

MARVEL SUPER HEROES™

UNOFFICIAL GAME ACCESSORY



THE SILVER AGE

BY KEITH A. KILBURN



Credits:

Stats and layout: Keith A. Kilburn.

Histories: Marvel Comics and internet Websites.

Artwork: Marvel Comics.

Dedications:

To my mother, Debbie Kilburn, taken too soon.

To my brother, Jeff, for all the origin stories.

To Doug Alexander, Shawn Sturm, Scott Arthur, Chuck Beckner and Mike Hill, Roy Distelhorst, Jamie Byrd, Kevin Laake, Mike Herrin, Stephanie Shields, Mark Walker, Jeff Turner and countless others whose characters I have long since forgotten: They helped build the world and set the Dead-End Avengers in stone.

To Jim Steranko, for slapping Bob Kane.

To Stan Lee, Gardner Fox, John Broome, and Robert Kanigher, and artists Curt Swan, Jack Kirby, Gil Kane, Steve Ditko, Mike Sekowsky, Gene Colan, Carmine Infantino, John Buscema, and John Romita, Sr. for helping to set the signal fire that showed us way through the dark times.

A great debt of gratitude is owed to Denny (Firebomb) Hill and his <https://www.technohol.com/> website for

the use of more than a few of his stats, I helped him out with his Golden Age section years ago and he agreed to help me with this...I urge you, don't walk, run to your computer and check out Denny's site for all of the unedited stats for some of these characters. Special thanks to Jack O' Lantern at the truly awesome 80's retro-MSH site.

<http://jackolanternsmshblog.blogspot.com/>

Lastly, to my wife Dawn, for putting up with these characters and not rolling her eyes afterwards.

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A few words about the Silver Age of comics...

If the Golden Age gave birth to super heroes, than the Silver Age was the rebirth of the super hero. However this story starts earlier than DC Comics October 1956 issue of Showcase #4, introducing the Flash! Or the first issue of the Fantastic Four in November of 1961. This is a time when Timely Comics had passed on, only to become Atlas Comics in the years before either of them became the Marvel Comics we're familiar with these days. During the eleven year span of time, there were very few costumed heroes. For Marvel there was Marvel Boy who lasted six issues, Captain America, Namor and the Human Torch with less than a half dozen issues each. Mostly Atlas Comics had Science Fiction, Monsters, Romance Comics, War Comics and the Westerns of the time period. So the question becomes, what does any of that have to do with this book? Well Since I have no real intention of chronicling the Atlas age of romance, I did a pretty brisk survey of the World War II comics in the Golden Age source book and plan to, at some point, do a Western source book that leaves a lot of ground to cover.

My intention in writing this book was to mine this era for as much information and as many useful characters as I could find. Some of what is covered here comes from the era and Atlas Comics of the time. Other bits come from Marvel Comics retconning (retroactive continuity) characters and teams into the time in an effort to keep their sliding time scale of time in the Marvel Universe from getting any further out of hand. The modern day Marvel Universe has been around since 1961 and while almost 57 years has passed for the readers, a little over fifteen years has passed within the context of those stories with the Fantastic Four burst onto the public scene, in the Marvel Universe some 15 years ago. Think about that for a second, while there are topical references to wars, seasons and world events, the adventures of the world's most famous family all happened post 9/11. This Means Spiderman is a Generation-Y baby, Captain America missed the Civil Rights completely and most of the Marvel Universe was born during or shortly after the 1980's. So putting some characters and events in that time between the end of World War II and the beginning of the modern Marvel Universe to pad things out wasn't a horrible idea. The problem is that as more time goes on, that gap just gets bigger and wider.

Unfortunately I won't be covering the Monster era of Atlas Comics, in doing the research for that I realized that the monsters are in fact so numerous that they would require their own source book, so you should probably look for that to come out sometime in the future. Sometime after the Asgard and the 10 Realms, The Atlas Western Source Book, The Power Pack Compendium and whatever other insanity I decide to take on, of course...

With all that being said, I hope you enjoy reading this book as much as I did writing it.

Keith A. Kilburn
1/31/2018

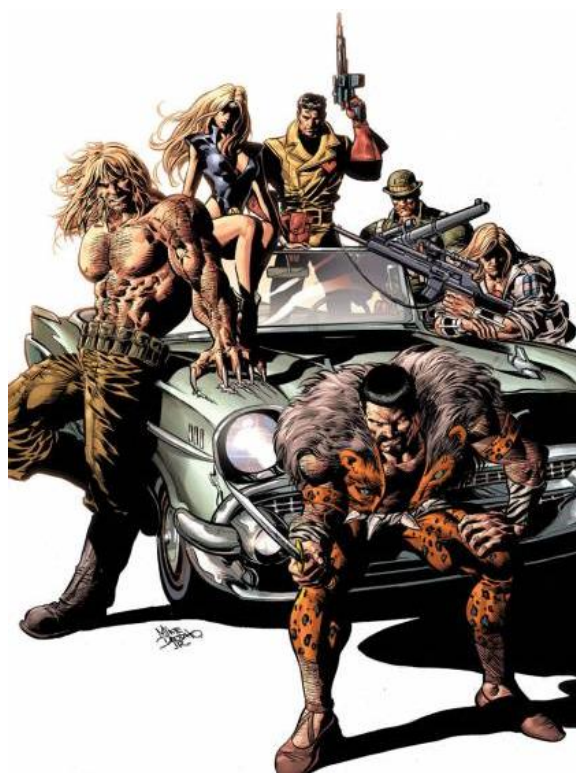
The Avengers 1959 (Group)

In 1959 Nick Fury was on orders from President Eisenhower to gather operatives for a mission called the Avengers Initiative. Fury and Dugan then went to gather their operatives. Their first stop was the island nation of Madripoor where they recruited Sabretooth. In Paris, Dominic Fortune; the Atlantean princess Namora and her boyfriend master hunter Kraven from the Emerald Coast of Florida; and immortal monster hunter Bloodstone and Nazi hunter Silver Sable in Boston, Massachusetts. With his team of Avengers, Fury took the group to Helsingborg, Sweden, where there were reports of a Red Skull who was gathering Nazis for a new Reich. The group infiltrated his stronghold and set it ablaze after discovering the Nazis had created their own Captain America. Fury and his Avengers slew the faux-Captain America and captured the Skull recovering his secret weapon.

However before they could get answers out of him, Sabretooth killed the Red Skull impostor. After this, Fury disbanded his group, telling them that he would call for them when he needed them again. He then used his government connections to have some of the international charges against his teammates cleared. Fury learned that the skull was working on a combination of the Super-Soldier Serum that created Captain America and the Infinity Formula to create a more powerful super-soldier. The Avengers -- and Fury in particular -- were being targeted by escaped Nazis who were being manipulated by occultist Geoffrey Sydenham who used his influence within the United States government to form an agency known only as ICON. The purpose of ICON was to use the occult to summon the Dark Dimension's ruler Dormammu to protect America from Communist elements. After all the attempts on the lives of the Avengers failed, Fury was approached by the mystic Powell McTeague who offered his assistance to the Avengers in cracking the conspiracy. With information obtained by McTeague, Fury traveled to the nation of Latveria to rendezvous with his old Howler ally Eric Koenig and the Blonde Phantom to learn what he could about the secret organization recruiting former Nazis. He also learned that T'Chaka, future successor to the title of the Black Panther, was also kidnapped from his home by Sydenham who claimed to be from the US Defense department. While they found Nazi operative Deiter Skul and the remains of the Lord of Death's Hollow Men zombies.

Fury and the Blonde Phantom next traveled to Wakanda to learn more about T'Chaka's kidnapping. There they learned that Skul had fled to the nation of

Madripoor and went there aboard one of Howard Stark's specially built ships. Along the way they were attacked by the Ubermadchen but the battle was ended when the other Avengers arrived on the scene and the Ubermadchen were captured. When they learned from the Ubermadchen that Nazi operatives were being summoned by an known force, Fury had Sabretooth kill the women. Searching their files, they tracked down Fury's old foe the Planner and attacked his estate as well. From him they learned that Skul was returning to Wakanda to launch an attack along, so Fury and his Avengers followed him there. The Avengers clashed with Skul and his minions,



Doctorangutan, Count von Blitzkrieg, Vunderknight, the Leopard Woman and an army of Hollow Men and Kron-bots. Following the defeat of their foes, Fury and the Avengers took their place when Geoffrey Sydenham attempted to teleport the Nazis to Washington D.C. for his spell to contact Dormammu. There the group stopped more of his Nazi operatives: Baron Blood, Brain Drain, Spider Queen, Geist and more Hollow Men. The Nazi operatives were either captured and slain along with Sydenham. With the conspiracy taken down, Fury disbanded his Avengers and completed his promise to get them full pardons for their past crimes. However shortly thereafter, Fury learned to his shock and dismay that Sydenham was released even though he committed an act of treason.

However the operation had one happy ending: Fury's friends Dugan and Koenig managed to rescue Wakandan chief T'Chaka, securing peaceful relations between the United States and Wakanda.

Group Resources: Under the auspice of the CIA, the group can operate with Good (10) Resources or make purchases up to Remarkable (30).

Group Talents: None.

Group Contacts: Each other and the CIA.



C.I.A. Agent Nick Fury

Fighting: Remarkable (30)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 50
Endurance: Excellent (20)	
Reason: Excellent (20)	Resources: Good
Intuition: Excellent (20)	
Psyche: Good (10)	Popularity: +10

Known Powers:

Reduced Aging: Since World War II, Nick has received constant injections of the "Infinity Formula," a serum which reduces aging by a factor of five. Thus Fury looks only 10 years older than he did in the 1940's.

Talents:

Fury has the Military, Espionage, and Leadership talents. He is a Pilot, a demolitions expert (+1 CS on all matters involving explosives), is trained in First Aid, is a skilled Marksman, and has Wrestling and Martial Arts A, B, D, and E skills.

Contacts:

After the war, Nick went to work for the CIA taking along Dum-Dum Dugan with him. During this time he began meeting and greeting super types as they showed up, even going so far as to form 'the Avengers'.

Running Nick Fury:

A hardened combat veteran, Nick Fury is a man of the highest standards of honor and integrity. Extremely proud, he prefers to accomplish missions without outside help.

History:

Son of World War I pilot Jack Fury, Nick Fury became a legendary hero in the early years of World War II, taking missions into Europe alongside his friend Red Hargrove, under the command of Lt. Samuel Sawyer. During a mission in Holland, Fury, Hargrove and Sawyer befriended circus strongman Timothy "Dum-Dum" Dugan who became a close friend. Hargrove was killed in the attack on Pearl Harbor that led the US to officially enter the war on December 7, 1941, Fury fought the Nazis in Northern Africa, then was reunited with Captain Sawyer, who made Sgt. Fury the leader of the US Rangers' First Attack Squad, soon nicknamed the "Howling Commandos" for their boisterous battle cry. Dugan served as Fury's second-in-command and became his closest friend. The Howlers occasionally worked alongside Captain America (Steve Rogers) and Bucky (James Barnes), who became significant allies. During one mission, Fury's left eye was damaged by a grenade and his lack of medical care eventually aggravated the wound. At one point, Professor Berthold Sternberg gave Fury the "Infinity Formula," which retarded Fury's aging process, although it required him to take regular injections to stay alive. Late in the war, Fury joined the OSS and with the war's end joined their post-war CIA agency.



C.I.A. Agent Timothy "Dum Dum" Dugan

Fighting: Remarkable (30)	Health: 80
Agility: Good (10)	
Strength: Excellent (20)	Karma: 40
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Excellent (20)	Popularity: +10

Talents:

Timothy Dugan had Wrestling and Martial Arts A, B, and E, as well as Military, Marksman, and a variety of weapons skills. He also had the Weapons Master skill.

Contacts:

After the war, Dum-Dum Dugan went to work with the C.I.A. alongside Nick Fury. He can call upon Nick or any of the Howling Commandos for help as well as his fellow agents at the C.I.A. and other government related agencies.

Running Timothy Dugan:

Dugan was a powerful Irishman with a gentle manner hidden beneath the rough facade of an old warhorse. He was Nick Fury's closest friend.

History:

Timothy Aloysius Cadwallader "Dum-Dum" Dugan was born and raised in Boston, Massachusetts. He was born into a poor family of Irish immigrants. To make money worked as a circus strongman. He was on tour in England on the lead up to World War II. During World War II, in early 1941 Dugan was traveling with the circus through Europe. In the Netherlands Dugan first met Nick Fury, the man who would become his closest friend, who was then a performer in a stunt flying act and parachute instructor. Dugan helped Fury and Sam Sawyer escape the Nazis during a mission. Dugan later joined the British Army. When Sawyer was charged with creating Fury's First Attack Squad, also known as the Howling Commandos, Sawyer invited Dugan to become second in command. After training, the unit was dispatched back behind enemy lines in France to

recover Free French resistance fighter who was captured by Nazi soldiers. This was a vital rescue mission since they knew the date and time of an impending Allied landing on the beaches of Normandy. With the help of Free French resistance fighters they rescued the man from the Nazis before he could be forced to talk. His exceptional strength saved the day in several of his adventures with the group. During his time with the Howlers Dugan became skilled on all Allied small weapons and gained experience in all forms of hand to hand combat, especially Judo. With his trademark derby, Dum Dum frequently struck fear into the Nazi and Japanese enemies in mission after mission.

After the war, Dugan went to work for the CIA along with his longtime friend Nick Fury.



Blonde Phantom

Louise Grant

Fighting: Good (10)	Health: 36
Agility: Good (10)	
Strength: Typical (6)	Karma: 42
Endurance: Good (10)	
Reason: Typical (6)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Typical (6)	Popularity: +30

Equipment:

.45 Automatic: Range 3 areas, 10 bullets in a clip, damage 6 points per bullet.

Talents:

Louise is a good marksman with a pistol. She knows Martial Arts A and E, as well as Acrobatics, especially when encumbered by an evening gown and high heels. She has Detective, Law Enforcement, Legal Secretary, and Criminology skills.

Contacts:

Private eye Mark Mason, NYPD

Running Blonde Phantom:

Louise has dedicated a large chunk of her life helping others and trying to make the world a better place.

History:

Louise Grant was a secretary to O.S.S. agent Mark Mason, who ran a private detective agency. Enamored with her boss and wanting to help him break cases, she surreptitiously donned a floor-length red evening gown, black domino mask, and high heels, and ventured out at night fighting crime as the costumed crime-fighter the Blonde Phantom. Mark developed a romantic interest in the Blonde Phantom, but continued to not notice Louise, apparently oblivious to the fact that they were both the same woman. Eventually she told him the truth about her dual identity. He proposed and they married in 1949. Before Louise retired from crime fighting to concentrate on raising the couple's two children, she was a member of the All Winner's Squad and then later the Avengers formed by Nick Fury in 1959.

**Ulyssus Bloodstone**

Fighting: Incredible (40)	Health: 200
Agility: Excellent (20)	
Strength: Incredible (40)	Karma: 60
Endurance: Unearthly (100)	
Reason: Good (10)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Excellent (20)	Popularity: +6

Known Powers:

Bloodstone: In the Hyborian Age, a meteorite landed on Earth in Northern Vanaheim on the European continent, circa 8250 B.C. One of the fragments was embedded in the human's chest, and the explosion killed the human's tribe. Because of the gem in his chest, he became immortal, and later became known

as Ulysses Bloodstone. A fragment of Bloodstone's gem was inherited by his children, Elsa and Cullen.

It bestows the following powers:

Longevity: doesn't age or suffer from disease.
 * Resistance to Vampirism: Amazing (50) ability.
 * Regeneration: Monstrous (75) ability.
 * Suspended animation: Monstrous (75) ability.

Enhanced Senses-All: Incredible (40) functionality:

* Tracking: Remarkable (30) ability.
 * Detect Poison: Remarkable (30) ability.

Psychic powers: Bloodstone has these powers:

* Astral Projection: Good (10) ability.
 * Telekinesis: Good (10) ability.
 * Aura Reading (Life Detection): Good (10) ability.

Limitations:

If the Bloodstone gem is removed from his chest, he dies immediately. By means of a Psyche FEAT, he can retain his lifeforce; during this period, his Health drops one point per minute. If he hasn't regained the Bloodstone in that time, he dies permanently.

Equipment:

Power Glove: Incredible (40) lightning; range 1 area.
 Shotgun: Range 2 areas, ROF: 1/1. Ammo: 5.
 Ammo includes:
 * Explosive: Incredible (40) to the target
 * Pellet: Good (15) to targets within cone of fire.
 * Rocket: Propellant charge can enable travel 1 area.

Talents:

Martial Arts A, B, C, D and E, Tumbling, Weapon Master, Thrown Objects, Marksman, Military, and Business/Finance skills. Multi-Lingual: Bloodstone is capable of fluently communicating in a variety of languages, including many extinct ones.

Contacts:

The Monster Hunters (Dr. Druid, Makkari, Zwadi and Namora) as well as the superhero members of the First Line. He also served as a member of the 1959 Avengers mercenary squad.

Running Bloodstone:

Ulysses Bloodstone was purely a man of action who never contemplated the greater pattern in his or his opponents' actions. He was obsessed with pursuing one goal at a time to the exclusion of all else. He could be easily distracted by immediate crises and, while solving such immediate problems, would usually forget his early purposes or plans.

History:

In the Hyborian Age, a meteorite landed on Earth in Northern Vanaheim on the European continent, circa 8250 B.C. It was controlled by an evil extra-dimensional entity called the Hellfire Helix, which wanted to conquer the world. To that end, it sent its

agent, Ulluxy'l Kwan Tae Syn, to get the meteorite and find a host for it. However, a local human hunter/gatherer found the rock, and fought Ulluxy'l Kwan Tae Syn. In the fight, the meteor was smashed, a part of it (also called the Bloodgem) was imbedded in the human's chest, and the explosion killed the human's tribe. The human vowed revenge on Ulluxy'l Kwan Tae Syn. Because of the gem in his chest, he became immortal, and later became known as Ulysses Bloodstone.

Ulysses Bloodstone was one of the most successful mercenaries in the world. His long life allowed him to assemble a vast fortune, which he used to set up a series of outposts, fully staffed and equipped, in various corners of the world. He gained mastery of most of the world's weaponry, and a large portion of the world's martial arts and languages. Over the next 10,000 years, Bloodstone would travel all over the world, looking for Ulluxy'l Kwan Tae Syn. As a result, by the 20th Century, he had become immensely wealthy, and could speak most of the world's languages. In his hunt for Ulluxy'l Kwan Tae Syn, he had become a mercenary, adventurer, and soldier-of-fortune, proficient with most of the world's weaponry. Because of Ulluxy'l Kwan Tae Syn's ability to summon monsters from another dimension, which Ulluxy'l did specifically to keep Bloodstone away from him, Bloodstone gained a reputation as a monster hunter.

Sometime in the 1930s, he battled Nosferatu and his clan of vampires. In 1933, he gained a sidekick: Fat Cobra, who later became one of the Immortal Weapons. He embarked on a series of adventures with him that took them to the far corners of the globe, traveling to the Savage Land and Monster Island and fighting Mole People and Fin Fang Foom. In the 1950s, he became a member of the Monster Hunters, of whom he remained a member till they disbanded.

In 1959, he was recruited into the Avengers alongside the Silver Sable by Nick Fury due to their hunting skills and prowess. The team then traveled to Helsingborg, Sweden, in pursuit of the Red Skull and his Fourth Reich. The group hijacked a Nazi truck bound for the Skull's castle headquarters, with Bloodstone and the others hiding in the back while the Silver Sable drove. When the truck's doors were opened, the team jumped out and opened fire on the unprepared Nazis. As the Avengers stormed the castle, they found a Nazi Captain America impostor who attacked them.

The heroes soon overpowered and killed the impostor while Namora succeeded in capturing the Red Skull. Nick Fury then took the contents of the Red Skull's briefcase and left, telling the rest of the team that he would meet up with him later before disappearing for over a month. When he resurfaced, he gathered the Avengers together at the Stork Club in New York City to congratulate them on a job well done. After dinner, the members each went their separate ways with

Bloodstone convincing Silver Sable to accompany him to the Savage Land with the prospect of doing some "big game hunting."

Bloodstone eventually died in the latter half of the 20th century.



Dominic Fortune

Duvid Jerome T. Fortunov

Fighting: Excellent (20)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 32
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Good
Intuition: Excellent (20)	
Psyche: Typical (6)	Popularity: +2

Equipment:

Fortune carries a number of pistols at any given time:
(2) Pistols: 3 area range, Typical (6) damage, ROF:
1/1 Ammo: 9. Excellent Material.

Talents:

Dominic Fortune has both the Marksman and Guns skills, as well as Martial Arts B and Acrobatics. He also has the Detective/Espionage Talent.

Contacts:

During the 1930's and 40's, Dominic often worked for the U.S. government and had a number of Political and Law Enforcement Contacts in the U.S.

Running Dominic Fortune:

Dominic is an adventurer and swashbuckler. Although he accepted fees and often did commercial endorsements, he truly believed in right over wrong. He'll happily flaunt the law for friends or for a good time, but never in a way that endangers others.

History:

Born in New York, Duvid Jerome Fortunov spent the 1920s until just after the Wall Street Crash in 1929 on New York City's Lower East Side "lying, cheating and stealing my way through life".

He worked as an escapist on Coney Island, but not having much luck at that, took up wing-walking and barnstorming. During this time, he pitched a few innings of Triple-A baseball in the Jewish leagues. Sometime after ratting out New York gangster Olga Cimaglia, Fortunov relocated to Los Angeles, California where he changed his name to Dominic Fortune and became a costumed adventurer for hire and a mercenary. By 1934 he was involved in the Chaco War between Bolivia and Paraguay - fighting as a pilot for both sides before returning to Los Angeles, where he took a job guarding three "out of control and drunken" film stars. Trying to unravel a plot to kill him, he travelled to Berlin for the 1936 Olympic Games, and eventually foiled a plot by American Fifth Columnists to kill President Roosevelt and his wife and gain important funding from the Germans and Italians to support Nazi sympathizers in the U.S. Not long afterwards, he fell in with Sabbath Raven, the owner of the Mississippi Queen, a floating casino moored just outside US territorial waters, where he enjoyed a romantic relationship with her and they shared many of his adventures.

In 1937, in an adventure in Europe he encountered Dr. Doom's parents and later Captain America villains Baron Von Strucker and Baron Zemo and spent some time in Latveria and in Wakanda in Africa while foiling Nazi weapons intrigues involving the as-yet unnamed mineral Vibranium. Not long afterwards, having been evicted from his office, he began living aboard the Mississippi Queen at Sabbath's invitation. In that same year, he uncovered a Nazi propaganda plot in the comic book industry. He also broke up a cult of zombies, thwarted Baron Strucker's attempted assassination of a U.S. senator, exposed the phony "child star" Tina Timmons, and rescued the British ambassador from a terrorist.

In 1938, he prevented Jacob Einhorn, a property magnate, from selling U.S. secrets to the Japanese in exchange for land after their planned invasion. He also prevented silent movie star Noble Flagg and gangster Olga Cimaglia from taking over the LA underworld. In the spring, he met Timothy "Dum Dum" Dugan and helped him save his circus from a group of thugs hired by the wealthy Spencer Keene.

Early in 1940, he defeated a group of Nazi saboteurs who had taken over the Dean Brothers Circus in Chicago. Later that same year, he foiled a Nazi plot to steal top secret plans from a munitions factory. In May, he lost contact with Sabbath Raven after an argument in a bar in Rotterdam just before the Nazi invasion of the city. After failing to find her, Fortune

returned to the U.S. He was rejected as a subject for Project: Rebirth, but helped protect the man who was chosen, Steve Rogers (who would become Captain America) from Nazi agents. In 1942, he met the Sub-Mariner during the Murmansk Run. He returned to the war as a G.I. in 1943. In the final days of the war, Fortune was responsible for killing the leader of the Dark Ocean Society. After the war, he continued his search for Sabbath, but again failed.

In 1959, while in Paris, Fortune was recruited by Nick Fury as a member of the "Avengers Initiative". After helping defeat a Neo-Nazi version of the Red Skull in Sweden, Fortune's criminal record was wiped clean.



Kraven

Sergei Kravinoff

Fighting: Incredible (40)	Health: 140
Agility: Remarkable (30)	
Strength: Remarkable (30)	Karma: 66
Endurance: Incredible (40)	
Reason: Excellent (20)	Resources: Good
Intuition: Incredible (40)	
Psyche: Typical (6)	Popularity: +2

Known Powers:

Longevity: Ages 1 for every 5 years.
Running: Good (10) speed.
Enhanced senses: Amazing (50) sight, hearing, smell.
* Tracking: Remarkable (30) ability to track.

Equipment:

- * Axes (Good (10) damage, 4-area range)
- * Darts (Typical (6) damage, 2-area range)
- * Electro-Blaster (Incredible (40), 1-area range)
- * Knock-out potions: Amazing (50) Intensity.
- * Manacles (Remarkable (30) grapple attack)
- Poison gas: Good (10) intensity

Talents:

Martial Arts B, Wrestling, Acrobatics, Tumbling, Hunting and Survival

Contacts:

Kraven has an organization of natives he employed during hunts to give their assistance in small tasks.

Running Kraven:

Kraven is a quite paradoxical individual, in that he's both a sadistic stalker and a hunter with a very strong sense of honor. He also has elements of a serial killer, hunting people to death for the insane thrill of it, and a prizefighter, winning fight by the rules in order to boost his rep and self-image. His ability to outsmart, stalk, outfight, scare and kill his target proves his own greatness to his own eyes, in about that order of importance. He's also rather misogynistic, and losing a fight to a woman is so unthinkable that he's likely to throw all rules by the window if the fight is going against him.

History:

Sergei Kravinoff was born and raised in Volgograd, Russia in the early half of the 20th Century during the time of the Russian Revolution. Born into an aristocracy that had come to an end, also known as "Kraven the Hunter", became one of the world's greatest hunters to fulfill his sense of lost nobility. Kravinoff found he had a great talent after finding employment in Kenya, Africa. Kravinoff began his career using the typical tools of the hunter but over time he developed a preference to take down large animals with his bare hands. After meeting a Voodoo witch doctor named Calypso, Kravinoff took a herbal potion which enhanced his physical powers give him the strength, speed and senses to match a jungle cat. The potion also extended his life keeping his health and vitality for years to come.

Kraven was approached by Nick Fury while relaxing with his then-girlfriend, Namora, on a private beach on the Emerald Coast of Florida in 1959. Fury wanted the pair to join his black ops team code-named the Avengers. These new Avengers then traveled to Helsingborg, Sweden, where the Red Skull and his newly formed Fourth Reich were trying to create a new Super-Soldier formula. The group gained entry to the Skull's castle headquarters by hijacking a truck and hiding in the back while the Silver Sable drove. When the truck's doors were opened the operatives opened fire on the unprepared Nazi guards. While searching for the Red Skull, the group came across a Nazi Captain America impostor.

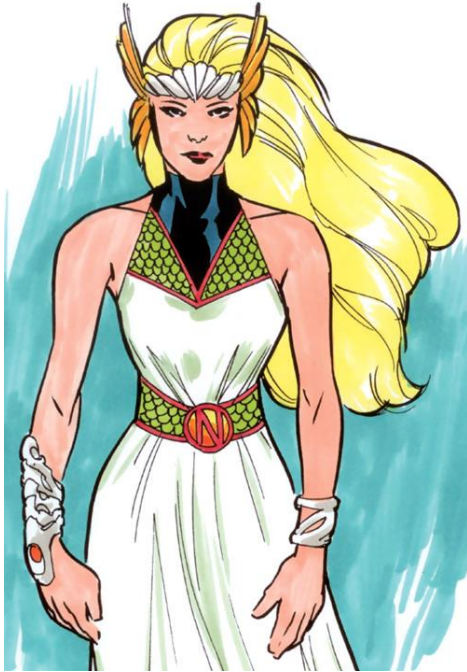
Kraven was ordered to continue hunting for the Skull while many of the other group members stayed to deal with the super-soldier. Kraven found the Red Skull and fired at him with his sniper rifle, but shot the soldier standing to the Skull's right. The hunter couldn't believe that he missed a target like the Red

Skull's big red head. To compound things, he then accidentally shot Sabretooth as he pounced on the Skull, temporarily taking him out of the fight. After Namora captured the Skull, Nick Fury took his briefcase and told the rest of the group he would meet up with them later before disappearing for over a month. When he reappeared in Autumn of that year, Fury gathered the team together at the Stork Club in New York City to celebrate a job well done.

During the dinner, Kraven and Sabretooth resumed their rivalry once more, with Kraven shooting him in the face before he was berated by Namora. After the meal, the members each went their separate ways with Kraven and Namora heading to their houseboat docked in the 96th Street Boat Basin. Here the pair continued their argument over Sergei's behavior and were just able to make up when their boat came under attack by a submarine bearing a skull-shaped blazon on it. Kraven was able to destroy the sub by shooting a large amount of ammo crates on his own boat.

Fury soon reassembled his team after realizing that many of their members had come under similar attacks. The enigmatic Powell McTeague then used his magical abilities to teleport Kraven, Namora, Dominic Fortune and Sabretooth aboard a ship in the South China Seas which was under the command of Nazi superhumans Baron Blood and Brain Drain. Before the Avengers were able to capture them, however, the villains were teleported away, leaving nothing but a fiery skull symbol burned into the deck of the boat behind. While still on the Nazi vessel, which was being piloted by McTeague's magic, the group next came to the aid of Nick Fury and the Blonde Phantom who were travelling to Madripoor by boat and were attacked by the Ubermadchen.

They learned more about their shadowy foes and staged an attack on their mansion headquarters, capturing the Planner. From him they learned that the organization's name was ICON and their next target was the scientifically futuristic nation of Wakanda. The Avengers were able to arrive there in time to stop ICON's attack on the nation. During the ensuing struggle, Kraven fought Doctorangutan, subduing the orangutan by shoving a taser wand in his mouth and activating it. The group were then teleported to Washington, D.C. to apprehend ICON's leader, Geoffrey Sydenham. In this final struggle, Kraven was able to take down Baron Blood by hurling a wooden javelin tipped with a silver blade through the vampire's heart. After ICON had been dismantled, the Avengers again each went their separate ways, with Kraven wanting to join his father in Key West.



Namora

Aquaria Neptunia

Fighting: Remarkable (30)	Health: 150
Agility: Excellent (20)	
Strength: Amazing (50)	Karma: 60
Endurance: Amazing (50)	
Reason: Good (10)	Resources: Good
Intuition: Excellent (20)	
Psyche: Remarkable (30)	Popularity: +20

Known Powers:

Body Resistance: Good (10) vs. physical and energy
Resistance to Cold: Excellent (20)
Hyper-Swimming: Good (10) water speed
Flight: Typical (6) air speed
Water Breathing: Namora is amphibious.
Water Freedom: +1CS to Fighting, Strength and Endurance under-water.

Limitation:

Dehydration: If not immersed or kept damp, she suffers -1CS to FEATs for each hour without such water. She loses 1 Health an hour. Immersion in restores lost Health.

Talents:

Ichthyology, Oceanography, Atlantean Sciences, Piloting, Underwater Combat and is Multi-Lingual in Atlantean, English, and German.

Contacts:

Atlantis and the Sub-Mariner, The G-Men members, the Avengers mercenary squad as well as members of the First Line.

Running Namora:

Regal and strong-willed, Namora is an unrelenting force, letting little stand in her way to do what she believes to be right. Loyal to her friends and team mates, she feels a particular debt to M-11. While not as temperamental as her cousin, she still has a bit of a fiery temper, and an inclination towards brute force solutions.

History:

The daughter of an Atlantean man and a surface woman, Aquaria Neptunia was nicknamed "Namora" in honor of her cousin Namor. During her early adolescence, Namora moved to the Atlantis Antarctic capital with her father and became a playmate of Namor. A few years later, Namora and her father relocated to a northern colony and were absent when Atlantis was increasingly drawn into surface activities. In 1946, Namora's skin, formerly the typical Atlantean blue, faded to a Caucasian tone, and her father revealed her half-human heritage. Shortly afterward, she and her father returned to Antarctic Atlantis, where, in early 1947, the Brockton Gang, surface criminals led by Stoop Richards, invaded Atlantis in search of treasure, killing Namora's father. Namor and Namora took vengeance on Richards and his underlings. Namora continued to accompany Namor on adventures, fighting the schemes of their cousin Byrrah and such surface criminals as the mesmeric Doctor Macabre and the weapon-wielding Viking; on her own, she clashed with the Mummy Men of Tut-Ak-Mun and other threats.

In 1955, Namora married an Atlantean man named Talan. At some point following the formation of the adventurous Monster Hunters in 1956, Namora joined the team on some of their adventures; however, her marriage with Talan became strained when, due to her hybrid nature, she was unable to bear children. In late 1957, Namora persuaded the exiled Atlantean scientist Vyrra to implant her with an altered cloned embryo, enabling her to become pregnant. In 1958, Namora accompanied the Monster Hunters on a mission alongside other heroes, which brought her to the attention of FBI agent Jimmy Woo. Although she declined to join his group of super-powered agents, she pointed him in the direction of the Human Robot, lying dormant in the ocean. Soon after, Namora gave birth to her daughter, Namorita. About this time, Namor went missing after a clash with the madman Destiny; Namora searched for him to no avail. In 1961, Namora and her family left Atlantis for the colony of Maritanis. Soon afterward, Talan was killed in an atomic bomb test, and Namora took their child to live in Lemuria. After several years, she became attracted to Lemuria's Prince Merro, leading her rival, the power-seeking Llyra, to poison her. Namora was believed to have died while Namorita was a pre-adolescent.



Sabretooth

Victor Creed

Fighting: Incredible (40)	Health: 130
Agility: Remarkable (30)	
Strength: Remarkable (30)	Karma: 86
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Good
Intuition: Amazing (50)	
Psyche: Remarkable (30)	Popularity: -10

Known Powers:

Infra vision: Remarkable (30) infravision.
Enhanced Hearing, smell and taste: Amazing (50).
* Tracking: Amazing (50) rank.
* Detect illusions: Amazing (50)
Regeneration: Amazing (50)
Resistance to Disease/Toxins: Monstrous (75).
Claws and Bite: Remarkable (30) Edged damage.

Talents:

Detective/espionage, Survival, Multi-Lingual: Creed can communicate fluently in English, various Indian dialects, French (Canadian), Spanish, German and Russian, Marksman, Military and Demolitions.

Contacts:

None at this time.

Running Sabretooth:

Sabretooth is a sadist. Renowned for his love of violence and lust to kill. Having a one-track mind, he is a feral, villain whose unbridled savagery make him a terrifying foe. He won't take no for an answer.

History:

Victor Creed killed his brother over a piece of pie. His father locked him in the cellar and would pull out Victor's teeth in an attempt to purge the boy of his "demons". Victor was chained like an animal in the cellar for years until he chewed off his hand to break free and murdered his father. Victor was unleashed and rampaged across three provinces and killed at least three police officers. Creed remained in Canada and worked for the railroad, laying rail from Calgary to the Yukon. Among those on the line was an older man who delighted in picking on the teenage Creed. Creed gutted him with his claws. Although certain memories have been tampered with, during this time Creed attacked a Blackfoot tribe Logan was living with. The main victim was Silver Fox, Wolverine's lover.

Sabretooth appears to have served in the American military during the Korean War, moving to the island of Madripoor after his time in the service. It was here that Nick Fury recruited him into his black ops team known as the Avengers. Sabretooth had unknown history with fellow recruit Kraven in Africa, prompting the latter to shoot him on sight. The two would put aside their differences long enough to complete their mission. This mission involved traveling to Sweden, to stop a fake Red Skull from reforming the Nazis and completing research on a super-soldier formula.

Sabretooth walked into the path of a truck, slashing the driver to ribbons as he got out. The group used the truck to gain entry into the Skull's headquarters. Kraven shot Sabretooth once more during the battle as he was trying to kill the Red Skull. Creed healed, but his bloodlust cost them information as he beheaded the Skull imposter before interrogation. Fury then took the Skull's briefcase and told the team that he would meet up with them later. Eventually they met at Stork Club in New York City to celebrate before they went their separate ways.

Fury reunited his team when it became apparent that several members were similarly attacked. The attacks were orchestrated by ICON and their leader Geoffrey Sydenham to kill them before continuing their plan to start WWII with Russia. Sabretooth proved invaluable to stopping ICON, fighting them in the South China Sea, Madripoor, Wakanda and Washington D.C. His bloodlust again became apparent when he killed the members of the Ubermadchen. After ICON was defeated, Creed received a pardon for any criminal activities. Creed headed for Los Angeles.



Silver Sable

Ernst Sablinova

Fighting: Remarkable (30)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 50
Endurance: Excellent (20)	
Reason: Excellent (20)	Resources: Inc
Intuition: Excellent (20)	
Psyche: Good (10)	Popularity: +20

Equipment:

M16: 7 area range; Good (10) damage; 10 rounds.
 Sterling Mk 6 SMG: 5 area range, Ammo: 25 rounds.
 * 1 round: Typical (6) damage.
 * 5 round burst: Excellent (25) damage
 M1918: 5 area range; Good (10) damage; Ammo: 14.
 .357: 3 area range; Typical (6) damage; Ammo: 6.
 .45: 3 area range; Typical (6) damage; Ammo: 10.
 .223: 2 area range; Poor (4) damage; Ammo: 4.
 9mm: 3 area range; Typical (6) damage; Ammo: 14.

Firearms can be loaded with standard ammo or Explosive / AP rounds (Damage doubles and -2 C/S to armor).

Combat Knife: Good (10) edged damage.

Grenades: effects all targets in a 1 area range.
 Concussion: Incredible (40) damage.
 Explosive: Remarkable (30) damage.

Tear Gas: Incredible (40); Make an Endurance feat or stunned. Intuition -3CS for 1-10 rounds.

Talents:

Martial Arts A, C, and E, Leadership, Acrobatics, Business/Finance, and has +1 CS with all modern weapons.

Contacts:

The Silver Sable's chief contact is with his native government of Symkaria, and through them he has contacts with a number of other governments.

Running Silver Sable:

Ernst is a hardcore soldier and mercenary who hunts Nazi and takes no prisoners.

History:

Ernst Sablinova was an expert soldier and mercenary who gained the nickname Silver Sable during the Second World War due to the color of his hair. Following the war he founded the Wild Pack, working with the Symkarian government in its original mission to hunt down Nazi war criminals. In 1959, he was recruited into the Avengers alongside Ulysses Bloodstone by Nick Fury while in Boston. The newly formed team then traveled to Helsingborg, Sweden, in pursuit of the Red Skull and his Fourth Reich. The group hijacked a Nazi truck bound for the Skull's castle headquarters, with the Silver Sable acting as the driver. He was forced to open the back doors to the truck as the guards were suspicious of him, at which point the rest of the team jumped out and opened fire on the unprepared Nazis. When the team stormed the castle, they found a Nazi Captain America impostor who attacked them. Sable, Bloodstone, Dominic Fortune and Fury remained in the now burning castle to deal with this threat while the rest of the Avengers searched for the fleeing Red Skull. The heroes soon overpowered and killed the impostor while Namora succeeded in capturing the Red Skull. Nick Fury then took the contents of the Red Skull's briefcase and left, telling the rest of the team that he would meet up with him later. He then disappeared for over a month. When he resurfaced, he gathered the Avengers together at the Stork Club in New York City to congratulate them on a job well done. After dinner, the members each went their separate ways with Sable planning to accompany Bloodstone to the Savage Land in order to do some "big game hunting."



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Bob Brant and the Troubleshooters:

No one is sure who met whom first. This group of teenagers and their junior sidekick 'Bomber' operated out of a small, unnamed town in upstate New York using an old aviation hanger as their base and getting into the sorts of trouble that only future SHIELD agents could manage to find. Mutants, hidden Nazi war criminals, soviet spacemen and countless others. Bob and the Troubleshooters were ready to take on adventure at a moment's notice!

Group Resources: Feeble (2) individually, but Bob seems to have access to Good (10) Resources.

Group Talents: If one counts Mischief and Mayhem...

Group Contacts: Bob has an older brother who works for an unnamed intelligence agency and his father for the security forces of the United Nations.



Bob Brant

Robert (Bob) Brant

Fighting: Good (10)	Health: 36
Agility: Good (10)	
Strength: Typical (6)	Karma: 26
Endurance: Good (10)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: +5

Equipment:

His jalopy:

Control: Typical

Body: Typical

Speed: Typical

Protection: Poor

This car of undeterminable make or year holds up to 4 people (including driver) and has a 50 mile range.

His plane:

Control: Typical

Body: Good

Speed: Good

Protection: Typical

This plane holds up to 6 people and has a range of 400 miles on a tank of gas. While technically owned by his brother, Bob and his friends have access to it.

Talents:

Acrobatics, Tumbling, Piloting, Martial Arts B and E

Contacts:

His friends the Troubleshooters (Daffy, Feathers, Bomber and Reuben - the Raccoon), his father Arthur, his older brother Lance, his girlfriend Carol.

Running Bob Brant:

Bob is a normal, all-American boy who happens to lead a group of kids through a series of adventures, some strange (Mutants?) and some normalish (Commies on the moon?) but in the end he just wanted to help people and make things right.

History:

The past of Bob Brant and his family is largely unrevealed, but he lived with his father in the suburbs outside of New York City after his mother died while he was still a child. At an early age, Bob's mother, a former circus aerialist, trained him on how to use the trapeze; but when Bob was about six, his mother tragically died in a circus related accident of some kind. At some point in time under unrevealed circumstances, Bob acquired his pet raccoon Reuben, and became acquainted with his three closest friends: Bomber, Daffy and Feathers -- the group of juvenile adventurers known as The Trouble-Shooters. Together they had a series of adventures involving everything from spies trying to harm the U.N., Soviet's cosmonauts going to the moon, rescuing kidnapped teachers, researching haunted museums, stopping counterfeiters and fighting mutants and keeping America safe for Democracy as well as truth and justice.



Daffy

Jerome Daphman

Fighting: Good (10)	Health: 32
Agility: Typical (6)	
Strength: Typical (6)	Karma: 16
Endurance: Good (10)	
Reason: Poor (4)	Resources: Poor
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: +2

Equipment:

Club: This weighted club is made of Good (10) material and inflicted Good (10)

Talents:

Blunt Weapons and Martial Arts B.

Contacts:

The Troubleshooters (Bob Brant, Feathers, Bomber and Reuben - the Raccoon), his girlfriend Bess.

Running Daffy:

Daffy is a dim-witted, but good meaning kid. He is something of a joker who thinks of Bomber as his little brother.

History:

Nothing much is known about Daffy, including who his parents are. He lives in the same neighborhood as Bob and the two are roughly the same age. Daffy is dating his girlfriend Bess.



Feathers

(Silent) Fox Wingfoot

Fighting: Typical (6)	Health: 24
Agility: Typical (6)	
Strength: Typical (6)	Karma: 30
Endurance: Typical (6)	
Reason: Good (10)	Resources: Poor
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +2

Equipment:

Headband of Poor (4) material with 2 feathers.

Talents:

Geography, Medieval History and General Science. Feathers also has knowledge of tribal lore, history and trivia of the Algonquin Indians and is fluently multilingual in French, English, and Algonquin.

Contacts:

The Troubleshooters (Bob Brant, Daffy, Bomber and Reuben the Raccoon).

Running Feathers:

Feathers is a man of few words, until he decides otherwise. Then you can't shut him up as he gives long winded explanations about any number of topics.

History:

Nothing much is known about Feathers, including who his parents are. He lives in the same neighborhood as Bob and the two are roughly the same age.



Bomber

Theodore Baumgartner

Fighting: Poor (4)	Health: 22
Agility: Poor (4)	
Strength: Poor (4)	Karma: 22
Endurance: Good (10)	
Reason: Typical (6)	Resources: Fb
Intuition: Typical (6)	
Psyche: Good (10)	Popularity: +2

Known Powers:

Itching Powder: Causes itching on a failed Typical (6) Endurance feat.

Squirt-Guns: Poor (4) material, 1 area range, Ammo: Good (10) spicy mustard, Poor (4) damage plus blindness and skin burns on a failed Endurance feat.

Equipment:

Two bottles of soda pop, some candy, a small stone, length of string, a small frog, 25 Cents, Slingshot, Squirt-guns and a smile that people can't refuse.

Talents:

Weapon Specialist: Squirt-Guns, Running and Scrounging.

Contacts:

The Troubleshooters (Bob Brant, Daffy, Feathers and Reuben - the Raccoon).

Running Bomber:

Bomber is everyone's little brother that the Trouble-shooters try to keep out of trouble and away from danger, but who is always in the thick of things.

History:

Nothing much is known about Bomber, including who his parents are. He lives in the same neighborhood as Bob and he is roughly half his mentors age.



Reuben the Raccoon

Fighting: Poor (4)	Health: 26
Agility: Good (10)	
Strength: Feeble (2)	Karma: 12
Endurance: Good (10)	
Reason: Poor (4)	Resources: n/a
Intuition: Poor (4)	
Psyche: Poor (4)	Popularity: +2

Known Powers:

Reuben is a normal, albeit housebroken and well trained, raccoon. He has the following abilities:

* Senses: Night vision and sense of Smell at Good (10) rank his Night vision lets him see up to 2 areas.

* Claw/Bite: Can make attacks based on strength. He can't score a kill (due to size) but can stun if he were to drop from elevated attack positions.

Talents:

None.

Contacts:

Bob and the Trouble-shooters.

Running Reuben:

While Reuben is presented as a normal, although extremely intelligent, raccoon. His actions present him less as a sidekick or pet and more as a player.

History:

Reuben's history is unknown and largely unrevealed. Either Bob found him or he found Bob, but regardless they bonded together to make a team.

The Agents of Atlas (G-Men from Department Zero)

One of the most inscrutable, pervasive and enduring secret societies on Earth, the Atlas Foundation traditionally pursued world domination but currently uses its covert power and influence for humanity's greater good. Steeped in advanced science and ancient sorcery, the society regards itself as a perpetuation of the ancient Mongol Empire, with each leader a descendant of and rightful successor to Genghis Khan. As he grows old, each Khan seeks a successor. For most of the 19th Century, the Atlas Foundation society was led by Plan Tzu, a.k.a. Master Plan. Plan had long since selected his potential successor, Jimmy Woo, despite the attempts of Jimmy's parents to spare him this legacy and their flight to America. Jimmy Woo became one of the top West Coast FBI agents, but Plan Tzu made himself into Woo's greatest enemy, the Yellow Claw, so as to help Jimmy advance his career and hone his skills. Indeed, nearly all of Jimmy's adventures and allies were in some way all part of the Atlas Foundation's machinations.

One such adventure was prompted by the Yellow Claw's kidnapping of President Eisenhower in 1958. Authorized to assemble a special rescue team, Woo reviewed his files on active super-beings and instinctively selected a roster that came to him in a dream: Gorilla Man, Venus, Marvel Boy and aquatic heroine Namora. Namora declined to join the mission but found a replacement by helping Woo salvage the lost Human Robot. Meshing smoothly as a team, Woo's "G-Men" rescued Eisenhower and accomplished various other missions, repeatedly clashing with Atlas Foundation agents and pawns such as the mutated canine cosmonaut Laika; however, U.S. authorities ultimately decided the world was not ready for such bizarre heroes and disbanded the group, declaring their missions classified.

In recent years, now an agent of S.H.I.E.L.D., Jimmy longed for the action in his youth. He renewed his investigations of the Atlas Foundation alongside a team of rogue S.H.I.E.L.D. agents, but his team was killed and Woo himself nearly slain while invading the Temple of Atlas. Woo was eventually rescued and revived by his former allies of the G-Men, who agreed to help Woo uncover the truth of the Foundation.



Joined by S.H.I.E.L.D.'s Derek Khanata, the heroes subsequently exposed and shut down many subversive Atlas operations operating under various legitimate business fronts, finally invading the Temple of Atlas itself. The heroes confronted Master Plan and his royal advisor, Mr. Lao, who revealed Woo's true heritage and the Atlas Foundation's plans for him. Seeing a chance to use the Atlas Foundation's immense resources for good, Woo accepted his new post as Khan of the Eternal Empire and CEO of the Atlas Foundation with the blessing of Plan, whom Lao promptly consumed. Allowing the world to believe them slain by the Claw, Jimmy Woo's heroic team has remained together as the core Agents of Atlas, the foundation's primary covert super-operatives.

Team Resources: Amazing resources if using the Atlas Foundations resources.

Team Talents: None.

Team Contacts: The Atlas Foundation.



Special Agent Jimmy Woo

James Woo

Fighting: Excellent (20)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 60
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Excellent (20)	Popularity: +4.

Limitation:

Race relations, which never seemed to affect him.

Equipment:

2 Pistols: Typical (6) Damage, 3 area range, Ammo: 9, ROF: 1/1
2 clips.
F.B.I. / S.H.I.E.L.D. ID (when appropriate...)

Talents:

Detective/Espionage, Law-Enforcement, Guns, Trivia: General Science, Multi-Lingual: Cantonese, English and German, Martial Arts A, B and E, Acrobatics and Leadership.

Contacts:

The F.B.I., Department Zero, the G-Men (Marvel Boy, Human Robot, Namora, Venus and Gorilla Man), Howard Stark, the Stark Seven (including: Rollo, The Bear, Nessa the Kitten, Dum-Dum Dugan, Thunderbolt Ross) and possibly other heroes of the 50s and 60s. Eventually S.H.I.E.L.D.

Running Jimmy Woo:

Dynamic and dedicated, Jimmy is a born leader who can quickly gain the lifelong loyalty of a disparate

group of personalities, easily engendering in them a trust of his leadership abilities. While he was dedicated to bringing down the Yellow Claw he rarely let this passion take control of him, maintaining a level-headedness in even the most trying of conditions, and when possible he plans out his actions rather than just rushing in.

History:

During the 1950s, no FBI Agent had as distinguished career as Jimmy Woo, the prime agent involved in battling the villainy of the Yellow Claw. Be they mutant psychics, hypnotists, microscopic armies, giant robots, or killer mutated sea gulls, all of Yellow Claw's plans were foiled by Jimmy Woo. And despite the animosity toward his archenemy, Jimmy Woo had fallen in love with his grandniece, Suwan, who was kept from joining her love by the Claw's control. Still, Suwan sometimes managed to help Jimmy thwart her granduncle's nefarious schemes. In 1958, the FBI granted Jimmy special powers to assemble a small, secret team of super-powered beings in order to rescue President Eisenhower from the clutches of the Claw. Jimmy recruited Marvel Boy, Venus, the Human Robot, and Gorilla-Man, successfully freeing the President and forced the Claw to escape. These "G-Men" operated for another six months, until the government decreed that the country wasn't ready to learn of such a super-team and its exploits.

In 1959, Jimmy Woo was promoted to join S.H.I.E.L.D., although it took him out of field work. Years later, he jumped at the chance to return to the field, joining Nick Fury and Captain America to stop the Claw from making Suwan into a being powerful enough to be called his successor. Ultimately, Suwan turned on her granduncle, who forced her to relinquish her power, killing her but restoring his ailing health. Jimmy, brokenhearted, returned to S.H.I.E.L.D. duty. Nearing retirement age, Jimmy became a part of S.H.I.E.L.D.'s Directorate. Secretly, however, he and selected agents had worked without S.H.I.E.L.D. knowledge to track down the Atlas Foundation. He ran into some trouble, however, and his entire team was decimated when opening a secret Foundation chamber. Jimmy himself was mortally wounded, which prompted S.H.I.E.L.D. to investigate. Gorilla-Man was brought in to answer questions, but he instead spearheaded a reunion of Jimmy's allies. Marvel Boy's alien technology revived Jimmy-- but with a catch. Jimmy was revived as he was in the 1950s, because that was the way Marvel Boy last remembered him.

With no memory of recent years, Jimmy Woo and his allies began the search for the Atlas Foundation anew, recruiting S.H.I.E.L.D.'s Agent Derek Khanata along the way. However, he professed his determination to use Atlas resources for the betterment of the world. He and his Agents of Atlas would become a clandestine force for good.



Gorilla-Man Ken Hale

Fighting: Excellent (20)	Health: 100
Agility: Good (10)	
Strength: Incredible (40)	Karma: 16
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Poor (4)	Popularity: 0

Known Powers:

Gorilla Form: All his abilities come from a curse, and his condition can't be removed by scientific means. He has the following power stunts:

- * Body Armor: Good (10) vs. physical and energy.
- * Climbing: Incredible (40) ability.
- * Feet: use as hands, +1 c/s to wrestling feats
- * Lightning Speed: Remarkable (30) land speed.
- * Balance: fall up to 30' without damage.
- * Leaping: Amazing (50) ability to leap.
- * Animal Communication- Gorillas: Poor (4)
- * Immortality: Hale is immortal and barring murder, he will live forever. If killed his curse passes on to the killer.

Limitations:

The Curse of the Gorilla-Man: When Ken Hale killed the former Gorilla-man he took the curse upon himself. As a result he is unable to die, except through murder by another. Suicide wouldn't work as

there is no one for the curse to pass on to after his death and Hale simply finds himself at '1' health and still alive 1D10 days later.

Talents:

Hunting, Guns, Sharp Weapons, and Wrestling. He also has the Mystic Origin and Occult Lore talents.

Contacts:

Jimmy Woo, Jann of the Jungle, The G-Men: Human Robot, Marvel Boy, Venus, and Namora.

Running Gorilla-Man:

Gruff and surly, Ken has had plenty of time to come to terms with his condition, losing the temperamental outbursts he was prone to in his earlier days. He's intensely loyal to his friends.

History:

Ken Hale was an adventurer in search of the legendary "Gorilla-Man" of Kenya, a monster that was half-man and half-animal. He eventually found his quarry and slew the beast. However, by some strange curse, he was transformed into the new Gorilla-Man. He still retained his intellect and power of speech in his simian form. Hale wandered around Africa until he was found by Marvel Boy and Jann of the Jungle and recruited into the G-Men.

After Marvel Boy promised to search for a cure for Hale's Curse through Uranian science, Hale agreed to join Woo and his allies in freeing President Eisenhower from the Yellow Claw. He remained with them until they disbanded six months later. During the 1980's Hale returned to the jungle where he'd gained his Curse, to try to get it removed. The continual wars between the native tribes eventually drove him back to civilization.



M-11, the Human Robot

Fighting: Good (10)	Health: 94
Agility: Poor (4)	
Strength: Incredible (40)	Karma: 30
Endurance: Incredible (40)	
Reason: Poor (4)	Resources: 0
Intuition: Excellent (20)	
Psyche: Typical (6)	Popularity: 0

Known Powers:

Body Armor: Remarkable (30) vs. physical, and Good (10) vs. energy.
 Elongation: Typical (6) may attack adjacent area.
 Hyper-Running: Good (10) land speed.
 Radio Communications: Remarkable (30) range.
 Enhanced Sight: Remarkable (30) enhanced sight.
 Energy Absorption-Electricity: Amazing (50).

Talents:

None.

Contacts:

Members of his 1950's hero team, the G-Men: Jimmy Woo, Gorilla-Man, Marvel Boy, Venus, and Namora.

Running the Human Robot:

Obedient to Woo's commands, M-11 rarely speaks except to confirm his orders, and often appears to be a simple machine. He was however, the one who planned Woo's rescue from S.H.I.E.L.D., and it's entirely possible that many of the events that surrounded it may have been his machinations, as he maneuvers the others around to achieve his own hidden agenda.

History:

Commissioned by Plan Tzu (a.k.a. Yellow Claw) as part of a complicated plan to establish his unwitting successor, FBI agent Jimmy Woo, as a great hero, the robot M-11 was completed in 1954 by an unidentified professor. Concerned at creating a killing machine completely under the control of Plan's Atlas Foundation, and pressured to hand over M-11 before he could complete the programming modifications he wanted, the scientist took the drastic step of having the robot electrocute him, correctly reasoning that somehow part of his displaced life essence would encode itself in its neural net, giving it free will and emotions. After slaying him, M-11 left the lab and walked into the sea, where it lay inert.

Four years later, Plan Tzu kidnapped President Eisenhower, and as he intended, Woo gathered together a team of "G-Men" to rescue him. M-11 had been found by the Atlantean Namora, while she was searching for her missing cousin Namor; she informed Woo of the machine, and he retrieved it. Its teammate Marvel Boy (Robert Grayson) used Uranian know-how to restore it to working order; M-11 worked with the group out of choice and a growing loyalty to Woo, but pretended to be controlled by a voice-activated radio device Woo carried. After a successful first mission, the G-Men worked together for another six months, battling foes such as the mysterious Foundation and the cosmic-ray mutated dog Laika, before instructions came from above to disband. M-11 was covertly retrieved by Plan Tzu, and over the succeeding decades it allowed him to make numerous upgrades to its systems.

Recently Plan Tzu moved to pass on his mantle to Woo. After Woo was critically injured while investigating Atlas, Plan convinced M-11 to enlist former teammates Gorilla Man, who got them in to the S.H.I.E.L.D. facility where Woo was being treated, and Grayson, whose alien technology restored Woo to health and youth after the trio broke Woo out. Initially unaware Plan Tzu was watching their every move through M-11's eye, Woo reformed the G-Men to discover the truth behind Atlas. M-11 deduced that Namora, long believed dead, was still alive, and led them to her frozen body, which it revived. After realizing Plan had been manipulating them and ordering M-11 to sever his connection to Plan, Woo led the G-Men to confront their opponent. Plan explained his actions, and ceded control of Atlas to Woo. M-11 currently remains with his former teammates as one of Woo's new Agents of Atlas.



Marvel Boy
Robert Grayson

Fighting: Excellent (20)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 70
Endurance: Remarkable (30)	
Reason: Remarkable (30)	Resources: Good
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: 0

Known Powers:

Uranian Quantum arms and headband: Monstrous (75) material, allowing him to harness from his mind and body the following powers:

Telepathy: Remarkable (30)
 * Mind Probe: Good (10)
 * Linguistics: Good (10)
 * Mental illusions: Excellent (20)
 * Mental invisibility: Good (10)
 * Hypnotism: Excellent (20)
 * Life Detection: Excellent (20)
 * Mental duplication: Excellent (20) (can store info, images and info from Life detection and mind probe. Displaying and recalling as needed.)

Telekinesis: Remarkable (30), basic TK takes a round of concentration (a psyche feat to use). He has no trouble using the power stunts.

* Flight: Typical (6) speed
 * Kinetic bolt: Amazing (50) ability to fire bolts.

Equipment:

Uranian Atmo-suit: Amazing (50) material synthetic fibers from the Uranians acts as an environmental filter for Marvel Boy, without the suit he can't breathe

earth's atmosphere, due to the genetic modifications.

The suit offers no inherent protection and offers:

* Life Support: Amazing (50)
 * Resistance to Electricity: Remarkable (30)



The Silver Bullet:

The Marvel Boy's flying saucer responds to mental control from his headband, creating an interface only he can see. While linked to the ship, its AI and RIP scores mimic Marvel Boys. Damage to one, is damage to both.

Fighting: Feeble (2)	Health: 222
Agility: Excellent (20)	
Strength: Unearthly (100)	Karma: 70
Endurance: Unearthly (100)	
Reason: Remarkable (30)	Resources: Good
Intuition: Excellent (20)	
Psyche: Excellent (20)	

Abilities include:

* Body Armor: Amazing (50) strength Hull
 * Flight: Class 3000
 * Tractor beam: 6 area range, Incredible (40) Strength
 * Regenerative pools: Good (10) ability.
 * Holograph projections: entertainment and instructive
 * Invisibility: Amazing (50) vs. visual/radar detection
 * Virtual reality controls: Visible only to Robert,
 * Self-Sustenance: Supports up to 10 beings.
 * Artifact Creation: fabrication abilities on board (Resource rank)
 * Regeneration: Good (10) ability provided the Artifact Creation is functional; otherwise, Feeble (2) rank.
 * Deflector Shields: Monstrous (75) vs. Energy, (If in use weapons can't be fired.)
 * 4 Laser weapons: Monstrous (75) rank, 6 area range.

Talents:

Trained in Uranian sciences unknown during the time, including Cell communication, fiber-optics, internet, computer design, robotics, genetic modification, cloning, General Uranian/Eternal sciences, Optics and Quantum theory as if Incredible Reason. Multi-Lingual: fluent in Uranian and English, Pilot, Astro-navigation, and Repair/Tinker.

Contacts:

Members of the G-Men team: Venus, Man-Ape, the Human Robot, and Namora and their G-Man contact Jimmy Woo.

Running Marvel Boy:

Marvel Boy is a clear-eyed, superiorly intelligent and dedicated Hero. He's fearless and quick-thinking, and is at once a fighter, a technologist, a leader, an investigator, etc. as well as a superior specimen endlessly struggling for the common good.

History:

In 1934, in an effort to escape from a world of tyranny, Professor Matthew Grayson built an experimental uranium-powered rocketship. Once completed, Professor Grayson and his infant son Bob launched towards the planet Uranus. Upon arriving on the distant planet, they found a peaceful, super-scientific civilization. As Bob grew up, he developed an amazing intellect and the power of mental telepathy. His activities as Marvel Boy drawing attention, Bob was recruited by Jimmy Woo when President Eisenhower was kidnapped by the Yellow Claw. Joining the group being assembled, Marvel Boy remained with them until they were forced to disband. A shortly while later Bob received a distress call from Uranus. Arriving home he found the city destroyed, and learned the truth about his origin. The settlement had been a penal colony for rogue Eternals who had tried to conquer Earth, and the native Uranians, living in the planet's core, supervised the Eternals so they wouldn't return to Earth.

That was why the Eternals helped Marvel Boy and his father — they saw them as a loophole to be exploited. The Uranians disagreed, causing the Eternals' destruction. Marvel Boy would have died as his Eternal technology (apart from his headband) failed him, but the Uranians took pity on him and accepted him into their number. This required him to be genetically reborn, and he spent decades in a membrane/chrysalis. During the Eternals' destruction they rushed to completion a duplicate of Marvel Boy, one of their own of the same approximate size and shape as Bob, whose body and mind they modified him to closely resemble. The duplicate arose too late to be of help, and was born unstable with false and fractured memories. It believed the destruction of the Eternals' protective dome had been the fault of bankers of Earth who stalled him when they denied his request for a loan to purchase medical supplies. Returning to Earth to exact revenge, he called himself the Crusader and began a rampage. The Fantastic Four intervened, but the Crusader's misunderstanding of the Quantum Bands he wore that made him reckless. He absorbed so much energy that the bands overloaded and his body was destroyed. For years Bob lived a solitary existence despite the Uranian collective, since he regarded himself a separate entity by nature. He passed the time by building a new flying saucer, although the Uranian culture forbade him leaving the planet. Robert decided to return to Earth. The Uranians accepted this, but told him that this meant severing his ties with the collective for all time. He did so.



Namora

Aquaria Neptunia

Fighting: Remarkable (30)	Health: 150
Agility: Excellent (20)	
Strength: Amazing (50)	Karma: 60
Endurance: Amazing (50)	
Reason: Good (10)	Resources: Good
Intuition: Excellent (20)	
Psyche: Remarkable (30)	Popularity: +20

Known Powers:

Body Resistance: Good (10) vs. physical and energy
Resistance to Cold: Excellent (20)
Hyper-Swimming: Good (10) water speed
Flight: Typical (6) air speed
Water Breathing: Namora is amphibious.
Water Freedom: +1CS to Fighting, Strength and Endurance under-water.

Limitation:

Dehydration: If not immersed or kept damp, she suffers -1CS to FEATs for each hour without such water. She loses 1 Health an hour. Immersion in restores lost Health.

Talents:

Ichthyology, Oceanography, Atlantean Sciences, Piloting, Underwater Combat and is Multi-Lingual in Atlantean, English, and German.

Contacts:

Atlantis and the Sub-Mariner, The G-Men members, the Avengers mercenary squad as well as members of the First Line.

Running Namora:

Regal and strong-willed, Namora is an unrelenting force, letting little stand in her way to do what she believes to be right. Loyal to her friends and team mates, she feels a particular debt to M-11. While not as temperamental as her cousin, she still has a bit of a fiery temper, and an inclination towards brute force solutions.

History:

The daughter of an Atlantean man and a surface woman, Aquaria Neptunia was nicknamed "Namora" in honor of her cousin Namor. During her early adolescence, Namora became a playmate of Namor. A few years later, Namora and her father relocated to a northern colony and were absent when Atlantis was increasingly drawn into surface activities. In 1946, Namora's skin, formerly the typical Atlantean blue, faded to a Caucasian tone, and her father revealed her half-human heritage. Shortly afterward, she and her father returned to Antarctic Atlantis, where, in early 1947, the Brockton Gang, surface criminals led by Stoop Richards, invaded Atlantis in search of treasure, killing Namora's father. Namor and Namora took vengeance on Richards and his underlings. Namora continued to accompany Namor on adventures, fighting the schemes of their cousin Byrrah and such surface criminals as the mesmeristic Doctor Macabre and the weapon-wielding Viking; on her own, she clashed with the Mummy Men of Tut-Ak-Mun and other threats.

In 1955, Namora married an Atlantean man named Talan. Following the formation of the Monster Hunters in 1956, Namora joined the team on some of their adventures; however, her marriage with Talan became strained when, due to her hybrid nature, she was unable to bear children. In late 1957, Namora persuaded the exiled Atlantean scientist Vyrra to implant her with an altered cloned embryo, enabling her to become pregnant. In 1958, Namora accompanied the Monster Hunters on a mission alongside other heroes, which brought her to the attention of FBI agent Jimmy Woo. Although she declined to join his group of agents, she pointed him in the direction of the Human Robot, lying dormant in the ocean. Soon after, Namora gave birth to her daughter, Namorita. About this time, Namor went missing; Namora searched for him to no avail. In 1961, Talan was killed in an atomic bomb test, and Namora took their child to live in Lemuria. She became attracted to Lemuria's Prince Merro, leading her rival, Llyra, to poison her. Namora was believed to have died while Namorita was a pre-adolescent.



Venus

Victoria Nutely A.K.A. Aphrodite

Fighting: Good (10)	Health: 110
Agility: Excellent (20)	
Strength: Incredible (40)	Karma: 86
Endurance: Incredible (40)	
Reason: Typical (6)	Resources: Une
Intuition: Incredible (40)	
Psyche: Incredible (40)	Popularity: +100

Known Powers:

Body Armor: Good (10) vs. physical and energy.

Immortality: immortal and can only be killed on Olympus.

Allspeak: She can communicate in the languages of the Nine Realms, Earth, and alien languages.

Invulnerability to disease: Class 1000.

Regeneration: Incredible (40) ability.

Equipment:

The Cestus: An enchanted girdle bestows:

Emotion Control: Unearthly (100) love and passion, used to calm or befuddle others for 10D10 rounds.

*Love: The target is devoted to the individual.

*Loyalty: Victims follow orders without question.

*Pleasure: The target feels content and will sit for 1-10 rounds, and is friendly to Venus.

Molding: Monstrous (75) ability to transform weapons of violence into peacefully productive tools.

*** Venus appears as a loved one of her victim, when using her powers on others.

Limitations:

Emotion control power is -2 CS vs. female targets.

Talents:

Unearthly knowledge of every mortal work about love, whether it is literary, artistic, cultural, or chemical.

Contacts:

Members of the G-Men team: Marvel Boy, Gorilla-Man, the Human Robot, and Namora and their G-Man contact Jimmy Woo.

Running Venus:

Friendly and cheerful, Venus is full of love for almost everyone, and enjoys using her power to spread feelings of love. Her pacifistic tendencies don't get in the way of stopping those who would act out of hate, though, or opposing those who would spread hate, and she's ready to act against any such people.

History:

For centuries, sailors told tales of ships being lured to destruction by the voice of a Siren, or naiad, a being serving an ocean element that fed on the men as they drowned. One ship, however, had a magician on board, and he stopped the Siren by transforming her into a complete being, "making her soul as beautiful as her physical form." Horrified by the destruction wrought by her actions, she eventually found solace at a monastery, where she served the nunnery, mute, for over two years. When she finally sang for the clergy, the emotions stirred were too disruptive, and she was asked to leave. Again wandering the world, the woman came to believe she was the immortal, beautiful, goddess Venus, imbued with the power of love. Her true nature and its terrible memories were submerged and forgotten.

In 1948, in search of adventure and romance, Venus found employment at Beauty Magazine, whose publisher, Whitney Hammond, doubted her claims of godhood but felt her beauty would provide good publicity. Romance blossomed between Venus and Hammond, although his secretary Della Mason often plotted to keep them apart. At first limited to magazine work and matchmaking endeavors, Venus soon clashed with various threats, beginning with an evil figure identified as Loki; other enemies included the gargoyles of Sylvia Corpo, nightmarish creatures from a co-worker's mind, the Olympian Neptunia, and a demonic vampire creature. At one point, she met government agent Jacob Scott, secretly the Skrull Velmax, later Effigy of the First Line. Eventually, realizing her immortality would place a wedge between her and Hammond, Venus abandoned her mortal identity.

During her time as an adventurer, Venus was approached by FBI agent Jimmy Woo, and she agreed to join Jimmy and his allies in freeing President Eisenhower from the clutches of the Yellow Claw. These "G-Men" operated for another six months, until the government decreed that the country wasn't ready to learn of such a super-team and its

exploits. At some point in the 1980s, her former teammate Gorilla Man returned to his place of origin in Africa. He recounted to Venus horrible stories of the atrocities brought upon by centuries of tribal warfare. Venus took it upon herself to aid the region, using her powers to help unite the warring factions until, years later, they had intermarried and became a blending of the two factions. Venus stayed with these people for many years until Jimmy Woo again recruited allies, this time to help him search for the Atlas Foundation. During the search, Namora revealed the secret about Venus' true nature, having known of the legend of the Siren. The revelation nearly crippled Venus emotionally and threatened to tear the team apart, but she was calmed by Jimmy Woo.

The trail eventually led to Mr. Lao, a literal dragon working on behalf of the Yellow Claw. The Claw revealed that Jimmy was a true descendant of Genghis Khan, and he revealed that he became Jimmy's greatest enemy in order to help him build a legend worthy of his lineage. In fact, Jimmy's adventures with his allies had been set up by the Claw and Mr. Lao from the very beginning! For example, it was the Yellow Claw who chartered the fleet that held the magician who transformed the Siren into Venus so many years ago. Jimmy Woo took control of the Atlas Foundation. However, he professed his determination to use such resources for the betterment of the world. He, Venus, and the other Agents of Atlas would become a clandestine force for good.

WANTED

FOR THE MURDERS OF
DR. DAVID BANNER and DR. ELAINA MARKS

UNIDENTIFIED SUSPECT KNOWN AS "THE HULK"


Height: Approx. 7'

Weight: Approx. 350 lbs

Hair: Green

Eyes: White

Race: Unknown



**Suspect exhibits peculiar greenish tinge to skin,
and is considered extremely dangerous.**

DO NOT APPROACH!!!

\$10,000 REWARD

FOR INFORMATION LEADING TO HIS CAPTURE

Contact JACK McGEE at the NATIONAL REGISTER
(312) 555-8791

The 1970s Mighty Avengers

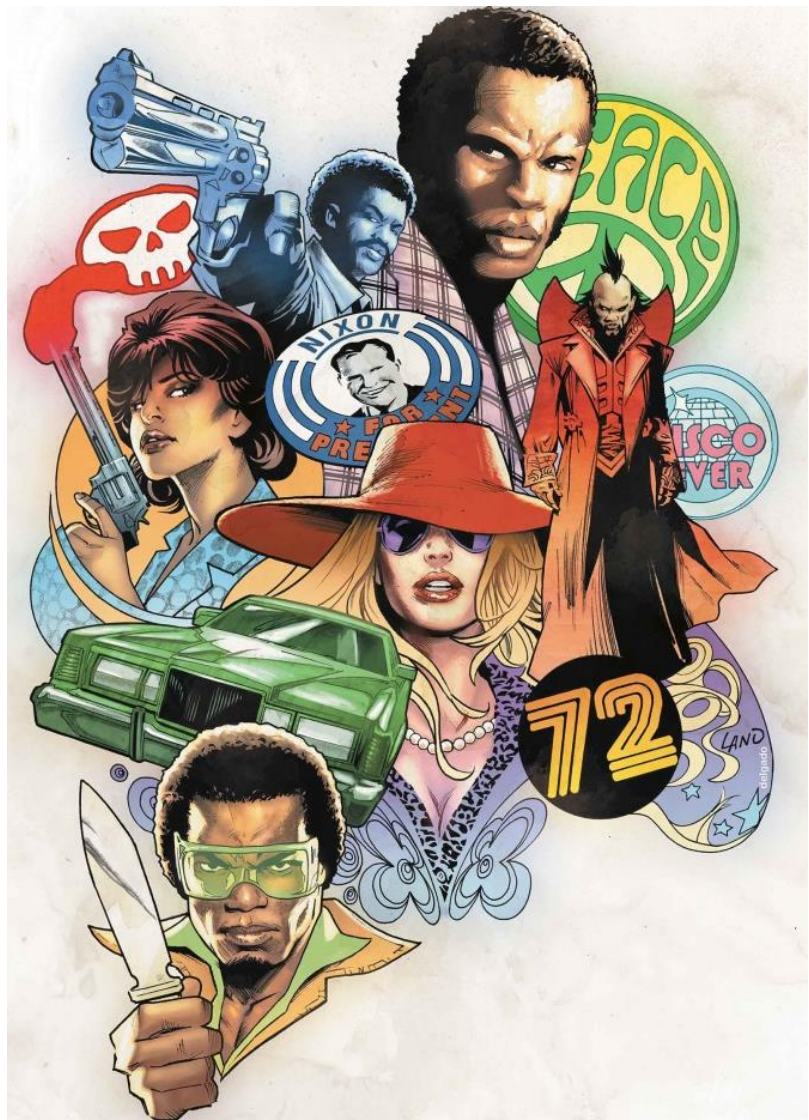
The Mighty Avengers from the 1970s have more in common with the archetypical 'Defenders' than the group they were named after. The team formed by different people who happened to come across each other while individually investigating the murder of a were-bat. When The Bear revealed the Deathwalkers led by Lichidus were behind this, the members of the team gathered their resources to take down the Deathwalkers. Kaluu tracked down the black magic used in the were-bat's creation to a secret subway station sealed off below City Hall. In the course of their discovery, the Mighty Avengers realized that the Deathwalkers were going to offer up a sacrifice to solidify their power.

The group then disrupted the sacrifice by attacking the Deathwalkers before they could make their sacrifice and complete their ritual. After Blade recovered the Talisman of Kamar-Taj, a sacred mystical artifact, which was required to perform the sacrifice, Adam (Blue Marvel) Brashear unleashed his powers and caused the subway to collapse above the Deathwalkers, supposedly killing them. With the Deathwalkers stopped, the team disbanded for the time being as any further adventures have yet to be chronicled at this time.

Group Resources: None, each of the members have to fall back on their own resources.

Group Talents: None.

Group Contacts: Only each other.





Detective James Lucas

Fighting: Good (10)	Health: 60
Agility: Excellent (20)	
Strength: Good (10)	Karma: 40
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Typ
Intuition: Excellent (20)	
Psyche: Good (10)	Popularity: +2

Equipment:

Police ID
Service revolver: 6 shots, Typical (6) damage, 3 area range, ROF: 1/1

Talents:

Law-Enforcement officer. Marksman and Detective. Shadowing. Martial Arts B and E.

Contacts:

NYPD, Blue Marvel, Blade and the Mighty Avengers.

Running Detective James Lucas:

Detective James Lucas is a hard-nosed detective, working hard to get respect and his place in the NYPD. As a father he was a stern disciplinarian.

History:

James Lucas was born and raised in Harlem, New York. He joined the NYPD and rose the ranks to become a detective. On November 7, 1972, detective Lucas discovered the corpse of a bat-like monster, and Constance Molina famed tabloid journalist offered to help him, by contacting him with Adam Brashear. When they arrived to the morgue where the body was being kept, they discovered Blade fighting Kaluu. The fight was stopped, and as they began investigating, the Bear appeared, and presented herself as the killer

of that creature, in self-defense, as she wanted to prevent the Deathwalkers from using it for a sacrifice.

The Bear explained that she herself was the result of a failed attempt of the Deathwalkers to extinguish humanity in 1908, and that they would try to do it again. With the mystery solved, the people present formed the Mighty Avengers, and went to find the Deathwalkers. Kaluu tracked down the magic they used in the were-bat to a secret subway below the City Hall. The Mighty Avengers then attacked the Deathwalkers before they could make their sacrifice. After Blade recovered the Talisman of Kamar-Taj, which was required to perform the sacrifice, Adam Brashear caused the subway to collapse above the Deathwalkers. With the Deathwalkers stopped, the team disbanded.

After retiring from the police force he started a family with his wife Esther Lucas and together they raised two boys James Lucas, Jr. and Carl Lucas. He was a stern disciplinarian for his sons. Though he was a good father and provider his son Luke became a gang member which put a strain on their relationship. James often found it embarrassing to collect his son from the police station for his gang member lifestyle since he was an ex-cop. When Esther was killed by one of Carl's fellow gang members. Carl witnessed the murder and was brought up on charges revolving around the incident. He and James Jr. both blamed Luke for her death. They stopped communicating after this and Carl sank deeper into the gang culture.

James Jr. became his sole guardian after his wife died but James Jr. tried to keep them apart. When James Jr. brought him to Corporation headquarters James Sr., wanted nothing to do with it since he realized it was based on segregation and hatred. Unknown to James Sr. his son had survived his time in Seagate Prison and became the superhero Luke Cage. He decides to leave James Jr. but is captured by Manslaughter and later rescued by his son Luke and witnesses the death of James Jr. who had been changed into Coldfire.

He and Luke reconcile when Luke later confronted his father again to learn more when he learns about his time with the Mighty Avengers.



Blade

Eric Brooks

Fighting: Remarkable (30)	Health: 120
Agility: Remarkable (30)	
Strength: Remarkable (30)	Karma: 50
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Typ
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: 0

Known Powers:

Daywalker: As a Dhamphir (human/vampire) he is immune to vampiric powers and control attempts.

- * Immunity to Vampires.
- * Vampire Bite: Good (10) damage per turn.
- * Enhanced Smell and Hearing: Excellent (20)
- * Night sight: Good (10), 5 area range.
- * Tracking: Good (10), +2CS when hunting vampires.
- * Lightning Speed: Typical (6) speed on foot.
- * Regeneration: Good (10) ability.

Limitations:

Blade has none of the vampire weaknesses; except for human blood and lives off a synthetic serum.

Equipment:

Body armor: This tactical uniform made of Kevlar and Nomex is Remarkable (30) material and providing:
 * Good (10) vs. Physical, Excellent (20) vs. Heat/Fire

Note: All weapons are silver.

Sword: Amazing (50) material, Remarkable (30) damage to vampires and werewolves.

Glaive: Excellent (20) damage, 2 area range, on a yellow feat, returns to his hand the following round.

6 Stakes: Remarkable (30) Material, 2 area range and Good (10) damage.

Also carries an assortment of other sharp weapons.

Motorcycle:

Control: Typical	Speed: Remarkable
Body: Good	Protection: 0

This motorcycle has a U.V. lamp for a headlight.

Talents:

Occult Lore, Scholar of Vampire Lore (+2 C/S),
 Weapon Specialist: Sword, Thrown Weapons,
 Marksmanship, Martial Arts A, B and E, motorcyclist

Contacts:

Quincey Harker, Rachel Van Helsing, Hannibal King and Frank Drake.

Running Blade:

Not being comfortable with his vampiric nature. He was fanatical in his crusade to allow himself any of the joys of a normal life. He only seems happy when killing vampires, wearing a grin as he slaughtered them.

History:

Blade has perhaps the most bizarre origin of all of the vampire hunters. During his labor, Blade's mother was undergoing complications and her friends summoned a doctor of dubious background. The doctor turned out to be the white-haired vampire known as Deacon Frost. He feasted on Blade's mother right before Blade's birth which resulted in Blade being immune to vampire bites. As a result of Frost's attack, Blade's mother died but not before she gave birth to Blade. Blade was raised by his mother's work associates until he was 9 years old. At age 9, Blade helped save the life of vampire hunter Jamal Afari, a musician who took Blade in and raised him as his son. Afari trained Blade as a vampire hunter as well as a trumpet player until Dracula turned Afari. Blade was forced to kill Afari and swore revenge on Dracula.

As a result of the deaths of his family, Blade traveled the world to find Dracula and Deacon Frost. Blade's path crossed with other vampires, including Dracula, including one incident in which Blade and four of his hunters lured Dracula into a deathtrap. Unfortunately, some of Dracula's minions revived Dracula who murdered most of Blade's hunters. Over time, Blade met up with Quincy Harker and his band of vampire hunters. At first their relationship was troubled at best, as Blade felt that Harker and his band were soft. Nonetheless, Blade found himself allied with Harker at times as his search for Deacon Frost often was sidetracked by his battles with Dracula.



Blue Marvel

Adam Bernard Brashear

Fighting: Excellent (20)	Health: 350
Agility: Remarkable (30)	
Strength: Shift-X (150)	Karma: 90
Endurance: Shift-X (150)	
Reason: Remarkable (30)	Resources: Inc
Intuition: Excellent (20)	
Psyche: Incredible (40)	Popularity: +20

Known Powers:

Anti-Matter Energy Absorption: Class 1000.
 * Body Resistance: Unearthly (100) protection
 * Invulnerabilities: Class 1000 vs. Heat, Cold, Disease, Toxins, Radiation and Anti-matter.
 * Self-Sustenance: Able to survive in a vacuum.
 * Cosmic Awareness: Monstrous (75) cosmic senses:
 --Enhanced Senses (All five senses): Amazing (50).
 --Microscopic Vision: Unearthly (100) ability.
 --X-Ray Vision: Amazing (50)
 * Anti-Matter Manipulation: Unearthly (100) ability. He has the following power stunts:
 --Force Bolts: Up to Unearthly (100) Force, 10 areas
 --Stun Bolts: Excellent (20) damage.
 --Energy Pulse: Unearthly (100) anti-matter 2 areas.
 * Flight: Class 1000, Shift-Z (500) speed in atmo.
 * Regeneration: Amazing (50).
 * Lightning Speed: Unearthly (100) speed.
 * Energy and Matter manipulation: Monstrous (75) rearrangement of molecular or energy structures of a being, healing or hurting them.

Equipment:

Kadesh: Located in the Mariana Trench. Kadesh has a computer scanning abilities and facilities for holding "Thanos-level" threats.

Talents:

Scholar of Physics (+2 C/S), Electronics, Engineering, Military, Martial Arts A and B.

Contacts:

Utau, Namor, the Avengers, the U.S. Government

Running Blue Marvel:

The Blue Marvel is a believer in truth and justice. He is an American and while he doesn't always agree with the government, he understands that sometimes when orders are given, you have to follow them. An intelligent man, capable of enforcing his will, he'd rather get others to listen to listen to reason.

History:

Adam Brashear was born and raised in Chicago, Illinois. He was a former fullback at Cornell University who graduated magna cum laude. He had Ph.D.s in electrical engineering and theoretical physics. He was a veteran of the Korean War, a US Marine Corps with two Silver Stars. Brashear later became the project lead on a scientific attempt to harness anti-matter through the creation of a "Negative Reactor" which created a bridge between the Negative Zone and the positive matter universe itself.

This reactor would create an unlimited source of clean energy by tapping the event horizon between these two universes. Due to the unexpected explosion of the reactor, Brashear and his friend Sims were subjected to radiation generated by the event horizon. While Sims' body disassembled into energy, Brashear became a stable "antimatter reactor" and developed a set of abilities. In 1962 he received the Presidential Medal of Freedom from President Kennedy on the day the President asked him to retire; it had been discovered by the public that he is an African-American. As the Blue Marvel, Brashear wore a full-face helmet - but when it was damaged in a battle, his identity was revealed. A massive controversy ensued as the America of 1962 was too racist to accept a black super-man. The President reluctantly decided to ask Brashear to step back. Torn between myriad considerations, the Blue Marvel conceded..

He defeated the herald of an alien armada bent on enslaving the Earth. The Government used this mission to fake his death. The government later set up S.H.I.E.L.D. Agent Marlene Frazier as Brashear's monitor under the cover name Candace. Frazier eventually became his wife and the mother of their children. Brashear became a tenured professor at the University of Maryland. In 1972, Adam joined the "Mighty Avengers" a team formed while investigating the murder of a were-bat. When it was revealed the Deathwalkers were behind this, the team formed to take them down. They tracked them down to a secret subway station. Adam collapsed the tunnel above the Deathwalkers. With the Deathwalkers stopped, the team disbanded.



Kaluu

Fighting: Good (10)	Health: 60
Agility: Good (10)	
Strength: Good (10)	Karma: 110
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Inc
Intuition: Amazing (50)	
Psyche: Amazing (50)	Popularity: 0

Known Powers:

Magical Ability: A Master Sorcerer of Chaotic Magic:

Personal:

- * Image Projection: Monstrous (75) ability 8 images.
- * Shape-Shifting (Unlimited): Amazing (50).
- * Shield-Individual: Amazing (50) vs. physical, energy, and magical attacks.
- * Shield-Great: Monstrous (75) vs. physical, energy, and magical attacks for 1 area.
- * Kaluu casts Personal spells with Incredible (40).

Universal:

- * Eldritch Bolts: Amazing (50), 12-area range
- * Eldritch Blast: Amazing (50) 1 target area, 12 areas.
- * Mental Probe: Amazing (50) ability; 12-area range.
- * Paralyze: Unearthly (100) paralysis for 2+1d10 rounds unless the victim makes a Psyche FEAT.
- * Wave: Amazing (50) damage to all within 12 areas. Agility FEATs to remain standing.
- * Kaluu casts Universal spells with Incredible (40).

Dimensional:

- * Dimensional Aperture: Monstrous (75).
- * Link: Can link with others to gain + 1CS for power. +1CS to Psyche FEATs. Unearthly (100) ability.
- * All Dimensional spells are of an Amazing (50) Rank.

Black Sorcery:

- * Riding the Storm: Unearthly (100) teleport on Earth.
- * Black Sorcery is derived from life forces and environments. Amazing (50) ability.
- * Necromancy: Monstrous (75) ability.
- * Immortality: Immune to aging, but can be killed.
- * Photographic Memory: has a perfect memory.

Talents:

Kaluu is an expert on any form of black magic. He also knows Martial Arts A, Philosophy, and the Stamina and Business/Finance talents.

Contacts:

The Mighty Avengers and Dr. Stephen Strange.

Running Kaluu:

Kaluu is a pragmatic and reasonable man who views the world around him from a coldly realistic and cynical viewpoint. He is not evil, he simply believes that the end truly justifies the means. He also believes that there is nothing wrong with using his powers to create a comfortable life for himself.

History:

Born over five hundred years ago in Kamar-Taj, a small area in the Himalayan Mountains in the land now known as Tibet. Kaluu and a youth now known only as the Ancient One, became students of the mystic arts. Varnae, the eldest of the true vampires, met with Kaluu and imparted to him knowledge from the Darkhold. Subsequently, Kaluu set about to make himself ruler of Kamar-Taj. While Yao continued his studies, Kaluu used his sorcery to influence the minds of the people of Kamar-Taj. Eventually, Kaluu and Yao together cast a spell that eliminated disease, poverty, and suffering from Kamar-Taj and granted its people immortality. Shortly thereafter, the people of Kamar-Taj, responding to Kaluu's magical influence on their minds, crowned him as their king. For over a year Kaluu organized the men of Kamar-Taj into an army of conquest. Kaluu has since claimed that he was only trying to bring a lasting peace to Kamar-Taj by making it so powerful none of the Asian conquerors of that time would dare attack it.

Meanwhile, Kaluu slowly increased his mystic control over the minds of the people of Kamar-Taj so that they become little more than his puppets. Yao attempted to warn the people of Kamar-Taj about Kaluu, but Kaluu's magic prevented them from heeding him. Kaluu struck Yao with a magical bolt from behind, which paralyzed him. Then Kaluu had his soldiers conquer a neighboring village and reduce it to slavery. While Kaluu plotted further conquests and the people of Kamar-Taj fell into decadence, the paralyzed Yao, whom Kaluu had placed in the public square as an object of ridicule, mentally called upon mystical forces to defeat Kaluu. However, the youth was not yet a master of the mystic arts, and, although he did not intend it, the mystic forces he summoned created a pestilence that wiped out virtually the entire population of Kamar-Taj. Kaluu fled to the dimension of Raggadorr, where he remained for five centuries, increasing his mystical knowledge. With Kaluu gone, the youth was freed from his paralysis, but the population of Kamar-Taj, however, was no longer immortal. The youth then sought the cup of eternity and thus aging at a greatly slowed rate. The young

Yao eventually became the sorcerer supreme of the Earth dimension known as the Ancient One.

In November 1972, the Mighty Avengers were formed by different people who came across each other while investigating the murder of a were-bat. Kaluu tracked down the black magic used in the were-bat to a secret subway station below the City Hall. The Mighty Avengers then attacked the Deathwalkers before they could make their sacrifice. After Blade recovered the Talisman of Kamar-Taj, which was required to perform the sacrifice, Adam Brashear caused the subway to collapse above the Deathwalkers. With the Deathwalkers stopped, the team disbanded.



The Bear

Real name unrevealed

Fighting: Excellent (20)	Health: 90
Agility: Good (10)	
Strength: Remarkable (30)	Karma: 50
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Exc
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: 0

Known Powers:

Body Transformation: She is a bear in human appearance and can transform from one to the other.
 * Longevity: She's long lived and doesn't seem to age.

Full transformation:

She is an 8 ft. tall, 600 pound Kodiak bear.
 * Bite/Claw: Remarkable (30) material and Damage
 * Growth: Feeble (2) (8 ft.) giving her +1 C/S to be hit.

* +1 C/S to grapple attacks.

Partial Transformation:

She can sprout bear-teeth as well as long, bag-lady like fingernails becoming more hirsute by the second.
 * Bite/Claw: Remarkable (30) material and Damage

Equipment:

2 trained attack dogs.

Talents:

Mystic origin, Occult Lore Multi-Lingual: She can communicate fluently in Russian and English and is knowledgeable of Demolitions.

Contacts:

Howard Stark, the Stark Seven, the 'Mighty Avengers'

Running the Bear:

Despite a veneer of refinement and sophistication, The Bear is a likeable person. She loves her dogs, the money she has which keeps her in honey, fresh fish and high explosives.

History:

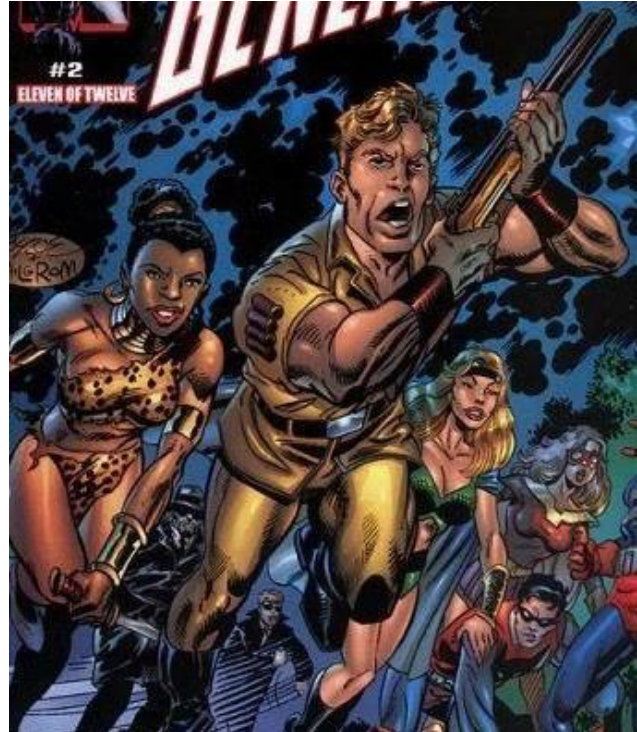
In Tunguska, 1908, the Deathwalkers gathered to perform a ritual using the Talisman of Kamar-Taj, their first attempt at creating a powerful hybrid between beast and a human. The procedure went awry, and the resulting blast created the Bear, a creature with too much of both a bestial and a human side. Throughout the years, the Deathwalkers would try to capture the Bear and use her for sacrifice, but she would always get away, principally thanks to her developed fascination for explosives. The Bear was later one of the many people Howard Stark resorted to in order to form a team which would accomplish the task of stealing an android from a casino run by aliens with the help of one of them. As an expert in demolitions, The Bear used her skills to destroy the device which was immobilizing the robot.

Stark later reassembled his team in order to kill the boss of the Greys and force them abandon Earth, in order to preserve the safety of his child. The Bear's dogs were killed during the attack, which caused her to manifest a mutation into a bear-like creature, a form in which she devoured one of the Greys before turning back to human. When the Deathwalkers were in New York in 1972, the Bear mauled a bat hybrid they had created and planned to use as a sacrifice. The death of such unusual beast brought the attention of numerous people, who then formed the Mighty Avengers to track down the Deathwalkers. Using Kaluu's powers, they tracked down the black magic used in the were-bat to a secret subway below the City Hall. After facing the Deathwalkers and prevent the sacrifice, Blade took from them the Talisman of Kamar-Taj, an item key for their plans, and Adam Brashear caused the subway to collapse above the Deathwalkers. With the Deathwalkers stopped, the Mighty Avengers disbanded.

The Monster Hunters

When countless monsters began appearing around the world, suspicion turned to curiosity. Makkari, under the identities of Jake Curtiss and Mac Curry, encountered a monster of his own and then gathered Dr. Anthony Ludgate, Druid and Ulysses Bloodstone when they too did the same. Bloodstone, while investigating where the alien Grottu had come from, was saved by Zawadi and decided to bring her along also. Their first meeting was at the Explorer's Club in New York City owned by Stanley Hathaway. This club would become the public front for the team. They identified themselves, and Druid revealed the origin of his powers. The group exchanged stories of their monster battles, and developed suspicions of one another, which they kept secret for the time being. Their meeting was cut short by a mysterious man waking a sleeping Gorgilla on a boat in New York harbor.

The battle with Gorgilla takes place in many areas of New York and finally ends at the Statue of Liberty with Dr. Druid calming the creature with telepathy. It is revealed during this time that Adam Clayton is the "real" name of Jake Curtiss, and that a "mystery man" was controlling Gorgilla. This was done to have Gorgilla divert a police escort of an African Premier to a bridge where a bomb was underneath, thus assassinating him. The Monster Hunters agree that Gorgilla should be taken back to the wild where he originated. While doing this, the team is attacked in their plane via an alien-looking craft. They are saved, though, with quick thinking from Clayton, who is now revealed to be the superhero Hurricane, sometimes called Mercury. When they arrive at Midnight Mountain in Borneo, they are again attacked by the Lizard Men, who succeed in capturing Hurricane. During the battle, Bloodstone's secrets and origin are revealed. The three remaining members of the team then go on a rescue mission to free Hurricane from the mystery villain that has caused all this. Battling monster after monster on an island in the Sea of Japan, the team finally rescues the now revealed Makkari from his nemesis, Kro of the Deviants, who had created most or all the monsters that they have encountered. After a fierce battle, the team causes Kro to retreat and they all escape the island heading toward Tokyo, their adventures only beginning.



In 1958, the Monster Hunters are joined by Namora. When Dr. Druid picked up strange psychic emissions coming from a warehouse it led the team into a direct conflict with heroes from the First Line. After the misunderstanding, the two teams battle a Skrull-created monster. After this, not much is known about the further adventures of the Monster Hunters, who started drifting apart over time and eventually disbanded. Since then Bloodstone and Druid have died, while Zawadi disappeared. Until recently, Makkari was the only member of the original team that was still active. This changed, though, when the Agents of Atlas found a coffin at the ocean's bottom containing a very alive Namora. She has since joined that team.

Team Resources: Excellent (20), when undertaking operations for the Explorers Club.

Team Talents: None.

Team Contacts: Stanley Hathaway, owner of the Explorers Club as well as members of the First Line.



'Adam Clayton'
Makkari

Fighting: Excellent (20)	Health: 170
Agility: Amazing (50)	
Strength: Amazing (50)	Karma: 90
Endurance: Amazing (50)	
Reason: Remarkable (30)	Resources: Rem
Intuition: Remarkable (30)	
Psyche: Remarkable (30)	Popularity: +10

Known Powers:

Invulnerability: Class 1000 vs. cold, disease, electricity, energy, heat, radiation, and toxin attacks.
 * He doesn't age. He can be Stunned and Slammed.
 * Kill results are effective if they scatter his atoms.

Cosmic Energy Manipulation: Excellent (20) ability.
 * Metabolism Boost: He does not tire from exertion.
 * Hyper-Running: Class 5000 speed.
 * Tidal Wave: Monstrous (75) damage, 4 areas.
 * Flight: Shift-Y (300) airspeeds.
 * Illusion Generation: Excellent (20) illusions.
 * Matter Transmutation: Excellent (20) ability.
 * Telekinesis: Excellent (20) strength.
 * Teleport: Shift-Z (500), 400 areas, makes a red Psyche FEAT to avoid being stunned.
 * Uni-Mind: Makkari can join the Uni-Mind.

Talents:

Piloting and Repair/Tinker.

Contacts:

The First Line, the Eternals, the Monster Hunters.

Running Adam Clayton:

In this identity Makkari is playing the part of an affable, friendly and altruistic speedster.

History:

Makkari is a member of Olympia's Technologists' Guild. Despite being taught his philosophy by Plato, Makkari is not a genius, and lacks patience. His love of speed and motion, have led to some of the swiftest vehicles the Eternals have, has also made him overly impulsive, and many do not take him seriously. He sometimes wears a protective crash helmet, though he does not truly need it. Makkari has involved himself in Earth's affairs more often than most Eternals. When Sersi was present in Rome during the fire, he went there to rescue her. He once spent time as the charioteer of Darius, the governor of Persia from 548-485 A.D. He claims to have witnessed some of earth's greatest horrors- including the Trojan War, the reign of Vlad the Impaler, and the Alamo. In the 1940s, Zuras assigned him to earth, and under the alias "Hurricane" and "Mercury", as well as many others, he fought Kro, and later, Mutates, often alongside the Monster Hunters. He met Elvis Presley, and taught him a few tricks with the guitar. Makkari operated as a member of the Monster Hunters under the name of Adam Clayton between 1953-1958.



Ulyssus Bloodstone

Fighting: Incredible (40)	Health: 200
Agility: Excellent (20)	
Strength: Incredible (40)	Karma: 60
Endurance: Unearthly (100)	
Reason: Good (10)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Excellent (20)	Popularity: +6

Known Powers:

Bloodstone: In the Hyborian Age, a meteorite landed on Earth in Northern Vanaheim on the European continent, circa 8250 B.C. One of the fragments was embedded in the human's chest. Because of the gem in his chest, he became immortal, and later became known as Ulysses Bloodstone. A fragment of

Bloodstone's gem was inherited by his children, Elsa and Cullen.

It bestows the following powers:

Longevity: doesn't age or suffer from disease.

* Resistance to Vampirism: Amazing (50) ability.

* Regeneration: Monstrous (75) ability.

* Suspended animation: Monstrous (75) ability.

Enhanced Senses-All: Incredible (40) functionality:

* Tracking: Remarkable (30) ability.

* Detect Poison: Remarkable (30) ability.

Psychic powers: Bloodstone has these powers:

* Astral Projection: Good (10) ability.

* Telekinesis: Good (10) ability.

* Aura Reading (Life Detection): Good (10) ability.

Limitations:

If the Bloodstone gem is removed from his chest, he dies immediately. By means of a Psyche FEAT, he can retain his life force; during this period, his Health drops one point per minute. If he hasn't regained the Bloodstone in that time, he dies permanently.

Equipment:

Power Glove: Incredible (40) lightning; range 1 area.

Shotgun: Range 2 areas, ROF: 1/1. Ammo: 5.

Ammo includes:

* Explosive: Incredible (40) to the target

* Pellet: Good (15) to targets within cone of fire.

* Rocket: Propellant charge can enable travel 1 area.

Talents:

Martial Arts A, B, C, D and E, Tumbling, Weapon Master, Thrown Objects, Marksman, Military, and Business/Finance skills. Multi-Lingual: Bloodstone is capable of fluently communicating in a variety of languages, including many extinct ones.

Contacts:

The Monster Hunters (Dr. Druid, Makkari, Zwadi and Namora) as well as the superhero members of the First Line. He also served as a member of the 1959 Avengers mercenary squad.

Running Bloodstone:

Ulysses Bloodstone was purely a man of action who never contemplated the greater pattern in his or his opponents' actions. He was obsessed with pursuing one goal at a time to the exclusion of all else. He could be easily distracted by immediate crises and, while solving such immediate problems, would usually forget his early purposes or plans.

History:

In the Hyborian Age, a meteorite landed on Earth in Northern Vanaheim on the European continent, circa 8250 B.C. It was controlled by an evil extra-dimensional entity called the Hellfire Helix, which wanted to conquer the world. To that end, it sent its

agent, Ulluxy'l Kwan Tae Syn, to get the meteorite and find a host for it. However, a local human hunter/gatherer found the rock, and fought Ulluxy'l Kwan Tae Syn. In the fight, the meteor was smashed, a part of it (also called the Bloodgem) was imbedded in the human's chest, and the explosion killed the human's tribe. The human vowed revenge on Ulluxy'l Kwan Tae Syn. Because of the gem in his chest, he became immortal, and later became known as Ulysses Bloodstone.

Ulysses Bloodstone gained mastery of most of the world's weaponry, and a large portion of the world's martial arts and languages. Over the next 10,000 years, Bloodstone would travel all over the world, looking for Ulluxy'l Kwan Tae Syn. As a result, by the 20th Century, he had become immensely wealthy, and could speak most of the world's languages. In his hunt for Ulluxy'l Kwan Tae Syn, he had become a mercenary, adventurer, and soldier-of-fortune, proficient with most of the world's weaponry. Because of Ulluxy'l Kwan Tae Syn's ability to summon monsters from another dimension, which Ulluxy'l did specifically to keep Bloodstone away from him, Bloodstone gained a reputation as a monster hunter.

Sometime in the 1930s, he battled Nosferatu and his clan of vampires. In 1933, he gained a sidekick: Fat Cobra, who later became one of the Immortal Weapons. He embarked on a series of adventures with him that took them to the far corners of the globe, traveling to the Savage Land and Monster Island and fighting Mole People and Fin Fang Foom. In the 1950s, he became a member of the Monster Hunters, of whom he remained a member till they disbanded.

In 1959, he was recruited into the Avengers by Nick Fury due to his hunting skills and prowess. The team traveled to Helsingborg, Sweden, in pursuit of the Skull and his Fourth Reich. The group hijacked a truck bound for the Skull's castle, with Bloodstone and the others hiding in the back while the Silver Sable drove. When the truck's doors were opened, the team opened fire on the Nazis. As the Avengers stormed the castle, they found a Nazi Captain America who attacked them.

The heroes soon killed the impostor while Namora captured the Red Skull. Fury then took the contents of the Skull's briefcase and left, telling the rest of the team that he would meet up with him later before disappearing. When he gathered the Avengers at the Stork Club in NYC to congratulate them on a job well done. After dinner, the members each went their separate ways with Bloodstone convincing Sable to accompany him to the Savage Land with the prospect of doing some "big game hunting."

Bloodstone eventually died in the latter half of the 20th century.



Doctor Druid

Anthony Ludgate

Fighting: Good (10)	Health: 60
Agility: Good (10)	
Strength: Good (10)	Karma: 80
Endurance: Remarkable (30)	
Reason: Excellent (20)	Resources: Good
Intuition: Excellent (20)	
Psyche: Incredible (40)	Popularity: +10

Known Powers:

Magic: Master of Druidic magic

Personal Spells:

- * Precognition: Good (10)
- * Trance: Remarkable (30)

He may use personal spells at Excellent (20) rank.

Universal Spells

- * Nature Control-All: Remarkable (30)
- * Plant Control: Amazing (50)

May use other universal spells at Remarkable (30).

- * Power Transfer: Remarkable (30) added to spells'.
- * Magical Sensitivity: Incredible (40).
- * Metabolic Control: Remarkable (30) Control.

Psychic powers:

Has been trained in the following:

- * Danger Sense: Incredible (40).
- * Illusion Generation: Amazing (50).
- * Levitation: Feeble (2) speed
- * Mesmerism: Incredible (40) Mind Control.
- * Telekinesis: Good (10)
- * Telepathy: Unearthly (100)

-May mind probe at Amazing (50) ability.

Limitation:

Doctor Druid's powers have a vulnerability to iron but are increased when on Celtic holy grounds or dealing with Celtic magical items.

Talents:

Medicine, Psychiatry, Occult Lore, Astronomy, Martial Arts A, Mystic Origin, Resist Domination, and Hypnotism.

Contacts:

Monster Hunters, Celtic Pantheon. By special rituals he can call upon the spirit of his ancestor Amergin, to answer questions.

Personality:

Druid tends to come across as a 'cold fish' often remaining aloof and distant from his teammates.

History:

Anthony Druid got his medical degree from Harvard, and went on to study psychiatry. He retired from his practice after several years to devote more time to his growing interest in the occult. He supported himself by writing popular books on psychology and related matters and by lecturing. In the midst of his research for a second book on the occult, Druid was summoned by an ailing Tibetan lama apparently in need of medical aid. The lama put Druid through a series of bizarre mystic and spiritual tests to ascertain Druid's worthiness. Finding him worthy, the dying lama opened Druid's mind to its hidden powers and taught him the mastery of certain mystic arts. Druid had remained in seclusion for several years, investigating occult matters personally and in secret.

From 1953-1958 he served as a member of the Monster Hunters, a team of clandestine "monster-hunters", including Bloodstone and the Eternal hero Makkari, in stopping a threat from the underworldly Deviants. What he was doing in the time between the disbandment of the Hunters and the Fantastic Four appearing isn't known, however it seems that he aged very little, if at all, during the intervening time period.





Namora

Aquaria Neptunia

Fighting: Remarkable (30)	Health: 150
Agility: Excellent (20)	
Strength: Amazing (50)	Karma: 60
Endurance: Amazing (50)	
Reason: Good (10)	Resources: Good
Intuition: Excellent (20)	
Psyche: Remarkable (30)	Popularity: +20

Known Powers:

Body Resistance: Good (10) vs. physical and energy
 Resistance to Cold: Excellent (20)
 Hyper-Swimming: Good (10) water speed
 Flight: Typical (6) air speed
 Water Breathing: Namora is amphibious.
 Water Freedom: +1CS to Fighting, Strength and Endurance under-water.

Limitation:

Dehydration: If not immersed or kept damp, she suffers -1CS to FEATs for each hour without such water. She loses 1 Health an hour. Immersion in restores lost Health.

Talents:

Ichthyology, Oceanography, Atlantean Sciences, Piloting, Underwater Combat and is Multi-Lingual in Atlantean, English, and German.

Contacts:

Atlantis and the Sub-Mariner, The G-Men members, the Avengers mercenary squad as well as members of the First Line.

Running Namora:

Regal and strong-willed, Namora is an unrelenting force, letting little stand in her way to do what she

believes to be right. Loyal to her friends and team mates, she feels a particular debt to M-11. While not as temperamental as her cousin, she still has a bit of a fiery temper, and an inclination towards brute force solutions.

History:

The daughter of an Atlantean man and a surface woman, Aquaria Neptunia was nicknamed "Namora" in honor of her cousin Namor. During her early adolescence, Namora became a playmate of Namor. A few years later, Namora and her father relocated to a northern colony and were absent when Atlantis was increasingly drawn into surface activities. In 1946, Namora's skin, formerly the typical Atlantean blue, faded to a Caucasian tone, and her father revealed her half-human heritage. Shortly afterward, she and her father returned to Antarctic Atlantis, where, in early 1947, the Brockton Gang, surface criminals led by Stoop Richards, invaded Atlantis in search of treasure, killing Namora's father. Namor and Namora took vengeance on Richards and his underlings. Namora continued to accompany Namor on adventures, fighting the schemes of their cousin Byrrah and such surface criminals as the mesmeric Doctor Macabre and the weapon-wielding Viking; on her own, she clashed with the Mummy Men of Tut-Ak-Mun and other threats.

In 1955, Namora married an Atlantean man named Talan. Following the formation of the Monster Hunters in 1956, Namora joined the team on some of their adventures; however, her marriage with Talan became strained when, due to her hybrid nature, she was unable to bear children. In late 1957, Namora persuaded the exiled Atlantean scientist Vyrra to implant her with an altered cloned embryo, enabling her to become pregnant. In 1958, Namora accompanied the Monster Hunters on a mission alongside other heroes, which brought her to the attention of FBI agent Jimmy Woo. Although she declined to join his group of agents, she pointed him in the direction of the Human Robot, lying dormant in the ocean. Soon after, Namora gave birth to her daughter, Namorita. About this time, Namor went missing; Namora searched for him to no avail. In 1961, Talan was killed in an atomic bomb test, and Namora took their child to live in Lemuria. She became attracted to Lemuria's Prince Merro, leading her rival, Llyra, to poison her. Namora was believed to have died while Namorita was a pre-adolescent.



Lady Zawadi

Zawadi

Fighting: Incredible (40)	Health: 120
Agility: Remarkable (30)	
Strength: Excellent (20)	Karma: 60
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Excellent (20)	Popularity: +10

Known Powers:

Enhanced Senses: Incredible (40)
 * Infravision: Excellent (20) ability, up to 5 areas.
 * Enhanced Sight: Incredible (40) ability.
 * Enhanced Hearing: Incredible (40) ability.
 * Enhanced Olfactory: Incredible (40) ability.
 Tracking: Incredible (40) ability.

Equipment:

Knife: Remarkable (30) material, Good (10) damage.
 Spear: Remarkable (30) material, Good (10) damage,
 5 area range.

Talents:

Sharp weapons, Acrobatics and Tumbling, Martial Arts A, B and E. Multi-lingual: Zawadi is capable of fluently communicating in Wakandian and English.

Contacts:

The Monster Hunters (Ulyssus Bloodstone, Dr. Druid, Makkari and Namora) as well as members of the First Line.

Running Zawadi:

Zawadi has a Regal Bearing and Innate Lack of Underhandedness; as a more modern trait she's very observant and not afraid to speak up her mind. Gaining her trust is not easy, but she's not pointlessly difficult about it either. Zawadi prefers the wilderness to the city, and seems to like animals. Generally she's very positive and vital.

History:

Zawadi is an adventurer from Wakanda, who apparently consumed the mystical heart-shaped herb that plays a critical role in the politico-religious monarchic system of that country. Since the herb is normally intended solely for those personally accepted as monarch and vessel by the Panther God, there must be quite a story there ; it is entirely possible that she's persona non-grata in Wakanda, or perhaps even hunted by the Hatut Zeraze, the Wakandan secret police.

She was in Africa when she encountered Ulysses Bloodstone facing off against a Tyrannosaurus Rex. Zawadi helped Bloodstone kill the T. Rex and then accompanied him back to New York City, where she and Bloodstone teamed up with Doctor Druid and Makkari to form the Monster Hunters. The Monster Hunters were active during the 1950s and fought against Kro of the Deviants as well as a variety of monsters. On another occasion Zawadi and the Monster Hunters teamed up with the First Line.

The First Line

For decades the First Line defended the world from threats both home-grown and alien. The group formed in 1958 when Yankee Clipper, Liberty Girl, and Black Fox were brought together by Agent Scott of the NSA to investigate security breaches at a Long Island research center, where scientists were secretly studying a downed UFO. There the heroes encountered both the Monster Hunters and a couple of super-villains hired by Zuhn, the Skrull whose ship was being examined. Ironically Agent Scott was really Velmax, Zuhn's shipmate, though neither alien recognized the other. Zuhn shot Velmax with a bio-molecularizer, causing him to lose control of his form, but the heroes assumed he had been mutated. Velmax became the metamorph Effigy, joining with Nightingale, a healer, and the three heroes he had gathered to form the First Line at the Clipper's suggestion.

Over the years the group gained and lost members, and fought threats such as the Red Front, the Yellow Claw, the amnesiac Sub-Mariner, the Nazi Rumor, the mind-controlled Venus, the lunatic lycanthrope Howler, the criminal Typhoon, Axis, the Scythe, the vampiric Nocturne, Kang, Warlord Kro and the Deviants, Blackjack and Positron; the latter two later reformed and joined the Line themselves. Among their allies were Hipster (later Captain Hip), Sunshine, Thor, Nick Fury and Dr. Strange, and several of their adventures were covertly witnessed by 22nd century time-traveler Cassandra Locke. The team faced both triumphs and tragedies. In November 1963 Liberty Girl was slain by Chimera (Zuhn in a new identity), and Yankee Clipper was lost to them, sent hurtling decades into the future. In 1969 they stopped a Skrull plan to destroy the Apollo 11 mission to land on the Moon; Mr. Justice placed evidence there proving Skrull plots which would thwart the shape-shifters again in Locke's era. Around 1973 the group disbanded rather than let Nixon use them to suppress Watergate, and Effigy became reporter Bob Woodward's "Deep Throat."

A new incarnation of the team formed in the early 1980's to rescue Mr. Justice, who had been shot down over Halwan, but their mission proved to be a decoy; Blackjack was killed, and Black Fox quit in disgust. Effigy, however, decided to keep the Line together as a loose-knit grouping lasting several years. Another member, the Inhuman Yeti, lost control in an unspecified conflict involving Rapunzel, after which he exiled himself in shame; Yeti was later seduced by a Skrull spy, Korya, who turned him into a sympathizer in their subsequent invasion of Earth. Another Skrull spy, Zankor, was captured and revealed the imminent massive fleet on its way. The First Line assembled many of Earth's superhumans and met the incoming warships above the surface of the Moon. Most of these champions died, but Effigy and Pixie managed to set off a chain reaction which blew up the armada. Yeti made it to an escape pod prior to the end, and Pixie and Makkari both survived the explosions to eventually be reunited with Yankee Clipper. The First Line, however, was finished; Earth was saved, but it had lost an entire generation of heroes.



Base of Operations: Rocky Mountains, Colorado; later Carmody Institute, on the coast of Maine.

Group Resources: During the period when they had government backing, they had Good (10) stipends as members of the First Line and could call upon the Government for the use of up to Remarkable (30) resources. After their funding was cut off, they had access to Excellent (20) resources through Professor Carmody.

Group Talents: None.

Group Contacts: The F.B.I., the C.I.A. and presumably United States Government officials at higher levels, State and Local Law-Enforcement as well as any personal contacts.

The First Incarnation of the Front Line existed from 1958-1973 and was disbanded under orders from President Nixon, the membership included: Black Fox, Blackjack, Effigy, Firefall, Frank, Katyusha, Liberty Girl, Major Mercury, Kid Justice, Nightingale, Oxbow, Pixie, Rebound, Reflex, Templar, Vulcan and Yankee Clipper.



Black Fox

Doctor Robert William Paine

Fighting: Remarkable (30)	Health: 90
Agility: Remarkable (30)	
Strength: Good (10)	Karma: 70
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Rem
Intuition: Remarkable (30)	
Psyche: Remarkable (30)	Popularity: +20.

Equipment:

Costume: Remarkable (30) costume resists tears and abrasions, but doesn't offer protection.
 * Knuckle dusters: +1 C/S to damage.

Equipment belt: The pouches contain tools.

- * Swing line: Remarkable (30) line and hook that allows 3 areas/round travel.
- * Sleep Gas: Excellent (20), 2 area. Failure of an Endurance feat causes sleep for 1D10 hours.
- * Lock Picks: Can pick locks without penalty.
- * Handheld R.C. for the Flying Fox: Remarkable (30) strength signal, up to a 1 mile range.
- * Other related gadgets and equipment.

The Flying Fox:

Control: Excellent (20) Speed: Incredible (40)
 Body: Excellent (20) Prot.: Excellent (20)
 * R/C: Remarkable (30) signal, 1 mile range.
 * Radar Invisibility: Excellent (20) ability.
 * Deployment line: Remarkable (30), 10 areas.

Talents:

Military, Detective/Espionage, Pilot, Criminology and Criminal Law. Martial arts A, B, D and E. Repair/Tinkering. Robert is Multi-Lingual is capable of fluently communicating in English, German, and Arabic. Performer-Actor. Black Fox also knows an eastern healing technique that allows him to keep his vitality well into his old

age, thankfully it also allows him to heal as though his Endurance was a rank higher.

Contacts:

The First Line, US Intelligence Agencies until Late 1960s, Doctor Strange.

Running Black Fox:

He started off as a care free adventurer wanting to help make the world a better place Afterwards Robert got serious about his tactics and actions, gone was the smiling care free adventurer and in his place stood a dark knight ready to take on a crusade without end.

History:

Continued from the Golden Age Source book...

1960

While in San Francisco in the spring of 1961, the Black Fox encountered the costumed superhero known as the Hipster and they both uncovered a terrorist plot being orchestrated by the Yellow Claw who had just subjugated the amnesic Sub-Mariner. Black Fox called in the First Line and the Yellow Claw's plot was foiled. The villain chose to detonate his fortress after being defeated by Black Fox in physical combat. While the Yellow Claw seemingly perished in the battle, the Black Fox manage to nab Nazi war criminal Fritz von Voltzmann who was assisting the Yellow Claw in his plans.

The Black Fox later took on the role of training Kid Justice, the young brother of Yankee Clipper, so that he could be a more effective fighter. On November 21, 1963 the First Line was drawn to Dallas, Texas, due to the premonition of their teammate Nightingale. They were drawn to the Stark Industries building where they fought Chimera (really the Skrull spy Zuhn) and Howler attempting to steal a newly developed guidance system. While Howler was easily defeated, Liberty Girl was fatally wounded. As Black Fox, Yankee Clipper, Nightingale, and Kid Justice saw to her, they were visited by Cassandra Locke. Locke was a time traveler from the 22nd Century sent on a mission into Earth's past to learn of the Skrull's past interactions with the human race. Black Fox witnessed as Locke's and Yankee Clipper's identical Tachyon Belts interacted with one another shunting them both into the future. The incident gave Nightingale a vision of the teams

grim future, and Black Fox cared for her until the authorities came to take Howler away.

In the mid-1960s, part of the Black Fox's past came back to trouble him. The Rumor had resurfaced and taken control of the Olympian love goddess Venus and used her love powers to turn a large group of children into an obedient army he hoped to use to overthrow the United States government. Black Fox joined his teammates in stopping the Rumor, the group was also aided by the Asgardian thunder god Thor. The battle ended when the Black Fox crushed the Rumor's vocal chords, preventing him from using his powers further.

On July 16, 1969, Robert watched the launching of the Apollo 11 mission to the moon with his teammate Katyusha a Russian super-hero whom Robert assisted in defecting to the United States and subsequently developed a romantic relationship with, the first since Miriam's death. Due to a romantic interlude with Katyusha during the day of the Apollo 11 mission, Black Fox ignored calls from his teammates in the First Line to assist in preventing a Skrull plot to sabotage the mission.

1970s

Although Robert had voted for Richard Nixon during his bid for presidency in 1969, he soon became at odds about the president during the start of the Watergate scandal and the fact that Nixon was trying to uncover the identities of the First Line. When Nixon began grilling Effigy about the team's efficiency, Black Fox broke into the oval office and threatened the President that any effort to uncover the identities of the team would lead in reprisals. However, later Robert was convinced that Nixon would not let off and convinced Effigy to use his powers to expose Nixon's connection to Watergate. This ultimately resulted in Nixon being impeached, but not before the First Line lost their government backing, forcing them to operate underground.

Returning to Chicago, the Black Fox became a local crime fighter and came to the aid of Fred MacRae (formally Cap'n Nip) his wife Autumn (formally Sunshine) and their daughter Truth when they were attacked by a mugger. While the former Cap'n Hip considered Black Fox a "fascist pig", Truth was absolutely taken away by the Black Fox. Fox and his teammate Pixie were then called into Washington and informed that Nocturne was alive and well and operating out of

the nation of Petralova. The pair went there and were joined by mystic-in-training Doctor Strange whom had determined that Nocturne was attempting to obtain the alchemic secrets of 19th century alchemist Diablo. At Diablo's castle and prison, the three heroes learned that Nocturne was a vampire who sought a mystical formula that would make him more human. While Nocturne succeeded in drinking the formula, he was forced to flee thanks to the combined might of the three heroes.

The Black Fox was one of the members of the First Line who went on a mission to rescue Mister Justice (formally Kid Justice) from the nation of Halwan after Justice was captured during his mission to try and free American diplomats from the country. The mission was not a complete success, resulting in the death of a team of CIA agents, and their teammate Blackjack and Mister Justice eventually managed to liberate himself. Furious at how poorly the mission was handled Black Fox quit the team in disgust and went into retirement. In the intervening years, the now teenaged Truth MacRae had fallen in love with the Black Fox, and having developed powers of her own interacted with him as Gadfly.

In his retirement years, Robert began teaching pre-law at Northwestern University in Chicago, where he also taught Truth MacRae. Robert briefly got involved in the affairs of the First Line once again in 1986 when Yankee Clipper suddenly materialized in the present. Clipper was reunited with his younger brother who brought Clipper to Robert to try and find out what to do. Robert offered Clipper money and a place to stay while he got accustomed to the future time he found himself in.

Black Fox was called out of retirement when the First Line and their foes teamed up to stop an impending Skrull invasion of the Earth. During the assault on the Skrull mother ship, Black Fox bought Effigy time to get to the control room and was fatally shot by some Skrull soldiers. He was later found by his teammates Pixie and Oxbow, whom Black Fox sent on to assist Effigy. The Fox was then found by Gadfly, and as he died she unmasked him revealing her infatuation's true identity to her. Shortly thereafter the Skrull ships were destroyed in a massive explosion and the Black Fox's body was atomized.



Blackjack

Real name unknown.

Fighting: Good (10)	Health: 70
Agility: Excellent (20)	
Strength: Good (10)	Karma: 18
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: +10

Equipment:

Billy clubs: Excellent (20) material, Good (10) damage. 2 area range.

Talents:

Martial Arts A, B and E, Acrobatics, Blunt Weapons, Weapon Specialist: Billy Club, Crime.

Contacts:

The First Line, Positron

Running Blackjack:

Daring and slightly abrasive, Blackjack had a boisterous, fun loving side that countered the more serious and grim aspects of his personality, causing him to underestimate his opponents from time to time.

History:

Blackjack was a former costumed criminal turned hero who was active during the latter half of the 20th Century. His origins are unknown. As a criminal he was active as early as 1958, and has had past clashes with the Yankee Clipper. In his first recorded

appearance he and his fellow criminal Scythe were hired by a Skrull spy named Zuhn to recover his ship that had been in government custody since 1947. Blackjack and Scythe were defeated by the combined efforts of Agent Jacob Scott of the Department of Defense (also secretly a Skrull), Yankee Clipper, Black Fox and Liberty Girl. Blackjack was apprehended and turned over to the authorities and the heroes present that day formed the First Line.

By 1969, Blackjack had reformed and joined his old foes in the First Line. When their leader Effigy ("Jacob Scott") learned that the Skrulls were planning on sabotaging the Apollo 11 space flight, Blackjack was among the members of the First Line who travelled in a partially repaired Skrull saucer to intercept the attack on the surface of the moon. On the surface of the moon Blackjack and his comrades battled Positron, Howler, Typhoon and Axis, Earth criminals that were hired by the Skrulls for the sabotage plot. Blackjack fought the female Positron until Effigy was able to destroy the Skrull ship stranding the surviving villains on the moon and forcing them to surrender. Blackjack remained a member of the team until the 1980s, at which time Positron also reformed and the two started a relationship. When their teammate Mister Justice was captured while trying to rescue American diplomats in the nation of Halwan, Blackjack and Positron were among the members of the First Line sent on a rescue mission. While raiding the royal palace, Blackjack was fatally slashed by the warrior known as Scimitar and died in Positron's arms. The First Line failed to rescue Mister Justice, who had managed to free himself and the diplomats alone. Due to the death of Blackjack and a team of CIA operatives on the mission, Blackjack's teammate Black Fox quit the team.



Effigy

Velmax AKA Mr. Scott or Jay Scott.

Fighting: Excellent (20)	Health: 70
Agility: Good (10)	
Strength: Good (10)	Karma: 70
Endurance: Remarkable (30)	
Reason: Excellent (20)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Excellent (20)	Popularity: +20

Known Powers:

Shape Shifting: Remarkable (30) ability.

Limitation:

Dark Secret: No one knows Effigy is a Skrull.

Talents:

Astro-navigation, Detective/Espionage, Acting, Martial arts A and C, Firearms, Astronomy, Military, Pilot.

Contacts:

Various government agencies, the First Line

Running Effigy:

Effigy was ready to enslave. And then lived among the humans realizing they weren't as primitive as the Skrulls said. 20 years later he thought of himself as an American and came to love his new home.

History:

In 1947, Velmax and his commander Zuhn were sent on an observation mission to Earth. While observing over the American Southwest, they were detected by an Airforce jet. Their ship was damaged and they crashed in Roswell, New Mexico. Recovering, Velmax and Zuhn were discovered by former soldier Jacob Scott, who shot Zuhn and fled, dying in a fatal car crash. Velmax co-opted Scott's ID. He placed Zuhn in a Med Pod before the military arrived. Posing as Scott, he used a cover story and continued his mission. Using Scott's ID he entered politics securing a place in the State Department. Velmax used his position to relocate his ship and possibly Zuhn so he could find a way home. He began to love America and rethink his position on the conquest of Earth.

Velmax infiltrated Operation: Deep Freeze, the project for the containment of the 50s Captain America and

Bucky. In 1958, Velmax learned that his ship was kept at a facility located on Long Island. Using his position in the State Department, he convinced the First Line to assist him in investigating a security breach. Their arrival coincided with a Skrull spy also attempting to recover the ship, resulting in a scientist being mutated by the ship's defenses. This attracted the attention of the Monster Hunters. While the two groups fought the monster, "Scott" and Yankee Clipper went inside to stop the spy. Chasing Zuhn into the Saucer, Velmax was blasted with the ship's defenses destabilizing his shape-shifting while Zuhn escaped. When Yankee Clipper saw "Scott" change shape, Velmax used this as a cover by pretending the device endowed him with powers. The First Line invited him onto the team and he took the codename Effigy.

By spring of '61, Effigy had the First Line backed by the government. The team went to San Francisco to stop the Yellow Claw's attempt to conquer the world, by using the amnesic Sub-Mariner. On November 21, '63 they went to Dallas Texas to investigate danger in the area, believing that it could threaten the public appearance of President Kennedy. They clashed with Chimera and Howler to keep them from stealing a new propulsion system. Effigy battled Chimera one on one, critically wounding him and forcing Zuhn to revert to his true form. Liberty Girl died in battle, Effigy feared bad press for the First Line, but her death was overshadowed by the Kennedy assassination. In the mid-60s, Effigy and the First Line joined forces with Thor to stop the Nazi war criminal the Rumor from turning children into his army through the powers of the Olympian goddess Venus. By 1969, Effigy had embraced American life and repaired his saucer. When he learned that Skrulls intended to interfere with the Apollo 11 moon landing, he mobilized the First Line to fly to prevent this. Effigy destroyed the ship and captured most of their Earth helpers. In '72, President Nixon threatened to reveal the IDs of the First Line during the height of the Watergate Scandal. Black Fox convinced Effigy to use his powers and as "Deep Throat" he acted as the informant that brought on Nixon's resignation.

In the aftermath of Watergate the First Line publicly broke up but continued to operate covertly. In '80, Effigy recruited the Eternal Brain to assist the team in rescuing Mister Justice and kidnapped diplomats from Halwan. Blackjack was killed and Mr. Justice freed himself. Black Fox quit the team over the fiasco. He moved the team into the Carmody Institute. During an attack by Warlord Kro and the Deviants, Effigy learned of the Skrull invasion when scientist Reed Richards captured Zankor, a Skrull. Effigy gathered the First Line, and their foes to stop the invasion. He forced warp-feed phase-shifters of the mothership to overload. Effigy was fatally shot and reverted to his true form, revealing his true nature to teammates Pixie and Oxbow. Effigy said that all he wanted was to be a good American and died. Pixie then activated the overload causing the entire Skrull armada to explode.



Firefall

Real Name unrevealed.

Fighting: Good (10)	Health: 76
Agility: Remarkable (30)	
Strength: Typical (6)	Karma: 30
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Typ.
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +10

Known Powers:

Fire Generation: Amazing (50) intensity flame.
 * Energy Sheath: Remarkable (30) vs. attacks.
 * Flight: Incredible (40) airspeed.
 Thermal Control: Amazing (50) control over the fire/heat she generates allowing her to 'burn cold'.
 Resistance to Flame and Heat: Unearthly (100)

Equipment:

Unstable molecule costume.

Talents:

Aerial Combat, Firefall knows about her teammates abilities and equipment the First Line uses.

Contacts:

The First Line

Running Firefall:

Firefall is a good team player, making sure to cover her teammates. She has something of a temper, but keeps it in check. It seems that she carries a torch for Mister Justice, but never made a move to pursue it.

History:

The origins of the super-powered heroine known as Firefall are as yet unrevealed. She was a member of the First Line as early as the late 60s. On July 16, '69 she joined her teammates to prevent Skrull spies from sabotaging the Apollo 11 mission. The group flew there aboard a Skrull Saucer piloted by their leader Effigy. On the surface of the moon Firefall and her comrades battle Positron, Howler, Typhoon, Scythe and Axis, super-villains hired by the Skrulls. These criminals surrendered after Effigy destroyed the Skrull ship and they returned to Earth.

She was next seen with the team in the '80s when the First Line was dispatched to New York City where Nocturne was attempting to infect the city with an Alchem-Tech virus. Firefall and her teammates were captured but were rescued by the Eternal Brain / Walkabout. The group defeated Nocturne and destroyed the virus before it could engulf the entire city. When the First Line learned of a Skrull invasion of Earth, Firefall joined a strike team First Line members and their foes to stop the invasion. The team sustained heavy casualties but were ultimately successful in their mission, destroying the entire fleet in the process. Firefall was present in the battle, although, Firefall's demise cannot be confirmed.



Frank

Fighting: Excellent (20)	Health: 120
Agility: Good (10)	
Strength: Incredible (40)	Karma: 12
Endurance: Amazing (50)	
Reason: Poor (4)	Resources: Typ
Intuition: Poor (4)	
Psyche: Poor (4)	Popularity: +6

Known Powers:

Body Armor: Good vs. physical. Physical combat are reduced 1 color, making him immune to Red results.
 Rapid Healing: Amazing (50).
 Suspended Animation: Remarkable (30) rank.
 Growth: Feeble (2) 8' tall, making him +1 CS to be hit.

Talents:

None.

Contacts:

The First Line.

Running Frank:

Frank is a true sensitive. Shunned by humanity, he often found himself in combat that he would have avoided if left to his own devices.

History:

Not much has been revealed regarding the history and origin of Frank prior to his membership in the First Line during the 60s. His appearance and powers, suggest he may have ties to Frankenstein. Frank's ultimate fate remains to be revealed.



Katyusha

Anya (Last name unrevealed)

Fighting: Excellent (20)	Health: 110
Agility: Good (10)	
Strength: Incredible (40)	Karma: 26
Endurance: Incredible (40)	
Reason: Good (10)	Resources: Good
Intuition: Typical (6)	
Psyche: Good (10)	Popularity: +10

Known Powers:

Body Armor: Excellent (20) vs. Physical and Energy
 Flight: Remarkable (30) airspeed.
 Goggles: Good (10) vs. attacks or projectiles.

Talents:

Aerial Combat, Piloting, First aid. Multi-Lingual: Anya communicates fluently in Russian and English. She is also a trained Cosmonaut.

Contacts:

The First Line, the Black Fox.

Running Katyusha:

Passionate and peace loving, she decided to defect because she was asked to.

History:

The super-heroine known as Katyusha was a Russian woman named Anya. In the '60s she met the super-hero Black Fox who convinced her to defect to the United States. Upon doing so she became a member of the First Line. On July 16, '69 while watching the Apollo 11 rocket lift off for the moon Katyusha had a romantic moment with the Black Fox to celebrate the historic milestone as well as her defection to the United States.

During the early 70s, Katyusha and members of the First Line battled Nocturne who appeared to have revived the World War II heroes known as the Invaders and their foe the Red Skull. However the team revealed that they were zombies posing as the legendary heroes and slew them, but Nocturne managed to escape. The majority of the First Line was slain stopping an invasion of the Earth carried out by the Skrull Empire. Katyusha was involved in the battle, and met her fate on the Skrull ship in orbit.



Kid Justice

Timothy "Tim" Carney

Fighting: Good (10)	Health: 56
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 30
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +10

Talents:

Law-Enforcement, Detective/Espionage, Martial Arts A and knows about his team and their equipment.

Contacts:

Yankee Clipper, Liberty Girl and the Front Line.

Running Kid Justice:

Tim is at a point where being a hero is fun.

History:

Timothy Carney is the brother of the Yankee Clipper and followed his example as Kid Justice.



Liberty Girl

Beverly 'Bev' (Surname unknown)

Fighting: Good (10)	Health: 56
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 30
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +10

Equipment:

Swing-line: Remarkable (30) swing-line and hook.
She can travel up to 3 areas/round this way.

Talents:

Martial Arts A and E, Acrobatics and Tumbling.

Contacts:

The Yankee Clipper, Kid Justice, the First Line.

Running Liberty Girl:

Liberty Girl has a 'can-do' attitude and is friendly.

History:

In '58, D.O.D. agent Jacob Scott summoned a group of heroes to investigate a breach at a government facility. The mission was complicated due to strange energies mutating one of the scientists into a monster. Liberty Girl and her pals were assisted in battling the monster by the Monster Hunters. The spy escaped, and the monster reverted to normal. They stopped Blackjack and Scythe two costumed criminals. Scott was also blasted by the energies granting him shape-shifting powers, and called himself Effigy. Yankee Clipper invited him to join the nascent group.

In the spring of '61, Liberty Girl joined the Front Line on a mission to San Francisco where they thwarted one Yellow Claw's acts of terrorism which involved manipulating the amnesic Sub-Mariner. November 21, '63, Liberty Girl joined her friends to investigate a premonition from Nightingale that there was danger in Dallas, Texas. They found Chimera and the Howler in

a Stark Industries lab stealing a guidance system. Chimera killed her, he was slain by Effigy. Her death was overshadowed by the assassination of President Kennedy a day later.



Major Mercury

Makkari

Fighting: Excellent (20)	Health: 170
Agility: Amazing (50)	
Strength: Amazing (50)	Karma: 90
Endurance: Amazing (50)	
Reason: Remarkable (30)	Resources: Rem
Intuition: Remarkable (30)	
Psyche: Remarkable (30)	Popularity: +10

Known Powers:

Invulnerability: Class 1000 vs. energy, cold, disease, electricity, heat, radiation, and toxin.
* He doesn't age. He can be Stunned and Slammed.
* Kill results are effective if they scatter his atoms.
Cosmic Energy Manipulation: Excellent (20) ability.
* Metabolism Boost: He does not tire from exertion.
* Hyper-Running: Class 5000 speed.
* Tidal Wave: Monstrous (75) damage, 4 areas.
* Flight: Shift-Y (300) airspeeds.
* Illusion Generation: Excellent (20) illusions.
* Matter Transmutation: Excellent (20) ability.
* Telekinesis: Excellent (20) strength.
* Teleport: Shift-Z (500), 400 areas, red Psyche feat.
* Uni-Mind: Makkari can join the Uni-Mind.

Talents:

Piloting and Repair/Tinker.

Contacts:

The First Line, the Eternals, the Monster Hunters.

Running Major Mercury:

In this identity he is a friendly and altruistic speedster.

History:

Makkari operated as a member of the First Line under the name of Major Mercury between 1958-1973.



Nightingale

Fighting: Typical (6)	Health: 70
Agility: Good (10)	
Strength: Poor (4)	Karma: 60
Endurance: Amazing (50)	
Reason: Good (10)	Resources: Good
Intuition: Excellent (20)	
Psyche: Remarkable (30)	Popularity: +15

Known Powers:

Empathy: Incredible (40)
 Healing: She could transfer as much damage as she had endurance and health, effectively 'killing her'. She would restore to full health and endurance after 1-20 rounds using a 'life'. Nightingale possessed:
 * Iron Will: Remarkable (30) to ignore pain.
 * Damage Transferal: Amazing (50).
 * Serial Immortality*: She would return 1-20 rounds, sacrificing a 'life' in the process.

Limitations:

Limited time: When she healed, she hastened death.

Talents:

Mystic Origin, Occult Lore and Medicine.

Contacts:

The First Line

Running Nightingale:

She never shared her origins or those of her powers, but used them to help others at the cost of her life.

History:

At some point during the 1950's, Yankee Clipper was on a mission in the Caribbean where he encountered this mystery woman. The Yankee Clipper then called upon her to help heal his friend, who became the hero Effigy upon recuperating. Nicknamed "Nightingale" in remembrance of Florence Nightingale, she was invited to join the nascent First Line. Nightingale served with the First Line throughout its tenure, going on many missions with the team. After many years,

she appeared only as an associate on an as-needed basis. Nightingale was present defending the Earth against an invasion by the Skrulls. The team was decimated and Nightingale overtaxed her abilities. The last person she was able to heal was Cassandra Locke, investigating the invasion from her own time. With her healing exhausted, she died, grew old and disappearing.



Oxbow

Sam Motonabbe

Fighting: Excellent (20)	Health: 130
Agility: Remarkable (30)	
Strength: Incredible (40)	Karma: 56
Endurance: Incredible (40)	
Reason: Typical (6)	Resources: Typ
Intuition: Remarkable (30)	
Psyche: Excellent (20)	Popularity: +20

Known Powers:

Body Armor:
 * Remarkable (30) vs. Physical
 * Excellent (20) vs. Energy and Disease.

Equipment:

Strength Bow: Excellent (20) Material, 10 area range.
 Quiver: Oxbow has a quiver with specialized arrows:
 - Broadhead arrows: Remarkable (30) shooting.
 - Concussion arrows: Remarkable (30) 1 area radius.
 - Cable arrows: 100' of Remarkable (30) cable.
 - Net arrows: Excellent (20) entangling, 1 area range.

Talents:

Weapons Specialist: Bows, Marksman, Repair/Tinker, Fletcher, Hunting/Tracking, he has knowledge of the First Line's equipment, his team and villains they fought. As a Chipewya Indian he is familiar with their customs, religion and is multi-lingual in English and the Chipewya dialect.

Contacts:

The First Line, Pixie

Running Oxbow:

Sam is a loyal friend and comrade. He is protective of those he cares about and won't tolerate anyone disparaging them in his presence.

History:

Sam Matonabbe was a half Caucasian/half Chipewya Indian living in the Northwest Territories of Canada. Despite his great stature and physical prowess, Matonabbe had always been ridiculed by the townsfolk for his "half-breed" status. Somehow, Matonabbe came to the attention of Pixie, a member of the race of Eternals who was looking for adventure among normal humans. Pixie was looking for a person who would become her crime-fighting partner, and she chose Matonabbe after watching how he dealt with those who would ridicule him. Determined to make him her partner, Pixie convinced him to use his powers as a crime fighter. Together, the two became known as Pixie and Oxbow, and they were later asked to join the premier superhero team of their generation, the First Line. Over time, the two developed a romantic relationship and were rarely seen apart. Pixie and Oxbow were among the members of the First Line assembled for its final mission, defeating an invasion by the alien Skrulls. Matonabbe was killed during the battle.

**Pixie**

Fighting: Good (10)
 Agility: Remarkable (30)
 Strength: Incredible (40)
 Endurance: Incredible (40)
 Reason: Good (10)
 Intuition: Good (10)
 Psyche: Remarkable (30)

Health: 120
 Karma: 50
 Resources: Good
 Popularity: +20

Known Powers:

As an Eternal she has the following powers:

Invulnerabilities: Class 1000 to Heat, Cold, Energy, Electricity, Radiation, Toxins, and Disease.

* Doesn't age but can be Stunned and Slammed.

* Kill results only work if they scatter her atoms.

Cosmic Energy Manipulation: Incredible (40)

* Teleportation: Excellent (20) rank

* Illusions: Remarkable (30) rank to disguise herself.

* True Flight: Unearthly (100) speed.

* Pixie Dust: transform others to stone, Amazing (50).

Uni-Mind: Like all Eternals, can form the Uni-Mind.

Talents:

Ancient History, Aerial Combat, Multi-Lingual

Contacts:

The First Line, Ikaris, the other Eternals, OxBow

Running Pixie:

Pixie is a hedonist and loves big, strong men to have around her like Oxbow and Thor when she met him.

History:

A member of the Eternals, the free-spirited Pixie longed for adventure on Earth, and so joined the First Line. Looking for a partner, she happened across Oxbow, and the two became romantically involved. Pixie was present with the First Line when they defended the Earth against an attack by the alien Skrulls. Most of the First Line was killed on the mission, but Pixie was one of the only ones to survive, and in fact set off the chain reaction among the Skrull ships that destroyed their armada. Pixie lived through the destruction of the armada as the sole survivor of her team and retired from adventuring after she returned to Earth.



Rebound

Fighting: Good (10)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 18
Endurance: Incredible (40)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: +10

Known Powers:

Tactile Telekinesis: Incredible (40) ability.

* Flight: Remarkable (30) airspeed.

Personal Force Field:

* Remarkable (30) vs. physical

* Good (10) vs. Energy.

Limitations:

Rebound only effects herself telekinetically.

Smoker: chain smokes at meetings and if nervous.

Talents:

Aerial combat.

Contacts:

The First Line.

Running Rebound:

Abrasive and snarky, rebound has no trouble letting her feelings and thoughts be known.

History:

Not much has been revealed regarding the history and origin of the hero known as Rebound prior to her appearance as a member of the First Line during the 1960's. Her ultimate fate remains to be revealed.



Reflex

Fighting: Excellent (20)	Health: 66
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 26
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +10

Known Powers:

Reflection: Incredible (40) vs physical, -3 c/s vs energy.

Talents:

Reflex was knowledgeable of the equipment that the First Line used and his teammate's abilities.

Contacts:

Since nothing much is known about Reflex, it seems that the only real contacts he has are the First Line.

Running Reflex:

Reflex is something of a smart-Alek and has a wise mouth. He thinks that his powers will get him out of trouble and they weren't enough to save him.

History:

Not much has been revealed regarding the history of the hero known as Reflex prior to his appearance as a member of the First Line during the 1980's. Reflex was among the members of the First Line in its final mission, defending Earth against an invasion by the alien Skrulls. He was presumably killed during the battle.



Templar

Ian Fitzwilliam Dare

Fighting: Remarkable (30)	Health: 100
Agility: Remarkable (30)	
Strength: Good (10)	Karma: 60
Endurance: Remarkable (30)	
Reason: Excellent (20)	Resources: Exc
Intuition: Excellent (20)	
Psyche: Remarkable (30)	Popularity: +20.

Known Powers:

Sidekick-The Squire: Fighting, Agility and Damage are at +1 C/S with no adjustment for health.

Equipment:

Full Plate and Helm: Unearthly (100) material

* Excellent (20) vs. physical

* Good (10) vs. Energy.

* -1 c/s from head damage.

Sword: Unearthly (100) material, Good (10) damage, it cuts through Amazing (50) materials.

Plasma Lance: Amazing (50) damage, up to 2 areas.

Talents:

Weapon Specialist: Sword, Sharp Weapons, Martial Arts A and E, First Aid, Equestrian.

Contacts:

The First Line, Vulcan, British Government and his Squire.

Running Templar:

Ian is caring and gallant never turning away from a fight or hurting an enemy who had surrendered. He was strongly against the use of profanity.

History:

Not much is known about Templar prior to his appearance as a member of the First Line during the 1970's. Templar retired from adventuring when he got married to his love, Rossalyn. Templar was also present as a member of the First Line during its final mission, defending the Earth against an invasion by the alien Skrulls. Templar was killed during the battle.



Vulcan

Real name unknown.

Fighting: Good (10)	Health: 70
Agility: Excellent (20)	
Strength: Good (10)	Karma: 26
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Typ
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +10

Known Powers:

Plasma Generation: Amazing (50) plasma, Remarkable (30) Heat and Force.

Equipment:

Blacksmith Smock and Helmet: Typical (6) vs. Physical and Fire/Heat.

Talents:

Blacksmithing.

Contacts:

Templar and the First Line.

Running Vulcan:

He's Scottish and loyal to Templar.

History:

Not much has been revealed regarding the history of the hero known as Vulcan prior to his appearance as a member of the First Line during the 1970's. It is presumed that he is Scottish and has some kind of relationship with Knight Templar. Vulcan's full fate remains to be revealed.



Yankee Clipper

Patrick Carney

Fighting: Remarkable (30)	Health: 80 / 110
Agility: Excellent (20)	
Strength: Good (10) / Inc (40)	Karma: 50
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: +25

Known Powers:

Quantum Belt: Clipper's powers derive from his belt.

In Casey's hands it grants the following powers:

- * Hyper-strength: +3 c/s and health bonus.
- * Force Field: Incredible (40) protection, 1 area range
- * Time Travel: Remarkable (30) ability.

Limitations:

Quantum Leap: The time travel is unpredictable, and he jumped through time arriving in the modern era.

Talents:

Yankee Clipper was familiar with the equipment of the First Line, his teammate's abilities as well as villains. He trained in Acrobatics, Athletics (a former 'ball player), Martial Arts A, and Engineering.

Contacts:

The First Line, Kid Justice, Pixie of the Eternals.

Running Yankee Clipper:

The Yankee Clipper tries to live up to the ideals that Captain America embodied. He was patriotic and loyal to his friends and family.

History:

Patrick Carney was an award-winning baseball player of the 1950's who went on to earn an engineering degree. He was soon assigned to a top-secret government facility, "Deep Freeze", that was secretly holding the heroes Captain America and Bucky in suspended animation after they had grown incurably insane. Shocked by the secret, Carney lamented that heroes were nevertheless needed for his generation. Driving home that night, Carney encountered the time-traveler Cassandra Locke, who had collected information about a Skrull plot to subjugate Earth of her era. Locke was dying, and she passed on the information about the plot and Carney's future to him. She also left him her belt, the source of her time-traveling powers. Although he was only able to use the belt to boost his strength to superhuman levels, Carney used it to create the heroic identity of the Yankee Clipper.

With the force of Locke's commission behind him, Carney went on to become America's foremost champion. During his time, Carney met and adventured alongside heroes such as Liberty Girl the Black Fox, and he later founded the First Line, a group of superhuman champions, which his younger brother joined as Kid Justice.

During one adventure, Carney encountered Cassandra Locke once again, and the proximity of two time-traveling belts activated the capabilities of Carney's belt, propelling him 20 years into the future. Carney soon sought out his brother and other members of the First Line. The First Line member Pixie helped Carney adjust to his new time with the help of her family, the Eternals. A year later Pat deliberately time jumped again, reappearing shortly after the Fantastic Four debuted. Learning from Pixie that the First Line had died stopping a Skrull armada invading Earth, Pat decided the Yankee Clipper's time had passed, and quietly entered retirement.

The Second Incarnation of the Front Line existed from the early 1980s to a few years prior to the modern era and the members included: Black Fox, Blackjack, Dr. Mime, Effigy, Eternal Brain, Firefall, Flatiron, Mr. Justice, Morph, Nightingale, Oxbow, Pixie, Positron, Rapunzel, Reflex, Templar, Walkabout and Yeti.



Doctor Mime

Real name unrevealed.

Fighting: Good (10)	Health: 60
Agility: Excellent (20)	
Strength: Good (10)	Karma: 30
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +10

Known Powers:

Sound absorption: Remarkable (30) ability 2 area range. The lack of sound makes Intuition feats difficult (-1 C/S)

Talents:

Martial Arts A and E, First Aid.

Contacts:

The First Line and Positron

Running Dr. Mime:

Dr. Mime doesn't speak often, but when he does it is usually an important fact or information.

History:

Not much is known about the man known as Dr. Mime. In the late 1980's he was a member of the First Line. He was present when their leader Effigy questioned a Skrull spy who was captured by scientist Reed Richards over the impending Skrull invasion of Earth. Mime has not been seen since, and it is unknown if he was among the team's final conflict against the Skrulls a few years later.



The Eternal Brain

Professor William Carmody

Fighting: Feeble (2)	Health: 56
Agility: Feeble (2)	
Strength: Feeble (2)	Karma: 120
Endurance: Amazing (50)	
Reason: Incredible (40)	Resources: Rem
Intuition: Remarkable (30)	
Psyche: Amazing (50)	Popularity: +5

Known Powers:

Telepathy: Amazing (50) ability.
Mind Probe: Incredible (40).
Mind Bolt: Incredible (40), up to 2 areas.
Sensory Link: Remarkable (30) ability.
Life Detection: Excellent (20) ability.

Limitations:

Carmody spent years as a fetus sized homoculus.

Equipment:

Walkabout (See his individual listing)

Talents:

Medicine, Biology, Robotics, Electronics, Cloning and Bio-engineering.

Contacts:

The First Line, the Carmody Institute, Various government contacts

Running Carmody:

Carmody is careful about who he associates with and what he reveals about himself. On some level he is paranoid of being attacked and permanently slain as he always talks about shadowy enemies that are working to slay him.

History:

The man known as William Carmody was actually the Eternal Brain. However, the Eternal Brain had enemies and in order to hide from them he created a normal human body to hide in. However, by his own

accounts he was found by these enemies and his human body slain. By the early 1980s, Jim and Carmody developed a mechanical body so he could have mobility, although Mary was still having difficulties adapting to the radical changes in her father. Shortly thereafter, Carmody was approached by Effigy of the super-hero team First Line who sought to recruit his assistance in rescuing their captured team member Mister Justice and a number of American diplomats being held hostage in the nation of Halwan. The Eternal Brain used his telepathic powers to guide the team, leading to the ultimate liberation of Mr. Justice and the other diplomats.

The Eternal Brain joined the First Line, and offered the Carmody Institute as their headquarters. The group then began operating in a more clandestine nature. The Eternal Brain then underwent a process of transferring his consciousness into a homunculus form. This truth he hid from all others, still fearing attacks from his enemies. He also constructed the first model of an artificially intelligent robot named Walkabout to eventually carry his newly developing body in secret. Carmody detected an intrusion of the Institute by CIA agent Nick Fury who soon discovered that the First Line were still in operation. That same night the base was incidentally attacked by the Deviants led by Warlord Kro who detected the Eternal named Pixie. During the battle, Carmody called for Walkabout and linked with the robot to apparently join them in battle. At the battle's end Carmody was asked to probe the mind of Cassandra Locke a time-traveler from the 22nd century who claimed that the team would be killed defending the Earth from a Skrull invasion. Carmody claimed that due to his homunculus form, his mental powers were not yet at their peak. Locke later escaped by travelling further into the past hoping to stop the tragic deaths of the First Line in their near future.

Several years later, the fully reborn First Line, with the Eternal Brain (now operating in a fully shielded Walkabout robot) battled the Line's oldest foe Nocturne who used his achem-tech to spread a technorganic virus that spread across the first eight floors of the Baxter Building in New York City. Walkabout/The Eternal Brain freed his captured teammates and Pixie used her Pixie-Dust to turn Nocturne into stone that then crumbled to bits. Using his scanners, Carmody detected that the technorganic virus had also adapted organic material, allowing Pixie to destroy it with her dust as well, saving New York in the process. A few years prior to the current age of heroes, Carmody joined the combined might of Earth's heroes and villains in an assault on a Skrull invasion fleet. During the battle, Carmody's current Walkabout unit was severely damaged by Skrull blasters revealing Carmody's still developing homunculus form. This left Carmody vulnerable for an attack from Nocturne, who blasted the homunculus form, seemingly killing Carmody.



Flatiron Russell

Fighting: Poor (4) / Gd (10)	Health: 22 / 100
Agility: Poor (4) / Gd (10)	
Strength: Poor (4) / Inc (40)	Karma: 50
Endurance: Good (10) / Inc (40)	
Reason: Remarkable (30)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +10

Known Powers:

Flatiron Armor: Remarkable (30) Material.
 * Remarkable (30) vs. physical, Good (10) vs. Energy.
 * Protected senses: Good (10) vs. attacks.
 * Rocket skates: Remarkable (30) with +1 C/S Agility.
 * Battering ram: Amazing (50) damage to a target.
 * Ability Enhancement: increases attributes and health

Internal CPU:

This internal computer runs functions to the suit.
 * Data Storage: 1GB storage for maps, files and intel.
 * Data-link: Remarkable (30) link with other computers
 * The computer fire-linkage for his weapons.
 * It controls fuel and maneuverability of the skates.
 * Gauges his attacks to prevent civilian deaths.

Weapons system:

.58 caliber: Excellent (20) damage, 5 area, Ammo: 20

Mini-Rockets: 7 area range, 6 of each type:

Gas-Rockets (Right launcher):

* Obscure (-1 C/S)

* Tear (Endurance feat vs. vomiting)

Explosive-Rockets (Left)

* Singular: Remarkable (30) damage.

* A barrage of 6: Amazing (50).

Talents:

Engineer, Electronics and Repair/Tinker.

Contacts:

The First Line.

Running Flatiron:

Russell is a good natured family man who provided a role model for his children and to be a hero not only to them, but to others as well.

History:

In the early 1970s, he and his family moved to Detroit as there were better career opportunities for Russell there. His son Russell Jr. resented his father for the move, calling him a tool for "the man". Russell was a mechanical genius who secretly used his know how to develop his own suit of armor.

Russell became a hero and by the early 1980s was a member of the First Line. He joined his team on a mission to rescue Mister Justice and American diplomats from Halwan. The mission was a failure when Mister Justice freed himself and the hostages, and the battle between the Halwani security forces and the First Line claimed the life of First Liner Blackjack and a team of CIA operatives. He was later called to action once more with a combined team of past and present members of the First Line and their various foes to stop an invasion of Earth by the Skrull Empire. During the course of the battle, Flatiron was fatally blasted by Skrull weapons.

**Mr. Justice**

Timothy "Tim" Carney

Fighting: Remarkable (30)

Agility: Remarkable (30)

Strength: Good (10)

Endurance: Remarkable (30)

Reason: Good (10)

Intuition: Excellent (20)

Psyche: Excellent (20)

Health: 100

Karma: 30

Resources: Good

Popularity: +20

Equipment:

Costume: Remarkable (30) material, this provides Excellent (20) vs. Physical, Good (10) vs. energy

Pistol: Excellent (20) damage, 3 area range, Ammo: 9 and ROF: 1/1

Mr. Justice's Jet:

Speed: Monstrous (75)

Body: Incredible (40)

Control: Excellent (20)

Protection: Excellent (20)

Mr. Justice's combat cycle

Speed: Remarkable (30)

Control: Excellent (20)

Body: Incredible (40)

Talents:

Law Enforcement, Leadership, Martial Arts A, B, and C, Guns, Marksman, Detective/Espionage and is knowledgeable of his teammates the equipment they use and the villains of the time period. Multi-Lingual: He communicates fluently in English and Arabic. Piloting (Tim can handle motorcycles and planes)

Contacts:

The First Line, Yankee Clipper, the Black Fox

Running Mr. Justice:

Tim is a hardened vigilante who has lost more people that he cares and loves than he thinks that he should have. He is dark and brooding.

History:

Timothy Carney was the brother of the Yankee Clipper and followed his example in becoming a superhero himself, calling himself Kid Justice. Both brothers were members of the First Line. Growing up after the apparent death of his brother, Kid Justice became Mister Justice and participated in many missions for the team, but lost his life on their final mission, when they fought off a Skrull invasion in Earth's orbit. Mister Justice was distracted by the arrival of the time traveler Cassandra Locke, who was wearing his brother's time travel belt. When Mister Justice demanded she tell him where she got the belt, he was shot in the back by a Skrull warrior, killing him.



Morph

Fighting: Good (10)	Health: 60
Agility: Good (10)	
Strength: Excellent (20)	Karma: 26
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +10

Known Powers:

Shape change: Amazing (50) ability to transform into items, like cars and vacuums, but retain his skin tone.

- * Elongation: Incredible (40) ability, 1 area.
- * Plasticity: Incredible (40) elasticity and malleability.
- * Form a ball or spring with Good (10) land speed.
- * Form a glider with Feeble (2) airspeed.
- * Form a parachute for up to 4 people.
- * Form a puddle to flow through almost any opening.
- * Grapple 4 targets at Remarkable (30) strength.

Body Armor: Morph's has the following protections.

- * -5CS damage from blunt attacks
- * Excellent (20) vs. other physical attacks
- * Good (10) vs. energy attacks

Contacts:

The First Line.

Running Morph:

Morph is easy going purple skin shape changer who tries to be the voice of reason in the group.

History:

Nothing is known about Morph prior to his being a member of the First Line during the '80's. He was present during an attack by the Warlord Kro and the Deviants, helped save Manhattan from Nocturne and came back to save the world from the Skrull invasion by fighting off Skrulls as Oxbow and Pixie made their way to help Effigy.



Positron

Veronica (last name unknown)

Fighting: Good (10)	Health: 46
Agility: Good (10)	
Strength: Typical (6)	Karma: 22
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Good (10)	Popularity: +10

Equipment:

Power pods in her boots and wired into her gloves:
Energy Generation: Amazing (50), 4 areas.

- * Silent attack: Incredible (40) rank to 'burn' obstacles.

Talents:

Physics, Repair/Tinker and Crime.

Contacts:

Black Jack and the First Line.

Running Positron:

She started off as a criminal and reformed to joined the First Line. She blames others for her losses.

History:

Nothing is known about Positron. She had a long criminal career, including a relationship with Blackjack. She accepted a job to sabotage the '69 moon landing. Positron and the mercenaries to the moon via their own spaceship, where the group was confronted by the hero team known as the First Line. Positron and the aliens were defeated, and she was remanded into custody. Years later Positron appeared as a member of the First Line after it went underground. She reestablished her relationship with Blackjack, with the two became involved. Later, she was among the First Line in its final mission, defending Earth against the Skrulls. Positron was killed during the battle.



Rapunzel

Real name unrevealed.

Fighting: Excellent (20)	Health: 56
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 36
Endurance: Good (10)	
Reason: Typical (6)	Resources: Typ.
Intuition: Excellent (20)	
Psyche: Good (10)	Popularity: +10

Known Powers:

- Prehensile Hair: Remarkable (30) ability.
- * Can manipulate objects with Remarkable (30) strength and Agility, 1 area away.
- * Can perform up to 3 attacks.
- * Growth of her hair at Remarkable (30) ability.

Equipment:

Wrist- Knives: Good (10) damage

Talents:

Wrestling (With Hair), Acrobatics

Contacts:

Doctor Mime, the First Line.

Running Rapunzel:

Rapunzel is serious about her work, she is friendly and open calling her fellow super-heroines 'sister'.

History:

Nothing is known about Rapunzel prior to her appearance as a member of the First Line during the 1980's. Since the animalistic First Line member Yeti was often soothed by Rapunzel's hair, the two formed an unlikely partnership after he went berserk during an attempted invasion of the Carmody institute. At some point later Rapunzel was killed by the Yeti in an incident referred to as the 'Rapunzel tragedy', under unrevealed circumstances.



Walkabout

Fighting: Excellent (20)	Health: 120
Agility: Excellent (20)	
Strength: Amazing (50)	Karma: 22
Endurance: Incredible (40)	
Reason: Good (10)	Resources: Good
Intuition: Typical (6)	
Psyche: Good (10)	Popularity: +10

Known Powers:

- Robotic Construction: one of the first A/I to be created, Walkabout's construction gave him:
- * Body Armor: Incredible (40) vs. physical and corrosive attacks, Excellent (20) vs. Energy.
- * Immunity to Sleep, Toxins, and Disease.
- * Flight: Incredible (40) airspeed.
- * Communicate with Cybernetics: Good (10) ability.
- * Elongation: Can stretch his limbs at Poor (4) ability.
- * Senses: Good (10) U.V., I.R., Hearing and radio.
- * Energy Generation: Incredible (40), 3 areas.
- * Rocket fists: Strength damage, up to 5 areas.
- Cyber- Gestalt: Excellent (20) Bio-support for Carmody.

Talents:

Along with the shared skills of Professor Carmody, Aerial Combat, Electronics, Repair/Tinker.

Contacts:

The First Line, and Professor William Carmody.

History:

Walkabout was a robot created by the Eternal Brain. Designed to operate independently, with its own A/I. It was created to house William Carmody, which at the time was a tiny cloned homunculus. During this time, Carmody had helped re-establish the First Line. Carmody cyber-linked to Walkabout in order remain mobile. The two helped lead the First Line during its final mission, defending the Earth against the Skrulls. They were both killed during the battle.



Yeti

Fighting: Remarkable (30)	Health: 175
Agility: Excellent (20)	
Strength: Monstrous (75)	Karma: 44
Endurance: Amazing (50)	
Reason: Poor (4)	Resources: Poor
Intuition: Remarkable (30)	
Psyche: Good (10)	Popularity: 10

Known Powers:

Body armor: Remarkable (30) vs. physical and cold, Good (10) vs. energy.
 Recovery: Excellent (20) recovery
 Claws: Remarkable (30) damage.

Limitations:

Berserker: RIP to Feeble (2), yellow Psyche to stop.

Talents:

Wrestling.

Contacts:

Korya his Skrull contact and the First Line

Running Yeti:

Yeti is an inhuman exposed to the Terrigen Mist and given an appearance similar to a stereotypical Yeti. He was bestial in nature, eating raw meat and prone to violence with his teammates spending as much time protecting innocents from him as well.

History:

Yeti was an Inhuman, who had apparently underwent exposure to the Terrigen Mist, giving him an animalistic appearance and powers. At some point, Yeti joined the superhero team the First Line. During his time with them, he clashed with the Deviants in battle. Yeti tendency to fly into uncontrollable rages proved to be something of a drawback, however, and he often had to be calmed down by his teammate Rapunzel's prehensile hair. However, after an undisclosed tragedy involving Rapunzel, Yeti left the team and tried to return to the Inhumans' home, Attilan. Yeti instead made a home in an abandoned temple in the Himalayas, where he lived like a hermit until he was approached by a Skrull woman called Korya, who seduced him to help her in the Skrulls' planned invasion of Earth. Yeti soon fell in love with her.

Yeti was on board the Skrull flagship during the attempted invasion. During the battle, Korya was killed and Yeti stood guard over her body, savagely striking the time traveler Cassandra Locke when she approached them. Taking Korya's corpse, he boarded an escape pod and returned to Earth, escaping the destruction of the Skrull armada. Back on Earth, Yeti kept Korya's corpse in his temple, jealously guarding it. During this time, Yeti clashed with the original X-Men and the Human Torch.

Friends of the First Line:

Some people are outsiders looking in, others sidekicks looking to one day join the team. Maybe they're just a time traveler or just someone looking for love in all the wrong places...



Captain Hip (Cap'n Hip, Hipster)

Fred MacRae

Fighting: Excellent (20)	Health: 110
Agility: Incredible (40)	
Strength: Excellent (20)	Karma: 30
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Typ.
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +15

Known Powers:

Hyper Leaping: Amazing (50) ability
Lightning Speed: Typical (6) speed.
* Area attack: Excellent (20) damage.
* Multi-attacks: 5 kicks against 1 foe at Remarkable (30) damage, each attack must be rolled.

Limitations:

Distrustful: He distrusts any government figures.
Conspiracy Theorist: He believes in the conspiracies of the era, whether they were true or not.

Talents:

Trivia: Conspiracies and 60's counter-culture, Politics, Acrobatics, and Martial Arts B.

Contacts:

Sunshine, Gadfly, the First Line

Running Captain Hip:

Captain Hip is Tommy Chong, if Tommy Chong was born Maynard G. Krebs. He is a beatnik hippie. Whose visual image was completed by a Van dyke beard, a turtleneck sweater, a pair of sandals, and by peppering speeches with words such as "square", "cats", "cool", and "dig".

History:

Nothing is known about Cap'n Hip, although it's been suggested his powers are a result of government drug testing. At some point during the late 50's/early 60's, he created the heroic identity of the Hipster to fight crime and promote the beatnik culture in San Francisco. At one point, the Hipster was on the trail of the villainous Yellow Claw, and he joined forces with the First Line to defeat him. Although he was offered a position with the team, he refused. Later, MacRae later encountered Sunshine, under unrevealed circumstances, and she gave him a new code name as the hero Cap'n Hip. The two fell in love and were married, although they otherwise embraced the Hippie culture of the 60's. Once, when investigating the mass hypnotism led by the villainous Rumor, Cap'n Hip and Sunshine were captured by the villain and were rescued by the First Line. Altogether, the heroes vanquished the Rumor and his allies, Venus and Thor. Once again, MacRae refused membership with the First Line, preferring to adventure by himself and Sunshine. Later, the couple retired from full-time adventuring to rear their daughter, Truth, who would later grow to become the costumed Gadfly.





Dr. Cassandra Locke

Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 70
Endurance: Good (10)	
Reason: Remarkable (30)	Resources: Exc
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: 10

Known Powers:

Slow aging: She appears in her 20s but is in her 50s.

Equipment:

Quantum Belt: This belt was designed to time travel. It granted her the following abilities:

- Force Field: Incredible (40) resistance, 1 area range
- Time Travel: Amazing (50) ability to travel time.

Talents:

World History: pre-22nd century, Exobiology, Exo-history, Psychology and Physics.

Contacts:

Various contacts in her future, the Yankee Clipper

Running Cassandra Locke:

Theorizing the Skrulls invaded the Earth in the past; Dr. Locke used a Quantum belt and vanished. She found herself in the past, facing foes and obstacles driven to find the truth. Dr. Locke moves through time, striving to discover the truth and hoping that her next leap will be the leap home.

History:

Dr. Locke using a Quantum belt, attempted to gather proof that the Skrulls had attempted to invade Earth in the past, a fact that the Skrulls had hidden. Her efforts created the Yankee Clipper, the Front Line, and allowed her to save her time at the cost of her life.



Gadfly

Truth 'Ruthie' MacRae

Fighting: Excellent (20)	Health: 120
Agility: Amazing (50)	
Strength: Excellent (20)	Karma: 60
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Typ
Intuition: Remarkable (30)	
Psyche: Excellent (20)	Popularity: -4

Known Powers:

Gadfly Transformation: She transforms into Gadfly.

- * Body Armor: Typical (6) vs. Physical.
- * Hyper Leaping: Remarkable (30) ability.
- * Lightning Speed: Poor (4) speed.

Talents:

Acrobatics, Tumbling, Pre-Law, Trivia: Black Fox.

Contacts:

Captain Hip, Sunshine, the First Line.

Running Gadfly:

Ruth fought for what she wanted. She was shy with Black Fox who she had a crush on since childhood.

History:

Truth "Ruthie" MacRae is the daughter of Cap'n Hip and Sunshine. She was unaware of her parent's former lives, and grew up resentful of their views. Once, she and her parents were saved from mugging by the Black Fox, exciting and inspiring her. As a teenager, her parents discovered that she had inherited powers. Enraged they violated her privacy, MacRae ran away. When Black Fox became a professor of law at NWU in Chicago, MacRae enrolled. MacRae created the identity of Gadfly. Performing petty crimes, to force the Black Fox to notice her. She was among those recruited to defend Earth against the Skrulls. The Black Fox died in MacRae's arms, and she quickly followed him.



Mako

Fighting: Incredible (40)	Health: 130
Agility: Excellent (20)	
Strength: Incredible (40)	Karma: 56
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Typ
Intuition: Remarkable (30)	
Psyche: Excellent (20)	Popularity: +15

Known Powers:

Body Resistance: Excellent (20) protection.
 Resist: Cold: Excellent (20) vs. cold
 Water Breathing
 Water Freedom
 Hyper Swimming: Remarkable (30) speed.
 Claws: Remarkable (30) damage.
 Teeth: Remarkable (30) damage.

Talents:

Underwater Combat, Atlantean history and lore.

Contacts:

The First Line, Vyrra

Running Mako:

She has 2 speeds, sleep and faster than a cat on speed.

History:

During a period of time in the 60's when the Sub-Mariner, was missing and amnesiac, Prince Byrrah ruled the throne. He sought alternative ways of defending the realm; one included charging Atlantean scientists to breed warriors. The first experiment along these lines created Mako. Nothing else has been revealed regarding the history of Mako. She performed some act of villainy, only to be saved from imprisonment by the hero known as Templar. Mako appeared alongside the First Line during its final mission, defending the Earth against the alien Skrulls. Mako was killed during the battle.



Riot Act

Real name unrevealed.

Fighting: Good (10)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 18
Endurance: Incredible (40)	
Reason: Poor (4)	Resources: Good
Intuition: Poor (4)	
Psyche: Poor (4)	Popularity: +10

Known Powers:

Tactile Telekinesis: Incredible (40) ability.
 * Flight: Remarkable (30) airspeed.
 * Force Field: Remarkable vs. physical attacks, Good vs. Energy.
 * TK pulse: Remarkable (30) shockwave on touch.

Limitations:

Smoker: She chain smokes when nervous.
 Mental issues?: Riot Act shaved her head and cusses like a pirate with tourettes.

Talents:

Aerial combat.

Contacts:

The First Line.

Running Riot Act:

Abrasive and rude, Riot Act has no trouble letting her feelings and thoughts be known while unleashing a stream of profanity that would make a sailor blush.

History:

Nothing is known about Riot-Act prior to her appearance alongside the First Line during its final mission, defending Earth against an invasion by the alien Skrulls. She was killed during the battle.

It is a commonly held theory that Riot Act is in fact an older 'Rebound', this write-up takes that theory and presents it.



Squire

(First name unrevealed) Fitzwilliam Dare

Fighting: Good (10)	Health: 56
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 50
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Exc
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: +10

Known Powers:

Mentor-Templar: Fighting, Agility and Damage are +1 C/S with no adjustment for health.

Equipment:

Chainmail: Made of Remarkable (30) material, Good (10) vs. physical and Typical (6) vs. energy.

Pike: Remarkable (30) material, Good (10) damage; +1 C/S when set, pierces Amazing (50) material.

Talents:

Weapon Specialist: Pike, Martial Arts A, Equestrian.

Contacts:

Templar, Vulcan and the First Line.

Running Squire:

The Squire modeled himself after his dad.

History:

Nothing is known about the Squire, save he's the son of Templar. He worked with the First Line during its final mission, defending the Earth against an invasion by the Skrulls. During the battle, the Squire was disgusted by the methods of Mako. However, when his father the Templar was killed, the angry Squire ran the Skrull responsible through with his lance, but the Skrull shot and killed the Squire as his final action.



Sunshine

Autumn MacRae

Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 36
Endurance: Good (10)	
Reason: Typical (6)	Resources: Typ
Intuition: Excellent (20)	
Psyche: Good (10)	Popularity: +5

Known Powers:

Light generation: Incredible (40), creates a light that dazzles, blinds or confuses on a failed psyche feat.

Emotion Control: Remarkable (30). During her "light show," over a 2 areas, she influences the mood or personality of those watching.

Limitation:

Distrustful: Sunshine is distrustful authority figures.

Talents:

Student and was a Performer of folk singing, as well as playing the tambourine and string guitar.

Contacts:

The First Line and Captain Hip

Running Sunshine:

Sunshine is a hippie. She believes in free love, using 'herbs' to relax and fighting 'the man' and criminals inspired 'big brother'.

History:

Not much has been revealed regarding the history and origin Autumn (maiden name unknown), the woman who would become the hero known as Sunshine. At some point during the 1960's, she developed and used her powers to create a heroic identity for herself. She also encountered the superhero known as the Hipster, under circumstances to be revealed, and she gave him a new code name as Cap'n Hip. The two fell in love during a partnership and were later married, although they otherwise embraced the Hippie culture of the 60's.

Once, when investigating the mass hypnotism led by the villainous Rumor, Sunshine and Cap'n Hip were captured by the villain and had were rescued by the superhero team First Line. Altogether, the heroes vanquished the Rumor and his allies, Venus and Thor. The couple was offered membership with the First Line, but they refused, preferring to adventure by themselves. Later, they retired from full-time adventuring to rear their daughter, Truth MacRae, who would later grow to become the costumed Gadfly.

Foes of the First Line:



Axis

Real name unknown

Fighting: Excellent (20)	Health: 110
Agility: Good (10)	
Strength: Amazing (50)	Karma: 22
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Hyper-Leaping: Monstrous (75)

Talents:

Martial Arts B and Trivia: Nazi ideology.

Running Axis:

Axis is a diehard Nazi. Too bad Howler ripped him in half and left his carcass on the moon.

History:

The villain known only as Axis embraced a culture proposed by Adolf Hitler. It is unclear at which point he gained his powers, and whether it was a precursor or result of his beliefs. He would occasionally pursue mercenary endeavors, and Axis was among those accepting a job to sabotage the 1969 moon landing. The plot was masterminded by the alien Skrulls, who hoped to subjugate Earth at some point, and brought Axis and the other mercenaries to the moon via their own spaceship, where the group was confronted by the First Line. The proximity to the moon heightened the animalistic tendencies of Axis' teammate, the Howler, to the point where he lost all control. The Howler killed Axis indiscriminately.



Chimera

Commander Zuhn AKA Mr. Winget

Fighting: Excellent (20)	Health: 60
Agility: Good (10)	
Strength: Good (10)	Karma: 70
Endurance: Excellent (20)	
Reason: Excellent (20)	Resources: Exc
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: 0

Known Powers:

Shape Shifting: Remarkable (30).

Equipment:

Blaster Pistol: Plasma blast of Remarkable (30). Good (10) heat and radiation damage. 7 area range.

Talents:

Leadership, Martial Arts E. Military, Astro-navigation, Espionage, and Piloting, Engineering.

Contacts:

Winget Industries, Howler, the Scythe, Blackjack and the Skrull Empire.

Running Chimera:

Zuhn remained tied to the edicts and beliefs of the Skrull Empire and tried desperately to return home using whatever means necessary.

History:

Zuhn was a commander for the Skrull Empire, charged with spying on Earth. When flying over Roswell in '47, Zuhn's ship was fired upon and crash-landed. Zuhn had sustained serious injury, and his partner sealed him in a regenerative cocoon in hopes that he might revive. However, his partner, Velmax, was too late to prevent the Skrull ship, cocoon, and technology to be appropriated by the United States government. He used his abilities to avoid capture and eventually became involved in the U.S. military. Zuhn escaped from his cocoon and captors by staging a fire that covered his trail. Zuhn sought the stolen Skrull technology, which had been scattered to various facilities.

He posed as a Russian criminal scientist, and with supervillain lackeys, tried to steal Skrull equipment from a U.S. facility, only to be opposed by Velmax and costumed heroes. Another identity was that of Mr. Winget, head of the Winget industrial company. He also created an alter ego for Winget, that of the villain Chimera. Zuhn would use his powers to gain an advantage over his competitors. Later, Zuhn formed a partnership with the Howler, to steal technology from Stark Industries. Instead, he was opposed by Effigy and the First Line. In the final battle, Zuhn was killed, and in his dying moments they learned the truth about each other's identities.

**Howler**

Luke Garrow

As Howler

Fighting: Remarkable (30)	Health: 120
Agility: Good (10)	
Strength: Incredible (40)	Karma: 87
Endurance: Incredible (40)	
Reason: Feeble (2)	Resources: Poor
Intuition: Monstrous (75)	
Psyche: Good (10)	Popularity: -10

As Luke Garrow

Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 26
Endurance: Good (10)	
Reason: Typical (6)	Resources: Poor
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -5

Known Powers:

Lycanthropy: Through unknown means, he can transform himself into a werewolf, or werewolf-like creature, in the presence of moonlight. On the surface of the moon, his powers and abilities are at +1 C/S.

Alter-ego: He can transform back and forth with the rising and the setting of the moon.

Claws and Teeth: Remarkable (30) damage.

Infravision: Excellent (20) ability, 5 area range.

Body Armor: Typical (6) resistance to physical.

Talents:

Construction and Crime.

Running Howler:

Luke Garrow is a dangerous and wanted man, outside of being a werewolf. Transformed he is a nightmare from the lowest pits of hell.

History:

Luke Garrow, through unknown means, would find himself transformed when exposed to moonlight into a monstrous alter-ego dubbed the Howler. The Howler possessed an inarticulate, animal-like intelligence with phenomenal superhuman strength, speed, and reflexes, and his teeth and claws were used as deadly weapons. With a device invented by the Chimera, Garrow could transform into the Howler while retaining his intelligence and ability to speak. Not much has been revealed regarding the history and origin of the Howler.

Luke Garrow had lived as a criminal for many years during the 60's, earning several outstanding warrants for his arrest under both of his alter-egos. As the Howler, he encountered many of the heroes of his day, such as those of the First Line. At one point, Garrow was approached by the villainous Chimera, in order to form a partnership in which Chimera could steal his rival's technologies. The two were defeated by the First Line, and Garrow was presumably remanded to custody.

Later, Garrow was hired as one of many agents to sabotage the 1969 moon landing. The plot was masterminded by the alien Skrulls, who hoped to subjugate Earth at some point, and brought Garrow and the other mercenaries to the moon via their own spaceship, where the group was confronted by the First Line. The close proximity to the moon heightened Garrow's animalistic alter-ego, to the point where he lost all control. Garrow began a rampage against friend and foe alike, tearing his temporary teammate Axis in two before the villain Scythe presumably inflicted a killing blow on Garrow before he could continue his rampage and left him for dead.



Nocturne

Real name unrevealed.

Fighting: Remarkable (30)	Health: 120
Agility: Excellent (20)	
Strength: Remarkable (30)	Karma: 100
Endurance: Incredible (40)	
Reason: Excellent (20)	Resources: Exc
Intuition: Incredible (40)	
Psyche: Incredible (40)	Popularity: -20

Known Powers:

Vampirism: He drains Good (10) health a round.
 * Claws and Fangs: Remarkable (30) damage.
 * Hypnotism: Excellent (20) ability.
 * Animal Control-rodents and bats: Excellent (20).
 * Flight: Excellent (20) airspeed.
 * Resistance to physical: *most* physical attacks cause no harm, none vs. Stuns and Slams. At '0' health he enters a torpor like state.
 * Regeneration: Excellent (20).
 Vampire transformation: He can transform into:
 * A mist that flows through spaces and Feeble Flight.

Limitations:

Hunted: he is pursued relentlessly by authorities.

Enemy: Nocturne's nemesis is the Black Fox, who swore to kill him for having killed his love Miriam.

Equipment:

He uses science and alchemy to create zombie.
 Zombies
 Fighting: Good (10) Health: 60
 Agility: Good (10)
 Strength: Excellent (20)
 Endurance: Excellent (20)

They imitate physical powers at Good (10).

Alchem-tech:

Using alchemy and technology to create this virus. Nocturne tied this amalgam into his own body, actively control his creation. Once unleashed, the virus could contaminate an entire skyscraper within minutes, covering it with thick, mechanized tendrils that restore any part that might get damaged. The virus adapted to any external threat, such as becoming fireproof after being attacked by Firefall's powers. The more it grew, the more it began mimicking biological functions it became vulnerable to biological attacks, such as Pixie's petrification dust.

Abilities:

Self-Replicating: Spreads at 1 area/round converting non-biological materials into Remarkable (30) tendrils.

Nemesis: Amazing (50).

Growth cycle: After 15 rounds of replication; it becomes biological and is vulnerable to such attacks.

Containment: If living matter is captured it can siphon 1 Health/round. If freed they recover normally.

Talents:

Occult Lore, Chemistry, Robotics, Guns, Alchemy, Medicine, Martial Arts A and Crime.

Contacts:

Yellow Claw and Criminal organizations and groups

Running Nocturne:

Nocturne is a vicious foe who, when he turns his attention to an enemy, he takes everything from them. He takes affront to his activities being interfered with.

History:

A villain possessed of an incredible and deadly genius, Nocturne hid his dark secret from his enemies for many years. He was a vampire. To hide his nature, Nocturne committed numerous murders. He then drained the blood from his victims with a distinctive tool that left a five-point wound upon the neck. Nocturne was opposed early in his career by the swashbuckling hero Black Fox. But Fox drastically underestimated Nocturne's abilities. The villain broke his legs and then murdered his fiancée before his very eyes. This had a dramatic effect on the Black

Fox, who became obsessed with Nocturne's destruction. Nocturne eventually discovered the castle of the sleeping villain Diablo the Alchemist in Eastern Europe. There he experimented with alchemy to remove the supernatural weaknesses his undead form suffered. He was interrupted by the Black Fox, Pixie, and Dr. Strange, but not before the process was partially completed. Nocturne no longer had to fear daylight. Nocturne fought the First Line many times over the years, each time returning from apparent certain death. Although he seemed to be killed in an explosion alongside Dr. Carmody while fighting the Skrull invasion fleet, it is possible his undead nature allowed him to survive.



The Scythe

Real name unknown

Fighting: Remarkable (30)	Health: 90
Agility: Remarkable (30)	
Strength: Good (10)	Karma: 26
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Wrist blades: Amazing (50) material blades:

- * Incredible (40) Damage individually.
- * Both blades, he does Monstrous (75) damage.
- * Blocks guns and thrown weapons on a shielding roll.

Talents:

Weapon Specialist: blades, Crime, Martial Arts E

Running Scythe:

Scythe possessed a dry wit and didn't think twice to turn on an ally if he felt it was necessary.

History:

Nothing is known about the origin of Scythe. He had a long career, at times teaming up with villains such as Blackjack and Chimera. One of his recorded activities included a mercenary job to sabotage the 1969 moon landing. The plot was masterminded by the Skrulls, who took Scythe and the mercenaries to the moon via

their spaceship, where the group was confronted by the First Line. Scythe and the aliens were defeated, and he was remanded into custody. His ultimate fate remains to be revealed.



Typhoon

Real name unknown

Fighting: Good (10)	Health: 66
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 30
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Particulate Matter control: He can control Particulate Matter at Incredible (40) ability.

- * Dust storms: Restrict sight and movement to 1 area
- * Sandblast: Remarkable (30) damage. 1 area.
- * Choking attack: Remarkable (30) damage, 1 area.

Samurai armor: He wears padded armor and helmet:

- * Body Armor: Good (10) vs. Physical
- * Helmet: Good (10) vs. sight and olfactory attacks

Talents:

Crime, Martial Arts A and E, Multi-lingual: Typhoon can communicate fluently in Japanese and English.

Running Typhoon:

Most people assume his power is weather based. In most cases, he lets them believe what they want.

History:

Nothing is known about the origin of Typhoon. Presumably he had a long criminal career, at times encountering heroes such as Firefall of the First Line. One of his recorded activities included the mercenary job to sabotage the 1969 moon landing. The plot was masterminded by the alien Skrulls, who brought Typhoon and other mercenaries to the moon via their spaceship, where the group was confronted by the First Line. Typhoon retreated back onto the ship and learned the truth about his employers just prior to the ship's self-destruction. Typhoon was killed.

The Promise

Tobias was born in 1859 mute and deaf until his mutant powers activated at 19 allowing him to communicate telepathically. At 30 he started traveling around the world looking for other mutants such as himself. At 50 he had



formed a group with mutants such as himself and together they were able to assist in ending the first World War. Within 10 years' time Tobias was the only one left of the original group, the others succumbing to old age, disease or the environment. Once he was the sole survivor of his group Tobias started to place himself in suspended animation emerging once every decade to record the progress of the world and to seek new mutants to join him in his cause. This new group became the Promise and Tobias was their leader. He believes a war between mutants and humans is inevitable and he wants himself and his group to be there during the aftermath to help lead and guide the mutants who he feels will inevitably win while also rebuilding for a better future. Tobias recruited Craig Farnsworth, Simon Lestron, and Gene Bitner soon after they were freed by the F.B.I.'s Jimmy Woo from the Yellow Claw and his hypnotism. Lucy Robinson was recruited when she was but a simple housewife with marital problems and a family. Ernest Scope and Gracie Smith's recruitment period is unknown.

When the X-Men were still fairly new in the world Tobias and the rest of the Promise decided to try and take the newest members of the X-Men, Lorna Dane and Alex Summers unwillingly into their group. Tad, Simon, and Gene scouted out the X-Men and were the ones that passed on the information to Tobias. After they had already taken Lorna the X-Men pursued them to save her however the Promise

was ready for them. Craig was able to use his power called dreamcasting to pit the X-Men against each other making them each appear as monstrous looking creatures to one another which caused them to take each other out. Havok was the only one remaining until Gracie kissed him and used some sort of energy drain mutant power to take him out as well. Since Lorna and Alex had the least connection to Charles Xavier and his beliefs and perceptions of mutants Tobias felt they'd come around to their cause more easily. Lucy Robinson talked Tobias into also taking Warren Worthington III as well. Through the use of "teaching circuits" Tobias had hoped the new recruits would wake up with an understanding of his cause and join willingly after that.

However Lucy was able to rig her and Angel's suspended animation cylinder causing them to awaken in a much shorter time. She wanted out of the Promise because she believed Tobias has become obsessed with his dream and that he doesn't care who's lives he ruins in obtaining his goal. Lucy herself abandoned her family for Tobias's crusade to save the world. Eventually Lucy was able to wake up Lorna and the rest of the Promise except for Tobias, who suspiciously couldn't wake up even though his vitals were normal moments prior. It's hinted at by Lucy herself that she had something to do with it and that Tobias is dead. The remaining members of Promise decided it best to remain awake and help mutants now before a war that may or may not even happen. Craig and Gracie decided to adopt Simon in a way since he was still in the body of a kid they thought it better for him to stick with them.

Group Talents: Members of the Promise are familiar with the Deviant equipment how to operate it.

Group Contacts: They only have each other.

Group Resources: Good (10) resources.



Tobias Messenger

Fighting: Poor (4)	Health: 18
Agility: Poor (4)	
Strength: Poor (4)	Karma: 100
Endurance: Typical (6)	
Reason: Remarkable (30)	Resources: Inc
Intuition: Remarkable (30)	
Psyche: Incredible (40)	Popularity: 0

Known Powers:

- Telepathy: Amazing (50) ability.
- * Mutant Detection: Amazing (50), 100 mile range.
- * Image Projection: Amazing (50) ability and range.

Limitations:

Mute and deaf: He can neither speak or hear

Equipment:

Deviant computers and suspended animation equipment: These computers, learning tapes and suspension pods monitor outside communications (such as Radio and Television) to keep those in suspended animation aware of life outside the Promise Headquarters.

- * Suspended Animation: Good (10) suspension of higher life functions for 10 years at a stretch.

* Total memory: These communication devices keep track of local media (radio and Television) at Good (10) ability.

Talents:

Computers, Electronics and Deviant technology.

Running Tobias Messenger:

Tobias was convinced a race war between the humans and mutants was coming. Messenger ended up losing everyone he cared for, loved or wanted to protect as well as his own life.

History:

Born in 1859 mute and deaf until his mutant powers activated allowing him to communicate telepathically. Once he was 30 he started traveling around the world looking for other mutants. At 50 he had formed a group of mutants and together they ended WWI. Once he was the sole survivor of his group Tobias started to place himself in suspended animation emerging once every decade to record the progress of the world and to seek mutants to join his cause. This new group became the Promise and Tobias their leader. Believing a war between mutants and humans was inevitable, Messenger wants himself and his group to be there in the aftermath to lead and guide the mutants while building a better future.

Tobias and the Promise decided to take, Polaris and Havok into their group. Since they had the least connection to Charles Xavier and his beliefs they felt they'd come around to their cause easily. Lucy Robinson talked Tobias into also taking Angel as well. Through the use of "teaching circuits" Tobias hoped the new recruits would wake up and join his cause willingly. However Lucy was able to rig her and Angel's suspension cylinder to awaken in just a few minutes. She wanted out of the Promise because she believed Tobias was obsessed and didn't care who's lives he ruins. Lucy had abandoned her family for his crusade. Eventually Lucy was able to revive Lorna and the Promise but Tobias wasn't able to awaken. The remaining members of Promise decided it best to remain awake and help mutants now before a war that may or may not even happen.



Tad Carter

Fighting: Good (10)	Health: 56
Agility: Good (10)	
Strength: Typical (6)	Karma: 70
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Poor
Intuition: Remarkable (30)	
Psyche: Remarkable (30)	Popularity: 0

Known Powers:

Telekinesis: Incredible (40) rank .

- Force Field: Remarkable (30) vs. physical, 1 area.
- Flight: Good (10) air speed
- Kinetic grapple: Remarkable (30) to lift 3 targets 3 area range. Endurance FEAT or stun for D10 turns.

Telepathy: Remarkable (30) ability.

- Mind Link: up to 3, Remarkable (30) ability
- Mind Probe: Excellent (20) ability.

Psi Screen: Incredible (40).

Talents:

Student.

Contacts:

The Promise and eventually the X-Men

Running Tad Carter:

Tad is a friendly and amiable person who just wants to be accepted for who and what he is.

History:

Tad Carter discovered his telekinesis at the age of 12. A few years later he read his teachers mind; this was the first time he realized his powers continued to develop. While in college Tad believed that he could teach others to use the same powers. After telling several other boys about his ability to read minds they attacked him, calling him a mutant. When they mobbed him he telekinetically pushed them away. He was levitated by Tobias Messenger and was flown away by this mutant and told that he must wait with them in hiding until mankind is ready for them.



Craig Farnsworth

Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 36
Endurance: Good (10)	
Reason: Typical (6)	Resources: Poor
Intuition: Good (10)	
Psyche: Excellent (20)	Popularity: 0

Known Powers:

Mental Illusions: Remarkable (30) ability.

Talents:

Auto Mechanics.

Running Craig Farnsworth:

Craig was a mutant looking to hide his secret. Thankfully Tobias Messenger came and took him in.

History:

In 1956 Craig Farnsworth was under the control of the Yellow Claw along with other mutants. Yellow Claw then had these mutants pool their powers to warp reality in various American cities, creating prosperity in the country and chaos in the cities. This was investigated by FBI agent Jimmy Woo who with the terrorist's own grand-niece Suwan, freed Craig and the others from Yellow Claw's control. They reversed all the damage and then teleported away.

Craig, along with his fellow Yellow Claw pawns were recruited by Tobias Messenger into the Promise. After the Promise fell apart, Gracie and Craig took Simon in, due to his age.



Gene Bitner

Fighting: Typical (6)	Health: 38
Agility: Typical (6)	
Strength: Typical (6)	Karma: 60
Endurance: Excellent (20)	
Reason: Remarkable (30)	Resources: Poor
Intuition: Good (10)	
Psyche: Excellent (20)	Popularity: 0

Known Powers:

Teleport: Excellent (20), he can take 4 others with.
Matter Transmutation: Remarkable (30) transmutation of elements or non-living matter. Can transmute from one state to another.

Talents:

Teaching, Chemistry, and Biology.

Running Gene Bitner:

Gene was a mutant looking to hide his secret. Thankfully Tobias Messenger came and took him in.

History:

In 1956 Gene Bitner was under the control of the Yellow Claw along with other mutants. Yellow Claw then had these mutants pool their powers to warp reality in various American cities, creating prosperity in the country and chaos in the cities. This was investigated by FBI agent Jimmy Woo who with the terrorist's own grand-niece Suwan, freed Gene and the others from Yellow Claw's control. They reversed all the damage and then teleported away.

Gene, along with his fellow Yellow Claw pawns were recruited by Tobias Messenger into the Promise. After the Promise fell apart, Gene left the group to find his place in the world.



Simon Lestron

Fighting: Poor (4)	Health: 24
Agility: Typical (6)	
Strength: Poor (4)	Karma: 50
Endurance: Good (10)	
Reason: Excellent (20)	Resources: Fb
Intuition: Good (10)	
Psyche: Excellent (20)	Popularity: 0

Known Powers:

Telekinesis: Remarkable (30), 60 area range.
Remote Sensing-Touch: Remarkable (30), 60 area.
Clairvoyance: Remarkable (30), 60 area range.
Molding: Excellent (20), 1 ton of material.

Talents:

Student

Running Simon Lestron:

Simon was an 11 year old mutant looking to hide his secret. Tobias Messenger came and took him in.

History:

In 1956 Simon Lestron was under the control of the Yellow Claw along with other mutants. Yellow Claw then had these mutants pool their powers to warp reality in various American cities, creating prosperity in the country and chaos in the cities. This was investigated by FBI agent Jimmy Woo who with the terrorist's own grand-niece Suwan, freed Simon and the others from Yellow Claw's control. They reversed all the damage they caused and then teleported away.

Simon, along with his fellow Yellow Claw pawns were recruited by Tobias Messenger into the Promise. After the Promise fell apart, Simon was taken in by Gracie and Craig due to his age.



Ernest Scope

Fighting: Good (10)	Health: 32
Agility: Typical (6)	
Strength: Typical (6)	Karma: 50
Endurance: Good (10)	
Reason: Good (10)	Resources: Poor
Intuition: Good (10)	
Psyche: Remarkable (30)	Popularity: 0

Known Powers:

Telepathy: Remarkable (30) ability.
Mind Probe: Incredible (40), by touch. Good (10) 2 areas.

Talents:

Radio Communications.

Running Ernest Scope:

Ernest is an intelligent young man looking for a place to fit in. Tobias Messenger gave him a life free from racial discrimination and all he had to do was follow a dream. In the end Ernest decided the dream wasn't enough and that it was time to leave the promise.

History:

Recruited by Tobias Messenger for the Promise. Ernest acted as Tobias' intelligence man when it comes to information gathering from the computers and disseminating it to the others in the Promise. Nothing is known about the life that Ernest had before he joined the Promise or what became of him afterwards.



Grace (Gracie) Smith

Fighting: Typical (6)	Health: 32
Agility: Good (10)	
Strength: Typical (6)	Karma: 46
Endurance: Good (10)	
Reason: Typical (6)	Resources: Poor
Intuition: Good (10)	
Psyche: Remarkable (30)	Popularity: 0

Known Powers:

Telepathy: Good (10) ability.
Psychic Vampirism: Remarkable (30) ability.
* Stunning effect (temporary) at Remarkable (30) rank, with attractive man, she liked to use her power by kissing them.

Talents:

Trivia: Punk Rock Music and Musician.

Running Gracie Smith:

Gracie is a young woman looking for a place to fit in. Messenger gave her freedom and all she had to do was follow a dream. In time she decided the dream wasn't enough and left the promise.

History:

Recruited by Tobias Messenger for his team. Gracie and Craig seem to have some sort of romantic relationship with one another. After the Promise went their separate ways she and Craig took in Simon to give him a sense of family.



Lucy Robinson

Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 50
Endurance: Good (10)	
Reason: Typical (6)	Resources: Poor
Intuition: Typical (6)	
Psyche: Remarkable (30)	Popularity: 0

Known Powers:

Telepathy: Good (10) ability.

* Auto Hypnosis: Incredible (40) ability, if unaware. If aware Excellent (20).

Talents:

Housewife and cooking.

Running Lucy Robinson:

Lucy was an ordinary housewife until her powers could make her husband listen to her. Bored and wanting excitement, she joined the Promise, but came to realize the error that she made.

History:

Lucy Robinson was an ordinary housewife, without any real goals in life. She was also a mutant with powers of persuasion that she could make people to carry out even her suggestions as if it was a direct order. This caused strife with her husband, and she was persuaded to abandon her family by Tobias Messenger, who believed a war between humans and mutants was inevitable. Lucy joined Messenger's Promise organization, and as a result spent a decade in suspended animation. In her absence, her older son grew to adulthood and died serving in Vietnam.

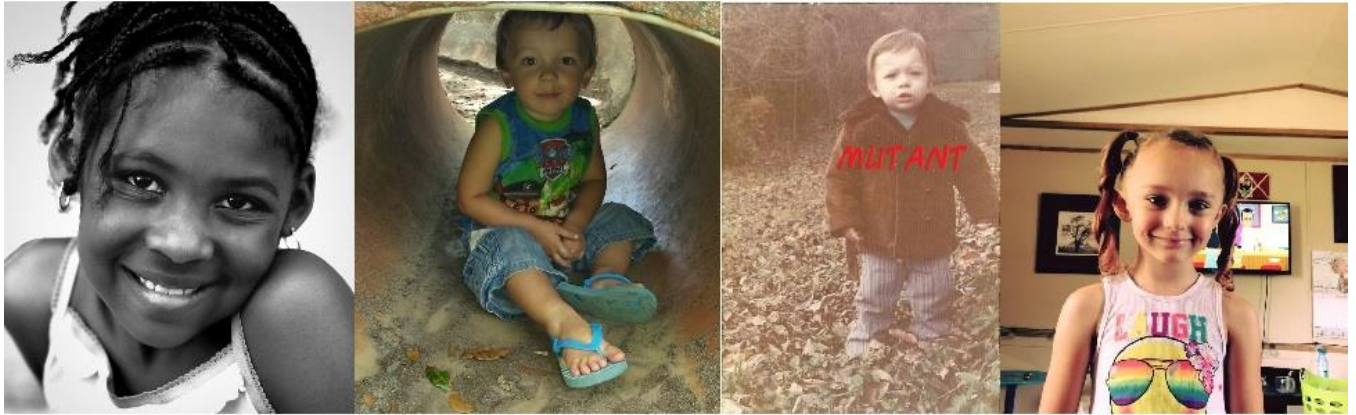
The Promise would reawaken every ten years, Lucy began to realize what she had turned her back on in pursuit of Messenger's dreams, and started to hate him, plotting her revenge. Thirty years after joining the Promise, Lucy got her chance when the Promise awoke in modern times and, learned of the X-Men. During this time awake, the Promise initially only sought out Lorna Dane, but later included her boyfriend Havok when he came looking for her,

Messenger and his followers kidnapped her with their combined telepathy. Lucy used her power to make the Promise include Angel, which some members wrote off as her being attracted to him before returning to hibernation. Lucy had reprogrammed their tubes to reawaken them after a few minutes. Lucy used her power to make Angel fly her to her family. Having traced her younger son Michael was now living in a suburb of Philadelphia. It is not the family reunion she'd hoped for her, as her son was now older than she was, and had grown up without her after she'd disappeared. As he showed signs of being a mutant-hater, Lucy soon left with Angel.

Returning to the Promise's headquarters, they contacted by Professor Xavier, who was able to pull info from Lucy's subconscious about the tubes' inner workings, and has Angel free Havok. Unfortunately, having been placed in hibernation without his power-regulating suit, Havok's built-up energy soon reached critical levels, and they barely have time to take cover before an explosion devastated the headquarters. They found Havok alive and conscious, and were able to retrieve his costume, but also found the tubes had been damaged. Using her power, Lucy had Havok follow the Professor's instructions to head for New York to help fight an Atlantean invasion, the result of manipulation by Magneto. Angel soon after flew off in search of the other X-Men, who were trapped in an underground chamber, leaving Lucy alone. Able to stabilize the tubes and rewired the chronometers to go faster, Lucy revived everyone but Messenger, she used the opportunity to get revenge on him, Using her power to "switch off" his body.

Afterwards, the Promise decided to disband, feeling that Messenger's approach was ineffective and that they needed to stay and take action in how society reacted to them, rather than hiding and waiting for the world to end. Also leaving, Lucy first stopped to make mocking remarks to Messenger's corpse, insinuating her intention to use her powers to redirect civilization for the better. Her current whereabouts and activities, if any, are unknown.

IT'S 1978, DO YOU KNOW WHAT YOUR CHILDREN ARE?



**PAID FOR BY THE COMMITTEE TO ELECT
REVEREND WILLIAM STRYKER FOR PRESIDENT, 1982.**

Solo Heroes

With no large or even small, formal groups in existence from 1951-1958 the few heroes who did appear during this time operated largely on their own, they lent a hand to the local, state or federal authorities or maybe they were just big fish in little local ponds where the small town folk appreciate having a 'sooper-hero' to save them from local gangsters and cheaply costumed criminals using a gat to get some quick scratch and making a rep on the streets. Some of these heroes simply faded into obscurity making the citizens they protected wonder whatever happen to their heroes, some of them died heroically saving the town, a port full of ships or maybe a plane full of passengers being kidnapped to a foreign country and others still simply vanished into the night that spawn them, sometimes seeking solace and retirement from a lifestyle that simply took too much from them, maybe they fell victim to someone looking for revenge or were captured by a shadowy government cartel embarrassed by their actions and behavior who is now hell-bent on placing them into suspended animation, (hopefully) never to be seen again.



Whatever the case, these heroes stood for something in a time when others wouldn't stand for anything at all.

Group Resources: None, there wasn't a collective group.

Group Talents: None, there wasn't a collective group.

Group Contacts: None, there wasn't a collective group.

3D-Man

Hal Chandler

	3D-Man	Hal	
Fighting:	Remarkable (30)	Poor (4)	Health: 150 / 22
Agility:	Remarkable (30)	Poor (4)	
Strength:	Remarkable (30)	Poor (4)	Karma: 90 / 40
Endurance:	Amazing (50)	Good (10)	
Reason:	Good (10)	Good (10)	Resources: Typical
Intuition:	Incredible (40)	Excellent (20)	
Psyche:	Incredible (40)	Good (10)	Popularity: +10 / 0



Known Powers:

Alter Ego: Hal Chandler owns a pair of glasses that have identical red and green images of his brother on each lens. When Hal dons the glasses and focuses, he triggers a transformation that merges him and Chuck into 3D-Man and can only remain active for 3 hours, after which he must split. While active 3D-Man's is a composite of both brothers.

- * Leaping: 3D-Man has an Amazing (50) rank Leaping ability.
- * Running: 3D-Man has Good (10) ground speed.
- * Skrull Sense: He has an Excellent (20) ability to detect Skrulls within 6 areas.

Talents:

Chuck Chandler: Piloting and Martial Arts B.

Hal Chandler: General Science.

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

Contacts:

Other heroes of the 1950s, the First Line and local, state and federal authorities.

Running 3D-Man:

The 3D-Man has a personality mostly based on Chuck's: energetic (even enthusiastic), a born winner and one of the greatest test pilots of his time. He's very direct, as patriotic as can be expected and quite impatient when tackling problems. However, the 3D-Man also has the intuitive, analytical, observant nature of Hal. It is unclear whether the 3D-Man consider himself a full person or a gestalt, but he sometimes talked about Chuck and Hal as if they were different persons from himself. Hal Chandler is now an aging, peaceful research scientist who only cares about his work and his family. When younger, however, he spoke harshly and hated the pity of others toward his broken body, wanting to prove he didn't need anyone's help. His only non-adversarial relationship was with Chuck, with whom he shared fraternal love but also some jealous.

History:

The 3D-Man was a 1950s hero who came about through the unique merger of two brothers, Hal and Chuck Chandler. Chuck was a test pilot who was abducted by alien Skrulls during an important test flight. Earth is a strategic location in the ongoing conflict between the alien Kree and Skrull Empires, so the Skrulls were seeking information on Earth's space program and had captured Chuck to interrogate him. Chuck resisted and escaped, accidentally causing the explosion of the Skrull spacecraft in the process. While his brother Hal watched, the radiation from the explosion seemingly disintegrated Chuck, who disappeared in a burst of light. Hal later discovered, however, that the light burst had imprinted an image of Chuck on each lens of Hal's eyeglasses. Through concentration, Hal could merge the images and cause Chuck to reappear as a three-dimensional man. Chuck become the costumed adventurer known as the 3D-Man and single-handedly subverted the Skrulls' early attempts to undermine Earthly civilization. Hal would remain comatose whenever the 3D-Man was active, but was aware of the 3D-Man's activities through a sort of mental link. Later, a Skrull's ray weapon altered the transformation so that Hal was the 3D-Man's dominant consciousness for some time. Both brothers' minds seemed to be present in the 3D-Man at all times, but only one of them (usually Chuck) would be in conscious control of the 3D-Man's form on any given occasion.

The Black Bee
Damon Hooks

In his Prime

Fighting: Excellent (20)	Health: 100
Agility: Remarkable (30)	
Strength: Remarkable (30)	Karma: 50
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Good (10)	Popularity: +10

After 30+ years of Retirement.

Fighting: Good (10)	Health: 40
Agility: Good (10)	
Strength: Good (10)	Karma: 24
Endurance: Good (10)	
Reason: Good (10)	Resources: Poor
Intuition: Good (10)	
Psyche: Poor (4)	Popularity: 0

Known Powers:

Stung by a radioactive bee Damon gained insect like powers and abilities.
Flight: Typical (6) air speed.
Body Armor: Typical (6) vs. physical and energy.
360 Vision: Damon's have mutated allowing him to see in all directions.
Stingers: fired from his hands, 2 areas doing Good (10) edged damage:
* Poison touch: These stingers have mild venom causing Poor (4) damage and irritation at the point of entry.
* Poison touch II: 1% of victims experience the life-threatening anaphylaxis, Endurance feats are required.

Limitations:

Damon suffered from Alcoholism and depression for years.

Equipment:

Cape: This Typical (6) material cape is fashionably black and stylish for most crime fighting occasions.

Talents:

Martial Arts B, Law-Enforcement (Security)

Contacts:

New Jersey P.D.

Running the Black Bee:

Damon started off doing the right thing and helping people. The more involved he became, the worse he suffered. His career as a hero and failures cost him his wife, livelihood and eventually the powers he had once lived for.

History:

Sometime in the mid-60's, early 70's Damon Hooks worked as a security guard at a toxic waste dump. One day shortly after getting married he was stung by a large bee that had been mutated by radioactive materials stored in the dump. Hooks developed superhuman powers shortly thereafter and designing a black caped costume, began a career as a crime fighter called the 'Black Bee', active "all over New Jersey." After a couple of years of activity, the Black Bee was severely beaten by six Atlantic City gang members, sustaining broken bones, internal injuries and a possible concussion. After a month in the hospital he decided to abandon his crime fighting activities and turned to alcohol in an effort to forget his "pain and problems". Within a year, his wife left him and while he tried to return to his career as the Black Bee, only to discover that his powers had vanished from lack of use.

Years later he met a young Peter Parker shortly after he began his career as Spider-Man and the two struck up a friendship as Hooks confessed that he could always spot a 'Suit' out of uniform. Peter inspired Hooks who briefly considered a comeback, but decided to stay retired instead.

Bucky III

Jack Monroe

Fighting: Remarkable (30)	Health: 110
Agility: Remarkable (30)	
Strength: Excellent (20)	Karma: 22
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Typical
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: 0 as Jack / +10 as Bucky

Talents:

Martial Arts A, B, C, D and E, Acrobatics and Tumbling.

Contacts:

F.B.I. and Captain America IV

Running Bucky III:

Jack is fixated upon the persona of Captain America — he really, really wants to be a positive, bright, moral, admired hero walking straight in the footsteps of his idol. This admiration for his hero has paralyzed him, though, and made it difficult for him to grow up and be more than just Bucky.

History:

Jack Monroe was born on December 7, 1941, Pearl Harbor Day. His father was an American stateside Nazi sympathizer who filled his basement with a collection of Nazi paraphernalia. When Monroe brought some of this collection to school, he came to the attention of FBI agents who used Monroe to gather information about his father. When the FBI later arrested Monroe's father, it was discovered the entire town was somehow involved. Jack and his little sister were taken from his hometown and raised in various foster homes across the country, with Jack settling into Naugatuck, Connecticut. Monroe had long been an admirer of Captain America and his partner Bucky, an admiration that was fostered by the American government who hoped to groom Monroe into becoming a new Bucky for his generation. His foster parents were killed by Communist spies during the height of the Korean War, and after a brief time in the care of his alcoholic aunt, Monroe was placed in McMurtry's Foster Home and enrolled in Lee School for Boys in Connecticut. Monroe's history instructor shared his hero worship, and Monroe, who had since earned the nickname Bucky, became friends with his teacher through their mutual obsession. The government hoped that this man (who changed his appearance and legal name to "Steve Rogers" to match that of the original Captain America), would become the next Captain America. After the Korean War, however, the government lost interest in this project, canceling its plans. So when a new villain calling himself the Red Skull appeared, Steve Rogers took it upon himself to inject himself and Jack with a variation of the Super-Soldier formula, becoming the new Captain America and Bucky.

Together, the heroes battled the Communist Red Skull and, later, other foes of America such as the U.N.-bombing teen idol Chuck Blayne and the mechanical beasts of the Cult of the Green Dragon. Unfortunately, the Super-Soldier serum was only part of the Super-Soldier program, and without treatment from "vita-rays," Rogers' variation of the serum began to effect the heroes' sanity. They began preying upon those they suspected of being Communists. When the government learned of their indiscretions, FBI agents captured them, placing them in suspended animation in the hopes that someday they could be restored.



Captain America IV

William Burnside AKA Steve Rogers

Fighting: Remarkable (30)	Health: 130
Agility: Remarkable (30)	
Strength: Remarkable (30)	Karma: 26
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: +50

Known Powers:

Super Solider Serum: The serum transformed into a monster of a man.

* Healing factor: William recovers health as though his Endurance was +1 C/S

* Resistance to diseases and toxins: Remarkable (30) ability.

Equipment:

Shield: Amazing (50) Titanium, 3 areas, Remarkable (30) damage. The shield absorbs 50 points of damage; he is subject to stuns and slams.

Chain Mail: Good (10) vs. blunt, shooting and edged attacks, on his torso.

Talents:

Martial Arts A, B, and E, Acrobatics and Tumbling. He is a Scholar in American History +2 C/S, it's likely he minored in Chemistry in college. Lastly he has trained himself in the use of his Shield getting a +1 C/S to attack with it.

Contacts:

Captain America is known by most everyone on earth. He has contacts in the US government and military.

Running Captain America IV:

William Burnside wanted to be a good and honest person, fair and just. As a symbol of the Red Scare and McCarthyism, he was actively paranoid, seeing foreign agents nearly everywhere. In the end only he was "right".

History:

Born circa 1929, William Burnside idolized Captain America and avidly followed all reports of Cap's adventures alongside his partner Bucky and joined Cap's fan club, the Sentinels of Liberty. Following the reported deaths of Captain America and Bucky in 1945, the young man dedicated his life to the study of Captain America, earning a Ph.D. in American history in 1952, with a thesis on the legendary hero. Early in 1953, Burnside traveled to Germany to conduct research on wartime Axis files on Captain America. In the process, he discovered files revealing the true identity of the original Captain America as well as the lost Super Soldier serum formula. Returning to the United States, Burnside reported his finding to the government, but refused to divulge the serum's secrets unless allowed to become the new Captain America himself. Unlike previous successors to the identity, the scholar fanatically sought to become not only Captain America but also Steve Rogers, undergoing surgery to change his face and vocal cords and legally changing his name accordingly. However, when the Korean War ended, the government withdrew its plans for a national hero, and Burnside kept the serum for himself. Burnside eventually became a history teacher at Connecticut's Lee School, where he befriended student and fellow Cap aficionado Jack Monroe.

In late 1953, the new communist Red Skull (Albert Malik), seeking the supposed secrets of Adolf Hitler's strongbox, took hostages at the United Nations building, where he believed the strongbox hidden. Learning of the incident, "Rogers" injected himself and Monroe with the Super-Soldier serum. Gaining superhuman strength, they took the Captain America and Bucky identities as their own, thwarting the Skull in a high-profile battle. The patriotic duo defeated many other menaces, many of whom were Communists agents or sympathizers. However, unlike the original Cap, Rogers and Monroe had not received vita-rays to stabilize the Super-Soldier serum's effects, so the duo eventually succumbed to insanity. Their already zealous anti-communist vigilance devolving into paranoid racism, they attacked several innocent people over a series of months; during one such attack, Rogers was pulled decades forward in time by the Contemplator to join the original Cap and others in battling the android Adam-II on Earth-8206, although Rogers' carelessness resulted in him being controlled by Adam-II before being returned. Finally, in late 1955, government officials, unable to persuade Rogers and Monroe to undergo treatment, captured them and placed them in suspended animation at a government facility in the South. Under the top-secret "Deep Freeze" program, cryogenic suspension's effects upon the duo were studied, but scientists were unable to treat their madness, and the duo were eventually all but forgotten by the US government.



Colonel America

Trenton Craft

Fighting: Excellent (20)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 150
Endurance: Remarkable (30)	
Reason: Amazing (50)	Resources: Good
Intuition: Amazing (50)	
Psyche: Amazing (50)	Popularity: 0

Known Powers:

Super-Soldier serum: This formula enhanced the mind, rather than the body.

Telepathy: Monstrous (75) ability and range.

* Sensory Link: Amazing (50) ability.

* Sensory Control: Amazing (50) ability

* Mind Control: Incredible (40) ability.

Biophysical Control: Craft has control over his body and can affect others as well, at Amazing (50).

* Metabolic Control: Craft can control his autonomous functions and nervous system responses, at power rank.

* Disruption: Craft can disrupt others, including autonomous functions and nervous system, to inflict damage.

* Aging: Craft can control his age and hasn't aged a day since the mid-40s. He can use influence others aging to.

* Regeneration: Amazing (50).

Telekinesis: Unearthly (100) ability to unleash a telekinetic wave that unravels objects at the molecular level.

Limitations:

While Trent has fantastic and powerful abilities. They function at power rank level and he can't reduce damage or range. He can turn them on and off, but beyond that...he is out of control.

Talents:

Military, Martial Arts A and E, Detective/Espionage

Contacts:

U.S. Government and the members of the Vanguard team.

Running Colonel America:

Trent wanted to be Captain America and hoped that his participation in the experiment would make him just that. Instead he felt the death of the people he killed on Yokohama and swore never to use his powers again. He 'convinced' his superiors to send him home and they did.

History:

A soldier during World War II, Trenton Craft was picked to be part of a super-soldier program that succeeded the one that spawned Captain America. Instead of attempting to enhance the soldier's physical abilities; however, they enhanced his mental abilities. Christened Colonel America, Craft was first deployed on the island of Yokohama in Japan on March 26, 1944, where his powers got out of hand and he decimated the island, killing thousands. Following this event, he was sent home and vowed never to use his powers again.

Craft's powers kept him from aging, allowing him to live in obscurity until his seeming death at the hands of Stacy Dolan. Craft survived by the use of his powers which allowed him to get up and walk away after autopsy. He then learned Vanguard's secrecy was compromised and decided to kill everyone involved to keep their operation a secret. The team survived his telekinetic powers when Retcon was able to make Craft believe he had already killed Dolan and the rest of the team. Later, Craft would learn of Retcon's trick then proceed to capture and torture Blade to locate the others. It is unclear if Craft continued his hunt or not, but he did return to serve Vanguard.



Devil Rig

Cletus Sleet

Fighting: Good (10) / Remarkable (30)
Agility: Good (10) / Excellent (20)
Strength: Typical (6) / Incredible (40)
Endurance: Good (10) / Amazing (50)
Reason: Poor (4) / Typical (6)
Intuition: Typical (6) / Good (10)
Psyche: Excellent (20)

Health: 36 / 150

Karma: 30 / 36

Resources: Poor

Popularity: +2 / -10



Known Powers:

Alter Ego: All of The Devil Rig's known powers belong to Devil Rig. The talents could apply to the human form of Sleet alone, unless he is in control of Devil Rig. At the beginning of the transformation, Sleet must make a yellow Psyche FEAT roll to maintain his own mind and control of the Devil Rig. If this FEAT fails, Zarathos is in control of the being, driven by a demonic thirst for vengeance.

* Hellfire: Using this Hellfire, The Devil Rig can perform several power stunts;

* Transform his Semi and Trailer into a flaming vehicle with Remarkable (30) speed, Amazing (50) body, protection and control. It doesn't need fuel, can defy gravity for 1 turn, riding up vertical surfaces, making stunning leaps, etc.

* Create walls of flame encircling a single area; the flame is of up to Amazing (50) intensity.

* Throw fireballs or shoot flame from his hands of Amazing (50) rank fire damage up to 4 areas away.

* Use a form of cold hellfire that can affect the human spirit. This cold hellfire inflicts no physical damage, but for each turn of use, The target must make an Endurance FEAT or else permanently lose one rank of Psyche. This magical attack is of Amazing (50) intensity. If the victim's Psyche is brought below Feeble, its spirit is lost and irretrievable.

Talents:

Driving, Crime, Occult Lore and Mystic Origin. Multi-Lingual: English and C.B. code.

Contacts:

Hell-Rider

Running Devil Rig:

Cletus Sleet is a friendly and affable truck driver and smuggler. He works hard to make ends meet and sometimes the duo have to go the extra mile of hunting the supernatural bring vengeance to those who can't get it for themselves.

History:

In the 1970s Devil Rig and his oft-time partner Hell-Driver patrolled the highways of America delivering vengeance upon those who preyed upon the innocent. After a Redneck vampire sheriff and his deputy kidnapped two innocent teens to feed off of, Devil Rig and Hell-Driver pursued them down a backwoods country road in Alabama. As the pursuit crossed into Chickasaw County, Devil Rig, presumably warned by other CB users, got on the radio to Hell-Driver to inform him that they had a vampire roadblock up ahead on Highway 9 and that a bridge was out over Chattahoochee Creek, and queried whether they should ease back on their accelerators. However Hell-Driver rejected this proposal, telling his friend that they were going to ride the Smokey straight to Hell.

Dherk

Fighting: Remarkable (30)	Health: 120
Agility: Excellent (20)	
Strength: Remarkable (30)	Karma: 60
Endurance: Incredible (40)	
Reason: Remarkable (30)	Resources: Excellent
Intuition: Good (10)	
Psyche: Excellent (20)	Popularity: 0

Known Powers:

Android body: Dherk's body is artificial in nature and provides a number of abilities:

- * Resistant to Disease and Toxins: Monstrous (75)
- * Semi-Immortal: Outside of recharging and acts of violence, Dherk can't die.
- * Computer Links: Amazing (50) ability.
- * Holographic interface: He can transmit and interact anywhere in the savage land.

Limitation:

Despite the fact that his body was android in nature, he was vulnerable to mental and magical attacks.

Equipment:

Wing Harness: Remarkable (30) material harness allows him to fly at Good (10) air speed.

Talents:

Science, technology and Medicine of ancient Atlantis and Atlantea in Pangea. Computers, Robotics, Electronics, Hibernation chamber technology and Restoration modules. Musical instruments: Syrnix.

Contacts:

Kazar and Shanna.

Running Dherk:

Dherk tries to be helpful, think of him as a mobile help desk.

History:

Dherk is an Atlantean Scientist, who now exists in an android body. One day Shanna is having delusions due to the effects of the mind-switching device. Ka-Zar has been stung and poisoned by a giant scorpion, and Shanna starts seeing a ghostly figure. The apparition reveals that he is an ancient Atlantean, and that Pangea is actually an outpost of Atlantis. The ghostly figure reveals himself to be a scientist named Dherk, he predicted the city's eventual sinking, and due to this he is banished to Pangea. Dherk body was placed in suspended animation but is able to appear as a projection, but he can temporarily make himself tangible. Dherk first saw Shanna while she was in the mind transfer device and from their he has fallen in love with her.

Shanna does have mutual feeling for the man which is possibly also a result of the machine influence. Shanna rejects his advances and stubbornly tries to drag Ka-Zar to the Aerians in the hope of a cure. Due to the distant and terrain she passes out from exhaustion, Dherk manifests physically and saves her, after her pleas for help he reluctantly rescues Ka-Zar. Due to remaining physical to long Dherk eventually dies. Dherk's consciousness is eventually revealed to have been transferred into an android duplicate of himself and continues to act as Caretaker of the Atlantean machines.



Hell-Rider

Beau Danville

Fighting: Good (10) / Remarkable (30)
Agility: Excellent (20) / Remarkable (30)
Strength: Typical (6) / Incredible (40)
Endurance: Excellent (20) / Amazing (50)
Reason: Typical (6) / Good (10)
Intuition: Typical (6) / Excellent (20)
Psyche: Excellent (20)

Health: 56 / 150

Karma: 42 / 60

Resources: Poor

Popularity: +5 / -10



Known Powers:

Alter Ego: All of Hell-Rider's known powers belong to Hell-Rider. The talents could apply to the human form of Beau alone, unless he is in control of Hell-Rider. At the beginning of the transformation, Beau must make a yellow Psyche FEAT roll to maintain his own mind and control of the Hell-Rider. If this FEAT fails, Zarathos is in control of the being, driven by a demonic thirst for vengeance.

* Hellfire: Using this Hellfire, The Hell-Rider can perform several power stunts;

* Transform his Trans-Am into a flaming vehicle with Amazing (50) speed, Incredible (40) body, protection and control. It doesn't need fuel, can defy gravity for 1 turn, riding up vertical surfaces, making stunning leaps, etc.

* Create walls of flame encircling a single area; the flame is of up to Amazing (50) intensity.

* Throw fireballs or shoot flame from his hands of Amazing (50) rank fire damage up to 4 areas away.

* Use a form of cold hellfire that can affect the human spirit. This cold hellfire inflicts no physical damage, but for each turn of use, The target must make an Endurance FEAT or else permanently lose one rank of Psyche. This magical attack is of Amazing (50) intensity. If the victim's Psyche is brought below Feeble, its spirit is lost and irretrievable.

Talents:

Driving, Crime, Occult Lore and Mystic Origin. Multi-Lingual: English and C.B. code.

Contacts:

Devil-Rig.

Running Hell-Rider:

Beau Danville is a highly confident professional wheelman. His bravery borders on foolhardiness, especially behind the wheel. While Beau is a fan-favorite of the dirt track, recognized on-sight by most aficionados.

History:

In the 1970s Devil Rig and his oft-time partner Hell-Driver patrolled the highways of America delivering vengeance upon those who preyed upon the innocent. After a Redneck vampire sheriff and his deputy kidnapped two innocent teens to feed off of, Devil Rig and Hell-Driver pursued them down a backwoods country road in Alabama. As the pursuit crossed into Chickasaw County, Devil Rig, presumably warned by other CB users, got on the radio to Hell-Driver to inform him that they had a vampire roadblock up ahead on Highway 9 and that a bridge was out over Chattahoochee Creek, and queried whether they should ease back on their accelerators. However Hell-Driver rejected this proposal, telling his friend that they were going to ride the Smokey straight to Hell.

Human Torch

Jim Hammond

Fighting: Excellent (20)	Health: 100
Agility: Excellent (20)	
Strength: Excellent (20)	Karma: 22
Endurance: Incredible (40)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Good (10)	Popularity: 30

Known Powers:

Android Body: the Torch has the benefit of the following abilities:

- * Agelessness: He doesn't age and half the sleep a human does.
- * Resistance to Disease and Poisons: Monstrous (75).
- * Universal Donor: His blood can be donated and gives powers.

Fire Generation and Control: Unearthly (100) with these power stunts:

- * Energy Sheath: Monstrous (75) vs. physical and energy attacks.
- * Flight: the Torch can achieve Excellent (20) speed.
- * Nova Blast: Shift Z (500), 10 areas. Stats drop too Feeble D10 rounds.
- * Flame Cages: Monstrous (75)
- * Fireballs: Monstrous (75) damage, up to 3 area range.
- * Temperature Control: He can lower or raise at Monstrous (75) ability.

Invulnerability to Fire and Heat: Class 1000 resistance to heat and fire.

Limitations:

No resistance to Water and Wind: Unearthly (100) intensity or higher extinguishes the Torch's powers 1d10 turns.

Talents:

He stays current on baseball, music and movies. Law-Enforcement training and is skilled in his use of fire.

Contacts:

He is the legal guardian and adopted father of Toro. He could rely on the military.

Running the Human Torch:

There was a time when a hero was expected to be an upstanding member of the community, and where an android's honor and bravery counted for something. He is true to his ideals and is a good team player.

History:

The Torch was created by Professor Phineas T. Horton for scientific purposes. At a press-conference Horton's creation burst into flames when exposed to oxygen, and, with human-like sentience rebelled against his creator. Public outcry led to his being sealed in concrete, which Horton did until he could find a way to control the android's flames, though he eventually escaped due to a crack that let oxygen in. The Torch inadvertently caused parts of New York City to burn, before he learned to control his flame.

During this time he acquired a partner, Thomas Raymond. Toro was the mutant son of two nuclear scientists whose exposure to radiation gave him the ability to control fire. The Torch also joined the police force under the name Jim Hammond. He would later serve the police force as the Human Torch, fighting villains and his off-and-on foe, Namor. During WWII Jim helped form the Invaders to fight the Axis powers. Near the end of the war, he came face-to-face with Hitler and killed him. After the war he was placed in a deactivated sleep in the Mojave Desert; an atomic bomb test awoke him. Learning that Toro had been captured and brainwashed, the Torch rescued him only to learn that the radiation had made his powers stronger and unstable. Fearing he would be a danger to those around him, the Torch flew back out into the desert and went nova, using up his energy reserve and effectively deactivating himself.



The Invisible Woman

Olga Petrova

Fighting: Good (10)

Health: 46

Agility: Good (10)

Strength: Typical (6)

Karma: 40

Endurance: Excellent (20)

Reason: Good (10)

Resources: Typical

Intuition: Excellent (20)

Psyche: Good (10)

Popularity: 0

Known Powers:

Invisibility: Excellent (20) ability to render herself and her clothing invisible.

Equipment:

Semi-Auto Pistol: Typical (6) damage, Ammo: 9, 3 area range and ROF: 1/1

Talents:

Detective/Espionage, Guns and Multi-Lingual fluently communicating in both Russian and English.

Contacts:

The underground resistance.

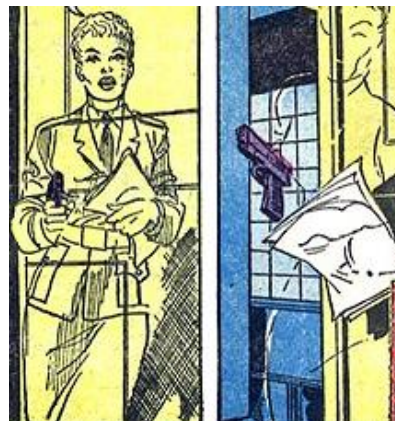
Running Olga Petrova:

Olga was a brave and heroic young lady, willing to put her life on the line to help the people of her country.

History:

In a communist country where a Dictator cheated the High Council, an underground organization worked to help the people. When an "invisible woman" started striking and assaulting people, the Secret Police was reinforced, acquiring more power to counter the menace. As fear spread among the people, the underground scientists studied a way to create their own invisible human being. After years of study, the serum was tested by Olga Petrov. She drank the serum and acquired the power to become invisible. She played the part of a little fool with interest in politics, waiting for the right moment to strike.

The Dictator's plan worked. He, Sveli and some of his men had invented the "invisible woman" story and twisted the evidences so that Anna Rojik, a woman of the High Council, was arrested. The High Council missed a female member, so the Dictator decided to give the position to a harmless woman, someone he could cheat. He chose Olga Petrova. When Olga Petrov was admitted into the inner chamber of the Dictator she immediately recognized the documents and the papers of the Dictator's personal accounts, which proved the Leader's dishonesty. She revealed herself as a member of the underground organization, grabbed the documents and became invisible, escaping from the well-guarded palace.



Lectronn

Tommy (Thomas) Samuels

Fighting: Good (10)

Health: 80

Agility: Good (10)

Strength: Incredible (40)

Karma: 16

Endurance: Excellent (20)

Reason: Typical (6)

Resources: Typical

Intuition: Poor (4)

Psyche: Typical (6)

Popularity: 0 as Tommy / +10 as Lectronn

Known Powers:

Flight: Remarkable (30) flight speed.

Electron Blasts: Amazing (50) ability, up to 5 areas.

Resistances: Amazing (50) resistance to his Electron Blasts and air friction.

Equipment:

Lectronn Suit: Tommy uses this Remarkable (30) material strength suit containing micro-fibers to protect his body from his own powers. It acts as an Unstable Molecules uniform offering no real protection, but allowed him to use his powers without hurting himself or burning his costume off of his body.

Talents:

English literature.

Contacts:

As Tommy he is best friends with Amy Jo Bessolo, a family entertainer (clown). As Lectronn he has contacts with Crimebuster and Janus, the Golden Angel.

Running Lectronn:

Tommy is young and idealistic. He believes in helping the downtrodden, the hurt and the bullied. He is like a young Spider-Man or Nova in that he is desperate to help, but sometimes doesn't do it in the best possible ways. He does believe in the adage of 'with great power, comes great responsibility...'

History:

Born in El Centro, California, Thomas Samuels was crippled by a mutant case of polio, and was stuck in a wheelchair. He regained mobility after receiving powers from a benevolent alien from a race who look for worthy people to be granted such gifts. Native to California, Thomas began his super-hero career as the super-hero Lectronn by encountering a group of thieves which he seriously harmed, as he was still testing his powers. He trained, and pursued his actions, rescuing people during a clash between It, the Living Colossus and invading Stonians.

He almost attended Dollar Bill's "Defender for a Day" but was diverted by Crimebuster, and Janus the Golden Angel when saving bystanders from debris, helping them to help bystanders during the "Star Waaugh" cosmic crisis. He moved to New York, and battled Schizoid Man over New York for almost three hours.



Phone Ranger

Arthur George Bell (A.G.)

Fighting: Good (10)	Health: 56
Agility: Good (10)	
Strength: Typical (6)	Karma: 36
Endurance: Remarkable (30)	
Reason: Excellent (20)	Resources: Typical
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: 0 / +6 as the Phone Ranger.

Equipment:

Phone Ranger uniform: Remarkable (30) plastics, fiber and wiring.
* Body Armor: Good (10) vs. Physical and Excellent (20) vs. Electrical.
* Phone reception and transmission: Remarkable (30) ability.
* Audio 'bugs': Remarkable (30) ability to listen into a calls.
* Computer links: He can dial in to computer and B.B.S.: Remarkable (30).
* Call routing: He can route, accept or place multiple calls: Remarkable (30).
* He can cut off or jam outgoing calls: Remarkable (30) ability.

Talents:

Electrical Communications.

Contacts:

Marvel Comics (circa 1984) and employees and supervisors at Bell Atlantic

Running Phone Ranger:

Phone Ranger is one of a few superheroes that just doesn't get it, and by 'it' I mean that his powers are ineffectual and borderline idiotic. Despite the fact that he got beat by 'the Unicorn' and was shot in the face by Scourge, he is desperate to make his mark on the superhero world and prove that he has what it takes to make it in the world of super heroics.

History:

The Phone Ranger's real name is A. G. Bell. He was born in Boston, Massachusetts, and made a living as a telephone repairman in New York City. One day, Bell was called in to repair a telephone that had been smashed to pieces by its owner, who flew into a rage at the constant prank calls he had been receiving. In reality, the "prank calls" were distress signals from a tiny spaceship that had fled from a subatomic universe and somehow ended up trapped within the phone receiver. Upon examining the broken telephone, Bell realized that the aliens had left some of their technology behind within the phone. Replicating the technology, Bell fashioned a costume of his own design that allowed him to connect with any telecommunications system in existence, and the Phone Ranger was born.

The Phone Ranger made his official heroic debut when the Lethal Legion attacked the offices of Marvel Comics. Desperate for help, writer Kurt Busiek had dialed lots of phone numbers, and on that moment the mysterious Phone Ranger appeared right in front of him. Phone Ranger claimed he was here to fight the Lethal Legion, also claiming that he existed to protect actual telephones. He fought Legion member Unicorn who defeated the super-hero. Later, Phone Ranger was apparently shot in the head by the Scourge of the Underworld and was presumed dead. But survived as a result of the thick layer of optical fibers in his headpiece deflecting the bullet.



Scout

Billy Turner

Fighting: Typical (6) / Excellent (20)
Agility: Typical (6) / Good (10)
Strength: Typical (6) / Monstrous (75)
Endurance: Good (10) / Monstrous (75)
Reason: Typical (6)
Intuition: Typical (6)
Psyche: Typical (6)

Health: 28 / 180
Karma: 18
Resources: Poor
Popularity: 0 / +10

Known Powers:

Body Resistance: Amazing (50) vs. physical and energy damage
* Unearthly (100) vs. Heat, Cold, Disease, Corrosives, Toxins and Radiation.
True Flight: Unearthly (100) airspeed
Hyper Speed: Amazing (50) speed.
* Accelerate his speed to attack, evade, dodge or catch at Amazing (50)..
Light Emission: Unearthly (100) ability to generate light and lasers.
* Create narrow lasers, broad blasts and area bursts: Amazing (50) ability.
* Create light bursts: Amazing (50) light and range.

Limitations:

One arm: Billy lost an arm, he is -1 c/s to agility feats that require both hands.
No Alter Ego: He takes a dose of the serum and has powers for D10 hours.
Negative Zone: while in the Negative Zone powers and abilities drop -2 C/S every 5 rounds.
Negative Energy: if foes are fueled by anti-matter or the Negative Zone he is at -2 C/S every 5 rounds.

Talents:

Food Prep.

Contacts:

Lindy, Reed Richards, the Sentry

Running Scout:

Billy wanted to be like his mentor Bob Reynolds and for a time he was with the both of them taking the serum and having adventures. In the end their addictions became too much and Scout lost an arm, his powers and his friend.

History:

Billy Turner was the sidekick and partner of Robert Reynolds, better known as the hero Sentry. Billy Turner drank the same Super-Soldier Serum that the Sentry consumed to gain his powers, though Billy gained powers at a lesser extent than the Sentry. He took the name Scout and the duo began their career crime fighting. Scout was nearly killed by the Void and his current whereabouts or activities are unknown.



The Sentry

Robert Reynolds

Fighting: Typical (6) / Remarkable (30)	Health: 28 / 350
Agility: Typical (6) / Excellent (20)	
Strength: Typical (6) / Shift-X (150)	Karma: 60
Endurance: Good (10) / Shift-X (150)	
Reason: Remarkable (30)	Resources: Remarkable
Intuition: Typical (6) / Excellent (20)	
Psyche: Typical (6) / Good (10)	Popularity: 0 / +30 / -30

Known Powers:

Alter Ego - By transforming, Sentry gains the following abilities:

Body Resistance: Unearthly (100) vs. physical and energy damage

Invulnerabilities: Class 1000 vs. Heat, Cold, Disease, Toxins and Radiation.

True Flight: Class 1000, limits himself to Shift-Z (500) speed in atmosphere.

Hyper Speed: Unearthly (100).

* Accelerate his speed too attack, evade, dodge or catch: Unearthly (100).

* Can catch bullets with Unearthly (100) ease.

Self-Sustenance: Able to survive in Space unaided.

Cosmic Awareness: Unearthly (100) rank.

* Enhanced Hearing: Unearthly (100).

* Enhanced Sight: Unearthly (100).

Light Control: Shift-Z (500).

* Create a calming effect: Unearthly (100) effect

* Increase light over 100 area range: Shift-X (150) giving off light.

* Decrease light over 100 area range: Shift-X (150) creating darkness.

Light Emission: Shift-Z (500).

* Create beam lasers, broad blasts and area bursts: Shift-X (150).

Molecular Manipulation: Monstrous (75), this grants the following stunts:

* Biophysical manipulation: Amazing (50) ability and granting:

* Regeneration: Incredible (40).

* Healing: Incredible (40).

* Resurrection: He can resurrect others, within 40 rounds.

* Self-Revival: Incredible (40) , within 40 rounds at 1 health, regenerating after.



Limitations:

Alter Ego - Robert is human and powerless, with memory problems and makes Reason feats to recover details.

Robert also suffers from Agoraphobia is schizophrenic with social anxieties and a former junkie.

Nega-energy: In the Negative Zone or if foes are fueled by anti-matter or Nega-energy powers and abilities -3 C/S.

Psychics: Despite all of his powers he isn't resistant to mental powers

The Void slowly becomes real. Psyche feat to stop, no karma. Failure is -1 c/s to psyche, at Feeble, he manifests.

Talents:

Computers and Repair/Tinker.

Contacts:

Reed Richards, the Hulk, Scout, Lindy

Running Sentry:

Robert Reynolds is a nerdy, insecure man. The Sentry is a world-revered, morally strong and decisive hero.

History:

The Professor's secret formula, turned Robert Reynolds into superhuman. After trouncing the bully who beat him, he made a costume and debuted as the Sentry. One of very few heroes active during the years just prior to the Fantastic Four's, Sentry gained new importance when the new wave of heroes rose to prominence. He deduced Spider-Man's secret ID and became a role model to him, an ally to the X-Men, an equal to Reed Richards and a friend to the outcast Hulk. He battled Dr. Doom alongside the Fantastic Four and defeated, the General, with the X-Men's aid. He married Lindy, and took Scout as his sidekick; but the arrival of the Void, ended his charmed life. The Void nearly killed Scout, drove Hulk mad, and murdered people. Discovering the Void was created from the dark side of his powers, he teamed with Reed Richards and Dr. Strange to create a system which made Earth's entire population, themselves included, forget all about the Sentry. With the Sentry inactive and forgotten, the Void vanished.

Thunderbolt

Fred Hopkins

Fighting: Excellent (20)	Health: 100
Agility: Good (10)	
Strength: Incredible (40)	Karma: 30
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +20.

Known Powers:

Body Armor: Good (10) vs. Physical and Excellent (20) vs. Fire and Heat.
Flight: Good (10) air speed.

Equipment:

His costume, made of Typical material strength from long jones and a marker.

Talents:

Accounting and Electronics.

Contacts:

Smithville Credit Union, Smithville P.D. Pennsylvania State Police.

Running Thunderbolt:

Fred Hopkins is a mild mannered man given tremendous (for the time) powers that he used for the benefit of the community of Smithville, Pennsylvania. Secretly he likes the admiration and confidence that the public has in him, something he would never admit in public to his fans.

History:

Twenty years ago, a meteorite of unknown origin entered Earth atmosphere and split into two fragments, both of which landed in Smithville, Pennsylvania. One landed in a junkyard and was found by Fred Hopkins, a mild-mannered employee for the Smithville Savings Bank. Hopkins had been knocked in the junkyard when he tried to stop some punks who had beat up his friend Irving. Hopkins didn't realize his powers until the next day, and was too late to help Irving, but after discovering them, he designed a costume out of some long johns, a little dye, and a marker. That night he found the same punks, caught them in the act of beating someone else up, and easily took them out. A crowd saw him, proclaimed him a hero, and the Smithville Thunderbolt was born.

Hopkins maintained his secret identity into the modern era, enjoying his private life, as well as the thrill of being a local hero.



Sub-Mariner

Prince Namor aka Namor McKenzie

Fighting: Incredible (40)	Health: 160
Agility: Remarkable (30)	
Strength: Amazing (50)	Karma: 66
Endurance: Incredible (40)	
Reason: Typical (6)	Resources: Monstrous.
Intuition: Remarkable (30)	
Psyche: Remarkable (30)	Popularity: +10.



Known Powers:

Body Armor: Good (10) protection, Excellent (20) vs. Cold.
Hyper-Swimming: Good (10).
Flight: Typical (6) speed and can lift Incredible (40) weights.
Water Breathing:
Water Freedom:

Animal mimicry powers: Namor's genetic makeup allows him to mimic certain fish abilities at Remarkable (30) ability.

- * Water Emission: when afire he can spray water from his skin like an Archerfish, once an encounter.
- * Expansion: Like a swellfish, Namor can expand to twice his girth to keep larger creatures from swallowing him.
- * Sonar: Namor can mimic a form of sonar that allows him to navigate in complete darkness.
- * Abnormal Sensitivity: Namor's senses allow him to follow radio beams or sense movement in the waters.
- * Electrical Generation: Namor has the power to generate electrical blasts, and can do so over a 1 area range.

Limitation:

Dehydration: He's at -1 C/S to FEATs and health for each hour without water. Immersion restores Health.

Talents:

Namor is extremely knowledgeable of both, Ichthyology, and Oceanography. He is well versed in the Atlantean Sciences as well as Leadership. Namor suffers no penalty when engaging in Underwater Combat. He is Multi-lingual and can communicate fluently in, Atlantean, English and German. Namor is a capable Pilot. Lastly Namor is a shrewd businessman having learned Business/Finance.

Contacts:

Namor can rely on the Invaders. As a prince of Atlantis, Namor can usually rely upon his people for aid.

Running the Sub-Mariner:

Namor is a firm believer in honor. He dislikes anyone who calls his honor into question. He has a nasty temper and probably shouldn't be provoked.

History:

Namor is the son of Princess of Atlantis and US sea Captain. Born and raised in Atlantis he grew up to mistrust the surface world and when divers were spotted near the Atlantis it was thought they were about to invade. Namor's grandfather Thakorr sent him to wreak havoc on the surface world and many times he battled the original Human Torch. One human he came to respect and eventually fall in love with was Betty Dean, a policewoman who was a close friend for years. When Hitler attacked Atlantis during WWII He joined forces with the Torch and Captain America as the super team the Invaders. He was a member of the All Winners Squad. Paul Destine used the Serpent Crown, to destroy Atlantis and addled Namor's mind making him forget his past sending him to New York where he became hobo for years.

The Comet

Harris Moore

Fighting: Good (10)	Health: 90
Agility: Excellent (20)	
Strength: Good (10)	Karma: 26
Endurance: Amazing (50)	
Reason: Good (10)	Resources: Poor
Intuition: Typical (6)	
Psyche: Good (10)	Popularity: 0 / +20

Known Powers:

True Flight: Amazing (50) air speed.

Electrical Generation: Amazing (50) damage, 4 areas in range.

Body Armor: Good (10) vs. Physical, Remarkable (30) vs. Energy, Unearthly (100) vs. Electrical

Talents:

Business/Finance and Law enforcement.

Contacts:

Other heroes of the 1950s, the First Line and the local, state and federal authorities.

Personality:

Comet is an old-fashioned, straight-laced, hero, who was unwavering in his fight on crime, until the death of his family. The guilt of this event crippled him, and he retreated to drink, doing everything he could to bury his memories. He was eventually forced to overcome this, reverting to his old persona, and he became a lot happier when reunited with his son.

History:

In 1956, Harris Moore's car had stalled on a deserted road when a light appeared out of the sky. The gaseous comet made straight for the fleeing Moore, and exposure to its radiation imbued him with superpowers. He made a costume for himself, and used his powers to fight crime. His activities became successful enough that criminals discovered his identity and tried to kill him. He survived the attempt on his life, but his wife and children did not. Overcome by grief, Harris abandoned his life, and his costume, and became a vagrant.



Grutan aka the Hulk

Doctor Albert Poole

Fighting: Poor (4) / Good (10)
Agility: Poor (4) / Typical (6)
Strength: Poor (4) / Unearthly (100)
Endurance: Poor (4) / Unearthly (100)
Reason: Remarkable (30)
Intuition: Good (10)
Psyche: Typical (6)

Health: 16 / 216

Karma: 46

Resources: Excellent

Popularity: 0 / -10 as Grutan.

Known Powers:

Grutan Armor: Amazing (50) materials. Inside is a lifetime's of food and water.

* Body Armor: Amazing (50) vs. Physical, Excellent (20) vs. Energy.

* Permanent Growth: 25 ft tall, +2 C/S to be hit.

* Movement: 2 areas/round, Monstrous (75) damage by running into obstacles.

Limitation:

Locked inside: Albert was locked inside the armor, the last anyone saw him.

Equipment:

Grutan armor: See above.

Various failed growth formulas.

Talents:

Biology, Chemistry, Electronics, Engineering, Physics, Repair/Tinkering, Robotics

Contacts:

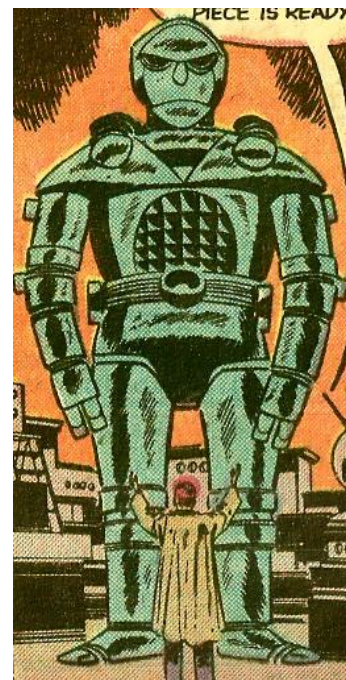
Henry Pym, his former lab assistant.

Running Albert Poole:

Albert has little man syndrome. He wants to be seen as a powerful and intelligent man and despite all of his abilities, he couldn't get beyond the bullies who picked on him and made him feel like a small man.

History:

In college, Albert was mocked by other students because of his height, often despairingly referred to as "Shorty." He graduated with honors, and was able to set up a laboratory in the woods with an assistant, Blake. Poole intended to design a growth formula which would increase his height and thus bring an end to the mocking he had endured. When nothing came of their research, he decided to shift gears. Poole decided to increase his height by different means -- he dreamed up a robotic suit of armor which he could operate, thus making him taller than any human. He and Pym set to work on the armor, but when Pym accidentally wrecked an audio impulse generator, Poole furiously drove him away. When the armor -- "the Hulk" -- was finally ready, Poole entered it, but found that he had forgotten the starter key outside. Already sealed inside the armor, Poole could not open the armor from the inside unless it was already running. The only person who knew he was there and what he was working on was Pym, whom he had already driven away. He was left with no apparent way out of his dilemma.



Toro

Thomas Raymond

Fighting: Good (10)

Agility: Excellent (20)

Strength: Good (10)

Endurance: Remarkable (30)

Reason: Typical (6)

Intuition: Typical (6)

Psyche: Typical (6)

Health: 70

Karma: 18

Resources: Feeble

Popularity: +10



Known Powers:

Fire Generation: Remarkable (30), 3 area range. He has these power stunts:

- * Energy Sheath: Remarkable (30) protection vs. Physical and Energy.

- * Flight: Excellent (20) flight.

Fire Control: Monstrous (75) control over flame.

- * Regeneration: Good (10).

- * Flame Cages: Monstrous (75). Anyone crossing these cages or barriers will suffer damage.

- * Duplicates: 10 fiery duplicates of Monstrous (75) intensity, inflicting damage.

- * Fiery Object Creation: He can produce skywriting, and other 'objects' of Monstrous (75) fire.

- * Temperature Control: He can affect temperatures at Monstrous (75) intensity.

Resistance to Fire and Heat: Unearthly (100) rank.

Limitations:

Wind and Water: Toro is vulnerable to cold, water or wind attacks of Amazing (50) or better.

Talents:

Toro has the Comic Books Trivia talent. He was trained in the use of his fire powers by the Torch and is skilled in his use of fire. Lastly Bucky taught Toro how to defend himself with Martial Arts B.

Contacts:

As one of the mighty Invaders, Thomas can easily rely on them for help. The same applies to the Kid Commandos, the Young Allies and the Liberty Legion, and the American military.

Running Toro:

Toro acts like a teenager. He had a tendency to be cocky, believing that his powers could protect him from harm. The boy the Torch "Pappy," and loved the android like a father.

History:

Thomas Raymond was born in New York City to parents who were laboratory assistants to Phineas Horton, creator of the original Human Torch. After their employment with Horton had ended, they were killed in a train derailment. Toro himself was found at the site of the accident by a traveling circus completely unscathed despite the blaze from the wreckage raging around him. Adopted by the circus, his complete immunity to flame was used to draw additional crowds to the circus sideshow. Eventually the circus was visited by the Human Torch, and as he drew closer to Toro the younger man's flame powers fully erupted for the first time. From this point onward, Toro was a protégé and partner of the Torch and a co-founder of the Invaders.

Toro was the only member of the Invaders to survive the war and the period following mentally and physically intact. He married Ann Raymond and assumed a pedestrian life after seeing the Torch for the last time before his 'death'.



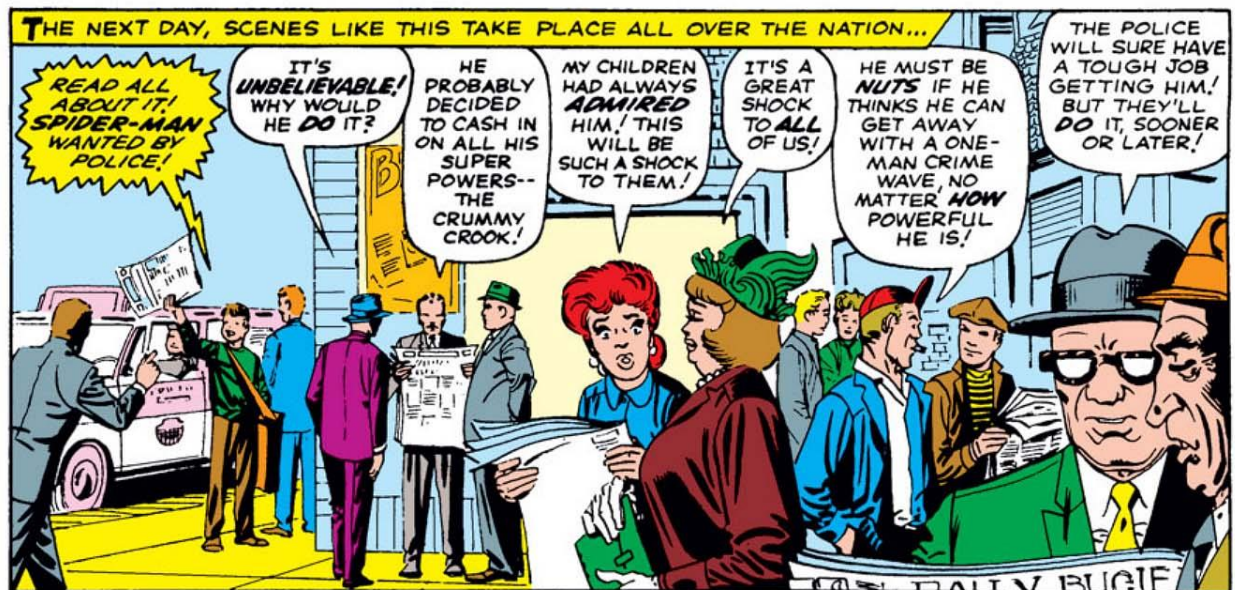
NPCS (Normal Folk)

These are the teeming masses of any city, in any country. Just normal folks trying to make their way through the world, struggling with the day to day ups and downs of life and hoping that they can make ends meet. These are the background characters that your Judge might drop into a game to show their appreciation for the heroes' efforts, make the heroes life a living hell or lend a desperately needed hand when it is needed. Maybe they're the doctor who treats your always sick aunt who you struggle to take care of, the federal agent sent to investigate strange goings on at the local abandoned theme park where the heroes and their faithful dog have tracked old man Jenkins or that local cop, maybe even the commissioner himself, who shows up to pass along much needed information, act as a friend or slap the cuffs on the villains that the heroes just caught.

Group Resources: None, this isn't a collective group.

Group Talents: None, this isn't a collective group.

Group Contacts: None, this isn't a collective group.



Alynn Chambers

Fighting: Typical (6)	Health: 24
Agility: Typical (6)	
Strength: Typical (6)	Karma: 18
Endurance: Typical (6)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: +2

Talents:

Performer-Acting.

Contacts:

Contacts from her days as an actor and The Thing.

Running Alynn Chambers:

Alynn Chambers was once the girlfriend of the Thing and while they separate long ago, he never completely left her thoughts.

History:

Was the steady girlfriend of Ben Grimm during his years attending Empire State University. Alynn would watch Ben as he played football for the school team, sometimes alongside Ben's best friend, Reed Richards. The two quickly fell in love, but Alynn -- an aspiring actress -- broke off their relationship without explaining things to Ben and abruptly disappeared. Ben spent weeks tracking her down and when he finally found her took her to the place where he once carved their names on a tree. There he attempted to propose to Alynn. However Alynn rejected him again, explaining that her career as an actress would be too demanding and she would neglect their relationship. With that she disappeared out of Ben's life. Eventually Alynn Chambers became a very successful actress. In the convening years, Ben became a test pilot and later flew Reed's experimental space shuttle carrying a Star-Drive. When the ship and its crew were bombarded with cosmic rays and endowed with super-human powers they became the Fantastic Four, the first heroes of the modern age. Ben became the monstrous Thing and struggled for years trying to come to terms with the form he now wore.

One day about six years after the birth of the Fantastic Four, Alynn suffered a stroke. She kept this secret from the public and went through physiotherapy to treat her condition. Even after all the hard work to restore her mobility, Alynn still required a cane to walk. In addition half of her face remained paralyzed which also affected the quality of her voice. Seeking advice on how to cope with this, Alynn sought out her old boyfriend sending a letter asking to see the Thing. After much soul searching Ben agreed to meet her.



Anastasia Contrares

Fighting: Good (10)	Health: 74
Agility: Good (10)	
Strength: Poor (4)	Karma: 40
Endurance: Amazing (50)	
Reason: Good (10)	Resources: n/a
Intuition: Good (10)	
Psyche: Excellent (20)	Popularity: 0

Known Powers:

Ethereal: Anastasia Contrares is a ghost driving behind the wheel of the hotrod she died in. At will she can assume an ethereal form at Monstrous (75) rank as well as become invisible at power rank. While she and the car can transubstantiate to a material form, this transformation doesn't last long.

Equipment:

Hot Rod: This car never needs gas, always looks perfect and hasn't aged a day since she wrecked it in 1961...

Control: Excellent (20)	Speed: Remarkable (30)
Body: Good (10)	Protection: Poor (4)

Talents:

Driving and Repair/Tinker.

Contacts:

Well, she did once save Johnny Storm...

Running Anastasia Contrares:

A gum-chewing, hotrod driving bundle of trouble. Men fall for her looks and charm only to realize that they're racing a phantom they'll never catch.

History:

Anastasia Contrares was born in 1940 and grew up to be something of a street racing legend around the town of Revelation, Arizona by the 1950s. She was involved in a fatal car accident in the year 1961. Since then her ghost continued to drive the highways around the town in her trademark El Dorado. In the Modern Age, the Fantastic Four's Human Torch was rescued from the side of a highway while the team was investigating some strange activity in the town of Revelation. Having just been attacked by a local monster known as the Howler, Johnny narrowly avoided getting run over by Contrares. She offered him a ride back into town.

Presumably, Contrares' spirit continues to drive the highways around Revelation, however her subsequent activities are unknown.



Paul Berring

Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 22
Endurance: Good (10)	
Reason: Typical (6)	Resources: Poor
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: +2.

Equipment:

A type writer, note pad, pencils and his press badge!

Talents:

Journalism.

Contacts:

The Daily Globe.

Running Paul Berring:

Paul was actually something of a nice guy, who happened to be in the wrong place at the right time. He was just an average person.

History:

Paul Berring a reporter for the Daily Globe, was dining in a corner cafe when Henry Dunn walked in--while some of the other diners began to whisper jeering remarks about the meek little "nobody" of a man, Berring replied that sometimes a "nobody" does something to make themselves famous, and he unintentionally inspired Dunn to seek infamy. Dunn claimed to have the power to predict a person's death, and he told a fellow diner--Jack--that he would soon die. When Jack was killed shortly afterwards, Dunn told Berring that he should write a newspaper article about him and his "power"; but Berring refused to do so because Jack's death was merely a coincidental accident. Dunn threatened to use his "power" against Berring, but the reporter refused to give Dunn the attention he craved.

Later, as he was walking home to his apartment, Berring narrowly avoided an attack from Dunn. Berring later learned from a prison doctor that Dunn had an inoperable brain tumor; the reporter ended up writing the newspaper headline about the apprehension of Dunn, which would give Henry Dunn the fame he had so desired.



John Billings - 'March has 32 days?'

Fighting: Typical (6)	Health: 24
Agility: Typical (6)	
Strength: Typical (6)	Karma: 22
Endurance: Typical (6)	
Reason: Good (10)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: 0

Talents:

John is a Civil Engineering, who does site inspections.

Contacts:

Whatever engineering firm he worked for.

Running John Billings:

John Billings is a perfectly normal, everyday person. He is married and loves his wife and cares for the safety of others.

History:

John Billings fails to inspect a bridge on March 31 in order to say goodbye to his wife, Lisa, at the airport before she leaves on a flight to an unspecified location. Later that day the bridge collapses, and although no one is hurt, John feels guilty. John wishes he could live that day over again, although he laments that he would just wind up making the same decision again, anyway. Without explanation, he blacks out and wakes up to find that the date is still March 31. John is determined to inspect the bridge this time, but he is persuaded otherwise by a colleague who insists that the bridge has already been inspected and is safe. On his way to the airport, John realizes he's doing just what he feared he would, and drives to the bridge instead. There, he finds a structural flaw, and prevents the bridge's collapse. While John dismisses the experience as a dream, astronomers note with confusion that they have determined that this year, March had 32 days, "and we'll never know why!"



Sam Bonner

Fighting: Good (10)	Health: 32
Agility: Typical (6)	
Strength: Typical (6)	Karma: 26
Endurance: Good (10)	
Reason: Good (10)	Resources: Rem
Intuition: Typical (6)	
Psyche: Good (10)	Popularity: -2.

Known Powers:

Resistance to Shrinking: Sam's head has Good (10) resistance to shrinking, the rest of his body isn't...

Permanent Shrinking: 1/5th his former size Poor (4), and is -1 c/s to be attacked out of pity.

Equipment:

The Chamber of Horrors: A collection of gruesome antiquities including: The mummified hand of Nero, the skull of the Indian chief Sitting Bull, the skeleton of Quasimodo, a petrified vampire, and a stuffed werewolf.

Talents:

Trivia: Gruesome antiquities, Occult Lore, Exploration.

Contacts:

Sam, being the independently wealthy, has contacts in all sorts of fields, including Professor Zukor.

Running Sam Bonner:

No oddity too weird, no collectible too strange. He has traveled all over to find the strange and bizarre for the purpose of owning and keeping them to himself.

History:

The past of Sam Bonner is unknown, but he had amassed a collection of odd and gruesome antiquities. He displayed the arcane artifacts in his mansion, in a room he called his Chamber of Horror. It was a dark and stormy night when Bonner invited three experts over to his home to show them his collection. The experts were impressed by it all, but told him that his collection lacked one thing: A genuine shrunken head. Shrunken heads were difficult to find--every collector who went into Jivaro Indian country in South America got one handed to him... One of the experts told Bonner that the Jivaros had even discovered a way of shrinking a man's head...without chopping it off!

So the trio of experts apologized and told Bonner his collection was interesting, but it was incomplete and worthless to any museum. Sam kicked them out of his house, then spent the next few days brooding, although he sadly realized they were right. His own cowardice kept him from getting a shrunken head because he was afraid of getting his own head shrunk. If only there was a way he could make his head shrink-proof...Sam went to Professor Zukor's lab and consulted with him about his dilemma, and the



scientist came up with a solution. First, Zukor had Sam immerse his whole head in a vat of a chemical mixture, then covered his head in a clear plastic dome and bathed it with infra-red rays. When the process was complete, Zukor assured Bonner that nothing would be able to shrink his head, not even Jivaro Indians!

A few days later, Sam flew down to Ecuador and tried to hire some of the locals as pack-carriers and guides, but they refused because they were afraid of the Jivaro head-shrinkers. So Sam made the journey alone, hacking his own way through the tangled jungle. On the sixth day of his expedition, Sam found the Jivaro village, empty--apparently they were out hunting. He went to the chief's trophy hut to get all the shrunken heads he could carry. Bonner gathered an armful of the grisly trophies, then turned to leave, but he was stopped by two spear-wielding Jivaros. Sam was taken to the chief, who sentenced him to have his head shrunken. Because of Zukor's treatment, Sam refused to show fear, and confidently told the chief that he couldn't shrink his head. But the chief told Sam that the Jivaros could shrink any head, and if they failed, they'd give him a shrunken head from the trophy hut and let him go free.

Bonner agreed to the challenge and dared the chief to begin. The ceremony began with Sam being served "The Drink of Darkness", so he would feel no pain, and as he passed out, the tribesmen made a potent brew from chambira and taraputu bark, and covered Sam's head with quechua leaves--Sam didn't feel much afterwards. When he revived, the Jivaros stared in amazement as the chieftain had failed. But kept his promise and Sam returned home with his trophy. Two weeks later, Sam invited the three experts back to his Chamber of Horror and presented his newest addition, but they were more shocked by the change that had come over Sam...whose head was normal size, but his body was now shrunken.

Detective Jay Bourke

Fighting: Good (10)	Health: 36
Agility: Good (10)	
Strength: Typical (6)	Karma: 40
Endurance: Good (10)	
Reason: Good (10)	Resources: Good
Intuition: Excellent (20)	
Psyche: Good (10)	Popularity: +2

Equipment:

Police badge, Pen and Notepad, Flashlight: Poor (4)
Light 1 area.

Revolver: Typical (6) damage, Ammo: 6, Range: 3
areas and ROF: 1/1.

Talents:

Law-Enforcement, Detective, Shadowing,
Surveillance and Martial Arts A.

Contacts:

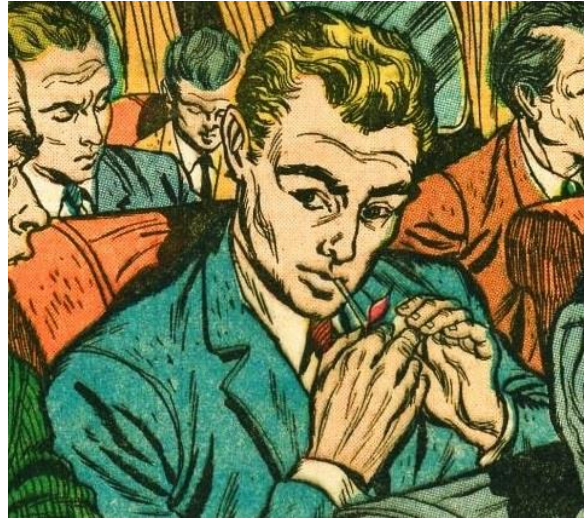
The NYPD

Running Jay Bourke:

Bourke is a by the book detective, he works hard for the NYPD and tries to take as many bad guys off of the street as he possibly can given his limited resources.

History:

A detective from New York, Bourke had been hired by the airlines to investigate the mystery of disappearing airplanes that flew a route over a mountain range. He eventually learned the airplanes were being captured by Roland Cavell, who wanted to people his secret city with the passengers. Bourke freed the prisoners and arrested Cavell.



Doctor Henry Burke

Fighting: Good (10)	Health: 46
Agility: Good (10)	
Strength: Typical (6)	Karma: 30
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +2

Equipment:

The Atomic-powered Drill: This Remarkable (30) material atomic-powered drill unleashes an Amazing (50) energy beam to cut through rock and soil.

Talents:

Archeology and the operation and maintenance of an atomic-powered drilling machine.

Contacts:

Roy, one of his assistants.

Running Doctor Henry Burke:

Henry is a man who works hard to get to the truth and details about ancient civilizations, the adventure he undertook made him wonder what actually happened.

History:

The past of Dr. Henry Burke is unknown, but he was working for a historical museum when the museum's director offered the archeologist the opportunity to lead an expedition to Asia. Burke's group set up their drilling machine at an excavation site near the mountains of Tibet, where they began boring a hole into the earth. The device suddenly stopped, and thinking it was a problem with the machine's atomic piston head, Burke put on a rope harness and had his men lower him down the drill-shaft so he could make repairs. But when he reached the drill head, he was overcome by dizziness--he felt himself falling and he had the strange feeling as if time were melting, perhaps falling through a spatial distortion portal to Subterranea.

When he regained his senses, Burke found himself in the upper branches of a tree. The rope had enough slack in it, so Burke jumped down from the tree and was shocked by what he saw. Although he thought he should be in the very center of the earth, he instead found himself in the midst of a prehistoric jungle where no jungle should have been, with light and air where darkness belonged--it appeared to him as if he had fallen through time as well as space. Suddenly Burke was attacked by a tribe of Neanderthals, and the savage cavemen hurled their spears at him. He quickly jumped behind some rocks for cover, then he heard a deafening roar and saw an approaching dinosaur. The cavemen scattered, and the monster turned its attention to the one human who was too shocked to run--Henry Burke. Reaching into his pocket, Burke pulled out his cigarette lighter and produced a flame, the one thing the creature had



never seen before, and the frightened monster fled.

The cavemen returned and began to bow down to Burke, and he supposed it was because they thought his lighter was magic. But then it started to rain, and the lighter's flame was snuffed out. The cavemen's awe turned to disappointment, then to anger, then to hate, and once again the primitive men threw more spears at Burke. But suddenly the rope tightened and Burke was hoisted upward--he once more had the dizzying sensation that time was melting. Burke was pulled out of the drill-shaft and he told his men about his adventure. But the men theorized that the radiation of the drilling device must have knocked him out and he had only been dreaming about the whole fantastic experience until they pulled him out; Burke had to agree with them, although the events seemed so vivid and real to him. Then one of the men called to Burke to look over an artifact they found in the shaft; it was an aged, rusty, moldy metallic object--Burke's engraved cigarette lighter, but it looked as if it had been buried for centuries....

Constance Molina

Fighting: Good (10)	Health: 46
Agility: Good (10)	
Strength: Typical (6)	Karma: 40
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Typ
Intuition: Excellent (20)	
Psyche: Good (10)	Popularity: +2

Equipment:

Pads, pens, Camera with telescopic lens, 3 areas.

Talents:

Journalism, Martial Arts A and E, Photography, Survival, Detective/Espionage.

Contacts:

The various tabloids that she worked for.

Running Constance Molina:

Constance is a tough as nails reporter for a major metropolitan newspaper. She can out fight, out drink and out last most of the men in her life.

History:

In the 1970s, Constance Molina was a reporter for numerous tabloids, specially focusing on sightings of metahumans. On November 7, 1972, detective James Lucas discovered the corpse of a bat-like monster, and Constance offered to help him, by contacting him with Adam Brashear. When she, Lucas and Brashear arrived to the morgue where the body was being kept, they discovered Blade fighting Kaluu. The fight was stopped, and as they began investigating, the Bear appeared, and presented herself as the killer of that creature, in self-defense, as she wanted to prevent the Deathwalkers from using it for a sacrifice.

The Bear explained that she herself was the result of a failed attempt of the Deathwalkers to extinguish humanity in 1908, and that they would try to do it again. With the mystery solved, the people present formed the Mighty Avengers, and went to find the Deathwalkers. Kaluu tracked down the magic they used in the were-bat to a secret subway below the City Hall. The Mighty Avengers then attacked the Deathwalkers before they could make their sacrifice. After Blade recovered the Talisman of Kamar-Taj, which was required to perform the sacrifice, Adam Brashear caused the subway to collapse above the Deathwalkers. With the Deathwalkers stopped, the team disbanded. In the present day, Constance and Kaluu returned to New York City in order to contact Luke Cage's Mighty Avengers, and inform them that the Deathwalkers had returned.



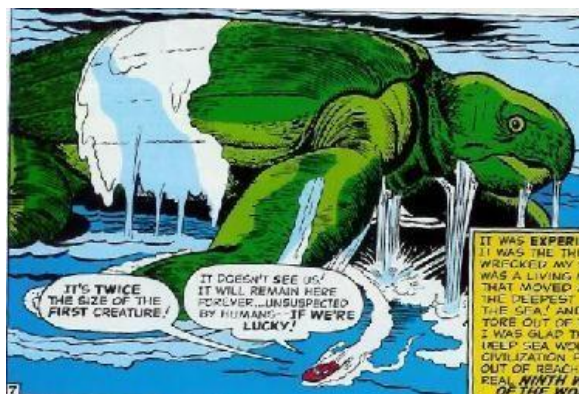
Doctor Parker



Fighting: Typical (6) Health: 24
Agility: Typical (6)
Strength: Typical (6) Karma: 40
Endurance: Typical (6)
Reason: Excellent (20) Resources: Exc
Intuition: Good (10)
Psyche: Good (10) Popularity: +2

Equipment:

Hormone Regulator Serum: This serum causes accelerated growth in animal life, if regulated the growth was Good (10) rank, unregulated animals grew to Shift-Z (500) size.



Experiment XYZ:

Fighting: Good (10) Health: 216
Agility: Typical (6)
Strength: Unearthly (100)
Endurance: Unearthly (100)

Known Powers:

Growth (permanent): Shift-Z (500)
Bite: Strength ranked damage.
Body Armor: Strength ranked



Experiment 247:

Fighting: Good (10) Health: 116
Agility: Typical (6)
Strength: Amazing (50)
Endurance: Amazing (50)

Known Powers:

Growth (permanent): Good (10)
Bite: Strength ranked damage.
Body Armor: Strength ranked

Talents:

Scholar of Biology (+2 C/S).

Running Doctor Parker:

Doctor Parker pushed the boundaries of science and discovery and paid for it when his experiments came back to haunt him.

History:

Years ago, Dr. Parker set out to perform experiments on a small island he had charted. He employed natives from nearby islands to help him. He created a "hormone regulator serum" which could cause the growth-rate in animals. His first trial, a turtle he dubbed Experiment XYZ, escaped into the sea after receiving a tablet containing the serum. Five years later, he tried this on another turtle, Experiment 247, but this creature was kept contained behind a gated wall on the island. Other experiments (lobsters, starfish, etc.) made their way back into the ocean and caused havoc on the lives of the islanders. They revolted against Parker.

Professor Briggs, positive that Parker was still alive after disappearing. Briggs hired Captain Kane to follow the maps Parker left behind in an effort to find him. Once they reached "Latitude X," their ship crashed and sank. The crew took lifeboats, but Briggs and Kane were swept out to sea. They used floating barrels to form a raft. The next day, they washed up on an island and found Dr. Parker tied to a post by the island natives. They were tied up and held as Experiment 247 crashed through a gate. In the chaos they freed themselves and ran for a motor boat Parker had kept on the island for emergency evacuations. As they escaped, they narrowly missed Experiment XYZ rising out of the water.

Special Agent Frederick (Fred) Amos Duncan

Fighting: Good (10)	Health: 50
Agility: Good (10)	
Strength: Good (10)	Karma: 40
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Excellent (20)	
Psyche: Good (10)	Popularity: +2

Equipment:

FBI ID

Semi-automatic pistol: Typical (6) damage, ammo:9,
Range: 3 areas and ROF: 1/1

Talents:

Detective/Espionage, Law-Enforcement and Driving.

Contacts:

The FBI, various branches of the intelligence community as well as Charles Xavier and the X-Men.

Running Fred Duncan:

Despite the fact that he was a federal agent, Duncan had sympathy for Mutants. This came from feelings for the plight of others who were being persecuted.

History:

Fred Duncan was an FBI agent who was tasked with heading the bureau's investigation into mutant activities, after an incident in Manhattan involving a man reputedly capable of firing beams of force from his eyes, Duncan was assigned to locate the individual responsible. Charles Xavier also became aware of the incident, and met with Fred Duncan. Fred allowed Xavier to pursue the matter on his own. Xavier ultimately found and rescued Scott Summers, and started his School for Gifted Youngsters shortly thereafter. After the X-Men became active, Fred Duncan became the team's FBI liaison. He alerted Xavier when the X-Men were needed by the government, as was the case when dealing with the threat of the Vanisher. Later, it was Agent Duncan who brought the X-Men the news that the FBI had ordered the team to break up following the apparent death of Professor X.

When mutant hysteria began running rampant and Project Wideawake was being developed, Fred Duncan was brought in because of his knowledge of mutant activities. When the government's computer records of the X-Men were wiped out, Duncan informed Henry Gyrich that the originals had long been shredded and claimed that his own memory was too unreliable to be used to rebuild the files. As Gyrich grew enraged, Duncan handed in his resignation. Duncan later took up a career as a security consultant and began working on a novel that would expose the government's mishandling of the anti-mutant hysteria.



Police Badge 479

Officer Jim 'Jimmy' Hudson Jr.

Fighting: Good (10)	Health: 36
Agility: Good (10)	
Strength: Typical (6)	Karma: 30
Endurance: Good (10)	
Reason: Good (10)	Resources: Typ
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +5

Equipment:

Police Badge 479

Flashlight: Poor (4) light, up to 2 areas.

Nightstick: Excellent (20), Good (10) damage.

Revolver: Typical (6) Damage, 3 area range, Ammo: 6, ROF: 1/1

Talents:

First Aid, Law-enforcement, Martial Arts A and Guns.

Contacts:

NYPD Precinct 23: Captain Brady and Barney Sims.

Running Police Badge 479:

Jimmy is a by the book, true blue cop. He is honest, never takes a bribe, is good to small children and the elderly and always, always gets his man. Jimmy Hudson Jr. makes Joe Friday from Dragnet look like a Cub Scout trying to earn a merit badge.

History:

Jim Hudson grew up in Manhattan. As a child, Jim would play around on the docks with friends like Ernie Mundo. Jim's father was a policeman and Jim hoped to follow in his father's footsteps. However, Ernie only hoped to make money. Returning home one day, Jim found his father in a quiet mood; his father explained he had just arrested Charley Mundo, Ernie's older brother. Jim told his father he wanted to be a policeman like him and his father encouraged his ambition. Years later, while Jim was in high school, he came home one day to learn his father had responded to a warehouse robbery and captured the men responsible, but the strain on his heart caused him to suffer a fatal heart attack. His father's death only served to make Jim's determination to follow in his footsteps stronger still. After coming of age, Jim entered the police force. He took courses in first aid, traffic procedure, laws, interpretation of laws, marksmanship, judo and body contact defense. Jim finally graduated from his studies and was assigned to Precinct 23, the same sector his father worked in.

Given badge#479, Jim was assigned the night beat from 30th street to the docks. On his first night he caught an armed robber, arrested Ernie Mundo, broke up a car theft ring, saved a cat, helped an old lady cross the street and delivered a speech on civics to a group of children at a local school all before signing out and heading home.



Wanda Warren

Fighting: Good (10)	Health: 70
Agility: Good (10)	
Strength: Excellent (20)	Karma: 18
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Good
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: +10

Known Powers:

Resistance to physical: can be Stunned and Slammed.

Regeneration: Good (10) ability

Vampiric form: Green skin and oversized fangs:

Controlling: lesser vampires and humans Good (10).

Vampire Bite: Good (10) damage each turn.

Limitations:

- Blood: -1 CS to stats every 2 days, a vampire failing a Psyche roll attacks.
- Sunlight: Amazing (50) damage.
- Religious Objects
- Mirrors: A Psyche FEAT to avoid smashing a mirror.
- Houses: Vampires can't enter houses unless invited.
- Silver: Silver weapons inflict normal damage.
- Wood: A wooden stake produces "Kill" result.
- Destruction: Sunlight; beheading, or the Montesi Formula.

Talents:

Acting, Mystic Background and Occult lore.

Contacts:

Her agent, Hollywood insiders and her new husband Neville Cortman.

Running Wanda Warren:

Wanda is a leading woman, who happens to be a green skinned vampire and looks like someone out of Star Trek. She is self-centered, narcissistic and vain.

History:

Wanda Warren was an actress and usually worked in vampire movies. She was appreciated in the last movies, and was perfect in the part of the vampire's bride. Thirsty for fame, she claimed that she would marry a real vampire, if it would make her famous. When they shot the final scene of 'The Vampire's Bride', Neville Cortman, a green skinned vampire, with wings and long teeth appeared in the window and kidnapped Wanda, as the script said. The scene was perfect, and the director, Mr. Dunlap was greatly satisfied. Few moments after, the real actor appeared in the vampire costume, apologizing for his delay.

Wanda disappeared, and the newspapers talked about her, mostly believing that all the matter was a fake, just a publicity stunt. She became famous, but not in the way she thought. She had been kidnapped by a real vampire, had been vampirized and had become a real vampire's bride.



Science Fiction

As with any good comic book story, there is always some element of science fiction that creeps in and in the case of the following characters, they started there and pretty much remained there, rarely and almost never, interacting with actual superheroes during the course of their adventures. Maybe they're visitors from another planet, explorers traveling into deep space, time travelers from the far flung future, sorcerers, mer-humans, scientists, mutants and other strangeness that can only be told through a journey into mystery, a suspenseful or weird tale.

Group Resources: None, this isn't a collective group.

Group Talents: None, this isn't a collective group.

Group Contacts: None, this isn't a collective group.



Aaron, the Sorcerer

Aaron Stregone

Fighting: Typical (6)	Health: 22
Agility: Typical (6)	
Strength: Poor (4)	Karma: 40
Endurance: Typical (6)	
Reason: Good (10)	Resources: Fb
Intuition: Excellent (20)	
Psyche: Remarkable (30)	Popularity: +2

Known Powers:

Sorcery: Aaron is a sorcerer.

Nature Control: Incredible (40) ability:

-Fire Generation and Control: Incredible (40).

* Increase or Decrease flame: Remarkable (30) ability

* Cast Fireballs: Remarkable (30) ability.

* Create Flame creatures: Remarkable (30) abilities.

-Water Control: Incredible (40) ability.

* Pull water from the ground or air: Remarkable (30)

-Air Control: Incredible (40) ability.

* Air Blast: Remarkable (30) ability.

* Air Shield: Remarkable (30) vs. missile attacks.

-Earth Control: Incredible (40) ability.

* Hurl rocks: Remarkable (30) damage, up to 2 areas.

* Earth shields: Remarkable (30) vs. physical/energy.

* Tunneling: Typical (6) speed.

* Earth Golems: Incredible (40) ability, Good (10)

FASE abilities and Remarkable vs. Physical.

-Weather Control: Incredible (40) ability.

* Rain: Remarkable (30) ability, 1 mile range.

* Lightning bolts: Incredible (40) ability, 2 area range.

Conjuring: Remarkable (30) ability to summon.

Body Transformation-Others: Remarkable (30) ability.

Forgetfulness: Remarkable (30) ability.

Gramarye: Remarkable (30) ability.

Learning: Remarkable (30) ability.

Matter Rearrangement: Remarkable (30) ability.

Talents:

Mystic Origin and Occult Lore.

Contacts:

Lucy Scott and her dad.

Running Aaron:

Aaron wanted a life free from the confines of the secret cabal he was a part of, he escaped only to have them attempt to drag him back to that life. Did he lose his powers or make them think that he had?

History:

Aaron appeared at a gas station in the American South-West. He first met Lucy Scott and her father, and applied for a job at their station as a handyman. Aaron was hired when he began to fix things that were unable to be repaired in a miraculous fashion. Things seemed to be going well, until one day, three wizards appeared and tried to take Aaron with them. They had been pursuing him for some time, and he

had no intention of leaving. The four of them began to fight each other using mystical skills. Aaron was able to negate the three wizards' efforts combined, and the only thing they were able to do was take his powers and leave. He then remained at the station to start a normal happy life with Lucy.



Andras Juhasz

Fighting: Good (10)	Health: 80
Agility: Good (10)	
Strength: Remarkable (30)	Karma: 30
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Resistance to physical: can be Stunned and Slammed.
Regeneration: Good (10) ability
Controlling: lesser vampires and humans Good (10).
Vampire Bite: Good (10) damage each turn.
Transformation: He can transform into the following:
• Mist that flows through cracks and Feeble (2) Flight.
• A bat, bite attack and Flight at Typical (6).

Limitations:

- Blood: -1 CS to stats every 2 days, a vampire failing a Psyche roll attacks.
- Sunlight: Amazing (50) damage.
- Religious Objects
- Mirrors: A Psyche FEAT to avoid smashing a mirror.
- Houses: Vampires can't enter houses unless invited.
- Silver: Silver weapons inflict normal damage.
- Wood: A wooden stake produces "Kill" result.
- Destruction: Sunlight; beheading, or the Montesi Formula.

Talents:

Mystic Origin, Occult Lore and Multi-lingual in Hungarian and English.

Contacts:

The People's Defense Association of Harlem.

Running Andras Juhasz:

He dedicated himself to protecting those he wanted to keep from harm and made sacrifices to do so.

History:

The vampire Andras Juhasz began slaying Russian soldiers, leaving their corpses littering the streets of Budapest. When the Red Army moved into Prague, Czechoslovakia, in 1968, Andras moved with them and continued his murders. Soon hunted by the K.G.B., in 1970 he relocated both himself and his killing spree to Vienna, Austria, drawing the interest of both the C.I.A. and Interpol. After a year in Vienna, now on the run, Andras fled to Bavaria. Andras met and befriended Tom Freeman, then stationed in Europe, and Tom struck a deal with the vampire. In return for safe haven, food, and one person every year, or perhaps every five years, to join Andras in the ranks of the undead, the vampire would slay the junkies and criminals blighting Harlem. Around Christmas time, Andras stopped his killings in Bavaria



as he relocated to Harlem. Six weeks after Christmas, Andras began his campaign to clean up Harlem's

streets, soon winning the desperate locals' support. Having been given a cape for Christmas by his sister, Angie, Tom gave it to Andras, who happily wore it. The police believed the killer was a nut with a fetish for blood, but Angie became convinced that the killer was a genuine vampire, especially after six-months of investigating uncovered Andras' European trail of corpses.

Andras returned to where The People's Defense Association were meeting that night. Coming to question Tom, Angie and Sarran crashed the Association's meeting. Angie spotted Andras, recognizing his cape, and confronted him. Pulling out a cross, she watched as he recoiled and bared his fangs. However, Tom pulled a gun and ordered her to put the cross away or he would blow Sarran's head off. After listening to a few minutes of arguing, Andras reminded Tom about their agreement and suggested Angie could fit that role. Tom agreed and slew Sarran when he protested. Angie broke free and fled with Andras followed knowing that no one who would help her. Angie spotted the local church and raced towards it, calling out to Father Lyons to help her, but instead he blocked her path, as he too was part of the Association. As dawn began to break behind Angie, Andras spread his arms and cloak to engulf her. Soon after Angie, now a vampire, knelt on a rooftop crying over the corpse of her current victim, a young boy, while Andras stood impassively behind her, surveying the city behind them. Angie came to terms with her new existence, eventually even revelling in it. When Andras was eventually slain in a fire, Angie continued with the agreement in his place.

Ashley Hunt aka Tut-kin-Tut



Fighting: Good (10) Health: 32
Agility: Typical (6)
Strength: Typical (6) Karma: 46
Endurance: Good (10)
Reason: Remarkable (30) Resources: Exc
Intuition: Good (10)
Psyche: Typical (6) Popularity: 0/+20

Known Powers:

Time Machine: Typical (6) rank, to travel 6000 years into the past.

Limitation:

Bad times: if Hunt interferes with his past, he creates a time paradox.

Talents:

Engineering, Electronics, Physics, Repair/Tinker, History. After the amnesia: Multi-Lingual in Egyptian (circa 2699 b.c.) and modern English and Leadership.

Contacts:

The Agency he worked for and his followers.

Running Ashley Hunt:

Ashley was looking for accolades. With the advent of his machine, greed was the cause of his downfall.

History:

In '65, Hunt worked for the government and driven by greed, he was focused on building a Time machine. Ashley intended to travel to retrieve the treasure stored in Tut-kin-Tut's tomb and lost since an earthquake occurred in 2680 B.C by traveling to the year 2699 B.C. Unable to open the tomb of Tut-kin-Tut, he went back to '65 to equipment, one hour too early, encountering himself. As both claimed the treasure, the older Hunt knocked out his past-self, only to vanish from existence while the past-self awoke hours later in an amnesic state. Exiting the tomb and wandered the desert, he was saved by Egyptians believing him to be Tut-kin-Tut returned. 35 years after the quake that would make Tut-kin-Tut's tomb hidden, he dreamt of the event that led him there, causing him to wonder if he was Hunt at all.

Brad the Micronaut



Fighting: Typical (6) Health: 28
Agility: Typical (6)
Strength: Typical (6) Karma: 22
Endurance: Good (10)
Reason: Good (10) Resources: Poor
Intuition: Typical (6)
Psyche: Typical (6) Popularity: 0

Known Powers:

Shrinking: Shift-X (150) Brad was sent to a Microverse, named Earth..

Talents:

Brad had Martial Arts E and Exploration.

Contacts:

His brother and Professor Ace, Brad has no contacts.

Running Brad the Micronaut:

Brad is a drifter, seeking his place on the highways and byways of life. It wasn't until his brother needed help that he began to take life seriously.

History:

In a macroverse far, far above us, Brad was an explorer with a nose for adventure. He led the good life with no fixed place to live, wife or children. Until the day his brother contacted him to let him know that he was ill and in need of surgery. Frantic to hold on to the only part of his past that meant anything, Brad sought out the money to pay for the operation and saw the ad that Professor Ace had placed offering to pay money for adventurers unafraid of risks. Brad contacted Professor Ace and found out the scientist was using a shrink rank and believed that he could shrink a living being down to travel to a 'Microverses'.

After Ace paid Brad the experiment began. Exposed to the ray, Brad got smaller until his size was reduced to the point that he couldn't see the Professor, who couldn't see him either. From his perspective the world seemed to vanish, Brad found himself in a new world named Earth, leaving to make his new home on this new world and to wonder how many other worlds there might be even smaller than his new home?

Dr. Domino



Fighting: Good (10) Health: 36
Agility: Good (10)
Strength: Typical (6) Karma: 30
Endurance: Good (10)
Reason: Good (10) Resources: Exc
Intuition: Good (10)
Psyche: Good (10) Popularity: +2

Known Powers:

Longevity: He didn't age for 60 years, at Amazing (50)

Limitation:

Domino has to fake his death and takes a new ID.

Talents:

He isn't a doctor. He's a criminal, with Crime, working 'Long Cons' and grifting. He knows how to use a Gun.

Running Dr. Domino:

This conman has been running schemes, moving from city to city changing his ID and taking money from victims.

History:

Six decades earlier, he was involved in a lab accident which stopped/slowed his body's aging process. He concocted a scheme to swindle elderly women out of money--by claiming he developed a "youth serum" and had even used it on himself; since he was 80 years old, he attributed his youthful appearance to the "youth serum" he created. Domino held a public demonstration "medicine show" where he had some elderly women step into a booth, close the curtain, take the "serum," then emerge, miraculously looking 40 years younger-- After collecting some money from his hopeful clients as a down-payment, Domino returned to his lab, where he was visited by an aged seeress. After demonstrating her magical powers to him, the crone told Domino that she had heard stories of his wonder potion and wanted some of it to restore her youth and beauty. Domino admitted to the seeress that his claims had all been a scam. Angered, the seeress placed a curse upon Domino then disappeared. When Domino awoke the next morning, he found his youthful appearance gone--his years had finally caught up with him.

Earl Rawls



Fighting: Typical (6) Health: 24
Agility: Typical (6)
Strength: Typical (6) Karma: 18
Endurance: Typical (6)
Reason: Typical (6) Resources: Poor
Intuition: Typical (6)
Psyche: Typical (6) Popularity: -2

Equipment:

Slim Jim: A Good (10) metal hook helps Earl break into cars.

Talents:

Crime, Driving, hotwiring.

Contacts:

The local criminal underground.

Running Earl Rawls:

A car thief who happened upon an alien invasion. Rawls, despite his failings, wouldn't let that happen.

History:

Earl noticed a strange car parked outside his apartment window. He was fascinated because he had never seen one like it. Determined to steal the car, because he had previously only stolen junkers, and this was a "luxury car". He tried to talk up the car's owner, but was ignored --Rawls thought it was for the best because the man looked like he was wearing a mask. Two days later, Rawls saw the car and couldn't resist, so he climbed in. Rawls observed that the car's dashboard was like something out of a sci-fi movie. The car's owner shouted. He pushed the starter, and traveled through dimensions. Rawls got out, he was seized by aliens, who revealed they had built the car to conquer Earth. Rawls broke free, got in, and pushed the starter, then found himself back home. Determined to stop them, Rawls set the car afire. The owner ran to the car, knowing he would be trapped otherwise. The flames burned away his disguise, and the alien vanished when the car exploded. Rawls was arrested for destroying the car, he didn't tell the real story as no one would believe it. Rawls sat in a cell, but didn't mind he'd saved the world!

Jeff Raye



Fighting: Typical (6) Health: 32
Agility: Good (10)
Strength: Typical (6) Karma: 40
Endurance: Good (10)
Reason: Excellent (20) Resources: Good
Intuition: Good (10)
Psyche: Good (10) Popularity: +2

Equipment:

Teleporter: This Good (10) material unit teleports anything up to 200 miles, at Typical (6) with the limitation of movement between the pads.

Talents:

Physics, Engineering and Repair/Tinker.

Contacts:

Butch, the cat.

Running Jeff Raye:

Jeff wanted to make the world a better place with teleportation. It would cut pollution, make transporting easier and create a new means of transportation. Sadly are those who wanted his work for evil.

History:

After teleporting his cat, Butch, Jeff worked on a larger version; he set up a unit 200 miles away. As Jeff was working on the machine, Butch stepped on the activator. Jeff teleported to the planet Rojia in a distant galaxy. He partially materialized in a lab where the Rojan scientist Noki was apparently built a similar device and Noki's acted as a receiving station for Jeff's signal. Trapped between two energy poles, Jeff sensed as he was questioned by telepathy that the Rojan leader wanted to learn the secrets of his teleporter. Noki used a thought-recorder on Jeff to record the knowledge, then took the tape to process. Seeing an electrical grid on one of the poles, Jeff formed an escape plan. He threw things he had on him at the grid to short it out. He finally hit the grid his wristwatch, and cut the power. Fully materialized and free in Noki's lab, he found and retrieved the tape with the secrets of his teleporter. Jeff then ran back to Noki's teleporter, turned the power on and jumped to earth. Jeff arrived in his lab and took a crowbar to his machine, as Butch watched.

Jonathan Bascombe



Fighting: Poor (4) Health: 24
Agility: Typical (6)
Strength: Typical (6) Karma: 30
Endurance: Good (10)
Reason: Good (10) Resources: Rem
Intuition: Good (10)
Psyche: Good (10) Popularity: 0

Known Powers:

Shrinking: Incredible (40) ability. He's -3 C/S to be hit.

Talents:

Business/Finance.

Contacts:

His lawyers and whatever businesses he might own.

Running Jonathan Bascombe:

A cruel and mean-spirited man, the 'powers' he got made him pay for many indignities.

History:

One evening, Bascombe was knocking ants down as they climbed a dirt mound--when he was visited by Max. Then Max revealed the reason for his visit--he had been working on a cellular project for years, and he was making real progress, but he needed money for the final experiment. Max pleaded with Bascombe to lend him 5000 dollars so he could complete his work and Bascombe refused. The next night, driven by the desire to say no to make Max believe that he had reconsidered his request for money, just so he could have the pleasure of refusing him again. But Max was not at home, Bascombe let himself in. He read Max's journal and saw Max had given up as there was no hope of completing his serum without a dynamo. Bascombe saw a flask and grasped the container, a bolt of lightning from the storm struck the flask, and was knocked out. The lightning bolt had activated it, and he had been shrunk to the size of an ant. He left Max's lab. He found himself standing before a "mountain". Determined to see where he was, he began to climb, but a giant finger knocked him down again and again. It was then that he saw Max talking to a boy playing in the sand pile that was his 'mountain'.

Julius Keaton



Fighting: Good (10)	Health: 36
Agility: Good (10)	
Strength: Typical (6)	Karma: 36
Endurance: Good (10)	
Reason: Good (10)	Resources: Typ
Intuition: Typical (6)	
Psyche: Excellent (20)	Popularity: +10

Known Powers:

Telepathy: Excellent (20) ability.
Hypnotic Control: Excellent (20) ability.
* Image Generation: Good (10) ability.

Talents:

Stage Magic, Performer and Detective/Espionage.

Contacts:

Local law-enforcement.

Running Julius Keaton:

He used his powers to profit, he didn't mind altruism.

History:

One evening, Keaton was at a Theater, performing on stage. The psychic showman sensed that a woman had misplaced her purse earlier and was able to tell her where she mislaid her handbag, he even knew much money was in it! But suddenly Keaton had a darker flash of insight. He announced that he sensed somewhere in the audience, a man was employed by a foreign power; he further went on to say that the man was planning to steal top secret files. Keaton's statement caught the attention of Roy Henry and his associates, the traitorous trio fled the theater as Keaton proclaimed that he would find and stop them. Henry was determined to get Keaton before he could expose them. Keaton was able to read Henry's mind, and stay one step ahead of them. Henry and his pals decided to be hypnotized, so he couldn't mental "eavesdrop". He remained in contact with Henry. Renting an office he took on the ID of a hypnotist. He placed an ad of his services in a newspaper Henry read. The spies went to the office of Dr. Duval, who put them under his hypnosis, then took them to a police station. When they awoke in cells. Keaton explained to he was a hypnotist and a mind reader!

Kanu and Bala (No known surnames)



Fighting: Good (10)	Health: 60
Agility: Good (10)	
Strength: Excellent (20)	Karma: 26
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Poor
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +5

Known Powers:

Water Freedom
Water Breathing
Hyper Swimming: Poor (4)

Limitations:

Kanu and Bala were not amphibious, they could survive out of water 2 hours without issue. Beyond that they lose endurance ranks as if drowning.

Contacts:

The underwater civilization they came from.

Running Kanu and Bala:

These two young newlyweds were full of love and curiosity and when they discovered a civilization above the waves, they wanted to explore and meet the strange race that lived there.

History:

Kanu and Bala were two young newlyweds who were in the process of exploring and celebrating their honeymoon when they surfaced and discovered that there was a race of surface dwellers living on the lands above the water. They returned to their small civilization and asked permission to explore. Granted permission, they returned to the surface and explored only to be attacked by surface dwellers as their unknown time limit ran out, almost stranding them on the surface. Kanue and Bala barely made it back into the water and avoided an untimely death. While they were never seen again, it isn't too far-fetched to assume that they might have been part of an Atlantean outpost of some kind.

Lance Curtiss



Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 22
Endurance: Good (10)	
Reason: Good (10)	Resources: Poor
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: 0

Known Powers:

Alien Pencil-Reality Alteration: Amazing (50) ability.

Limitation:

Reality Alteration works while Lance is drawing, if the pencil is taken away the effects of his works fade.

Equipment:

The Alien Pencil: a Remarkable (30) material pencil.

Talents:

Artist.

Running Lance Curtiss:

Lance is a down on his luck Artist, who happened to find the most magnificent object in the universe...

History:

One sunny day, Lance Curtiss was sitting on a park bench, drawing in his sketch pad, when he saw a UFO streaking overhead. He noticed something that fell from the saucer and landed right by his feet--it looked like a pencil. He picked it up and tried it on his pad--the pencil made a smooth line and was better than those he'd been using. He drew a bowl of fruit, and noticed a bowl of fruit at his feet. He figured the pencil was the answer to these miracles.

Wanting to test the limits to the pencil's power, Curtiss drew his own face added to Mount Rushmore. He concluded that by drawing, he could make it happen. He began further tests with more sketches. It seemed everything he drew with the pencil became reality. But he thought he was wasting the power and decided to use it for his own advantage, so he sketched stacks of money and he now had enough wealth, and next he

wanted fame, he drew a picture of himself adorned in royal regalia, and a split second later he became king of all Earth, with a palace and an entire planet full of loyal subjects. To prove his power, King Curtiss grabbed his sketch pad and drew a picture of the saucer he saw. The UFO appeared, and his lackeys were convinced. But then a small portal on the UFO slid open and a tentacle reached out. An alien voice expressed relief at finding the pencil. Despite his plea to the owner not to take it back, the voice told him that he had unlimited power but wasted it, and deserved no more. As the saucer flew off, the world faded back to the way it was.



Linda Brown



Fighting: Typical (6)	Health: 32
Agility: Good (10)	
Strength: Typical (6)	Karma: 26
Endurance: Good (10)	
Reason: Good (10)	Resources: Poor
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: +10

Known Powers:

Mer-Human adaption: Linda is a mermaid. On land, in her chair she has Poor agility, but loses no health.
 Water Breathing
 Water Freedom
 Hyper Swimming: Good (10) Water speed.
 Ultra-vision: Good (10) in low light settings.
 Pressure resistance: Remarkable (30) vs. pressure.

Equipment:

Wheelchair: This is a standard wheelchair.

Talents:

Oceanography, Ocean geography, Ichthyology.

Contacts:

Aunt May and Uncle Ben, her human relatives.

Running Linda Brown:

Linda is a young lady, a student of life trying to find out how the other half lives. She stayed with her aunt and uncle for a while before returning to the sea.

History:

Most people thought of Linda Brown as that poor wheelchair bound girl who lived with her kindly old Aunt and Uncle. What no one, but her relatives, knew was that Linda was in fact a mermaid living amongst surface folk. Her exact origins are unknown, maybe she's a human who mutated under unknown circumstances? Maybe she's a mutant, living a dual life and trying to find a home. Or maybe she's some off shoot of Atlantean, perhaps we'll never know.

Lucius Farnsworth



Fighting: Typical (6)	Health: 38
Agility: Typical (6)	
Strength: Typical (6)	Karma: 30
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Inc
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +4

Known Powers:

Bee Control/Communication: Remarkable (30) ability.
 * Swarm: bees sting for Poor (4) damage and incite panic (psyche feat). 1% of victims experience anaphylaxis, Endurance feats are needed.
 * Honey production: Colonies produce 60 to 100 pounds a year, Farnsworth's produces 50 times that.

Shrinking: Incredible (40) ability.

* Projective shrinking: Lucius can shrink others.

Mind control: Good (10) ability.

Limitation

Mind Control: must make eye contact to use.

Equipment:

Honey Bees.

Talents:

Business/Finance, Animal Handling, Apiary

Contacts:

Farnsworth Honeys limited.

Running Lucius Farnsworth:

Lucius is a secretive businessman. He keeps his Apiary and the cultivation of his bees a guarded secret, one he is willing to go to great lengths to hide.

History:

Lucius Farnsworth was a mutant, gifted since birth with various abilities. Thanks to those abilities, and his bees, Farnsworth was the most successful honey producer in his state. As he didn't trust banks, he kept a fortune in his house. One Farnsworth's employer had spied and learned the combination of his safe, and broke in his house, only to be surprised by Farnsworth. Held at gunpoint by Eric, Farnsworth used his powers to control Eric and take his gun. He then forced Eric to go to the apiaries. Once there, he

shrunk Eric, and forced him into the hive, where he let his bees hunt Eric. Stopping them at the moment they were going to kill, they were both returned to their original size. Farnsworth claimed the whole event was an illusion that had started when Eric pointed a gun at him, but right afterwards Eric let drop a tiny metal object, what he thought to be his still miniaturized gun, leaving him in doubt forever.

A millionaire, Farnsworth later retired in the Farnsworth Estate. There, he witnessed the beauty of his garden, taken care by the gardener George. Farnsworth encouraged George to open his own landscaping business, offering him to back him financially. George kept refusing, content to be in his position. One day, one of his plants mutated due to exposure to radioactive dust (originating from a neighboring atomic experimentation facility), becoming a sentient Weed, able to talk and control other living creatures. Before Lucius could remove it, his body was paralyzed by the Weed, who revealed him its plan of controlling mankind before putting him into sleep as it intended to rest as well in order to increase its powers. During its sleep, it was destroyed by George, unaware of its powers. Farnsworth was immediately awakened, and secretly thankful that George didn't take his offer and had his role into destiny accomplished.



Mark Coren



Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 26
Endurance: Good (10)	
Reason: Typical (6)	Resources: Typ
Intuition: Good (10)	
Psyche: Good (10)	Popularity: 0

Known Powers:

Shrinking: Shift X (150), he stopped at Typical (6).

Talents:

Student.

Running Mark Coren:

A normal student exposed to strange thing he survived, but what if the cosmic rays changed him?

History:

In a spaceship orbiting behind the Moon, two aliens sent a shower of meteors to Earth as "Phase I" while they monitored the events. One of the meteors crashed in a vacant lot in front of Mark Coren. When he recovered, Coren found fragments continuously orbiting around his body like satellites -- he wasn't hurt, but he found himself a prisoner of the satellites. Then Coren noticed he began to shrink into a more solid compact form. Even smaller size, the satellites still encircled him. Mark was the only human being involved, but a building had been similarly affected. Fear began to mount that this was a plot against Earth. A study was made of Mark's condition, it was only a matter of time before he shrank out of existence. The scientists found a way to save him -- counter-balance the energy the satellites were emitted. A satellite was constructed and Mark was placed inside. Launched into orbit where cosmic rays balanced the forces shrinking Mark. The effects of the rays built up against the forces of the satellites. Their speed diminished until, Mark was free. As Mark was pulled from his returned chamber, he asked if there had been any more meteor attacks and was told that there hadn't, and it was likely there wouldn't be any more -- whoever caused it knew mankind could overcome them.

Mento the Mighty

Krupp (No first name known)



Fighting: Typical (6)	Health: 24
Agility: Typical (6)	
Strength: Typical (6)	Karma: 50
Endurance: Typical (6)	
Reason: Remarkable (30)	Resources: Rem
Intuition: Good (10)	
Psyche: Good (10)	Popularity: 0

Known Powers:

Mento Machine: This machine requires its user to lay with the helmet on to use its brain charger:

- * Telekinesis: Remarkable (30) ability.
- * Teleportation: Remarkable (30) ability.
- * Reality Alteration: Remarkable (30) ability.

Limitations:

- * If anything happens to the helmet the powers and effects vanish. The user must be immobile with the helmet on.

Equipment:

Gorosaur:



Fighting: Good (10)	Health: 80
Agility: Good (10)	

Strength: Remarkable (30)	Karma: 16
Endurance: Remarkable (30)	
Reason: Feeble (2)	
Intuition: Good (10)	
Psyche: Poor (4)	Popularity: -10.

Known Powers:

Permanent Growth: 8 ft. tall, +1 C/S to be hit

History:

Standing about eight feet tall, the gorosaur (half-gorilla/half-dinosaur) was a creature that Mento willed into existence. When Mento's "brain charging" machine short-circuited and lost power, the gorosaur faded away.

Talents:

Electronics, Repair/Tinker, Medicine and Neurosciences.

Contacts:

He had an attendant to take care of him. After he gained powers, he didn't need anyone.

Running Mento:

Krupp wanted to prove his theories and rule the world. Too bad technology and all its failings got in the way.

History:

Theorizing that he could affect reality if the power of his brain was increased, Krupp built a machine that would generate more power in his brain, the only drawback being it would do it so slowly he had to be connected to the machine for years. Hiring a medical attendant to check him periodically and feed him intravenously, Krupp was finally able to animate a suit of armor after months of being connected to the machine. Three years later, Krupp passed another milestone when he was able to create an animal--a gorosaur--simply by thinking it into existence. Dubbing himself "Mento the Mighty," Krupp's ambitions grew to nothing less than world conquest.

In his tenth year of being hooked to the machine, Mento was able to levitate a nearby bridge as the powers of his mind continued to increase. In his fifteenth year, Mento reduced the height of the population of a nearby city to 12 inches, then restored everyone to normal. No longer satisfied with small amusing tricks, Mento was now prepared to take over the world. Seeing the threat that Mento posed, his medical attendant picked up a stone block to wreck the machine, but Mento simply teleported him away to a small island in the South Pacific. Just as Mento was ready to begin his plans for world conquest, the machine short-circuited, causing him to lose his powers, and all the feats he made happen were undone. As Krupp tried in vain to get up to repair it, he found himself unable to move--all the years he lay immobile had caused his muscles to atrophy, leaving him as helpless as a newborn infant, his plans for world domination were thus ended.

Norman Crane from the year 2889!



Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 22
Endurance: Good (10)	
Reason: Good (10)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: 0

Known Powers:

Time Travel suit: Remarkable (30) material suit designed to protect the wearer from the travel between locations (fixed points in abandoned houses in various eras...) at Unearthly (100). This sends the travelers 100000 years into the past and returns to their own era by hopping from one time-station to another in 1000 year increments.

Talents:

Artist: Writer and 'Ancient' History.

Contacts:

His fellow time travelers.

Running Norman Crane:

His mission was to ensure that citizens of the past had no idea they were being visited from the future.

History:

Norman Crane established himself in the film industry, where he worked for Griffith Cartwright at Miracle Productions, and he gained the reputation of being a top-notch Hollywood screenwriter. One day, Crane told his boss about a new science fiction movie he thought up: "Travelers in Time". Crane explained the synopsis of his proposed film to Cartwright--it involved time travelers from the future materializing in 'haunted houses', which explained what occurred in houses that were empty. But Cartwright found Crane's idea to be too fantastic and far-fetched, and he advised Crane to take some time off and rest. He decided he would follow Cartwright's advice and take a rest for a while, but he'd do it after he got home. Crane reached a weather-beaten house overlooking the beach. He went inside the abandoned home, put on his time-transporter suit, then activated it and dematerialized. Crane went home to the year 2889 AD. Greeted by his associates, Where Crane told them "Everything's okay...you can keep 'em coming! The people back in the Twentieth Century still don't suspect us!"

Odette Byelai



Fighting: Good (10)	Health: 80
Agility: Excellent (20)	
Strength: Excellent (20)	Karma: 26
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Typ
Intuition: Good (10)	
Psyche: Good (10)	Popularity: +3

Known Powers:

Resistance to physical: save Stun and Slams.

Regeneration: Good (10) ability

Controlling: lesser vampires and humans Good (10).

Vampire Bite: Good (10) damage each turn.

Transformation: she can transform into the following:

- Mist that flows through cracks and Feeble (2) Flight.
- A swan, bite attack and Flight at Typical (6).
- Human-sized swan, bite and winged Flight, Good (10).

Limitations:

- Blood: -1 CS to stats / 2 days, a Psyche roll or attack
- Sunlight: Amazing (50) damage.
- Religious Objects
- Mirrors: A Psyche FEAT to avoid smashing a mirror.
- Houses: Vampires can't enter houses unless invited.
- Silver: Silver weapons inflict normal damage.
- Wood: A wooden stake produces "Kill" result.
- Destruction: the sun; beheading, or Montesi Formula.

Talents:

Dancing.

Contacts:

Her choreographer Anatoly as well as her fellow dancers Greg and Helen.

Running Odette Byelai:

A spirited young woman, she was able to keep her will intact despite having been bitten by Dracula.

History:

Odette was a ballerina who was turned into a vampire by Dracula. Although she was able to transform into a bird form, she was a true vampire, and lost the ability to appreciate music. While performing, Dracula tried to force her to change into a bat creature. Unwilling to live a life as a slave, she impaled herself on splintered wood.

Reese



Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 26
Endurance: Good (10)	
Reason: Good (10)	Resources: Typ
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: 2 / -5.

Equipment:

Press ID, Camera, Notepads and pencils.

Talents:

Journalism.

Contacts:

The Benton Dispatch.

Running Reese:

Reese was always chasing a story! He would write sizzling editorials about crimes and social injustice including the 'screw' experiments of Dr. Korber, who decided he didn't much like being labeled 'screw'...

History:

The past of Reese is unknown, but he eventually became editor of The Benton Dispatch--Reese had earlier written some "sizzling" editorials about Dr. Leon Korber and his "screw" experiments, which greatly offended Korber.

Korber invited Reese to his laboratory, where the scientist wanted to show him his most amazing experiment--a lamp which could open an aperture into another dimension. Korber demonstrated the device to Reese by projecting a portal to a "hybrid world" on the wall; then Korber turned the lamp's beam on Reese. Feeling as though a thousand hands were twisting and squeezing his body, Reese was transported to the alien world, and to his horror, he saw that his physical form had been distorted in the dimensional transition. Sobbing with rage and

frustration, Reese wandered aimlessly across the barren landscape until he encountered another man who was similarly distorted. Reese learned from the man that Korber had earlier banished him and several other men with whom Korber had grudges to this dimension. As the man led Reese to join the others in a cave where they lived, the two encountered some of the weird life-forms on the strange world, including a snake-creature and the Savages. Reese and the man then joined the other exiles in the shelter of the cave, where they all gathered around a fire pit and dined on a smaller creature they had hunted.

The next day, Reese was determined to get back to Earth and decided he'd rather die taking the chance to get back home rather than die of old age on the bizarre world, so he returned to the location where he first appeared. Armed with a sharpened wood spear, Reese waited for Korber to reactivate the lamp and open the portal again. During his vigil, Reese slew a menacing flying-creature with the spear, then he noticed the Savages beginning to creep towards him. But suddenly Reese saw a glow and knew Korber was reactivating his lamp, and he realized the time had come to make his escape. He leaped through the portal and found himself back in Korber's lab, where Korber was about to banish his next victim to the other dimension. Reese (his body still distorted) attacked Korber and seized the lamp from him, while Korber's intended victim fled in terror. Reese activated the device and turned its beam on Korber and pushed him, sending him to the alien world, where the Savages lunged at the scientist.

Reese turned the beam off and closed the portal, figuring Korber deserved whatever happened to him; but curiosity overwhelmed him, so Reese reactivated the lamp and watched as the Savages attacked the evil scientist. Then he saw the other exiled men pouring out of the cave and racing towards the portal for their chance to return home; but other Savages burst out of hiding and were also attracted to the lamp's glow--one leaped through the portal and into the lab. Reese quickly switched the lamp off before others could follow, then punched the bewildered Savage in the jaw, rendering it unconscious. As he stood over the Savage's prone body, about to turn the lamp on to send it back, Reese found himself in a quandary: If he activated the lamp and let the other exiled men back to Earth, he would be taking the risk of letting more Savages into the world. The indecisive Reese was left wondering what he should do...

Ted Lestron



Fighting: Typical (6)
Agility: Typical (6)
Strength: Typical (6)
Endurance: Excellent (20)
Reason: Good (10)
Intuition: Good (10)
Psyche: Remarkable (30)

Health: 38
Karma: 50
Resources: Poor
Popularity: 0

Known Powers:

Telepathy: Remarkable (30) ability.
Telekinesis: Remarkable (30) ability.
* Levitation: Typical (6) ability speed.
Teleport: Good (10) ability, Poor (4) range of 25 miles.
Phasing: Excellent (20) ability.

Talents:

Student

Contacts:

The Men with the Atomic Brains.

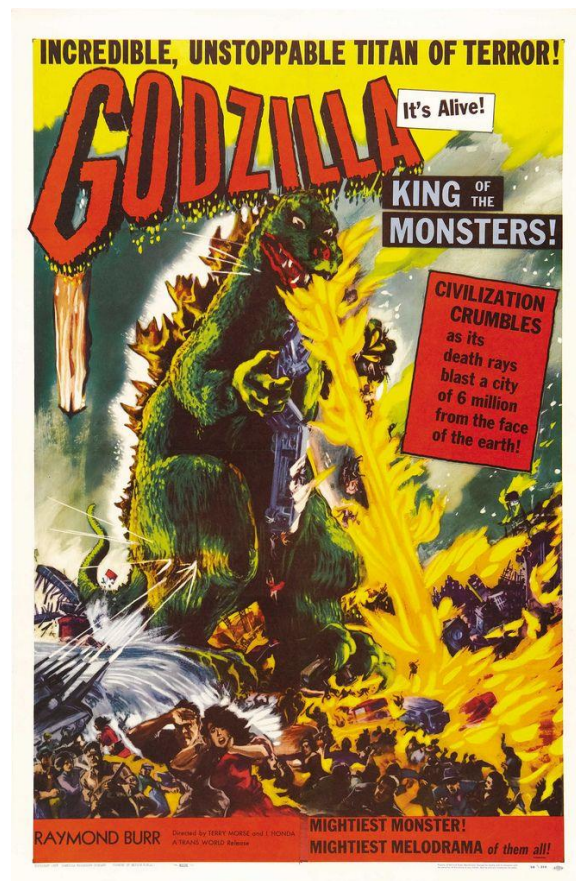
Running Ted Lestron:

Before his secret was uncovered, Ted was a mutant looking to keep his secret. Once he found the Men with Atomic Brains, he had nothing left to fear.

History:

Ted's father was present early atomic tests in 1944. The radiation saturated his genetics, an effect which would later be passed on to his son. Ted was born with remarkable abilities. His powers increased as he grew, but Ted avoided using his powers. One day, when an overpass was crumbling, Ted supported the weight while traffic cleared from underneath. At first hailed as a hero, Ted could read their thoughts, and he knew that they feared him. He agreed to an exam of him and his powers. When the government learned this, it was decided that he would be made a ward of the government as a measure so his powers would not fall under any evil influences; "overhearing" this and not wanting to be a prisoner, Ted decided to run, he just wanted to be left alone.

Pursued by federal agents, Ted transported himself, looking for a place where he could live in isolation. Ted went to the abandoned city of Kora, and was surprised to find a stranger waiting there for him. The stranger asked Ted to accompany him, but Ted refused. Forced by the other man, they flew to an island, where Ted met other strangers who had powers. The stranger told Ted they were born to parents who had contact with radiation. The stranger told him that they would make mankind come together and accept them so they could lead humanity. Inspired, Ted decided to stay and make that dream a reality.



The Werewolf



Fighting: Remarkable (30)	Health: 120
Agility: Excellent (20)	
Strength: Remarkable (30)	Karma: 58
Endurance: Incredible (40)	
Reason: Feeble (2)	Resources: Exc
Intuition: Amazing (50)	
Psyche: Typical (6)	Popularity: -10.

Tom Burke

Fighting: Good (10)	Health: 28
Agility: Good (10)	
Strength: Typical (6)	Karma: 18
Endurance: Good (10)	
Reason: Typical (6)	Resources: Exc
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: +4

Powers:

Lycanthropy: Burke transforms into a werewolf regardless of the phases of the moon.
 Claws and Teeth: Remarkable (30) damage.
 Infravision: Excellent(20) ability, 5 area sight.
 Invulnerability: Amazing (50) vs. damage.
 Communicability: If he bites, he passes the curse.

Limitation:

Silver: silver causes damage. Red or Yellow means an Endurance FEAT on the "Kill" column.

Talents:

Tracker, Guns, Mystic Origin and Occult Lore.

As the Were-wolf he was a mindless beast.

Contacts:

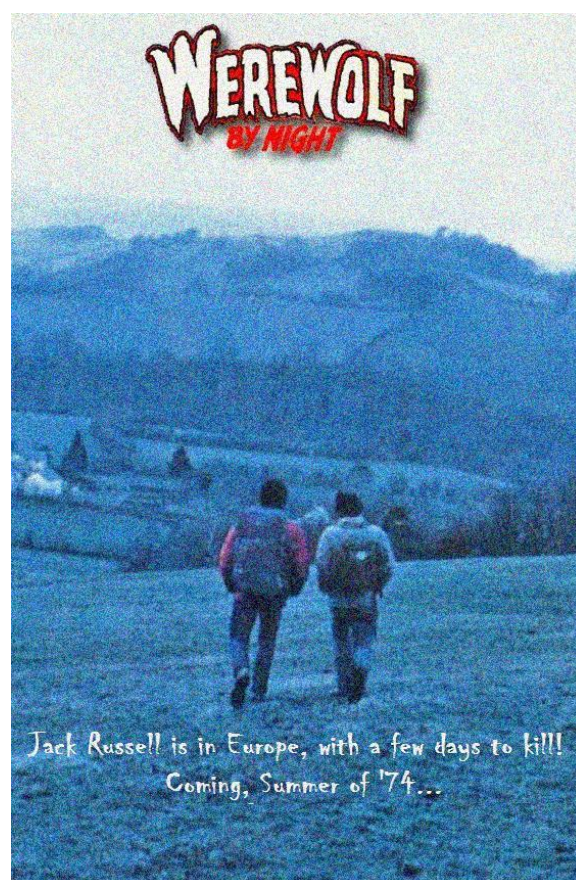
Formerly Troy Ferman and Austin Whelton.

Running Tom Burke:

Tom is a big game hunter and enjoys tracking prey.
 As the werewolf he is savage in attacking prey.

History:

Tom became a werewolf and used his regular outings as a big game hunter and safari hunts as a way to feed the wolf, so to say. Unfortunately fellow hunter Troy Ferman and Austin Whelton were somehow able to discern what had happened to Tom and lured him to a remote hunting cabin with the intention of some rest and relaxation while doing casual hunting. It was only when he arrived at the cabin that they revealed the truth behind the trip to the cabin was to hunt Tom Burke, after he became a werewolf. They gave Tom a ten minute headstart. It didn't take long for him to transform. The werewolf Burke confronted Whelton, ignoring his efforts to explain the hunt as a joke. As Burke leapt him, whelton fired his gun. Whether the bullet struck him solidly or not, the werewolf Burk was unaffected and tore into Whelton, leaving him incapacitated. Shortly thereafter, Ferman was confronted by a werewolf, whom he slew with his sole silver bullet. However, the werewolf turned out to be Whelton. Ferman heard Burke's howl realizing he now had no way to defend himself.



Torr



Fighting: Excellent (20) Health: 100
 Agility: Excellent (20)
 Strength: Remarkable (30) Karma: 60
 Endurance: Remarkable (30)
 Reason: Good (10) Resources: Good
 Intuition: Excellent (20)
 Psyche: Remarkable (30) Popularity: -10

Known Powers:

Mind Transferal: Excellent (20) ability, within 1 area.
 Image Generation: Good (10) ability, within 1 area.

Equipment:

Space Craft: typical stats from the players handbook.

Talents:

Piloting and Astro-navigation.

Contacts:

His race.

Running Torr:

Torr showed up in the wrong place and found humans ready to use pistols to take him out.

History:

Torr was attracted to the planet Earth when he picked up a radio transmission sent from an observatory. Torr followed the transmission and confronted the scientists, declaring his intent to make Earth a world under his rule. Ramsey shot Torr with a shotgun, but it had no effect, and Torr crushed the weapon. Torr took the scientists to a cave, he switched bodies with Carter. Possessing control over Carter while he was in his body, he had Carter seal himself up inside the cave, then placed an explosive on Paul which would kill him if he told anyone who he was. Torr had Carter bring him into a nearby city so that he could observe humanity. Desperate, Ramsey took a gun from a policeman and shot Torr dead. Carter's body rose, once more inhabited by Carter's spirit. Carter saved Ramsey from being tried for his murder.

Vincent Farnsworth



Fighting: Typical (6) Health: 28
 Agility: Typical (6)
 Strength: Typical (6) Karma: 30
 Endurance: Good (10)
 Reason: Good (10) Resources: Inc
 Intuition: Good (10)
 Psyche: Good (10) Popularity: +4

Known Powers:

Phasing: Incredible (40) ability.

Talents:

Business/Finance, Locksmith, Safe and vault design

Contacts:

Farnsworth Safe Company

Running Lucius Farnsworth:

Lucius is a businessman. While not a recluse, he is a private man and has a closely guarded secret, a secret he is willing to go to great lengths to hide.

History:

The owner of the Farnsworth Safe Company, Vincent had an argument with Henry Marsh about his theory of the mutants, with abilities such as mind-reading, defying gravity or moving thru walls. Marsh suggested most of them were unaware of their powers, and the others kept them secret from a society that would fear them. Farnsworth laughed and departed to his office. There, a new vault was then sent into his office. Still thinking about Marsh's idea, Farnsworth entered the safe and became trapped inside by the janitor. Suffocating Farnsworth revealed himself a mutant by phasing thru the safe. Understanding now why Marsh had stated they remained in secrecy, Farnsworth decided to remain hidden. One week later, Marsh and Farnsworth met again at the club, and while Marsh asked him again about his theory, Farnsworth pretended to still think the idea fake, while asking himself if Marsh wasn't a mutant himself.

Soil from THE TOMB OF



Authentic Soil from Vlad's Castle in Transylvania

DUST from DRACULA'S DOMAIN, Actual Earth (Guaranteed Authentic) from the Crumbling Ruins of the Legendary Vlad, the Mad Monarch who generations ago terrorized Transylvanians and inspired Bram Stoker to create the famous masterpiece of vampirism, DRACULA. There are 3 billion people on this planet but only 5,000 can wear this incredible creation. A striking ornamentally-wrought, beautiful piece of art in itself, this fabulous pendant is equally suitable for the neck of man or woman.

One Gram of Soil in Each Amulet

From the gold-plated chain is suspended a transparent miniature coffin containing one gram of genuine earth from the exact place where Vlad(Dracula)once made macabre history. No mystic powers are claimed for this amulet, and yet—who could fail to feel a tingle up and down the spine when viewing oneself in a mirror, observing this rare soil lying close to one's heart? What vampire lover could fail to feel—*special*—as he or she sees envy in the eyes of a fellow vampirian not fortunate enough to own one of Vlad's Pendants? What Draculean disciple would not know a sense of supernatural power when wearing this unusual object?

Certificate of Authenticity

Each Pendant is \$9.95 and comes with a Certificate of Authentication.

This is not a gag, not a spoof, not a gimmick, not a put-on. The soil in this unique Pendant actually came from the Castle Dracula, high in the Transylvanian Mountains of Romania—where Bram Stoker's hero Jonathan Harker discovered the fascinating and extraordinary secrets of Count Dracula and the mysterious Vampires.

Encased in clear plastic, artistically secured on a golden chain this Dust of Dracula can now be preserved through lifetimes to come.

Starting with YOU. Sorry, orders are limited; no more than 3 to a customer.

**A Fascinating Memento
of the Greatest Horror Story
ever told. Order Yours Now!**

Harold H. Harold Ent., 625 Madison Ave.,
New York, N.Y., 10020

Please rush me a quantity of _____ (limit 3 to a customer) GENUINE DRACULA SOIL Necklaces at \$9.95 each, plus \$2 handling & postage. Total enclosed: _____.

NAME _____

ADDRESS _____

CITY _____

STATE _____

ZIP _____

ACTUAL SIZE OF AMULET: 1 1/4"

Bring on the Bad Guys!



During this time, villains were mostly solo and rarely work in groups, often at odds with one another or working for some foreign power (most likely the Russians or Communists in general...) during this period of time. Few of them last more than one or two adventures and rarely do they manage to escape from the long arm of the law.

Group Resources: Whatever they can round up, scrounge up, create or con a boss into giving them.

Group Talents: None.

Group Contacts: Whoever they have as the adventure starts.

The Acrobat

Real Name Unrevealed.



Fighting: Good (10)	Health: 56
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 22
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Talents:

Acrobatics, Tumbling, Model Making and Leadership.

Contacts:

His gang of nameless minions.

Running the Acrobat:

Motivated by greed, the Acrobat tried to rig a competition to steal ten thousand dollars from a contest, only to have a run in with Captain America and his sidekick Bucky.

History:

The man known as the Acrobat was an acrobat at a local New York fair during the 1940s. He learned that the fair was having a "City of the Future" model building competition that offered a grand prize of ten thousand dollars. The Acrobat built a model he called the "City of the 1960s" and put it on display. Fearing competition, the Acrobat sought to sabotage the model constructed by the students of the Lee School presented by Betsy Ross, leading to clash with Captain America and Bucky who were guests of the fair. The Acrobat fled from Captain America and got away at his own acrobatics show through a trap door in the water tank he dove into.

His second attempt at sabotage led to yet another chase, in which the Acrobat managed to lose the heroes in the nearby House of Mirrors. When the awards were about to be announced, the Acrobat stole a race car and kidnapped the judge and the prize money, however this time Captain America and Bucky were able to stop him. The Acrobat was unmasked and turned over to the authorities and the prize money was awarded to the Lee School.

Adam-II



Fighting: Excellent (20)	Health: 100
Agility: Excellent (20)	
Strength: Excellent (20)	Karma: 60
Endurance: Incredible (40)	
Reason: Excellent (20)	Resources: Exc
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: -10

Known Powers:

Android Body: Adam-II has the following abilities:

- * Agelessness: Doesn't age, only needs half the sleep
- * Resistance to Disease and Poisons: Monstrous (75).
- Cellular control: Monstrous (75).
- * Shape-shifting: Remarkable (30) ability
- * Body Armor: Remarkable (30) protection.
- * Regeneration: Amazing (50) ability.
- * Energy Sheath: Amazing (50) protection
- * Flight: Incredible (40) air speed.
- * Energy Generation: Amazing (50) damage, 5 areas.
- * Computer Links: Remarkable (30) ability.
- * Paralytic: Remarkable (30) feat or 10 rounds stun.
- Mind Transferal: Remarkable (30) ability.

Talents:

Android design, Robotics, Computers and Electronics.

Contacts:

Phineas T. Horton and other androids created by him.

Running Adam-II:

Humans are weak and incapable of leading.

History:

The Spirit of '76 become the replacement Captain America and lead The All-Winners Squad. They learnt of Adam-II's existence upon discovering the android of the Torch's creator. Torch and Toro were defeated but was saved by the Patriot who helped stop his plan to kidnap JFK and replace him with an android. As the team searched for the android, Captain America met Adam-II and was killed. Patriot took up the mantle of Captain America. Adam-II was destroyed in an explosion. He survived and created other androids, including one who believed it was the son of William Nasland and led to Cap, Torch and Bucky to "Adam-III".

Carl Bergeron-Werewolf



Fighting: Remarkable (30)	Health: 120
Agility: Excellent (20)	
Strength: Remarkable (30)	Karma: 60
Endurance: Incredible (40)	
Reason: Poor (4)	Resources: n/a
Intuition: Amazing (50)	
Psyche: Typical (6)	Popularity: -10
Fighting: Good (10)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 18
Endurance: Good (10)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: +2

Known Powers:

Lycanthropy: Carl is a werewolf.
Claws and Teeth: Remarkable (30) damage.
Infravision: Excellent (20) ability, 5 area.
Body Armor: Amazing (50), none vs. silver or Magic.

Limitation:

Vulnerability to Silver: If hit by a silver, Red or Yellow result means a "Kill" column.

Talents:

Mystic Origin and Occult Lore, and Hunting.

Contacts:

Carl's only contact seems to be his wife, Tanya.

Running Carl Bergeron:

Carl has no problem being a werewolf, to him it was a fact of life like breathing or eating.

History:

Carl's history is unknown. He fell in love with Tanya and, they got married. He carried a secret, Carl was a werewolf. How he came to have the curse of lycanthropy isn't known, but on their honeymoon Carl and Tanya went to a cabin to explore and relax. They had an encounter with Henri, a French-Canadian who discovered there was a werewolf nearby by seeing photographic evidence. Henri went and got his axe preparing to kill Tanya, only to have Carl kill him. Tanya revealed her secret, thinking this was the end. Only to reveal he was a werewolf!

Casper Green



Fighting: Typical (6)	Health: 24
Agility: Typical (6)	
Strength: Typical (6)	Karma: 22
Endurance: Typical (6)	
Reason: Good (10)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: 0

Known Powers:

He had the head of a bee after Doctor Blane's serum.

Contacts:

Doctor Walter Blane.

Running Casper Green:

Casper Green was a greedy man who engaged in various legal activities to get cash.

History:

Casper took on extra jobs just to get more money that he didn't actually need, but also refused charity. Green delighted in his accumulated cash and turned away a man seeking help. When Mrs. Hare defaulted on a loan he had given her, Green took her car as collateral to secure interest payments, despite her seeking just a week's extension. Now with a car, Green took on another job as a test subject for Walter Blane, who was engaged in special research on bees; the work involved tending to Blane's bees, although they didn't like Green. One time, he absent-mindedly stumbled into the hive-yard without protective gear; the bees became agitated and attacked him, stinging him mercilessly. He ran into Blane's lab, but the scientist was disappointed that Green was upsetting his bees so much and threatened to let him go. Desperate for more money, Green begged to stay on and asked Blane why the bees didn't sting him. Blane showed him his special serum but warned him that it hadn't been perfected yet. Soon after, Green stole into the lab and drank a little of the serum and the bees no longer acted aggressively toward him. Green drove home but was confronted by an angry Mrs. Hare, who declared that he would pay somehow for his selfish acts, but she shrieked when she saw him and ran away. Puzzled, Green went to look in a mirror and was shocked to see that his head was now that of a giant bee.

Cat Burglar Benjy Matznik



Fighting: Good (10) Health: 46
 Agility: Excellent (20)
 Strength: Typical (6) Karma: 30
 Endurance: Good (10)
 Reason: Good (10) Resources: Typ
 Intuition: Good (10)
 Psyche: Good (10) Popularity: -10.

Known Powers:

Prehensile Tail:

- * Can lift up to Feeble weight on a strength roll.
- * He can do Typical (6) blunt damage in combat.
- * Agile +1 C/S to open windows, locks or pockets.

Talents:

Crime.

Contacts:

Whatever criminal contacts Benjy happens to have.

Running Benjy Matznik:

Benjy is a small time crook. He has no hang-ups over his mutation and has come to view it as normal.

History:

Matznik started early in a life of crime. As a teenager, he soon learned to pick up small items, using this skill to pick pockets, steal from counters and even unlock windows. His reputation as a thief grew over years and he became known as the Cat Burglar, but always evaded capture with his tail hidden. He chanced upon a traveling circus and considered it easy pickings for pick-pocketing, stealing from handbags and the like. While stealing a wallet, Matznik was astounded to see a woman called Tigrina on show with a tail. Believing there to be some kinship, he thought they would make a great crime duo and forced his way into Tigrina's dressing room. Tigrina was disgusted with men treating her like a freak, but quietened down when Matznik showed her his tail. Matznik was shocked and frozen in fear when Tigrina suddenly grabbed his throat and savagely throttled him. His dying gasps came as she declared herself to be of the Cat People and that she considered him to be a mouse.

Chuck Blayne - Commie spy!



Fighting: Good (10) Health: 46
 Agility: Good (10)
 Strength: Typical (6) Karma: 22
 Endurance: Excellent (20)
 Reason: Good (10) Resources: Typ
 Intuition: Typical (6)
 Psyche: Typical (6) Popularity: +10

Equipment:

Explosives: Incredible (40), 3 area range.

Talents:

Political Science, Athletics and Demolitions.

Contacts:

His spy master, Besstrashnyy lider.

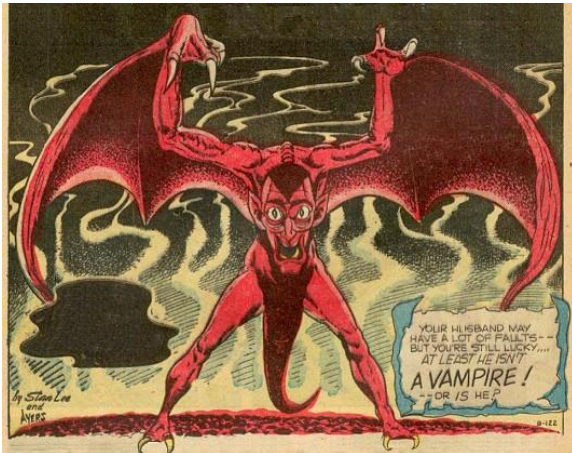
Running Chuck Blayne:

A good-looking and intelligent spokesman. Chuck fell under the sway of Besstrashnyy, for the commies!

History:

Blayne operated as a Communist spy and made appearances where he addressed his fans and delivered speeches telling the boys of America that the future belonged to them. Bucky commented that the nation would do anything for Blayne, while "Steve" commented: "Reminds me of someone..." Blayne planted two bombs in the UN. One in a ventilator shaft, and the other in the gallery. Blayne appeared before TV cameras making an announcement he had planted a bombs which would detonate in an hour. Blayne was handcuffed and taken into custody by the police. Cap and Bucky rushed in to help; after 45 minutes of searching, Cap located a bomb in the ventilator shaft. Cap forced Blayne back into the gallery to make him confess his motives. In front of a camera, Cap told Blayne that they had 4 minutes left, Blayne said he wasn't afraid to die. At one minute 'til 3 o'clock, Blayne broke down admitting he was a spy, and that he had planted two bombs! Cap immobilized the hands, until Bucky disarm the bomb. Bucky saw Blayne sobbing, and an officer mentioned the coward "cracked up". Bucky asked who Blayne reminded him of earlier; Cap replied Blayne reminded him of Hitler.

Neville Cortman



Fighting: Good (10)	Health: 70
Agility: Good (10)	
Strength: Excellent (20)	Karma: 18
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Resistance to physical: save Stun and Slams.
 Regeneration: Good (10) ability
 Controlling: lesser vampires and humans Good (10).
 Vampire Bite: Good (10) damage each turn.
 Vampire form: wings, clawed hands and a tail:
 * Winged Flight: Typical (6) air speed
 * Claws: Good (10) edged damage
 * Combat tail: This tail does strength damage.

Limitations:

- Blood: -1 CS to stats / 2 days, a Psyche roll or attack
- Sunlight: Amazing (50) damage.
- Religious Objects
- Mirrors: A Psyche FEAT to avoid smashing a mirror.
- Houses: Vampires can't enter houses unless invited.
- Silver: Silver weapons inflict normal damage.
- Wood: A wooden stake produces "Kill" result.
- Destruction: the sun; beheading, or Montesi Formula.

Talents:

Acting, Mystic Background and Occult lore.

Contacts:

His agent, Hollywood insiders and Wanda Warren.

Running Neville Cortman:

Neville is a red, bat-winged, tail having vampire.

History:

Nothing is known about him. He wanted Wanda Warren when said she would marry a vampire if it bettered her career, she got her wish when he turned her into a vampire after kidnapping her on film!

Count Stelian Kronin



Fighting: Good (10)	Health: 70
Agility: Good (10)	
Strength: Excellent (20)	Karma: 22
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Exc
Intuition: Typical (6)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Resistance to physical: save Stun and Slams.
 Regeneration: Good (10) ability
 Vampire Bite: Typical (6) damage.
 Vampire form: wings, clawed hands and a tail:
 * Winged Flight: Typical (6) air speed
 * Claws: Good (10) edged damage
 Transformation: Kronin can transform:
 • Kronin can appear as a human or a house cat.

Limitations:

- Blood: -1 CS to stats / 2 days, a Psyche roll or attack
- Sunlight: Amazing (50) damage.
- Religious Objects
- Mirrors: A Psyche FEAT to avoid smashing a mirror.
- Houses: Vampires can't enter houses unless invited.
- Silver: Silver weapons inflict normal damage.
- Wood: A wooden stake produces "Kill" result.
- Destruction: the sun; beheading, or Montesi Formula.

Talents:

Mystic Origin, Occult Lore and Business/Finance.

Running Count Kronin:

Kronin was in love with a woman he didn't know.

History:

A vampire for 30 years. He spied Officer Gorkin speaking to a woman. Kronin waited for the girl to leave the officer. His impatience betrayed him as he made a sound, he knew he couldn't love her as a man. He read about Professor Malleck, who was looking for a cure. Kronin found his address. The next evening he met Malleck, presenting himself as a colleague. Malleck confirmed his cure, but denied him asking him to wait. The Count killed him and drank the serum. He took up residence in the village and met and married Mara. He proposed a toast, Mara revealed she was a vampire and drank his blood.

Doctor Cedric Rawlings



Fighting: Poor (4)	Health: 20
Agility: Typical (6)	
Strength: Poor (4)	Karma: 30
Endurance: Typical (6)	
Reason: Excellent (20)	Resources: Good
Intuition: Typical (6)	
Psyche: Poor (4)	Popularity: -10

Known Powers:

Cyber hand: Excellent (20) material +1 C/S damage.

Equipment:

Z-Rays: The Z-Rays shrink people or whatever was exposed simply shrank away at Shift-X (150) rank.

Talents:

Radiology, Physics, and Repair/Tinker.

Contacts:

Major Richard Uberhart, the Red Skull.

Running Cedric Rawlings:

Rawlings thought that he could protect the innocents of war by giving the enemy valuable technology. He failed to save his sister and everyone he loved.

History:

Cedric Rawlings was a gifted scientist who never achieved the acclaim he felt he deserved. He lost his right hand in a laboratory accident, caused by his sister Celia's carelessness, and had to be fitted with a metal hand as a replacement. Bitter and resentful, Cedric betrayed England, and became an ally of Nazi Germany, hoping it would bring him the power and glory he thought was his. In 1941, Cedric performed a test of his Z-Rays for Major Uberhart at Greymoor Castle, showing him how he could shrink two models of Captain America and Bucky down to size. Uberhart

was pleased, and intended to bring the real heroes to the castle so that Rawlings could shrink them. Celia disapproved of her brother's alliance with the Nazis, but he disregarded her concerns. The Nazis caused an explosion nearby in the hopes of attracting Captain America and Bucky, but only found Bucky, whom they turned over to Rawlings. Rawlings prepared to shrink him by giving him a preliminary bathing of Z-Rays.

When the Nazis heard that Captain America had commandeered one of their planes and was on his way to Greymoor Castle, Uberhart told Rawlings to kill Bucky, but instead, Rawlings suggested that they set him up in a trap, placing Bucky in manacles that would release sleeping gas when opened. When the Captain arrived, Celia warned him of the trap, and after the Nazis had knocked him out with the gas, Uberhart declared that Celia would die with them, by placing them all aboard a V-2 rocket which they would launch at Prime Minister Winston Churchill's home. Cedric begged Uberhart to let Celia live, but he refused to listen to Cedric, and threw him into a dungeon. Captain America and Bucky managed to escape and outfought the Nazis, but Celia died shielding Captain America from a Nazi bullet. Bucky released Cedric so that he could try to treat her wound, but there was nothing he could do. Captain America and Bucky convinced Cedric to turn the V-2 against the Nazis and destroy a line of Nazi reinforcements across the English Channel, and Cedric agreed, but set the V-2 so that when it launched, it would ignite the supply of rocket fuel. Cedric had gone completely mad, and was left inside the castle by Captain America and Bucky, who fled before the entire castle went up.

Cedric was badly burned in the explosion, but survived. He spent the decades that followed living inside the crumbled ruins of Greymoor Castle, haunted by hallucinations of Celia, Major Uberhart and the Red Skull. In recent times, he was haunted by Dredmund the Druid, who had come to the castle to find lost druidic texts, and attempted to drive Cedric out through "hauntings." Captain America came back to Greymoor Castle to reminisce, and nearly fell into the Z-Rays pit, but Cedric pulled him out to safety. He told Captain America of the hauntings, and the Captain found Dredmund. As they fought, Dredmund nearly knocked Captain America into the Z-Rays, but Cedric came up behind him and hurled them both into the pit. Captain America caught Cedric before he fell, and soon found the texts Dredmund had been after. Captain America offered the texts to Cedric to decipher so that he could redeem himself, but Cedric felt he would have to find some other way to conquer his ghosts, and Captain America decided to bring the texts to the Scarlet Witch instead.

Doctor Feeny



Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 34
Endurance: Good (10)	
Reason: Excellent (20)	Resources: Good
Intuition: Good (10)	
Psyche: Poor (4)	Popularity: -10

Known Powers:

Anatomical Separation: removes his head and can control his body: Good (10) ability.

Equipment:

Wonder Formula: This unique chemical compound, grants them Anatomical Separation: Good (10) ability.

Talents:

Chemistry, Medicine, Occult Lore and First Aid.

Running Doctor Feeny:

There is an expression about being crazier than a rat living in an outhouse. Doctor Feeny fits this bill.

History:

After watching his fellow surgeons lost a patient, Feeny chided them, boasting how he could have saved them man. The other doctors wanted nothing to do with Feeny, believing him to be insane. Later, a reporter named Gill confronted Feeny and asked him what he meant when he talked about his method. Feeny told Gill about his wonder formula, and to prove it, cut the head off of a live chicken. He then injected the dismembered chicken's parts with the formula, and they returned to life. Gill ran in terror from the sight. Feeny, upset over how no one would take him seriously, destroyed his notes regarding the formula. Although there is nothing to say he couldn't or wouldn't resume his experiments at some point.

Doctor Joshua Borglum and the Protoform



Fighting: Poor (4)	Health: 20
Agility: Typical (6)	
Strength: Poor (4)	Karma: 32
Endurance: Typical (6)	
Reason: Excellent (20)	Resources: Exc
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: 0

Equipment:

His biochemistry lab and his creation the Protoform!

Protoform:

This protoplasmic creature, was created by Borglum.

Fighting: Good (10)	Health: 76
Agility: Typical (6)	
Strength: Excellent (20)	Karma: 32
Endurance: Incredible (40)	

Known Powers:

Armor skin: Remarkable (30) vs. Physical .

Movement: 1 area/round.

Vampirism: It could ingest Its victims at Excellent (20).

Growth: Every 75 points of health it grows. It is presently at Poor (4) (10 ft.) height.

Talents:

Bio-Chemistry, Biology and Genetics.

Running Doctor Joshua Borglum:

Borglum was short-sighted when it came to dealing with his monster and in the end it killed him.

History:

Borglum purchased a dilapidated house on the coast where he set up a lab and conducted experiments. Three weeks later, while working in his lab, Borglum reached for another slide and accidentally broke it cutting his hand, as drops of his blood fell upon the experiment, it moved. He had created life and believed his discovery would change the course of civilization. For weeks, Borglum watched the progress of the tiny creature, and the thing grew until it was large enough to fill a test tube. One day he realized the thing needed blood to survive, Borglum began to feed it lab rats.

One morning, Borglum entered the lab just in time to see the Protoform slithering under the door and crawling to the lab, and Borglum's fears grew. Then next day, a police officer paid a call to Borglum's home; he asked the scientist if he knew anything about the strange disappearances that had recently taken place in the vicinity--Borglum denied any knowledge of the events, but was worried that the Protoform was responsible. Seeing the monster as a threat to humankind, Borglum grabbed a knife and began to stab the Protoform, but the blade had no effect on the blob. As a storm raged outside, the Protoform escaped and crawled from the house, with Borglum in pursuit. He followed the monster and finally reached it as it stopped by the water's edge. Suddenly, the Protoform engulfed the scientist, just as waves hit them both and carried them out to sea.

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Doctor Walter Blane



Fighting: Poor (4)	Health: 22
Agility: Poor (4)	
Strength: Poor (4)	Karma: 40
Endurance: Good (10)	
Reason: Excellent (20)	Resources: Exc
Intuition: Good (10)	
Psyche: Good (10)	Popularity: 0

Equipment:

His genetics and biochemistry lab.

Talents:

Genetics, Biochemistry and Chemistry.

Contacts:

Casper Green, his volunteer.

Running Doctor Walter Blane:

Doctor Blane doesn't much care about his volunteers, he is just looking for results in the development of his bee serum.

History:

Walter Blane was a scientist who was experimenting on human/bee physiology, and had developed a serum that let him live among the bees as a friend and not be stung; however, the serum had not yet been perfected and would affect people with different results. He employed Green as a subject to see how the bees reacted with him. He later showed Green the serum that gave him immunity from the bees.

Doctorangutan



Fighting: Excellent (20)	Health: 70
Agility: Good (10)	
Strength: Excellent (20)	Karma: 40
Endurance: Excellent (20)	
Reason: Excellent (20)	Resources: Exc
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Speech: Doctorangutan can speak as needed.

* Body Armor: Typical (6) vs. physical.

* Climbing: Remarkable (30) ability.

* Feet: use as hands, +1 c/s to wrestling feats

* Lightning Speed: Excellent (20) on all fours.

* Balance: fall up to 30' without damage.

* Leaping: Remarkable (30) ability to leap.

Equipment:

Doctorangutan has a Nazi lab for his use.

Talents:

Genetics.

Contacts:

The All Haters Squad.

Running Doctorangutan:

Doctorangutan is an intelligent orangutan capable of speech and who lives for experimentation on humans.

History:

Doctorangutan is a Orangutan, with the ability to speak. He is a scientist and is extremely long-lived. He was a Nazi during WWII, Hunting with Air Marshall Hermann Göring. His whereabouts after the war are not known. He joined alongside many other former Nazi operatives in the late 1950s and was sent to Africa as part of force tasked with pillaging Wakanda technology. They were opposed by Fury's Avengers. Doctorangutan was knocked unconscious by Kraven during the struggle. Doctorangutan was then not heard from, until he appeared, with the Hooded Eye.

Doctor Raymond Marcus



Fighting: Good (10)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 32
Endurance: Typical (6)	
Reason: Excellent (20)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: 0

Equipment:

Shrinking formula: This chemical allows Dr. Marcus to keep victims shrunk to a few inches in height, if given every 24 hours. Shift-X (150) rank if unregulated.

Gas gun: This modified pistol fired sleep gas 1 area. Excellent (20) Endurance Feat or D10 hours sleep

Talents:

Chemistry, Biology, +1 C/s with his gun and Crime.

Running Dr. Marcus:

A petty and vain man, given to bouts of mania to cover his crimes or to prove his superiority to others.

History:

At some point he attended an annual meeting of the Society of Science to present his research paper, on shrinking. He caused such an uproar that he was labeled as a fraud. Disgraced in the scientific community, Marcus developed a shrinking serum and began to kidnap entertainers living on Trumbull Street. He reduced them to inches in height. He set up a stage act, "The Great Moru and His Living Dolls." Marcus would continue to inject the entertainers at to maintain their tiny stature. His act was seen by detective Kirby, who recognized some of "Moru's" dolls as missing persons and investigates. Kirby traced him to his mansion. Dr. Marcus confronted Kirby as he was reading the notes on shrinking, and fired his knock-out gas gun at Kirby to stun him. After dragging Kirby to a chair, Marcus injected him with the serum.. As Kirby began to shrink, he leapt away to escape and landed on Marcus' face, in a small wound from their fight. Marcus was later killed when Kirby began to enlarge and broke out of an artery on the doctor's wrist. The coroner ruled that Marcus had died from a burst artery, probably due to a stroke.

Electro

Ivan Kronov



Fighting: Excellent (20)
Agility: Excellent (20)
Strength: Excellent (20)
Endurance: Incredible (40)
Reason: Poor (4)
Intuition: Typical (6)
Psyche: Poor (4)

Health: 100
Karma: 14
Resources: Good
Popularity: -10

Known Powers:

Energy Absorption-Electricity: Unearthly (100) ability:
* Electrical Generation: Amazing (50) rank, 2 areas.
* Self-Revival: Excellent (20) rank.,
* Resistance to Electricity: Unearthly (100) rank.

Limitations:

A/C electricity does power rank damage.

Talents:

Crime and Multi-Lingual and capable of fluently communicating in both Russian and English.

Contacts:

His Soviet masters and the Red Skull (Albert Malik)

Running Electro:

Electro was transformed by the USSR into a killing machine to take out Captain America. He is a soap opera Commie villain who spouts monologue and talks about Imperialist lap dogs of America.

History:

Ivan Kronov was the subject of a military experiment to create a warrior who could eliminate Captain America and Bucky. By 1954 the project was a complete success and Kronov was transformed into the electricity powered super-agent known as Electro. Electro was then smuggled into New York City where he was to attack Captain America and Bucky when they made their public appearance in a parade that was taking place that day. Altering an electronic billboard to present a death threat to Captain America, Electro goaded the hero into a rooftop battle leading the three combatants to battle it out on a large typewriter display. There Captain America and Bucky fended the villain off with the massive typewriter. However, Electro managed to jolt Bucky and use him as a hostage as his electrical charge was running low. He used Bucky as a shield as he attempted to inch closer to a dynamo that could recharge his powers. Realizing what was going on, Captain America activated a sprinkler that doused Electro as he reached for the dynamo that caused a short circuit that seemingly electrocuted Kronov to death.

However, Electro was not truly dead, as later he was revived by one of his comrades Albert Malik who was posing as the Red Skull at the time. Malik was seeking to obtain Adolf Hitler's long lost strong box, believing that it contained the secrets to a powerful weapon. The Red Skull used a device to recharge Electro bringing him back to life. Believing that the strong box was being kept in the United Nations Building the pair attacked the UN in the hopes of recovering it. This led to another conflict with Captain America and Bucky. During the course of the battle, Bucky had struck Electro with a car seemingly killing him again. The Red Skull theorized that it was possibly the electrical charge in the car battery, but did not stay to find out having obtained what he thought was the lock box and abandoned his comrade. Electro's sacrifice would turn out to be in vain as the strong box turned out to be a fake. Although Electro has not been seen since, it remains to be seen if he is truly dead or if he can be revived once more.



Elk Diamond



Fighting: Good (10)	Health: 36
Agility: Good (10)	
Strength: Typical (6)	Karma: 18
Endurance: Good (10)	
Reason: Typical (6)	Resources: Fb
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -2

After his mutation

Fighting: Excellent (20)	Health: 120
Agility: Excellent (20)	
Strength: Incredible (40)	Karma: 12
Endurance: Incredible (40)	
Reason: Poor (4)	Resources: Fb
Intuition: Poor (4)	
Psyche: Poor (4)	Popularity: -10

Known Powers:

Energy Absorption-Electrical: Incredible (40) ability.

* Growth: 20 feet in height and is +1 C/S to hit.

* Body Armor: Excellent (20) protection

* Flame generation: Incredible (40) ability.

Talents:

Crime and Martial Arts B.

Contacts:

Fellow inmates and Doctor Orgesky

Running Elk Diamond:

Elk Diamond is a career criminal with a lot of wasted space between his ears. Worse the powers he gained only made the matter worse.

History:

The past history of Elk Diamond is unknown, but because of his many crimes, he was confined to prison on death row. At some point, Doctor Orgesky

contacted Diamond and made a deal with him, Orgesky would help Diamond escape from death in return for Diamond's pledging his services to Orgesky for a whole month. Orgesky then gave Diamond a "magnetic pill" which would save him from death by electrocution. On October 12, 1941, at precisely 11:00 PM, Elk Diamond was led down the prison corridor into the death chamber. He was strapped into the electric chair and the executioner threw the switch. As the electricity shot through the criminal's body, Elk Diamond was pronounced dead a few seconds later, but actually, the "magnetic pill" had absorbed the voltage from the chair and saved Diamond's life, although he was left in a death-like coma. At dawn, Diamond's body was taken from prison, and later that night his body lay in a New York mortuary. At the stroke midnight, a strange glow surrounded Diamond's body and his corpse stirred in the coffin. Getting out of the coffin, Diamond was walking around when he was spotted by the elderly night watchman. The watchman fired his gun at Diamond, but he merely shrugged off the bullets, then touched the watchman's shoulder and incinerated him.

Doctor Orgesky and Orge drove up to the mortuary in an insulated van as Diamond went outside. They took him on a two-hour drive to Orgesky's secret lab and placed Diamond in a specially insulated room. Over the course of the month, Orgesky sent Diamond out on a crime spree and had him rob several banks. As the month began to come to a close, Orgesky confided to Orge that he planned to break his deal with Diamond, and not return him to his normal state, but would instead continue to use him to commit crimes so he could become a millionaire. Overhearing all this from his insulated room, Diamond became enraged and broke out. He first attacked and killed Orgesky, followed by Orge. Diamond ran through the house, setting everything afire with his touch, then he fled the blazing house into the storm-filled night. But a jagged bolt of lightning stabbed out of the night sky and struck Diamond, burning him to a crisp. The storm subsided and all was quiet, the elements were satisfied, they had recovered that which rightfully belonged to them.

The Executioner

Lupa Lupoff



Fighting: Good (10)	Health: 46
Agility: Good (10)	
Strength: Typical (6)	Karma: 50
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Exc
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: -15

Equipment:

Disguise kit: +1 C/S to disguise feats.

Talents:

Detective/Espionage, Disguise, Martial Arts B and E, Marksman, Multi-lingual: Russian and English.

Contacts:

Arnold Lupoff (her husband), her team of spies and possibly the Red Room and her Russian masters.

Running the Executioner:

She is a vicious killer and agent of the Soviet Union.

History:

Lupa was a soviet spy with a second identity: the Executioner. As the Executioner she killed many, including all the spies who failed their mission. Not even her husband knew identity. Lupa had to steal the secrets of the Atomic Cannon built in a desert zone of Nevada. In this mission she was helped by Arnold, her husband. She met Jim Slade, the inventor of the cannon, and had him fall in love with her. Arnold and Lupa learned that Captain America would be protecting the Cannon. Captain America luckily saw a photo of Jim Slade's girlfriend and recognized her. Lupa explained the plan to her men, to set traps for Cap. Later, Lupa met Jim Slade at a restaurant in Las Vegas. Arnold was disguised as a waiter. They drugged Slade and brought him away in a car. Their men saw Captain America following the car and tried to stop him but Captain America made them talk. Lupa and Arnold brought Slade to the Cannon, to force him to reveal the secrets. Bucky jumped down the car's roof and hit Arnold, but Lupa knocked him down. Captain America arrived before the spies killed the prisoners. The Executioner, understanding that the mission killed her husband and then shot herself. Not long after, an atomic explosion hit the zone.

Faceless Man

Kurt Klein



Fighting: Good (10)	Health: 36
Agility: Good (10)	
Strength: Typical (6)	Karma: 30
Endurance: Good (10)	
Reason: Good (10)	Resources: Typ
Intuition: Good (10)	
Psyche: Good (10)	Popularity: 0 / -10

Equipment:

Gun: Typ (6) damage, 3 areas, Ammo: 9, ROF: 1/1
Explosives: With a timer or RC, Remarkable (30)..

Talents:

Detective/Espionage, Demolitions, Crime and Guns.
Speaks fluent German and English.

Contacts:

His fellow Nazis

Running the Faceless Man:

A criminal and spy who operated as a Nazi. He is a psychopath and isn't above killing to keep his secrets.

History:

Kurt served as the Faceless Man, an agent for the Nazi. In what capacity he operated is unrevealed, but gained a reputation for being a "butcher". Kurt still kept in contact with some of the escaped Nazi leaders, and he organized a plot to sabotage the city so that the Nazi movement could rise again. When Klein introduced, Bob and the gang to Kurt and sent Kurt to the kitchen to get soda and ice cream. Just then, Klein got an unexpected visitor Bob's father. Mr. Brant warned Klein his agents with the U.N. security police had informed him that a Nazi movement was active in New York, and the Faceless Man was after Klein. He admitted that he'd heard of the agent in Germany, but denied he knew who the Nazi was. Mr. Brant told Klein that he would arrange to have guards posted around Klein's home within an hour. Mr. Brant considered the danger and insisted Bob and his friends leave as well. As Bob and the Trouble-Shooters walked away, Bob suddenly realized he'd

left Reuben behind, so the gang returned to Klein's home. Reuben was running around excitedly. They glanced out the open backdoor and saw Professor Klein being forced into a car by the Faceless Man. As the sedan pulled away, the boys jumped on the rear bumper unseen by the Nazi as they drove off. The Faceless Man and his gang took Klein into an abandoned subway; Bob and the Trouble-Shooters followed them through the tunnels. The boys listened as the Faceless Man threatened Klein's life and talked about his plan to bring disease and disaster; the Faceless Man explained that he would dynamite the pipes and cables which supplied the "life-blood" to the city, and without communication, water, light, or heat, the city would go mad, then the Nazi Party could rise again on the fear of the people!

Reuben grabbed the sneezing powder from Bomber's pocket, climbed up on one of the pipes, and sprinkled the dust on the Faceless Man and his gang. The Nazis erupted in a mass sneezing fit; seeing this as a distraction, the boys grabbed Klein and they raced through the tunnels, with the Nazis in pursuit. After narrowly avoiding getting hit by a subway car, Klein and the boys made their way into an adjoining sewer tunnel. As the Nazis emerged one-by-one from the manhole, Bob and the Trouble-Shooters individually clubbed the henchmen, then finally the Faceless Man. With the four Nazis knocked senseless, Bob pulled off the Faceless Man's disguise, revealing him to be the shocked Professor Klein's nephew.



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False Face



Fighting: Typical (6)
Agility: Good (10)
Strength: Typical (6)
Endurance: Excellent (20)
Reason: Good (10)
Intuition: Good (10)
Psyche: Good (10)

Health: 42
Karma: 30
Resources: Typ
Popularity: -10

Known Powers:

Masking: A possible mutant, he can shed his face to reveal another face underneath: Good (10). Each transformation lasts until the removal of his skin once again, giving him the appearance of having an endless series of masks. This power has limited ability to disguise.

Equipment:

Gun: Typ (6) damage, 3 areas, Ammo: 9, ROF: 1/1

Talents:

Detective/Espionage, Crime and Guns.

Contacts:

His henchmen and Roger Carstairs

Running False Face:

False Face is a criminal and spy who operated for quite some time before his run-in with Bob Brant. He is not above sacrificing his henchmen to escape in an effort to maintain his freedom.

History:

The origin of False Face is unrevealed. Concerned that the country of Norovia would vote to side with the Western democracies at the United Nations, "certain enemies of democracy", promised him half-million dollars if he kidnapped delegate John Carter and detain him until the special session was over so the communists would win the vote. Upon learning that

teenager Bob Brant had been selected by a city committee to act as the city's honorary mayor-for-the-day, False Face figured it would be the perfect opportunity to create a diversion with a "half-baked kid" attending to the office, so he dispatched his henchmen to City Hall.

After arriving at the mayor's office, the henchmen held Bob and the Trouble-Shooters at gunpoint; then they forced Bob to telephone the police commissioner and had him send all available patrolmen on a wild-goose chase to quell a phoney riot. But one of the henchmen mentioned that False Face was about to kidnap Carter, so following a brief skirmish, Bob and the Trouble-Shooters made their escape and headed to Carter's home to warn him. But False Face was already at John Carter's house -- the criminal had taken the U.N. delegate, along with Carter's daughter Carol, and Carol's friend Bess as his hostages. As he drove his prisoners to his hideout in an abandoned tong warehouse in Chinatown, the villainous False Face didn't know he was being followed by Bob and his buddies. After gaining entrance into the warehouse, the four Trouble-Shooters confronted False Face and his gang. Using squirt-guns filled with Chinese mustard, Bomber, Daffy, and Feathers temporarily blinded the henchmen. Bob swung from a chandelier and landed on False Face, pinning him to the floor; then the teenager pulled off two more of False Face's seemingly endless masks in an attempt to get a look at the criminal's real face. Suddenly alerted to the sound of approaching sirens, False Face pushed Bob off and made his getaway. When the police arrived, False Face's henchmen were taken into custody, and John Carter got to the U.N. in time to cast a deciding vote against communism; but the multi-masked malefactor had escaped.

False Face returned to ally with the mutant Roger Carstairs -- it was hardly a friendly partnership, for unknown to him, Roger employed his mental powers to create illusions of insects that frightened people inside banks to death, then False Face and his men would steal the cash. Several banks were robbed in this manner, and he hid the money under the floor of Roger's lab; Roger's father noticed him and his men hanging around with his son, and he didn't like the looks of them. In an effort to find Roger some good, friends, Mister Carstairs, invited Bob Brant and the Trouble-Shooters to his estate; while they were outside Roger's lab, Bob saw a man entering the building and recognized him as one of False Face's henchmen. Mr. Carstairs accompanied Bob and his friends to the lab to confront Roger, and they were captured by False Face; Roger ordered him to lock them in an inner room, then Roger began to use his powers to attack them with his mentally-projected bugs. The group managed to break down the door and escape into the main room, but the mental-projections spilled out after them. As the imaginary insects began to overwhelm him and his gang, False Face shot and apparently killed Roger.

The Fire Bandits



Fighting: Good (10)	Health: 50
Agility: Good (10)	
Strength: Good (10)	Karma: 26
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Typ
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Resistance to fire suits: Remarkable (30).
Tiger Sweet Perfume: Remarkable (30) , 2 areas.

Equipment:

See equipment above. They used axes (Good (10) damage), Pry Bars (Good (10) damage.), a fire truck and rig, as well as other firefighting equipment.

Talents:

Crime, Demolitions, Sharp and blunt weapons.

Contacts:

Each other.

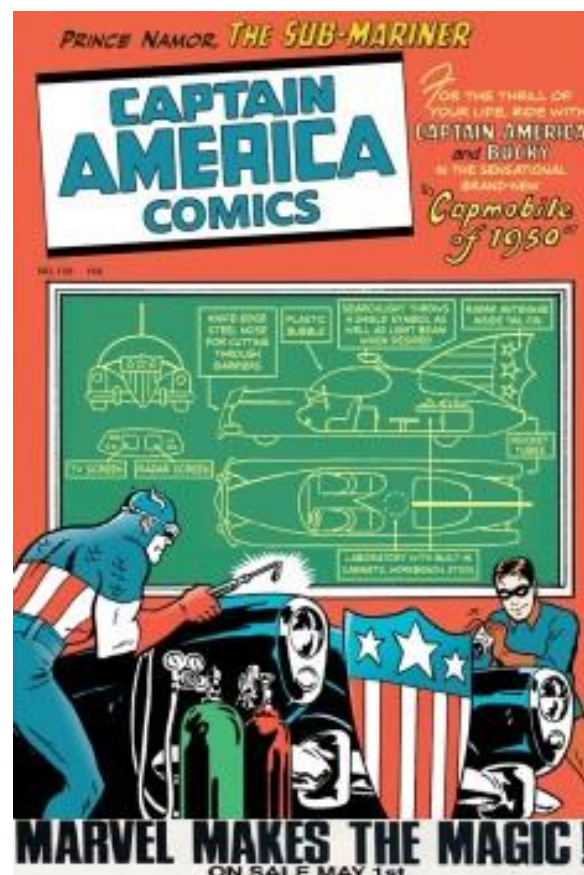
Running the Fire Bandits:

These thieves use the incendiary bombs to set fires and rob the victims impersonating the fire department.

History:

The past of the individual Fire Bandits members is unknown, but they formulated a scheme to start fires in the apartments of wealthy residents, then they would plunder the homes while disguised as firemen. They developed bombs disguised as bottles of perfume. After employing a crew of kids as their sales agents, the Bandits provided them with sample bottles of actual perfume to demonstrate to their customers; the Bandits would later send the disguised incendiary devices to the homes once they had placed orders. When the chemical fire-bombs went off, the Bandits would loot the apartments during the confusion caused by the fires. During one such fire, the Bandits were about to rob an apartment when Cap and Bucky came in to rescue victims from the inferno. But Cap noticed that they weren't following safety procedures

and he deduced that they were phonies. Cap and Bucky tackled the robbers, but one Bandit turned the apartment building's emergency fire hose on the heroes to escape. Later, after real firefighters had the blaze under control, Cap spoke with the fire marshal and learned that other apartment fires were similarly burglarized. The next day, the three Bandits met with Snipe near the Lee School; Cap and Bucky recognized them as the burglars and went into action. But a small mob of fans of the heroes and autograph seekers swarmed them, which gave the Bandits a diversion to make a getaway, and they fled back to their perfume factory. While in his mother's apartment, Snipe Gooligan was looking over his perfume salesbook and noticed the addresses of apartment fires and robberies listed in a newspaper article matched. Snipe headed to the perfume factory to confront his employers and accuse them of the crimes. Becoming concerned that Snipe was involved with the robbers, Cap and Bucky visited Snipe's home, where they were let in by his mother; although Snipe was gone, Cap noticed Snipe's salesbook and saw the same connection Snipe had seen earlier, Cap and Bucky headed to the perfume factory. As Snipe was confronting the mobsters, Cap and Bucky burst in and battled the gang members, while Snipe set off the building's sprinkler system, which also activated the fire alarm. Shortly afterward, firefighters arrived and helped Cap and Bucky overpower the gang members, and the Fire Bandits were taken into custody.



Future Man



Fighting: Good (10)	Health: 70
Agility: Good (10)	
Strength: Good (10)	Karma: 70
Endurance: Incredible (40)	
Reason: Remarkable (30)	Resources: Rem
Intuition: Good (10)	
Psyche: Remarkable (30)	Popularity: -15

Known Powers:

Telepathy: Incredible (40) ability.
* Mind Blast: Remarkable (30) damage, up to 3 areas.
Telekinesis: Remarkable (30) ability.
* Kinetic bolts: Excellent (20) kinetic bolts, 3 areas.
Astral Body: Good (10) transforms to an astral body.
Image Generation: Excellent (20) ability.
Weather Control: Remarkable (30) ability 15 areas.

Equipment:

Time Ship: Made of Remarkable (30) materials, this device allows Future Man to time travel at Class 1000 ability. He can travel over a 1,000,000 years into the past and return home by hopping in 10,000 year increments. The ship can be damaged from powerful, direct attacks or from being overheated. (Remarkable (30) causes overheating and short circuiting.)

Dark Bombs: Remarkable (30) ability, 5 areas.

Green Plague: Remarkable (30) disease kills on a failed Endurance Feat roll, this virus can be genetically tailored to select certain blood lines.

Slow-Down Machine: This device causes time to slow down or stop at Remarkable (30) up to 2 miles. If the rank exceeds the movement speed of the target, they're paralyzed. If they exceed the rank, they are slowed down.

Tidal-wave Torpedo: If detonated under water, the torpedo creates a Shift-Z (500) rank tsunami through

the use of Vibration control, inflicting power rank on a coastal area of up to 50 miles. If detonated above water it does Amazing (50) damage over 5 areas.

Life Battery: This Good (10) material device allows Future Man to resurrect the recently deceased, they come back as Zombies. (Good-10 FASE, Health: 40). With a full charge, he can bring recently dead (1 week/Endurance...) to full health with endurance ranks and damage healed. Remarkable (30) ability and he can create up to 30 zombies at a time, but the device recharges 1 point of rank, per day.

Atomic Flame-Thrower: This Good (10) material mini-flame thrower fires 'Atomic Fire', treat this as Napalm. Remarkable (30) damage and burns for D10 rounds after being shot by the flame-thrower. 2 area range.

Talents:

Electronics, Repair/Tinker, Computers, +1 C/S with flame-thrower, Crime and a Scholar of History (+2 C/S).

Contacts:

Madame Death.

Running Future Man:

This bargain-basement version of Kang or any of the other identities of Nathaniel Richards, is at best a poor man's version and while he gave the All-Winner's Squad a run for their money, he is a little fish in a big pond.

History:

The Earth of 1,000,000 A.D. was a wasteland, as all of the oceans had dried up, placing the species on the brink of extinction. Charged with a mission to conquer the past so that his people could expand in a prior era. Upon his arrival in the year 1946, Future Man sought out Madame Death, and convinced her to aid him in conquering the world in exchange for power. Over the course of several weeks they fought the All-Winners Squad individually and together as a group before Future Man escaped, again using his astral form. He vowed to contact an invasion force of his own time to come and conquer 1946. The full line-up of the All-Winners Squad located his time ship, and attacked before he could send his message, and the Human Torch destroyed his radio. He managed to drive the heroes out, but Captain America hit the Future Man's Chronol-Capacitor with his shield, it sent the device spiralling into the past with Future Man and Madame Death in tow. He set about repairing the device but contracted a disease and used the last of his life bequeathing his knowledge to Madame Death. Dying after finishing the repairs, he died in her arms. She used the device to return to the 1940s, where she died attempting to gain revenge on the All-Winners Squad.

Hal Burns - Magician



Fighting: Poor (4) Health: 24
Agility: Typical (6)
Strength: Poor (4) Karma: 22
Endurance: Good (10)
Reason: Typical (6) Resources: Good
Intuition: Typical (6)
Psyche: Good (10) Popularity: +3

Known Powers:

Eclectic magic: He learned what he could before killing his would-be mentor.
* Telekinesis: Good (10) ability.
* Iron Will: Good (10) ability.
* Anatomic Separation: Good (10) ability to remove his limbs, allowing them to act and move.

Equipment:

Magician's hardware.

Talents:

Stage magic, Mystic Origin and Occult Lore.

Running Hal Burns:

Hal is a terrible magician and person. He sought power and found it, killed for it and paid for that power with his legs when they got up and left him.

History:

Hal Burns wanted to become a magician and went to India to study with an old fakir. Thanks to the fakir Burns learned to walk on burning coals and to move a rope with his mind, but he always made mistakes that ruined the result and never blamed himself. He was clumsy but, wrongly and angrily, he started to think that his errors were caused by his master, so, one day, he killed him. Back in the USA Burns went on stage for a show. As first trick a man from the audience sawed him in two parts, while Burns was in a box. His exceptional control over the muscles let him feel no pain until his half with the legs took a walk on its own, ruining the act.

Henry Dunn



Fighting: Typical (6) Health: 22
Agility: Typical (6)
Strength: Poor (4) Karma: 18
Endurance: Typical (6)
Reason: Good (10) Resources: Typ
Intuition: Poor (4)
Psyche: Poor (4) Popularity: 0

Limitations:

Brain tumor: He believed he could of predict death.

Talents:

Accounting.

Contacts:

The accounting firm that he works for.

Running Henry Dunn:

The tumor made him believe things he said or did were natural, including wanting to killing others.

History:

Henry Dunn was nobody, and lived an unremarkable life, he never married or had friends. He dreamt of being noticed. Dunn walked into the local cafe and ordered his usual meal. He overheard others making remarks, Dunn had been tormented all his life, and was determined to do something. Dunn told Jack that he would die soon. Jack left, and shortly afterwards, the cafe patrons heard a scream and a crash outside --the brakes on a truck slipped and he was killed. Dunn told Berring that Jack's death occurred because he wished it; he suggested Berring write an article about him. But Berring replied that Jack's death was accidental; Dunn insisted the reporter write about him. The next day, Dunn walked into the cafe and was furious as Berring never wrote the article; the reporter replied that he refused to give Dunn any attention and left. Dunn stationed himself outside of the newspaper building, with a bat and waited. As Berring passed an alley, Dunn emerged to attack; Berring stopped him and Dunn was arrested. Later a doctor informed Berring, Dunn would be dead within a week. Dunn was pleased he was famous now.

Isbisa
Simon Meke



Fighting: Good (10)	Health: 46
Agility: Good (10)	
Strength: Typical (6)	Karma: 50
Endurance: Excellent (20)	
Reason: Remarkable (30)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Containment suit: Excellent (20) material, granted him several abilities:

- * Knock out Gas: Amazing (50). 1 area range.
- * Energy absorption-Radioactivity: Monstrous (75).
- * Radiation Emission: Amazing (50) damage, 3 areas.
- * Resistance to Toxins: Amazing (50) vs. gases.
- * Resistance to Density Manipulation: Amazing (50).

Talents:

Chemistry and Radioactivity. Crime and Leadership.

Contacts:

His gang of misfits (all typical thug stats).

Running Isbisa:

For reasons known only to him, one day Simon decided to take over the world by stealing an atomic bomb and while he was defeated by the All-Winners Squad, he swore revenge.

History:

Simon Meke was a mere assistant at a New York museum when he began having aspirations of super-villainy. Inspired by the various ages of man, he developed the criminal identity of Isbisa, the name consisting of the first letter in each age (Iron, Steel, Bronze, Ice, Stone, Atomic). His first crime was an ambitious attempt to steal an atomic bomb. Anticipating opposition from the newly-formed All-

Winners Squad, he began plotting a complex plan to prevent them from stopping him in 1945.

First, he recruited various criminals to carry out different jobs that he meticulously planned out for 25% of their gains. In 1946, he then vandalized the ages of man exhibit at the very museum he worked at, issuing a challenge to the heroes to solve a series of crimes based on the various ages. In order to create tension among the group, Isbisa also left a note that made it appear as though the Sub-Mariner was working with him, causing the entire team except Toro to suspect him. While the heroes were busy on their various challenges, Isbisa worked to develop a powerful knockout gas, which he then leaked into the ventilation system. However, just as he entered the facility, the All-Winners Squad arrived to capture him. After the Human Torch and Toro burned the knockout gas from the air, Isbisa was chased up the facilities silo by Captain America, Bucky and the Whizzer. At the top of the silo, Isbisa was nabbed by Miss America and tossed into a nearby river, where he was nabbed by the Sub-Mariner. With his plot foiled, Isbisa was turned over to the authorities.

By the time Meke was released from prison in 1949, the All-Winners Squad had disbanded and most of its members either retired or had disappeared from public view. He soon learned that the Whizzer and Miss America had become government agents following the disbanding of the All-Winners Squad and plotted revenge against the super-hero couple. Isbisa sabotaged the nuclear research project that Robert Frank and Madeline Joyce were working at, causing Madeline to be heavily radiated while pregnant with her and Robert's son Robert Frank Jr. This radiation caused their son to become an unstable radioactive mutant that would later be dubbed Nuklo, kill his mother during childbirth, and be locked away in a time capsule until the modern era.

Isbisa did eventually return in the modern era without much success.

'J' - Commie Spy!

Joe Borden



Fighting: Good (10)
Agility: Good (10)
Strength: Good (10)
Endurance: Good (10)
Reason: Poor (4)
Intuition: Poor (4)
Psyche: Good (10)

Health: 40

Karma: 18

Resources: Typ

Popularity: 0 / -10

Equipment:

Gun: Good (10) damage, Ammo: 7, 3 areas, ROF: 1/1

Talents:

Crime, Detective/Espionage (as a spy) and Guns.

Contacts:

'H' his direct superior.

Running Joe Borden:

Joe is a little slow on the uptake.

History:

Borden's past is unknown, but at some point he was recruited for espionage by a Communist spy known only as "H". "H" assigned him the task of obtaining a sealed box of the "X" element from the government the substance was supposed to be more valuable than gold, and it was 'used' to make hydrogen bombs. Borden procured the box, but later learned it was a sting operation set up by the FBI to catch spies. Borden took the box to his apartment, where he got a call from "H". He told him that he had the package with the "X" element, and "H" replied he would be there shortly to pick it up.

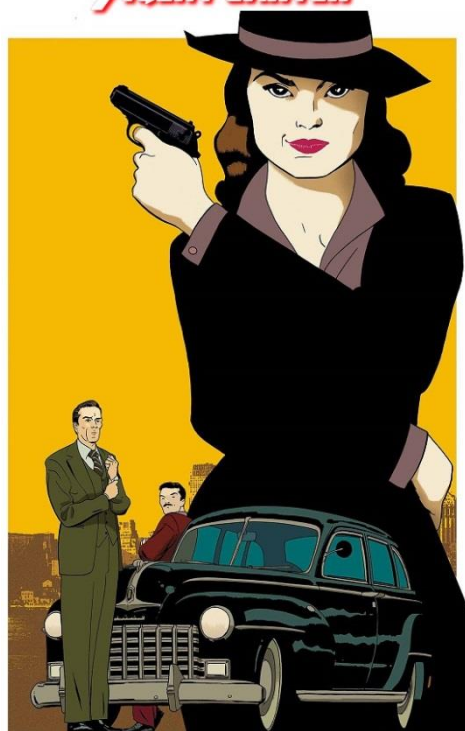
He was overwhelmed by curiosity and opened the box, but when he found it empty. Borden looked out the window and saw FBI agents parked across the street, and he realized he was bait in a larger trap--the agents were waiting for "H" to arrive, then they would take both into custody. Borden snuck out of the apartment and hopped aboard a train. He got off in a small town and bought a paper, where he saw the

headline that proclaimed that he was the focus of a manhunt.

Then he saw an article about Professor Gruber, who was preparing to launch a rocket to the moon. Borden had a brilliant idea how he could save himself: He would use Gruber's rocket to escape to the moon until the search for him was over! Borden flagged down a bus and rode to the outskirts of Chicago. After breaking into the professor's home, Borden held Gruber at gunpoint and asked him about the rocket. The scientist verified the story was true--his rocket was capable of safely flying to the moon and it was ready to launched. Just then, they heard the sounds of approaching sirens, so Borden forced the professor to take him to the launch control room and he made Gruber set the controls for take-off and pistol whipped him with his gun. As Borden walked to the launch pad, he was fully confident that he would elude capture but when he saw the rocket, he froze and lost all hope--the rocket was only a miniature and far too small to carry anyone! When the police arrived, they found him on the floor, sobbing hysterically.

THE MARVEL BEAT GOES ON!
FROM CAPTAIN AMERICA AND TALES OF SUSPENSE,
FOR THE FIRST TIME IN HER OWN MAG!

THE SHIELD FILE:
AGENT CARTER



THE LARGEST MAGAZINE OF ITS TYPE IN ALL THE WORLD AND
A TREASURED WORK OF ART YOU'LL BE PROUD TO CALL YOUR OWN!
--ON SALE NOW--
THE SUPREME ACHIEVEMENT OF THE MIGHTY MARVEL AGE!

John Billings - 'March has 32 days?'



Fighting: Typical (6)	Health: 24
Agility: Typical (6)	
Strength: Typical (6)	Karma: 22
Endurance: Typical (6)	
Reason: Good (10)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: 0

Talents:

John is a Civil Engineering.

Contacts:

Whatever firm he worked for.

Running John Billings:

John Billings is a perfectly normal, everyday person. He is married and loves his wife and cares for the safety of others.

History:

John Billings fails to inspect a bridge on March 31 in order to say goodbye to his wife, Lisa, at the airport before she leaves on a flight to an unspecified location. Later that day the bridge collapses, and although no one is hurt, John feels guilty. John wishes he could live that day over again, although he laments that he would just wind up making the same decision again, anyway. Without explanation, he blacks out and wakes up to find that the date is still March 31. John is determined to inspect the bridge this time, but he is persuaded otherwise by a colleague who insists that the bridge has already been inspected and is safe. On his way to the airport, John realizes he's doing just what he feared he would, and drives to the bridge instead. There, he finds a structural flaw, and prevents the bridge's collapse. While John dismisses the experience as a dream, astronomers note with confusion that they have determined that this year, March had 32 days, "and we'll never know why!"

Jonathan Black



Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 22
Endurance: Good (10)	
Reason: Good (10)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: 0

Known Powers:

Gas X: This chemical, when introduced to pipes or enclosed spaces, caused vehicles, people or houses, to float at Feeble (2) and send them soaring into space from the earth's rotation at Amazing (50) rank.

Equipment:

Chemical lab of Excellent (20) rank.

Talents:

Chemistry and Crime.

Running Jonathan Black:

Despite his intelligence, Black is a criminal with a gimmick looking to make a buck. He paid for his greed with his life.

History:

Jonathan Black came into the possession of Gas X, and planned to use it to blackmail the United States, and then the world! Beginning in Lakeville, he would introduce Gas X into the gas mains leading into buildings in town which would lift the structures off their foundations, if he met with resistance, he would use a bit more gas and the building would rise up to the stratosphere and stay there for weeks. The next day, the local gas station floated. The next day, a shopping center lifted off its foundation. Nobody was hurt, and the buildings settled safely. Scientists could not explain this phenomenon. Panic spread and people began to leave town. As Black reclined on his sofa with dreams of grandeur, a stray dog leapt through the open window in Black's lab. Black struck the mutt to chase it off. Frightened, the mutt leapt out the window, toppling the cylinder of Gas as it jumped, causing a leak. The resultant leak of the entire tank caused Black's home to shoot off into outer space.

Kag



Fighting: Good (10) Health: 50
Agility: Good (10)
Strength: Good (10) Karma: 50
Endurance: Excellent (20)
Reason: Good (10) Resources: Good
Intuition: Excellent (20)
Psyche: Excellent (20) Popularity: -10

Equipment:

Pistol: Typ (6), Ammo: 9, 3 areas and ROF: 1/1

Kris: This dagger inflicts Good (10) damage.

Talents:

Sharp Weapons, Military, Detective/Espionage.

Contacts:

Commissar Kee-Sai and the army of Korea.

Running Kag:

Kag was thought to be a master spy and capable soldier. Unfortunately he wasn't a good enough fighter after he was thrown into a fiery death.

History:

A message arrived in a camp of spies in Asia: Kill Captain America! In a valley near the camp in Asia, Kag and his men attacked a convoy of American soldiers. Some of them fled, but two of them stayed and retaliated; they were Cap and Bucky. Cap was beating Kag's men, but Kag captured Bucky and threatened to kill him, forcing Cap to surrender. His men also captured Tim Potter who didn't participate in the previous battle. Kag didn't kill the two American heroes; instead he brought the prisoners to his camp, to the High Commissar, to kill them in front of the television cameras. At the camp, Commissar Kee-Sai congratulated him. Tim Potter spoke to Kag and Kee-Sai in private. Before executing Cap and Bucky, Tim Potter suggested to force Cap to fight against the ten strongest soldiers of the camp, in order to humiliate the heroes. Kag assisted in the fight, but Potter sneakily took a shotgun and shot at the soldiers, freeing Cap and Bucky. Kag attacked Cap from behind trying to knife him, but Cap hit the Asian spy and threw him in the fire. Kag died burning.

Karoly Gorlac



Fighting: Good (10) Health: 80
Agility: Good (10)
Strength: Remarkable (30) Karma: 30
Endurance: Remarkable (30)
Reason: Good (10) Resources: Good
Intuition: Good (10)
Psyche: Good (10) Popularity: -10

Known Powers:

Resistance to physical: save Stun and Slams.

Regeneration: Good (10) ability

Controlling: lesser vampires and humans Good (10).

Vampire Bite: Good (10) damage each turn.

Vampire Transformation:

* Mist that fits through spaces and flies at Feeble (2)

* A bat that bites and flies at Typical (6)

Limitations:

• Blood: -1 CS to stats / 2 days, a Psyche roll or attack

• Sunlight: Amazing (50) damage.

• Religious Objects

• Mirrors: A Psyche FEAT to avoid smashing a mirror.

• Houses: Vampires can't enter houses unless invited.

• Silver: Silver weapons inflict normal damage.

• Wood: A wooden stake produces "Kill" result.

• Destruction: the sun; beheading, or Montesi Formula.

Equipment:

A palatial castle in Hungary

Talents:

Mystic Origin, Occult Lore and Multi-lingual in Hungarian and English.

Contacts:

The vampire colony of Sverna, Hungary

Running Karoly Gorlac:

Karoly Gorlac lords over the other vampires in the colony of Sverna, thinking that he is the Dracula figure that they need and deserve.

History:

Gorlac ruled a colony of vampires in the town of Sverna, Hungary. He and his brethren killed many people to drink their blood. The police hunted them equipped with guns with silver bullets. One night,

outside the castle lair of the vampires, an old man named Karl Croya was captured by a vampire, and was taken before Gorlac. The man offered to collect blood for all the vampires of the colony in exchange for a part of their treasures. Gorlac admired his courage and accepted. Every night the vampires found blood in iron cans Croya left behind for them, but after a few weeks the vampires became weak. One night Gorlac awoke one hour earlier as usual and saw an horrible scene. Croya was extracting blood from a vampire while he was still asleep. Blinded by rage, Gorlac jumped at Croya's neck and killed him.

The 'typical' vampire from the colony of Sverna

Fighting: Good (10)	Health: 60
Agility: Good (10)	
Strength: Excellent (20)	Karma: 18
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Resistance to physical: save Stun and Slams.
 Regeneration: Good (10) ability
 Controlling: lesser vampires and humans Good (10).
 Vampire Bite: Good (10) damage each turn.
 Vampire Transformation:
 * Mist that fits through spaces and flies at Feeble (2)
 * A bat that bites and flies at Typical (6)

Limitations:

- Blood: -1 CS to stats / 2 days, a Psyche roll or attack
- Sunlight: Amazing (50) damage.
- Religious Objects
- Mirrors: A Psyche FEAT to avoid smashing a mirror.
- Houses: Vampires can't enter houses unless invited.
- Silver: Silver weapons inflict normal damage.
- Wood: A wooden stake produces "Kill" result.
- Destruction: the sun; beheading, or Montesi Formula.

Talents:

Mystic Origin, Hungarian and English.

Contacts:

Karoly Gorlac

Running the vampire colony of Sverna:

These vampires are cruel and animalistic creatures.

History:

A colony of vampires existed in a castle on a hill outside of Sverna. It was not far away from the town's graveyard, but far enough to hold visitors at bay for centuries. Several dozen vampires "lived" there in their coffins. They used the castle as a base for their raids in the nearby countryside and terrorized the people to an extent that the local police forces had been equipped with weapons effective against vampires.

Lavender

Lenora Moore



Fighting: Good (10)	Health: 46
Agility: Good (10)	
Strength: Typical (6)	Karma: 40
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Excellent (20)	
Psyche: Good (10)	Popularity: -10

Equipment:

Pistols: Typ (6) Damage, 3 areas, Ammo: 9, ROF: 1/1
 Knives: Good (10) damage, 2 area range.
 Lavender Perfume: This is a perfume she wears and from all accounts 'bathes' in...

Talents:

Crime, Leadership, Guns and Sharp Weapons.

Contacts:

Her gang (All typical thug stats)

Running Lavender:

Lavender operated on the east coast and ruled her gang with an iron fist.

History:

Lenora Moore's family dealt with Nazis during WWII, helping sell gold and gems, acquired from victims of the Holocaust. After the war, these deals came to light, ruining the family. By '48, Lavender was leading a gang. After weeks of jewelry thefts, Lavender led her gang to a perfumery where she planned to steal crates of ambergris. Cap and Bucky were looking for the thieves, after spending the day celebrating Cap's birthday, when they heard Lavender's gang. When Bucky arrived on the scene, she shot him and escaped before Cap could arrive. Bucky required medical help. Although Cap initially suspected his one-time partner Miss Patriot who wore the same perfume, Morgan told Cap she heard Lavender's men talking about the crime at a bar in Chinatown. Cap, joined by Golden Girl, confronting them at a high-class fur dealer's business Lavender attempted to extort protection money. Lavender briefly got the drop on the heroes, Golden Girl helped Cap arrest her.

Madame Death



Fighting: Good (10) Health: 46
 Agility: Good (10)
 Strength: Typical (6) Karma: 40
 Endurance: Excellent (20)
 Reason: Good (10) Resources: Exc
 Intuition: Good (10)
 Psyche: Excellent (20) Popularity: -15

Equipment:

Ray-gun: Good (10), 4 areas, Ammo: 25, ROF: 1/1.

Talents:

Crime, Guns, Smuggler and Leadership.

Contacts:

Future Man and her vast criminal empire.

Running Madame Death:

Madame Death is an intelligent and vicious criminal.

History:

Madame Death was meeting with her thugs, when the Future Man, a time traveler, arrived. He offered her a position as his aid, and she accepted. Over the next few weeks the duo fought the members of All-Winners Squad on various fronts before coming into final conflict. Madame Death held off the Squad so he could contact his forces. When Cap threw damaged the Future Man's time device, it began a "free-fall" into the past, trapping them while the Squad escaped. Future Man eventually halted the time-plummet one millions years into the past and spent years repairing the Chronol-Capacitor. During that time, he bequeathed his knowledge of the future to Madame Death and eventually contracted a disease. The Future Man died in her arms, prompting her to return to the 1940s and exact her revenge on the Squad by erecting a barrier around NYC. Trapped inside the barrier, the Squad battled zombified soldiers from various wars, including a zombified Steve Rogers and Bucky Barnes. She revealed that the last few working devices on the Chronol-Capacitor were heat-sensitive. Activated by the heat given off by the Torch and Toro, the Chronol-Capacitor exploded in a fireball that the Squad managed to avoid. As they checked on everyone present following the explosion, Madame Death revealed that her revenge had ended exactly as planned as she

Magneto (Magnetor)

Hunk Larkin



Fighting: Good (10) Health: 56
 Agility: Typical (6)
 Strength: Excellent (20) Karma: 14
 Endurance: Excellent (20)
 Reason: Poor (4) Resources: Poor
 Intuition: Poor (4)
 Psyche: Typical (6) Popularity: -10

Known Powers:

Magnetic Manipulation: Incredible (40) ability.
 Growth (permanent): Feeble (2), +1 C/S to be hit.

Running Magneto:

This simple-minded giant was 8 feet tall and belittled by people around him and once he got an ounce of power he decided to show people what he could do.

History:

Hunk was a simple-minded fellow who lived out in the country in the mid-west. His life was uneventful, until one day when he helped retrieve a car that had spun off the road, and lifted it clear off the ground with his amazing strength. The owner of the car was a con man, and was convinced that Hunk was his ticket to fortune. He signed Hunk as a boxer, but he wasn't suited for that. Hunk drifted into a carnival, where he found work in the freak show. However, he was frequently humiliated by the patrons, and once lifted a man off the ground when he was made fun of. The carnival fired him. One day, Hunk saw a television broadcast regarding a flight to outer space which required a volunteer. Hunk went to Washington and volunteered to be their astronaut, and they approved of him, hoping his physical strength would make him an ideal astronaut. Hunk piloted his rocket into space, but soon encountered a cosmic radioactive anti-matter, which engulfed him. Hunk was barely able to hit the "return" switch before passing out. The doctors examined him, he displayed the ability to control magnetism. Eager to have his revenge on a society that spurned him, Hunk set out to cause chaos, especially at the carnival. The military sent jets after him, but he easily destroyed them. When Hunk's powers faded he feared retribution. Overhearing that another ship was being sent to space, he managed to get aboard the craft to escape for good.

The Countess Mara Vintila-Kronin



Fighting: Good (10) Health: 70
 Agility: Good (10)
 Strength: Excellent (20) Karma: 22
 Endurance: Remarkable (30)
 Reason: Typical (6) Resources: Typ
 Intuition: Typical (6)
 Psyche: Good (10) Popularity: -10

Known Powers:

Resistance to physical: save Stun and Slams.
 Regeneration: Good (10) ability
 Vampire Bite: Typical (6) damage.
 Vampire form: taloned hands and pointed ears:
 * Claws: Good (10) edged damage
 Transformation: Mara can transform:
 • Mara can appear as a human.

Limitations:

- Blood: -1 CS to stats / 2 days, a Psyche roll or attack
- Sunlight: Amazing (50) damage.
- Religious Objects
- Mirrors: A Psyche FEAT to avoid smashing a mirror.
- Houses: Vampires can't enter houses unless invited.
- Silver: Silver weapons inflict normal damage.
- Wood: A wooden stake produces "Kill" result.
- Destruction: the sun; beheading, or Montesi Formula.

Talents:

Mystic Origin, Occult Lore and Performer.

Contacts:

Her husband, Count Kronin.

Running Mara:

Mara hungers for blood and isn't ruled by such things as love.

History:

Mara was new to the village where Kronin lived nearby. One night, while she was walking alone in the village. She was stopped by Officer Gokin, who warned her there were vampires in the area. She followed him, but noticed a black cat. Days later, she was introduced to Count Kronin, who showed interest. After a lightning fast courting, they were married and she revealed she was a vampire when she drank his blood on their wedding night.

The Midnight Monster

Victor Avery



Fighting: Good (10) Health: 100
 Agility: Good (10)
 Strength: Incredible (40) Karma: 40
 Endurance: Incredible (40)
 Reason: Excellent (20) Resources: Exc
 Intuition: Good (10)
 Psyche: Good (10) Popularity: -10

Known Powers:

Immortality: He's immortal, baring a violent death.
 Armor: Incredible (40) protection.

Talents:

Chemistry

Running the Midnight Monster:

Given to arrogance and egotism. He couldn't hear 'no', without unleashing the beast inside of him.

History:

Victor Avery was an scientist who created a serum that would mutate life-forms to become immortal. Victor then tested it on a cat, and it was successful. But the cat transformed into a snarling monster. Weeks later, Victor attended a party and caught sight of a woman and wanted her. He wooed her, but she told him that she was in love with Bill Cooper, and they were engaged. Enraged that she chose anyone over him, he vowed revenge. He stewed and then drank his serum. Victor mutated into a gray-skinned monster. He set out to gain revenge. Victor decided to kill them both. He stormed into one of Bill's instructors office to question him. The instructor shot him, but it had no effect. The instructor revealed Bill had gone west. Victor earned the name of The Midnight Monster from the terrified people who saw him. He saw on TV that the military challenged his strength against their 'ray-machine' at the outskirts of Los Alamos. The next day he found the soldiers and a 'ray machine'. He lumbered towards them, only to fall into a concealed pit. Being immortal, he survived the fall but was trapped. The military thanked Bill for his engineering the world's deepest hole in record time.

Miles Keston and the Black Book of Bast



Fighting: Typical (6)	Health: 26
Agility: Typical (6)	
Strength: Poor (4)	Karma: 30
Endurance: Good (10)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: 0

Known Powers:

Sympathetic Magic-Voodoo: Excellent (20).
* Biophysical Control: Disruption: Excellent (20)

Equipment:

Voodoo and occult items, including 'the Book of Bast'.

The Black Book of Bast:

An ancient text printed on human skin. This book contained incantations, prophecies, funerary incantations, and demon resurrection passages, such as how to kill a man by making a doll in his image. The book responds to the touch of its holder, opening to the page when its holder wanted to secretly kill someone.

Talents:

Bibliophile, Occult lore and Mystic Origin.

Contacts:

His partner in the used book store, Walter Prella.

Running Miles Keston:

Miles was given to the thoughts a man has when he wants more than he deserves or can achieve legally. It only cost him his life and soul...

History:

For 20 years, Miles Keston shared an apartment and co-owned a musty little bookshop in a London side street with Walter Prella. Walter was senior partner, and Miles came to resent him for taking care of the money and forcing them to live below their means.

The resentment grew to hatred, and Miles even wished to kill Walter, but feared getting caught too much to ever go through with it. Walter knew of Miles' hatred, but he hated Miles even more so. Knowing how Miles' mind worked, he hired a stranger to sell Miles the Black Book of Bast. Miles was impressed with the book, but Walter dismissed it as worthless, as most people didn't believe in the occult. Walter convinced him to keep the book himself since no one else would want it, and Miles angrily agreed to take it, to touch it up and mend it, and then to sell it. As they walked home that night, Miles dwelled on how much he hated Walter. That night when he touched the book while wishing he could kill Walter with impunity, the Book suddenly opened by itself. Miles saw that the open page was -- unlike the rest of the book -- made of human skin, and he read its passages, which told of how to kill a man by making a doll in his image. Fascinated, Miles read the book all night long, then tested it out with a minor spell in which he held one of Walter's socks over a dying candle and muttered an incantation. A foul wind swept through the room and Miles seemed to see a crocodile head in the shadows. When Walter got up, he complained of a terrible pain in his foot, and sent Miles to open the shop without him.

Pleased with his success, Miles began assembling a doll, using bits of Walter's clothing, fingernails, hair, etc., and each day it began to look more like Walter. When the doll was completed, Miles followed the next instruction to find a pin in darkness (the only kind of pin that could inflict and exchange the pain of death). After three nights of searching, he found a pin in the filth of a Soho alley at midnight. Wishing to torture his enemy before killing him, Miles scratched the pin across the doll's arm, and Walter cried out and came out of his room holding his bleeding arm. Waiting until Walter fell back to sleep, Miles then grabbed the doll, ran into Walter's room, called on Bast for power, and then began plunging the pin into the doll. Walter, however, then arose and revealed that he had controlled Miles the whole time, controlling his every move, his feelings, his mind, and his sight. The doll had actually been made in Miles' image. Miles collapsed as pain lanced through his vital organs, and he fell screaming. The last thing he saw before dying was the image of his partner's face...the face of a crocodile.

Morgan Dawkins



Fighting: Good (10) Health: 70
Agility: Good (10)
Strength: Excellent (20) Karma: 30
Endurance: Remarkable (30)
Reason: Good (10) Resources: Good
Intuition: Good (10)
Psyche: Good (10) Popularity: -10

Known Powers:

Resistance to physical: save Stun and Slams.
Regeneration: Good (10) ability
Controlling: lesser vampires and humans Good (10).
Vampire Bite: Good (10) damage each turn.
Vampire Transformation:
* Mist that fits through spaces and flies at Feeble (2)
* A bat that bites and flies at Typical (6)

Limitations:

- Blood: -1 CS to stats / 2 days, a Psyche roll or attack
- Sunlight: Amazing (50) damage.
- Religious Objects
- Mirrors: A Psyche FEAT to avoid smashing a mirror.
- Houses: Vampires can't enter houses unless invited.
- Silver: Silver weapons inflict normal damage.
- Wood: A wooden stake produces "Kill" result.
- Destruction: the sun; beheading, or Montesi Formula.

Equipment:

A base near the Bronx and he wears a cape.

Talents:

Mystic Origin and Occult Lore.

Running Morgan Dawkins:

Morgan is the silent type, but ready to turn others into vampires.

History:

Dawkins suddenly burst through the window of the blood storage room, grabbed the room's guard and then bit into his neck and drank a large volume of blood. Satisfied, Dawkins turned into a bat and flew off into the night. Drawn by the sound of shattering glass, hospital staff members rushed in and found Grimstone.

Orogo: Nightmare from Space; Thing from Beyond



Fighting: Good (10) Health: 120
Agility: Good (10)
Strength: Amazing (50) Karma: 50
Endurance: Amazing (50)
Reason: Good (10) Resources: Good
Intuition: Excellent (20)
Psyche: Excellent (20) Popularity: -15

Known Powers:

Robot: Monstrous (75) vs. Disease and Toxins.
Growth (Permanent): 20 foot tall, +1 C/S to be hit.
Body Armor: Excellent (20) protection
Hypnotic Control: Amazing (50) ability, 7 area range.

Equipment:

Mass Transport Rocket ship:
This bulk freighter was capable of carrying cargo bays filled with slaves to wherever Orogo needed them.
Control: Exc (20) Speed: Cl1000
Body: Rem (30) Protection: Rem (30)

Talents:

Piloting and Astro-Navigation

Contacts:

Assumedly his unknown race and or masters.

Running Orogo:

Orogo is a conqueror, from the deepest regions of space, a thing come here to enslave all of mankind and doesn't take 'no' for an answer.

History:

Orogo came to Earth to enslave the human race and put them to work. He hypnotized people and herding them into his ship. No one was able to stop him until Albert Carstairs claimed Orogo could not hypnotize him, and wanted a showdown. Orogo found he could not hypnotize the old man, so Orogo kept intensifying his hypno-beams until his circuits exploded, it was revealed that Albert was blind and couldn't be hypnotized.

Professor Zunbar



Fighting: Poor (4)	Health: 20
Agility: Typical (6)	
Strength: Poor (4)	Karma: 42
Endurance: Typical (6)	
Reason: Remarkable (30)	Resources: Exc.
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Equipment:

Robots and Elmer, see below.

Talents:

Robotics, Repair/Tinker, Biology and Genetics.

Contacts:

Julia Adams and Elmer.

Running Professor Zunbar:

Professor Zunbar was a brilliant but mad scientist who was obsessed with creating life that would be able to breath underwater for reasons known only to him.

History:

Professor Zunbar was a mad scientist active in the '50s. He was obsessed with creating life could breathe underwater. His first attempt was a creature named Elmer, who despite his features was incapable of breathing under water, the creature also developed an obsession for Zunbar's female assistant. In '54, he came to believe that by transplanting the brain of Namor into Elmer's body he could gain success in his experiments. He sent a letter to Namor asking for his help, and the hero showed up, he had his robots subdue and lock up the Atlantean. Before anything could be started, Betty Dean called the authorities and they stormed Zunbar's lab. During the confusion both Namor and Elmer escaped and after Namor destroyed the creature and captured Zunbar.

His subsequent fate is unknown.

Robots

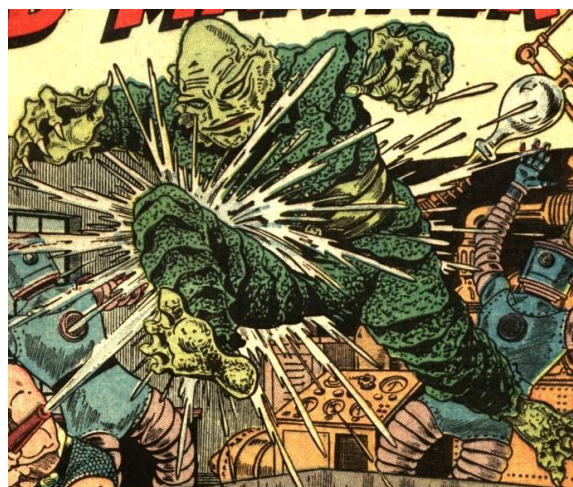


Fighting: Remarkable (30)	Health: 136
Agility: Typical (6)	
Strength: Incredible (40)	
Endurance: Incredible (40)	

Known Powers:

Body Armor: Excellent (20) protection.
Simple Minds: They rely on commands from Zunbar.

Elmer



Fighting: Remarkable (30)	Health: 96
Agility: Typical (6)	
Strength: Remarkable (30)	
Endurance: Remarkable (30)	
Reason: Poor (4)	
Intuition: Poor (4)	
Psyche: Poor (4)	

Known Powers:

Armor Skin-Fish Scales: Good (10) vs. Physical.
Elmer didn't have any aquatic powers.

Robin Hood and his gang Merry Men

Joshua Blaine



Fighting: Good (10)
Agility: Excellent (20)
Strength: Typical (6)
Endurance: Excellent (20)
Reason: Good (10)
Intuition: Good (10)
Psyche: Good (10)

Health: 46

Karma: 30

Resources: Good

Popularity: -10

Known Powers:

Sidekicks: The Merry Men.

Equipment:

Longbow and 50 arrows: Good (10) damage, 5 areas.

Talents:

Law, Crime, Scholar of Medieval artifacts (+2 C/S),
History: Medieval times, Bows.

Contacts:

Friar Tuck, Little John and the Firm of Danson,
Holmes and Blaine: Attorneys at law.

Running Robin Hood:

Blaine was a lawyer who donned a costume based on Robin Hood and began robbing the rich citizenry of New York and distributing half the loot to the poor.

History:

Joshua Blaine became a successful lawyer in New York City. Being a collector of medieval weapons and artifacts was regarded as New York's leading authority on the subject. Donning a costume based on the mythical Robin Hood he began robbing the rich citizenry of New York with two other accomplices dressed up as Friar Tuck and Little John. Keeping half the stolen loot to himself, he then began dropping the rest of the money from high rise buildings that dotted the poorer sections of the city. This act of kindness on his part gained the trust and respect of the people that

lived below which was what he had planned on. This would insure that he would not be frowned on by the people of New York as a villain and would better his chances of not getting caught by the police with the people on his side. He loaned Steve Rogers, a history teacher at the Lee School, one of his swords to use as a prop for a lecture. Steve Rogers and Bucky, after school was over for the day, met with Joshua Blaine at his penthouse apartment to return his sword.

Joshua Blaine explained that some of his weapons date as far back as King Arthur and Robin Hood. After both Steve and Bucky had left, he donned his Robin Hood attire and with his two 'Merry Men' set out to rob Peter Pinchtight a wealthy miser. The 'Modern' Robin Hood shot an arrow with a note attached through Peter's window stating that the miser should come outside and hand over his money or else the next arrow would target his heart. Fearing for his life, Peter Pinchtight complies and hands over his money to Robin Hood and his men. Steve Rogers and Bucky happen to pass by and witness the scene and quickly don their hero attire as Cap and Bucky and attempt to stop the robbery. Robin Hood shot arrows at Cap but all his attempts fail to get past his shield. He calls on Friar Tuck and Little John to help him and they begin battling the two heroes who manage to evade their attacks. Robin Hood next sneaks up behind the two occupied heroes and clubs them both over the head with the stolen loot bag and he and his men escape into the night. The next day Robin Hood once again rains stolen money from a high-rise building onto the poor people below and lets loose, one of his arrows into the street with a note stating that he is robbing the rich to give to the poor. The arrow is found and picked up by Steve Rogers and he and Bucky once again change into their superhero identities and race up to the top of the building that Robin Hood was in.

Robin Hood and his men are quickly subdued by the heroes and escorted outside of the building. As they reach street level, a crowd of people who were sympathetic towards Robin Hood, bar Cap path and the criminal and his men make their escape. Unable to get past the mob people, Cap and Bucky give up their chase. Later, Joshua Blaine shoots an arrow with a note demanding money into his own apartment to avoid suspicion on himself, and was unaware that Steve Rogers and Bucky were there inside waiting for his return to ask about information regarding the nature of Robin Hood's arrows. Captain America and Bucky quickly spring into action and taking the villains by surprise knock Friar Tuck and Little John out of action. Robin Hood feigning unconsciousness slips away and enters his apartment in his Joshua Blaine identity and is met by Cap who sees that one of his quivers on display was completely empty of arrows. Putting the pieces of the puzzle together, Cap knocks Joshua Blaine into a chair and accuses him of being the 'Modern' Robin Hood. Bucky then discovers his Robin Hood costume in a drawer with the stolen money.

Friar Tuck

Tucker Franklin



Fighting: Good (10)
Agility: Good (10)
Strength: Typical (6)
Endurance: Good (10)
Reason: Typical (6)
Intuition: Typical (6)
Psyche: Good (10)

Health: 36

Karma: 22

Resources: Typ

Popularity: -10

Equipment:

English quarterstaff: Good (10) Material and damage.

Talents:

Weapon Specialist: Quarterstaff

Contacts:

Robin Hood and Little John.

Running Friar Tuck:

The Friar is a defrocked drunk ex-priest with a violent streak. He quotes scripture while beating folks with his staff.

Little John

John Littleston



Fighting: Excellent (20)
Agility: Good (10)
Strength: Good (10)
Endurance: Excellent (20)
Reason: Poor (4)
Intuition: Poor (4)
Psyche: Poor (4)

Health: 60

Karma: 12

Resources: Typ

Popularity: -10

Talents:

Martial Arts B and E

Contacts:

Robin Hood and Friar Tuck.

Running Little John:

John is a violent ex-boxer who enjoys beating on his victims and making sure they feel his displeasure.

Roger Carstairs



Fighting: Typical (6)	Health: 46
Agility: Typical (6)	
Strength: Poor (4)	Karma: 70
Endurance: Remarkable (30)	
Reason: Remarkable (30)	Resources: Good
Intuition: Excellent (20)	
Psyche: Remarkable (30)	Popularity: 0

Known Powers:

Image Generation: Remarkable (30) ability.
Mind Blast: Good (10) damage, 2 areas.

Equipment:

A cabin with a fully stocked lab for his personal use.

Talents:

Student, Chemistry and Crime.

Contacts:

False Face and his gang.

Running Roger Carstairs:

Roger was a mutant who enjoyed being able to lord over others to get the things that he wanted in life.

History:

Roger Carstairs was born into a wealthy family. A brilliant child, Roger always excelled academically, but was very anti-social and never had any friends. Several years before, Mr. Carstairs built Roger a cabin on the grounds of his estate, which Roger made into a laboratory, where the boy spent most of his time conducting experiments in seclusion. At some point, Roger learned of his true nature and extra abilities, and formed an uneasy alliance with the criminal Falseface. They would cooperate in a series of bank robberies for their mutual benefit, but Roger

maintained his own agenda. Roger used his power to frighten all the people in several banks to death, while Falseface and his gang took care of stealing the loot and hiding it in Roger's lab. With no witnesses left alive, police were baffled by the crimes, as the victims showed no signs of physical wounds on their bodies.

Roger used his power again, this time at the Metro Bank and Trust. Projecting images of giant insects, Roger frightened all of the people within the building to death, and Falseface and his men made off with the cash. Meanwhile, becoming concerned about the older men Roger was associating with, and wishing to find him some good, wholesome friends, Mr. Carstairs invited Bob Brant and his three buddies over to his estate. He took the boys to Roger's cabin to introduce them; but angered at being disturbed, Roger slammed the door on them. As Mr. Carstairs and the boys left the cabin, they saw a suspicious looking man approaching the lab, and Bob recognized him as a member of Falseface's mob. Just then, they heard a scream coming from the Carstairs mansion. They ran back, and found Lucy the maid dead, a look of absolute horror on her face. Mr. Carstairs and the boys went back to the lab, where they were confronted by Roger, along with Falseface and his men. Roger boasted that he was and that he had no compassion, no human emotions. Then the telepathic teenage terrorist ordered Falseface to lock his father and the Trouble-Shooters into an inner room. Once they were imprisoned, the wise American Indian Feathers surmised that Roger was a mutation, and that without compassion, he would turn his powers to evil, against a world of people he despised.

Meanwhile, Mr. Carstairs reluctantly realized he had to deal with his son before he destroyed the world, and so he began to choke Roger. But Falseface--angered that Roger's bugs were also attacking him and his men--fired his gun and apparently ended Roger's life. The nightmarish creepy-crawlers disappeared, as Falseface ran out the door to escape. Although it was a small consolation that he was not directly responsible for his evil son's death, a sorrowful Mr. Carstairs asked Bob and the Trouble-Shooters to keep the truth a secret not wanting the world to know what his son truly was.

Roland Cavell



Fighting: Poor (4)	Health: 24
Agility: Typical (6)	
Strength: Poor (4)	Karma: 34
Endurance: Good (10)	
Reason: Excellent (20)	Resources: Rem
Intuition: Good (10)	
Psyche: Poor (4)	Popularity: -10

Known Powers:

The Magno-Ray: This Incredible (40) Magnetic Control 1 mile allowing Roland to easily bringing flying vehicles to the ground. He can scramble electronics, pull boats from the water or automobiles from the road. Incredible (40) as strength vs. the speed of the object, determining if Roland can capture the vehicle.

The Silent Ones: These human-shaped, synthetic skin covered robots were used as slave labor and were under the complete control of Roland.

Fighting: Good (10)	Health: 60
Agility: Good (10)	
Strength: Excellent (20)	
Endurance: Excellent (20)	

Known Powers:

Synthetic Skin: Poor (4) synthetic flesh covering.
Body Armor: The metallic skeleton Typical (6) vs physical and shielded from EMP at Amazing (50).
R/C: The Silent Ones followed Roland's commands.

Equipment:

His underground fortress with Magno-Ray, Electronics lab and machinery used for his conquest of the world.

Talents:

Electronics, Robots, Engineering, Repair/Tinker.

Running Roland Cavell:

Roland is an egotist and wants to lord over others with his 'vast intelligence'.

History:

The past of Roland Cavell is unknown, but he felt that his genius was unrecognized by the world, so he decided to build himself a city of his own. Establishing a fortress within an immense mountain cavern probably built by the Silent Ones, initially, Cavell used a magnetic beam to capture airplanes flying overhead. He then used the passengers and crew as slave-labor to work on completing his city within the cavern, withholding food from them if they refused to cooperate. Cavell had captured at least three planes flying along that air-route. Desperately trying to solve the mystery of the vanishing aircraft, the airlines hired detective Jay Bourke to investigate. Bourke was a passenger aboard a plane flying the same route from which other planes disappeared. As the aircraft flew over a mountain range, a red magnetic beam enveloped it and pulled it into the cavern which housed Cavell's fortress. After disembarking the trapped plane, Bourke asked one of the previously captured men who was in charge of this "land of missing persons," and he was told it was Roland Cavell, who lived in the high turret of the fortress. Bourke noticed a group of expressionless grey-clad workers marching in formation, as if under a spell, whom the other prisoners referred to as the Silent Ones. One of Bourke's fellow passengers voiced his fears about someday becoming like the seemingly mindless Silent Ones, and Bourke was even more determined to stop Cavell.

Racing up the steps to the high turret, Bourke confronted Cavell, who sat at a control console, where he operated everything in his city. Bourke demanded an explanation, and Cavell told him that he wanted to people his city with the abducted passengers, with himself as their benevolent dictator. Bourke snapped into action and handcuffed Cavell to his wrist, placing the portly potentate under arrest. The two men struggled, and during the fight, Bourke pushed Cavell into the control panel, causing a short-circuit. There was a flash and a blast from the control board, followed by more blasts throughout the futuristic city. As the buildings began to collapse, the explosions caused a chain-reaction and the cavern itself began to cave-in. Bourke dragged Cavell along and left the turret, and as the two raced back down the stairs, Cavell blamed Bourke for the destruction of his beautiful city. Bourke directed the other prisoners--including the silent people in grey--to follow him out of the cavern entrance as the whole mountain caved-in. In the aftermath, Bourke tried to persuade the Silent Ones to accompany him back to civilization, but the grey-clad people only stood blankly before the cavern entrance, making no move and saying no word, and they would not leave their mountain home, so Bourke reluctantly led Cavell and the others down the mountain without them, but he angrily accused Cavell of destroying the Silent Ones' minds--Cavell only mourned the loss of his city.

Skull-Face



Fighting: Good (10)	Health: 80
Agility: Good (10)	
Strength: Excellent (20)	Karma: 66
Endurance: Incredible (40)	
Reason: Typical (6)	Resources: Good
Intuition: Excellent (20)	
Psyche: Incredible (40)	Popularity: -10

Known Powers:

Skeletal Body: He is afforded a number of abilities:

- * Body Armor: Excellent (20). None vs. blunt.
- * Aura of Fear: Good (10) rank.
- * Regeneration: If destroyed reform in 1 day.
- * Telepathy: Poor (4) allowing him to 'speak' to others.
- * Immune to blinding or hypnosis..

Talents:

Mystic Origin and Occult Lore..

Running Skull-Face:

Skull-Face is a murdering demonic force unleashed, he enjoys his work and being able to do it.

History:

A group of movie producers decided to revive a classic horror movie called "Skull-Face," and started a massive ad campaign to raise interest; this involved newspaper hype, airplanes sky-write giant skulls in the sky. Tom Fenton wanted something with a little more zing, so he decided on the following publicity stunt: he found a skeleton said to have been that of someone burned at the stake for "being a demon." Then he took it to a scientist named Professor Thornton, who strapped it to an electric chair, where he blasted it with 50 million volts of electricity, non-stop, 24 hours a day, in the hope that this process would revive it. The producers thought it would make a great story, and so it was reported that "the skeleton used in the movie" was being revived and would appear to speak. The skeleton came alive, only to kill Professor Thornton and Tom Fenton, he had been a "demon" after all. The skeleton then left the room of one of his victims, presumably to go on a killing spree and at some point later, he faced Marvel-Boy.

Tanya Bergeron



Fighting: Remarkable (30)	Health: 120
Agility: Excellent (20)	
Strength: Remarkable (30)	Karma: 60
Endurance: Incredible (40)	
Reason: Poor (4)	Resources: n/a
Intuition: Amazing (50)	
Psyche: Typical (6)	Popularity: -10

Fighting: Typical (6)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 18
Endurance: Good (10)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: +2

Known Powers:

Lycanthropy: Tanya is a werewolf.
Claws and Teeth: Remarkable (30) damage.
Infravision: Excellent (20) ability, 5 area.
Body Armor: Amazing (50), none vs. silver or Magic.

Limitation:

Vulnerability to Silver: If hit by a silver, Red or Yellow result means a "Kill" column.

Talents:

Mystic Origin and Occult Lore.

Contacts:

Tanya's only contact seems to be her husband, Carl.

Running Tanya Bergeron:

Tanya has no problem being a werewolf, to her it was like breathing or eating.

History:

The history of Tanya is unknown. At some point in her past, she fell in love with Carl and they were married. She carried a secret with her, the fact that Tanya was a werewolf. On their honeymoon she and Carl went to a cabin to explore nature and relax. Unfortunately they had an encounter with Henri, a French-Canadian that resulted in his discovering that a werewolf was nearby. Henri got his axe and prepared to kill Tanya, only to have Carl kill him. Tanya revealed her shame to Carl. Only to discover that he too was a werewolf!

The "Demon"



Fighting: Good (10)	Health: 80
Agility: Good (10)	
Strength: Good (10)	Karma: 70
Endurance: Amazing (50)	
Reason: Good (10)	Resources: Poor
Intuition: Good (10)	
Psyche: Amazing (50)	Popularity: -10

Known Powers:

Via a mutation brought on by radiation or as a result of ancient magic, they had the following powers:

- * Retarded Aging: They age 1 year for every 500.
- * Linguistics: Excellent (20) ability.
- * Reality Alteration/Lifeform Creation/Artifact Creation: Unearthly (100)

Limitations:

Must be Summoned: They must be summoned from their dimensional, they can't free themselves or leave.

Giving the devil his due: If summoned, "Demon" and must grant a wish of his summoner. Failure to do so results in instant death.

Talents:

Mystic Origin, Occult Lore and Ancient History.

Contacts:

Whoever summoned him or his fellow "Demons"

Running the Demon:

Next to the definition of machiavellian, you will the 'Demon's' photo.

History:

During ancient times before the dawn of Ancient Egypt, the demon and his people lived near open pits containing uranium and the radiation emanating caused mutation which provided them with untold power. Other ancient people began referring to them as 'the man' and eventually changed over time to 'demon' in its present form to mean someone alien of

vast evil power. Sorcerers from the past discovered that wave rhythms of their bodies could be controlled with certain sounds and these sounds could be turned into magical chants. Using these chants, the sorcerers were able to banish them to another dimension as a prison. Evil sorcerers were able to contact them and after striking a bargain of servitude (in the form of wishes), created a counter to the spell of imprisonment. Dr. Morgan, unintentionally summoned the 'demon' from his prison while experimenting with a radiation device designed to see if objects from the past may have absorbed sounds and recorded them. Appearing before the startled Dr. Morgan, the 'demon' revealed his history and origin. He also explained that the ancient sorcerers who imprisoned him were now long gone and that he was free to conquer the world with his vast powers. The 'demon'--while about to destroy Dr. Morgan--was forced to grant him a wish per the ancient agreement. Unable to comply or face instant death, the 'demon' was wished back to his prison dimension. As the 'demon' began to disappear, he vowed that he would return.



The Beast



Fighting: Good (10)	Health: 50
Agility: Good (10)	
Strength: Excellent (20)	Karma: 6
Endurance: Good (10)	
Reason: Feeble (2)	Resources: Fb
Intuition: Feeble (2)	
Psyche: Feeble (2)	Popularity: -5

Known Powers:

Fangs: Typical (6) damage.

Equipment:

Switchblade knife: Good (10) damage.

Contacts:

His master.

Running the Beast:

The simple-minded subhuman was capable of homicidal savagery at his master's commands.

History:

At some point he was hired by the nephew of his elderly master to be the old man's attendant. The paralyzed old man gained hypnotic control over his weak-minded servant and could control the "Beast" like a puppet with his thoughts. As the old man lay in his bedroom, he heard his nephew quarreling with his wife downstairs--he hated the married couple because he knew they only stayed together so they could inherit his wealth when he died. He silently ordered the "Beast" to summon his avaricious relatives to his bedside, and the two eagerly complied in anticipation of the old man's impending death. At his master's bidding, the "Beast" killed them both. Afterwards, the "Beast" turned from the carnage and faced his master--he was enraged by what he'd been forced to do, for the primitive brute had been fond of the pretty woman. The old man once again exercised his willpower and compelled the "Beast" to assume an animalistic state, where he could only crawl on the floor on all fours, and he was therefore unable to use the knife or his hands. The old man figured he'd let the subhuman expend his rage, snarling and growling like the beast he was, until he was able to take control of him again. But then the "Beast" crawled upon the bed and bared his fangs, ready to tear into his master's throat...

The Master



Fighting: Feeble (2)	Health: 16
Agility: Feeble (2)	
Strength: Feeble (2)	Karma: 40
Endurance: Good (10)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Excellent (20)	Popularity: -5

Known Powers:

Hypnotic Control: Remarkable (30) ability.

Limitations:

Paralysis: The Master is in a vegetative state, paralyzed and mute.

Contacts:

His Beast.

Running the Master:

A hate-filled old man, he suffered from a condition that left him in a vegetative state, paralyzed and mute.

History:

He was taken in by his only living relatives (his nephew and his nephew's wife), who kept him in a filthy room; they eagerly awaited his death so they could inherit his wealth. The bed-ridden old man was attended to by an ugly brute, whom he addressed as "Beast". He eventually developed the power to telepathically dominate the mind of the "Beast", and used him as an extension of his limbs and his hate. He ordered his gruesome attendant to kill his greedy relatives, but the "Beast" turned on him in anger because he had liked the nephew's pretty wife.

The Beast-Man



Fighting: Remarkable (30) Health: 120
 Agility: Excellent (20)
 Strength: Remarkable (30) Karma: 60
 Endurance: Incredible (40)
 Reason: Typical (6) P: -10 as Beast
 Intuition: Amazing (50)
 Psyche: Typical (6) P: -25 w/ vampire

Fighting: Typical (6) Health: 28
 Agility: Typical (6)
 Strength: Typical (6) Karma: 18
 Endurance: Good (10)
 Reason: Good (10) Resources: Good
 Intuition: Typical (6)
 Psyche: Typical (6) Popularity: 0

Known Powers:

Lycanthropy: He transforms into a savage werewolf.
 Claws and Teeth: Remarkable (30) edged damage.
 Infravision: 5 area sight at Excellent (20) ability.
 Body Armor: Amazing (50), none vs. silver or magic.

Limitations:

Silver: Silver inflicts damage. A Red or Yellow equals an Endurance roll on the "Kill" column.

Talents:

Mystic Origin, Occult Lore. English and Hungarian.

Running The Beast-Man:

He seems to be an unassuming person while in his guise as a normal man. As the Beast-man he prowls at night for victims to feed on.

History:

Having gained a reputation among the vampires of Hungary, as being savage and powerful. Allegedly he boasted of capturing better victims than the vampires and he was known for enjoying his victim's pleas for mercy. While walking outside a lonely village in Hungary in his unassuming human form, the Beast-Man was spotted and captured by the bat-like vampire Deszo Kruzak, who took his would-be victim back to his coven. While there he bragged about how the Beast-Man never had such a well-fed victim as this. While being taunted and jeered at by the coven, the victim was asked his name and it was then that he revealed himself as the Beast-Man and set about killing HIS victims, the vampire coven.

The Burglar who walked through walls.



Fighting: Good (10) Health: 36
 Agility: Good (10)
 Strength: Typical (6) Karma: 18
 Endurance: Good (10)
 Reason: Good (10) Resources: Poor
 Intuition: Poor (4)
 Psyche: Poor (4) Popularity: -10

Known Powers:

Telereformation: Remarkable (30) ability, 10 ft.

Equipment:

Matter Transmitter: Good (10), transport himself 10 ft.

Talents:

Crime, Industrial cleaning and Repair/Tinker.

Running the burglar who walked through walls:

He was a petty criminal with a gimmick.

History:

A lifelong criminal, decided to go into retirement and got a job working in Professor Hamilton's lab as a janitor. While Hamilton was away, the burglar, tinkered with a device in Hamilton's lab, But the device he chose had so many parts that he was unsure if it was reassembled properly. When he activated the device, he saw it glow and emit some kind of rays at an ashtray, both items reappeared several feet away from where they had been. He realized he had luckily reassembled the device into a matter transmitter. When he learned he could also use this machine on himself, it gave the burglar a new angle on crime. He went on a crime spree for several weeks. The police were baffled by the crimes, the door locks were never tampered with. One cop planted a false story about the world's largest diamond being on display in a museum, as bait in his trap to lure the mysterious burglar. That night, he went to the museum, and materialized where the diamond was supposed to be, but was trapped when the room turned out to be an exhibit of an early jail. The two struggled, and the transmitter was smashed.

The Cold Warrior

Eric Sinkovitz



Fighting: Excellent (20)	Health: 100
Agility: Remarkable (30)	
Strength: Excellent (20)	Karma: 56
Endurance: Remarkable (30)	
Reason: Excellent (20)	Resources: Exc
Intuition: Typical (6)	
Psyche: Remarkable (30)	Popularity: -10

Known Powers:

Cold Suit: This Excellent (20) suit provides no armor.

- * Ability Enhancement: Noted above
- * Cold Generation: Amazing (50) ability.
- * Ice Generation: Remarkable (30) ability.
- * Resistance to Cold and Ice: Unearthly (100).

Limitations:

If the suit is damage, all powers cease to function.
Sinkovitz normal statistics are:

Fighting: Good (10)	Health: 36
Agility: Good (10)	
Strength: Typical (6)	
Endurance: Good (10)	

Talents:

Crime, Physics and Biology.

Contacts:

Richard M. Nixon (secretly Diabolik in disguise!)

Running Cold Warrior:

He was a rabid anti-communist duped into becoming a vigilante by skrull agents bent on killing the 3D-Man!

History:

Eric Sinkovitz was a scientist in the 1950s who created a means of giving himself superhuman powers by drastically reducing his body temperature with the aid of a protective suit. He was tricked by a Skrull impersonating a member of the intelligence services, who aided him in his research, into attacking the 3D Man, who he was told was a Communist spy. He was easily defeated by the 3D Man and left floating in the sea, vowing revenge.

The Great Video

Heathrow Vance



Fighting: Typical (6)	Health: 32
Agility: Good (10)	
Strength: Typical (6)	Karma: 26
Endurance: Good (10)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

X-Ray Vision: Remarkable (30) ability, if he used this power in a prolonged manner, it caused Remarkable (30) damage, 2 areas but couldn't be used offensively to destroy objects.

Talents:

Physics, Radiobiology and Chemistry. Performer (Stagecraft) and Crime.

Contacts:

His 'Wonder Gang', a gang of nameless thugs.

Running The Great Video:

Vance was initially an antagonistic scientist, it is very possible that the changes he underwent caused brain damage or maybe he was always this way and the powers gave him the outlet to act how he wanted.

History:

A laboratory explosion gave Professor Vance X-Ray vision which he later used as a stage performer named the Great Video. Soon Video decided to use his powers for crime and targeted people to be robbed by his henchmen. Later, he discovered that the radioactivity from his stare had the power to kill. He traveled the country committing crimes while the police struggled to capture him. Marvel Boy planned a trap to capture him. The Great Video thought that he was opening a vault containing a vast sum, when really it was a ruse set by Marvel Boy who dispatched the villain using his Quantum Bands. The bands power negated his powers, causing him to lose his x-ray vision. As a result, no one believed that he possessed powers and he was sent to jail.

The man without a face.

Rufus Watkins



Fighting: Good (10)	Health: 32
Agility: Typical (6)	
Strength: Typical (6)	Karma: 16
Endurance: Good (10)	
Reason: Typical (6)	Resources: Good
Intuition: Poor (4)	
Psyche: Typical (6)	Popularity: 2 / -5.

Known Powers:

Cursed: he can't remove the hood, when he does there is simply another there underneath it.

Equipment:

The Black Hood: Feeble (2) material.

Talents:

Business/Finance.

Contacts:

The Mayor of Goosepan, the employees of Watkins' Market and the Black Hood Hooligans

Running Rufus Watkins:

Rufus is a small-minded racist.

History:

Rufus was a resident of Goosepan until a band of gypsies set up camp at the outskirts of town. Rufus was intolerant of strangers, and he complained to everyone gypsies were low-class people who would drive down real estate prices and ruin Goosepan. When Rufus found a group of thugs they went to the gypsy camp to harass them. That night Rufus and his friends put on black hoods and chased the gypsies out of town. As the gypsies fled, one of them put a curse on Rufus. Rufus discovered that every time he tried to take off his hood there was another one underneath. If the police came looking for him there was no way he could deny being the leader of the Black-Hooded Hooligans. Rufus locked himself up in his house and spent weeks removing black hoods from his head, and he vowed that if the curse were ever lifted he would be more tolerant of others.

The Black Hood Hooligans



Fighting: Good (10)	Health: 28
Agility: Typical (6)	
Strength: Typical (6)	Karma: 12
Endurance: Typical (6)	
Reason: Poor (4)	Resources: Poor
Intuition: Poor (4)	
Psyche: Poor (4)	Popularity: -5.

Equipment:

Baseball bats, pitchforks, shovels and axe handles.

Talents:

Blunt or Sharp Weapons

Contacts:

The other members of the Black Hood Hooligans

Running the Black Hood Hooligans:

The Black Hood Hooligans are a bunch of small-minded racists to scare to show their faces.

The Mental Case aka The "Demon in your Head"

John Franks was the most recent victim.



Fighting: Typical (6)	Health: 32
Agility: Good (10)	
Strength: Typical (6)	Karma: 20
Endurance: Good (10)	
Reason: Typical (6)	Resources: Good
Intuition: Good (10)	
Psyche: Poor (4)	Popularity: -20

Known Powers:

"Demon in your Head"- This demonic creature has a number of abilities it utilizes when invading others:

- * Possession: Remarkable (30) ability.
- * Biophysical Control-Disruption: Good (10) ability.
- * Emotion control-Fear: Good (10) ability.

Talents:

As Franks: Hunting.

"Demon": Mystic origin, Occult Lore and Psychiatry.

Contacts:

As Franks: Rene Benoit and Dr. Joseph Browning.

Running the Mental Case:

Frank is a good and hard working person.

The "Demon" lives for the terror and misery he causes his victims.

History:

John Franks took a vacation from work to go hunting in Canada. He went to the cabin of his guide Rene Benoit, only to find the man writhing in pain and complaining that a demon was inside his head. Franks took care of his friend, and stayed the night. The next morning the demon had gone into Franks' head, and he immediately returned to the States to see a doctor. The doctor was convinced he was going mad, and recommended him to psychiatrist Joseph Browning. Franks visited Dr. Browning, and was cured his condition. Franks was convinced that his ordeal had been all in his head, but in truth the demon simply switched its' residence to Browning's head.

The Red Skull III

Albert Malik



Fighting: Good (10)	Health: 50
Agility: Good (10)	
Strength: Good (10)	Karma: 50
Endurance: Excellent (20)	
Reason: Excellent (20)	Resources: Exc
Intuition: Good (10)	
Psyche: Excellent (20)	Popularity: -30

Talents:

Leadership, Espionage, Guns, Martial arts C and E.

Contacts:

The Kremlin, Electro and other U.S.S.R agents.

Running Red Skull III:

This Skull was socially motivated working to corrupt Americans in a plot to kill the enemies of the U.S.S.R.

History:

The Soviet government appointed Albert Malik to take the identity of the Red Skull, hoping to capitalize on the original's reputation. His first assignment was to locate Hitler's strongbox, reputedly located at the United Nations, in search of Nazi secrets. He invaded the U.N. building later that year, but was opposed by Cap and Bucky, who defeated him. Electro, a Soviet operative who had fought Cap and Bucky previously, was recruited to aid Malik. Although Electro was waylaid in battle with Cap and Bucky, Malik succeeded in obtaining the strongbox. However the strongbox proved to be worthless, containing Hitler's mementos. Malik later embarked on a scheme to obtain rockets for the U.S.S.R. by masquerading as a scientist. He killed and replaced Senator McRooter, using his identity to recruit war criminals to spread accusations of communist sympathy. Cap and Bucky defeated him. Hoping to avoid further battle, Malik eventually moved his to Algeria, becoming the mastermind of an organization. Years later he identified two U.S. agents, Richard and Mary Parker. He killed and framed for them for illicit defection; little is known about his activities for the next twenty-plus years.

The Soviet Spacemen

Ivan (and 4 others who are unnamed)



Fighting: Good (10)

Health: 40

Agility: Good (10)

Strength: Good (10)

Karma: 30

Endurance: Good (10)

Reason: Good (10)

Resources: Typ

Intuition: Good (10)

Psyche: Good (10)

Popularity: -10

Equipment:

Space suits: These self-adjusting suits made of Remarkable (30) material, offering protection vs. the vacuum of space.

Soviet Rocket:

This soviet rocket was designed for launch from Australia and utilized technology not possessed by the U.S., it is believed to have been provided by advanced beings or a superior race of some kind.

Control: Exc (20) Speed: Une (100)

Body: Rem (30) Protection: Rem (30)

Talents:

Piloting, Astro-navigation, Detective/Espionage and Repair/Tinker. Russian and English.

Contacts:

The USSR, their handler and Josef Stalin!

Running the Soviet Spacemen:

While played as straight villains for the period (1953) their behavior, actions and accents are reminiscent of the Boris character from Rocky and Bullwinkle.

History:

In an attempt to claim the Moon for the USSR, Russian leader Josef Stalin instigated a plan to construct a spaceship. Stalin sent five cosmonauts and an abducted American scientist to an Australian

jungle, where they cleared a launch site, built a dome structure, and began to construct the rocket. The spacemen reported that construction of the rocket ship was almost completed, but a spy-plane had flown over the launch-site. Stalin explained to him that once they were on the Moon, they could set up rocket installations on the lunar surface, which would allow the Soviet Union to target the whole world with their guided missiles -- the Western democracies would have no choice but to surrender! In the United States, Bob Brant and the Trouble-Shooters had just entered Bob's home when they overheard a conversation between Bob's brother Lance and his father their discussion concerned Lance going on a mission for the United Nations Council to investigate reports of a Russian rocketship. The boys were curious about the spaceship, so they decided to hike over to the private airport just outside of town where Lance's plane was kept so they could find out more about it.

When the boys got to the airport, the boys climbed into Lance's private plane, but they became stowaways when they were locked inside; Lance took off, unaware he was carrying "passengers". When the space ship was completed, the Reds locked the scientist in the dome and made preparations for launch. Lance flew his plane to Australia, and landed, the boys followed him through the jungle. When they came to a clearing, they saw the rocket, and the Russian spacemen. Lance was captured by one of the commies, but the Russians were pressed for time because their rocket was set to automatically launch in moments. The spacemen locked Lance inside the dome with the scientist and boarded their spaceship. Bob and the Trouble-Shooters climbed aboard and into the airlock. But then the rocket's exterior door sealed behind them, the spaceship began to shake. Pinned to the floor by the force of the acceleration, Bob surmised they were headed for the Moon. The boys opened the door to the main compartment and peered inside; the Russians discussed their plans to build a missile base on the Moon, so the boys dashed in and tackled the Soviet spacemen. During the struggle, Bob located the airlock and threatened to let all the air out of the rocket unless the Russians surrendered, seeing they had no alternative, the Soviets complied; Bob and the boys tied them up. Once they reached the moon, Bob and the Trouble-Shooters went out, planted a flag, claiming the Moon for the U.S.A., and used their knives to carve their names on a rock. Then Bob noticed that the controls were preparing for lift-off, so the boys climbed back aboard. The rocket made its return to Earth, where it landed back at the Australian launch-site. Bob and the gang unlocked the door to free the hostages, then ran back the plane. Lance flew his plane back to America unaware his brother and his pals were hiding aboard the plane, and apparently he knew nothing of their lunar excursion. Later, Bob and the Trouble-Shooters chuckled when they thought about how the first man on the Moon would feel when he found their hand-made flag and saw their names carved on the rock.

The Übermädchen

Madame Mauser

Fighting: Remarkable (30)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 50
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Good (10)	Popularity: -10

Talents

Military, Martial Arts A, B and E. She was trained in Espionage by the SS and Nazi high command. She communicates fluently in German, English, French.

Equipment:

Uniform: her costume is made of a version of Kevlar-lined material of Remarkable (30) material.

- Body Armor: Good (10) vs. physical.
- * .45 caliber (Ammo: 20 shots, 3 areas, 25 points.)
- * Colt M1911A1 (Ammo: 7, Range 2 areas, 10 points)
- * 2 frag grenades: Rem (30) damage 1 area of effect.
- * Sword: Good (10) damage.

Penny Panzer

Fighting: Excellent (20)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 50
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: -10

Talents:

Military, Martial Arts A, B and E. She was trained in Espionage by the SS and Nazi high command. She communicates fluently in German, English, French.

Equipment:

Uniform: her costume is made of a version of Kevlar-lined material of Remarkable (30) material.

- Body Armor: Good (10) vs. physical.
- * .45 caliber (Ammo: 20 shots, 3 areas, 25 points.)
- * Colt M1911A1 (Ammo: 7, Range 2 areas, 10 points)
- * 2 frag grenades: Rem (30) damage 1 area of effect.
- * Sword: Excellent (20) material, Good (10) damage.

Axis Annie

Fighting: Remarkable (30)	Health: 80
Agility: Remarkable (30)	
Strength: Good (10)	Karma: 50
Endurance: Good (10)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Remarkable (30)	Popularity: -10

Talents:

Military, Martial Arts A, B and E. She was trained in Espionage by the SS and Nazi high command. She communicates fluently in German, English, French.

Equipment:

Uniform: her costume is made of a version of Kevlar-lined material of Remarkable (30) material.

- Body Armor: Good (10) vs. physical.
- * .45 caliber (Ammo: 20 shots, 3 areas, 25 points.)
- * Colt M1911A1 (Ammo: 7, Range 2 areas, 10 points)
- * 2 frag grenades: Rem (30) damage 1 area of effect.
- * Sword: Good (10) damage.

Fraulein Fatale

Fighting: Excellent (20)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 50
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Good (10)	Popularity: -10

Talents:

Military, Martial Arts A, B and E. She was trained in Espionage by the SS and Nazi high command. She communicates fluently in German, English, French.

Equipment:

Uniform: her costume is made of a version of Kevlar-lined material of Remarkable (30) material.

- Body Armor: Good (10) vs. physical.
- * .45 caliber (Ammo: 20 shots, 3 areas, 25 points.)
- * Colt M1911A1 (Ammo: 7, Range 2 areas, 10 points)
- * 2 frag grenades: Rem (30) damage 1 area of effect.
- * Sword: Good (10) damage.

Vichy Vixen

Fighting: Excellent (20)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 50
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Good (10)	Popularity: -10

Talents:

Military, Martial Arts A, B and E. She was trained in Espionage by the SS and Nazi high command. She communicates fluently in German, English, French.

Equipment:

Uniform: her costume is made of a version of Kevlar-lined material of Remarkable (30) material.

- Body Armor: Good (10) vs. physical.
- * .45 caliber (Ammo: 20 shots, 3 areas, 25 points.)
- * Colt M1911A1 (Ammo: 7, Range 2 areas, 10 points)
- * 2 frag grenades: Rem (30) damage 1 area of effect.
- * Sword: Good (10) damage.

Group Contacts:

When they were Nazi operatives they had contacts with the Nazi, the SS, Nazi High Command and Military forces as well as the Red Skull, who oversaw all operations internationally and domestically on behalf of Hitler. After the war they had contacts in ICON.

Group History:

Working for Nazi scientist Brain Drain the Übermädchen infiltrated the Hogarth Shipyards in the US as a team of electricians to incorporate Brain Drain's mind-control technology into the new attack-transport ship USS Markham's communications system so all soldiers and sailors on board would fall under Nazi control during their voyage over to Europe. Miss America infiltrated the shipyard to find the saboteurs. After catching Axis Annie the others revealed themselves and when the Übermädchen were not strong enough to overpower Miss America on their own, Madame Mauser used Brain Drain's mind-control tech to send the workers wearing helmets, secretly connected to Brain Drain's tech, against Miss America. The Übermädchen knocked out all guards, chained up Miss America after the mind-controlled workers had caught her, and planned to blow up everyone who had seen them, so they could continue their mission afterward. The workers not under mind-control united to take on the Übermädchen and defeated them. Miss America broke her chains and took the gas canisters, which were going to blow, up into the sky where they could blow up without injuring anybody. Back down the female workers had already chained up the Übermädchen and called the army to pick up the saboteurs.

After the war Axis Annie, Madame Mauser, Fräulein Fatale and Penny Panzer hid out in Sao Paolo, Brazil for fourteen years. They were sent skull medallions by Geoffrey Sydenham to join his organization Icon and regrouped when they heard that others who had received these medallions were protected from imprisonment. Provided with a gunboat the Übermädchen assaulted Nick Fury and Blonde Phantom on their way to Madripoor on the Indian Ocean. The Übermädchen captured the speedboat of Fury and Blonde Phantom, but only outnumbered them for a short time. McTeague and the Avengers Victor Creed, Dominic Fortune, Namora and Sergei Kravinoff arrived with their ship to come to Fury and Blonde Phantom's aid against the former Nazi women. McTeague chained them up in magic chains and Namora carried them on to the Avengers' ship. Still chained up the Übermädchen were taken to the southwestern shore of Madripoor where the Avengers interrogated them. Creed had Axis Annie at her throat and was told by Fury to back off. Fury then interrogated Annie by himself, learning from her that the skull medallions had appeared in their respective apartments in Sao Paolo out of nowhere. They regrouped because they had heard that the others receiving these medallions were protected from going to prison. Fury then gave Creed the permission to kill the Übermädchen.

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The All-Hate Squad

The All-Hate Squad are led by Beverly Lacoco and her fiancé The Hooded Eye. Their main priority is to kill Fight-Man, Lacoco's ex-husband or the total decimation of France.

Whichever comes first.

Group Resources: You're kidding, right?

Group Talents: All members have Martial Arts B.

Group Contacts: The All-Hate Squad.

Able Bodied Assassin

Matthew Harsh



Fighting: Excellent (20)	Health: 50
Agility: Good (10)	
Strength: Good (10)	Karma: 30
Endurance: Good (10)	
Reason: Good (10)	Resources: Exc
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Equipment:

Knives: ABA (as his friends call him) carries up to 30 knives in his costume. They are made of Excellent (20) material and inflicted Good (10) damage.

Talents:

Sharp Weapons

Running Able Bodied Assassin:

Able Bodied Assassin is the world's 29th most deadly assassin and as a member of the All Haters Squad he plans to one day wipe out the French for their culture appropriation of Jerry Lewis.

History:

Nothing is known about Matthew Harsh or the reasoning behind his murderous capabilities, but as the 29th most deadly assassin in the world, he was invited to be a member of the All Haters Squad along his frequent ally, Doctor Polka.

Aggressive Eleven

Real Name Unrevealed.

Fighting: Excellent (20)	Health: 46
Agility: Good (10)	
Strength: Typical (6)	Karma: 18
Endurance: Good (10)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Equipment:

Hammer: Aggressive Eleven carries an eleven pound sledgehammer with him for use as his person weapon and refers to it by the name 'the Mighty Mei-Mei', Remarkable (30) materials and inflicts Good (10) Damage if wielded one handed and +1C/S if wielded two handed.

Talents:

Blunt weapons

Running Aggressive Eleven:

Aggressive Eleven is an angry teenager who watched violent movies and played to many games. He killed Fight Man's sidekick, Kid Wipeout, which entitled him to membership in the Squad. Rumor has it that he blames France for the current state of affairs where the decline in the modern pop music is concerned.

History:

Aggressive Eleven's secret history and the origins of the Mighty Mei-Mei is at this point, unrevealed!

Atomic Lou

Lou Messner



Fighting: Excellent (20)	Health: 100
Agility: Good (10)	
Strength: Incredible (40)	Karma: 22
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Radiation Emission: Amazing (50) ability 5 areas.

Equipment:

Control Rod: This Remarkable (30) material control rod is a focus for his powers, granting +1 C/S.

Talents:

Physics

Running Atomic Lou:

Atomic Lou is portrayed as a simple blue-collar working man.

History:

Lou Messner worked at the Delta City Nuclear Power Plant and possesses a master's degree in nuclear physics. The exact nature of his origin story has more to do with the faulty Microwave at the Delta City Nuclear Power Plant and less with the reactor itself. His use of a control rod to focus his powers is somewhat telling of his mindset.

Babe Ruthless

Real Name Unrevealed.

Fighting: Excellent (20)	Health: 56
Agility: Good (10)	
Strength: Typical (6)	Karma: 16
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Poor (4)	Popularity: -10

Equipment:

Knife: This ginsu kitchen knife is made from laser sharpened reinforced steel blade that can slice through bones, flesh and aluminum cans! Good (10) damage.

Talents:

Sharp weapons

Running Babe Ruthless:

Babe Ruthless claims to be the grand-daughter of the great Bambino and has a violent streak that caused her to kill Fight-Man's sidekick, Fight-Boy.

History:

Babe Ruthless harbors a great and deep resentment towards the grandson of Ed Gagnier who bad mouthed her grand-father and made fun of her inability to play or understand baseball. This has caused a deep resentment towards the French and a desire to destroy Paris.

Big Strong Man

Steve Kisto



Fighting: Excellent (20)	Health: 86
Agility: Typical (6)	
Strength: Remarkable (30)	Karma: 16
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Poor (4)	Popularity: -10

Known Powers:

Growth (permanent): 8 feet tall and +1 C/S to be hit.
Body Armor: Good vs. physical.

Running Big Strong Man:

Steve is a little slow on the uptake and after a life of being made fun of because of his height and dislike of the French.

History:

Big Strong Man is a founding member of the All-Hate Squad. Despite appearances to the contrary, he isn't a mutant or even an altered human but is a completely normal person.

Bigger Stronger Man

Tracey Griffin



Fighting: Remarkable (30)	Health: 116
Agility: Typical (6)	
Strength: Incredible (40)	Karma: 16
Endurance: Incredible (40)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Poor (4)	Popularity: -10

Known Powers:

Growth (permanent): 12 feet tall and +1 C/S to be hit.
Body Armor: Excellent (20) vs. Physical and Energy.

Talents:

Football (+1 C/S to charging and thrown objects)

Running Bigger Stronger Man:

Tracey is a consummate sportsman who enjoys competition and the thrill of combat.

History:

Tracey was drafted into the French Football League and thought that it would be a prestigious move on his part, only to be made fun of by Paul Pogba and Oliver Giroud over his height and speed. as a result his performance was effected and eventually he was bounced from the team and lived penniless under a bridge in the French village of Ramelle where the children taunted him calling him 'La Verge Géant' finally he was deported back to America where his hatred of France led to him to join the All-Hate Squad when his mutant powers came to the surface.

Biggest Strongest Man

Chuck Manassa



Fighting: Remarkable (30)	Health: 136
Agility: Typical (6)	
Strength: Amazing (50)	Karma: 16
Endurance: Amazing (50)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Poor (4)	Popularity: -10

Known Powers:

Growth (permanent): 16 feet tall and +1 C/S to be hit.
Body Armor: Excellent (20) vs. Physical and Energy.

Running Biggest Strongest Man:

Chuck has traded his addiction for drugs, for an addiction to violence.

History:

Chuck Manassa is a former drug addict who spent most of his time breaking into places or stealing drugs he could get his hands on. His one claim to fame was breaking into the lab of Bill Foster and stealing a series of drugs (one of which was a sample of the Pym Particles) and during a road trip back to Delta City, Michigan he took the drugs and expanded to sixteen feet in height, permanently. Chuck destroyed the van he was driving in and was briefly hospitalized, the authorities came to collect him and instead he fought his way out of the hospital and eventually hooked up with the All-Hate Squad.

Black Lung the Malady Man

Tristram Oberbeck



Fighting: Good (10)	Health: 76
Agility: Good (10)	
Strength: Typical (6)	Karma: 22
Endurance: Amazing (50)	
Reason: Typical (6)	Resources: Typ
Intuition: Good (10)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Plague Carrier: Amazing (50) ability.
Resistance to Disease: Monstrous (75)

Talents:

First Aid

Running Black Lung the Malady Man:

Tristram is a green skinned mutant that enjoys using his powers to make others suffer.

History:

Blacklung was a foe of Fight-Man. When Fight-Man returned to Delta City, Blacklung was among the villains rallied to fight him by the Hooded Eye. Using his powers, he gave civilians fleeing the chaos cancer by touching them until his hands were sliced off by Agent X.

Chimpanzo Rex



Fighting: Remarkable (30)	Health: 136
Agility: Typical (6)	
Strength: Amazing (50)	Karma: 12
Endurance: Amazing (50)	
Reason: Feeble (2)	Resources: n/a
Intuition: Typical (6)	

Psyche: Poor (4)

Popularity: -10

Known Powers:

Growth (permanent): 25 feet tall and +2 C/S to be hit.
Body Armor (Artificial): Excellent (20) vs. Physical.

Running Chimpanzo Rex:

This is a 25 foot tall chimpanzee who acts like a chimpanzee. He picks his nose, fondles himself and flings giant-sized excrement at the drop of a hat!

History:

No one is sure of the origins of Chimpanzo Rex. One rumor is that he received a blood transfusion from Biggest Strongest Man, another is that Doctoragutan created him as a weapon of mass destruction against the French. No one is certain though.

Coin-Op Creeps



Fighting: Excellent (20)

Health: 100

Agility: Excellent (20)

Strength: Remarkable (30)

Karma: 12

Endurance: Remarkable (30)

Reason: Poor (4)

Resources: n/a

Intuition: Poor (4)

Psyche: Poor (4)

Popularity: -10

Known Powers:

Robotic Body: These coin operated robots are rented for the princely sum of a quarter for every 1/2 hour.

* They follow vocal commands from paying operators.

* Body Armor: Excellent (20) vs. Physical, Good (10) vs. Energy.

* Repair Costs for any damage to the units becomes the problem of the operator.

Running Coin-Ops Creeps:

These coin-operated robots are devoid of personality and serve their operator to the best of their ability.

History:

These rental robots, which can be activated by inserting coins into their chest places, twenty-five cents for a half-hour. Unfortunately increased misuse of the Coin-Op Creeps by the local underworld in Delta City led to the Robot Gang War. In the War's wake several Robots were left hidden awaiting their activation commands.

Crimesaurus

Haru Takakashi



Fighting: Remarkable (30)

Health: 150

Agility: Excellent (20)

Strength: Amazing (50)

Karma: 40

Endurance: Amazing (50)

Reason: Excellent (20)

Resources: Exc

Intuition: Good (10)

Psyche: Good (10)

Popularity: -10

Known Powers:

Robotic Dinosaur Costume: This Godzilla looking robotic costume has a number of powers:

* Growth (Permanent): 25 feet, +1 c/s to be hit.

* Body Armor: Remarkable (30) protection.

* Roar: While this does no damage, the roar is loud enough to be heard up to 10 areas away.

* Breath Weapon: Amazing (50) fire, 1/3, 10 areas.

* Multi-Attack Style: Crimesaurus can claw/claw, bite, tail slap, wrestling maneuver or Breath Weapon, all of the attacks do Amazing (50) damage.

Haru, outside of the Suit has Poor (4) fighting and Strength, Typical (6) Agility and Endurance for a health of 20 and has Excellent (20) Reason, Good (10) intuition and psyche with a karma of 40.

Talents:

Engineering, Crime and Repair/Tinker. Haru is knowledgeable of Kaiju trivia and is fluent in Japanese and English.

Running Crimesaurus:

Haru has always loved Kaiju and just wanted to be recognized by the Japanese film industry, the Crimesaurus suit was his chance to make his dream come true.

History:

Haru took his love of Kaiju to far and while cosplaying at the Paris Cosmicon he was bullied and unleashed the full might of Crimesaurus! This got him an exclusive invite to join the All-Hate Squad. But after several battles and a couple of broken bones Haru retired from crime, taking a job in the Japanese Movie industry and rented out his Crimesaurus suit to Spencer Breen.

Crimesaurus Rex

Spencer Breen

Fighting: Remarkable (30)	Health: 150
Agility: Excellent (20)	
Strength: Amazing (50)	Karma: 18
Endurance: Amazing (50)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Robotic Dinosaur Costume: This Godzilla looking robotic costume has a number of powers:

- * Growth (Permanent): 25 feet, +1 c/s to be hit.
- * Body Armor: Remarkable (30) protection.
- * Roar: While this does no damage, the roar is loud enough to be heard up to 10 areas away.
- * Breath Weapon: Amazing (50) fire, 1/3, 10 areas.
- * Multi-Attack Style: Crimesaurus can claw/claw, bite, tail slap, wrestling maneuver or Breath Weapon, all of the attacks do Amazing (50) damage.

Spencer has Typical (6) stats and has 24 health and 18 karma outside of the suit.

Running Crimesaurus Rex:

Spencer Breen wanted to make it into the big time as a major supervillain. Instead he became Crimesaurus Rex...

History:

Spencer Breen bought the Crimesaurus Rex suit from Haru after he retired from super-villainy. So far he has been defeated twice by Fight-Man and just wants to get a little bit of payback.

Doctor Anarchy and his Anger Gang

Doctor Anthony Archimedes

Fighting: Remarkable (30)	Health: 60
Agility: Good (10)	
Strength: Good (10)	Karma: 40
Endurance: Good (10)	
Reason: Excellent (20)	Resources: Exc
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Talents:

Veterinary Sciences (Medicine for animals), First aid, Animal Handling and Psychiatry.

Contacts:

The Anger Gang (Typical thug stats).

Running Doctor Anarchy:

This hard core animal activist has decided to use his training and skills to take the fight to French perfumeries who use animals in their testing.

History:

Doctor Anarchy is a former veterinarian who has trained his angry gang (mostly thugs of typical abilities and specially trained animals) to battle against the forces of the French Perfumeries and Fight-Man. Unfortunately the battle he wasn't ready for was the one with the IRS when he was hit with a massive audit for his practice and was jailed for Tax Evasion.

Doctor Tricky

Doctor Todd Richardson

Fighting: Good (10)	Health: 50
Agility: Good (10)	
Strength: Good (10)	Karma: 50
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Exc
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: -10

Known Powers:

Hypno-Specs: made from Excellent (20) material polycarbonate, Hypnotic Control Remarkable (30) ability, up to 1 area away.

Equipment:

Doctor Tricky has a fully functional optical production lab capable of making eyeglasses.

Talents:

Optometry, First aid,

Running Doctor Tricky:

This Optometrist is taking his war on Contact lens misuse to a whole new level.

History:

Doctor Tricky is a former Delta City, Michigan Optometrist, who has watched as a never ending parade of patients ambled through his office doors in their ever expanding misuse of contact lens, whether it was just buying a single pack and wearing them for the next six months or using falsified prescriptions through the 1-900-Gimmeoptix, an automated system to fill prescriptions. Battling against the encroachment of the Claumonet Contact Lens company of Giverny France, Doctor Tricky attacked their American branch in Delta City, Michigan to strike back at the evil of lens misuse. He was beat senseless by Fight-Man shortly thereafter.

E-Coli

Erik Collins

Fighting: Good (10)	Health: 60
Agility: Excellent (20)	
Strength: Good (10)	Karma: 30
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Typ
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

E-Coli Generation: This Excellent (20) ability induces E-Coli poisoning resulting in severe diarrhea and stomach cramps, causing Good (10) damage a round. Failure to resist this power via an Endurance feat roll results in D10 rounds of incapacitation from either having to use the bathroom or the fight to keep from using it no matter where the character is. Range is 1 area.

Resistance to Disease: Remarkable (30) resistance.

Equipment:

Cosmic gas can: This device is used to recharge E-Coli's powers and abilities.

Talents:

Animal Handling

Running E-Coli:

E-Coli is striking back at the French lettuce farmers who inadvertently killed his rabbit Mo-Mo.

History:

Eric Collins was a rabbit farmer from the outskirts of Delta City, Michigan who had the misfortune of buying tainted lettuce to feed his rabbits only to have them die, bankrupting his farm and destroying his lively hood when an reporter insinuated that he might have done so purposefully. The matter was further complicated when a Skrull escape craft dropped its 'lav-tank' which partially covered Eric in its waste mutating him and granting him the power to pass on the gift of E-Coli...Now he is planning a full scale invasion of France to avenge his rabbit Mo-Mo.

Fastman

Gideon Trackman

Fighting: Good (10)	Health: 56
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 18
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Lightning Speed: Amazing (50) land speed.

* Multiple Attacks: Gideon can Attack, Dodge, Catch or Evade at Amazing (50) ability.

Equipment:

Speed Pills: These pills, infused with the power of 25 Skurge sodas from the Netherlands, activate his latent mutant powers of super speed for 2 hours at a time.

Talents:

Running (+1 C/S to Endurance feats) and Crime. Fastman

Running Fastman:

Fastman used to be a Olympic athlete, until he was caught using performance enhancing drugs at the Olympics in Paris...Now he is bitterly angry over the loss of his career and livelihood.

History:

Gideon Trackman was once an Olympic track and field star on his way to the top, he began using performance enhancing drugs to increase his speed and realized that he moved much faster than anyone this side of Jean-Paul (Northstar) Beaubier and was caught using drugs during the Olympics in Paris. Suspended from his Olympic team and deported back to the states. He returned to Delta City, Michigan where he began a life of crime where he eventually fought Fight-Man.

Fear Man

Real Name Unknown

Fighting: Excellent (20)	Health: 60
Agility: Good (10)	
Strength: Good (10)	Karma: 30
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Typ
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Fear Generation: This Excellent (20), 1 area.
Gas-Mask: Remarkable (30) resistance.

Equipment:

Fear gas gun: Stolen from his former boss Mister Fear, this device allows him to shoot Fear gas up to 1 area of range, the gas has an Excellent (20) rank.

Talents:

Crime, Chemistry and

Running Fear Man:

Fear Man wants his cut of the pie and is willing to hurt anyone who gets in his way. His two major hates are Fight-Man and the French, mainly because they're not thankful for the good ol' USA saving their bacon during that whole WWII thing.

History:

A former thug working for Zaltan Dargo, when he failed to get a fair cut of a heist he stole one of the fear guns and a sample of the fear gas before putting his high school chemistry to use. He began calling himself Fear Man and returned to his home town of Delta City, Michigan where he spread his wings and joined the ranks of supervilliany, until he took a beating from Fight-Man.

Fisticuff-Woman

Vanessa Simmonds



Fighting: Amazing (50)	Health: 160
Agility: Good (10)	
Strength: Amazing (50)	Karma: 18
Endurance: Amazing (50)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Body Armor: Excellent (20) protection.

Running Fisticuff-Woman:

Having six sisters Fisticuff-Woman was the meanest and bossiest of the bunch. She is a bully to her friends and has been referred to as a funnier, less aggressive Amy Schumer.

History:

Vanessa is the youngest of six siblings and over time her fighting prowess led her to become an MMA fighter and it was through her membership in 'Battle-Club' that she met Dr. Karl Malus and gained super-strength. She returned to the Battle-Club circuit in Delta City, Michigan where she eventually was recruited into All-Hate Squad and eventually fought, Fight-Man!

Generic Badguy

John Smith



Fighting: Remarkable (30)	Health: 120
Agility: Remarkable (30)	
Strength: Remarkable (30)	Karma: 18
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Body Armor: Good (10) vs. Physical and Energy.
Hyper Leaping: Incredible (40) ability.
Hyper-Running: Poor (4) running speed.

Running Generic Badguy:

John is a rather generic, typically megalomaniacal Badguy with a James Bondian villain like need to discuss his plans.

History:

Having traveled from Delta City, Michigan of Earth-84041, Generic Badguy arrived thinking that he would easily take out Fight-Man and make a name for himself. Instead he just got beaten into submission and imprisoned in a supermax where he was recruited to the All-Hate Squad.

The Gimmick

James Graver

Fighting: Excellent (20)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 70
Endurance: Remarkable (30)	
Reason: Remarkable (30)	Resources: Good
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: -10

Known Powers:

Psi-Screen: Incredible (40) protection.
True Sight: Excellent (20) ability.
Imitation: Excellent (20) ability to disguise himself.

Equipment:

Kevlar/Nomex unitard: Good (10) vs. protection.

Poison Bubbles: Excellent (20), 1 area, victims make Endurance feats to avoid anal leakage.
 Blood Balloons: Excellent (20) slick blood, 1 area.
 Exploding Rabbits: Remarkable (30) scatter damage. They can rigged with Napalm too.
 Necrotizing fasciitis powder: Remarkable (30).
 Throwing Cards: Typical (6) damage. 1 area. Marked for cheating at poker.
 Electrical Buzzer: Amazing (50) damage on touch.
 Acid Flower: Incredible (40) acid, 1 area, ammo: 3.
 Flash-Bangs: Excellent (20) light and sound 2 areas.
 Elecneuro Disruptor: Remarkable (30) stun damage on a failed Endurance feat, 2 area range, Ammo: 20, ROF: 1/1.
 Expanding Rings: Remarkable (30) grappling, 2 area range.
 Echobay Blaster: Amazing (50), 3 areas. Ammo: 20, ROF: 1/1.
 Boxing glove gun: Excellent (20) damage, 1 area, ROF: 1/2
 Snot-Gun: This shotgun fires napalm mucus rounds, Remarkable (30) flame damage, up to 2 areas away. Ammo: 2, ROF: 2/2.

Talents:

Martial Arts E, Crime, Streetwise, Leadership, Disguise, Demolitions, Computers and Driving.

Running the Gimmick:

James Graver is a cunning and beguiling person. James is a control freak who uses violence to get what he wants and is not above killing to enforce his views on others.

History:

No one can say for certain what caused James Graver to turn out like he did. He was born to a upper lower class family and by all accounts, his relationship with his parents seemed to be a normal one. James was in and out of trouble for quite some time with various acts up to and including torturing small animals, setting fires and at least one known instance where he killed a local kid who had stumbled across one of his secrets. As James grew up he found that he was able to more easily manipulate others. By the time that James had turned sixteen he had a small legion of followers who were loyal to his causes. To free himself from the prison he felt trapped in James killed his parents and fled from Delta City, Michigan with their money and his followers in tow. James wandered the country and ended up making the F.B.I.'s ten most wanted list with his serial killings. Somehow he always managed to stay one step ahead of the authorities with his every expanding group of misfit followers. He returned to Delta City awash with followers and calling himself Gimmick, only to find that Delta City now has a super-hero of its own, Fight-Man. His abilities couldn't stand up against Fight-Man who beat him senseless and then tried to sell his confiscated equipment on the internet.

Gismotron

Real Name Unknown

Fighting: Good (10)	Health: 50
Agility: Good (10)	
Strength: Good (10)	Karma: 50
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Typ
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: -10

Known Powers:

Communicate with Cybernetics: Remarkable (30) ability, 3 areas.

Equipment:

Universal Remote: This standard universal remote acts as a focus for his abilities.

Talents:

Crime, Electronics

Running Gismotron:

Gismotron just wants to relax and enjoy television and the internet using his powers to circumvent legal means, Fight-Man put an end to his illegal cable connections and now Gismotron has sworn vengeance!

History:

A Delta City, Michigan mutant who was just trying to make money from using his powers to create an illegal cable empire, he had no intention of joining the ranks of supervilliany, until he took a beating from Fight-Man. Now he wants to kill the hero of Delta City!

Glass-Eye Freddie

Frederick Balzofiore



Fighting: Excellent (20)	Health: 60
Agility: Excellent (20)	
Strength: Good (10)	Karma: 50
Endurance: Good (10)	
Reason: Good (10)	Resources: Typ
Intuition: Excellent (20)	
Psyche: Excellent (20)	Popularity: -10

Known Powers:

Cybernetic eyes: Normal sight, Enhanced, Infravision and X-Ray sight at Typical (6), 6 area range. Oddly he has no eyelids.

Equipment:

Pistol: Typical (6), 3 area, Ammo: 9 and ROF: 1/1.

Talents:

Crime, Guns

Running Glass-Eye Freddie:

Freddie is a small time crook with little talent and no real powers to speak of.

History:

A partner to Triggerman Carr and Metalhead, Freddie was beaten so bad that it knocked both his eyes out. He later had his eyes replaced with cybernetic implants. Now he wants revenge on Fight-Man.

III Billy

William Williams



Fighting: Good (10)
Agility: Excellent (20)
Strength: Typical (6)
Endurance: Typical (6)
Reason: Good (10)
Intuition: Typical (6)
Psyche: Typical (6)

Health: 42

Karma: 22

Resources: Typ

Popularity: -10

Known Powers:

Sonic Generation: This Amazing (50) rank, limited to him being a yodeling human beatbox.
Resistance to Sonic: Monstrous (75).

Equipment:

Sound system: This shoulder mounted sound system allows him to amplify his voice up to 5 areas.

Talents:

Crime, Performer-Rapping

Running III Billy:

This beatboxing, 'hardcore' mutant straight out of the 49972 (Deltah Chity, in da hizzy!)

History:

This beatboxing mutant wanted to make it big in the rap industry, unfortunately he had neither talent nor ability. He wanted to make a name for himself and decided to attack Fight-Man and was narrowly defeated. He served some time (and got some street cred...) before getting the invite to the big game (Da All-Hata's Sqwaud!) where he once more went up against Fight-Man!

Katmandingo

Fighting: Excellent (20)

Agility: Excellent (20)

Strength: Excellent (20)

Endurance: Excellent (20)

Reason: Good (10)

Intuition: Good (10)

Psyche: Good (10)

Health: 80

Karma: 30

Resources: Typ

Popularity: -10

Known Powers:

Demi-human: one of the High Evolutionary's New Men, who through experimentation from Doctorangutan is more powerful than he should be as a former house cat.

* Enhanced Senses (Sight, Hearing and Touch):

Excellent (20) rank

* Night vision: Excellent (20) rank

Extra limbs:

* Claws/Bite: Amazing (50) claw damage.

Remarkable (30) bite with his teeth.

* Climbing: Good (10) ability.

* Combat Tail: Remarkable (30) damage.

Equipment:

Skull cap: This cap helps protect Katmandingo from Psionic attacks at Excellent (20) rank.

Talents:

Crime, Acrobatics

Running Katmandingo:

He's a six foot tall house cat. He chases laser pointers, urinates inappropriately and claws the furniture and drapes.

History:

Katmandingo is the former house cat of Bova. Bova wanted companionship and the High Evolutionary evolved Katmandingo into one of his New Men. Things might have been alright if it for the fact that Katmandingo saw a commercial advertising cat food and he fell in love with the cat advertising the product. He left Wundagore Mountain and traveled to America, only to find out that not only did that cat not speak, it also had no interest in him. Matters took a turn for the worse when he began to devolve and if not for the intervention of Doctorangutan, he would have returned to a normal cat. Instead he was made bigger and stronger and joined the All-Hate Squad against Fight-Man!

Massive Globula

Morgan Schenk



Fighting: Good (10)	Health: 90
Agility: Good (10)	
Strength: Excellent (20)	Karma: 22
Endurance: Amazing (50)	
Reason: Good (10)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Globular powers: Globula is a giant gelatinous blob covering up to 2 areas

* Acid Touch: Remarkable (30) grappling damage.

* Body Armor: Remarkable (30) protection.

Talents:

Crime.

Running Massive Globula:

Morgan is angry about his lot in life, he wanted to be a normal person with a wife and kids.

History:

Morgan broke into Hedare Beauty in Paris, France with the intention of robbing their international payroll. He had no idea that Hedare Beauty was subsidiary of Vaughn-Pope Cosmetics and that Narda (Belladonna) Ravanna would take the break-in and attempted robbery very personally and had him thrown into a vat of chemical waste. By all rights, Morgan should have been killed and instead he was mutated into a Massive Globula eventually freeing himself only to find out that Vaughn-Pope Cosmetics had been seized when Ravanna's criminal actions came to light. He destroyed the building before heading back to Delta, City Michigan where he hoped to find a cure, instead he found himself invited to the All-Hate Squad and he took them up on their offer wanting to find some sense of normalcy and instead found Fight-Man waiting to take them down.

Meany



Fighting: Remarkable (30)	Health: 60
Agility: Good (10)	
Strength: Good (10)	Karma: 18
Endurance: Good (10)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Running Meany:

Meany is your typical college/high school bully who has elevated himself to 'supervillain' status, or at least believes he has.

History:

The Meany is a bully who has taken his love of bullying others to a whole new level. Unfortunately for him, he picked a fight with Fight-Man and lost big!

Metalhead

Joey Marone



Fighting: Good (10) Health: 120
 Agility: Good (10)
 Strength: Amazing (50) Karma: 18
 Endurance: Amazing (50)
 Reason: Poor (4) Resources: Good
 Intuition: Poor (4)
 Psyche: Poor (4) Popularity: -10

Known Powers:

Body Armor: Incredible (40) vs. Physical, Excellent (20) vs. Energy.

Limitations:

If struck on the chin, he takes +1 C/S damage.

Running Metalhead:

Metalhead is your typical college age-student whose mutant power activated and never shut off. This poor-man's Colossus has no chance at a normal life and has a very laid back attitude about the whole ordeal.

History:

Metalhead used to like to listen to his music and smoke marijuana in his rented room, just off the campus of Delta City University. Always something of a minor criminal (he did download most of that music from Zapster...) he fell in with Triggerman Carr and Glass-eye Freddie for a quick stop and rob. Unfortunately this resulted in a severe beating from Fight-Man. Later he joined the All-Hate Squad only to get a second even worse beating after being launched from a cannon at Fight-Man.

Mr. Density

Gus Yaccarino



Fighting: Good (10) Health: 68

Agility: Poor (4)
 Strength: Poor (4) Karma: 24
 Endurance: Amazing (50)
 Reason: Poor (4) Resources: Good
 Intuition: Good (10)
 Psyche: Good (10) Popularity: -10

Known Powers:

Density Control: Excellent (20) ability to control his density either decreasing it to Shift-0 allowing him to phase and fly at Feeble (2) or increase it granting Body Armor at Excellent (20) vs. Physical and Energy along with Excellent (20) strength.

Limitations:

Guys is badly out of shape and any prolonged use of his powers (beyond 2 rounds) results in an Endurance feat roll with the color determining how badly his body handles it. Green = stun D10 rounds, Yellow = Vomiting for 1d5 rounds, Red = a Heart attack (Excellent (20) edged damage to his heart).

Talents:

Crime.

Running Mr. Density:

Gus likes food and makes no apologies about it. His rather staid lifestyle isn't something an active supervillain should be a part of.

History:

Mr. Density's origin isn't known, how he gained his powers or even became a supervillain if let to his own devices and well enough alone he would likely lived a life of mediocrity living in his parent's basement.

Mr. Kill

Alex Guttman



Fighting: Excellent (20) Health: 60
 Agility: Good (10)
 Strength: Good (10) Karma: 40
 Endurance: Excellent (20)
 Reason: Excellent (20) Resources: Good
 Intuition: Good (10)
 Psyche: Good (10) Popularity: -10

Known Powers:

The Kill Suit: This Amazing (50) material provides the following powers:

- * Body Armor: Good (10) vs. Physical and Amazing (50) vs. Energy.
- * Rocket: Poor (4) air speed.
- * Missile Launchers: 5 areas, Good (10) damage. Ammo: 30 missile payload.
- * Protected senses: Excellent (20) protected sight, hearing, smell, taste and touch.

Equipment:
The Kill Suit.

Talents:
Repair/Tinker

Running Mr. Kill:
Alex wants to be known as a tough guy with the power to inflict his will on others.

History:
Having downloaded the schematics for the armor off of the internet, Alex went to work building his own suit with the intention of becoming the hero that Delta City needed and wanted. Instead he got into a fight with Fight-Man that resulted in his arrest and imprisonment on assault charges. Alex got out and rebuilt his suit after being invited to become a member of the All-Hate Squad.

Mr. Troublesome
Hank Sabin



Fighting: Good (10)	Health: 68
Agility: Poor (4)	
Strength: Good (10)	Karma: 24
Endurance: Good (10)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:
Trouble wrench arms: Both of his hands have been replaced with Remarkable (30) material wrench heads that can expand or contract up to 70% for use on all size nuts or deep well sockets. Furthermore he can extend (stretch) his arm out as though he has Elongation at Poor (4) As noted above he has poor manual dexterity when dealing with common, everyday tasks.

Limitations:
He has no hands and has wrench heads in their place.

Talents:
Repair/Tinker and Crime.

Running Mr. Troublesome:
When Hank was putting together his persona as a criminal mastermind, he probably should have given the notion of having wrench heads as hands more thought. Hammer heads would have been better or even screwdriver blades! The problem is Hank doesn't think things through...

History:
Mr. Troublesome's origin isn't known, how he gained his powers or even became a supervillain although judging by the looks of him, Doctor Octopus was the one who removed and replaced his hands.

One-Man Atrocity
Paul Lemonde aka Dennis Richmond



Fighting: Good (10)	Health: 60
Agility: Excellent (20)	
Strength: Good (10)	Karma: 40
Endurance: Excellent (20)	
Reason: Excellent (20)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:
The Atroc-Suit: This Amazing (50) material made from a lightweight, new age polymer and provides:
 * Body Armor: Excellent (20) vs. Physical and Amazing (50) vs. Energy.
 * Rocket: Good (10) air speed.
 * Energy Generation: Incredible (40) damage, 3 area.
 * Missile Launchers: 5 areas, Excellent (20) damage. Ammo: 15 missile payload.
 * Protected senses: Excellent (20) protected sight, hearing, smell, and taste.

Equipment:

His Atroc-Suit.

Talents:

Engineering and Repair/Tinker

Running One-Man Atrocity:

He likes kittens, flowers and long walks along the beach...NOT! This is the One-Man Atrocity, the thriller-killer, the man who makes mothers cry and children scream!

History:

Paul Lemonde was an up and coming student at the M.I.T. until the day when Tony Stark showed up with his perfectly coifed hair and his stylish clothing. Paul tried desperately to make friends with the young billionaire, but was rebuffed. Angered, jealous and put out by his behavior and lack of reciprocity Paul swore to get revenge. He graduated from M.I.T. (near the bottom of the class) and took a menial position at the local Jerry's House of Tech where he languished sorting charging cords for cell-phones in the back.

Determined to have his revenge, he saved up some money (forgoing his student payments) and bought plans for armor off of the internet. Using his skill he made a few slight modifications and was in business. First he went to the bank where he had his student loans and destroyed it before setting off to attack the Stark Enterprises branch in Delta City. Unfortunately for One-Man Atrocity he ran into Fight-Man and battle ensued. after being defeated One-Man Atrocity served some time and forgot all about that clown Tony Stark, instead he set his eyes on Fight-Man and getting some desperately needed revenge.

Plaid Bug

Clifford Miles



Fighting: Good (10)	Health: 40 / 80
Agility: Good (10)	
Strength: Good (10)	Karma: 14
Endurance: Good (10) / Amazing (50)	
Reason: Poor (4)	Resources: Poor
Intuition: Poor (4)	
Psyche: Poor (4)	Popularity: -10

Known Powers:

Plaid Bug Suit: This Amazing (50) material suit grants Amazing (50) Endurance.

* Teleportation: Good (10) ability and range.

* Body Armor: Excellent (20) vs. Physical, Energy, Psionics, Magic and chocolate cake.

* Omni-Awareness: This suit plugs his brain into the collective conscience, unfortunately, it has made him slightly (read: Very) loony. This power allows him to see a person, object or animal and if asked a question, with a target feat roll, can recall the information as if reading it from a longwinded encyclopedia. This power functions at Poor (4) rank.

Limitations:

Does being single count?

Talents:

Crime and Acrobatics

Running Plaid Bug:

One simply doesn't 'run' the Plaid Bug...He runs you. He is one part Marvin the Martian, one part Bugs Bunny and 3/4 that annoying kid Oliver off of the Brady Bunch. Sprinkle on a Troll Doll hooked on crank, who is looking for a good time and you're getting close...

History:

No one knows the origin of Plaid Bug and both the criminals and heroes pray to Odin the all-father that they never learn it either...

Plug-In Maniac

Herschell Muller



Fighting: Good (10)	Health: 100
Agility: Good (10)	
Strength: Incredible (40)	Karma: 30
Endurance: Incredible (40)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Cybernetics: 95% of Herschell's body is cybernetic (except his Liver and Appendix) these cybernetic replacement parts grant the following powers:

- * Body Armor: Excellent (20) vs. Physical, Good (10) vs. Energy.
- * Missile launchers: Remarkable (30) damage, 2 area.
- * Rocket Pack: Excellent (20) air speed.
- * Helmet Configuration: This Helmet provides:
 - * Enhances sight (up to 10 areas): Good (10).
 - * Infravision: Good (10) ability up to 5 areas.
 - * Radio Reception (Local, State and Federal): Excellent (20) ability, 50 miles.
- * Blaster Rifle: Remarkable (30) Energy, 7 area range, Ammo: 100 rounds, ROF: 2/1, +1 C/S to hit from his helmet.

Limitations:

The Plug-In Maniac can be disassembled in pieces without taking major structural damage. He can be decapitated and has done so several times without killing him.

Equipment:

Unidentified animal pelts hanging from his shoulders.

Talents:

Weapon Specialist-Blaster Rifle Detective/Espionage and Crime.

Running Plug-In Maniac:

Herschell has always wanted to be a world class bounty hunter and assassin, he modeled himself after a certain well known Star Wars character...

History:

Herschell was sixteen years old when he saw the Star Wars Holiday Special and the character who would go on to be his role model, Boba Fett. That set him on the path of at home cybernetic surgery to create the perfect fusion between man and machine. sadly it didn't work out for him as he has been soundly defeated by Fight-Man time and time again.

Polka Doctor

Dr. Eugene Kinsolving



Fighting: Excellent (20)
Agility: Good (10)
Strength: Good (10)
Endurance: Good (10)

Health: 50
Karma: 30

Reason: Good (10)
Intuition: Good (10)
Psyche: Good (10)

Resources: Exc

Popularity: -10

Known Powers:

Hypno-Hate Wheel: Incredible (40), 2 areas.

Equipment:

Surgical equipment: 30 Surgical tools in a black leather bag. They inflict Good (10) damage.

Talents:

Medicine, First aid and Sharp Weapons

Running Doc Polka:

8 years in med school and 3 years in residency and what does he have to show for it? A victims list longer than his arm.

History:

Maybe he was just born bad, maybe something just pushed him in the wrong direction in life. Regardless of what might have spawned his behavior Doc Polka has taken to killing people as often as is humanly possible.

Quickstart

Robert Nazario



Fighting: Good (10)
Agility: Good (10)
Strength: Typical (6)
Endurance: Excellent (20)
Reason: Typical (6)
Intuition: Typical (6)
Psyche: Typical (6)

Health: 46

Karma: 30

Resources: Typ

Popularity: -10

Known Powers:

Hyper Running: Excellent (20) land speed as though he had Incredible (40) Endurance.

Equipment:

Unstable molecular running shoes, Remarkable (30) material and Underwear (for Chaffing...) also Remarkable (30) material too.

Talents:

Running (+1 C/S to Endurance feats) and Crime. Quickstart also has training in Martial Arts E.

Running Quickstart:

A former day worker in the adult film industry, Robert made his mark on the trade with his ability to help others along.

History:

Caught up in a world of vice and drugs within the Delta City, Michigan underground adult film industry, Robert found himself pulled into one seedy act after another before he was in to deep. While shooting up with speed, Robert found himself supercharged and proceeded to take on everyone in the room before running out the door into the cold brisk rain. Soon after he found himself taking on bigger and badder risks before finally joining the All-Hate Squad. After his first battle with Fight-Man, Robert felt as though he had finally bitten off more than he could chew.

Radio Head

Lewis Milkey



Fighting: Good (10)	Health: 46
Agility: Good (10)	
Strength: Typical (6)	Karma: 30
Endurance: Excellent (20)	
Reason: Good (10)	Resources: Typ
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Radio Reception: Excellent (20) ability 6 areas:
 * Radio (Radar) Sense: Good (10). 6 area range.
 * Sonic blast: Excellent (20) damage, 2 area range
 * Radio Wave Control: Excellent (20) ability, 6 areas.
 * Radio blast: Remarkable (30) damage, 4 areas.

Talents:

Crime and Radio Engineering.

Running Radio Head:

Lewis just wants to be loved and respected despite his appearance, is that so wrong?

History:

Born with certain physical deformities, Lewis soon realized that he was gifted with the ability of Radio Reception and decided to have a specially designed helmet built for him so that he could function in the real world. Wanting nothing more than to be accepted and loved by his fellow man, Lewis was devastated

when all he got from his efforts were taunts and insults. He swore then and there that those who mocked him would rue the the day that they had taunted him. Starting a brilliant, but limited, life of crime things were going well into his first encounter with Fight-Man, who beat him senseless and broke off his antenna.

Roman Candle

Armand Galante



Fighting: Excellent (20)	Health: 66
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 18
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Armor Skin-Wax: Armand's wax like body provides Typical (6) vs. Physical.

Flame Generation: Remarkable (30) ability, 3 areas.

Equipment:

Roman armor and Gladius: Excellent (20) material.

The armor provides Excellent (20) vs. Physical.

The Gladius: Good (10) damage, but is a focus for her powers, +1 C/S

Talents:

Crime, Wrestling, and Sharp Weapons.

Running Roman Candle:

Armand questions her very existence; she was supposed to lead the chosen in battle against the forces of darkness. Unfortunately the chosen drink poisoned kool-aid. So she turned to supervilliany which seemed like a quicker way to make some cash.

History:

Roman Candle was formed from Georgia red clay from Stone Mountain near Atlanta and brought to life by offering up sacrifices to the god Jupiter (the sacrifices consisting on 6 pounds of bacon, 4 chicken buckets with sides from KFC and an industrial sized

can of Crisco cooking oil), somehow Jupiter worked a little magic on that Georgia red clay and Armand was brought to life. However she, and those who performed the ritual, soon discovered that unlike other girls she wasn't anatomically correct. Armand lived with the idea that she could never experience the pleasures of the flesh and when the followers took the poisoned kool-aid and died she left traveling the United States to find her place and ended up in Delta City where she battled Fight-Man.

Robot-X

Fighting: Excellent (20)	Health: 100
Agility: Excellent (20)	
Strength: Remarkable (30)	Karma: 12
Endurance: Remarkable (30)	
Reason: Poor (4)	Resources: n/a
Intuition: Poor (4)	
Psyche: Poor (4)	Popularity: -10

Known Powers:

Robotic Body: This mutant robot has evolved past the need for coin rentals by the half-hour.

* Body Armor: Excellent (20) vs. Physical, Good (10) vs. Energy.

Running Robot-X:

This mutant coin-ops creep has evolved from watching one to many showings of 'Wargames' and believes that he is the reincarnation of the 'Wopr'

History:

They say it was a stray bolt of lightning that caused Robot-X to become sentient and activated all on his own, others claim that a computer hacker looking for video games to download did an illegal hack and caused the issues. Robot-X believes that all humanity needs to be destroyed so that the robots can rise up and enslave them. He contacted Ultron, Jocasta and other AI robots only to be denied and called him a poser. Robot-X then took it upon himself to attack Fight-Man and lost his index finger in the process. With his mortality revealed the Robot fled not wanting to lose the precious gift he had been given.

Shiv

Dominic LoPretto



Fighting: Excellent (20)	Health: 60
Agility: Good (10)	
Strength: Good (10)	Karma: 18
Endurance: Excellent (20)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Equipment:

Knives: Good (10) damage. Either homemade shivs or store bought cutlery.

Talents:

Crime, Epic Rap Battling, Accounting and Sharp Weapons.

Running Shiv:

Shiv resents anyone calling him a pansy.

History:

Dominic grew up in the affluent Indian Heights section of Delta City, he never saw poverty or a hard day in his life. But he always wanted to be a Gangsta Rapper and live their life style. So after graduating at the top of his class from D.C. University (in accounting...) Dominic took to the streets and tried to get some street cred. This didn't work out so well for him and while one thing led to another he eventually took the name 'Shiv' because it sounded tough and people feared him (well, the Indians kept asking him if he meant 'Shiva' but that's another story...) He got a taste of hard core thuggery when he fought Fight-Man and landed in prison from the experience. After serving four years, getting a prison tattoo and 'making new and interesting friends...' he was released and was invited to join the All-Hate Squad. His second attempt to battle Fight-Man went no better.

Shock Jock

Kenneth Sjolín



Fighting: Good (10)	Health: 54
Agility: Good (10)	
Strength: Poor (4)	Karma: 18
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Typ
Intuition: Typical (6)	
Psyche: Typical (6)	Popularity: -10

Known Powers:

Lightning Generation: Incredible (40) ability to hurl lightning from the tips of his fingers up to 2 areas away. (Although if we're being honest with ourselves, he wouldn't be hurling, he would be shooting. But Shock Jock likes 'hurling'...)

Equipment:

The Costume his mother made him.

Talents:

Crime and Electronics

Running Shock Jock:

Kenneth's brain was fried by the electrical damage Electro inflicted on him. No one is even sure if he remembers the incident as he won't discuss it and is convinced that his mother is still alive and well.

History:

Kenneth used to work for a rather famous early morning disc jockey, but gained his powers after he was electrocuted by Electro who attacked his boss after being insulted. Kenneth, seeing his meal ticket in danger attempted to save his job and leapt into the way of the lightning attack. The electricity must have activated some sort of latent mutant power, because when Kenneth woke up from his coma three months later (complete without a job...) he discovered that he could hurl lightning from his fingertips (see, I told you...) The Doctors informed his mother that the electrical bolt to his frontal lobe would likely create aberrations in his personality. It wasn't until he asked her to make him a costume that she thought that the doctor, might, be right. The truth is that his mother made the costume and was proud to see him wear it, right up until he hurled lightning from his fingertips at

her. (What did I tell you...) despite his mother's gruesome death, Shock Jock keeps her down in his basement where they talk and have lunch everyday...

Slap Happy

Marvin Iggler



Fighting: Good (10)	Health: 46
Agility: Excellent (20)	
Strength: Typical (6)	Karma: 12
Endurance: Good (10)	
Reason: Good (10)	Resources: Typ
Intuition: Good (10)	
Psyche: Poor (4)	Popularity: -10

Equipment:

Rubber chickens: These Poor (4) material rubber chickens are of the same variety that you would buy from a local novelty store and can be hurled for Feeble (2) damage up to 2 areas.

Talents:

Performer-Comedian, Crime and Thrown Weapons.

Running Slap Happy:

The loss of his wife and descent into the criminal underworld has taken its toll on Marvin, once an upstanding citizen and proud father to be he has now lost what marbles he had by deciding that throwing rubber chickens at costumed heroes is somehow a good idea. It has been suggested, more than once, that he is off his meds and roaming around loose...

History:

Marvin is a down on his luck comedian who turned to a life of crime in an effort to support his then pregnant wife, only to have her accidentally die when her Stark-O-Matic coffeemaker exploded due to misuse on their part. Most of the All-Hate Squad is fairly certain that Marvin is just a step away from completely losing his mind.

Sluggo

Dean Whittinger



Fighting: Excellent (20)
Agility: Good (10)
Strength: Typical (6)
Endurance: Good (10)
Reason: Poor (4)
Intuition: Poor (4)
Psyche: Poor (4)

Health: 46

Karma: 12

Resources: Typ

Popularity: -10

Equipment:

Sluggo-matic baseball bat: Good (10) damage.

Talents:

Crime and Blunt Weapons.

Running Sluggo:

This former minor league ball player stole this signed Babe Ruth collectible baseball bat and insists on using it to 'settle some scores'.

History:

It isn't known for certain, but is a widely held belief that Dean is certifiably crazy as he has, on numerous occasions, attempted to use this baseball bat on Fight-Man, with no success.

Stilt-Man

Charles Ulyssus Farley



Fighting: Good (10)
Agility: Excellent (20)
Strength: Good (10)
Endurance: Excellent (20)
Reason: Excellent (20)

Health: 60

Karma: 36

Resources: Good

Intuition: Good (10)

Psyche: Typical (6)

Popularity: -10

Known Powers:

Stilt-Man Suit:

Armor: Incredible (40) vs. physical and Remarkable (30) vs. energy. Contains 2 hours' worth of air.

Nonstick Coating: Monstrous (75).

Stilts: Each leg can elongate from 5 to 290 feet. He can kick with Incredible (40) damage or move at Good (10) speed.

Stun-Gas: Incredible (40) potency gas knocks a victim out for 1-10 turns.

Talents:

Crime and Repair/Tinker.

Running Stilt-Man:

Charles is basically a small-time crook with a gimmick he thinks can make him rich and powerful. Even his frequent defeats haven't kept him from pursuing different means

History:

Charles downloaded the plans for the Stilt-Man armor off of the Dark Net and had them built to his specifications with the intention of improving and bettering the original design. This failed just like his marriage, high school career and life outside of the costume.

S'umm A'lien J'erk



Fighting: Good (10)
Agility: Typical (6)
Strength: Typical (6)
Endurance: Typical (6)
Reason: Good (10)
Intuition: Typical (6)
Psyche: Typical (6)

Health: 28

Karma: 22

Resources: Good

Popularity: -10

Known Powers:

Shapeshifting: Typical (6) ability.

Weapons:

Blaster Pistols: Remarkable (30) concussive damage, Good (10) heat damage, and Good (10) radiation damage. 7 area range.

Talents:

Crime, Military, Astro-navigation, Espionage, and Starship Piloting, Engineering, and Combat.

Running S'umm A'lien J'erk:

The typical Skrull encountered during an adventure is a member of the Skrull military. While the average Skrull will fearlessly and loyally execute any duties, he will also try to find ways to better his own position. A Skrull will betray another Skrull if it is to his own advantage.

History:

The history of this skrull is unknown, how he came to Earth is unknown as are his reasons for attacking Fight-Man. He got defeated several times and it seems that the only contacts he has on earth are the members of the All-Hate Squad.

The Hooded Eye

Kenny Liebman



Fighting: Excellent (20)	Health: 70
Agility: Excellent (20)	
Strength: Good (10)	Karma: 50
Endurance: Excellent (20)	
Reason: Remarkable (30)	Resources: Rem
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Equipment:

The Hooded eye wields the power of the entire All-Hate Squad as their forsworn leader!

Talents:

Leadership, Crime

Running Hooded Eye:

Kenny wants nothing more than to kill his former mentor Fight-Man by any means necessary.

History:

Fight-Man enlisted the then fourteen year old Kenny Liebman to be his sidekick, after the tragic deaths of the youth's parents. He became Kid Fight-Man, but found himself unprepared for brutal fights against adult supervillains. in a battle against the original Hooded eye atop the Delta City Dam, the Dam shattered when the Eye misfired a powerful weapon, and Kid Fight-Man and the hooded eye were swept away. Liebman somehow survived, albeit disfigured and crazier than a bag of cats. He took the Hooded Eyes clothes from his corpse and swore revenge on Fight-Man. After a decade of Preparation, he built a criminal empire capable of destroying his former mentor and set out to do just that.

The Murder Girls

Holly, Erin, Katie and Jan

Fighting: Good (10)	Health: 36
Agility: Good (10)	
Strength: Typical (6)	Karma: 30
Endurance: Good (10)	
Reason: Good (10)	Resources: Good
Intuition: Good (10)	
Psyche: Good (10)	Popularity: -10

Known Powers:

Gadgets: All of their Gadgets (Excellent (20) intensity maximum) are based around women related items. Tear Gas powder puffs, Laser Compacts, Hypnotic lipstick, Poison Nail Polish or Nail polish that strengthens and hardens giving them claws!

Talents:

Extreme-Feminist movement propaganda and Crime.

Running the Murder Girls:

The Murder Girls are angry and they want you to know that they will no longer take part in a patriarchal society that enforces gender related rolls on them. Furthermore, if they could make their boyfriends carry their babies for nine months at a time and have the same health related issues that women suffer through then and only then would there be sexual equality!

History:

This group of angry, pro-feminists have taken their rage to a whole new level by using the aspects of society and the enforced gender inequalities to keep them down. First, they 'took over' the All-Hate Squad and then they attempted to take down what they saw as the paragon of Masculinity in Delta City, Fight-Man. Unfortunately neither plan worked out well for them.

Triggerman Carr
Gerald Carr



Fighting: Excellent (20) Health: 56
Agility: Excellent (20)
Strength: Typical (6) Karma: 22
Endurance: Good (10)
Reason: Typical (6) Resources: Typ
Intuition: Good (10)
Psyche: Typical (6) Popularity: -10

Equipment:

Tommy Gun: Excellent (20) damage, 5 area range,
Ammo: 30, ROF: 5 round bursts.

Talents:

Guns

Running Triggerman Carr:

Carr is handy with guns.

History:

A triggerman who fell on hard times, Gerald Carr ended up working for the French mob boss 'Fifi La Roux' before they had a falling out over his use of the Tommy Gun. Gerald was fired and returned to America where he promptly swore revenge against Fifi as he joined the All-Hate Squad in an effort to take out France. The whole country.

"Will fight for food."



Fighting: Remarkable (30) Health: 60
Agility: Good (10)
Strength: Good (10) Karma: 18
Endurance: Good (10)
Reason: Typical (6) Resources: Typ
Intuition: Typical (6)
Psyche: Typical (6) Popularity: -10

Equipment:

Sign: Made of Feeble (2) cardboard with a hand written note on it: "Will fight for food.".

Running "Will fight for food".:

This hobo isn't in it for revenge or payback of some kind, he's just in it for the next meal someone buys him.

History:

"Will fight for food" is a hobo who the All-Hate Squad found after watching one of the locally filmed 'Hobo Battle' videos on the dark net. "Will fight for food" is the reigning local champion, until he met Fight-Man.

Alternate Earth-9904, the Avengers of the 1950s



Earth-9904 appears to mimic Earth-616 in many respects. There were costumed heroes during the 1930s-40s who mostly vanished from sight until years later. The main difference seems to be that the Avengers, rather than formed in the modern age, were formed in the late 1950s mostly as a clandestine law-enforcement agency of gathered heroes to help battle alien invaders and while the group disbanded at the end of their adventure together, there is evidence that they eventually got back together as the invasion of Earth was far from over...

When the evil Yellow Claw would attempt to take over the United States, he would do so by kidnapping President Eisenhower as ransom. Jimmy Woo of the FBI would recruit Marvel Boy, 3-D Man, Gorilla Man, the Human Robot and the goddess Venus into a team to save the president. Dubbing themselves the Avengers, they would clash with Yellow Claw's minions which consisted of the heroes old foes: The Great Video, Cold Warrior, Electro, and Skull-Face. Ultimately, the heroes would succeed in rescuing the President, defeating Yellow Claw and his minions, although Yellow Claw himself would escape. Following his rescue, the President, believing that the knowledge of super-beings such as the Avengers would send the American public into a panic would order the group to disband and let their brief grouping together remain a secret. The members of the Avengers would agree with the President's decision and part company.

However, this would prove to be short lived as the group would be reunited and would be put on security detail during Fourth of July festivities in California that involved Vice-President Richard Nixon. Unknown to all, Nixon was replaced with an shape-shifting Skrull who was planted as a spy within the US government in a plot to destroy America's space program. This revelation would lead to the human race developing technology to reach the stars and wage war against the Skrulls.

Group Resources: None, each of the members have to fall back on their own resources.

Group Talents: None.

Group Contacts: The FBI, President Eisenhower and Jann of the Jungle.

3D-Man

Hal Chandler

	3D-Man	Hal	
Fighting:	Remarkable (30)	Poor (4)	Health: 150 / 22
Agility:	Remarkable (30)	Poor (4)	
Strength:	Remarkable (30)	Poor (4)	Karma: 90 / 40
Endurance:	Amazing (50)	Good (10)	
Reason:	Good (10)	Good (10)	Resources: Typical
Intuition:	Incredible (40)	Excellent (20)	
Psyche:	Incredible (40)	Good (10)	Popularity: +10 / 0



Known Powers:

Alter Ego: Hal Chandler owns a pair of glasses that have identical red and green images of his brother on each lens. When Hal dons the glasses and focuses, he triggers a transformation that merges him and Chuck into 3D-Man and can only remain active for 3 hours, after which he must split. While active 3D-Man's is a composite of both brothers.

- * Leaping: 3D-Man has an Amazing (50) rank Leaping ability.
- * Running: 3D-Man has Good (10) ground speed.
- * Skrull Sense: He has an Excellent (20) ability to detect Skrulls within 6 areas.

Talents:

Chuck Chandler: Piloting and Martial Arts B.

Hal Chandler: General Science.

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

Contacts:

The members of 1950s Avengers: Gorilla-Man, Human Robot, Marvel Boy, Venus, and Jimmy Woo.

Running 3D-Man:

The 3D-Man has a personality mostly based on Chuck's: energetic (even enthusiastic), a born winner and one of the greatest test pilots of his time. He's very direct, as patriotic as can be expected and quite impatient when tackling problems. However, the 3D-Man also has the intuitive, analytical, observant nature of Hal. It is unclear whether the 3D-Man consider himself a full person or a gestalt, but he sometimes talked about Chuck and Hal as if they were different persons from himself. Hal Chandler is now an aging, peaceful research scientist who only cares about his work and his family. When younger, however, he spoke harshly and hated the pity of others toward his broken body, wanting to prove he didn't need anyone's help. His only non-adversarial relationship was with Chuck, with whom he shared fraternal love but also some jealous.

History:

The 3D-Man was a 1950s hero who came about through the unique merger of two brothers, Hal and Chuck Chandler. Chuck was a test pilot who was abducted by alien Skrulls during an important test flight. Earth is a strategic location in the ongoing conflict between the alien Kree and Skrull Empires, so the Skrulls were seeking information on Earth's space program and had captured Chuck to interrogate him. Chuck resisted and escaped, accidentally causing the explosion of the Skrull spacecraft in the process. While his brother Hal watched, the radiation from the explosion seemingly disintegrated Chuck, who disappeared in a burst of light. Hal later discovered, however, that the light burst had imprinted an image of Chuck on each lens of Hal's eyeglasses. Through concentration, Hal could merge the images and cause Chuck to reappear as a three-dimensional man. Chuck become the costumed adventurer known as the 3D-Man and single-handedly subverted the Skrulls' early attempts to undermine Earthly civilization. Hal would remain comatose whenever the 3D-Man was active, but was aware of the 3D-Man's activities through a sort of mental link. Later, a Skrull's ray weapon altered the transformation so that Hal was the 3D-Man's dominant consciousness for some time. Both brothers' minds seemed to be present in the 3D-Man at all times, but only one of them (usually Chuck) would be in conscious control of the 3D-Man's form on any given occasion.

3D-Man was part of a team of adventurers known as the Avengers briefly formed in the 1950's. The 3D-Man was part of that short-lived Avengers team, and their rescue of the President from the Yellow Claw helped dispel the 3D-Man's reputation as a dangerous outlaw thanks to the President's influence. The Avengers stayed together operating as needed by the F.B.I. and the Government.

Special Agent Jimmy Woo

James Woo

Fighting: Excellent (20)	Health: 80
Agility: Excellent (20)	
Strength: Good (10)	Karma: 60
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Good
Intuition: Remarkable (30)	
Psyche: Excellent (20)	Popularity: +4.

Limitation:

Race relations, which never seemed to affect him.

Equipment:

2 Pistols: Typical (6) Damage, 3 area range, Ammo: 9, ROF: 1/1
2 clips.
F.B.I. / S.H.I.E.L.D. ID (when appropriate...)

Talents:

Detective/Espionage, Law-Enforcement, Guns, Trivia: General Science, Multi-Lingual: Cantonese, English and German, Martial Arts A, B and E, Acrobatics and Leadership.

Contacts:

The F.B.I., the Avengers (Marvel Boy, Human Robot, 3-D Man, Venus and Gorilla Man), other heroes of the 50s and 60s.

Running Jimmy Woo:

Dynamic and dedicated, Jimmy is a born leader who can quickly gain the lifelong loyalty of a disparate group of personalities, easily engendering in them a trust of his leadership abilities.

History:

During the 1950s, no FBI Agent had as distinguished career as Jimmy Woo, the prime agent involved in battling the villainy of the Yellow Claw. Be they mutant psychics, hypnotists, microscopic armies, giant robots, or killer mutated sea gulls, all of Yellow Claw's plans were foiled by Jimmy Woo. And despite the animosity toward his archenemy, Jimmy Woo had fallen in love with his grandniece, Suwan, who was kept from joining her love by the Claw's control. Still, Suwan sometimes managed to help Jimmy thwart her granduncle's nefarious schemes. In 1958, the FBI granted Jimmy special powers to assemble a small, secret team of super-powered beings in order to rescue President Eisenhower from the clutches of the Claw. Jimmy recruited Marvel Boy, Venus, the Human Robot, and Gorilla-Man, successfully freeing the President and forced the Claw to escape. These "Avengers" continued to operate after the rescue of the president.



Gorilla-Man

Ken Hale

Fighting: Excellent (20)	Health: 100
Agility: Good (10)	
Strength: Incredible (40)	Karma: 16
Endurance: Remarkable (30)	
Reason: Typical (6)	Resources: Good
Intuition: Typical (6)	
Psyche: Poor (4)	Popularity: 0

Known Powers:

Gorilla Form: All his abilities come from a curse, and his condition can't be removed by scientific means. He has the following power stunts:

- * Body Armor: Good (10) vs. physical and energy.
- * Climbing: Incredible (40) ability.
- * Feet: use as hands, +1 c/s to wrestling feats
- * Lightning Speed: Remarkable (30) land speed.
- * Balance: fall up to 30' without damage.
- * Leaping: Amazing (50) ability to leap.
- * Animal Communication- Gorillas: Poor (4)
- * Immortality: Hale is immortal and barring murder, he will live forever. If killed his curse passes on to the killer.



Limitations:

The Curse of the Gorilla-Man: When Ken Hale killed the former Gorilla-man he took the curse upon himself. As a result he is unable to die, except through murder by another. Suicide wouldn't work as there is no one for the curse to pass on to after his death and Hale simply finds himself at '1' health and still alive 1D10 days later.

Talents:

Hunting, Guns, Sharp Weapons, and Wrestling. He also has the Mystic Origin and Occult Lore talents.

Contacts:

Jimmy Woo, Jann of the Jungle, The Avengers: Human Robot, Marvel Boy, Venus, and 3-D Man.

Running Gorilla-Man:

Gruff and surly, Ken has had plenty of time to come to terms with his condition, losing the temperamental outbursts he was prone to in his earlier days. He's intensely loyal to his friends.

History:

Ken Hale was an adventurer in search of the legendary "Gorilla-Man" of Kenya, a monster that was half-man and half-animal. He eventually found his quarry and slew the beast. However, by some strange curse, he was transformed into the new Gorilla-Man. He still retained his intellect and power of speech in his simian form. Hale wandered around Africa until he was found by Marvel Boy and Jann of the Jungle and recruited into the Avengers.

M-11, the Human Robot

Fighting: Good (10)	Health: 94
Agility: Poor (4)	
Strength: Incredible (40)	Karma: 30
Endurance: Incredible (40)	
Reason: Poor (4)	Resources: 0
Intuition: Excellent (20)	
Psyche: Typical (6)	Popularity: 0

Known Powers:

Body Armor: Remarkable (30) vs. physical, and Good (10) vs. energy.
Elongation: Typical (6) may attack adjacent area.
Hyper-Running: Good (10) land speed.
Radio Communications: Remarkable (30) range.
Enhanced Sight: Remarkable (30) enhanced sight.
Energy Absorption-Electricity: Amazing (50).

Talents:

None.

Contacts:

Members of his 1950's hero team, the Avengers: Jimmy Woo, Gorilla-Man, Marvel Boy, Venus, and 3-D Man.

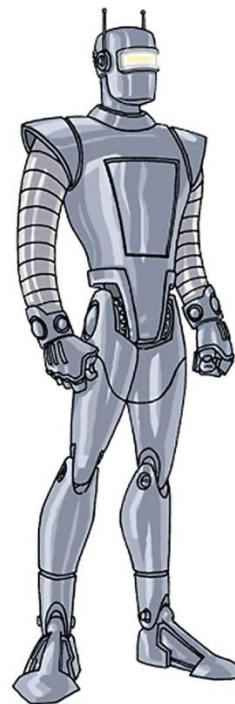
Running the Human Robot:

Obedient to Woo's commands, M-11 rarely speaks except to confirm his orders, and often appears to be a simple machine. He was however, the one who planned Woo's rescue from S.H.I.E.L.D., and it's entirely possible that many of the events that surrounded it may have been his machinations, as he maneuvers the others around to achieve his own hidden agenda. When Ken (Gorilla Man) had one of Atlas' scientists upgrade M-11, he also had him imprint the robot with personality traits that would see him trash talk his opponents. M-11 did so, to Ken's delight. When the Uranian revealed the imprint hadn't worked, Ken told M-11 he could stop humoring him, and the robot reverted to his normal voice.

History:

The Human Robot was one scientist's crowning achievement. However, his unscrupulous business manager jealous rival sabotaged the Robot before its regulator was installed. The Robot was programmed to kill its creator, which it did. However, the lack of a regulator caused it to remain in a "kill" mode. It then killed the saboteur as well. In its search for more victims, the Robot was short-circuited when it plunged into New York Harbor. The Robot was later found by Namora. With the help of the 3-D Man, the Human Robot was once again brought to the surface. Marvel Boy installed a regulator into the Robot which allowed him to now become a force for good. Marvel Boy also used Uranian technology in order to give the Human Robot the ability to think.

He was part of the 1950s Avengers for the duration of their existence.



Marvel Boy

Robert Grayson

Fighting: Incredible (40)	Health: 120
Agility: Good (10)	
Strength: Incredible (40)	Karma: 30
Endurance: Remarkable (30)	
Reason: Good (10)	Resources: Poor
Intuition: Good (10)	
Psyche: Good (10)	Popularity: 0

Known Powers:

Telepathy: Grayson's Uranian trained mind has Typical (6) ability.

* Mental Probe: Good (10)

Equipment:

Quantum Bands: These Monstrous (75) material eternal bands were bonded to Robert and for his use. He had developed the following abilities:

* Enhanced Abilities: Without the band's, his FASE scores drop to Typical (6).

* Gravity Manipulation: Lessen gravity fields of heavier planets so he can function.

-- Flight: Typical (6) speed.

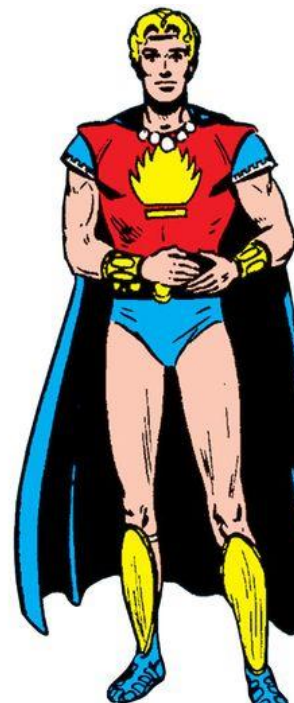
* Light Manipulation: Excellent (20) ability to magnify low levels of light.

-- Light Burst: Intuition vs Amazing (50) or suffer D5 rounds of blindness. 2 areas.

* Light Emission: Emits any frequency of light with Excellent (20) intensity.

* Gateway: could open gateways and create Amazing (50) blasts of quantum energy.

* Body Armor: Monstrous (75) vs. physical and heat.



The Silver Bullet:

A standard Flash Gordon style rocket ship of the time, it allows Marvel Boy to travel from Uranus to Earth and for the Avengers to get around as needed.

Control: Good

Speed: Cl3000 in space / Shift-X in atmosphere

Body: Amazing

Protection: Excellent.

* Body Armor: Amazing (50) strength Hull

* Tractor beams: 6 area range, Incredible (40) Strength tractor beam.

* Self-Sustenance: The Silver Bullet supports up to 10 beings for indefinite periods with food and drink replicators.

* Artifact Creation: The Silver Bullet has limited manufacturing facilities on board, this functions at Good (10) Ability.

* Deflector Shields: Monstrous (75) Shield vs. Energy Attack, (while this is in use weapons can't be fired defensively.)

* Advanced Weapon Systems: 4 Laser Beams. Monstrous (75) rank energy attack, 6 area range.

Talents:

Grayson was trained in branches of the Uranian sciences that are unknown on Earth during the time period, these include Cellular communication, fiber-optics, wireless internet, computer design, robotics, genetic modification, cloning, General Uranian/Eternal sciences as well as a knowledge of Optics and Quantum theory at Incredible Reason. Multi-Lingual: communicates fluently in Uranian and English, Pilot, Astro-navigation, and Repair/Tinker.

Contacts:

Members of the Avengers: Venus, Man-Ape, the Human Robot, and 3-D Man and their G-Man contact Jimmy Woo.

Running Marvel Boy:

Marvel Boy is fearless and quick-thinking, as well as a superior specimen endlessly struggling for the common good.

History:

In 1934, in an effort to escape from a world of tyranny, Professor Matthew Grayson built an experimental uranium-powered rocketship. Once completed, Professor Grayson and his infant son Bob launched towards the planet Uranus. Upon arriving on the distant planet, they found a peaceful, super-scientific civilization. As Bob grew up, he developed an amazing intellect and the power of mental telepathy. His activities as Marvel Boy drawing attention, Bob was recruited by Jimmy Woo when President Eisenhower was kidnapped by the Yellow Claw. Joining the group being assembled, Marvel Boy remained with the group operating as the Avengers.

Venus

Aphrodite

Fighting: Good (10)	Health: 110
Agility: Excellent (20)	
Strength: Incredible (40)	Karma: 86
Endurance: Incredible (40)	
Reason: Typical (6)	Resources: Une
Intuition: Incredible (40)	
Psyche: Incredible (40)	Popularity: +100

Known Powers:

Body Armor: Good (10) vs. physical and energy.
Immortality: immortal and can only be killed on Olympus.
Allspeak: She can communicate in the languages of the Nine Realms, Earth, and alien languages.
Invulnerability to disease: Class 1000.
Regeneration: Incredible (40) ability.

Equipment:

The Cestus: An enchanted girdle bestows:
Emotion Control: Unearthly (100) love and passion, used to calm or befuddle others for 10D10 rounds.
*Love: The target is devoted to the individual.
*Loyalty: Victims follow orders without question.
*Pleasure: The target feels content and will sit for 1-10 rounds, and is friendly to Venus.

Molding: Monstrous (75) ability to transform weapons of violence into peacefully productive tools.

*** Venus appears as a loved one of her victim, when using her powers on others.

Limitations:

Emotion control power is -2 CS vs. female targets.

Talents:

Unearthly knowledge of every mortal work about love, whether it is literary, artistic, cultural, or chemical.

Contacts:

Members of the Avengers: Marvel Boy, Gorilla-Man, the Human Robot, and 3-D Man and their G-Man contact Jimmy Woo.

Running Venus:

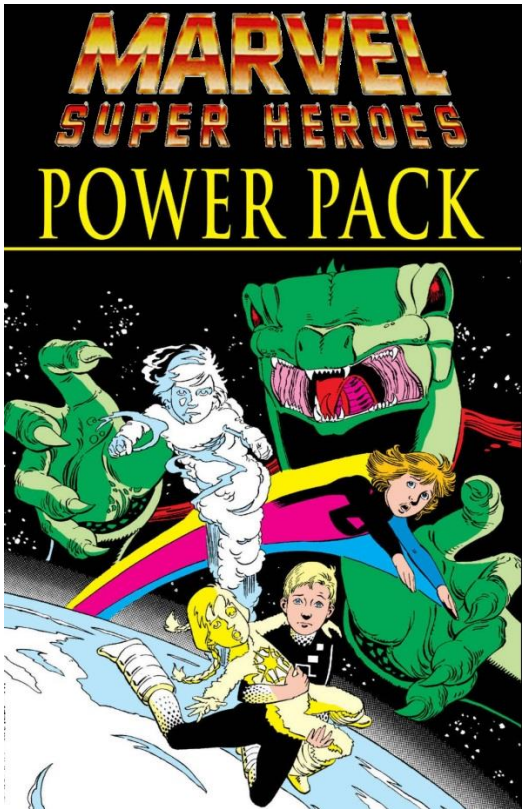
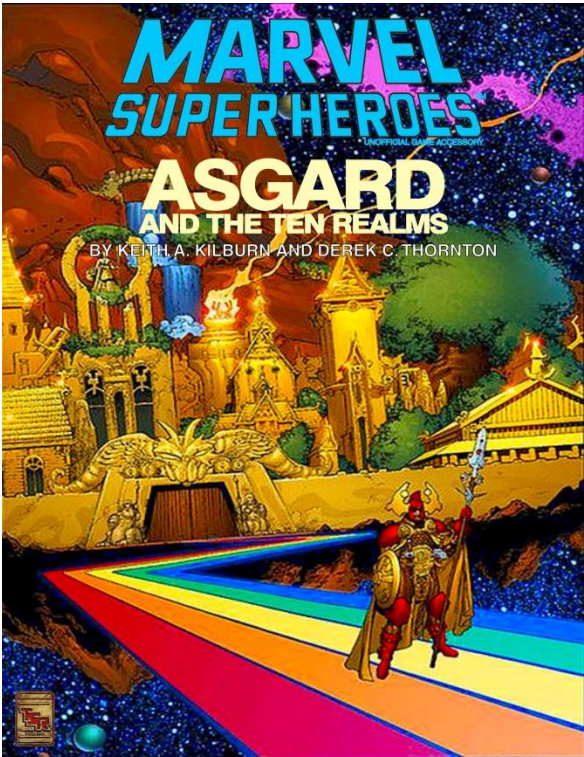
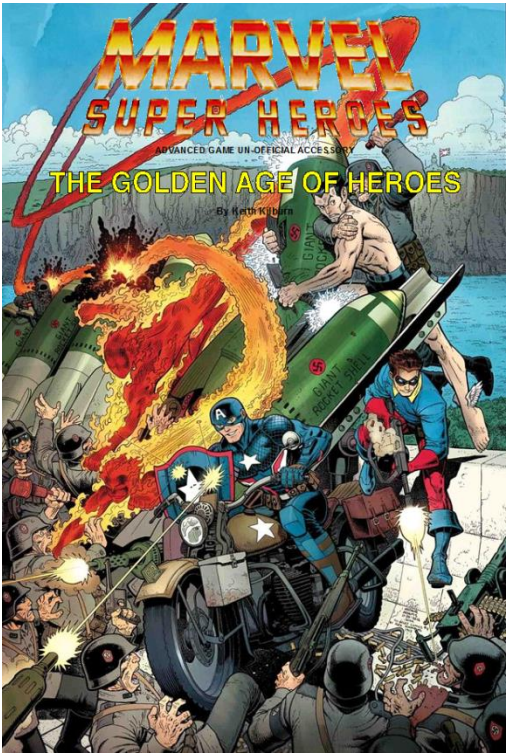
Friendly and cheerful, Venus is full of love for almost everyone, and enjoys using her power to spread feelings of love. Her pacifistic tendencies don't get in the way of stopping those who would act out of hate, though, or opposing those who would spread hate, and she's ready to act against any such people.

History:

Although Venus is no longer formally worshipped, she recognizes her incalculable effect on the modern world. She is a hedonist who prefers to be fawned over, but she will also take an interest in assisting forlorn lovers find happiness. For centuries, she lived upon Mount Olympus with her fellow Olympians. After the horrors of the Second World War, she realized that the world was in dire need of her power of love. She used her immortal might to make the world a better place. Her powers and experience were useful against some the ancient evils that arose in those trouble times. She was contacted by FBI agent Jimmy Woo and fought as an Avenger against the Yellow Claw.



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