast was one of the original X-Men. In recent years he has mutated further into his present blue, furry form. He is currently a member of the mutant team X-Factor.

BLACK WIDOW

Natalia Alianova Romanova, high-tech
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	REMARKABLE (30)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	INCREDIBLE (40)
Psyche:	EXCELLENT (20)
Health:	100
Karma:	70
Resources:	GOOD (10)
Popularity:	REMARKABLE (30)

Known Powers:

Black Widow has no superhuman powers. She does use the following equipment:

WIDOW'S BITE (EQUIPMENT). Mounted on the wrists, these blasters inflict Excellent (20) energy damage at a range of 3 areas.

GAS-LAUNCHER (EQUIPMENT). Mounted in the widow's bite, the gas-launcher fires a jet of Excellent (20) intensity knock-out gas against one target in the same area.

CABLE LAUNCHER (EQUIPMENT). Fitted within the widow's bite, this device launches a Remarkable (30) strength cable up to 3 area range.

WALL-CRAWLING (EQUIPMENT). Black Widow's suit has special properties which allows her to wall-crawl with Remarkable (30) ability.

Revealed Talents: Weapons Specialist: Widow's Bite, Martial Arts A, B, & E, Espionage, Military, Bi-lingual (Russian & English)

In Brief: A former agent of the Soviet Union, Natalia (informally called Natasha) defected to the United States and currently operates as an independent heroine in this country, working alongside SHIELD and other official organizations.

BOOM-BOOM

Tabitha Smith, mutant
(secret identity)



HEROES

Fighting: POOR (4)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: EXCELLENT (20)
 Reason: POOR (4)
 Intuition: TYPICAL (6)
 Psyche: TYPICAL (6)
 Health: 40
 Karma: 16
 Resources: POOR (4)
 Popularity: 0

Known Powers:

TIME BOMBS. Boom Boom can create spheres of energy which she can then detonate up to 5 rounds later. These "time bombs" can inflict up to Amazing (50) force or energy damage. The amount and type of damage, as well as the detonation time, are determined when the bomb is created. She may throw these time bombs up to three areas away.

Revealed Talents: Thrown Weapons, Streetsmart, Video Games

In Brief: A young girl who ran away from home when her mutant abilities first manifested, Boom-Boom was a member first of the Fallen Angels, and currently of the New Mutants.

CABLE

Full name unrevealed, high-tech

Fighting: INCREDIBLE (40)
 Agility: EXCELLENT (20)
 Strength: EXCELLENT (20)
 Endurance: EXCELLENT (20)
 Reason: EXCELLENT (20)
 Intuition: EXCELLENT (20)
 Psyche: EXCELLENT (20)
 Health: 100
 Karma: 60
 Resources: GOOD (10)
 Popularity: 0

Known Powers:

BIONIC ARM. Cable's arm is made of Remarkable

strength material, and allows him to make Strength FEATs using it with Remarkable (30) ability.

BIONIC EYE. An artificial eye allows Cable to see into the infrared and ultraviolet with Remarkable (30) ability.

Revealed Talents: Guns, Military, Espionage, Leadership, Martial Arts A.

In Brief: A former intelligence agent whose natural abilities have been enhanced with cybernetics, Cable is the current mentor of the New Mutants, teaching them to fight and survive in a hostile world.

CANNONBALL

Sam Guthrie, mutant
(secret identity)

Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: GOOD (10)
 Endurance: REMARKABLE (30)
 Reason: TYPICAL (6)
 Intuition: GOOD (10)
 Psyche: GOOD (10)
 Health: 60
 Karma: 26
 Resources: POOR (4)
 Popularity: POOR (4)

Known Powers:

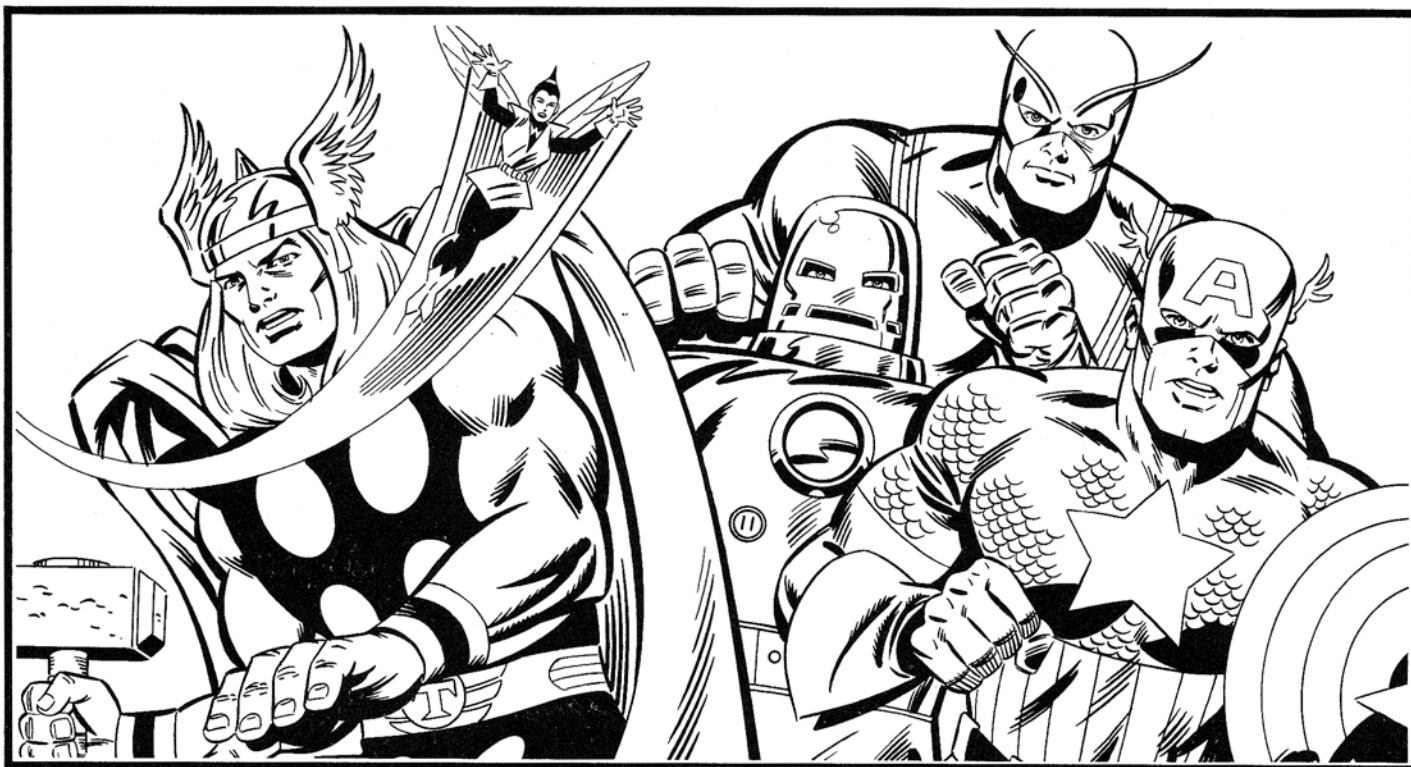
FLIGHT. Cannonball flies by means of directing concussive energy behind him, allowing him to reach Excellent (20) air speed. If he needs to make a turn, he must make an Agility FEAT to do so—with failure resulting in his blasting off in a random direction.

FORCE FIELD. When in flight, Cannonball maintains a Monstrous (75) force field around himself and anyone he is carrying. Cannonball uses this property to make Remarkable (30) ramming attacks without harming himself.

Revealed Talents: Mining, Science Fiction, Leadership

In Brief: A young mutant whose abilities first manifested during a cave-in, Cannonball became a founding member of the New Mutants, and is regarded as that team's leader.





CAPTAIN AMERICA

Steve Rogers, altered human/high-tech
(secret identity)

Fighting:	AMAZING (50)
Agility:	INCREDIBLE (40)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	INCREDIBLE (40)
Psyche:	GOOD (10)
Health:	140
Karma:	60
Resources:	EXCELLENT (20)
Popularity:	UNEARTHLY (100)

Known Powers:

Captain America has no inborn superhuman powers, but does have the following equipment:

UNIQUE WEAPON/SHIELD (EQUIPMENT). Captain America's shield is a round disk made of Class 3000 strength material. Cap may throw the shield up to 3 areas away. The thrown shield can inflict up to Remarkable (30) Blunt damage, and on a successful Agility FEAT be bounced off of solid objects so as to return to Cap's hand.

MOTORCYCLE (EQUIPMENT). Control Typical (6); Speed Excellent (20) ground speed; Body Poor (4). Cap always wears a helmet when using his motorcycle.

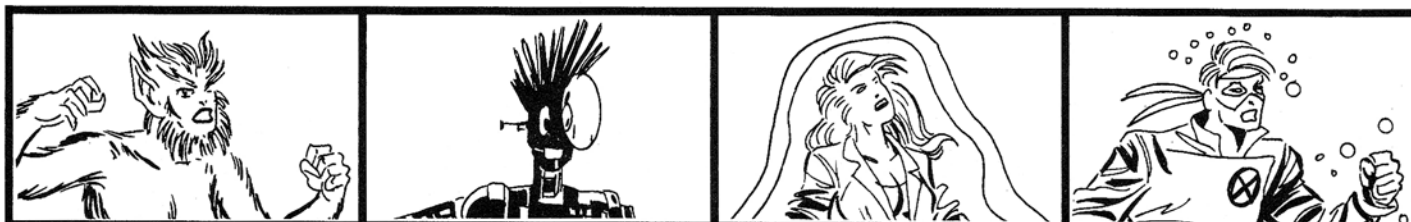
Revealed Talents: Martial Arts A, B, C, D & E, Leadership, Artist, Military, Weapon Specialist: Shield, Acrobatics, Tumbling

In Brief: Injected with a super-soldier formula, Captain America was the Living Legend of World War Two. Accidentally frozen at the end of the war, Cap awoke in an America very different from the 1940's, but continues his battle for the American rights and liberties he firmly believes in.

CAPTAIN BRITAIN

Brian Braddock, altered human
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	UNEARTHLY (100)
Endurance:	AMAZING (50)
Reason:	GOOD (10)
Intuition:	INCREDIBLE (40)
Psyche:	EXCELLENT (20)



HEROES

Health: 230
Karma: 70
Resources: EXCELLENT (20)
Popularity: INCREDIBLE (40)

Known Powers:

FLIGHT. Captain Britain can reach speeds of up to Shift X air speed. At speeds above Remarkable (30) air speed, he must make Agility FEATs to turn.

FORCE FIELD. Captain Britain has a personal force field which provides him (and him alone) Remarkable (30) protection from physical and energy damage.

Limitations:

Captain Britain has two limitations to his abilities.

HOMELAND LINK. First, his powers are strongly tied to his native land (the British Isles). When away from the isles, his Fighting, Agility, Strength and Endurance (though not his Health) drop by 1 rank, and continue to drop by 1 rank for each day thereafter until a minimum value of Typical is reached. Further, use of such powers as flight require an Endurance FEAT to perform.

ALCOHOLISM. Secondly, Brian Braddock is an alcoholic. He must make a Psyche FEAT to avoid drink if the opportunity presents itself.

The effects of fighting under the influence is handled in the listing for Alcoholism in limitations.

Revealed Talents: British Folklore, History, Physics

In Brief: Britain's mystic champion, chosen by a being believed to be Merlin, Captain Britain is a member of Excalibur. His sister is the mutant Psylocke.

CAPTAIN MARVEL

Monica Rambeau, altered human
(secret identity)

Fighting: EXCELLENT (20)
Agility: REMARKABLE (30)
Strength: GOOD (10)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 90
Karma: 30
Resources: EXCELLENT (20)
Popularity: EXCELLENT (20)

Known Powers:

FLIGHT. Captain Marvel can fly at Unearthly (100) air speed, changing direction at will.

ENERGY BLAST. Captain Marvel can project an energy blast of either Monstrous (75) force or energy.

FORCE FIELD. Captain Marvel can project a force field providing Monstrous (75) protection. The force field can be personal or made up to 1 area across.

Revealed Talents: Law Enforcement, Marksmanship, Martial Arts A, B, E, Multi-Lingual

In Brief: Lt. Monica Rambeau of the New Orleans harbor patrol gained light-based powers when exposed to extra-dimensional energies, and developed the ability to become living energy and use energy-related abilities. A former leader of the Avengers, Captain Marvel is currently operating as a reserve member. She is not to be confused with an earlier Captain Marvel, who was a former leader of the Kree and later a hero on earth.

CLOAK

Tyrone Johnson, mutant
(secret identity)

Fighting: GOOD (10)
Agility: GOOD(10)
Strength: EXCELLENT (20)
Endurance: INCREDIBLE (40)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 80
Karma: 36
Resources: FEEBLE (2)
Popularity: 0

Known Powers:

DARK DIMENSION CONTROL. Cloak has Amazing (50) control over the dark dimension, energy from an alter-





nate universe. Using this ability he can manifest his other powers, but when controlling these powers (or his dark hunger—see below), use this ability for FEAT rolls. Those caught within the dark dimension without a sufficient light source are subject to its hunger.

BODY ARMOR. Cloak's body is mostly made up of blackness from the dark dimension. It provides him with Amazing (50) protection. In addition, he may shield those behind him from missile attacks in a similar fashion.

DARKNESS GENERATION. Cloak can create darkness of Amazing (50) intensity in up to 3 adjacent areas.

TELEPORT. By creating gates through the dark dimension from place to place, Cloak can teleport himself and others with Unearthly (100) ability.

Limitation:

DARK HUNGER. Cloak's dark dimension is apparently a sentient entity with a need for the "light" of human life. Those within the dimension (whether teleporting through or "swallowed" by the cloak) must make an Endurance FEAT or lose one rank in all abilities each turn. Cloak must make an Amazing FEAT roll to expel individuals before they lose all powers. Dagger's light-abilities and some other light abilities either feed or hold back the dark hunger, leaving those within unaffected. Lost abilities are returned with 1-10 turns of leaving the cloak, but while within, the individuals suffer hallucinations of a nightmare world.

Revealed Talents: Streetsmart

In Brief: Tyrone Johnson and Tandy Bowen were runaways who were captured by drug lords seeking guinea pigs to test an artificial drug. The drug reacted with the pair's mutant metabolisms to create Cloak & Dagger, who strike as vigilantes against drug dealers and others preying on the innocent.

RUSTY COLLINS

Mutant
(public identity)

Fighting: TYPICAL (6)
Agility: TYPICAL (6)

Strength: GOOD (10)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psyche: GOOD (10)
Health: 32
Karma: 22
Resources: FEEBLE (2)
Popularity: 0

Known Powers:

FIRE CONTROL. Rusty has Monstrous (75) control over all types of fire, and he is able to extinguish blazes of up to that intensity.

FIRE GENERATION. Rusty has the ability to create fire of up to Excellent (20) intensity. This flame will last a single round, unless combustible materials are present, in which case it will continue to burn with at least Excellent (20) intensity.

FIRE RESISTANCE. Rusty has an Unearthly (100) resistance to all forms of fire, including his own.

Revealed Talents: Student, Military (Navy)

In Brief: A young sailor whose mutant abilities surfaced unexpectedly, Rusty was "captured" by X-Factor, who taught him the responsible use of his powers. He is currently a member of the New Mutants.

CYCLOPS

Scott Summers, mutant
(secret identity)

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: EXCELLENT (20)
Intuition: REMARKABLE (30)
Psyche: REMARKABLE (30)
Health: 76
Karma: 80
Resources: GOOD (10)
Popularity: TYPICAL (6)



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Known Powers:

OPTIC BLASTS. Cyclops shoots ruby-red bolts of Excellent (20) force damage from his eyes. He cannot control these optic blasts without the aid of a special visor. Without the visor, he is unable to open his eyes without blasting what he is looking at.

Revealed Talents: Pilot, Leadership, Martial Arts A & C, Resist Domination

In Brief: A young mutant fleeing both from angry humans and mutant criminals, Scott Summers was recruited by Professor Charles Xavier as a founding member of the X-Men. After serving as that team's leader for many years, he and the other original X-Men formed X-Factor. Scott was married to Madelyne Prior (now deceased) and has a son, Nathan.

DAGGER

Tandy Bowen, mutant
(secret identity)

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	76
Karma:	30
Resources:	FEEBLE (2)
Popularity:	POOR (4)

Known Powers:

LIGHT GENERATION. Dagger can generate light of up to Remarkable intensity, illuminating the area she is standing in and three adjacent areas.

LIGHT DAGGERS. Dagger's main weapons are her light daggers, missiles of solid light which inflict up to Excellent (20) force or energy damage (her choice). She can hurl them up to 3 areas away. Those struck by the daggers must make an Endurance FEAT against their Excellent (20) Intensity or be knocked out.

Revealed Talents: Acrobatics, Tumbling, Martial Arts C, Dancing

In Brief: Tandy Bowen and Tyrone Johnson were young runaways captured by criminals and injected with an experimental synthetic drug. The drug reacted with the runaways' mutant metabolisms, turning them into Cloak and Dagger, vigilantes striking against the drug lords and others preying on young people.

DAREDEVIL

Matthew Murdock, altered human
(secret identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	TYPICAL (6)
Intuition:	MONSTROUS (75)
Psyche:	GOOD (10)
Health:	110
Karma:	91
Resources:	POOR (4)
Popularity:	GOOD (10)

Known Powers:

UNIQUE WEAPON/BILLY CLUB (EQUIPMENT). Daredevil carries a billy club made of Incredible (40) strength material. He may throw it up to 2 areas away, and when it hits, it inflicts Excellent (20) blunt damage. In addition, the billy club holds a cable (Good (10) strength material) that can be fired 2 areas away, and allows Daredevil to swing from building to building.

RADAR SENSE. Daredevil has Monstrous (75) radar sense, allowing him to detect enemies (including invisible or otherwise hidden foes) within 360 degrees and up to one area away.

ENHANCED SENSES (ALL EXCEPT SIGHT). All of Daredevil's senses are at the Monstrous (75) level as well. He can therefore read type with his fingers, identify individuals by heartbeats, and tell (by a Power FEAT) if individuals are lying by listening to their heartbeats. Cluttered areas with a lot of activity (such as subways) may reduce or negate this ability.





Limitation:

PHYSICAL HANDICAP. Daredevil is blind, and cannot perform actions which are not covered by his other abilities. He cannot read type at a distance, nor tell color, nor identify the features of a face. If deprived of his radar sense as well, Daredevil is truly blind.

Revealed Talents: Martial Arts A, B & E, Acrobatics, Law, Weapon Specialist: Billy Club.

In Brief: Exposed to radioactive waste as a young man, Matt Murdock lost his sight but found his other senses enhanced, along with a "radar sense." Secretly a blind lawyer, Daredevil uses his abilities to fight for justice. His current "home turf" is Hell's Kitchen in New York, a rough neighborhood where he is the local hero.

DEATHLOK

Michael Collins, robot (cyborg)
(secret identity)

Fighting:	INCREDIBLE (40)
Agility:	REMARKABLE (30)
Strength:	REMARKABLE (30)
Endurance:	INCREDIBLE (40)
Reason:	REMARKABLE (30)
Intuition:	EXCELLENT (20)
Psyche:	TYPICAL (6)
Health:	140
Karma:	56
Resources:	FEEBLE (2)
Popularity:	0

Known Powers:

BODY ARMOR. Deathlok's cyborg body provides Excellent (20) protection from physical and energy attacks.

LINKED WEAPON (EQUIPMENT). Deathlok's pistol can only be operated by him—it is keyed to his cyborg systems and will not function for anyone else. Using this weapon, Deathlok inflicts up to Remarkable (20) energy damage up to 3 areas away.

ENHANCED SENSORS. Deathlok's senses are Remarkable (30) and include a "radar" sense similar to Daredevil's (though at lower levels).

ENHANCED REFLEXES. Due to Deathlok's computer-enhanced mind and body, he receives an additional -1 to all initiative rolls.

ROBOTIC FORM. As a cyborg, a machine with a human brain, Deathlok can be affected by attacks which disrupt or control machinery (such as Shadowcat's disruptive phasing to circuitry). Several of the X-Men would be invisible to him. He is subject, however, to traditional mind-control and telepathic effects, since part of his brain is organic, as well as subject to machine-controlling abilities which override the computer-side of his brain.

Revealed Talents: Computers, Electronics, Bio-medicine, Cybertechnology

In Brief: Research scientist Michael Collins was involuntarily used to provide the new brain for Deathlok, a cybernetic warrior. Collins soon took command of his Deathlok body, and sought revenge against those who trapped him in mechanical form.

DOCTOR PYM

Henry Pym, high-tech
(public identity)

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	EXCELLENT (20)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	66
Karma:	40
Resources:	EXCELLENT (20)
Popularity:	TYPICAL (6)

Known Powers:

PROJECTIVE SHRINKING. Pym may shrink himself or other objects with Amazing (50) ability, reducing them to an inch or less in height. He does this on touch, and may restore the size of any objects he has shrunk in a single round.

MICRO-EQUIPMENT (EQUIPMENT). Pym keeps a small arsenal of equipment in his pockets, shrunk until such



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time as he needs it. Such items include:

- Blasters of up to Remarkable force or energy damage
 - Nets of up to Remarkable material strength.
 - Walls of up to Remarkable material strength.
- Other objects are up to the discretion of the the Judge (for example, the Avengers' Quinjet).

ROVER (EQUIPMENT). Rover is a sentient flying vehicle with VTOL capabilities. Rover has Excellent (20) Control, Excellent (20) Air Speed, and Good (10) Body. It can make Remarkable (30) knock-out gas attacks at a 2 area range, and has Excellent (20) force blasters (4 area range). Rover is equipped with gripping claws of Remarkable (30) strength. Rover benefits from Robotic Construction and has the equivalent of Typical (6) reasoning.

Revealed Talents: Chemistry, Biology, Genetics, Electronics, Physics, Engineering, Mechanics

In Brief: Hank Pym has had a long and varied costumed career, beginning as Ant-Man, then changing to Giant-Man, Goliath, and Yellowjacket before taking his current role as merely Doctor Pym. His abilities in each identity have revolved around his size-changing abilities. He is currently a member of the West Coast Avengers.

DOCTOR STRANGE

Stephen Strange, magical (mystic high-tech)
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	MONSTROUS (75)
Psyche:	UNEARTHLY (100)
Health:	66
Karma:	185
Resources:	GOOD (10)
Popularity:	GOOD (10)

Known Powers:

MAGICAL ABILITY. Doctor Strange is Earth's Sorcerer Supreme, and has a wide variety of magical and mystic abilities and spells available to him. In general, he per-

forms such magics with Amazing (50) ability. His spells include, but are not limited to, these common spells:

- **Alter Appearance:** For himself or his companions, either changing merely clothing and costumes, or altering physical appearance. A Psyche FEAT against Amazing intensity is required to pierce the veil of the illusion.
- **Astral Projection:** As the power of the same name, with Unearthly (100) ability.
- **Levitation:** As the power of the same name, with Incredible (40) ability.
- **Mystic Shield:** A personal force field against magical attacks (only), of Amazing (50) strength.
- **Telepathy:** As the power of the same name, with Unearthly (100) ability.
- **Conjuration:** A special form of teleport that may be used to bring individuals and items from other mystic planes to the Doctor's location. The target may make a Psyche FEAT to avoid capture in this manner.
- **Eldritch Beams or Bolts:** Amazing (50) intensity bolts of force or energy, 5 area range.
- **Create Dimensional Aperture:** Monstrous ability to open a gateway into another dimension. A Psyche FEAT is required for hostile areas or unwilling targets of this spell.
- **Mists of Morpheus:** Create Monstrous (75) intensity sleep in a single area, with Doctor Strange unharmed.
- **Spell of Silence:** Cloaks an area from sound. Those making a Psyche FEAT roll against the Amazing intensity spell may speak and conjure normally.

SPECIAL ITEM: CLOAK OF LEVITATION. Doctor Strange's cloak of levitation allows him to fly at up to Shift X speed. The cloak has Incredible (40) material strength and can be summoned to act on its own by Doctor Strange.

SPECIAL ITEM: EYE OF AGAMOTTO (EQUIPMENT). The eye is an amulet worn by the Doctor and controlled by a psychic link with him. The eye gives the wearer additional powers, including:

- All detection-type powers with Class 1000 ability. The eye will automatically reveal all illusions, enchantments, and disguises of less than Class 1000 ability.
- Grants a +2 CS to all mental abilities and duplications of mental powers (such as telepathy) by the Doctor.





- Places an unconscious or willing character into suspended animation (the target may take no actions, but suffers no further loss of Health) with Monstrous (75) ability.
- Opens a dimensional aperture for the Doctor with Unearthly (100) ability.

SPECIAL ITEM: ORB OF AGAMOTTO (EQUIPMENT). Another powerful mystic artifact, the Orb has all "detection" type powers with Class 3000 ability, and in addition may view any place or person known to the user. Powerful entities in their home dimensions may block such viewing.

Revealed Talents: Medicine, Specialist in Occult & Mythological Lore, Martial Arts A & E

In Brief: Stephen Strange was an egotistical doctor who was badly injured in a car crash. Seeking a cure from a powerful wizard known as the Ancient One, Strange was chosen to be the Ancient One's pupil, and successor as Earth's premier spell-caster, the Sorcerer Supreme. Strange has proved to be a good choice for the role, and has helped repel numerous menaces from Earth.

FIRESTAR

Angelica Jones, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	POOR (4)
Psyche:	EXCELLENT (20)
Health:	56
Karma:	30
Resources:	POOR (4)
Popularity:	POOR (4)

Known Powers:

MICROWAVE GENERATION. Firestar has Amazing (50) ability to generate microwaves. She may fire these from her hands as bolts of up to Amazing energy damage.

FLIGHT. Firestar may fly at up to Typical (6) speeds.

IMMUNITY. Firestar is immune to microwaves & microwave-based attacks. She may be affected by other forms of radiation and energy.

Revealed Talents: Student

In Brief: A young mutant still learning to use her powers, Firestar is an infrequent member of the Hellions, a super-team controlled by the Hellfire Club. More recently, she joined with several other young people to form the New Warriors.

FORGE

Full Name Unrevealed, mutant

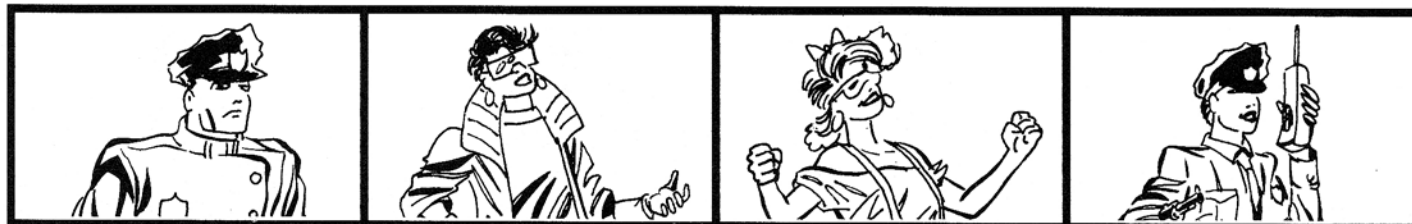
Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	INCREDIBLE (40)
Intuition:	GOOD (10)
Psyche:	AMAZING (50)
Health:	50
Karma:	100
Resources:	REMARKABLE (30)
Popularity:	TYPICAL (6)


Known Powers:

INVENTION. Forge has the mutant power of Invention, at the Amazing (50) rank. He invents not so much from talent, but from an inborn mutant ability, which allows him to make breakthroughs in his devices that more standard inventors would be unable to perform. While Mr. Fantastic has a greater scope of learning and understanding, Forge has a superior intuitive feeling for mechanical devices.


BIONICS. Forge's right hand and leg are artificial, created by Forge's own inventing abilities to replace limbs he lost in the Vietnam War. These limbs are of Remarkable (30) material, and function in all other ways as normal limbs.

MYSTIC ABILITIES. Forge has natural magical abilities, though he has until now chosen not to use or develop





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them. He does have Spirit Sight (which functions similarly to the Eye of Agamotto in revealing things as they truly are). He performs this action with Amazing (50) ability.

BODY ARMOR. Forge currently wears a suit which provides him with Excellent (20) protection from energy and physical damage.

Revealed Talents: Business, Military, Bilingual (Cheyenne & English), Mystic Background, Occult Lore (Native American)

In Brief: A mutant formerly in the employ of the government due to his inventing ability, Forge joined the X-Men as a super-powered hero, and remains with the team.

FURY, NICK

High-tech
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	REMARKABLE (30)
Reason:	EXCELLENT (20)
Intuition:	EXCELLENT (20)
Psyche:	GOOD (10)

Health:	100
Karma:	50
Resources:	AMAZING (50)
Popularity:	AMAZING (50)

Known Powers:

Fury has no superhuman powers, but does have the following items and equipment:

KEVLAR BODY ARMOR (EQUIPMENT). This Body armor provides Typical (6) protection from physical and energy attacks.

Nick carries a variety of weapons, including:

NEEDLE GUN. Excellent (20) Edged damage, 4 area range.

MACHINE PISTOL. Good (10) damage, Typical range.

FORCE PISTOL. Up to Excellent (20) force damage, 4 area range.

Limitation:

PARTIAL BLINDNESS. Nick is blind in one eye. He can be surprised and blindsided from his left side.

Revealed Talents: Martial Arts A, B, D & E, Leadership, Pilot, Demolition, Military, Wrestling, Espionage

In Brief: A hero of WWII, his life extended by an "Infinity





Formula," Nick presided over both the formation and the destruction of the original SHIELD. A master spy, he has now rebuilt a lighter, more organized SHIELD organization, which he presides over, going regularly into the field.

GAMBIT

Full Name Unrevealed, mutant

Fighting:	REMARKABLE (30)
Agility:	INCREDIBLE (40)
Strength:	GOOD (10)
Endurance:	REMARKABLE (30)
Reason:	EXCELLENT (20)
Intuition:	REMARKABLE (30)
Psyche:	REMARKABLE (30)

Health:	110
Karma:	80
Resources:	GOOD (10)
Popularity:	0

Known Powers:

EXPLOSIVE POWER. Gambit has the apparent ability to invest objects such as pens and playing cards with his mutant energy, then use these items as explosive weapons. He may toss these items up to 2 areas, where they explode with up to Remarkable (30) damage to a single target, or to all targets in an area.

EMOTION CONTROL. Gambit has Remarkable (30) control over the emotions of others, primarily when he talks. He can convince others of his viewpoint or in agreeing with him unless they make a Psyche FEAT. Those aware of this ability may actively resist, allowing them a +3CS to any resistance.

Revealed Talents: Crime, Acrobatics

In Brief: A mutant criminal who specialized in robbing from other crooks along the Mississippi, Gambit joined forces with Storm when she was reduced to a childlike state. The pair eventually rejoined the X-Men, where Gambit remains as a member.

HAVOK

Alexander Summers, mutant
(public identity)

Fighting:	TYPICAL (6)
Agility:	EXCELLENT (20)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	GOOD (10)

Health:	76
Karma:	30
Resources:	TYPICAL (6)
Popularity:	GOOD (10)

Known Powers:

PLASMA GENERATION. Havok can generate superheated plasma with Monstrous (75) ability, allowing him to fire force bolts of up to Monstrous intensity up to 3 areas away.

ABSORPTION. Havok can absorb cosmic energy with Monstrous (75) ability, though he must make an Endurance FEAT to avoid discharging the built-up energy to all within 1 area. He may be affected by almost all other energy or force attacks.

PARTIAL INVULNERABILITY. Havok cannot be affected by his brother Cyclops' eye-beams.

INVISIBILITY TO MACHINES. Havok is invisible to machines, including cameras, film, video, and robotic eyesight, with Unearthly ability.

Revealed Talents: Geophysics, Geology

In Brief: Scott Summers' younger brother, Alex Summers developed his own mutant abilities, and fought as one of the X-Men. Most recently, he has been reborn as a native of the island-nation of Genosha.

HAWKEYE

Cliff Barton, high-tech
(secret identity)



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Fighting: GOOD (10)
Agility: REMARKABLE (30)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: TYPICAL (6)
Health: 70
Karma: 22
Resources: GOOD (10)
Popularity: INCREDIBLE (40)

Known Powers:

ENHANCED VISION. Hawkeye has Remarkable (30) vision.

PROTECTED SENSES. Hawkeye is partially deaf. This provides Excellent (20) protection from sonic attack.

UNIQUE WEAPONS (EQUIPMENT). Hawkeye's trademark is his bow and arrow, a device with range of 7 areas. Hawkeye has a number of standard and "specialty" arrows, including the following:

- Excellent (20) Blunt damage
- Excellent (20) Shooting damage
- Amazing (50) Grenade damage
- Excellent (20) Intensity Electrical damage
- Excellent (20) Intensity smoke
- Excellent (20) Intensity sonic attack
- Remarkable (30) Intensity light
- Remarkable (30) Intensity acid
- Cable line of Incredible (40) material strength
- Putty arrowhead of Remarkable (30) material strength
- Bola of Incredible (40) grappling ability.
- Net of Remarkable (30) material strength.
- Rocket head allowing a range of 15 areas.
- Boomerang arrow—returns to firer's position next round.

SKYCYCLE. Hawkeye's skycycle has Excellent (20) Control, Excellent (20) Body, and an Incredible (40) Air Speed.

Limitation:

DEAFNESS. Hawkeye is 80% deaf, and must wear a hearing aid. When not using the aid, he receives the

benefit against sonic attacks listed above, but his Intuition FEATS are made at -1CS to all rolls.

Revealed Talents: Martial Arts A & E, Leadership, Marksman, Weapon Specialist, Bow

In Brief: A sideshow marksman inspired by Iron Man's heroics, Hawkeye was first a villain before joining the Avengers. He has been a member of the Avengers teams on both coasts, as well as the "Great Lakes Avengers" operating out of Milwaukee.

HERCULES

Heracles of Olympus, alien (Olympian)
(public identity)

Fighting: UNEARTHLY (100)
Agility: EXCELLENT (20)
Strength: UNEARTHLY (100)
Endurance: UNEARTHLY (100)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: REMARKABLE (30)
Health: 320
Karma: 50
Resources: TYPICAL (6)
Popularity: AMAZING (50)

Known Powers:

BODY ARMOR. The natives of Olympus have thick skin, providing Excellent (20) protection from physical and energy damage.

RESISTANCE TO FIRE. As well, the natives of Olympus have Excellent (20) resistance to fire.

INVULNERABILITY. As with his fellow Olympians, Hercules does not age, nor is he subject to normal human diseases.

IMMORTALITY. If Hercules is reduced to 0 Health and Shift 0 Endurance, he does not perish. Instead he falls into a coma, and takes no further damage. His Karma pool is reduced to 0 and healing begins. This immortality does not apply to other mystic planes (including Olympus), but only to Earth.





SPECIAL WEAPON: MACE (EQUIPMENT). Hercules' chosen weapon is this adamantine weapon, forged by the god Hephaestus. It is made of Class 1000 material, and inflicts Shift X damage.

Revealed Talents: Wrestling, Sharp & Blunt Weapons, Bow

In Brief: The legendary and ageless hero of ancient Greece, Hercules likes hanging around on Earth, enjoying a good brawl with the likes of Thor and the Avengers, and bestowing his "gift" (a solid thumping) to all miscreants he judges worthy of receiving it.

THE HULK

Robert Bruce Banner, altered human
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	GOOD (10)
Strength:	UNEARTHLY (100)
Endurance:	UNEARTHLY (100)
Reason:	REMARKABLE (30)
Intuition:	GOOD (10)
Psyche:	REMARKABLE (30)
Health:	250
Karma:	70
Resources:	GOOD (10)
Popularity:	0

Known Powers:

BODY ARMOR. The Hulk has Monstrous protection from physical and energy attack forms.

INVULNERABILITY. The Hulk cannot be harmed by cold, disease, or heat.

ASTRAL DETECTION. The Hulk can see objects in the astral plane with Unearthly (100) ability.

LEAPING. The Hulk has Class 5000 leaping ability.

ADRENALINE SURGE. The Hulk gets stronger when angry, gaining a +1CS/round to a maximum of Shift Z. However, for each +1CS to Strength, the Hulk is -1CS to Reason and Intuition FEATs.

Revealed Talents: Physics, Radiation (Specialist

Gamma Rays), Crime.

In Brief: Caught in the radiation of his own Gamma Bomb, Banner developed first the alter ego of the Green Hulk, then the more recent, sinister personality of the Grey Hulk.

The Hulk is a multiple personality whose alternate personas have power. These have included the baseline rational Bruce Banner, the powerful but unintelligent "Green Hulk," and the less-powerful but moderately intelligent "Grey Hulk." Recently, these three personas have combined into one, with the power of the Green Hulk, the intelligence of Bruce Banner, and the emotions and attitude of the Grey Hulk.

HUMAN TORCH I

"Jim Hammond," robot (android)
(secret identity)

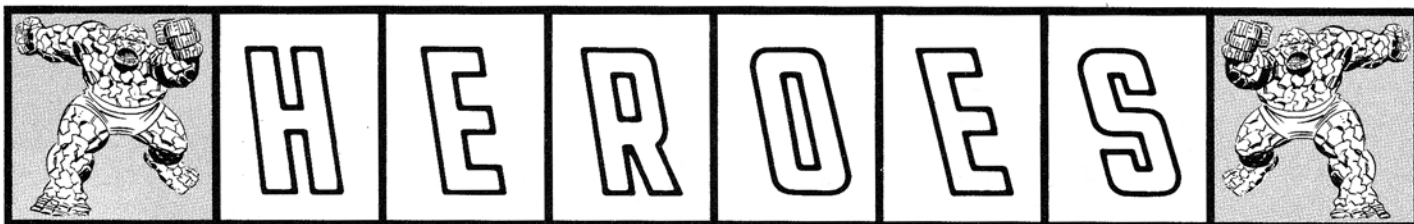
Fighting:	EXCELLENT (20)
Agility:	GOOD (10)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	TYPICAL (6)
Health:	60
Karma:	26
Resources:	POOR (4)
Popularity:	EXCELLENT (20)

Known Powers:

BODY ARMOR. The Human Torch's fiery form provides him with Incredible (40) protection against physical objects of Incredible (40) material strength or less. These objects are considered to melt before they strike him. Stronger objects, and energy attacks affect him normally. Water can douse the Torch's flames if in Amazing (50) amounts or intensity (Water in Incredible (40) amounts will force a Power FEAT for the Torch to remain alight).

GENERATE FIRE. The Human Torch can generate flames throughout his body of up to Unearthly (100) intensity. He can fire bolts of flame up to 5 areas distant for up to Unearthly (100) damage.





CONTROL FIRE. The Human Torch has Unearthly (100) control over fire and flames, including both his own and other natural fires. He may extinguish fires of up to Unearthly intensity in one area.

INVULNERABILITY. The Human Torch cannot be harmed by fire or heat, or by attacks based on fire or heat.

FLIGHT. When in flaming form, the Human Torch may attain Excellent (20) air speed.

NOVA FLAME. The Human Torch could expend all his energies to create an explosion of Shift Z intensity. The Torch would then be unconscious for 1-10 turns.

ROBOTIC FORM. The original Human Torch is an android, a synthetic correlation of a human being, and as such is not truly "alive" (though he and his allies might disagree with this definition). He is subject to those powers and abilities which affect machinery (such as Shadowcat's phasing powers or the invisibility to machines of some of the X-Men), but cannot be affected by mind control, telepathy, emotion-controlling powers, and other powers which primarily affect human minds.

Revealed Talents: Law Enforcement

In Brief: An android created by Prof. Horton, the original Torch functioned both as a crime fighter (as a costumed hero as well as a police officer in his "Jim Hammond" identity) and alongside Captain America and the Sub-Mariner as one of the Invaders of World War Two. Deactivated and buried for years, he was recently brought back to life, and is currently a member of the West Coast Avengers, trying to find his place in the modern world.

HUMAN TORCH II

Johnny Storm, altered human
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	TYPICAL (6)

Health:	60
Karma:	26
Resources:	REMARKABLE (30)
Popularity:	AMAZING (50)

Known Powers:

BODY ARMOR. When in flaming form, The Human Torch has Incredible (40) protection against physical objects of Incredible or less material strength only. Energy attacks affect him normally. Water can douse the Torch's flame if in greater than Amazing (50) amounts (Incredible amounts force a Power FEAT to remain alight).

GENERATE FIRE. The Human Torch can generate flame of up to Unearthly (100) intensity. He may fire bolts of up to Unearthly (100) flame damage up to 5 areas away.

CONTROL FIRE. The Human Torch has Unearthly (100) control over the fire he generates, as well as that from natural sources. He may use this ability to create coils and shapes of flame, as well as create flaming duplicates of himself. He may extinguish natural fires of up to Unearthly (100) Intensity.

INVULNERABILITY. The Human Torch is unaffected by fire and heat attacks.

FLIGHT. In flaming form, the Human Torch flies at Excellent (20) air speed.

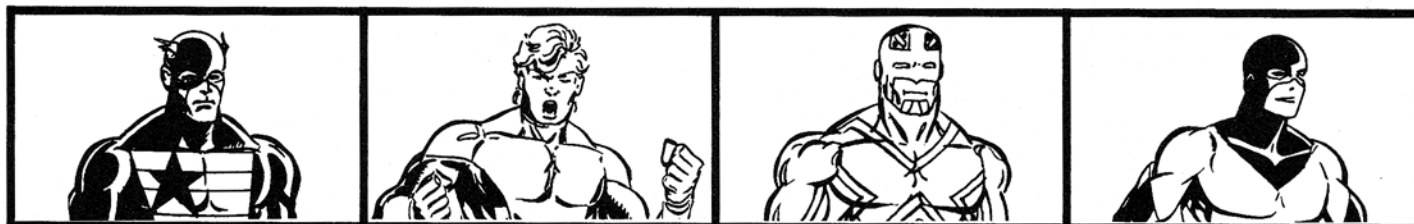
NOVA FLAME. The Human Torch can channel all of his power into a single blast of power of Shift Z intensity. After making such an attack, however, all of his energies are depleted and he is knocked out for 1-10 turns.

Revealed Talents: Mechanic, Automobile Design, Race Car Driver

In Brief: One of the original Fantastic Four who gained their abilities from exposure to cosmic radiation, Johnny Storm took the name of the then-inactive original Human Torch as his own identity. He has remained a member of the team since that time.

ICEMAN

Bobby Drake, mutant
(secret identity)





Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: REMARKABLE (30)
 Reason: GOOD (10)
 Intuition: POOR (4)
 Psyche: TYPICAL (6)
 Health: 56
 Karma: 20
 Resources: TYPICAL (6)
 Popularity: GOOD (10)

Known Powers:

ICE GENERATION. Iceman can create ice with Remarkable (30) ability, provided that there is any water vapor available. He uses this ability in a number of ways, including:

- Creating ice shields of up to Remarkable (30) protection
- Creating weapons or structures of up to Remarkable (30) material strength
- Project cold of Remarkable (30) intensity, up to three areas away
- Throw ice-balls or daggers for up to Remarkable (30) edged or blunt damage, up to three areas away
- Create slides of ice which allow him to move at Typical (6) Ground Speed

- Create immobile duplicates of himself in ice

INVULNERABILITY. Iceman is invulnerable to cold, and cannot be harmed by cold attacks (though he may be harmed by physical attacks using ice, for example).

BODY ARMOR. When "iced up," Iceman has Remarkable (30) protection from physical and energy attacks. This armor is weakened by heat and fire-based attacks by the rank number of the attack.

Revealed Talents: Thrown Weapons, Accounting, Weapon Specialist: Ice-Weapons.

In Brief: Iceman's mutant powers surfaced during adolescence, and he was recruited as the second, and youngest, member of the original X-Men. Since then, he has been a member of the Champions and the Defenders, and he is currently a member of X-Factor.

INVISIBLE WOMAN

Susan Richards, altered human
(public identity)

Fighting: GOOD (10)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: EXCELLENT (20)
 Reason: GOOD (10)



HEROES

Intuition: EXCELLENT (20)
 Psyche: GOOD (10)
 Health: 46
 Karma: 40
 Resources: REMARKABLE (30)
 Popularity: AMAZING (50)

Known Powers:

INVISIBILITY. Sue Richards can make herself invisible with Remarkable (30) intensity, unable to be seen by those with normal vision. She has in the past also made others invisible, made parts of objects invisible, and made invisible objects apparent to all.

FORCE FIELDS. The Invisible Woman can generate a force field of Monstrous (75) strength in a single area, and extend it over multiple areas, at -1CS to the rank for each additional area. She may create a softer cushion as well which absorbs up to Monstrous damage. Unless Sue has time to "brace" the field (which takes one turn), she is subject to all the Stun and Slam results against the field. The force field is negated if Sue drops the field.

FLIGHT. By creatively using her force field power, Sue can fly at Feeble (2) air speed. She may carry others with her, up to 10 tons of weight.

Revealed Talents: Performer, Martial Arts E

In Brief: One of a spaceship's crew to be exposed to cosmic radiation, Sue Storm is a founding member of the Fantastic Four. She is currently married to Reed Richards (Mister Fantastic) and has a son, Franklin (Tattle-tale).

IRON MAN

Tony Stark, high-tech
 (secret identity)

Fighting: REMARKABLE (30)
 Agility: REMARKABLE (30)
 Strength: AMAZING (50)
 Endurance: MONSTROUS (75)
 Reason: INCREDIBLE (40)
 Intuition: EXCELLENT (20)
 Psyche: TYPICAL (6)

Health: 185
 Karma: 66
 Resources: AMAZING (50)
 Popularity: GOOD (10)

Known Powers:

All of Iron Man's powers derive from his highly advanced armor. His abilities within the armor are as listed above. The abilities presented are for his current suit, but Stark is continually upgrading and improving his armor.

BODY ARMOR. The current Iron Man armor is made of Remarkable (30) strength material, but when stiffened with its personal force field, provides Amazing (50) protection from physical and energy damage.

FORCE FIELD. Iron Man may shunt the energy from his other systems to his force field, raising it to Monstrous (75) protection, but while doing so, he may not use his other weapons.

FLIGHT. Iron Man normally flies at Excellent (20) speed, but can reach air speeds of Shift X. He reaches this maximum only when he has a clear line of flight.

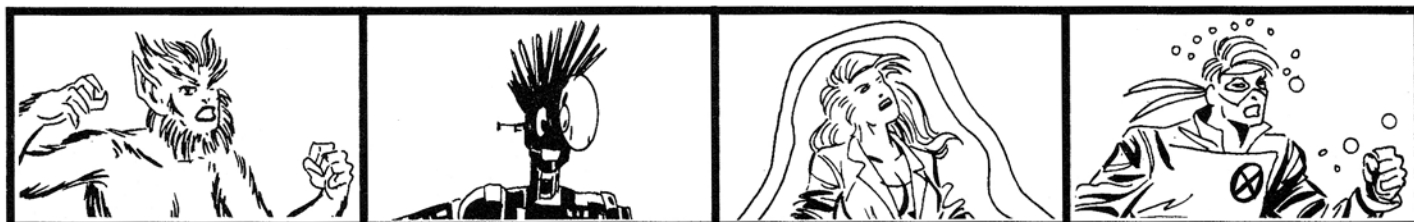
REPULSORS. Iron Man's main weapons are his repulsors, which are fired from his gauntlets for up to Amazing (50) force damage, at a range of 10 areas.

PULSE BOLTS. An intensified version of the repulsors, these pulse bolts are fired in a similar fashion and inflict flat Monstrous (75) energy damage at up to 10 areas range.

HEAT BEAM. Iron Man's chest plate has a thermal beam with can fire up to Incredible (40) rank heat energy up to three areas away. The chest plate can also emit light of up to Remarkable (30) intensity.

TRACTOR BEAM. Iron Man's armor has a tractor beam of Remarkable (30) intensity, able to move or grapple objects as if by Remarkable (30) strength.

ENERGY ABSORPTION. The Iron Man armor can absorb up to 300 points worth of energy, and redirect it through the various weapons systems, raising them to Monstrous for that round. Holding such energy longer than four turns can cause damage for the wearer and those around him. Make an Endurance FEAT or all within one area take Good (10) energy damage, while the wearer of the armor takes Excellent (20) energy damage.





ELECTRO-MAGNETIC PULSE. A recent addition, the EMP generator attacks all electrical systems with Amazing (50) ability, forcing them to shut down. The generator also causes Iron Man's armor to shut down for 6 turns.

PROTECTED SENSES. Iron Man's armor has Remarkable (30) protection from sound and light-based attacks. If blinded by a light-based attack, he will only be blinded for 1 turn, as opposed to 1-10.

ECMs. The Iron Man armor has a number of electronic countermeasures that provide Remarkable (30) protection from radar, sonar, and other electronic detections.

SENSORS. Iron Man's various radar, sonar, and electronics detection allows him Incredible (40) ability to detect objects, radio waves, trace communications and signals, etc.

ANTI-THEFT DEVICES. After several attempts to steal the armor and its technologies, Stark developed a security circuit. Attempts to copy or dismantle the chips used in his armor will cause those chips to melt into useless slag (with Monstrous (75) ability), and the armor itself to detonate in 2 turns for Incredible (40) damage to all in one area.

Limitation:

ALCOHOLISM. Tony Stark is an alcoholic. He is currently not drinking, but has in the past been known to succumb under the pressure of his life as head of Stark Enterprises and Iron Man.

Revealed Talents: Electronics, Business, Engineering

In Brief: An electronics genius who built his first suit of Iron Man Armor to save his own life when captured by rebels, Tony Stark has constantly refined and improved his armor to its present state, the leading edge of modern technology.

JUBILEE

Real Name Unrevealed, mutant

Fighting:	GOOD (10)
Agility:	REMARKABLE (30)
Strength:	POOR (4)
Endurance:	TYPICAL (6)
Reason:	POOR (4)
Intuition:	GOOD (10)

Psyche:	TYPICAL (6)
Health:	50
Karma:	20
Resources:	FEEBLE (2)
Popularity:	0

Known Powers:

FIREWORKS. Jubilee can create multicolored globules of energy, which she calls "fireworks," with Incredible ability. These fireworks dart about at her command, and she can use them to deliver Remarkable (30) intensity blinding attacks or detonate for Remarkable (30) damage. She can absorb these fireworks back into her body without ill effect.

Revealed Talents: Acrobatics, Tumbling, First Aid

In Brief: A mall-living runaway who tagged along with the X-Men without their knowledge, Jubilee rescued Wolverine from the evil cyborg Reavers and helped form the core of the reborn X-Men team. Jubilee is young, gutsy, and often in need of a translator for her heavily-accented valley-speak.

KID NOVA

Richard Rider, altered human
(secret identity)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	REMARKABLE (30)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	TYPICAL (6)
Psyche:	TYPICAL (6)

Health:	110
Karma:	18
Resources:	TYPICAL (6)
Popularity:	0

Known Powers:

FLIGHT. Nova can fly at up to Shift X air speed. Normally he keeps it down to Remarkable (30) air speed in crowded areas, and must make an Agility FEAT to make tight turns at speeds higher than that.



HEROES

BODY ARMOR. Nova's skin is thicker and more resistant to harm than normal human skin. It provides him with Remarkable (30) protection from physical and energy attacks.

Revealed Talents: Student

In Brief: Invested with the powers of a Champion of the alien Xandar, the teen-aged Nova lost those powers and returned to normal life. Those powers returned to him under the threat of the Night Thrasher, who then offered him a position in the team he was forming, the New Warriors. He prefers to be called Nova; only Speedball gets away with calling him "kid."

LOCKHEED

Alien (Dragon)

Fighting:	GOOD (10)
Agility:	REMARKABLE (30)
Strength:	FEEBLE (2)
Endurance:	GOOD (10)
Reason:	EXCELLENT (20)
Intuition:	EXCELLENT (20)
Psyche:	EXCELLENT (20)
Health:	52
Karma:	60
Resources:	N/A
Popularity:	0

Known Powers:

FIRE BREATH. Lockheed breathes for Remarkable (30) fire damage up to one area away.

FLIGHT. Lockheed flies with leathery wings, reaching Typical (6) air speed.

PSI-SCREEN. Lockheed's mind is alien, such that he has Class 1000 protection from mental scans and detection.

Revealed Talents: None Revealed

In Brief: An alien creature in the form of a small fire-breathing dragon, Lockheed stowed away with the X-Men and was adopted by Kitty Pryde (Shadowcat). Lockheed is currently a member of Excalibur. When gaming, it is recommended that Lockheed be played either

by the character running Shadowcat or by the Judge, though he can be run as a individual character.

MARVEL BOY

Vance Astro, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	GOOD (10)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	36
Karma:	26
Resources:	POOR (4)
Popularity:	POOR (4)

Known Powers:

MENTAL BOLTS. Astro can fire bolts of up to Incredible (40) intensity mental energy or force.

FORCE FIELDS. Marvel Boy can create force fields of up to Remarkable (30) intensity in the same area as himself. He is able to extend those force fields into adjacent areas, with the strength reduced by -1CS for each additional area.

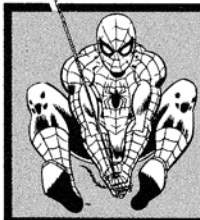
MENTAL SHAPES. Marvel Boy can create physical shapes with his mental force fields of up to Excellent (20) material strength.

FLIGHT. Marvel Boy can telekinetically fly at up to Typical (6) air speed.

Revealed Talents: Wrestling, Martial Arts B

In Brief: A young mutant whose mental abilities manifested when confronted by a future-version of himself, Marvel Boy attempted to join the Avengers and, when turned down, became a member of the New Warriors. By causing young Vance to manifest his powers early, the future-Astro created a divergent reality (though this left his own reality, where aliens invaded Earth and survivors formed the Guardians of the Galaxy, intact).





MARVEL



MARVEL GIRL

Jean Grey, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	EXCELLENT (20)
Psyche:	AMAZING (50)
Health:	56
Karma:	80
Resources:	REMARKABLE (30)
Popularity:	GOOD (10)

Known Powers:

TELEKINESIS. Marvel Girl has Incredible (40) telekinetic ability, allowing her to move things with her mind as if she had Incredible (40) strength. Using this ability, she may move herself and others in "flight" of up to Remarkable (30) air speed.

FORCE FIELDS. Marvel Girl can create force fields of up to Incredible (40) protection. These force fields may be extended over multiple areas, at -1CS to their effectiveness.

FORCE BOLTS. Marvel Girl may fire mental bolts of up to Incredible (40) force damage, at a range of 3 areas.

Revealed Talents: Fashion, Resist Domination

In Brief: A young mutant who became one of the original X-Men, Jean Grey lay in suspended animation for several years while her physical form was imitated by the Phoenix Force. With the demise of this original Phoenix Force, Jean revived, and became a founding member of X-Factor.

MEGGAN

Mutant

Fighting:	GOOD (10)
Agility:	REMARKABLE (30)
Strength:	GOOD (10)

Endurance:	INCREDIBLE (40)
Reason:	POOR (4)
Intuition:	GOOD (10)
Psyche:	POOR (4)
Health:	90
Karma:	18
Resources:	FEEBLE (2)
Popularity:	GOOD (10)

Known Powers:

CHANGELING. Meggan has Unearthly (100) shape-changing ability, limited to (generally) human and humanoid characteristics. When making such changes, she can modify her abilities as follows:

- Gain physical Powers such as teeth, claws, tracking ability, exceptional senses (maximum of Amazing (50)), body armor (Maximum of Incredible) and wings or fins.
- Increase physical abilities by a total of 4 column shifts. This may vary from adding one CS to each of the four physical attributes (Fighting, Agility, Strength, and Endurance) or adding +4CS to one single attribute. Health is unaffected, as are the remaining attributes or Karma.
- Meggan's own attitudes affect her appearance. When angry she takes on a monstrous, hulking appearance, when sad she becomes more plain-looking, and when attracted to an individual she reflects that individual or their impression of her. She must make a Psyche FEAT to avoid such involuntary changes.

FLIGHT. Meggan can fly under her own power with Excellent (20) air speed.

ANIMAL COMMUNICATION. Meggan has Unearthly (100) ability to converse with other animals.

RESISTANCE FROM COLD. Meggan's natural insulation provides her Good (10) protection from cold.

Limitation:

HOMELAND LINK. Like Captain Britain, Meggan's abilities are tied to her homeland, the British Isles. Once beyond the Isles, her control over her abilities is less precise. All FEAT rolls are at -2CS, and she is more subject to sudden changes in appearance.

Revealed Talents: Television junkie.





In Brief: A young English mutant who teamed up with Captain Britain in several adventures, Meggan is currently a member of Excalibur with the Captain. She is the most enthusiastic member of the team, though she is subject to sudden mood swings.

MISTER FANTASTIC

Reed Richards, altered human
(public identity)

Fighting:	GOOD (10)
Agility:	TYPICAL (6)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	AMAZING (50)
Intuition:	EXCELLENT (20)
Psyche:	REMARKABLE (30)

Health:	42
Karma:	100
Resources:	REMARKABLE (30)
Popularity:	AMAZING (50)

Known Powers:

PLASTICITY. Mr. Fantastic has a pliable, malleable body, having this power at the Monstrous (75) rank. He can use his form for a number of abilities, including Imitation,

creating a cushion of Monstrous protection, and leaping (rather, forming into a ball and bouncing) with Monstrous (75) ability.

ELONGATION. Mr. Fantastic has Shift X elongation ability, and is able to extend himself to fight opponents up to 5 areas away.

BODY ARMOR. Mr. Fantastic's ductile skin provides him with Remarkable (30) protection from both physical and energy attacks.

Revealed Talents: Electronics, Physics, Dimensional Travel, Engineer, Mechanics

In Brief: The leader of the test-flight of an experimental stardrive, Reed Richards and his companions were bombarded by cosmic radiation, turning them into the Fantastic Four. Reed remains the leader of the FF.

MOCKINGBIRD

Barbara Morse Barton, high-tech
(secret identity)

Fighting:	EXCELLENT (20)
Agility:	EXCELLENT (20)
Strength:	TYPICAL (6)
Endurance:	GOOD (10)
Reason:	EXCELLENT (20)





Intuition: TYPICAL (6)
 Psyche: TYPICAL (6)
 Health: 56
 Karma: 32
 Resources: TYPICAL (6)
 Popularity: REMARKABLE (30)

Known Powers:

Mockingbird has no inborn superhuman abilities. However, she does have the following equipment:

BODY ARMOR (EQUIPMENT). Mockingbird's costume is made of Kevlar armor backed with beta cloth. This provides her with Excellent (20) protection.

UNIQUE WEAPONS: BATTLE STAVES (EQUIPMENT). Mockingbird uses as her primary weapons a set of two battlestaves, made of Remarkable (30) strength material. These battlestaves are carried in holders in the sleeves, and can be used as follows:

- As blunt weapons for Good (10) damage.
- Thrown for Excellent (20) damage.
- The poles may be fitted together and telescoped to create an 8' vaulting pole.

Mockingbird may bounce the poles off her targets and have them return to her hands on a successful Agility FEAT.

Revealed Talents: Biology, Law Enforcement, Espionage, Acrobatics, Martial Arts A, B, & C, Weapon Specialist: Battle Staves

In Brief: A former SHIELD agent turned freelance vigilante, Mockingbird specializes in investigating corruption and threats to the United States. She has been a member of the Avengers, and was previously married to Hawkeye. (They are currently involved in a rocky reconciliation.)

MOON KNIGHT

Marc Spector, high-tech
 (secret identity)

Fighting: REMARKABLE (30)
 Agility: EXCELLENT (20)
 Strength: EXCELLENT (20)
 Endurance: EXCELLENT (20)
 Reason: GOOD (10)

Intuition: EXCELLENT (20)
 Psyche: REMARKABLE (30)
 Health: 90
 Karma: 60
 Resources: REMARKABLE (30)
 Popularity: TYPICAL (6)

Known Powers:

Moon Knight has no superhuman powers currently, though he has gained such powers previously under the influence of the "god" Konshu. He does carry the following equipment:

SCARAB DARTS (EQUIPMENT). These crescent-shaped darts inflict Good (10) edged throwing damage, with a range of three areas.

LASSO-GRAPPLE (EQUIPMENT). An Excellent (20) strength rope with an Excellent (20) grappling ability.

GLIDING (EQUIPMENT). Moon Knight's cape can be used for gliding at Poor (4) air speed.

BODY ARMOR (EQUIPMENT). Moon Knight's costume contains bullet-proof material, providing him with Good (10) protection from physical and energy attacks.

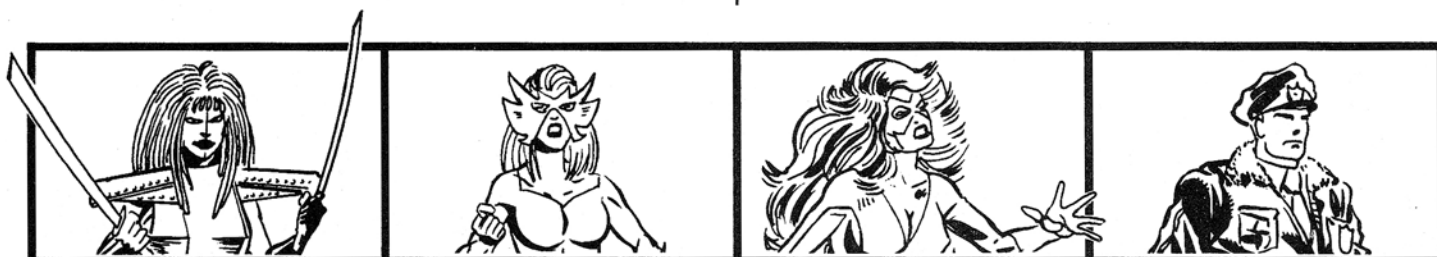
MOON-COPTER (EQUIPMENT). There have been several "moon-copters." The current incarnation has Excellent (20) Control, Excellent (20) Air Speed, and Excellent (20) Body. The copter has VTOL abilities and can move silently. The copters are piloted by Jean-Paul DuChamp, who works under the name "Frenchie."

Revealed Talents: Military, Driver, Business, Handguns, Weapons Specialist: Scarab-darts

In Brief: A mercenary shot and abandoned by his compatriots, Marc Spector was rescued through the intercession of the Egyptian god Konshu. Though possessing super-human powers in the past as Konshu's avatar on Earth, Spector is currently operating on his own, with the aid of his pilot Frenchie and his girlfriend Marlene.

NAMORITA

Namorita Prentiss, mutant/alien (Atlantean)
 (public identity)



HEROES

Fighting: EXCELLENT (20)
 Agility: REMARKABLE (30)
 Strength: INCREDIBLE (40)
 Endurance: EXCELLENT (20)
 Reason: TYPICAL (6)
 Intuition: EXCELLENT (20)
 Psyche: EXCELLENT (20)
 Health: 110
 Karma: 46
 Resources: EXCELLENT (20)
 Popularity: GOOD (10)

Known Powers:

WATER-BREATHING. Namorita can breathe water as well as air.

BODY ARMOR. Namorita's skin provides her with Good (10) protection from physical and energy damage.

RESISTANCE TO COLD. Namorita, like others of the Atlantean race, has Excellent (20) resistance to cold.

SWIMMING. Namorita can swim at Typical (6) water speed.

FLIGHT. Like her cousin Namor, Namorita can fly at Poor (4) 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 -1CS to FEATs for each hour without such water. If totally deprived of moisture, she loses 1 points of Health per hour. Immersion in water restores such lost Health immediately.

Revealed Talents: Oceanography, Ocean Geography, Ichthyology, Student

In Brief: Namorita, like her cousin Namor (Sub-Mariner) is a mutant, different from both her human grandmother and the remainder of her Atlantean family tree. She has aided her cousin on a number of occasions, and has recently become a member of the New Warriors. She is currently a college student, with an active interest in the environment, particularly the sea.

NIGHTCRAWLER

Kurt Wagner, mutant
(public identity)

Fighting: EXCELLENT (20)
 Agility: AMAZING (50)
 Strength: TYPICAL (6)
 Endurance: REMARKABLE (30)
 Reason: GOOD (10)
 Intuition: EXCELLENT (20)
 Psyche: EXCELLENT (20)
 Health: 106
 Karma: 50
 Resources: POOR (4)
 Popularity: TYPICAL (6)

Known Powers:

TELEPORTATION. Nightcrawler can teleport with Shift X ability, up to 3 miles away from his starting location. He generally needs to see the location before teleporting, as "blind" teleportation may result in appearing within a solid object. Nightcrawler may teleport others, but if he does so, they must make an Endurance FEAT to remain conscious. Nightcrawler may make multiple teleports in the same turn as a Power FEAT, either to attack multiple non-adjacent opponents in the same area, or to knock out an opponent by grappling with him and teleporting multiple times.

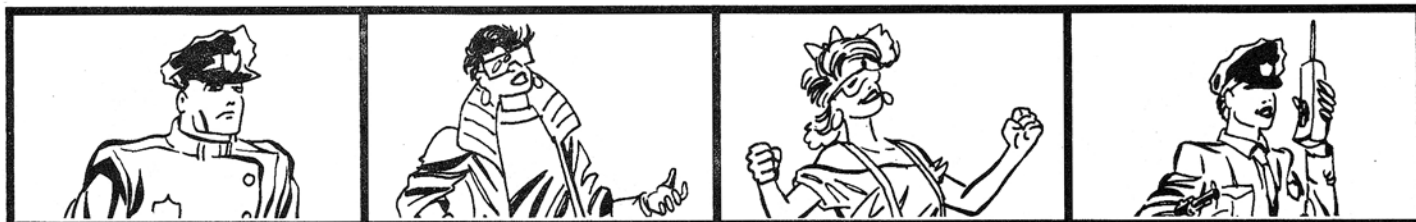
PREHENSILE TAIL. Nightcrawler has a thin, pointed tail which he can use as an additional hand for grappling or using weapons. He uses this tail with normal Agility.

WALL-CRAWLING. Nightcrawler adheres to vertical surfaces with Amazing (50) ability.

BLENDING. Nightcrawler's indigo skin allows him to achieve Incredible (40) invisibility in darkness.

Revealed Talents: Tumbling, Acrobatics, Martial Arts C, Resist Domination, First Aid, Sharp Weapons (Epee), Mechanics, Electronics.

In Brief: A young German mutant rescued from an angry mob by Professor X, Kurt Wagner became a founding member of the "New" X-Men. He is currently a member of Excalibur, based in the British isles.





NIGHT THRASHER

Dwayne Taylor, high-tech
(secret identity)

Fighting:	INCREDIBLE (40)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	EXCELLENT (20)
Intuition:	EXCELLENT (20)
Psyche:	GOOD (10)
Health:	90
Karma:	50
Resources:	INCREDIBLE (40)
Popularity:	0

Known Powers:

Night Thrasher has no superhuman powers, but uses the following equipment:

BODY ARMOR (EQUIPMENT). Night Thrasher's padded body-suit provides Good (10) Protection from physical and energy attacks.

KNIVES (EQUIPMENT). Night Thrasher carries knives along the back of his wrist, which eject on command. These knives inflict Good (10) edged attack.

HELICOPTER (EQUIPMENT). Thrasher's wide variety of resources includes a helicopter for easy transportation. The copter has VTOL abilities, Good Control, Good Speed, and Feeble Body.

Revealed Talents: Computers, Martial arts A & E, Leadership.

In Brief: Night Thrasher's parents were killed by criminals, leaving the young man behind with a large inheritance and a lust for vengeance. To that end he has perfected his fighting abilities as a super-powered vigilante, and also recruited Marvel Boy, Firestar, Kid Nova, Speedball, and Namorita to form the New Warriors.

PHOENIX II

Rachel Summers, mutant
(public identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	GOOD (10)
Endurance:	INCREDIBLE (40)
Reason:	GOOD (10)
Intuition:	REMARKABLE (30)
Psyche:	MONSTROUS (75)
Health:	70
Karma:	115
Resources:	POOR (4)
Popularity:	0

Known Powers:

TELEKINESIS. Phoenix has Monstrous (75) telekinetic skills, which includes both delicate manipulations and moving huge objects. Using her telekinesis, she can fly (and carry others) at Amazing (50) speed, and grapple opponents telekinetically with Monstrous (75) force.

FORCE FIELD. Phoenix can create telekinetic force fields of up to Amazing (50) strength. These force screens lose one rank of effectiveness for each TWO additional areas they encompass.

FORCE BOLTS. Phoenix can fire force bolts of up to Amazing (50) force damage. Such force bolts ignore body armor but not force fields.

MENTAL SCREENS. Phoenix has psi-screens of Amazing (50) power, which serve as protection from mental and emotion-based attacks.

TELEPATHY. While not on a par with Professor X, Phoenix is an accomplished telepath, using telepathic abilities with Amazing (50) ability.

MUTANT DETECTION. Phoenix can detect the presence of other mutants by their mental patterns, with Amazing (50) ability. In her alternate future, she was used as a mutant-hunting "hound" to capture escaped mutants.

Revealed Talents: Acrobatics, Martial Arts C & E, Resist Domination.

In Brief: The daughter of Scott Summers and the Phoenix Force in an alternate future timeline, Rachel Summers returned to this time in an attempt to change the past. She was a member of the X-Men, and is currently a member of Excalibur.





PROFESSOR X

Charles Xavier, mutant
(public identity)

Fighting:	TYPICAL (6)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	INCREDIBLE (40)
Intuition:	AMAZING (50)
Psyche:	MONSTROUS (75)
Health:	52
Karma:	165
Resources:	REMARKABLE (30)
Popularity:	GOOD (10)

Known Powers:

TELEPATHY. Xavier is one of the world's premier telepaths, with Unearthly (100) ability. He uses this ability primarily to contact minds within 250 miles. He can monitor the minds of others on a successful FEAT roll. He can also alter the thoughts of others (they must make a Psyche FEAT to avoid), though this is anathema to him, and if he does so, he will lose all Karma.

MENTAL BOLTS. Xavier can fire bolts of mental force for up to Unearthly (100) Force damage. Such mental bolts ignore body armor but not force fields.

MUTANT DETECTION. Xavier has the ability to detect other mutants with Monstrous (75) ability.

ASTRAL PROJECTION. Xavier can create an astral body and enter the astral field with Monstrous (75) ability.

PSI-SCREEN. As the world's most powerful telepath, Xavier has a mental screen of Shift Z, protecting him from mind and emotion-controlling effects.

Revealed Talents: Electronics, Genetics, Engineering

In Brief: A powerful mutant telepath, Xavier seeks to bridge the ever-widening gap between man and mutant. To that end, he has formed teams of young mutants such as the X-Men and New Mutants, both to train them in their powers and use them as champions against evil mutants. Xavier is the consort of the empress-in-exile Lilandra of the Shi'ar, and is currently in space with the Starjammers.

PSYLOCKE

Elizabeth Braddock, Lady Mandarin, mutant
(secret identity)

Fighting:	EXCELLENT (20)
Agility:	GOOD (10)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	GOOD (10)
Intuition:	REMARKABLE (30)
Psyche:	AMAZING (50)
Health:	80
Karma:	90
Resources:	POOR (4)
Popularity:	0

Known Powers:

TELEPATHY. Psylocke has telepathy at the Incredible (40) level, allowing her to read minds with Incredible ability. She was previously capable of controlling others minds (though at a loss of all Karma) in a previous incarnation, but has not demonstrated any such ability to date.

INVISIBILITY TO MACHINES. Psylocke has Unearthly (100) invisibility to machines and mechanical recording devices, including cameras and sensors.

BIONIC EYES. Psylocke's eyes are made of extra-dimensional bionic material, and give her Typical (6) vision. Previously, these eyes relayed her senses back to the evil Mojo, but that relay has been disrupted.

Revealed Talents: Espionage, Martial Arts A, B, & E

In Brief: The sister of Captain Britain who took his uniform and responsibilities for a brief time, Psylocke eventually became a member of the X-Men. Mystically reborn as an oriental, she has regained her memory of her past and rejoined the X-Men.

PUNISHER

Frank Castle, high-tech
(secret identity)





Fighting: AMAZING (50)
 Agility: EXCELLENT (20)
 Strength: GOOD (10)
 Endurance: EXCELLENT (20)
 Reason: TYPICAL (6)
 Intuition: EXCELLENT (20)
 Psyche: TYPICAL (6)
 Health: 100
 Karma: 32
 Resources: POOR (4)
 Popularity: 0

Known Powers:

Punisher has no super-human powers. He *does* have an extensive arsenal of military equipment, as well as a temperament mean enough to use it. His equipment includes, but is not limited to:

ASSAULT RIFLE (EQUIPMENT). Range 7 areas, Good (10) shooting damage.

REVOLVER (EQUIPMENT). Range 3, Typical (6) shooting damage.

COMBAT KNIFE (EQUIPMENT). Good (10) edged damage.

GRENADES (EQUIPMENT). Concussion (Incredible (40) force), tear gas (Remarkable (30) Intensity)

BATTLE VAN (EQUIPMENT). The battle van has an Amazing (50) rank Body and its Control and Speed are both at Remarkable (30) rank.

BODY ARMOR (EQUIPMENT). Punisher has Good (10) body armor, concentrated most heavily on the skull-head on his suit (the most obvious target).

Revealed Talents: Martial Arts A, Guns, Wrestling, Military, Espionage, Mechanics (weapons), Demolition.

In Brief: When Frank Castle's family was killed by organized criminals, Castle declared vengeance against all crime. As the Punisher, he conducts a methodical, bloody, and dangerous campaign against all those who oppose the law. His attitude and methods have brought him into conflict with other heroes in the past.

QUASAR

Wendell Vaughn, high-tech
(secret identity)

Fighting: EXCELLENT (20)
 Agility: EXCELLENT (20)
 Strength: GOOD (10)
 Endurance: EXCELLENT (20)
 Reason: GOOD (10)
 Intuition: TYPICAL (6)
 Psyche: TYPICAL (6)

Health: 70
 Karma: 22
 Resources: Excellent (20)
 Popularity: Good (10)

Known Powers:

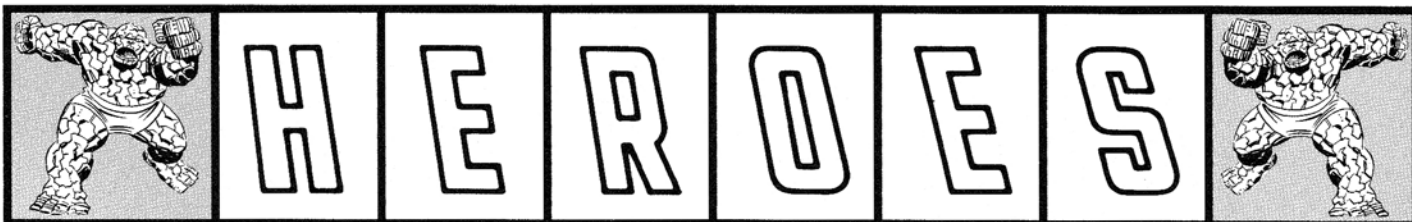
QUANTUM BANDS. Quasar has a set of alien bracelets made of Unearthly (100) material, with the following abilities:

- Force blasts of up to Monstrous (75) intensity.
- Flight of up to Shift Y speeds (though usually no more than Remarkable (30) speed in urban areas).
- Interstellar Gates: Using the bracelets, Quasar can create interstellar gates with Class 1000 ability.
- Create constructions of solid light (hammers, funnels, cages) of Monstrous (75) material strength.
- Create light of Monstrous (75) Intensity.
- Provide life support at Monstrous (75) ability.
- The bands cannot be removed.

Revealed Talents: Law Enforcement, Espionage, Military, Martial Arts A & B, Guns

In Brief: Wendell Vaughn was a SHIELD agent who successfully mastered the use of a set of alien bracelets brought to Earth by an earlier, deceased hero. After a career as Marvel Man and a stint as security chief of Project Pegasus, Quasar found his purpose as Earth's protector from interstellar menaces. His mentor, the mystical Eon, has declared that Quasar is the intended successor to the original Captain Marvel, and that he should be prepared for a major menace from space.





RICTOR

J. E. Rictor, mutant
(secret identity)

Fighting:	TYPICAL (6)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	GOOD (10)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	32
Karma:	26
Resources:	FEEBLE (2)
Popularity:	0

Known Powers:

EARTH CONTROL. Rictor has Amazing (50) ability to control the earth, manifested in creating earthquakes of up to Amazing (50) intensity and damage. He is very conscious of the inherent dangers of his power, and that his use of it along fault-lines may trigger a major quake. He can subdue earthquakes with Amazing ability.

Revealed Talents: Streetsmart, Student

In Brief: A young Mexican mutant rescued from the mutant-hating Right by X-Factor, Rictor later joined the New Mutants as a member of their team.

SCARLET WITCH

Wanda Maximoff, mutant
(public identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	EXCELLENT (20)
Psyche:	REMARKABLE (30)
Health:	46
Karma:	60
Resources:	TYPICAL (6)
Popularity:	0

Known Powers:

PROBABILITY MANIPULATION. The Scarlet Witch has an Amazing (50) rank ability to manipulate and alter probabilities. In using her power, she can cause unlikely events to occur, such as weapons misfiring, objects bursting into flame, and structures giving way. The player running the Scarlet Witch is unaware of what exactly will occur when she makes a Power FEAT—the Judge determines this based on the strength of the FEAT roll. On a Red result, the effect should be highly beneficial (the enemy is knocked out or potentially injured by the mischance). On a Yellow result, the effect less beneficial (an opponent is unable to make an attack), and on a Green result the effect lesser still (the opponent may make an attack, but suffers -1 or -2 CS to the attack from the sudden mischance). On a White result, the mischance will affect both friend and foe (an exploding gas main which peppers all combatants with hot concrete, for example). Karma may be added to this roll, though the effect chosen will be up to the Judge, not arbitrarily selected by a die roll.

MAGIC USE. In addition to her mutant ability, the Scarlet Witch has some degree of true magical ability, though she often chooses not to use it. Her ability is Incredible (40), and she may create eldritch bolts of Remarkable (30) rank, and a mystic shield of Incredible (40) strength. The Scarlet Witch seems to shy away from her mystic background as the magical realms are populated with other more powerful sorcerers and entities who choose to make her a pawn in their games.

Revealed Talents: Mystic Background, Occult Lore, Bilingual (Hungarian & English)

In Brief: The Scarlet Witch and her brother Quicksilver are the children of Magneto, the master of Mutant Magnetism, though neither he nor they knew this until the children had reached adulthood. The Scarlet Witch and her brother served Magneto in his original Brotherhood of Evil Mutants, then left that group to become heroes with the Avengers. The Scarlet Witch remains a member of the Avengers, though a recent battle with Immortus has stripped her of her powers. Whether her mutant powers are truly gone, or if they will return in another form, remains to be seen.





SHADOWCAT

Katherine Pryde, mutant
(public identity)

Fighting:	EXCELLENT (20)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	REMARKABLE (30)
Intuition:	GOOD (10)
Psyche:	TYPICAL (6)
Health:	56
Karma:	46
Resources:	TYPICAL (6)
Popularity:	GOOD (10)

Known Powers:

PHASING. Shadowcat can phase with Incredible (40) ability, and is capable of walking through walls, or taking others out of phase with her powers on a successful Power FEAT. Currently, she is permanently caught in her phased state, and must make a Power FEAT to become solid again. If a phased individual (Kitty or others) try to phase out inside another solid object, they take damage equal to the the material strength of that object. When phased, Shadowcat has Incredible (40) disruptive powers on circuitry and other machinery she passes through.

Limitation:

MYOPIA. Kitty is nearsighted and must wear corrective lenses. When acting as a super-hero, she uses contacts, but wears glasses in her "normal" identity as a matter of choice. Without corrective lenses, Kitty suffers a penalty of -1CS on combat FEATs and cannot see clearly more than one area away.

Revealed Talents: Computer, Martial Arts C & E, Resist Domination

In Brief: A young mutant from Chicago, Kitty Pryde was recruited into the X-Men and proved her worth to that team. Earlier operating under the names of Ariel and Sprite, she settled on the Shadowcat name, which she retained after joining the British group, Excalibur. Shadowcat is usually accompanied by her pet dragon, Lockheed.

SHE-HULK

Jennifer Walters, altered human
(public identity)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	MONSTROUS (75)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	EXCELLENT (20)
Health:	175
Karma:	36
Resources:	Excellent (20)
Popularity:	Remarkable (30)

Known Powers:

BODY ARMOR. She-Hulk has Incredible (40) body armor, courtesy of her gamma-irradiated skin.

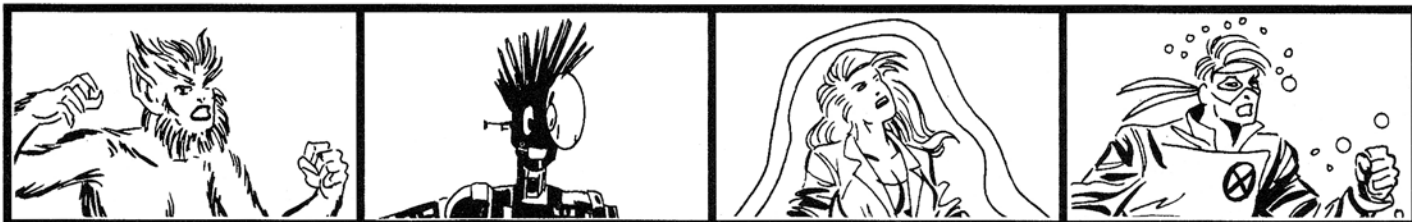
LEAPING. She-Hulk can leap up to 4 areas away in a single bound, giving her Shift Z leaping ability.

RESISTANCES. She-Hulk has Amazing (50) resistances to heat, cold, and disease, as well as Amazing protection from attacks that use those forms.

FLYING CADILLAC (EQUIPMENT). She-Hulk has a flying car built along the lines of an 1954 Cadillac. The craft has Remarkable (30) Control, Incredible (40) Air Speed, and Excellent (20) Body.

Revealed Talents: Martial Arts C, Law

In Brief: Attorney Jennifer Walters was shot by criminals, and only saved from death by an emergency transfusion from her cousin, Bruce Banner (better known as the Hulk). Banner's gamma-irradiated blood caused Walters to change into the She-Hulk, and later she was permanently fixed into that form by additional exposure to radiation. Unlike the Hulk, She-Hulk is pleased with her transformation, and continues her role as a lawyer, using her super-human abilities as need be. She is usually aided by her secretary and assistant, Louise Mason, who in the '40s was the Blonde Phantom. She-Hulk has been made aware of the fact that she is operating in a comic book. She takes this in good graces as well, and does



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not mention it to others, since it would only distress them.

SILVER SURFER

Norrin Radd, alien
(public identity)

Fighting:	AMAZING (50)
Agility:	MONSTROUS (75)
Strength:	UNEARTHLY (100)
Endurance:	UNEARTHLY (100)
Reason:	EXCELLENT (20)
Intuition:	MONSTROUS (75)
Psyche:	INCREDIBLE (40)

Health:	325
Karma:	135
Resources:	POOR (4)
Popularity:	EXCELLENT (20)

Known Powers:

POWER COSMIC. The Silver Surfer wields the Power Cosmic, the ability to channel and manipulate huge quantities of cosmic power, with Unearthly (100) ability. His range with this power is line-of-sight—if he can see it, he can affect it. In the past he has used the Power Cosmic in the following manners:

- Generating power blasts of Unearthly (100) force or energy.
- Raising a single ability score (his own or someone else's) to Unearthly (100) for 1-10 turns.
- Healing others with Unearthly ability (though he cannot restore lost Endurance Ranks).
- Reconstitute matter to his own desires (though he cannot transmute elements).
- Detect energy and type anywhere on a planet, with Unearthly ability.
- Ability to survive with no need to breathe, eat, or drink.
- Due to the Surfer's high personal moral standard, all Karma losses are *tripled*.

FLIGHT. Silver Surfer can fly through space at Class 1000 speeds, opening dimensional gates as need be. Within planetary atmospheres, he moves at Shift Z speeds. The Silver Surfer flies by means of a metallic surfboard made of Unearthly strength material. The board responds to the Surfer's mental commands.

BODY ARMOR. Surfer's silvery skin provides him with Monstrous (75) protection from physical and energy attacks. He is invulnerable to the effects of heat and cold, as well as attack forms of that type (though he may be affected by physical objects made of fire or ice).

Revealed Talents: Martial Arts D, Space Pilot





MARVEL



In Brief: Norrin Radd of the planet Zenn-La offered his services to the world-eating Galactus, in exchange for the latter sparing his world. Galactus transformed Radd into the Silver Surfer, and in the years that followed the Surfer served as that great creature's herald. He turned against his master to save Earth, and, as punishment, was imprisoned there for several years. Now free of the restrictions of the barrier, the Surfer may come and go as he pleases, though he prefers the wonders and solitude of space.

SKIDS

Sally Blevins, mutant
(public identity)

Fighting:	TYPICAL (6)
Agility:	REMARKABLE (30)
Strength:	POOR (4)
Endurance:	EXCELLENT (20)
Reason:	GOOD (10)
Intuition:	REMARKABLE (30)
Psyche:	EXCELLENT (20)
Health:	60
Karma:	60
Resources:	FEEBLE (2)
Popularity:	0

Known Powers:

FORCE FIELD. Skids has a Shift X personal force field, protecting her from most physical and energy damage. She must make a successful Psyche FEAT to lower that force field, or to extend it to cover others. For each other person or area the force field covers, its effectiveness is reduced by -1 CS (protecting another person reduces it to Unearthly (100), protecting 2 areas to Monstrous (75)).

Revealed Talents: None

In Brief: A young mutant runaway who joined the Morlocks, a community of mutant outcasts beneath the streets of Manhattan, Skids was rescued from a "mutant massacre" by X-Factor, and with Rictor, Boom-Boom, and Rusty Collins formed the X-Terminators. This group later became part of the New Mutants.

SPEEDBALL

Robert Baldwin, altered human
(secret identity)

Fighting:	GOOD (10)
Agility:	GOOD (10)
Strength:	TYPICAL (6)
Endurance:	EXCELLENT (20)
Reason:	TYPICAL (6)
Intuition:	TYPICAL (6)
Psyche:	POOR (4)
Health:	46
Karma:	16
Resources:	POOR (4)
Popularity:	FEEBLE (2)

Known Powers:

"SPEEDBALL" EFFECT. Any force or blunt attack of Poor or greater is absorbed by Speedball, with no damage to him. However, the blow causes Speedball to bounce about, allowing him to inflict up to Remarkable (30) damage to opponents he crashes into. Also, this "speedball effect" creates a lightshow affecting opponents' FEATs by -1 to -3CS.

Revealed Talents: Student, Tumbling, Martial Arts E

In Brief: Caught in the energies of a freak laboratory accident, Robbie Baldwin discovered his ability to absorb damage and became Speedball—The Masked Marvel. After a short solo career fighting low-powered opponents, Speedball joined several other young powered heroes to form the New Warriors. Given his relative invulnerability and youth, Speedball is the most light-hearted of the group.

SPIDER-MAN

Peter Parker, altered human
(secret identity)

Fighting:	REMARKABLE (30)
Agility:	AMAZING (50)
Strength:	INCREDIBLE (40)
Endurance:	INCREDIBLE (40)
Reason:	EXCELLENT (20)
Intuition:	GOOD (10)
Psyche:	INCREDIBLE (40)





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Health: 160
 Karma: 70
 Resources: TYPICAL (6)
 Popularity: REMARKABLE (30)

Known Powers:

WALL-CRAWLING: Spider-Man can adhere to walls and other surfaces with Amazing (50) ability.

SPIDER-SENSE: Spider-man has a specialized "combat-sense" that warns him of danger and potential hazards. This sense functions with Amazing (50) ability, and while it does not determine precise threats, it does indicate the intensity of the threat by the intensity of the buzzing. When his Spider-sense is in operation, Spider-Man cannot be blindsided, and when attacked may be given the opportunity to avoid damage by defensive maneuvers on a successful Power FEAT roll. If his spider-sense is negated (certain chemicals will do this), then his Intuition is normal but he makes all Agility FEATs at -1CS.

WEB-SHOOTERS (Equipment): Spider-man has a set of "web-shooters"—wrist-mounted devices to spin out a specially prepared chemical adhesive up to 3 areas away, which Spider-Man uses for a number of different effects. The webbing is an Incredible (40) strength material, hardening to Monstrous (75) strength the next round. Spider-Man uses the webbing to trap opponents, to create "swing-lines" allowing him to move 3 areas/round, and create shields and other shapes of up to Monstrous (75) material strength. Note that his special movement by web-line tends to make Spider-Man most effective in areas with tall buildings (such as Manhattan) and less effective in areas with low, separated buildings (such as the 'burbs).

SPIDER-TRACERS (Equipment): Spider-Man carries a number of small homing signals shaped like spiders, which are tuned to his spider-sense. He may track these with Amazing (50) ability up to a mile away.

Revealed Talents: Photography, Weapon Specialist: Web-shooters, Chemistry.

In Brief: High school student Peter Parker was bitten by a radioactive spider, giving him the proportional strength and agility of a spider. First seeking to capitalize on his

abilities on TV, Parker chose not to stop a fleeing criminal. That criminal would later kill Parker's Uncle Ben. Chastened by the knowledge that (everybody, now) "With Great Power Comes Great Responsibility," Spider-Man became a masked hero, seeking out criminals and protecting the populace from super-powered menaces. He has continued his career through college, and now works as a freelance photographer and research assistant. He is now married to former fashion model/present soap opera star Mary Jane Watson. Parker's Aunt May is still alive and well in Queens.

STORM

Ororo Munroe, mutant
 (secret identity)

Fighting:	EXCELLENT (20)
Agility:	REMARKABLE (30)
Strength:	TYPICAL (6)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	EXCELLENT (20)
Psyche:	GOOD (10)
Health:	106
Karma:	36
Resources:	POOR (4)
Popularity:	0

Known Powers:

WEATHER CONTROL. Given her Amazing (50) control over the weather, Storm is capable of the following actions:

- Create fog and rain of Amazing (50) intensity.
- Generate winds of Amazing (50) strength.
- Raise or lower temperature with Amazing ability (50).
- Reduce existing weather affects with Amazing ability (50).
- Summon lightning to strike targets on the ground with bolts of up to Amazing (50) intensity.
- Predict weather within three days.
- Affect weather with mood. Surrounding weather often reflects Ororo's disposition.





FLIGHT. Storm uses her mutant powers of weather control to fly at up to Incredible (40) speeds. She can carry other objects with a power FEAT, and has recently moved and controlled an object as large as an airplane.

INVISIBILITY TO MACHINES. Storm has Unearthly (100) invisibility to machines and recording devices, including cameras and sensors. Robots and other "characterlike" creatures must make a Psyche FEAT against the Unearthly intensity of this ability to perceive Storm.

Revealed Talents: Crime, Escape Artist, Lockpick, Martial Arts A, C, Aerial Combat, Resist Domination.

In Brief: Ororo is an American-born mutant who was abandoned in Cairo after her parents died. She was a young thief before her travels took her south across the desert. In Kenya, her mutant powers manifested themselves. There, Professor X recruited her, and she became one of his "New" X-Men. She worked with the X-Men as both a member and a leader until she apparently "died" not long ago. Ororo was not really dead, however; she had been kidnapped and returned to childhood by a villain named Nanny. Only recently has she recovered her true age and rejoined the X-Men.

SUNSPOT

Roberto Da Costa, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	TYPICAL (6)
Strength:	TYPICAL (6)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	POOR (4)
Psyche:	GOOD (10)
Health:	52
Karma:	20
Resources:	GOOD (10)
Popularity:	POOR (4)

Known Powers:

SUNLIGHT CONVERSION. Sunspot can absorb sunlight and convert it to increased Strength and body armor. He

can develop a "powered" state, in which he turns completely black and his Strength becomes Incredible (40). (Health is not affected by this increase.) In this state, he also has Remarkable (30) protection from physical assaults and energy attacks.

Limitation:

NEEDS SUN. Sunspot's power to recharge is tied to solar energy. In areas without such energy, he can only maintain his powered state for 6 to 16 turns. When those turns have elapsed, he must make an Endurance FEAT or return to normal. When fighting in areas reached by the sun (even during cloudy days), he can maintain his "powered" state interminably. In dimensions that involve physics other than our own (such as Asgard), Sunspot's power may be further enhanced or entirely negated.

Revealed Talents: Acrobatics, Student, Bilingual (Portuguese & English).

In Brief: Professor X recruited this young Brazilian when putting together the New Mutants. Sunspot is a hothead, though, and he has left the team on several occasions. He is very loyal to his friends, but he also feels strong obligations to his family. This is despite the fact that his father belongs to the Hellfire Club, an organization which Xavier and the X-Men have fought.

THING

Ben Grimm, altered human
(public identity)

Fighting:	INCREDIBLE (40)
Agility:	GOOD (10)
Strength:	MONSTROUS (75)
Endurance:	MONSTROUS (75)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	REMARKABLE (30)
Health:	200
Karma:	50
Resources:	EXCELLENT (20)
Popularity:	AMAZING (50)

Known Powers:



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BODY ARMOR. As the Thing, Ben has a thick, rocklike hide, which provides Incredible (40) protection against physical attacks and energy damage.

FIRE RESISTANCE. The Thing's tough hide also provides Incredible (40) protection from fire and fire-based attacks.

PROTECTED SENSES. The Thing enjoys Remarkable protection from sonics and sound-based attacks.

ALTER EGO. Several times in the past, the Thing has reverted to his "original" abilities as Ben Grimm. Ben's abilities are:

F	A	S	E	R	I	P
EX	GD	GD	GD	GD	GD	RM

When in his alter ego, Ben uses a "Thing Suit" which provides the body armor and resistances of his altered form, and gives him the following physical attributes:

F	A	S	E
RM	GD	AM	AM

When in "normal" form, Ben has no compunction against carrying Force Pistols (Incredible (40) strength), or hand-held Rocket Launchers (Incredible (40) strength).

Revealed Talents: Pilot (air & space), Martial Arts B, Wrestling.

In Brief: Grim was the pilot of Reed Richard's starship. He and his companions were bombarded by cosmic radiation and transformed into the Fantastic Four. Ben's metamorphosis into the Thing was traumatic for him, and Reed Richards spent years attempting to change him back to normal.

Currently, Ben has been returned to his "normal" conditions. He uses his "Thing suit" to adventure with the others.

THOR

Eric Masterson, alien (Asgardian)
(secret identity)

Fighting:	UNEARTHLY (100)
Agility:	EXCELLENT (20)
Strength:	MONSTROUS (75)

Endurance:	MONSTROUS (75)
Reason:	GOOD (10)
Intuition:	GOOD (10)
Psyche:	REMARKABLE (30)
Health:	320
Karma:	76
Resources:	EXCELLENT (20)
Popularity:	MONSTROUS (75)

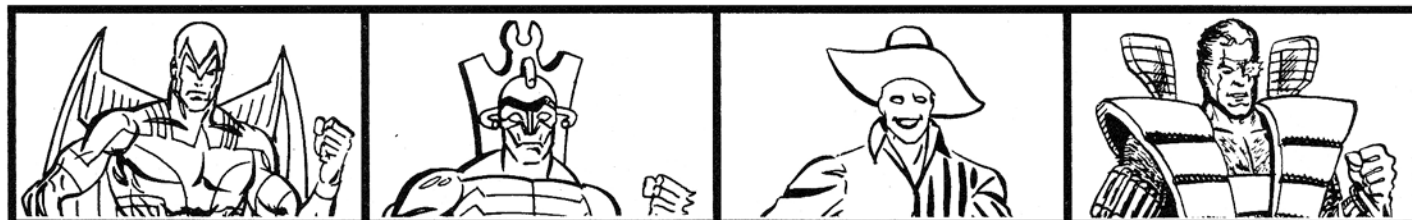
Known Powers:

BODY ARMOR. Thor's Asgardian flesh has Excellent (20) protection from physical assaults and energy attacks.

UNIQUE WEAPON (Equipment). Thor carries a hammer known as Mjolnir. This Class 3,000 material weapon boasts following abilities:

- If used as a blunt weapon, it inflicts up to Unearthly (100) damage.
- If used as a thrown weapon, it inflicts Unearthly (100) damage up to ten areas away.
- When thrown, the hammer returns to Thor's hand the next round. If it is otherwise lost, Thor may retrieve the hammer by a Norse song and a successful Psyche FEAT.
- By tossing the hammer and then immediately grasping it, Thor can fly at Shift X airspeed. (He is carried by the hammer's remarkable momentum.)
- By spinning the hammer, Thor can create a Remarkable (30) force field, which will protect himself and those near him.
- Thor can use his hammer to step between dimensions with Unearthly (100) ability. He normally confines himself to the mythological dimensions such as Asgard, Olympus, and the like, as opposed to alternate Earths or mystic dimensions such as the Dormamuu's Dark Dimension.
- Only Thor or someone with a pure heart (Unearthly popularity) can lift the hammer. Machines also can lift it, but no unworthy living creature can use the hammer of Thor.

WEATHER CONTROL. Thor has Unearthly (100) control over the weather. He can calm storms, and also can summon storms and lightning.





ALTER EGO. Thor's human persona is architect Eric Masterson, whose stats are as follows:

F	A	S	E	R	I	P
TY	GD	GD	EX	GD	EX	GD

Health: 66 Karma: 40

Revealed Talents: Edged Weapons, Mythological Lore, Weapons Specialist: Mjolnir, Architecture.

In Brief: The mythological god Thor was originally sent to Earth by his father Odin to learn humility. Thor learned his lesson all too well, adopting this mudball planet as his home. He became one of its leading heroes and a founding member of the Avengers.

Over the years, Thor has had a number of "secret identities." Recently he merged with the spirit of architect Eric Masterson. He lives a dual life, torn between responsibilities to home and family and to the eternal throne of Asgard.

TIGRA

Greer Nelson, altered human
(public identity)

Fighting:	EXCELLENT (20)
Agility:	INCREDIBLE (40)
Strength:	INCREDIBLE (40)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	REMARKABLE (30)
Psyche:	EXCELLENT (20)
Health:	130
Karma:	56
Resources:	TYPICAL (6)
Popularity:	EXCELLENT (20)

Known Powers:

ENHANCED SENSES. Tigra's sense of vision, hearing, and scent are at the Monstrous (75) level. She may use these abilities to track opponents at the Amazing (50) rank. However, due to her extended senses, she suffers a -1CS on FEAT rolls against light, sound, or scent-based attacks.

- **Night Vision.** Tigra has an Incredible (40) ability to see in the dark. She suffers no penalty for fighting in the dark.

CLAWS. Tigra's claws inflict Good (10) edged damage.

EMPATHY. Tigra is sensitive to the emotions of others, and can detect and identify them with Excellent (20) ability. In addition, she has an empathic relationship with other cats, and is able to communicate and/or understand them with Incredible (40) ability.

SPEED. Tigra can run at Good (10) ground speed, and she runs with Monstrous (75) endurance.

Revealed Talents: Biology.

In Brief: Greer Nelson was originally The Cat, a high-tech hero using a super-powered suit. An extradimensional race known as the Cat People saved her from death, and bonded her spirit to that of a legendary hero. Since that time, Tigra has had to cope with the increasingly catlike nature of her personality. Doctor Pym is currently studying Tigra in an effort to recover her human nature.

USAGENT

John F. Walker, altered human
(secret identity)

Fighting:	INCREDIBLE (40)
Agility:	REMARKABLE (30)
Strength:	INCREDIBLE (40)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	POOR (4)
Health:	150
Karma:	20
Resources:	TYPICAL (6)
Popularity:	TYPICAL (6)

Known Powers:

BODY ARMOR. USAgent's enhanced and toughened skin gives him Excellent (20) protection against physical and energy attacks.

SHIELD (Equipment). This is a duplicate of Captain America's shield. Although the material from which it is made has only Unearthly (100) strength, the shield gives USAgent Incredible (40) protection from physical and energy attacks. USAgent has studied Captain America's



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fighting style, and can bounce his shield off several targets (or opponents) and have it return to his hand on a successful Agility FEAT.

Revealed Talents: Martial Arts A, B, C & E, Leadership, Military, Weapon Specialist: Shield, Acrobatics, Tumbling.

In Brief: Dr. Karl Malus created the process by which Walker gained his superhuman abilities. Walker first appeared in the costumed identity of the Super-Patriot, a self-declared replacement for Captain America. Later, during a brief period when Steve Rogers stepped down as Captain America, Walker took his place as the "official" Captain America.

Walker proved to be both inexperienced and mentally unstable, particularly after his parents died. The role of Captain America was reclaimed by Rogers, and Walker was apparently shot by an assassin. In reality, the assassination was a government cover-up. Walker emerged with a new identity, Jack Daniels, and assumed a new costumed role, The USAgent. Assigned by the government to lead the West Coast Avengers, Walker has become a hard-nosed, no-nonsense, by-the-book individual. That attitude has distanced him from his fellow Avengers.

Recently, Walker was forced to come to term with the death of his parents. Whether this will further affect his ability as a crime-fighter is unknown.

VISION

Robot (Synthezoid)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	AMAZING (50)
Endurance:	INCREDIBLE (40)
Reason:	EXCELLENT (20)
Intuition:	GOOD (10)
Psyche:	REMARKABLE (30)
Health:	140
Karma:	60
Resources:	POOR (4)
Popularity:	EXCELLENT (20)

Known Powers:

DENSITY MANIPULATION. Vision has Unearthly (100)

control over his own density. At minimum density, he can become an ethereal (but still visible) phantom. At maximum density, he is denser than a diamond. He uses this power in the following fashions:

- His body armor's protection from energy and physical attacks can be increased from Good (10) up to Unearthly (100).
- At a density of Amazing (50) or higher, he may use his power rank instead of Strength when attacking.
- At a density of Incredible (40) and higher, all physical FEATs suffer a -1CS. At maximum density (Unearthly (100)), Vision cannot move or attack.
- At Shift 0 density, Vision can phase through solid objects without disrupting them. Vision cannot be harmed by physical attacks while in this state, but he can be harmed by energy attacks.
- At Shift 0 density, Vision can fly at Poor (4) air speed. He cannot carry anyone when in flight.
- Vision cannot affect the density or solidity of others.
- Vision may disrupt living and nonliving material by solidifying inside that material. Damage is equal to the Vision's chosen density rank. Body armor is ignored, but Force Fields are not.

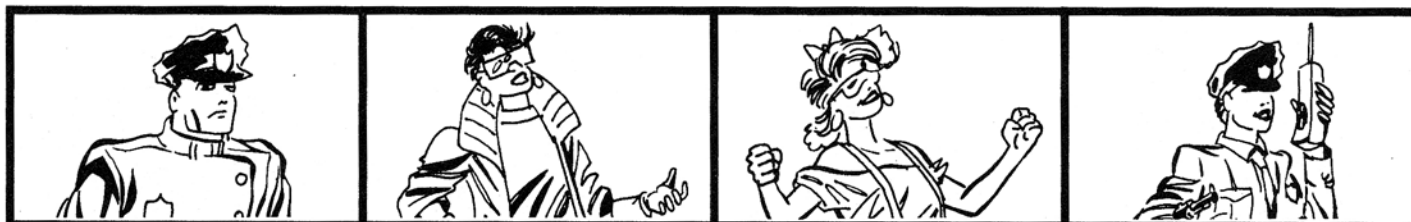
LIFE SUPPORT. Vision has Incredible (40) life support and repair circuitry. He does not need to eat, drink, breathe, or sleep, and attack forms which require such activity (such as poison gas or drowning) do not affect him.

SOLAR REGENERATION. Vision can regenerate damage by converting sunlight into repaired Health. He does this with Amazing (50) ability, but he requires direct exposure to the sun or similar rays.

ENERGY BEAM. Vision can fire heat rays from his eyes or from the jewel in his forehead, inflicting up to Remarkable (30) Energy damage at a range of eight areas.

ROBOTIC FORM. As a Synthezoid, Vision is subject to all attacks against machinery. Shadowcat could disrupt his circuits, several of the X-Men would be invisible to him, and he would be unaffected by powers that affect the human mind or emotions, while subject to those that control machinery.

Revealed Talents: Mechanics, Photographic Memory.





In Brief: Vision, a Synthezoid, was created as a weapon of revenge against the Avengers. Ultron built him using replacement parts from the Original Human Torch as well from as other sources. Vision turned on his creator, however. Instead of opposing the Avengers, Vision became of them, and together they opposed Ultron.

Some time later, Vision married the Scarlet Witch, and the couple went into semiretirement. That period lasted until Vision was deconstructed by individuals who feared his control over machinery. The West Coast Avengers rebuilt Vision, but he remembers nothing of his past, including his feelings toward people or things. In particular, he remembers nothing of his relationship with the Scarlet Witch. Colder and more robotic than before, he remains with the Avengers because that is what he did before his deconstruction.

WARLOCK

Mutant/alien

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	REMARKABLE (30)
Endurance:	INCREDIBLE (40)
Reason:	INCREDIBLE (40)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	100
Karma:	60
Resources:	FEEBLE (2)
Popularity:	FEEBLE (2)

Known Powers:

SHAPECHANGING. Warlock has an Incredible (40) shapechanging ability, which allows him to imitate others. He can also become functioning duplications of mechanisms—including rockets, starships, giant robots, and helicopters. In general, the maximum ability of any item he duplicates is Incredible (40), provided makes a successful power FEAT. If he fails the FEAT, the maximum is Excellent (20). In changing his shape, he can extend portions of his body up to two areas away.

BODY ARMOR. The material comprising Warlock's body has three important features. First, it boasts Excellent

(20) strength. Second, it offers Excellent (20) protection from physical and energy attacks. Third, parts of Warlock's body can be torn off or shredded with no additional damage.

Warlock is not indestructible, however. If he takes more than Remarkable (30) damage from any one attack, he will lose cohesive body control and look like black spaghetti for the next round. He also will be unable to perform any actions.

CONVERSION. Warlock's people, the Technarchs, do not eat as humans do. They convert their prey to crystal, and then drain the "life" from that crystal. Warlock does this with Monstrous (75) ability. He feeds only on nonsentient organisms such as plants, having realized that draining life energy from humans is grounds for Karma-loss.

Individuals reduced to crystal can be restored by a power FEAT, but if the life-energy is drained, they are dead.

INTERSTELLAR TRAVEL. Warlock has changed himself into large craft in the past. Once, he became a starship that could travel faster than light. Warlock is considered to have Class 1,000 flight capability in space.

Revealed Talent: Television Junkie.

In Brief: Warlock belongs to the race of Technarchs. He is the son of their ruler, Magus. All Technarchs share Warlock's shapechange and matter conversion powers.

Warlock's behavior and attitude make him a true mutant. Unlike other Technarchs, he is a pacifist and a coward. Rather than fight his father (and probably be killed by him), Warlock chose to flee. His escape lead him to the advanced computers of the X-Men Mansion, and into the ranks of the New Mutants. He remains there to this day.

Warlock is excited and mystified by the many facets of Earth-culture, especially television. He often seeks to imitate what he sees on TV—a dangerous proposition whenever Channel 12 airs a Godzilla film-festival.

WASP

Janet Van Dyne, altered human
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)



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Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)
Health: 60
Karma: 40
Resources: REMARKABLE (30)
Popularity: INCREDIBLE (50)

Known Powers:

SHRINKING. Wasp has an Incredible (40) shrinking ability. She can reduce her size to a minimum of one-half inch. When that small, she enjoys a +2CS to hit, and her attacks cause normal damage. Meanwhile, opponents have a -2CS to hit the miniscule super-hero in combat FEATS.

FLIGHT. When at her reduced height, the Wasp gains wings, which allow her to fly at Poor (4) speed.

INSECT COMMUNICATIONS. Wasp communicates with and controls insects with Typical (6) ability.

WASP STING. Wasp can fire energy bolts of up to Remarkable (30) damage, with a 1 area range.

Revealed Talents: Business, Martial Arts D, Aerial Combat.

In Brief: Janet Van Dyne began her costumed career as Hank Pym's assistant. She assumed her Wasp identity soon after he became Ant-Man. Eventually, Janet and Pym married. They divorced after a period of instability on Pym's part. Janet and Pym have reconciled now, but they have not remarried.

WIDGET

Robot

Fighting: FEEBLE (2)
Agility: GOOD (10)
Strength: FEEBLE (2)
Endurance: GOOD (10)
Reason: AMAZING (50)
Intuition: EXCELLENT (20)
Psyche: TYPICAL (6)
Health: 24
Karma: 76

Resources: REMARKABLE (30)
Popularity: AMAZING (50)

Known Powers:

SMALL SIZE. Widget's small size (about a foot long) makes him more difficult to hit. Opponents suffer a -1CS to strike him.

BODY ARMOR. Widget's casing gives him Excellent protection from physical assaults and energy attacks.

FLIGHT. This super-hero flies by unknown means, and can reach Feeble (2) air speed.

JAWS. Widget's jaws inflict Typical (6) edged damage. They also help him consume metal. He can bite through materials of up to Monstrous material strength.

DIMENSIONAL GATES. Widget can generate dimensional gates with Amazing (50) ability. However, there is currently no rhyme or reason to which gates he opens to which dimensions. He seems to prefer alternate Earths, though he probably can open gates into mystic or mythological dimensions, too.

ROBOTIC NATURE. Widget is a robot. He cannot be affected (or contacted) by mind control, telepathy, or emotion-controlling powers, though he can be affected by powers which affect machinery (such as Shadowcat's Phasing ability).

Revealed Talents: None known.

In Brief: A villain called Tweedledope created Widget. Tweedledope is an idiot savant who fashioned Widget out of junk and wires, and somehow got the resulting device to work. This inventor's efforts can never be repeated, so Widget's precise origin remains a mystery.

Widget joined up with Excalibur. Powered by Phoenix II, he led them on a merry dimensional chase through a variety of alternate Earths. He remains with the team to date. Communicating with him is a problem, though, because he repeats fragments of language. In game terms, Widget should be run by the Judge as an NPC.

WOLFSBANE

Rahne Sinclair, mutant
(secret identity)





Fighting: TYPICAL (6)
 Agility: GOOD (10)
 Strength: TYPICAL (6)
 Endurance: EXCELLENT (20)
 Reason: POOR (4)
 Intuition: GOOD (10)
 Psyche: GOOD (10)
 Health: 42
 Karma: 24
 Resources: POOR (4)
 Popularity: POOR (4)

Known Powers:

WOLF, WOLFOID FORMS. Wolfsbane's chief super-power is her transformation into wolf and wolfoid ("were-wolf") forms. The abilities listed above are for her human form. When making the transformation, her Karma remains the same, through her Health may increase as a result of her new abilities. Damage taken by one form is carried over to the new form.

Wolf Form

F	A	S	E	R	I	P
EX	GD	GD	EX	PR	RM	GD
Health: 60						

- The wolf form can bite for Good (10) edged damage.
- Her wolf form has Remarkable (30) tracking abilities.
- Her hearing and sense of smell are at the Incredible (40) rank. However, she has a -1CS against attacks that use sound or scent to affect their targets.
- In wolf form, she can move at Good (10) ground speed, even over rough or cluttered terrain.
- She cannot speak as a wolf, but she can communicate with telepaths as well as with others who can speak with animals empathically.

Wolfoid Form

F	A	S	E	R	I	P
GD	GD	TY	RM	PR	EX	GD
Health: 56						

- In Wolfoid form, Wolfsbane's bite inflicts Typical (6) edged damage.
- Wolfsbane's claws in this form inflict Good (10) Edged Damage.
- As a wolfoid creature, she only has Typical (6) tracking

abilities, though she is not more susceptible to sonic or scent-based attacks.

- She can move with Good (10) ground speed.

Revealed Talents: Student, Bi-Lingual (Scottish & English).

In Brief: Rahne Sinclair was a young Scottish mutant placed in the care of Moira MacTaggart. Moira turned to her colleague Charles Xavier for her training, and Wolfsbane became a founding member of the New Mutants.

WOLVERINE

Logan, also Patch, mutant
 (secret identity)

Fighting:	Incredible (40)
Agility:	Remarkable (30)
Strength:	Good (10)
Endurance:	Remarkable (30)
Reason:	Typical (6)
Intuition:	Monstrous (75)
Psyche:	Incredible (40)

Health:	110
Karma:	121
Resources:	Typical (6)
Popularity:	0

Known Powers:

REGENERATION. Wolverine has Remarkable (30) healing ability, allowing him to recover 3 points of Health every turn. This regeneration is possible only if Wolverine has complete rest and is not taking damage. His regenerative powers seem to function even when his Health is reduced to 0.

RECOVERY. Wolverine can regain lost Endurance ranks as well as lost Health points, at a rate of one per day.

RESISTANCES. Wolverine has Unearthly resistance to toxins and disease. As a result, his two favorite hobbies – smoking bad cigars and drinking, have less of an effect on him than they do on others.

CLAWS. Wolverine has retractable adamantium claws mounted on the back of each wrist. These claws



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made of Class 1000 Material, and in combat inflict Excellent (20) damage.

TRACKING. Wolverine has Monstrous (75) tracking ability.

ADAMANTIUM SKELETON. Wolverine's skeleton is impregnated with adamantium. As a result, Wolverine is +1CS to any damage he inflicts in a slugfest, while charging, or during any combat where he uses his full body (as opposed to just his claws) as a weapon. In addition, he may stun and slam any opponent that he can damage. If he can get past their body armor and/or force field, stun or slam results can take effect.

INVISIBILITY TO MACHINES. Wolverine has Unearthly (100) invisibility to machines, such that his features cannot be recorded by cameras nor by robots. Mechanical creatures such as Vision, Widget, or Cyborg would have to make a Psyche FEAT against the Unearthly intensity of this power to be able to see him (otherwise attacking at -4 CS to hit.)

Revealed Talents: Espionage, Military, Martial Arts B,C, & D, Resist Domination.

In Brief: Logan fought in WWII as a Canadian secret agent. At that time, his mutant abilities extended only to his healing power, but as a result of this, he was kidnapped by a person or persons unknown and given his adamantium skeleton and claws. He was later discovered as a wild man by James Hudson. Hudson worked for the Canadian government, and turned Wolverine into Weapon X, and in this capacity Wolverine fought the Hulk.

Prof. Xavier sought to recruit Wolverine for his "New" X-Men, and the Canadian left government service to join that team. In addition to his Wolverine persona, Logan maintains the identity of "Patch" - the eyepatched owner of a bar in the Far Eastern city of Madripoor, as a place to unwind.

WONDER MAN

Simon Williams, altered human
(public identity)

Fighting:	Good (10)
Agility:	Remarkable (30)
Strength:	Unearthly (100)
Endurance:	Monstrous (75)
Reason:	Typical (6)
Intuition:	Typical (6)
Psyche:	Typical (6)

Health:	215
Karma:	18
Resources:	Excellent (20)
Popularity:	Incredible (40)

Known Powers:

BODY ARMOR. Wonder Man's super-hard skin provides him with Amazing (50) protection from both physical and energy attacks.

RESISTANCE TO HEAT AND COLD. Wonder Man has CL1000 resistance to heat and cold, including attacks that use heat and cold. He can still be affected by the physical effects of such attacks (the force of a fiery explosion, or the weight of a pillar of ice flung at him) though he will be protected by his Body Armor.

LIFE SUPPORT. Wonder Man does not require food, water, or air to live, and can survive in deep space or underwater without ill effects.

FLIGHT (equipment). Wonder Man can fly at Good (10) air speed by means of a jet-powered flying belt.

Revealed Talents: Business, Performer

In Brief: Wonder Man began his costumed career as a super-villain. Williams was recruited by Baron Zemo to infiltrate the ranks of the Avengers and destroy them. To that end, Zemo increased Williams' powers. Williams found he could not betray the Avengers, and instead sacrificed his own life to save the team in battle against Zemo.

However, instead of killing him, Zemo's powers placed Williams in a state of suspended animation, and Wonder Man returned to life. Coming to terms with his death, Wonder Man has joined the West Coast Avengers, and is their most publicly known member.





VILLAINS

ABOMINATION

Emil Blonsky, altered human
(public identity)

Fighting:	Excellent (20)
Agility:	Excellent (20)
Strength:	Unearthly (100)
Endurance:	Unearthly (100)
Reason:	Good (10)
Intuition:	Excellent (20)
Psyche:	Typical (6)
Health:	240
Karma:	36
Resources:	Feeble (2)
Popularity:	Incredible (40)

Known Powers:

BODY ARMOR. The Abomination's scaled hide provides him with Amazing (50) protection from physical and energy attacks.

RESISTANCES. The Abomination has Unearthly (100) resistance to cold, heat, fire, and disease, and to attacks that use these elements. In extreme temperatures or situations without oxygen (such as deep space) the Abomination goes into a coma-like sleep, awakening when more hospitable conditions return.

LEAPING. The Abomination has leg muscles in a class with the Green Hulk, allowing him to leap with Class 5000 ability, clearing two miles in a single bound.

Revealed Talents: Espionage, Russian

Minions. Abomination has no minions. In fact, he has been used by other, more powerful beings as a pawn in their own games. He is a good minion or agent of individuals in need of a good spy with the ability to lift 100 tons. He has worked for the Leader before.

In Brief: Emil Blonsky was a spy who accidentally turned himself into a Hulk-like creature as a result of exposure

to a megadose of gamma radiation. While Bruce Banner developed multiple Hulk personalities, Blonsky became the Abomination with no alternate state.

The Abomination battled a number of heroes through his career, in particular the Hulk. Once cured, once possessed by the disembodied spirit of another villain, the Abomination is once more a heavy duty enemy, willing to hire out his muscle to the highest bidder, specializing in gamma-related crimes.

Playing the Abomination: The Abomination is a perfect bad-guy for those heroes who are strong, tough, and don't mind going a few rounds with an enemy that can level a small town (Thor, Hulk, and Hercules come to mind as potential foes). The Abomination is bright enough to come up with his own schemes, but usually is working as the hired muscle for some greater foe, such as the Leader. The Abomination will fight until he or his foes are no longer standing, and will flee only on the orders of his superior.

BOOMERANG

Fred Myers, high tech
(public identity)

Fighting:	Excellent (20)
Agility:	Remarkable (30)
Strength:	Good (10)
Endurance:	Excellent (20)
Reason:	Good (10)
Intuition:	Good (10)
Psyche:	Typical (6)
Health:	80
Karma:	26
Resources:	Good (10)
Popularity:	Typical (6)

Known Powers:

BOOMERANGS (EQUIPMENT). Myers' major weapons are a variety of specialized boomerangs. He wears seven



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of these boomerangs on his uniform, and may carry others. Myers can throw his boomerangs so that they return to him without damaging himself. Unless otherwise noted, the boomerangs are of Excellent (20) material. His various boomerangs include:

- **Shatterangs.** An explosive boomerang which detonates for Amazing (50) damage to all targets in one area.
- **Gasarang.** Emits a Monstrous (75) intensity tear gas in a single area.
- **Razorangs.** An Incredible (40) material strength, sharp-edged boomerang, the razorang inflicts Remarkable (30) edged damage.
- **Bladerangs.** A further development of the Razorangs, but more delicate, they inflict Incredible (40) edged damage, but have no effect on Body Armor or other protection of Good (10) or better rank.
- **Screamerangs.** These boomerangs emit an Excellent (intensity) sonic attack to all targets in a single area.
- **Gravityrang.** This boomerang creates a localized gravity field of Incredible (40) strength in one area. Those in that area must make a successful Strength FEAT in order to perform any actions. This is a specialized boomerang, and not usually among his standard armory.
- **Reflexrang.** The reflexrang is a solid-weighted boomerang used in standard attacks. On a bullseye, Boomerang has hit a "pressure point" and the target must make an Endurance FEAT against being stunned.

FLIGHT. Boomerang wears a set of boot-jets that allow him to move at Poor (4) air speed. If used as a weapon, they inflict Remarkable (30) damage.

Revealed Talents: Crime, Weapons Specialist (boomerang), thrown weapons.

Minions: Boomerang usually does not use minions. On those occasions when he does, they will be standard "thugs." Boomerang is often a minion in someone else's employ.

In Brief: A talented Australian baseball pitcher kicked out for taking bribes, Boomerang was recruited by the Secret Empire as an agent and given his boomerang equipment by Justin Hammer (in exchange for a piece of his action). Since that time, Boomerang has offered his

services as a freelance assassin, billing himself as "the killer who keeps coming back."

Playing Boomerang: Boomerang is a hired killer without mercy or pity. He works for the highest bidder, though he will often make a hit to prove his reputation to a future employer for a steady position. He auditioned for Kingpin as an assassin, but failed to make the hit.

Heroes will often encounter Boomerang as the man is practicing his craft, either in the process of a hit, or, if given a list of targets, as the bodies begin to pile up. Usually one successful hit means more work for Boomerang, as his customers keep coming back. If caught, he will not normally reveal the name of the person or group who hired him, trusting that his silence may result in bail being provided.

Boomerang is a mid-level villain, though he has several times battled the Hulk (a series of experiences he does not wish to repeat). He does not hold grudges, but will seek out and destroy those heroes who regularly get in his way, as regular defeats at the hands of the same individual are bad for business.

DOCTOR DOOM

Victor Von Doom, high tech
(public identity)

Fighting:	Remarkable (30)
Agility:	Excellent (20)
Strength:	Remarkable (30)
Endurance:	Incredible (40)
Reason:	Amazing (50)
Intuition:	Incredible (40)
Psyche:	Amazing (50)
Health:	120
Karma:	140
Resources:	Amazing (50)
Popularity:	Incredible (40)

Known Powers: The bulk of Doctor Doom's powers derive from his high tech, nuclear powered, computer assisted battlesuit. Several other abilities result from his mystic background, and some of his powers were picked up from other sources as well:

BODY ARMOR (EQUIPMENT). Doom's armor is made of





a high-strength titanium-alloy of Incredible (40) material strength. It provides Doom with Incredible (40) protection from physical and energy damage.

FORCE FIELD (EQUIPMENT). More important than his actual body armor, is the Monstrous (75) intensity force field it generates. This surrounds him and protects him from physical and energy attacks. It is important to note that he cannot himself attack without lowering this field)

FORCE BOLTS (EQUIPMENT). Doom's armor fires bolts of concussive force of up to Monstrous (75) damage, with a 10 area range.

FLIGHT (EQUIPMENT): Doom's armor is also equipped with a jetpack, allowing him to fly at Excellent (20) air speed

ELECTRICITY (EQUIPMENT) : Doom's armor is wired to generate an Unearthly (100) strength electric shock on command. He uses this to deal with individuals grappling with him. The shock is so strong that those in the same area, but not in direct contact with Doom, suffer from an Incredible (40) strength shock as well. In addition to damage, those shocked must make an Endurance FEAT against Unearthly (100) or Incredible (40) or be knocked unconscious for 1-10 rounds.

LIFE SUPPORT (EQUIPMENT). Doom's armor is self-supporting and can survive long exposure in space or underwater at Incredible (40) rank.

MAGICAL ABILITY. Doom is a self-taught magician but, though he may well someday be in a class with Doctor Strange, has not turned his mind fully to magic. He has Typical (6) ability with new spells (usually taken from books) but has researched the following incantations:

- Eldritch Bolts of up to Amazing (50) rank with a 5 area range.
- Dimensional Travel with Good (10) ability, but limited to travel to Mephisto's Dimension.
- Summoning at Good (10) ability to call upon extradimensional beings. His ability to control those beings is another matter entirely.

MIND TRANSFERENCE. An ability picked up from an alien race, the Ovoids, this is a "personality swap" of Doom's mind with another's. He does this with Amazing (50) ability, and his target must make a Psychic FEAT to

avoid being trapped in Doom's body. Such a transference is distasteful to Doom, and used only when there appears to be no other way to achieve his goal.

HANDGUN (EQUIPMENT). Doom carries a 9mm Mauser pistol that inflicts Excellent (20) damage with a handgun's range. He uses it to dispatch small tasks, and also to impress the citizenry who might not otherwise understand the full power of his armor.

OTHER INVENTIONS. Doom has created a wide variety of weapons and other equipment, which he has used over the course of his long career. These include:

- A time machine capable of sending people backwards or forwards in time, as well as to Alternate "What If" Earths, with Monstrous (75) ability.
- A Shrinking Gas of Class 1000 intensity, capable of making targets so small they fall into another universe entirely, known as the microverse.
- A Mind Control device of Unearthly (100) intensity, though he does not normally choose to use this as it prevents him from having a clean-cut victory over his foes.
- As a back-up plan in case of his death, a young man is selected and fed with the memories of Doctor Doom, overwriting his own memory. This new Doom would be Doctor Doom's tool of vengeance against those who killed him. Unfortunately, this plan was put into effect by his Doombots when they thought that Doom was dead, giving Doom's memories to a youth named Kristoff. Kristoff now believes himself to be Doom, has a set of armor similar in abilities to Dooms, is recognized by the Doombots as Doom, and has taken over Doom's home country of Latveria. This is one invention which got away from Doom.
- A floating platform with the following statistics:

Body:	Good (10)
Control:	Excellent (10)
Speed:	Excellent (20)

- Various robots, which are detailed under Minions.

Revealed Talents: Inventing, Engineering, Robotics, Weapon or Energy Systems, Mystic Background, Occult Lore.



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Minions: Doom uses a variety of robots in his work, but is best known for his Warrior and Guardian robots and his imitation Doombots. All of Doom's robots have the benefits and disadvantages of the Robotic Construction Power, and the Doombots may in addition spend Karma to affect their encounters.

- **Warrior Robots:** These robots are large hulking brutes, humanoid but obviously constructed. They are able to speak and to follow simple commands. Their most basic programming requires them to follow the instructions of Doctor Doom and to attack all who invade his home.

Warrior robots are made of Good (10) materials, and have Good (10) Body Armor. They carry force or energy blasters with Remarkable (30) Intensity, though Doom will often giving them exotic weapons or new capabilities at his whim. Such warrior robots travel in patrols of ten, or are in pairs for guarding sensitive areas.

F	A	S	E	R	I	P
EX	GD	GD	EX	PR	PR	PR

Health: 60

- **Guardian Robots:** Obviously non-human, these wheeled robots are brought out in times of need to patrol the grounds, control the populace, and find and defeat any interlopers or invaders. They are more mobile (move at Good (10) ground speed) and less effective than the warrior robots, but are easier to produce:

Guardian robots are made of Typical (6) strength material and have Typical Body Armor. They are usually equipped with force blasters of Excellent (20) intensity and a 3 area range. Some are also equipped with Entangling arms of Excellent material strength, and/or knock-out gas of Incredible (40) strength, at the option of the Judge. If anything, the guardian robots are even dumber and more willing to unflinchingly follow orders than the warrior robots.

F	A	S	E	R	I	P
GD	GD	TY	GD	PR	PR	PR

Health: 36

- **Doombots:** Doom has created a veritable army of replicas which serve him when he either cannot be present or is unwilling to risk his own life (such as

taunting an opponent—always done by remote control since the opponent might get loose). These imitation Dooms believe themselves to be THE Doctor Doom, and will act as Doom unless in the presence of the REAL Doctor Doom, or another Doombot. There are two main varieties of Doombot—Diplomatic and Combat, depending on whether Doom is out to fight or talk.

Combat doombots are made of Incredible (40) strength material and have Incredible (40) Body Armor, Amazing (50) intensity Force Beams, a Monstrous (75) Force Field, and Unearthly (100) Electrical Powers, as well as Excellent (20) Flight capabilities. They are so much like Dr. Doom himself that it is often impossible to determine if a hero is fighting the real Doom or one of his Doombots, as many heroes have discovered.

The Combat Doombots have the following Statistics:

F	A	S	E	R	I	P
EX	EX	EX	RM	EX	EX	EX

Health: 90 Karma: 60

Diplomatic Doombots have only Remarkable (30) body armor, and Good (10) Intensity Force Beams. They may also fly at Excellent (20) air speed. The Diplomatic Doombots have the following statistics:

F	A	S	E	R	I	P
GD	GD	GD	EX	EX	RM	RM

Health: 50 Karma: 70

Doom never builds anything he cannot destroy. Doom can detonate his robots from a distance or program them to explode if they are in danger of capture, defeat, or become unimportant to him. An exploding Doombot inflicts Incredible (40) energy damage to all in the same area with it.

When in control of Latveria, Doom also commands a unit of soldiers. These soldiers, armed with Good (10) force rifles that have a 3 area range, are supposed to keep the rabble in line while showing that Doom is not above using human defenses in addition to his robots.

Latverian troops are brave when defending their homeland from assault, cowardly when defending their leader from super-powered invaders (unless their leader is present on the battlefield, in which case they would rather fight the invaders than risk their master's wrath). The typical Latverian soldier's stats are:





MARVEL



F TY A TY S TY E TY R TY I TY P TY

Health: 24

In Brief: It is impossible to be brief with Doctor Doom—he is the quintessential Marvel Super Villain, and at one time or another he or his minions have threatened, controlled, and/or fought every other major hero and villain of the Marvel Universe.

Victor Von Doom rose from humble beginnings, the son of Latverian gypsies, but has become a world-threatening power. He lost both parents when young, his father to Latverian nobles and his mother to the forces of darkness, in particular the extradimensional being known as Mephisto.

Doom increased both his mystical and scientific knowledge with a vengeance, such that the dean of State University offered Doom a scholarship. It was at state that Doctor Doom first met Reed Richards and Ben Grimm. It was also there that an experiment in breaking extra-dimensional space (and rescuing his mother) failed, badly scarring Doom and causing him to be expelled from school. The fact that Richards had earlier pointed out the flaw in Doom's experiment made Doom all the angrier.

Doom traveled the world, eventually finding a group of Tibetan monks. He became their master and had them create his first set of armor, complete with his faceplate. He returned to Latveria, overthrew the government, and

installed himself as dictator. Brooking no dissent, Doom ruled with an iron fist, turning the resources of the nation to his plans of world conquest.

Soon after the formation of the Fantastic Four (which included his school rivals Richards and Grimm), Doom reappeared with the first of many plots to have his revenge on Reed Richards and conquer the world. Over the years, Doom attempted many times to destroy the Fantastic Four, though he always met defeat. As the leader of a foreign country, he could not be arrested.

Most recently, when it was believed he was dead, Doom's robots turned the young Kristoff into a "new Doom." Kristoff ruled Latveria briefly, while Doom lived in exile. Doom has since regained power and once again rules supreme in Latveria.

Playing Doctor Doom: Doctor Doom is a powerful madman, wrapped up in several goals: world domination, defeat of those who have bested him before, and rescue of his mother from Mephisto, in no particular order. Currently, retaking his homeland from usurper is an additional goal.

Doom is a planner, and his plots usually involve something greater than what first appears—determining the abilities of his opponents (present or future), recovery of a technological or mystical device to aid him in a future plot, gaining particular information, or just settling an



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earlier slight. Whatever the result, Doom has his own reasons for his actions.

Player characters will likely encounter Doom by accident, crossing over one of the minor aspects of his plots (a burglary to gain artifacts or information, an attack on another individual, the recovery of Latverian materials currently used by the usurper). Once his attention is drawn to the characters, Doom may seek the capture of the heroes or attempt to discover their abilities and prove his own superiority to them. Doom is partial to death-trap situations to make the heroes prove their abilities. Another favorite tactic of his (if the heroes have a "secret base") is to seize command the protection devices of that base and turn them against the heroes.

On a positive note, Doom has a noble streak in him, and if he gives his word on a matter (even something as foolish as letting the heroes go if they beat his latest death-trap situation), he will honor the agreement. He claims to have a sense of beauty and culture, and once let the Fantastic Four go rather than put his famous collection of art treasures at risk in a battle.

Rarely will super-powered heroes meet Doom the first time out, at least the REAL Doom. Usually Diplomatic Doombots are used for information gathering and/or taunting from deathtraps, while the combat Doombots are used for up-close and personal attacks.

Finally, if the heroes attract the attention of Victor Von Doom, then in all likelihood Kirstoff Doom will also take notice of them. Kirstoff is similar to Doom in thoughts and deeds, though he tends to be more direct.

Lastly, when acting as either Doom, remember that this villain is a raving megalomaniac, given to long speeches about his own inherent superiority and his involved plans. He *will* give away a plan before its completion, sure that the heroes can do nothing about it.

DOCTOR OCTOPUS

Otto Octavius, altered human
(public identity)

Fighting:	Typical (6)
Agility:	Good (10)
Strength:	Remarkable (30)
Endurance:	Excellent (20)

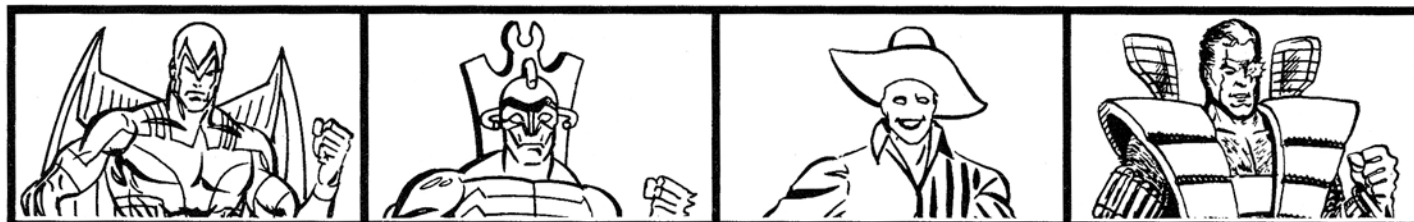
Reason:	Excellent (20)
Intuition:	Typical (6)
Psyche:	Excellent (20)
Health:	66
Karma:	46
Resources:	Good (10)
Popularity:	Excellent (20)

Known Powers:

TENTACLES (EQUIPMENT). Doctor Octopus takes his name from a harness with four metal tentacles worn around his waist. These tentacles are made of a unique alloy (Amazing (50) material strength). The pincers at the end are made of Remarkable (30) strength material. Octopus uses these tentacles in the following fashion:

- He may make up to four attacks in a single round, on a successful Fighting FEAT. He may engage in blunt attacks, wrestling, and combinations of those attacks. Multiple attacks against a single target are made with a single die roll, but with +1CS for each additional arm used. He can attack non-adjacent foes up to an area away.
- A single tentacle can grapple with Remarkable strength. Multiple tentacles can grapple with Incredible strength. If Doctor Octopus uses two of his arms for bracing, he can resist stun and slam results as if his Endurance was Incredible (40).
- Those attacking Doctor Octopus in a slugfest or charging attack must first get past his tentacles, in effect dodging an attack by the tentacles before getting to attack Doc Ock (regardless of initiative).
- Doctor Octopus can move using his arms at 4 areas/round, and can pass over low obstructions (up to 2 stories tall) without difficulty. He can use his arms to climb buildings (punching handholds as he needs them) at 3 stories per round.
- Doctor Octopus is in continual mental contact with his tentacles, and can command them from over 900 miles away. If he's knocked out, the arms themselves will seek to retreat to safety, taking him with them.
- If the arms are damaged, Otto Octavius must make a Psyche FEAT or pass out for 1-10 rounds.

Revealed Talents: Mechanics, Robotics, Radiation Research, Engineering





Minions: Doctor Octopus uses standard Thugs (see *Other Characters*) in an organized criminal syndicate with himself as its head. He also has been known to team up with other superhuman criminals, but usually it is he who initiates this gathering, and establishes himself as its leader.

In Brief: A freak nuclear accident bound Otto Octavius to his tentacle-link harness. The accident also warped his mind towards criminal activity. He has hatched a number of plots to advance himself both in wealth and power. His primary foe has been Spider-Man, but he has fought a number of other heroes as well.

Playing Doctor Octopus: Doc Ock is a criminal mastermind, always with a plot and a few counter-plots on hand. He never reveals his true plans until they are almost complete, and will lie to or not inform his minions or partners as to his true intentions. A meeting with a rival gang might be set-up as an ambush by Ock's forces, while a robbery by his partners may be nothing more than a ruse to attract the attention of the heroes while Doctor Octopus pursues his own, "true" purpose.

Doctor Octopus is more than a match for a low-level or mid-level hero, but is no fool—he will not confront a large team or a very powerful hero by himself. Rather he will leave such an attack force to his own minions while re-treating and salvaging what he can of his plans.

Most heroes will encounter Doctor Octopus from following up on the activities of his minions—Octopus does not desire to put himself at risk without good reason. Usually Octopus remains behind the scenes, ready to leap out and blindside his opponent at the best possible time.

Doctor Octopus has experienced some self-doubt in his role as a villain in the past several years, but seems to have returned recently as a master of villainy.

DREADNOUGHTS

Robots

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	INCREDIBLE (40)
Endurance:	MONSTROUS (75)
Reason:	FEEBLE (2)
Intuition:	EXCELLENT (20)
Psyche:	FEEBLE (2)

Health:	165
Karma:	N/A
Resources:	N/A
Popularity:	-10

Known Powers:

ROBOTIC CONSTRUCTION. The dreadnoughts are true robots and as such cannot be affected by mental or emotional attacks or by illusions. They can be harmed by powers that affect machinery.

BODY ARMOR. The Dreadnoughts are made of Amazing (50) strength material and have Incredible (40) protection from physical and energy attacks.

RESISTANCES. The Dreadnoughts have Amazing resistance to heat, cold, and radiation.

WEAPON SYSTEMS. The Dreadnoughts have a wide array of equipment at their disposal, including the following:

- Flamethrower: 1 area range. Incredible (40) strength fire attack.
- Spikes shot from knuckles: 4 area range. Typical (6) edged damage.
- Electrical Field: On contact only. Inflicts Amazing (50) electrical damage.
- Gamma Ray projector from eyes: 3 area range. Incredible (40) intensity energy attacks.
- Freon gas dispenser in mouth: 2 area range. Creates a field of Amazing (50) intensity cold in one area.

Revealed Talents: Dreadnoughts are programmed to simulate Martial Arts B.

In Brief: Originally created by the criminal organization HYDRA to be used against the original SHIELD organization, Dreadnoughts were later used by the Maggia, a criminal organization under the control of various rival families. Many criminal operatives use Dreadnoughts, which are often rebuilt from pieces and put back into operation after unsuccessful missions.

Playing Dreadnoughts: Dreadnoughts are fun, tough robotic opponents that just about any criminal with a mind to cause mass destruction can obtain, and which can be gleefully blown to pieces with minimal risk. As characters, they have no personality, they only act upon



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their orders. They are not given assignments that require careful thought (hold-ups and assassinations are right out), but can guard and ambush fairly well.

A single Dreadnought is a match for a starting hero, and a number of them would give a team of heroes or an individual on Thor's level something to think about.

Dreadnoughts will always be encountered working for someone else, even if that someone else is not on the scene. A good scenario utilizing Dreadnoughts involves having the bad guy of the Judge's choice set one of them on a rampage while he spirits away a shipment of five more from a former Maggia warehouse. The heroes might have to deal with the runaway, but then will find themselves later beset by a larger number of the robots.

ELECTRO

Maxwell Dillon, altered human
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	EXCELLENT (20)
Endurance:	AMAZING (50)
Reason:	GOOD (10)
Intuition:	EXCELLENT (20)
Psyche:	TYPICAL (6)
Health:	100
Karma:	36
Resources:	TYPICAL (6)
Popularity:	-10

Known Powers:

ELECTRICAL GENERATION. Electro has the ability to generate and channel huge amounts of electrical and electrostatic energy, with Amazing (50) ability. He uses these abilities in a number of ways, including:

- Electro can fire bolts of energy from his fingertips, inflicting Incredible (40) energy damage to his opponents. His range is 5 areas, and he is +1CS to hit.
- Electro can administer an electrical shock (on touch) for Monstrous (75) damage, knocking out his opponent for 1-10 rounds unless the opponent makes an Endurance FEAT against Monstrous (75) intensity. Electro

must successfully grapple his opponent before he may use this ability.

- Electro can ride lines of electro-magnetic potential (areas where there is electricity coursing nearby, like powerlines and wiring within buildings), effectively giving him the ability to hover low over the ground, as well as move up vertical surfaces, like skyscrapers. He can reach Monstrous (75) ground speed.
- Electro can override electrical systems with Amazing (50) ability and shut down computers or electrically powered robots. Robots with an Endurance stat may make an Endurance FEAT to avoid this reprogramming.

Revealed Talents: Electronics, Crime.

Minions: Electro often surrounds himself with low-level Thugs (see thugs in **Non-Player Characters** section). Often he acts as a minion himself, looking for a big score.

In Brief: Maxwell Dillon was a lineman struck by lightning, an accident that empowered him with electrical abilities. Deciding to capitalize on these abilities through criminal activities, Dillon set himself up as a costumed criminal. He has fought a wide variety of heroes since that time, usually unsuccessfully.

Playing Electro: Electro is a professional criminal whose main purpose is accumulation of wealth and criminal reputation. His powers alone make him a match for a low-level hero, though to take on a team of heroes or more powerful individuals, he himself will be part of a larger team of villains (usually other bad guys with a single power or gimmick, such as Boomerang, and under the direction of a criminal mastermind such as Doctor Octopus).

Heroes will encounter Electro most frequently when he is perpetrating a crime. Once the heroes have busted Electro a few times, he will try to maintain his reputation as a criminal by "getting even" with them. Usually this means cruising the city and looking for the hero in order to beat him up. The most scheming in which Electro will be involved consists of staking out the hero's favorite locations or taking hostages in hopes the hero will show up.





HUMBUG

"Buck" Mitty, high-tech
(public identity)

Fighting:	TYPICAL (6)
Agility:	POOR (4)
Strength:	TYPICAL (6)
Endurance:	POOR (4)
Reason:	GOOD (10)
Intuition:	TYPICAL (6)
Psyche:	TYPICAL (6)
Health:	20
Karma:	22
Resources:	TYPICAL (6)
Popularity:	0

Known Powers:

INSECT NOISE GLOVES (EQUIPMENT). All of Humbug's powers derive from the speakers in his gloves. These speakers are wired to a multi-track tape deck at his waist and allow him to play a variety of insect noises at high decibel levels. The effects of these attacks depend on the noises used. All sonic attacks use Agility to hit:

- The eye-spotted budmoth: Good (10) blunt throwing attack. 3 area range.
- Meadow spittle-bug: Good (10) force damage. 2 area range.
- Buffalo tree-hopper: Incredible (40) force damage. 2 area range.
- Wheat-stem sawfly: Excellent (20) throwing attack. 2 area range.
- Salt-water mosquito: Shorts out electronics with Incredible ability in same area. Also breaks all glass within 4 areas.
- Oblique-banded leaf roller: Amazing (50) intensity emotion attack, 3 area range. Targets must make an Intuition FEAT or be reduced to helpless chortling for 1-10 turns.

Revealed Talents: Entomology (study of insects).

Minions: None. Further, no one would want Humbug as a minion.

In Brief: A former Empire State professor, Mitty turned

his research in insect calls into a life of crime. He's had some bad breaks, but is sure he can pull off a successful job with the help of his tiny insect pals.

Playing Humbug: What, may you ask, is this certifiable dweeb doing in the company of Doctor Doom and Red Skull? Well, he represents a gadget villain, a bad guy built around a single piece of trick technology (in this case his sonic gloves). In this case he is a silly gadget villain, and there are a few of them in the Marvel Universe. Guys like Humbug are minor leaguers without even the hope of being admitted to the ranks of the Alliance of Evil or other bad-guy groups.

In play, Humbug makes a good comic-relief villain, and if he catches his opponent by surprise, can even give a mid-level hero a run for his money for a few rounds (at least until the hero closes distance and hits him). Humbug will normally be found in the middle of a crime, usually for personal profit, but occasionally to aid the insects of the world.

KINGPIN

Wilson Fisk, high tech
(public identity)

Fighting:	REMARKABLE (30)
Agility:	GOOD (10)
Strength:	EXCELLENT (20)
Endurance:	INCREDIBLE (40)
Reason:	GOOD (10)
Intuition:	EXCELLENT (20)
Psyche:	GOOD (10)
Health:	100
Karma:	40
Resources:	INCREDIBLE (40)
Popularity:	REMARKABLE (30)

Known Powers:

BODY ARMOR. Through his fighting disciplines, Fisk has Poor (4) body armor, sufficient to protect him from most minor attacks.

WEAPONRY (EQUIPMENT): In addition to his own martial arts talents, Kingpin uses a few weapons to defend himself. These include:





- A walking stick made of Remarkable (30) strength material. This stick contains a 3-shot laser (Excellent energy damage, 2 area range) as well as two doses of sleep gas (Amazing intensity, all in one area must make an Endurance FEAT or sleep for 1-10 hours).
- A diamond stickpin containing a dose of the sleep gas. Kingpin may use this only when grappling with an opponent.

Revealed Talents: Crime, Martial Arts A, B, & C, Politics, and Wrestling.

Minions: Kingpin relies heavily on minions, flunkies, goons, and hired help to manage his widespread criminal empire. The most common minions are thugs dressed in three-piece suits and packing pistols. These individuals are Kingpin's bodyguard, though actually they are at best a delaying action and at worst a formality for those individuals seeking an audience with the Kingpin.

Kingpin also uses a variety of super-powered assistants. Chief among these positions in the organization is his personal assassin. A number of individuals have applied for the post, which has a high turnover rate. Generally, Kingpin will give would-be assassins a task ranging from the difficult (a "hit" against an opponent) to the absurd (a "hit" against Spider-Man), depending on whether he thinks they will be a bother or not. Kingpin's current assassin and chief bodyguard is Typhoid Mary.

Kingpin uses criminals, both powered and nonpowered, for a variety of tasks, but is very careful to avoid being closely linked with their activities. With one notable exception (a breaking and entering charge), Kingpin has no criminal record. Any criminal who loudly demands Kingpin's help when captured will be ignored or, if he has valuable information, silenced.

In Brief: Wilson Fisk rose from humble beginnings to control the largest independent crime organization on the East Coast, and a healthy chunk of the drugs, gambling, and other criminal activity in New York City. Behind the facade of businessman Wilson Fisk, "humble dealer in spices", Kingpin is running his operation as a feudal lord, dispensing favors to those who have earned his gratitude and ordering punishments to those who cross him.

Fisk has fought a wide variety of costumed heroes in his time, particularly Spider-Man and Daredevil. He hides behind the law and a layer of bureaucracy whenever he can afford to.

Playing Kingpin: Kingpin considers New York to be his city, and all its residents merely his vassals (whether they know it or not). He is not boastful about his position, and realizes how easily it can be taken from him. As a result, he is continually identifying and neutralizing new threats to the regular course of his business. Two low-level gangs can squabble and fight, as long as they do not





interrupt the flow of drugs into his city. If they do, then action must be taken.

Kingpin is not above using heroes as his pawns in the game, giving them valuable information for their own pursuits, and to reduce the number of potential opponents. Such a situation puts the hero in a moral quandary, which is to Kingpin's benefit as well, since a hero willing to deal with him can often be controlled by him.

Kingpin is not a world-threatener so much as a parasite, a dark side to the city which most high-powered heroes do not connect with and which low-powered individuals must deal with. Most heroes will encounter his actions rather than his person—robberies, extortion, drugs, gambling and numbers running, etc., an entire range of organized crimes. Kingpin will most likely be encountered in his own offices, where he will gladly grant an audience with a hero willing to fight his way past the goons.

If a hero becomes serious enough to truly threaten Kingpin's grip on New York, Kingpin will bring all available power to bear to break him. In the case of Daredevil, Kingpin learned the hero's secret identity, then proceeded to have him disbarred, fired, disconnected by the utilities companies, and finally blown out of his home. Heroes with public identities run a similar risk if they cross the Kingpin of Crime.

LOKI

Loki Laufeyson, alien (Asgardian)
(public identity)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	AMAZING (50)
Endurance:	AMAZING (50)
Reason:	EXCELLENT (20)
Intuition:	EXCELLENT (20)
Psyche:	MONSTROUS (75)
Health:	150
Karma:	115
Resources:	REMARKABLE (30)
Popularity:	0

Known Powers:

BODY ARMOR. Loki's giant parentage provides him with

extremely dense flesh, such that he has Excellent (20) protection from physical attack.

TELEPATHY. Loki cannot control or read minds, but he can communicate telepathically with CI 1000 ability, and plant suggestions in the minds of others with Amazing (50) ability. While not true mind control, the recipient of the suggestion must make a Psyche FEAT or be compelled to try to carry out the suggestion.

MAGICAL ABILITY. Loki has at his disposal a wide variety of magical abilities, including:

- Animal (and plant) transformation, which works like the power of the same name, Monstrous (75) ability.
- Imitation, the ability to change his appearance with Unearthly power. He cannot gain other abilities or powers in this fashion.
- Matter transformation, changing one substance to another with Unearthly (100) ability. He cannot affect materials above Unearthly material strength. One-area range.
- Eldritch blasts of energy or force, Monstrous (75) intensity, range up to 10 areas.
- Eldritch shield, a Monstrous (75) personal force field effective against physical, energy, and mystical attacks.
- Dimensional travel with Monstrous (75) ability.
- Loki can suffer Kill results (even be decapitated) and still be able to recreate himself at a later date, with Unearthly power. However, it does consume energy he would rather be spending elsewhere.
- Loki can mystically enhance the powers of others. He does this with Unearthly (100) ability. The change lasts only so long as he wishes it, unless the target has a mystic talisman of some type.

Revealed Talents: Occult & Mythological Lore.

Minions: Loki usually prefers to work through his minions, coming on stage only in the very last act to claim his rightful place (usually as ruler of Asgard, a position he feels he is more than suited for). Loki usually seeks powerful allies such as giants and dragons, who he can later betray to his own ends.

Loki is also noted for taking ordinary mortals (not mutants or other heroic types) and enhancing their abilities mystically to his own ends. When so enchanted, make a



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Psyche FEAT for Loki to determine the effect:

WHITE RESULT—Raise any two abilities +2CS.

GREEN RESULT—Raise any three abilities +2CS and roll one random power.

YELLOW RESULT—Raise any three abilities +3CS and roll two random powers.

RED RESULT—Raise any four abilities +4CS and roll three random powers.

Such minions created by Loki usually last only as long as he concentrates, but there have been a few (such as Absorbing Man and Wrecker) who have maintained long criminal careers and retained their mystic powers. Such minions are not under the control of Loki, and they often set out on their own.

In Brief: The adopted son of Odin, All-Father of Asgard, Loki has had a deep envy of his step-brother Thor, and has in the past engaged in major manipulations and plots in order to destroy his brother and/or seize the throne of Asgard. He prefers to think of himself as a master chess player, with all others as pieces to be moved at his whims.

Playing Loki: Loki is both the god of mischief and of evil, and wavers between being playfully spiteful and destruction incarnate. He is a master politician and liar, and will make any promise, confident that he will be able to break it later.

Heroes will normally not encounter Loki, rather running into his minions, allies, or servants. Loki will meddle in the affairs of Midgard (Earth) only if he can harm his hated step-brother, Thor, or get a good laugh and/or increased power out of the deal.

Loki will seek to humble any who challenge him. If challenged by a force capable of dealing him harm, Loki will flee, leaving any allies behind to fend for themselves. Loki is untrustworthy and malicious even to his allies, so that few are willing to help him out twice.

MACHINESMITH

Samuel "Starr" Saxon, robot
(public identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	REMARKABLE (30)
Endurance:	REMARKABLE (30)

Reason:	INCREDIBLE (40)
Intuition:	EXCELLENT (20)
Psyche:	EXCELLENT (20)
Health:	90
Karma:	80
Resources:	REMARKABLE (30)
Popularity:	-6

Known Powers:

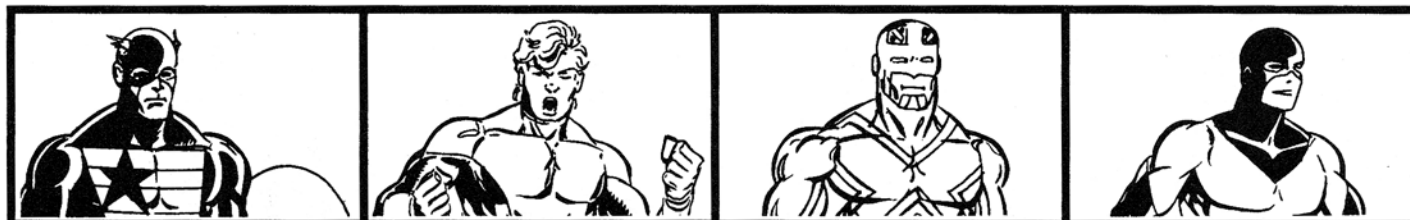
COMPUTER TRANSMISSION. Machinesmith's personality, memory, and thought processes can move from machine to machine. He may occupy his robotic bodies at will, and may take over other robots with Excellent (20) ability. Machinesmith can occupy multiple bodies simultaneously. If one robot body is destroyed, his consciousness may flee to another body.

ROBOTIC FORMS. Machinesmith uses a "standard" form of body, representing roughly his human form. The body is made of Excellent strength material, provides Excellent body armor, and has the abilities listed above. In addition, he may not be affected by emotional or mental attacks, nor is he affected by illusions (though he does know when they are operating). His robotic forms can be affected by powers which affect machinery. Destroying one of Machinesmith's bodies does not cost him any power.

Revealed Talents: Robotics, Defense Systems.

Minions: Machinesmith acts as his own minions. He can occupy a number of bodies at the same time (usually he is comfortable with a maximum of 10). In addition, he can occupy other robotic bodies. Among his favorites are those that imitate super-powered heroes and villains. Such minions vary from model to model, but have the following abilities in common:

- Robotic construction;
- All abilities of the robot have a -1CS from the hero's or villain's true abilities. No abilities or attributes can be above Incredible (40).
- Only physical powers can be duplicated, no mental powers, illusions, or emotion-control powers. His duplication is not exact. To simulate Magneto's magnetic power, for example, Machinesmith used airjets of Incredible (40) power.





In Brief: Machinesmith was originally another super-powered villain—Mr. Fear. A technological genius, Mr. Fear apparently fell to his death after a battle with Daredevil. Rescued by his robotic servants and placed within a computer, Machinesmith despaired of his condition, and forced Captain America to destroy his computer home.

Machinesmith survived this destruction and has come to terms with his inhumanity, in fact reveling in his abilities. He is currently in the service of the Red Skull and makes robot duplicates for the nazis. Machinesmith himself is apolitical—the Red Skull is merely a solid meal ticket, one with access to some exciting robots from the past, such as the Sleepers.

Playing Machinesmith: Machinesmith is a perfect foe for heroes with moral qualms about killing—he can be destroyed numerous times without any ill effect. He just pops into another body and is ready to roll.

Machinesmith delights in mischief. His idea of a good time is to imitate another hero or villain and blacken his name.

Machinesmith's personality has become light and friendly. He often taunts his opponents and chides them. This is a good clue when the players are expecting Doctor Doom and end up fighting someone who wisecracks like Spider-Man.

Machinesmith works primarily to further the Red Skull's plans, but also will work on his own, particularly if there is a chance of picking up a new robot for his collection.

MADCAP

True Name Unrevealed, altered human
(secret identity)

Fighting:	GOOD (10)
Agility:	EXCELLENT (20)
Strength:	GOOD (10)
Endurance:	EXCELLENT (20)
Reason:	TYPICAL (6)
Intuition:	REMARKABLE (30)
Psyche:	REMARKABLE (30)
Health:	60
Karma:	66
Resources:	Poor (4)
Popularity:	0

Known Powers:

REGENERATION and RECOVERY. Madcap has Shift Y powers of regeneration and recovery. He can recover up to 20 points in a single round, and attempt to regain a lost Endurance rank every 10 turns with a successful FEAT roll. Madcap apparently cannot be slain, and all Stun and Kill results are treated as Slams against him. Given these abilities, Madcap never spends Karma for Endurance FEATs.

EMOTION CONTROL. Madcap has a specialized form of emotion control which operates at the Unearthly (100) level. To use this form of attack, Madcap must make eye contact with his target. The target is allowed an Intuition FEAT to protect itself from the Unearthly intensity of this power. Those failing the FEAT will act crazy for 10 rounds plus 1-10 additional rounds. For NPCs this means they act strangely, dance, shout meaningless sentences, and generally act weird. For PCs, the Judge should just encourage them to act oddly for the time and reward 'good weirdness' with a Karma bonus for good role playing.

While under the influence of his mental control, a character cannot engage in combat, but can find himself in dangerous situations as a result of his actions (bungee-jumping off the Brooklyn Bridge, for example).

BUBBLE GUN (EQUIPMENT). An ordinary bubble gun, purchased at a five and dime. Madcap uses this to make people believe that the "crazy-power" is a property of his gun, not himself.

Revealed Talents: None.

Minions: None.

In Brief: The being who would become Madcap was the sole survivor of a collision between a church bus and a tanker truck owned by Advanced Idea Mechanics (AIM) carrying the explosive compound X07. The realization of the random chance that saved him, combined with his new powers of resistance to pain and damage, drove him around the bend. Taking on the new identity of Madcap, he now lives to show everyone he meets that "there is no justice, so why bother?"

Playing Madcap: This guy is a loon, and can vary from being an innocent loon to being a dangerous loon. He has the sensibility of a cartoon character and lives in a world populated by falling anvils, runaway steamrollers,



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and massive, harmless (to him) carnage. Madcap is at his most dangerous when he is bored and goes looking for new individuals to convert to his belief that all life is meaningless, so you gotta sing, you gotta dance.

Heroes will most likely encounter Madcap when he is on such a rampage, turning people at random into babbling fools. For most heroes he would be a light, humorous encounter, but could prove hazardous or lethal if he encounters the heroes at the wrong time.

MAGNETO

Magnus, mutant
(secret identity)

Fighting:	GOOD (10)
Agility:	REMARKABLE (30)
Strength:	GOOD (10)
Endurance:	MONSTROUS (75)
Reason:	INCREDIBLE (40)
Intuition:	EXCELLENT (20)
Psyche:	AMAZING (50)

Health:	125
Karma:	110
Resources:	AMAZING (50)
Popularity:	-50

Known Powers:

MAGNETIC CONTROL. Magneto can manipulate iron and iron-based alloys with Unearthly (100) ability. He uses this ability to perform a number of different actions, including:

- Lifting ferrous objects as if with Unearthly (100) strength.
- Scrambling nonsentient machinery (that is, machinery without a Psyche score) with Unearthly (100) ability.
- Inflicting Unearthly (100) damage to iron-based or iron-alloyed characters.
- Detecting magnetic fields with Monstrous (75) ability
- Using metal objects to attack or entrap opponents, with line-of-sight range. The damage these materials inflict can be no greater than the material strength of the object itself.
- Manipulate nonferrous objects with Monstrous (75) ability, including other individuals.

FORCE FIELD. Magneto can create a force field within one area of Monstrous (75) strength. He may use his magnetic and energy powers through this force field. He may extend this force field, but it loses 1CS of strength for every two additional areas it encompasses.

FLIGHT. Magneto can ride the magnetic lines of force, allowing him to fly at Remarkable (30) air speed.

ENERGY CONTROL. Magneto's strongest ability is to manipulate magnetic fields. However, he can also manipulate other types of energy, including heat, light, radio waves, gamma radiation, and x-rays. He does so with Monstrous (75) ability, though he often chooses not to, preferring to remain within his strongest field.

TELEPATHIC PROJECTION. Magneto has some telepathic abilities, though they have not been fully developed. He may cast his thoughts and images up to 10 miles away with Good (10) ability. He has no other telepathic or mind-control power.

ASTRAL PROJECTION. Similar to his telepathic ability, Magneto can project himself into the astral plane with Typical (6) ability.

BODY ARMOR. Magneto's uniform is made of woven iron/ceramic fibers, and provides him with Excellent (20) protection against physical and energy attacks.

Revealed Talents: Genetic Manipulation, Electronics, Robotics, Engineering, Computers, Leadership, Espionage, Multi-lingual.

Minions: Magneto does not use armies of lesser beings or hordes of robots to advance his own ends. He has in the past, however, assembled "super-teams" of other mutants, similar to the X-Men, to carry off his plots. His original group, the Brotherhood of Evil Mutants, included Quicksilver and the Scarlet Witch, Unus, the Toad, and Mastermind (and later the Blob). Since that time he has led four other groups: a group of transformed savages called the Savage Land Mutates or the Beast Brood, a group of mutants called Mutant Force (now known as the Resistants), and for a brief while the X-Men and New Mutants. He is believed to be currently assembling a new team of superhuman mutants.

In Brief: Magneto learned of man's inhumanity to those different from himself first-hand, as a survivor of the Auschwitz concentration camp. Though his mutant control of magnetism did not surface until later, Magneto will never





forget the lessons taught there by a "master race" over an oppressed minority.

Following the war, Magneto drifted through the Iron Curtain countries, encountering Magda, who became his wife. Magneto's use of his abilities and increasing anti-human stance frightened Magda, and she fled without telling him she carried his children—who would later become the Scarlet Witch and Quicksilver.

When Magneto's abilities came into full bloom he determined that to prevent a repeat of Aushwitz against the mutant minority, the mutants must gain control by striking first. To that end he created his first Brotherhood of Evil Mutants, and clashed with nations and heroic groups for the next several years, specifically Professor Xavier's X-men.

After a series of reverses which included his regression to a childlike state and accidental harming of young Shadowcat, Magneto reformed, trying to take the high road. It was during this period that Professor Xavier left him in charge of both the X-Men and the New Mutants. However, Magneto's authoritarian ways and demand to be unquestioned led to friction in these groups, and eventual disaster for the New Mutants with the deaths and resignations of several members.

With anti-mutant hysteria on the rise, Magneto has decided to return to his old ways, to create a "lightning rod" for anti-mutant sentiment and to be an opponent against whom "good" mutants can prove themselves. Having tried the safe course, he is convinced that only raw power will establish him and mutantkind as the world's rulers. He sincerely believes other mutants will thank him once he has defeated the legions of homo sapiens.

Running Magneto: Magneto is a villain with a cause. He wants to conquer the world, not for himself (he says) but for his people, the mutants. The fact that his actions bring him into conflict with some of the very mutants he wishes to save is beside the point, as such individuals are deluding themselves that they can survive in a human world.

Magneto has strict loyalties and no mercy. He has been hardened by battle and deprivation, and will crush or humiliate all those who stand in his way. As a team leader, he expects his orders to be followed unquestioningly.

Magneto has had a number of secret bases over the years, including an asteroid (destroyed), an Antarctic vol-

cano base (destroyed), an island in the Bermuda Triangle (still active), and a citadel in the Savage Land (still active). He may have a number of other bases as well, filled with equipment designed to bring humanity to its knees.

Magneto is a powerful individual, and beginning player characters can be easily defeated at his hands. He will not try to kill his foes, only pummel them into the ground and humiliate them. Mutants he will attempt to sway to his own side. He does not care for death traps, but will imprison opponents who have been continual hazards.

The most likely encounter with Magneto will involve him striking against some antimutant stronghold, making a reprisal attack for some mutant tragedy, or stealing components to build a deadly device.

Lastly, Magneto does not perceive himself as a villain save by default, and thinks of himself as evil only in that he must perform evil in pursuit of a greater good. This makes him a particularly dangerous foe, as his ultimate intentions are good, but in reaching them he risks repeating the dangers of the past.

RED SKULL

Johann Schimdt (among other names), altered human (public Identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	EXCELLENT (20)
Endurance:	REMARKABLE (30)
Reason:	REMARKABLE (30)
Intuition:	EXCELLENT (20)
Psyche:	MONSTROUS (75)
Health:	130
Karma:	125
Resources:	INCREDIBLE (40)
Popularity:	MONSTROUS (75)

Known Powers:

The Red Skull has no superhuman powers other than his increased abilities. However, he has the following equipment:

HANDGUNS (EQUIPMENT). The Red Skull has carried a wide variety of personal weapons in his day, ranging from a Mauser (Excellent damage, 5 area range) to a



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dartgun carrying Remarkable (30) intensity sleeping drug (3 area range).

DUST OF DEATH (EQUIPMENT). A Remarkable (30) strength poison. Victims struck with this dust must make an Endurance FEAT against the dust or perish, with their Health and Endurance immediately dropping to 0. In addition, the dust causes the victim's facial features to contort to match those of the Red Skull's. Skull can load his dart-gun with this dust.

"SKULL INFECTION." A mutated virus that causes its victim to resemble the Red Skull and become more susceptible to his mind control devices. This virus is Remarkable (30) strength, and victims contacting it must make an Endurance FEAT or be affected. The infection has no other effect, and passes in 1-10 hours.

MIND CONTROL DEVICES. The Red Skull has used a wide variety of Mind Control Devices, including gasses, drugs, flashing lights, and subliminal messages included in a Captain America movie. These devices have a maximum intensity of Amazing (50), and can be resisted by the target with a successful Psyche FEAT. If the target is expecting this type of attack, then Karma may be added; otherwise, it is a blindside.

PERSONAL FORCE FIELD. This device creates a small force field in the area in which Skull is standing. It is only of REMARKABLE (30) strength, and will last 10 turns. His most recent use of this device was to clear a field for a fight between him and Kingpin.

Revealed Talents: Leadership, Marksmanship, Martial Arts A, C, and E, and Oratory.

Minions: The Red Skull excels in gathering minions, a wide variety of individuals who follow him blindly for a variety of reasons, usually centering on his hate-filled version of politics. The Red Skull claims to be a guiding force behind the Watchdogs (an organization of right-wing racial fanatics), ULTIMATUM (a group of anarchist anti-nationalists), and the mysterious Scourge (one or more individuals responsible for killing villains and who escape or otherwise elude capture). See "Henchmen" for stats for these typical members.

The Red Skull delights in turning common individuals to his will through his thought-control devices. He enjoys

nothing more than setting a group of otherwise law-abiding civilians on a rampage of hate-filled destruction.

The Red Skull uses super-powered minions as well. His current crew includes Machinesmith, Mother Night, and Crossbones. This inner circle is devoted to the Red Skull, and while they do not all believe in his version of the future, they believe in the rewards that he can provide them.

In Brief: An orphaned young German, Schmidt lived a cruel life in the streets of Berlin between the wars. Discovering strength in his hatred, he was a cruel, crude, working stiff until he was discovered by Adolf Hitler. Hitler swore he could turn anyone into the perfect Nazi, even a common bellboy (which was Schmidt's job at the time).

Hitler saw the depth of Schmidt's hatred in his eyes and personally oversaw the young man's training as both the perfect Nazi and the Third Reich's most dangerous spy. Hitler himself provided Schmidt with the Red Skull mask that he wore in operations.

With the outbreak of WWII, the Red Skull came to symbolize the cruelty of the Nazis. The threat of the skull was answered by the creation of Captain America as a symbol of liberty. Captain America and the Red Skull fought on a number of occasions throughout the war, with their last fight ending when the Skull was buried alive in a cave-in. Captain America believed the Skull to be dead, but in reality, the Skull was kept in suspended animation with an experimental gas. Later, Captain America himself would be accidentally placed in cryogenic suspended animation until the present day.

During the Red Skull's long sleep, a second Red Skull appeared: a communist agent who fought another man who had donned the mantle of Captain America. This Red Skull went into retirement soon after the reappearance of the original Red Skull, and was recently killed by the mysterious Scourge.

When the original Red Skull awakened, he discovered that the Axis had lost the war and that his hated enemy, Captain America, still lived. The Red Skull attempted to activate a set of robots designed to destroy the world (called sleepers), but was defeated by Cap.

The Red Skull fought a variety of heroes and villains over the next several years, but his greatest defeats were always at the hands of Captain America. Eventually, the effects of the suspended animation gas wore off, and the





Skull apparently died in the arms of his old foe.

In reality, The Red Skull's consciousness was placed in a new body: that of a clone of Captain America. Cap and the reborn Skull fought, and the Red Skull was affected by his own Death Dust. Although he was not killed, the Skull's face was distorted to truly resemble a Red Skull.

Since that time, the Red Skull has returned time and again to plague Captain America and other heroes. He currently maintains a tightly knit operation of agents and other villains, and works for the downfall of the United States and the birth of the Fourth Reich.

Playing the Red Skull: The Red Skull is a political villain, dedicated to the destruction of the United States. He sees the American Dream as a corrupt and weakened image, needing only a good push to knock it over. Through various means, primarily in working at America's weaknesses, he intends to give it that push.

The Red Skull is fond of death traps and intricate revenge plans. These are primarily intended to fight Captain America, but are suitable for anyone who gets in his way. He will always be on hand to gloat. Recently, it has been discovered that he, like Doctor Doom, often uses robots for public appearances (and gloating) to minimize his personal risk. These robots are provided by Machinesmith.

The heroes will rarely encounter the Red Skull directly early in a conflict. They will usually find him as a spider, at the center of his web, working through operatives or under a false identity. Only by peeling back the graft and corruption will they find the Red Skull.

The Red Skull has a flair for the dramatic, however, and while the bulk of his plots will be quiet ones, working within the system, he will often announce his final coup to the world (or at least the captured heroes). Whether a solar-operated laser or a major motion picture with mind-control subliminals, the Red Skull always wants someone to know that he is the man responsible for destroying America. This has proved to be his downfall on a number of occasions.

When playing the Red Skull, the Judge should be proud, boastful, and preaching. The Skull will get up on a soapbox about the country's problems and how he will use those problems to destroy it. The Skull chooses to denigrate the common man and American virtues. The

Judge should have fun playing this character; it only makes the heroes feel better when they bring the plan crashing down around him. The Red Skull is without redeeming virtue—he has none of the nobility of Doctor Doom, nor the concern for his people like Kingpin. He is a villain in every sense of the word.

RHINO

Real Name Unrevealed
Altered Human

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	MONSTROUS (75)
Endurance:	AMAZING (50)
Reason:	GOOD (10)
Intuition:	TYPICAL (6)
Psyche:	POOR (4)
Health:	175
Karma:	20
Resources:	POOR (4)
Popularity:	EXCELLENT (20)

Known Powers:

BODY ARMOR: The Rhino's suit is bonded to his skin and provides him with Amazing (50) protection from physical and energy attacks.

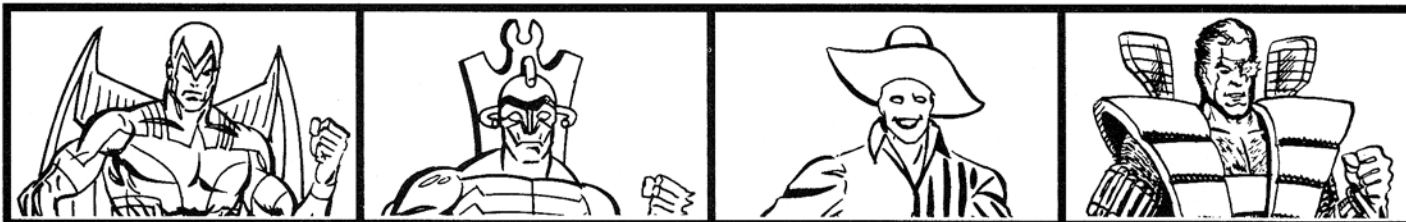
HORNS: The headpiece of Rhino's suit can inflict Remarkable (30) edged damage in close combat.


CHARGING ATTACK: The Rhino uses his suit in a special charging attack. If he can move 4 areas in a straight line, Rhino receives a +2CS to his charging attack to hit and damage. His body armor is considered to be Unearthly against the target he hits.

Revealed Talents: Crime


Minions: The Rhino does not use minions, and often operates alone. He can be enticed into joining larger collections of super-powered villains, although his fighting style tends to limit his usefulness.

In Brief: The Rhino was once a small-time muscle man for the mobs. He was recruited by foreign spies to become their super-powered agent. After receiving the suit





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(and a serious bio-chemical modification), Rhino turned on his benefactors and set out as a freelance operative.

Rhino has fought a variety of heroes, including Spider-Man and the Hulk. His suit was originally removable, but later fused with his skin after an accident in space. He seeks to eventually remove the suit, but needs money for the surgery, money which only further criminal activity can provide.

Playing the Rhino: The Rhino is big, tough, and not too bright, much like his namesake. He is short-tempered and is likely to strike first and sort out the details later.

Rhino is a good villain for mid-level heroes, and as part of a large team, can give even the high-powered heroes of Thor's class a run for their money. The heroes would normally encounter Rhino in the midst of a robbery or abduction (kidnapping is a favorite crime for Rhino).

Rhino is not one for death-traps, making master plans, or seeking to control the world. He lives on much simpler terms—take what you want and smash anyone who gets in the way.

SCORPION

MacDonald Gargan, altered human
(public Identity)

Fighting:	REMARKABLE (30)
Agility:	INCREDIBLE (40)
Strength:	INCREDIBLE (40)
Endurance:	INCREDIBLE (40)
Reason:	TYPICAL (6)
Intuition:	TYPICAL (6)
Psyche:	GOOD (10)
Health:	150
Karma:	22
Resources:	TYPICAL (6)
Popularity:	EXCELLENT (20)

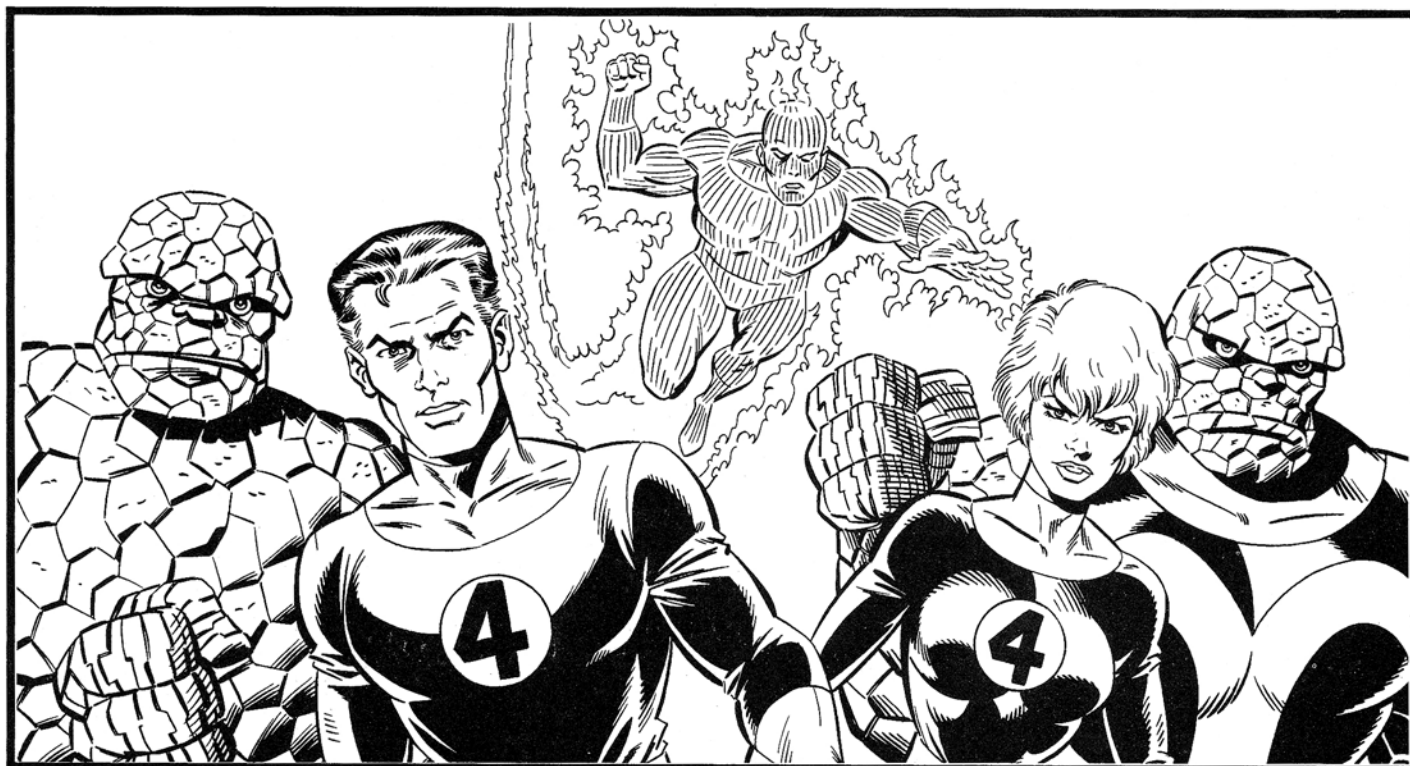
Known Powers:

BODY ARMOR: The Scorpion's insulated outfit provides him with Excellent (20) protection from physical and energy attacks.

WALL-CRAWLING: Scorpion has the Excellent (20) ability to crawl up walls.

SCORPION'S TAIL: Scorpion's costume is equipped with a seven-foot-long tail, which Gargan controls cybernetically. This tail is made of Incredible (40) strength material and is used in a number of ways.

- Gargan can use the tail as a blunt weapon, inflicting Amazing (50) blunt damage.
- Coiled as a spring, the tail allows Gargan to leap as if with Amazing (50) strength.





- The tip of the tail is sometimes equipped with a plasma projector, capable of firing for Remarkable (30) force damage up to 5 areas away.

Revealed Talents: Espionage, Weapons specialist (tail).

Minions: At best, Scorpion will have several standard goons working for him.

In Brief: J. Jonah Jameson paid P.I. MacDonald Gargan to undergo his transformation into a super-powered individual in order to defeat Spider-Man. However, the process drove Gargan insane, such that the Scorpion went on a rampage and had to be defeated by Spider-Man to save Jameson's life.

Scorpion is in a mental institution, his care paid for by a repentant (well, mostly repentant) Jameson. Scorpion breaks out of the institution on occasion to get his revenge on those who have wronged him, including Jameson, Spider-Man, and any other hero who has crossed his path.

Playing the Scorpion: Scorpion is a mid-level bad guy, and insane madman driven by greed and revenge. He does not make big plans nor think of world (or even city) domination. Rather, he lives for the moment, for petty robberies, and to get even with those responsible for his miserable state.

Heroes will most likely encounter Scorpion in the process of one of his crimes—either robbery or revenge. The latter is usually directed against J. Jonah Jameson, who paid him for his transformation. Once the heroes foil Scorpion's plan, however, they too will be on his list of foes against whom he plans to avenge himself.

SUPER-SKRULL

altered alien, (identity unrevealed)

Fighting:	REMARKABLE (30)
Agility:	EXCELLENT (20)
Strength:	AMAZING (50)
Endurance:	AMAZING (50)
Reason:	TYPICAL (6)
Intuition:	TYPICAL (6)
Psyche:	GOOD (10)
Health:	150
Karma:	22

Resources: FEEBLE (2)
Popularity: 0

Known Powers:

BODY ARMOR: The Super-Skrull's natural body provides Remarkable (30) protection from physical and energy attacks. If he chooses to imitate the Thing's rocky body, this is raised to Incredible (40) rank.

SHAPE-SHIFTING: Unearthly (100) rank ability to assume any humanoid shape. Powers and abilities do not change with the modification. This is a natural Skrull talent.

ELONGATION: Like Mr. Fantastic, the Super-Skrull can extend up to 3 areas away with Unearthly (100) ability.

FIRE GENERATION: The Super-Skrull can generate flames like the Human Torch with Monstrous (75) ability.

FIRE CONTROL: The Super-Skrull has Monstrous (75) control over flame.

INVISIBILITY: Excellent (20) ability.

POWER SELECTION: Super-Skrull can currently use only one power at a time. He may change from one power to another at will.

Revealed Talents: Espionage, Pilot (spaceships), Hypnosis, Martial Arts C and E, and Skrull or Kree Weapon technology.

Minions: The Super-Skrull is occasionally aided by other Skrulls when he is working for the Skrull Empire. When on his own, he does not normally use minions.

In Brief: Early in their careers, the Fantastic Four foiled a Skrull invasion. The Skrull emperor chose one of his warriors to become a superpowered agent to avenge the Skrulls against that hero group. The result of those processes, the Super-Skrull, was defeated by the FF several times, as well as by the Avengers and other super-powered heroes.

The Super-Skrull has had several falling-outs with his Skrull masters, and has been placed in exile a number of times. The Skrulls have always found a need to retain their super-powered agent, however, and brought him back into service.

Playing the Super-Skrull: The Super-Skrull is the most



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powerful warrior of his race, and knows it. He is supremely confident in his abilities and he is sure that he can beat any opponent. As a result, he normally feels he should be in command and does not take orders well from others.

The heroes will most likely encounter the Super-Skrull in one of two ways: if he is working as an agent of the Skrulls; or, if he is working to get back into the good graces of his Skrull masters. In the former case, he will have other Skrulls as minions and will usually have to answer to some larger Skrull plan (which depends on secrecy and stealth—NOT the Skrull's good points). In the latter case, he will be operating on his own, usually trying to steal something of great power or defeat some hero in order to reestablish his credentials with the Skrull Empire.

The Super-Skrull is a fine warrior but a bad planner. He is capable of laying out a plan of attack involving care and disguise, but as soon as the cover is blown or the plan goes amiss, he jumps in swinging. In battle, the Super-Skrull is boastful and egotistical.

The Super-Skrull is a master at the "escape from certain death" of which villains are capable. He has been atomized, dropped in a reactor, has fallen from orbital space, and has survived all of this. If defeated, he will likely go out in a fashion that leaves no trace of his body, allowing him to return later for revenge.

TYPHOID MARY

Mary (last name unrevealed), altered human
(Secret Identity)

Fighting:	INCREDIBLE (40)
Agility:	INCREDIBLE (40)
Strength:	GOOD (10)
Endurance:	REMARKABLE (30)
Reason:	TYPICAL (6)
Intuition:	GOOD (10)
Psyche:	POOR (4)
Health:	120
Karma:	20
Resources :	GOOD (10)
Popularity:	0

Known Powers:

TELEKINESIS: Typhoid Mary has Typical (6) telekinetic

ability, with a one-area range. She can manipulate one object at a time, but may do so with extreme precision.

PYROKINESIS: Typhoid Mary has Poor (4) ability to mentally set objects alight.

MIND CONTROL: Typhoid Mary has a primitive and effective form of mind control, capable of broadcasting simple mental commands to a single target with Good (10) ability. Her targets are usually not aware of her actions, which allow her effective blindside attacks. Such commands must be simple in nature ("Pull the trigger," "Go to sleep"), and the target must make a Psyche FEAT to resist them. On a successful Power FEAT, she can make non-hostile individuals become enamored with her.

MACHETES (EQUIPMENT): Typhoid Mary carries two machetes which inflict Excellent (20) Edged damage. She makes only one attack per turn, however.

ALTER EGO: Typhoid Mary has two distinct personalities: the malevolent Typhoid, and the quieter Mary persona. Mary is gentle, kind, and emotionally fragile, and is not fully aware of her Typhoid persona. Typhoid is aware of Mary, and can control her in much the same way that she gives mental commands to others.

Mary has the following statistics:

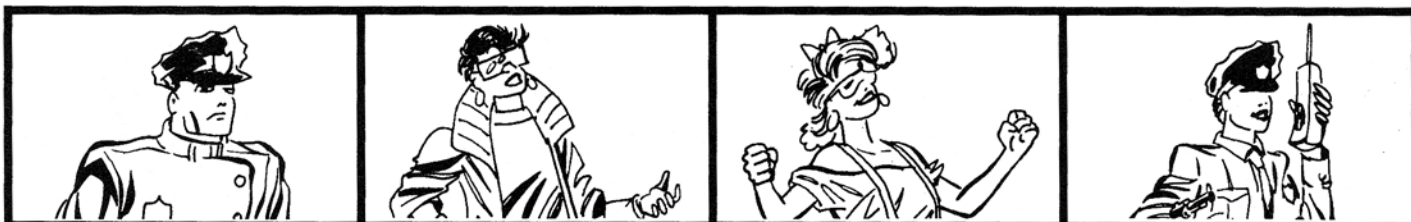
F	A	S	E	R	I	P
PR	TY	PR	TY	GD	TY	PR

Mary's Health is the same as Typhoid. The two personas have radically different appearances, voices, and heartbeats. In addition, Typhoid is in a continual fever, her body temperature higher than normal.

Revealed Talents: Performer, Weapons Specialist (Machetes), Martial Arts C and D, Tumbling.

Minions: Typhoid Mary neither wants nor needs followers. She will, in special cases, gather a group of former foes of a particular hero under her command to defeat that foe. When acting on behalf of Kingpin, she may use some of his thugs.

In Brief: Typhoid Mary is a former mental patient with her personality split between the gentle Mary and the aggressive Typhoid. She escaped custody, and for a brief time was a successful stage actress before her darker personality took hold, turning her to murder and blackmail.





Arriving in New York City, she began attacking criminal organizations for her own enrichment. This brought the approval of the populace of New York City, who considered her one more costumed vigilante. This also brought the attention of Kingpin, who controlled the operations Mary was wrecking.

Kingpin confronted Typhoid Mary, and instead of fighting, hired her to go after his arch-enemy, Daredevil. Kingpin gave her information as to Daredevil's secret identity and operations. In turn, while the Mary personality caused Daredevil to fall in love with her, her Typhoid persona nearly killed him in battle. Typhoid succeeded in confusing Daredevil in his role, causing him to leave New York for a time.

Typhoid Mary has remained in Kingpin's employ, and the two are romantically linked. However, she is seeking to dominate both Kingpin and her Mary side of the personalities, who has become more aware of Typhoid's existence. Kingpin, for his part, keeps Typhoid as his "personal bodyguard" though his affections toward her make it difficult for him to risk her in battle.

Playing Typhoid Mary: Typhoid Mary has a dual personality. Unfortunately, the personality the heroes are most likely to encounter is that of Typhoid, who delights in harming others and making them dance to her mentally-called tune. She not only kills—she enjoys it.

Typhoid Mary is a suitable opponent for low-and mid-level heroes, particularly those with near-human abilities. Daredevil and Punisher would both find Mary a challenge. Most heroes will encounter Mary acting on behalf of Kingpin, carrying out his orders.

The Mary side of Typhoid Mary's personality is very vulnerable, and can easily fall for a hero. Should this happen, Typhoid will try to have the hero killed in order to deny Mary a strong person on whom she can depend.

THE VULTURE

Adrian Toomes, altered human
(public identity)

Fighting:	EXCELLENT (20)
Agility:	REMARKABLE (30)
Strength:	EXCELLENT (20)
Endurance:	INCREDIBLE (40)

Reason:	REMARKABLE (30)
Intuition:	GOOD (10)
Psyche:	GOOD (10)
Health:	110
Karma:	50
Resources :	TYPICAL (6)
Popularity:	TYPICAL (6)

Known Powers:

FLIGHT (EQUIPMENT): Vulture takes his name from the flying harness he wears, an electro-magnetic antigravity generator that allows him to fly silently at Typical air speed (6 areas/round).

Revealed Talents: Mechanics, Crime, Electronics, Aerial Combat.

Minions: Vulture often has a gang of thugs and goons in his employ to carry out his plans. They have typical thug statistics. Also, Vulture will enter into alliances with other super-powered bad-guys to further his own goals.

In Brief: Adrian Toomes invented his flying harness. First, he used it to terrorize his embezzling business partner. Toomes found he so enjoyed his freedom and criminal life that he turned entirely to crime. He has had a long criminal career, though most of his battles have been with Spider-Man.

Playing the Vulture: The Vulture is a wise old bird, advancing beyond the stage of merely robbing people from above (though he will still do so if he needs ready cash). He is careful, but not spectacular. He has no desire to run New York's crime cartels; he only wishes to get his piece as an independent free-lancer.

Vulture is a mid-level bad guy who can normally be found on the scene of a crime, usually a planned affair that he and his minions had spent much time carefully casing before the robbery. Vulture is sometimes motivated by revenge, but is usually more interested in personal rewards.

Vulture's greatest personal weakness is his vanity. There have been other pretenders to the throne who have developed their own Vulture costumes, which have caused Vulture to come out of hiding to publicly challenge and thrash them. This form of trademark protection has made others wary of taking up the Vulture's mantle.





Nonplayer Characters Chart

Not all the people in Manhattan are packing super powers. Here are a few examples of the other types of people to be found.

Innocent Bystander F A S E R I P
Health = 24 TY TY TY TY TY TY TY

The ordinary Joe-in-the-street. Usually unarmed, often a potential victim.

Thug F A S E R I P
Health = 30 GD TY TY TY PR PR PR

Run-of-the-mill criminal, usually carrying a handgun or knife.

Henchman F A S E R I P
Health = 32 GD TY TY GD PR TY PR

A slightly better breed of criminal, with some modest training. May have a weapon talent, may even be heavily armed.

Policeman F A S E R I P
Health = 36 GD GD TY GD TY TY TY

Fights for law and order. Will have Law Enforcement talent, carry handgun and billy club (blunt weapon).

S.W.A.T. Team

Member F A S E R I P
Health = 46 EX GD GD TY TY TY GD

This elite policeman has Law Enforcement and Marksmanship talents. S.W.A.T. team body armor provides TY protection.

Soldier F A S E R I P
Health = 46 EX GD TY GD TY TY PR

Member of the armed forces. Has Military talent, rifle.

Fire Fighter F A S E R I P
Health = 26 TY TY GD EX TY GD TY

Has First Aid talent as well as fire-fighting skill and equipment.

Federal Agent F A S E R I P
Health = 50 GD EX GD GD GD GD GD

Agent of the government (usually ours, but not always). Has Law Enforcement, Marksmanship talents. Sometimes carries a handgun or other weapon, but often unarmed.





Animals Chart

Alligator

Health = 64 F A S E R I P
PR GD RM EX FE FE FE

Uses edged attacks, moves 1 area/turn on land, 2 areas/turn in water.

Bear

Health = 76 F A S E R I P
GD TY RM RM FE PR FE

Uses edged attacks, grappling, moves 2 areas/turn.

Dinosaur

Health = 180 F A S E R I P
RM GD IN UN FB FB FB

Makes edged attacks, moves 2 areas/turn.

Dog

Health = 32 F A S E R I P
GD TY TY GD FE GD FE

Uses edged attacks, moves 2 areas/turn, tracks with RM ability.

Horse

Health = 76 F A S E R I P
TY GD RM RM PR TY PR

Uses blunt attacks, moves 3 areas/turn.

Lion

Health = 60 F A S E R I P
EX GD GD EX FE FE FE

Uses edged attacks, moves 2 areas/turn, includes all big cats.

Shark

Health = 100 F A S E R I P
GD GD RM IN FE FE FE

Uses edged attacks, swims 3 areas/turn.

Wolf

Health = 50 F A S E R I P
EX GD GD GD FE FE FE

Uses edged attacks, moves 2 areas/turn, tracks with EX ability.



Battle Effects Table

Blunt Attacks	Edged Attacks	Shooting	Throwing Edged	Throwing Blunt	Energy	Force	Grappling	Grabbing	Escaping	Charging
BA	EA	Sh	TE	TB	En	Fo	Gp	Gb	Es	Ch
Fighting	Fighting	Agility	Agility	Agility	Agility	Agility	Strength	Strength	Strength	Endurance
Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss
Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss	Take	Miss	Hit
Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial	Grab	Escape	Slam
Stun	Kill	Kill	Kill	Stun	Kill	Stun	Hold	Break	Reverse	Stun

Dodging	Evading	Blocking	Catching
Do	Ev	Bl	Ca
Agility	Fighting	Strength	Agility
None	Autohit	-6 CS	Autohit
-2 CS	Evasion	-4 CS	Miss
-4 CS	+1 CS	-2 CS	Damage
-6 CS	+2 CS	+1 CS	Catch

Stun?	Slam?	Kill?
St	Sl	KI
Endurance	Endurance	Endurance
1-10	Gr. Slam	En. Loss
1	1 area	E/S
No	Slagger	No
No	No	No

Universal Table

0	Fe	Pr	Ty	Gd	Ex	Rm	In	Am	Mn	Un	X	Y	Z
Shift	Feeble	Poor	Typical	Good	Excellent	Remarkable	Incredible	Amazing	Monstrous	Unearthly	Shift X	Shift Y	Shift Z
0	2	4	6	10	20	30	40	50	75	100	150	200	500

1000	3000	5000
Class	Class	Class
1000	3000	5000

01

02-03

04-06

07-10

11-15

16-20

21-25

26-30

31-35

36-40

41-45

46-50

51-55

56-60

61-65

66-70

71-75

76-80

81-85

86-90

91-94

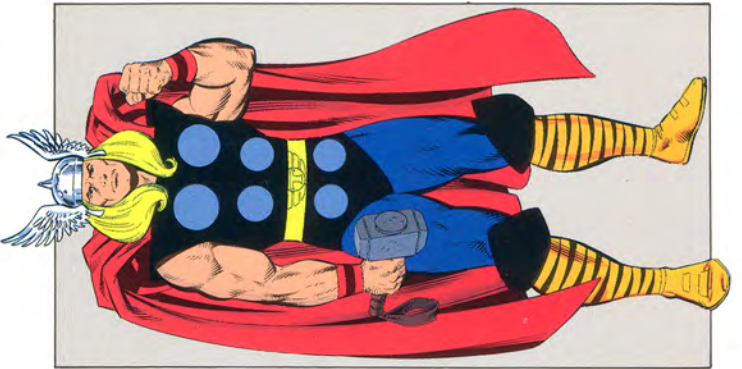
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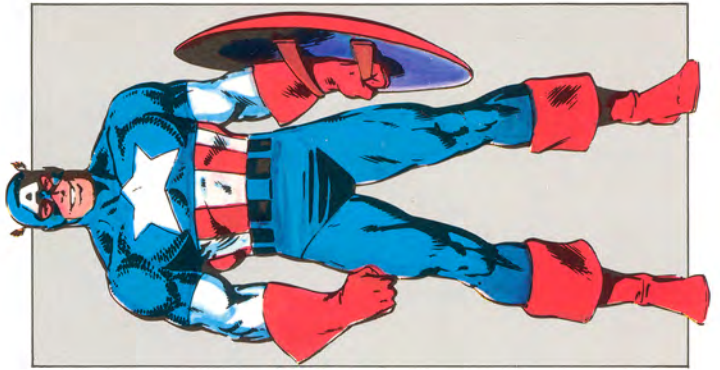
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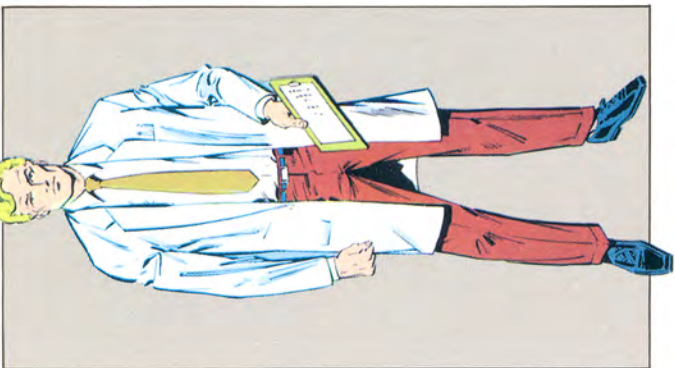
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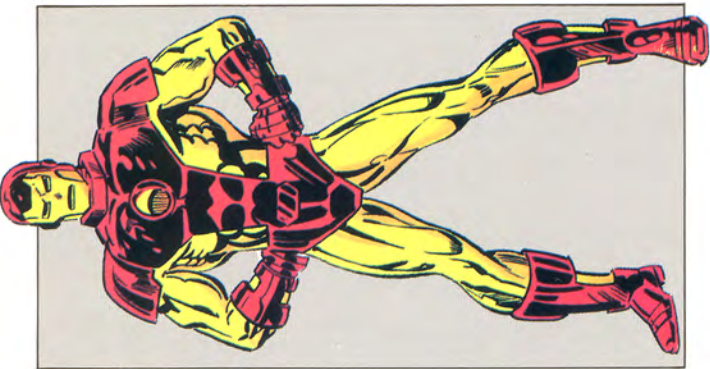
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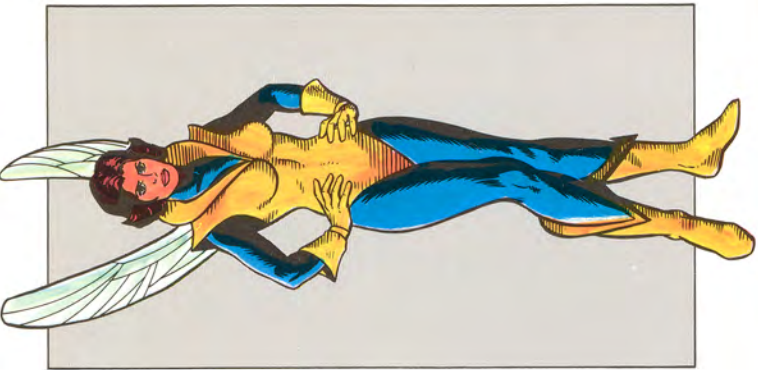
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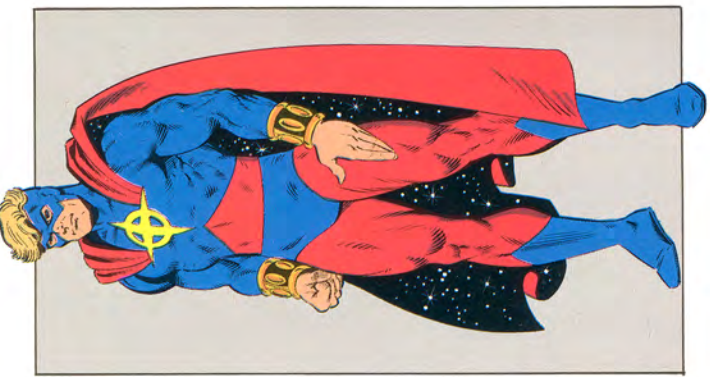
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QUASAR™

Wendell Vaughn
(Secret Identity)

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)
Health: 70
Res: EX Karma: 22
Popularity: GID

Known Powers:

- Quantum Bands: Alien bracelets made of Unearthly (100) material, with the following abilities:
 - Force Blasts: Monstrous (75)
 - Flight: Shift Y
 - Interstellar Gates: Class 1000
 - Solid Light Construction: Monstrous (75) material Strength.
 - Light: Monstrous (75) Intensity
 - Life Support: Monstrous (75)

Revealed Talents:

- Law Enforcement; Espionage; Military; Martial Arts A & B; Guns

WASP™

Janet Van Dyne
(Public Identity)

Fighting: GOOD (10)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)
Health: 60
Res: RM Karma: 40
Popularity: AM

Known Powers:

- Shrinking: Incredible (40)
- Flight: Poor (4) speed
- Insect Communication: Typical (6)
- Wasp Sting: Remarkable (30) Energy bolts, 1 area range

Revealed Talents:

- Business; Martial Arts D; Aerial Combat

IRON MAN™

Tony Stark
(Secret Identity)

Fighting: REMARKABLE (30)
Agility: REMARKABLE (30)
Strength: AMAZING (50)
Endurance: MONSTROUS (75)
Reason: INCREDIBLE (40)
Intuition: EXCELLENT (20)
Psyche: TYPICAL (6)
Health: 185
Res: AM Karma: 66
Popularity: GD

Known Powers:

- Body Armor: Amazing (50)
- Force Field: Monstrous (75)
- Flight: Excellent (20)
- Repulsors: Amazing (50) Force
- Pulse Bolts: Monstrous (75) Energy
- Heat Beam: Incredible (40) Energy
- Tractor Beam: Remarkable (30)
- Energy Absorption: Unearthly (100)
- Electro-Pulse: Amazing (50)
- Protected Senses: Remarkable (30)
- ECMs: Remarkable (30)
- Sensors: Incredible (40)

Limitation:

Alcoholism

Revealed Talents:

- Electronics; Business; Engineering

SHE-HULK™

Jennifer Walters
(Public Identity)

Fighting: REMARKABLE (30)
Agility: EXCELLENT (20)
Strength: MONSTROUS (75)
Endurance: AMAZING (50)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: EXCELLENT (20)
Health: 175
Res: EX Karma: 36
Popularity: RM

Known Powers:

- Body Armor: Incredible (40)
- Leaping: Shift Z
- Resistances, Heat & Cold: Amazing (50)
- Resistance, Disease: Amazing (50)
- Flying Cadillac

Revealed Talents:

- Martial Arts C; Law

CAPTAIN AMERICA™

Steve Rogers
(Secret Identity)

Fighting: AMAZING (50)
Agility: INCREDIBLE (40)
Strength: EXCELLENT (20)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: INCREDIBLE (40)
Psyche: GOOD (10)
Health: 140
Res: EX Karma: 60
Popularity: UN

Known Powers:

- Unique Weapon—Shield: Class 3000 strength material. Thrown for 3 areas, inflicts Remarkable (30) Blunt damage
- Motorcycle

Revealed Talents:

- Martial Arts A, B, C, D & E; Leadership; Artist; Military; Weapon Specialist; Shield; Acrobatics; Tumbling

THOR™

Thor of Asgard
(Public Identity)

Fighting: UNEARTHLY (100)
Agility: EXCELLENT (20)
Strength: MONSTROUS (75)
Endurance: MONSTROUS (75)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: REMARKABLE (30)
Health: 320
Res: EX Karma: 76
Popularity: MN

Known Powers:

- Body Armor: Excellent (20)
- Unique Weapon: Mjolnir
 - Blunt weapon: Unearthly (100)
 - Thrown Weapon: Unearthly (100)
 - Flight: Shift X
 - Force Field: Remarkable (30)
 - Weather Control: Unearthly (100)
 - Dimensional Travel: Unearthly (100)

Revealed Talents:

- Edged Weapons; Mythological Lore; Weapons Specialist; Mjolnir; Architecture

DOCTOR PYM™

Henry Pym
(Public Identity)

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: EXCELLENT (20)
Reason: EXCELLENT (20)
Intuition: GOOD (10)
Psyche: GOOD (10)
Health: 66
Res: EX Karma: 40
Popularity: TV

Known Powers:

- Projective Shrinking: Amazing (50)
- Micro-Equipment
- Rover

Revealed Talents:

- Chemistry; Biology; Genetics; Electronics; Physics; Engineering; Mechanics

THE HULK™

Robert Bruce Banner
(Public Identity)

Fighting: INCREDIBLE (40)
Agility: GOOD (10)
Strength: UNEARTHLY (100)
Endurance: UNEARTHLY (100)
Reason: REMARKABLE (30)
Intuition: GOOD (10)
Psyche: REMARKABLE (30)
Health: 250
Res: GD Karma: 70
Popularity: 0

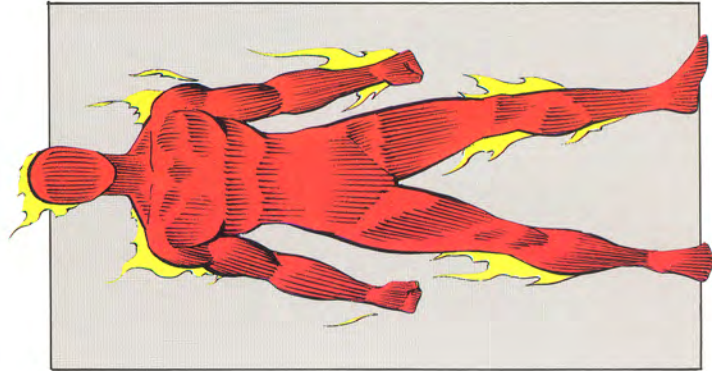
Known Powers:

- Body Armor: Monstrous (75)
- Invulnerability: Cold, Disease, Heat
- Astral Detection: Unearthly (100)
- Leaping: CLASS 5000
- Adrenaline Surge (+1 CS/round)

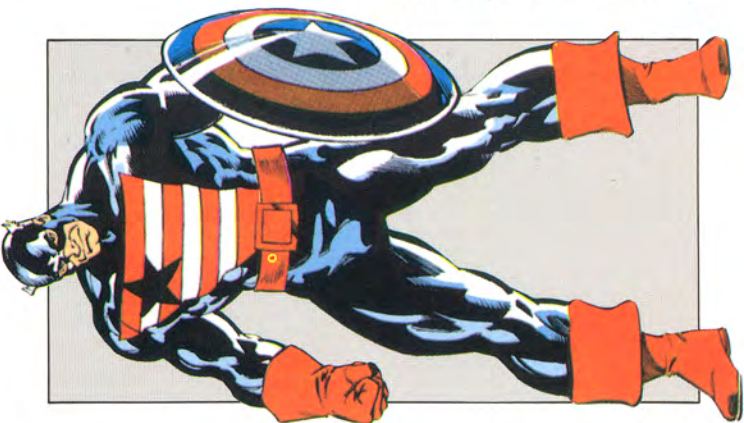
Revealed Talents:

- Physics, Radiation (Specialist—Gam Rays), Crime

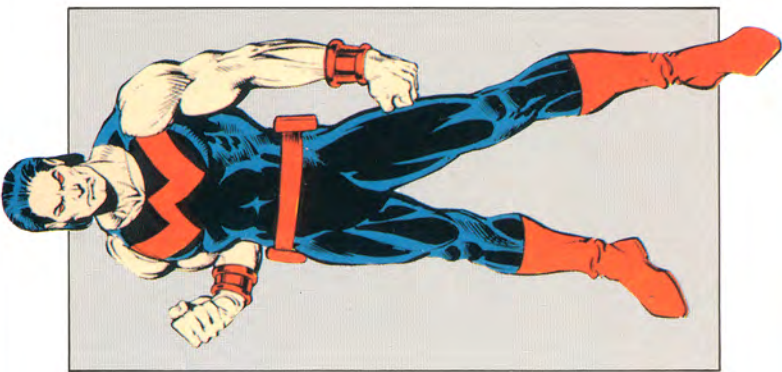
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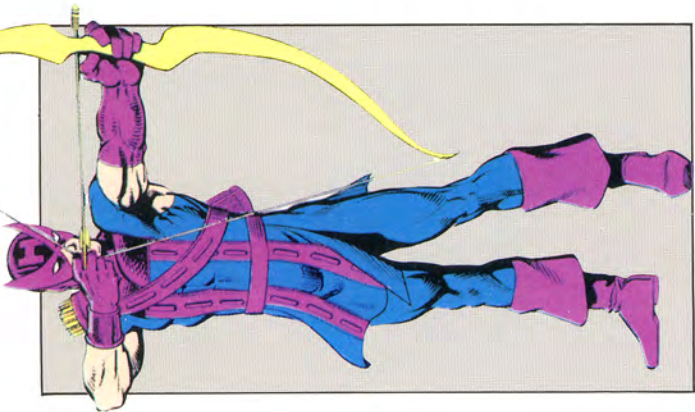
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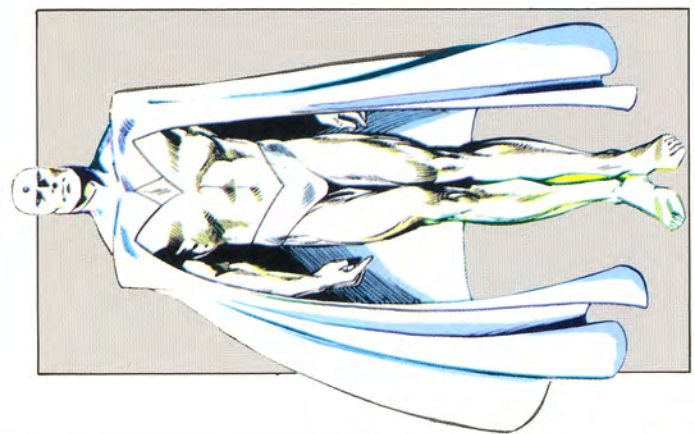
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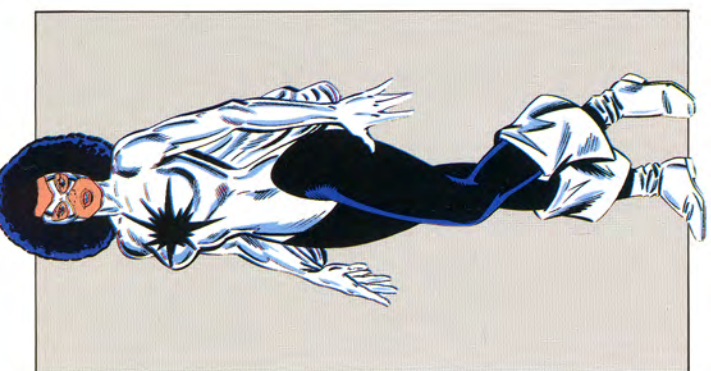
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CAPTAIN MARVEL™

Monica Rambeau

(Secret Identity)

Fighting: EXCELLENT (20)
Agility: REMARKABLE (30)
Strength: GOOD (10)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: GOOD (10)

Health: 90 Karma: 30
Res: EX Popularity: EX

Known Powers:

- Flight: Unearthly (100)
- Energy Blast: Monstrous (75) Force or Energy
- Projected Force Field: Monstrous (75) Protection

Revealed Talents:

- Law Enforcement; Marksmanship; Martial Arts A, B, & E; Multi-Lingual

VISION™

Fighting: REMARKABLE (30)

Agility: EXCELLENT (20)

Strength: AMAZING (50)

Endurance: INCREDIBLE (40)

Reason: EXCELLENT (20)

Intuition: GOOD (10)

Psyche: REMARKABLE (30)

Health: 140 Karma: 60
Res: PR Popularity: EX

Known Powers:

- Density Manipulation : Unearthly (100)
- Life Support: Incredible (40)
- Solar Regeneration: Amazing (50)
- Energy Beam: Remarkable (30)

Revealed Talents:

- Repair/Tinkering; Photographic Memory

SCARLET WITCH™

Wanda Maximoff

(Public Identity)

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: REMARKABLE (30)

Health: 46 Karma: 60
Res: TV Popularity: 0

Known Powers:

- Probability Manipulation: Amazing (50)
- Magic Use: Incredible (40)

Revealed Talents:

- Mystic Background; Occult Lore; Bilingual

HAWKEYE™

Clint Barton

(Secret Identity)

Fighting: GOOD (10)
Agility: REMARKABLE (30)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Health: 70 Karma: 22
Res: GD Popularity: IN

Known Powers:

- Enhanced Vision: Remarkable (30)
- Protected Senses: Excellent (20) protection from sonic attack
- Unique Weapons: Bow & Arrow Range 7

Excellent (20) Blunt damage
Excellent (20) Shooting
Specialty Arrow Heads

- Skycycle

Limitation: 80% Deaf—must wear hearing aid.

Revealed Talents:

- Martial Arts A & E; Leadership; Marksman; Weapon Specialist: Bow

WONDER MAN™

Simon Williams

(Public Identity)

Fighting: GOOD (10)
Agility: REMARKABLE (30)
Strength: UNEARTHLY (100)
Endurance: MONSTROUS (75)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)

Health: 215 Karma: 18
Res: EX Popularity: IN

Known Powers:

- Body Armor: Amazing (50)
- Resistance to Heat and Cold: Class 1000

- Life Support
- Flight: Good (10)

Revealed Talents:

- Business; Performer

USAGENT™

John F. Walker

(Secret Identity)

Fighting: INCREDIBLE (40)
Agility: REMARKABLE (30)
Strength: INCREDIBLE (40)
Endurance: AMAZING (50)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psyche: POOR (4)

Health: 160 Karma: 20
Res: TV Popularity: TV

Known Powers:

- Body Armor: Excellent (20)

In addition he has the following item:

- Shield: Incredible (40) protection.

Revealed Talents:

- Martial Arts A, B, C & E; Leadership; Military; Weapon Specialist: Shield; Acrobatics; Tumbling

HUMAN TORCH I™

“Jim Hammond”

(Secret Identity)

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Health: 60 Karma: 26
Res: PR Popularity: EX

Known Powers:

- Body Armor: Incredible (40)
- Generate Fire: Unearthly (100)
- Control Fire: Unearthly (100)
- Invulnerability: Fire & Heat
- Flight: Excellent (20) Air Speed
- Nova Flame Shift Z

Revealed Talents:

- Law Enforcement

MOCKINGBIRD™

Barbara Morse Barton

(Secret Identity)

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: GOOD (10)
Reason: EXCELLENT (20)
Intuition: TYPICAL (6)
Psyche: TYPICAL (6)

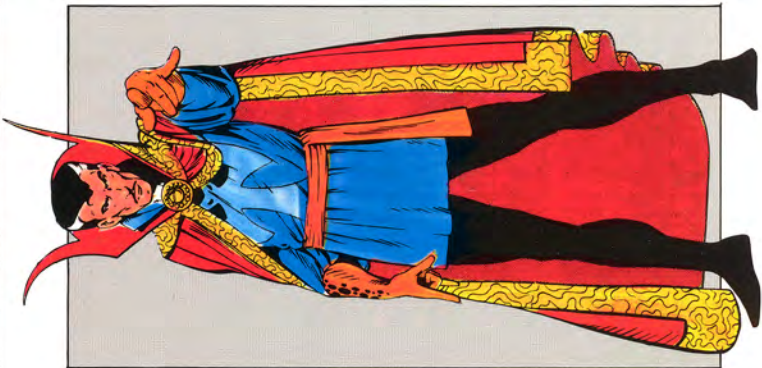
Health: 56 Karma: 32
Res: TV Popularity: 30

Known Powers: None but has following items

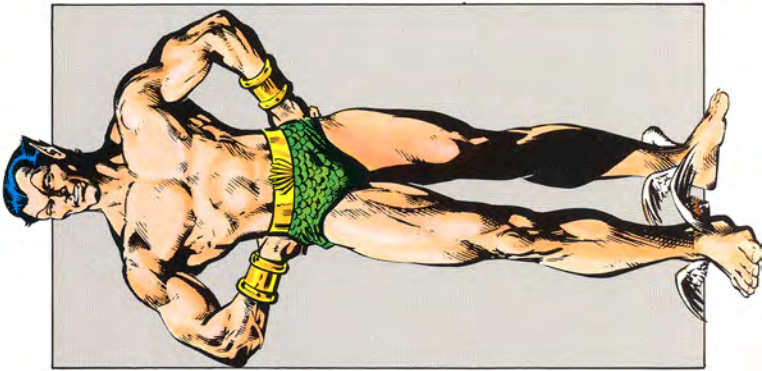
- Body Armor: Excellent (20)
- Unique Weapons—Battle Staves: Remarkable (30) strength material with the following uses:
 - Blunt weapons for Good (10) damage
 - Thrown for Excellent (20) damage
 - Create an 8' vaulting pole

Revealed Talents:

- Biology; Law Enforcement; Espionage; Acrobatics; Martial Arts A, B, & C; Weapon Specialist: Battle Staves



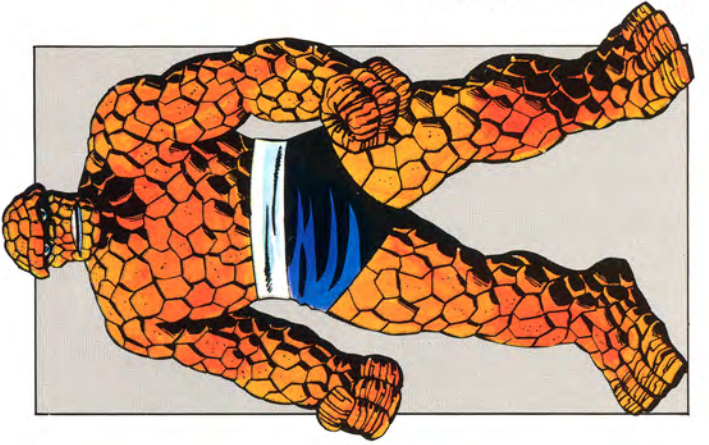
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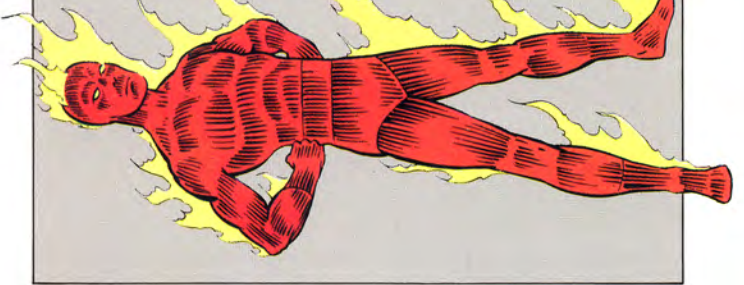
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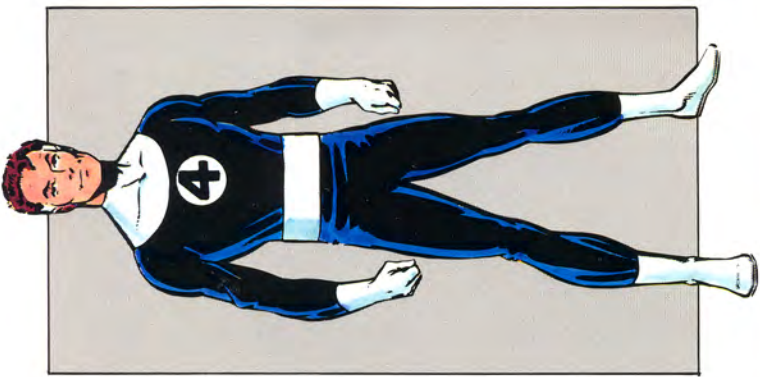
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MISTER FANTASTIC™

Reed Richards

(Public Identity)

Fighting: GOOD (10)
Agility: TYPICAL (6)
Strength: TYPICAL (6)
Endurance: EXCELLENT (20)
Reason: AMAZING (50)
Intuition: EXCELLENT (20)
Psyche: REMARKABLE (30)

Health: 42 Karma: 100
Res: RM Popularity: AM

Known Powers:

- Plasticity: Monstrous (75)
- Elongation: Shift X (5 areas away)
- Body Armor: Remarkable (30)

Revealed Talents:

- Electronics; Physics; Dimensional Travel; Engineer

HUMAN TORCH II™

Johnny Storm

(Public Identity)

Fighting: GOOD (10)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: TYPICAL (6)

Health: 60 Karma: 26
Res: RM Popularity: AM

Known Powers:

- Body Armor: Incredible (40)
- Generate Fire: Unearthly (100)
- Control Fire: Unearthly (100)
- Invulnerability: Fire & Heat
- Flight: Excellent (20) Air Speed
- Nova Flame: Shift Z

Revealed Talents:

- Mechanics; Automobile Design; Race Car Driver

SPIDER-MAN™

Peter Parker

(Secret Identity)

Fighting: REMARKABLE (30)
Agility: AMAZING (50)
Strength: INCREDIBLE (40)
Endurance: INCREDIBLE (40)
Reason: EXCELLENT (20)
Intuition: GOOD (10)
Psyche: INCREDIBLE (40)

Health: 160 Karma: 70
Res: TY Popularity: RM

Known Powers:

- Wall-crawling: Amazing (50)
- Spider-Sense: Amazing (50)
- Web-Shooters: Webbing of Incredible (40) strength, 3 area range

Revealed Talents:

- Photography; Weapon Specialist: Web-shooters; Chemistry

DAREDEVIL™

Matthew Murdock

(Secret Identity)

Fighting: INCREDIBLE (40)
Agility: INCREDIBLE (40)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: TYPICAL (6)
Intuition: MONSTROUS (75)
Psyche: GOOD (10)

Health: 110 Karma: 91
Res: PR Popularity: GD

Known Powers:

- Unique Weapon—Billy Club: Incredible material strength, 2 area range, inflicts Excellent damage.
- Radar Sense: Monstrous (75)
- Enhanced Senses (all except sight): Monstrous (75)

Limitation: Physical Handicap—Blind

Revealed Talents:

- Martial Arts A, B & E; Acrobatics; Law; Weapon Specialist: Billy Club

THING™

Ben Grimm

(Public Identity)

Fighting: INCREDIBLE (40)
Agility: GOOD (10)
Strength: MONSTROUS (75)
Endurance: MONSTROUS (75)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: REMARKABLE (30)

Health: 200 Karma: 50
Res: EX Popularity: AM

Known Powers:

- Body Armor: Incredible (40)
- Resistance to Fire: Incredible (40)
- Protected Senses: Remarkable (30)
- Alter Ego: Ben Grimm

F A S E R I P
EX GD GD GD GD RM
Health: 50 Karma: 50

Revealed Talents:

- Pilot (air & space); Martial Arts B; Wrestling

INVISIBLE WOMAN™

Susan Storm Richards

(Public Identity)

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)

Health: 46 Karma: 40
Res: RM Popularity: AM

Known Powers:

- Invisibility: Remarkable (30)
- Force Fields: Monstrous (75)
- Flight: Feeble (2) Air Speed

Revealed Talents:

- Performer; Martial Arts E

SUB-MARINER™

Namor I of Atlantis

(Public Identity)

Fighting: INCREDIBLE (40)
Agility: REMARKABLE (30)
Strength: MONSTROUS (75)
Endurance: INCREDIBLE (40)
Reason: TYPICAL (6)
Intuition: REMARKABLE (30)
Psyche: INCREDIBLE (40)

Health: 185 Karma: 76
Res: UN Popularity: GD

Known Powers:

- Body Armor: Good (10)
- Resistance to Cold: Excellent (20)
- Swimming: Good (10) Speed
- Flight: Poor (4) Air Speed
- Water Breathing

Limitations:

- Dehydration; Mental Imbalance

Revealed Talents:

- Oceanography; Underwater Combat; Edged Weapons

DOCTOR STRANGE™

Stephen Strange

(Public Identity)

Fighting: GOOD (10)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: MONSTROUS (75)
Psyche: UNEARTHLY (100)

Health: 66 Karma: 185
Res: GD Popularity: GD

Known Powers:

- Magical Ability: Amazing (50)—see Judge's book for details
- Special Item—Cloak of Levitation: Flight at Shift X speed.
- Special Item: Eye of Agamotto
- Special Item: Orb of Agamotto

Revealed Talents:

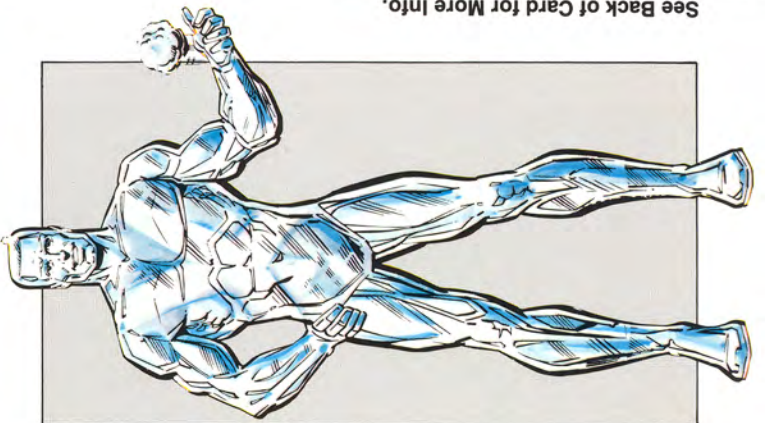
- Medicine; Occult & Mythological Lore; Martial Arts C & E



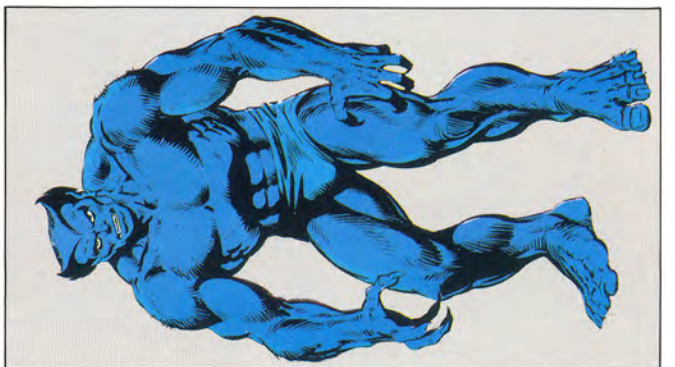
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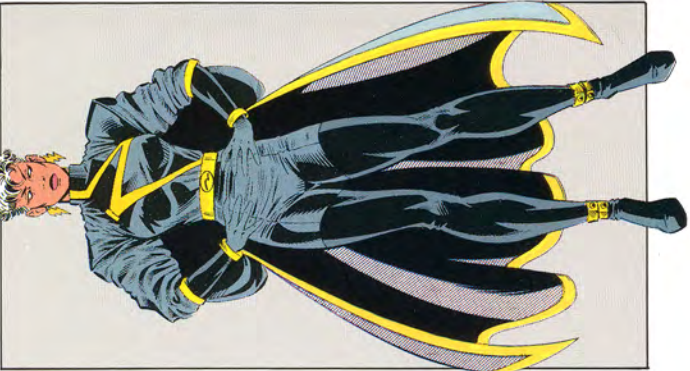
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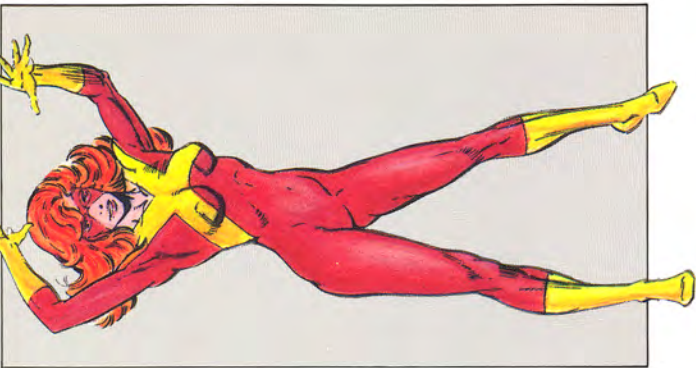
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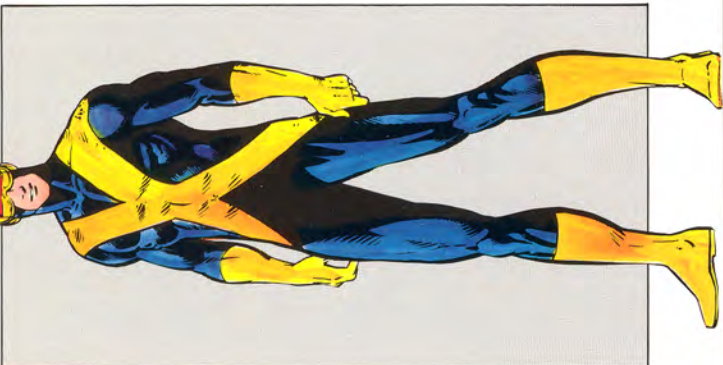
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STORM™

Ororo Munroe

(Secret Identity)

Fighting: EXCELLENT (20)
Agility: REMARKABLE (30)
Strength: TYPICAL (6)
Endurance: AMAZING (50)
Reason: REMARKABLE (30)
Intuition: TYPICAL (6)
Psyche: EXCELLENT (20)
Health: 106
Karma: 36
Res: PR Popularity: 0

- Known Powers:**
- Weather Control: Amazing (50)
 - Flight: Incredible (40)
 - Invulnerability to Machines: Unearthly (100)
- Revealed Talents:**
- Crime: Escape Artist; Lockpick; Martial Arts A & C; Aerial Combat; Resist Domination

MARVEL GIRL™

Jean Grey

(Secret Identity)

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: AMAZING (50)
Health: 56
Karma: 80
Res: RM Popularity: GD

- Known Powers:**
- Telekinesis: Incredible (40)
 - Force Fields: Incredible (40)
 - Force Bolts: Incredible (40)
- Revealed Talents:**
- Fashion; Resist Domination

CYCLOPS™

Scott Summers

(Secret Identity)

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: EXCELLENT (20)
Intuition: REMARKABLE (30)
Psyche: REMARKABLE (30)
Health: 76
Karma: 80
Res: GD Popularity: TV

- Known Powers:**
- Optic Blasts: Excellent (20) Force
- Revealed Talents:**
- Pilot; Leadership; Martial Arts A & C; Resist Domination

ARCHANGEL™

Warren Worthington III

(Public Identity)

Fighting: REMARKABLE (30)
Agility: INCREDIBLE (40)
Strength: EXCELLENT (20)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: TYPICAL (6)
Psyche: GOOD (10)
Health: 120
Karma: 26
Res: FE Popularity: 0

- Known Powers:**
- Wings: Large metal wings with the following properties:
 - Flight: Excellent (20) Speed, up to Shift 0 Speed
 - Missile weapons: Excellent (20) edged damage, plus Monstrous (75) intensity paralysis
 - Wings: Amazing (50) material strength, and will regenerate if damaged
 - Body Armor: Remarkable (30)
- Revealed Talents:**
- Business; Martial Arts B; Aerial Combat

WOLVERINE™

Logan, Patch

(Secret Identity)

Fighting: INCREDIBLE (40)
Agility: REMARKABLE (30)
Strength: GOOD (10)
Endurance: REMARKABLE (30)
Reason: TYPICAL (6)
Intuition: MONSTROUS (75)
Psyche: INCREDIBLE (40)
Health: 110
Karma: 121
Res: TV Popularity: 0

- Known Powers:**
- Regeneration: Remarkable (30)
 - Recovery
 - Claws: Class 1000 Material, inflict Excellent (20) Damage
 - Tracking: Monstrous (75)
 - Adamantium Skeleton
 - Invulnerability to Machines: Unearthly (100)
- Revealed Talents:**
- Espionage; Military; Martial Arts B, C, & D; Oriental Weapons; Resist Domination

PROFESSOR X™

Charles Xavier

(Secret Identity)

Fighting: TYPICAL (6)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: INCREDIBLE (40)
Intuition: AMAZING (50)
Psyche: MONSTROUS (75)
Health: 52
Karma: 165
Res: RM Popularity: GD

- Known Powers:**
- Telepathy: Unearthly (100)
 - Mental Bolts: Unearthly (100)
 - Mutant Detection: Monstrous (75)
 - Astral Projection: Monstrous (75)
 - Psi-Screen: Shift Z
- Revealed Talents:**
- Electronics, Genetics, Engineering

ICEMAN™

Robert Drake

(Secret Identity)

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: POOR (4)
Psyche: TYPICAL (6)
Health: 56
Karma: 20
Res: TV Popularity: GD

- Known Powers:**
- Ice Generation: Remarkable (30)
 - Invulnerability: Cold
 - Body Armor: Remarkable (30)
- Revealed Talents:**
- Thrown Weapons: Accounting; Weapon Specialist: Ice Weapons

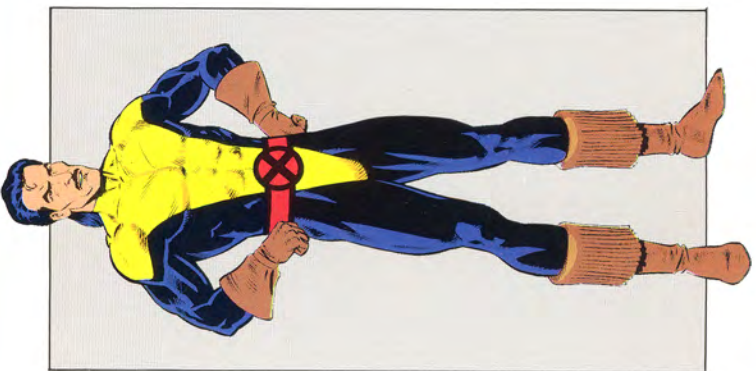
THE BEAST™

Hank McCoy

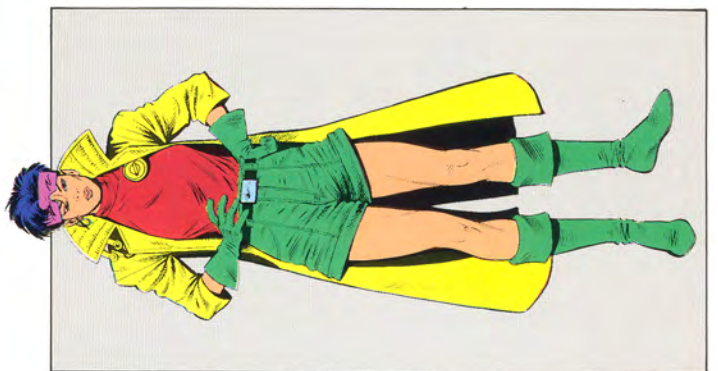
(Public Identity)

Fighting: INCREDIBLE (40)
Agility: INCREDIBLE (40)
Strength: REMARKABLE (30)
Endurance: EXCELLENT (20)
Reason: EXCELLENT (20)
Intuition: GOOD (10)
Psyche: EXCELLENT (20)
Health: 130
Karma: 50
Res: RM Popularity: EX

- Known Powers:**
- Modified Body Parts: Feet—useful as hands, give +1 CS to wrestling FEATS.
 - Climbing: Remarkable (30)
 - Leaping: Amazing (50)
 - Lightning Speed: Excellent (20)
 - Balance: Excellent (20)
- Revealed Talents:**
- Genetics; Biology; Chemistry; Electronics; Acrobatics; Tumbling; Martial Arts C; Multi-Lingual



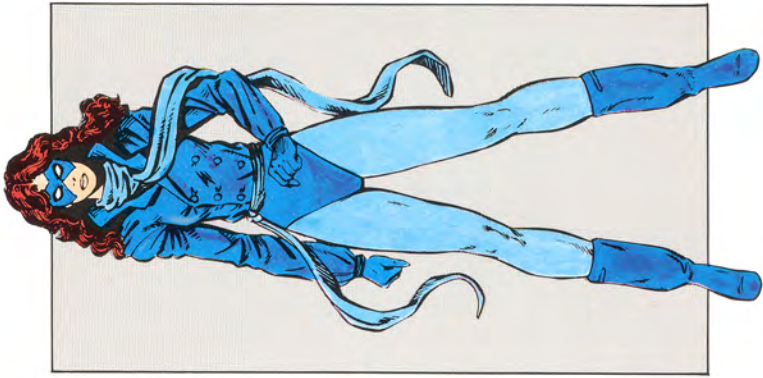
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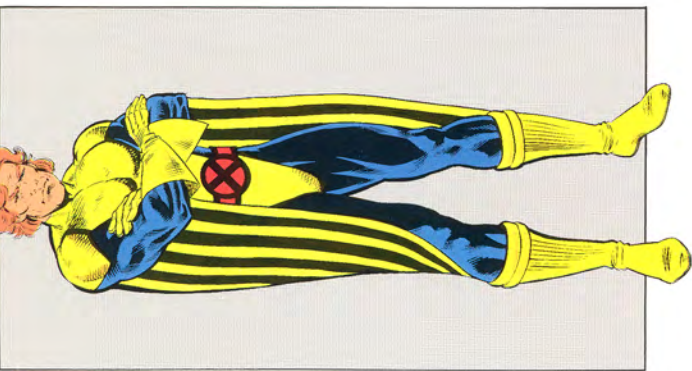
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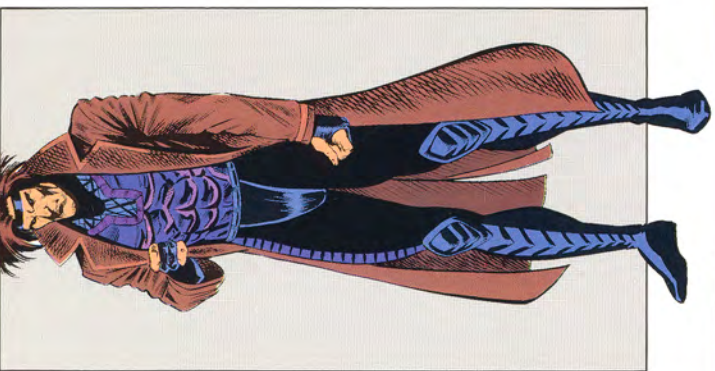
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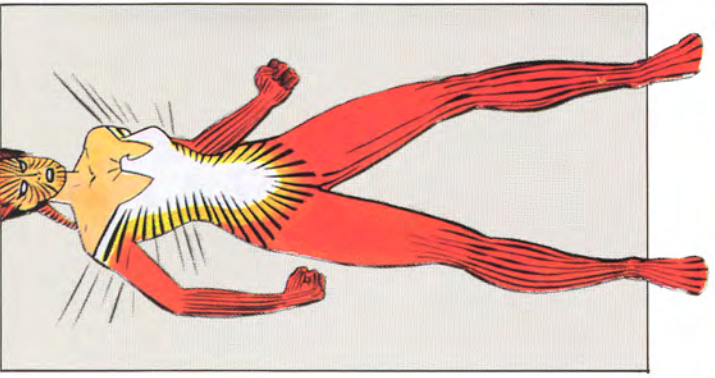
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PHOENIX II™

Rachel Summers

(Public Identity)

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: GOOD (10)
Endurance: INCREDIBLE (40)
Reason: GOOD (10)
Intuition: REMARKABLE (30)
Psychic: MONSTROUS (75)

Health: 70 Karma: 115
Res: PR Popularity: 0

Known Powers:

- Telekinesis: Monstrous (75)
- Force Field: Amazing (50)
- Force Bolts: Amazing (50)
- Mental Screens: Amazing (50)
- Telepathy: Amazing (50)
- Mutant Detection: Amazing (50)

Revealed Talents:

- Acrobatics: Martial Arts C & E; Resist Domination

PSYLOCKE™

Elizabeth Braddock

(Secret Identity)

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: EXCELLENT (20)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: REMARKABLE (30)
Psychic: AMAZING (50)

Health: 80 Karma: 90
Res: PR Popularity: 0

Known Powers:

- Telepathy: Incredible (40)
- Invisibility to Machines: Unearthly (100)
- Bionic Eyes: Typical (6)

Revealed Talents:

- Espionage: Martial Arts A, B, & E

GAMBIT™

Real Name Unrevealed

Fighting: REMARKABLE (30)
Agility: INCREDIBLE (40)
Strength: GOOD (10)
Endurance: REMARKABLE (30)
Reason: EXCELLENT (20)
Intuition: REMARKABLE (30)
Psychic: REMARKABLE (30)

Health: 110 Karma: 80
Res: GD Popularity: 0

Known Powers:

- Explosive Power: Remarkable (30)
- Emotion Control: Remarkable (30)

Revealed Talents:

- Crime; Acrobatics

BANSHEE™

Sean Cassidy

(Secret Identity)

Fighting: EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: GOOD (10)
Psychic: GOOD (10)

Health: 80 Karma: 30
Res: EX Popularity: PR

Known Powers:

- Sound Generation: Unearthly (100)
- Body Armor: Excellent (20)
- Flight: Typical (6) Air speed.

Revealed Talents:

- Law Enforcement; Guns; Martial Arts A & B; Electronics; Mechanics

SHADOWCAT™

Katherine Pryde

(Secret Identity)

Fighting: EXCELLENT (20)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: EXCELLENT (20)
Reason: REMARKABLE (30)
Intuition: GOOD (10)
Psychic: TYPICAL (6)

Health: 56 Karma: 46
Res: TV Popularity: GD

Known Powers:

- Phasing: Incredible (40)

Limitation: Near-sighted—wears corrective lenses.

Revealed Talents:

- Computers; Martial Arts C & E; Resist Domination

NIGHTCRAWLER™

Kurt Wagner

(Public Identity)

Fighting: EXCELLENT (20)
Agility: AMAZING (50)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psychic: EXCELLENT (20)

Health: 106 Karma: 50
Res: PR Popularity: TV

Known Powers:

- Teleportation: Shift X
- Prehensile Tail
- Wall-Crawling: Amazing (50)
- Blending: Incredible (40) in darkness.

Revealed Talents:

- Tumbling; Acrobatics; Martial Arts C; Resist Domination; First Aid; Sharp Weapons (Epee); Electronics

JUBILEE™

Real Name Unrevealed

Fighting: GOOD (10)
Agility: REMARKABLE (30)
Strength: POOR (4)
Endurance: TYPICAL (6)
Reason: POOR (4)
Intuition: GOOD (10)
Psychic: TYPICAL (6)

Health: 50 Karma: 20
Res: FE Popularity: 0

Known Powers:

- Fireworks: Incredible (40)

Revealed Talents:

- Acrobatics; Tumbling; First Aid

FORGE™

Real Name Unrevealed

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: INCREDIBLE (40)
Intuition: GOOD (10)
Psychic: AMAZING (50)

Health: 50 Karma: 100
Res: RM Popularity: TV

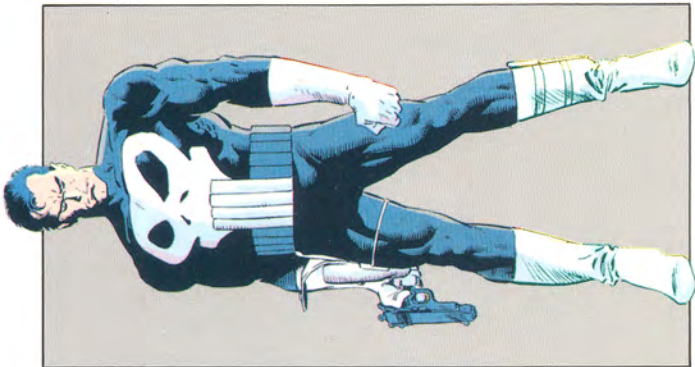
Known Powers:

- Invention: Amazing (50)
- Bionics: Hand and leg
- Mystic Abilities: Spirit Sight
- Body Armor: Excellent (20)

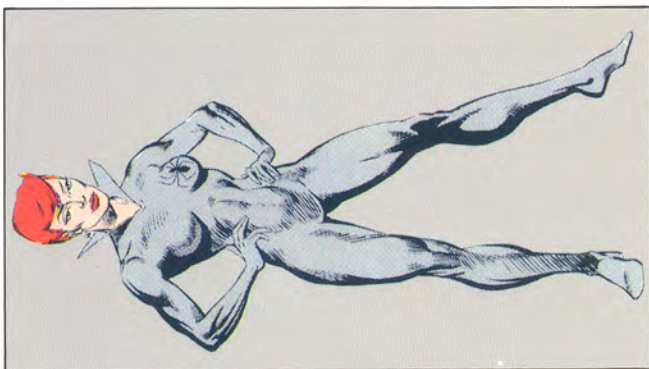
Revealed Talents:

- Business; Military; Bilingual; Mystic Background; Occult Lore (Native American)

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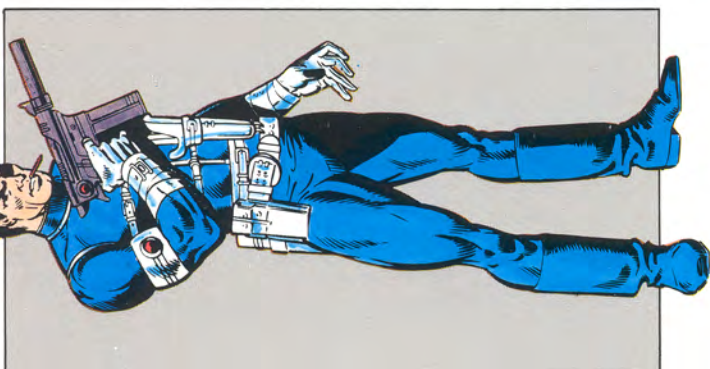
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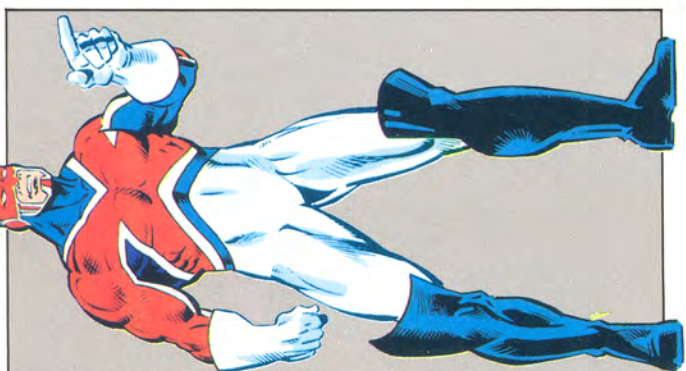
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MOON KNIGHT™

Marc Spector

(Secret Identity)

- Fighting:** REMARKABLE (30)
Agility: EXCELLENT (20)
Strength: EXCELLENT (20)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: EXCELLENT (20)
Psyche: REMARKABLE (30)
Health: 90
Res: RM Karma: 60
Popularity: TV
- Known Powers:** None, currently, but uses the following items:
- Scarab darts: Good (10) Edged Throwing Damage, range of three areas
 - Lasso-Grapple—Excellent (20) grappling ability
 - Cape—used for Gliding at Poor (4) speed
 - Body Armor: Good (10)
 - Moon-Copter

Revealed Talents:

- Military; Driver; Business; Guns; Weapons Specialist: Scarab-darts

NICK FURY™

Nicholas Joseph Fury

(Public Identity)

- Fighting:** INCREDIBLE (40)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: REMARKABLE (30)
Reason: EXCELLENT (20)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)
Health : 100
Res: AM Karma: 50
Popularity: AM
- Known Powers:** None but has following items
- Body Armor: Typical (6) protection
 - Weapons: Needle Gun (Excellent (20) Force Pistol (Excellent(20
- Limitation:** Blind in one eye

Revealed Talents:

- Martial Arts A, B, D & E; Leadership; Pilot; Demolition; Military; Wrestling; Espionage

CLOAK™

Tyrone Johnson

(Secret Identity)

- Fighting:** GOOD (10)
Agility: GOOD (10)
Strength: EXCELLENT (20)
Endurance: INCREDIBLE (40)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: GOOD (10)
Health: 80
Res: FE Karma: 36
Popularity: 0
- Known Powers:**
- Dark Dimension Control: Amazing (50)
 - Body Armor: Amazing (50)
 - Darkness Generation: Amazing (50)
 - Teleport: Unearthly (100)

Revealed Talents:

- Streetsmart

Limitation:

Dark Hunger

CAPTAIN BRITAIN™

Brian Braddock

(Public Identity)

- Fighting:** INCREDIBLE (40)
Agility: INCREDIBLE (40)
Strength: UNEARTHLY (100)
Endurance: AMAZING (50)
Reason: GOOD (10)
Intuition: INCREDIBLE (40)
Psyche: EXCELLENT (20)
Health: 230
Res: EX Karma: 70
Popularity: IN
- Known Powers:**
- Flight: Shift X
 - Force Field: Remarkable (30)
- Limitations:** Ties to native land; Alcoholism

Revealed Talents:

- British Folklore; History; Physics

PUNISHER™

Frank Castle

(Secret Identity)

- Fighting:** AMAZING (50)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psyche: TYPICAL (6)
Health: 100
Res: PR Karma: 32
Popularity: 0
- Known Powers:** None but has following items

- Assault Rifle: Good (10) Shooting Damage
- Revolver: Typical (6) Shooting Damage
- Combat Knife: Good (10) Edged Damage
- Grenades: Concussion (Incredible (40) Force), Tear Gas (Remarkable (30) Intensity)
- Battle Van

Revealed Talents:

- Martial Arts A; Guns; Wrestling; Military; Espionage; Mechanics (weapons); Demolition

BLACK WIDOW™

Natalia Alianova Romanova

(Public Identity)

- Fighting:** INCREDIBLE (40)
Agility: REMARKABLE (30)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: GOOD (10)
Intuition: INCREDIBLE (40)
Psyche: EXCELLENT (20)
Health: 100
Res: GD Karma: 70
Popularity: RM
- Known Powers:** None, but has the following items:

- Widow's Bite: Excellent (20) Energy attacks
- Gas-Launcher—Excellent (20) Intensity
- Cable Launcher—3 area range
- Wall-Crawling: Remarkable (30)

Revealed Talents:

- Weapons Specialist: Widow's Bite; Martial Arts A, B, & E; Espionage; Military; Multi-lingual

DAGGER™

Tandy Bowen

(Secret Identity)

- Fighting:** EXCELLENT (20)
Agility: EXCELLENT (20)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: GOOD (10)
Intuition: GOOD (10)
Psyche: GOOD (10)
Health: 76
Res: FE Karma: 30
Popularity: PR
- Known Powers:**
- Light Generation: Remarkable (30)
 - Light Daggers: Excellent (20)

Revealed Talents:

- Acrobatics; Tumbling; Martial Arts C

MEGGAN™

Megan

(no surname used)

- Fighting:** GOOD (10)
Agility: REMARKABLE (30)
Strength: GOOD (10)
Endurance: INCREDIBLE (40)
Reason: POOR (4)
Intuition: GOOD (10)
Psyche: POOR (4)
Health: 90
Res: FE Karma: 18
Popularity: GD
- Known Powers:**
- Changeling: Unearthly (100)
 - Flight: Excellent (20) Air Speed
 - Animal Communication: Unearthly (100)
 - Resistance to Cold: Good (10)

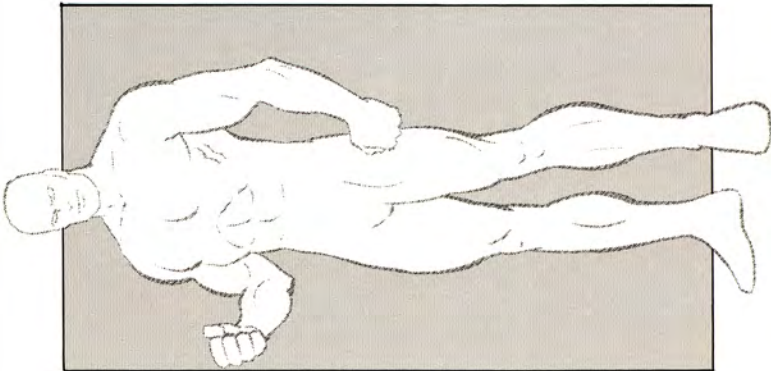
Limitation::

Ties to native land

Revealed Talents:

- Television Junkie

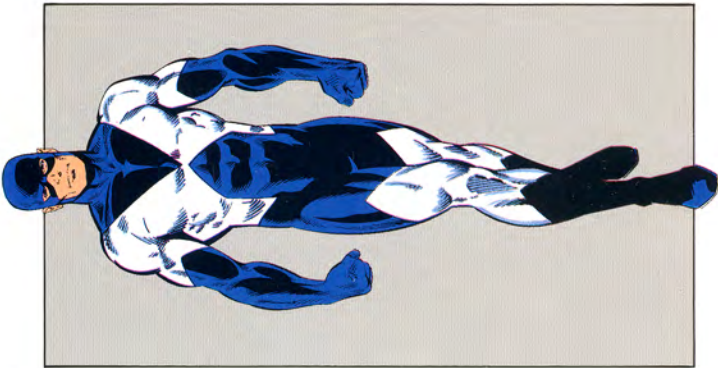
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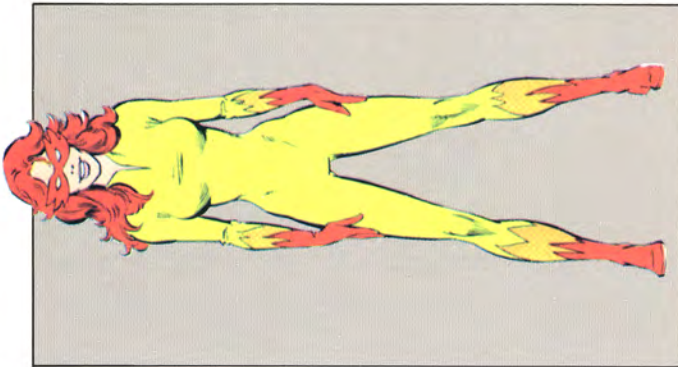
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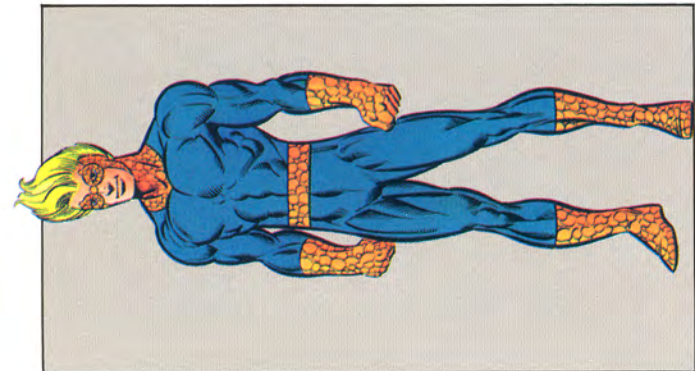
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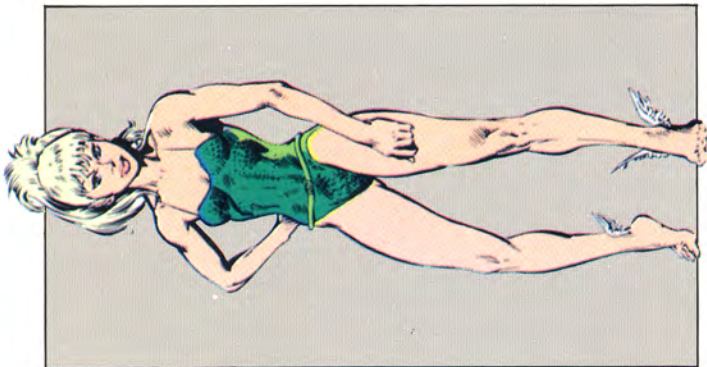
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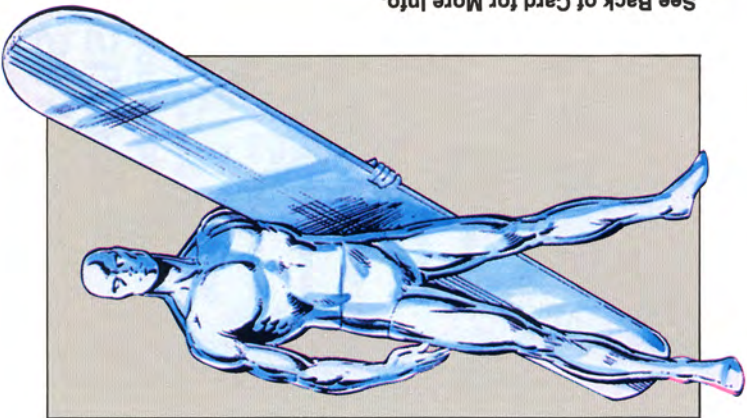
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SILVER SURFER™

Norrin Radd
(Public Identity)

Fighting: AMAZING (50)
Agility: MONSTROUS (75)
Strength: UNEARTHLY (100)
Endurance: UNEARTHLY (100)
Reason: EXCELLENT (20)
Intuition: MONSTROUS (75)
Psychic: INCREDIBLE (40)

Health: 325 Karma: 135
Res: PR Popularity: EX

Known Powers:
• Power Cosmic: Unearthly (100)
• Flight: Shift Z
• Body Armor: Monstrous (75)

Revealed Talents:
• Martial Arts D; Space Pilot

KID NOVA™

Richard Rider
(Secret Identity)

Fighting: REMARKABLE (30)
Agility: EXCELLENT (20)
Strength: REMARKABLE (30)
Endurance: REMARKABLE (30)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psychic: TYPICAL (6)
Health: 110 Karma: 18
Res: TV Popularity: 0

Known Powers:
• Flight: Shift X air Speed
• Body Armor: Remarkable (30)

Revealed Talents:
• Student

NAMORITA™

Namorita Prentiss
(Public Identity)

Fighting: EXCELLENT (20)
Agility: REMARKABLE (30)
Strength: INCREDIBLE (40)
Endurance: EXCELLENT (20)
Reason: TYPICAL (6)
Intuition: EXCELLENT (20)
Psychic: EXCELLENT (20)

Health: 110 Karma: 46
Res: EX Popularity: GD

Known Powers:
• Water Breathing
• Body Armor: Good (10)
• Resistance to Cold: Excellent (20)
• Swimming: Typical (6)
• Flight: Poor (4) Air Speed

Revealed Talents:
• Oceanography; Ocean Geography; Ichthyology; Student

SPEEDBALL™

Robert Baldwin
(Secret Identity)

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: EXCELLENT (20)
Reason: TYPICAL (6)
Intuition: TYPICAL (6)
Psychic: POOR (4)

Health: 46 Karma: 16
Res: PR Popularity: FE

Known Powers:
• "Speedball" Effect: any Force or blunt attack of Poor (4) or greater is absorbed, causing Speedball to bounce about, inflicting up to Remarkable (30) damage to opponents. Also, "speedball" effect creates a lightshow effecting opponent's FEATs by -1 to -3 CS.

Revealed Talents:
• Student; Tumbling; Martial Arts E

FIRESTAR™

Angelica Jones
(Secret Identity)

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: REMARKABLE (30)
Reason: TYPICAL (6)
Intuition: POOR (4)
Psychic: EXCELLENT (20)

Health: 56 Karma: 30
Res: PR Popularity: PR

Known Powers:
• Microwave Generation: Amazing (50)
• Flight: Typical (6) Air Speed
• Immunity: Microwaves and Microwave-based attacks

Revealed Talents:
• Student

MARVEL BOY™

Vance Astro
(Secret Identity)

Fighting: GOOD (10)
Agility: GOOD (10)
Strength: TYPICAL (6)
Endurance: GOOD (10)
Reason: TYPICAL (6)
Intuition: GOOD (10)
Psychic: GOOD (10)

Health: 36 Karma: 26
Res: PR Popularity: PR

Known Powers:
• Mental Bolts: Incredible (40)
• Force Fields: Remarkable (30)
• Mental Shapes: Excellent (20)

Revealed Talents:
• Wrestling; Martial Arts B

NIGHT THRASHER™

Dwayne Taylor
(Secret Identity)

Fighting: INCREDIBLE (40)
Agility: EXCELLENT (20)
Strength: GOOD (10)
Endurance: EXCELLENT (20)
Reason: EXCELLENT (20)
Intuition: EXCELLENT (20)
Psychic: GOOD (10)

Health: 90 Karma: 50
Res: IN Popularity: 0

Known Powers: No superhuman powers, but the following equipment:
• Body Armor: Good (10) Protection
• Knives: Good (10) edged attack
• Helicopter

Revealed Talents:
• Computers; Martial arts A & E; Oriental Weapons; Leadership

Name: _____
Real Name: _____

Identity: ☐ Secret
☐ Public

Fighting: _____
Agility: _____
Strength: _____
Endurance: _____
Reason: _____
Intuition: _____
Psychic: _____

Health: _____ Karma: _____
Res: _____ Popularity: _____























































Known Powers:

• _____
• _____
• _____
• _____
• _____
• _____
• _____

Revealed Talents:

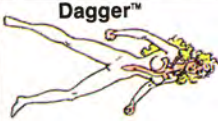













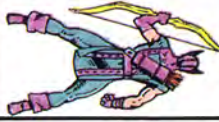












































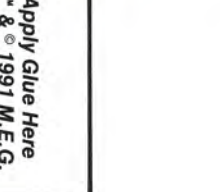
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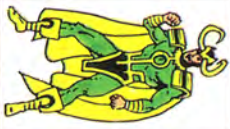


















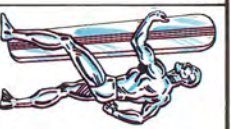
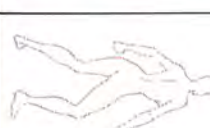




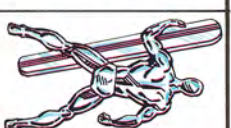


















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