

MARVEL SUPER HEROES™

Official Game Accessory

Gamer's Handbook of the MARVEL UNIVERSE™

Volume 7

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STATISTICS:

F GD(10)
A GD(10)
S TY(6)
E EX(20)
R GD(10)
I EX(10)
P MN(75)

Health: 46

Karma: 95

Resources: UN(100) (as a Squadron member)

Popularity: 40

BACKGROUND:

Real Name: Arcanna Jones

Occupation: Government agent, former medium

Identity: Publicly known

Legal Status: No criminal record

Other Known Aliases: Moonglow

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Philip (husband), Drusilla, Katrina (daughters), Andrew, Thomas, Benjamin (sons)

Base of Operations: Squadron City

Past Group Affiliations: Squadron Supreme

Present Group Affiliation:

KNOWN POWERS:

Elemental Control: Amazing control over natural elements (earth, air, fire, and water), Remarkable control over processed materials (metals, plastics, etc.).

Empathy: Good rank.

Flight: Good air speed by means of simple magical flight.

Force Field vs. Magic: Amazing rank.

Force Field vs. Psionics: Amazing rank.

Illusion Casting: Amazing rank.

Iron Will: Good control of her body.

Talents: Excellent knowledge of occult lore. Good knowledge of hand-to-hand combat.

Contacts: Other Squadron members, Quasar.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Arcanna presents herself as a glamorous blonde, but under it all she's very devoted to her family. She is also a very determined individual who has no compunction about using her illusionary powers to get what she wants. She hid her pregnancy for months behind the facade of an illusion, so she could continue to be an active member of the Squadron.

HISTORY:

Arcanna is a native of the other dimensional alternate Earth, home of the superpowered team, the Squadron Supreme.

Arcanna was born with an aptitude for the mystical arts as well as some psychic prowess. These powers matured as she grew older.

She was a medium until she married her husband, Philip Jones. She then decided to become an official crimefighter to support her family. She eventually became the fifth recruit of the Squadron Supreme.

Arcanna, as well as most of the rest of the Squadron, succumbed to the enthralling power of the entity known as the Overmind. This collective mind entity, working together with the demonic Null, the Living Darkness, used the Squadron to rule the Earth. One member retained his freedom however. Hyperion, leader of the Squadron, managed to travel to another Earth and recruit the superteam known as the Defenders to help him. Together, the Defenders and the Squadron defeated the Overmind and Null, freeing the Earth from thrall.

This battle left the Squadron's world in an economic and political mess. The Squadron decided to take over America for a year and implement their Utopia Program. They intended to use their powers to solve all of the country's problems. During this time, Arcanna became pregnant again. Fearful that the Squadron would force her into a less active role, she concealed her pregnancy at first. She later announced it, pretending that it had just occurred, hiding the truth by using her illusionary

powers.

Arcanna went into labor during a battle with the Redeemers, a supergroup put together by Nighthawk, a former Squadron member who believed that the Utopia Program was a mistake. The Shape, a former Squadron member who joined the Redeemers, transported Arcanna to the hospital where she gave birth to her son, Benjamin Thomas Jones. Back at the battle, the Squadron lost and Hyperion, conceding that Nighthawk had been right, pledged that the control of the U.S. would be given back to the people and the Utopia Program be dismantled.

The next great test of the Squadron occurred when a white being of immense size began grow and to devour the Sun. The Squadron mounted a last-ditch effort to save their world with the help of one of their greatest enemies, Master Menace. As they were leaving for outer space in a ship, Power Princess told Arcanna that she wouldn't be allowed on this mission since she had just given birth and her place was with her family. Arcanna didn't like that idea and, using her illusionary powers, got aboard the ship by impersonating Moonglow. She also secretly took Benjamin Thomas with her.

All efforts to fight this growing entity failed. Their universe was saved when Arcanna's son, Benjamin, traded places with the white being, who turned out to be Thomas Lightner, the Nth Man, a man from Project Pegasus (on the Standard Marvel Earth) who had turned into a living hole in space. He had devoured seven universes before happening across the Squadron's universe.

The infant Benjamin Thomas

Jones was slated to become this universe's next Sorcerer Supreme. He opted to trade places with the white being and thus stop Lightner from devouring worlds. As a consequence, the powers of Sorcerer Supreme were conferred upon Thomas Lightner. Benjamin left the Squadron's dimension, set on undoing all the damage that Lightner had caused.

On the way back to their Earth, the Squadron was transported to the main Marvel Universe Earth by the new Sorcerer Supreme of their dimension, Thomas Lightner. He obviously didn't want the Squadron around to challenge his newly acquired powers. Arcanna used her illusion powers and appeared to be Moonglow. The reason for this illusion has yet to be revealed.

They ran into Quasar in space and were taken to Project Pegasus, hoping to find a way home. They consulted with Reed Richards to see if his time machine could help, but that failed. Then, Dr. Strange came to Project Pegasus to send them home magically. However, Lightner had laid a magical trap for the Squadron that caused half of their bodies to stay on Earth and the other half to be flung into the space between dimensions. They were rescued from this horrible death by Quasar and Dr. Strange.

Arcanna and the other Squadron members trapped on Earth are now waiting for her son, Benjamin, to finish repairing the Nth Man's destruction and arriving at the Nth Man's birthplace—Project Pegasus. Once Benjamin returns to Earth, the Squadron should be able to return home with Benjamin's help.

STATISTICS:

F IN(40)
 A EX(20)
 S EX(20)
 E EX(20)
 R RM(30)
 I RM(30)
 P RM(30)

Health: 100

Karma: 90

Resources: GD(10)

Popularity: 0

BACKGROUND:

Real Name: Nathan Cable

Occupation: Adventurer

Identity: None

Legal Status: No criminal record, currently wanted by U.S. authorities

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: Unnamed son, deceased

Base of Operations: X-men Mansion

Past Group Affiliations: Leader of New Mutants, X-Force

Present Group Affiliation:

KNOWN POWERS:

None revealed.

Equipment:

Bionic Arm: Remarkable Material Strength, provides Remarkable Strength in hand-to-hand combat.

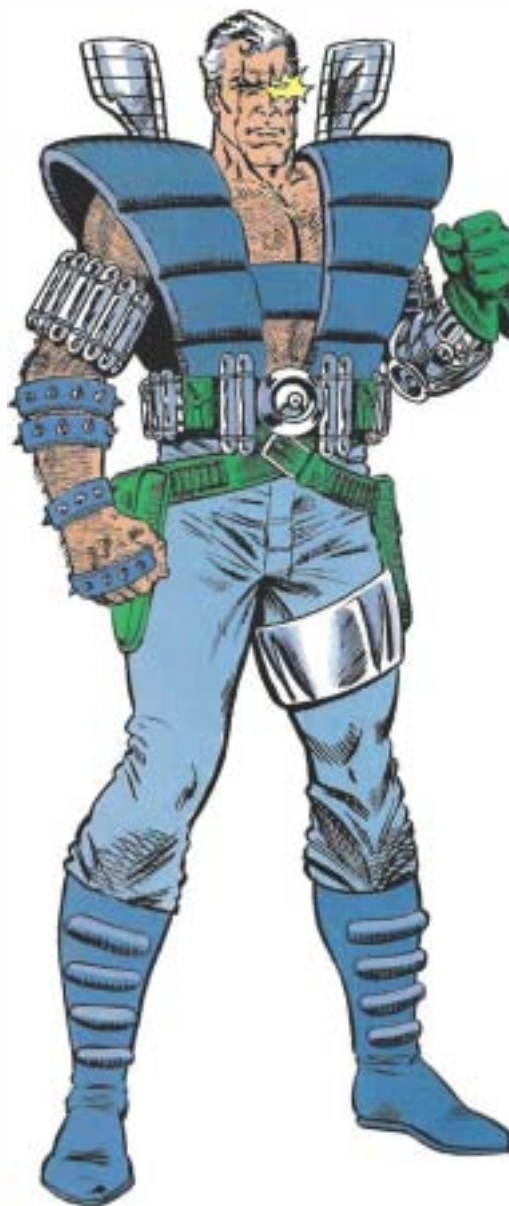
Bionic Eye: Provides vision into the infrared and ultraviolet ranges, as well as telescopic vision to a range of 5 areas (+1CS to targets within range).

Hidden Compartment: Cable has at least one hidden compartment within his bionic parts, large enough to hold an eight-inch-long cylindrical tube.

Telekinesis: Cable has a Good (10) rank telekinetic power which he keeps hidden from almost everyone.

Talents: Cable has a Remarkable rank in the use of guns. Other talents are Handguns, Semi-automatic weapons, Military, Espionage, and Leadership.

Contacts: X-Men, New Mutants, X-Factor, Sunfire, CIA, INTERPOL, S.H.I.E.L.D.

**ADDITIONAL NOTES:****ROLE-PLAYING NOTES:**

Cable is a capable, confident leader, apparently dedicated to bring down the Mutant Liberation Front (MLF). He stresses the values of independence and responsibility. Cable's left eye glows during combat situations.

HISTORY:

Cable's past is almost a complete mystery. There have been few hints of his history before his fight with the Freedom Force, and his consequent assumption of the leadership of the New Mutants.

The Japanese mutant Sunfire has expressed regret over the loss of Cable's son, whom Cable has vowed to avenge. Also, Wolverine and Cable have met in the past and bear some animosity toward each other.

Cable's first documented adventure began when the group he was following, the MLF, broke into an energy research station in Pine Bluffs, Wyoming. He clashed with them but was caught in the blast of a bomb the MLF had set within the facility. He wasn't seriously injured, however, and he was waiting for the MLF at their next target, the facility where the government was holding the mutants Rusty Collins and Skids.

Again Cable took on the MLF alone, and again he came up short. He managed to take out Tempo, but Reaper hit Cable with his scythe, temporarily paralyzing him. Strobe then finished the job by melting Cable's mechanical arm. The MLF escaped with Rusty and Skids and Cable was captured by U.S. government forces.

As a result of this battle and its resulting loss, Cable decided that he needed to get help fighting the MLF.

In a conversation with Pyro, the Blob, and Crimson Commando while in the holding cell, it was revealed that Cable had been a U.S. agent who had had differences with certain factions within the government. These differences had caused him to go rogue.

Cable escaped his cell by using a straw as a blowgun and a vial of acid to dissolve his chains. He broke out of the prison and headed towards X-Factor's ship in a stolen helicopter

with the Freedom Force immediately behind him. Unfortunately for Cable, the helicopter had been tampered with and he plunged into the East River. He continued on foot towards his destination, until he was intercepted by the Blob and Pyro. With the arrival and aid of some of the New Mutants—Cannonball, Sunspot and Boom-Boom—the Freedom Force was defeated and Cable was freed.

Back at X-Factor's ship, Cable stopped Moira McTaggart from taking Rahne (Wolfsbane) back to Scotland. Cable was again recognized, this time by Moira. He told the young mutants that he needed allies so he could stop the MLF from setting off a devastating bomb. At the energy research station, the MLF had stolen a quantity of the element tritium, which is used for the manufacture of hydrogen bombs.

All the New Mutants except Rictor agreed that Cable should become their new leader. Cable became the group's leader despite Rictor's objections. Rictor knew Cable from an incident in his youth, something to do with Rictor's father, and consequently he didn't trust Cable at all.

The New Mutants moved back to the partially destroyed Westchester mansion and Cable immediately began training the youngsters, getting them ready for the upcoming war.

Cable and the New Mutants clashed again with the MLF in Madri-poor. They also encountered both Sunfire and Wolverine, as they ended up fighting Kamikaze, Sumo, Dragoness, and the leader of the MLF, Stryfe. In the final battle of this encounter, Cable and Stryfe fought hand-to-hand as the battle raged around them. Stryfe was knocked unconscious as the weapon warehouse caught on fire. The building exploded and Stryfe was assumed to have been killed in the explosion.

In the meantime, the X-Men also moved back into the Westchester mansion. Storm, Boom-Boom, Rictor, Wolfsbane, and Warlock were captured by Genoshan agents, which sparked the incident known as the X-tinction Agenda.

Cable, as well as the combined X-Men, X-Factor, and New Mutant teams, traveled to Genosha to free their teammates and eventually battled with a mechanically enhanced Cameron Hodge. After many battles, the mutants finally defeated Hodge and freed their friends.

Back at the mansion, Cable was attacked by the assassin named Deadpool, who was sent by an old enemy called Mr. Tolliver. Deadpool was defeated, primarily by Domino, who arrived on the scene just as she was needed. Domino is an old friend of Cable, who called her to help him train the New Mutants.

Cable's philosophy—that they're at war with the MLF—contributed to the disintegration of the New Mutants as a team. Rahne stayed in Genosha as a mutate, Rictor ran off to rescue her, and Sunspot left the team after his father's death. Other people arrived and stayed for reasons of their own: Feral, Warpath, and Shatterstar.

Cable believed that the New Mutants needed to actively use their powers in combat, instead of just learning how to control them, which went against the philosophy of Charles Xavier, the group's founder. For that reason, he disbanded the New Mutants and began the X-Force.

In a recent shocking revelation, Stryfe finally took off his helmet, revealing the face of Cable. It seems that Cable has been playing both sides of the fence, using two opposing teams to fight for mutant's rights. How they met and fought face to face has yet to be explained.

STATISTICS:

F TY(6)
 A GD(10)
 S PR(4)
 E EX(20)
 R GD(10)
 I IN(40)
 P IN(40)

Health: 40
Karma: 90
Resources: GD(10)
Popularity: 0

BACKGROUND:

Real Name: Calypso Ezili
Occupation: Witch
Legal Status: Native of a small Caribbean island with a U.S. criminal record
Identity: Publicly known
Place of Birth: Caribbean Islands
Marital Status: Presumably single
Known Relatives: Sister (deceased)
Base of Operations: Mobile
Past Group Affiliations: Former partner of Kraven
Present Group Affiliations:

KNOWN POWERS:

Magic: Calypso is a Master of Voodoo Magic. She sold her soul to a mysterious, evil god in exchange for her powers. Most of her spells have not yet been revealed. Those which have are the following:

- **Illusion (Universal):** Calypso can create illusions in the minds of others. She casts this spell at Remarkable rank with a duration of one hour and an area of effect of 2 areas. The illusion looks, sounds, and smells real, but it cannot directly cause damage. Because the illusion exists only in the mind, no one outside the area of effect can see it. All affected characters experience the same illusion. For it to be believable, Calypso must concentrate on the illusion for the entire duration of its existence. Affected characters may attempt a Psyche FEAT roll to disbelieve the illusion the round it begins and once every other round thereafter. If successful, the illusion fades from the character's mind.
- **Mental Control (Universal):** At Incredible rank, Calypso can magically attack another character's mind and attempt to control it. The

victim must have a Psyche of less than Incredible, and Calypso must succeed at a spell rank FEAT roll to control the target. If successful, Calypso can control the victim for one full day. If the victim is commanded to do something he would normally be strongly opposed to, such as hurting himself or a friend, he is allowed a Psyche FEAT roll, with success indicating he has broken the spell.

- **Telekinesis (Personal):** At Incredible rank, Calypso can cast this spell to move up to 10 tons of material within an area of effect of 5 areas.

- **Telepathy (Personal):** Calypso can broadcast her thoughts to others and receive their thoughts in return (if the target responds). She casts this spell at Monstrous rank with a range of 40 areas. To communicate with a being of a higher Psyche than her own, Calypso must first succeed at a spell rank FEAT roll. When using Telepathy in conjunction with her Mental Control spell, Calypso gains a +1CS, making her Mental Control spell rank Amazing.
- Talents:** In the pursuit of her magical studies, Calypso has trained herself to go for up to six days without food



or sleep if researching anything magical or just using a spell (no physical combat or extensive movement allowed).

Contacts: None.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Calypso is a very unstable woman, who is driven by an insane lust to kill Spider-Man. She is totally evil, having been drawn into the ways of darkness in her search for magical power. Calypso relishes the psychological torture of her victims, and often uses her spells to force others to be the instruments of her evil deeds.

HISTORY:

Although much of Calypso's background is a mystery, it is known that she grew up on a small Caribbean island. Here, in a land of mysticism and magic, she became envious of the power wielded by the tribal heads. She gave herself totally to the study of black magic, and she plunged ever deeper into the darkness of her own soul.

At about this point in her career as a witch, Calypso met Kraven the Hunter, who had on several previous occasions hunted Spider-Man. Calypso confided in Kraven that she first came to care for him when he hunted Spider-Man.

Kraven took her to New York City, where he planned to deliver a shipment of animals. When they arrived at the Staten Island Zoo, Calypso and Kraven saw Spider-Man web-swinging overhead. As Kraven watched the hero, Calypso snuck away and unlocked all of the cages, freeing the animals and causing a stampede. She hoped in this way to return Kraven to "his natural greatness." Kraven quickly recaptured the animals, then he and Calypso retired to his New York apartment. Here, Calypso tried to persuade her lover that Spider-Man was responsible for releasing the animals. Kraven said he disagreed, and Calypso called him a coward, goading him into once more trying to defeat Spider-Man.

Kraven challenged Spider-Man to a fight to the death at midnight in the

American Museum of National History. While Calypso watched from the shadows, Kraven and Spider-Man began their duel. Using his deadly nerve-grip, Kraven nearly defeated Spider-Man, but in the end he and Calypso were both taken into police custody.

Kraven's strength and skill soon allowed him to free himself and Calypso from prison. In order to restore his honor, and thus be worthy of Calypso's love, Kraven felt he must humble Spider-Man. But first he needed to hone his skills. He constructed a facsimile urban jungle inside a large warehouse, complete with mock buildings and streets, and hired several thugs to be his prey. Kraven soundly defeated the henchmen. Kraven was now ready to hunt the spider.

After several weeks, one of Kraven's stakeouts paid off, and he saw Spider-Man swinging toward him. After Kraven gave a signal, Calypso readied her yoruba spirit drum on a nearby rooftop. The mesmerizing drumbeats of the mystical instrument had the desired effect of dulling Spider-Man's spider-sense, which normally alerts him to any danger. Left unprepared, Spider-Man barely avoided Kraven's snares and surprise attacks. Finally, the web-slinger was able to enter into close combat with his deadly foe on a rooftop, but Calypso's drum gave Kraven the advantage. Spider-Man webbed the drum and hurled it off the roof, then began to pound Kraven with renewed vigor.

Seeing that her lover was losing the fight, and knowing that he would refuse her help out of pride, Calypso decided to secretly aid Kraven. She shot Spider-Man with a small cross-bow bolt, injecting him with an herbal hallucinogen. Kraven easily subdued a delirious Spider-Man, then noticed the poisoned dart. Kraven became furious and turned his attention to Calypso. Suffering from bizarre and terrifying hallucinations, Spider-Man fell over the side of the building. Realizing that the web-slinger's death would bring him dishonor, Kraven went to Spider-Man's aid, and saved him from a deadly fall. On the street below,

Kraven and Spider-Man were surrounded by police officers. Calypso realized that Kraven would not flee from the police, because he did not want Spider-Man to injure himself further. She hurled a spear at Spider-Man, hoping to force Kraven to think of his own welfare when the wall-crawler was dead. Kraven, however, leapt in front of the hero and grabbed the spear in midair. Once again he cursed Calypso for trying to dishonor him, then willingly gave himself over to the police. Calypso was also taken into custody. Spider-Man recovered from the drug and slipped away from the scene.

Recently, Kraven captured and buried Spider-Man alive. Eventually, a despondent Kraven swore to the then-freed Spider-Man that he would never hunt again. Shortly thereafter, Kraven killed himself.

Calypso returned to the Caribbean and turned toward dark gods in a quest for infinite powers. Upon a hidden altar, Calypso sacrificed her own sister, taking the first soul of hundreds to come. After years of study, Calypso became a Master of Voodoo Magic.

Calypso considered Kraven to be a coward for taking his own life, and she took it upon herself to destroy Spider-Man. She used her magic to control the Lizard, and sent him in search of Spider-Man. The battle between the two arch-enemies was fierce. Weakened by poison, Spider-Man was defeated and taken to Calypso's lair. As Calypso was about to finish him off with her magic, Spider-Man recovered enough to strike out at the Lizard. During the fight, the building exploded and caught fire. All three individuals survived, and Spider-Man was captured once again.

In a last-ditch bid for freedom, Spider-Man dove out a window, flinging a mass of chains behind him, which hung the Lizard about the head and arms, apparently killing him. As Spider-Man watched in dismay, Calypso caused the entire building to collapse in upon herself. The bodies of Calypso and the Lizard were never found.

CRIMSON

STATISTICS:

F RM(30)
 A RM(30)
 S RM(30)
 E RM(30)
 R EX(20)
 I RM(30)
 P AM(50)

Health: 120
 Karma: 100
 Resources: EX(20)
 Popularity: 0

THE RAVEN

STATISTICS:

F RM(30)
 A EX(20)
 S EX(20)
 E EX(20)
 R GD(10)
 I RM(30)
 P AM(50)

Health: 90
 Karma: 90
 Resources: EX(20)
 Popularity: 0

BACKGROUND:

Real Name: Unknown
Occupation: Thrill seekers
Identity: Unknown to general population
Legal Status: Not known to governments
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations: Global
Past Group Affiliations: The Raven
Present Group Affiliation:



KNOWN POWERS:

Empathic Vampirism: A Raven feeds off of the victim's memory and distressed feelings. A Raven can suck out memories and emotions a little at a time and can do so at will, even in public. The victim appears as if he is having a heart attack or some other type of physical pain.

This is an Amazing ability for Crimson to feed off of emotional distress. It is only an Incredible rank power for the average member of the Raven. Each time they feed, all of the victim's abilities are -1CS for 1-10 turns. If a Raven feeds with the intent to kill, the victim's endurance drops -1CS per turn of feeding until it reaches Shift 0, at which point the victim dies.

Mind Control: Amazing rank of the possession form of mind control for Crimson. Incredible rank for the usual Raven.

Transformation: Members of the Raven can change into a red mist that enables Good flight.

Invisibility: Remarkable rank psionic ability to cloud human minds and thus become invisible.

Mutant Detection: Monstrous ability for Crimson, dependent upon the mutant being within eyesight range. Amazing ability for the usual Raven.

Limitations: There are some weaknesses applicable to the Raven.

Sunlight: A Raven cannot stand the light of the Sun and must be indoors during the day or suffer Amazing damage.

Permanent Destruction: The only proven way to kill a member of the Raven is to separate its head from its body. It is then consumed by an unearthly fire.

Talents: None known.

Contacts: None known.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Human life means nothing to Crimson and the Raven. Their only desire is to experience more and more. Crimson has discovered that mutants provide her kind with more enjoyment and power than normal humans. She will go to almost any length to get a mutant to become a member of the Raven.

HISTORY:

The Raven is an ancient organization consisting of 24 individuals ("four and twenty blackbirds" as Crimson describes the group) scattered throughout the world. New York, however, was home to six of them. The Raven feeds on human distress and has the ability to walk among the general population unseen.

Crimson, a prominent member of the Raven, but not the leader, discovered a new sensation, draining the emotions from a mutant. Crimson set out to dominate Archangel during the period of time that he was terrorizing the city. Other members of the Raven warned Crimson off, but she continued to follow through with her plan to attack Archangel.

Meanwhile, one of the Raven, Azure, fed off a human, but the man survived. Azure visited the hospital in order to kill the man so he couldn't tell the world about their existence.

At that point Archangel flew in through the window and Azure immediately put him in mind control. Archangel, however, possesses great willpower and broke free. He instinctively sliced out with his wings, decapitating the Raven attacker. Azure's body was consumed in flame.

For the first time in 200 years, a member of the Raven had died. One of the rules of the Raven is that the circle must be complete and the replacement has to be the person who killed the Raven member. The Raven, as a group, captured Archangel to convert him to their cause. Crimson placed a power inhibitor on Archangel to keep him from breaking free of their mind control.

With Archangel captured, the rivalries within the Raven began to flare. Whoever took Archangel's emotions would probably be the new leader of the group. Crimson and Cobalt were the two main contenders for that honor.

The Raven also captured the policewoman, Charlotte Jones, a friend of Archangel, for him to feed on once the conversion has taken place.

X-Factor, with the aid of Forge and Banshee, tracked Archangel to the Raven's residence and broke in on the ceremony just when Archangel was about to feed on Jones. Archangel fought off the compulsion to attack his friend, so Crimson decided that she would just feed on the strong-willed mutant. Jones escaped and ripped the inhibitor off the powerless Archangel. He threw off the mind control and beheaded Crimson with a slash of his wing.

Meanwhile, the battle was going poorly for X-Factor when Jean Grey killed Cobalt by crushing his head with a hurled ankh. With the destruction of their current leader, the Raven circle was broken beyond repair and the remaining Raven members imploded and dissolved into their true forms of shrieking, noxious red mists, which then rose into the night sky. Whether they survived the encounter or were irreversibly destroyed has not been revealed.

STATISTICS:

F RM(30)
 A GD(10)
 S EX(20)
 E RM(30)
 R TY(6)
 I PR(4)
 P GD(10)

Health: 90

Karma: 20

Resources: GD(10)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Mercenary

Legal Status: Unrevealed

Other Known Aliases: Frag

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: Ally of the Red Skull, Skeleton Crew

Present Group Affiliations:

KNOWN POWERS:

None.

Equipment: Crossbones employs a variety of weapons:

Automatic Pistol: He carries this firearm in a holster at his side. It has a range of 3 areas, inflicts 6 points of damage, and holds one clip of ammunition with 14 rounds.

Crossbow Pistol: This weapon is also carried in a side holster. It has a range of 2 areas and causes 4 points of damage.

Throwing Knives: He carries one of these in each boot. Crossbones can throw them or use them in hand-to-hand fighting to inflict 10 points of damage each.

Wrist Blades: Concealed within each of his wrist bands is a switch-blade mechanism. Crossbones can make them flick out into fighting position at a moment's notice. They can only be used in hand-to-hand combat. Each blade inflicts 10 points of damage.

Talents: Crossbones is trained in a number of weapon and fighting skills, including Thrown Weapons, Bows, Guns, Wrestling, and Martial Arts B, C, and E.

Contacts: Crossbones is a henchman of the Red Skull.

**ADDITIONAL NOTES:****ROLE-PLAYING NOTES:**

Crossbones is a brutal killer who enjoys what he does. While he is a trustworthy henchman, his loyalties lie first and foremost with himself. He has little sense of honor, and will do whatever it takes, including laying traps and taking hostages, to gain an advantage over his enemies.

HISTORY:

Almost nothing is known about the early life of the man who would become Crossbones. He made his first appearance as a mercenary called Frag, who had been hired, along with four other soldiers of fortune, to storm the castle of Arnim Zola. As they scaled the wall, booby traps quickly eliminated two of Frag's comrades, alerting Arnim Zola and his guest, the Red Skull, to the intrusion. Zola commanded one of his bizarre servants, named Doughboy, to take care of the interlopers.

While Arnim Zola and the Red Skull watched from a surveillance room, Doughboy engulfed one of Frag's men. After the creature proved impervious to his explosive arrows, Frag leapt atop the monster and tried to pull his comrade free. The remaining mercenary blasted away at Doughboy, but with little effect. Both men were subsequently engulfed.

Impressed by Frag's ferocity, the Red Skull asked Arnim Zola to spare the mercenary. Zola commanded Doughboy to create an air pocket around its victim, and Frag was brought into the castle as a captive. Even under torture, however, Frag refused to talk, except to challenge the Red Skull to a man-to-man fight.

At this point it is important to know exactly how and why the Red Skull happened to be at Arnim Zola's castle. Not too long ago, the Red Skull was shocked to learn that the effects of an experimental gas that had kept him from aging while he was in suspended animation were reversing themselves: he began to age at great speed, making him so elderly that he would soon die of old age.

With the help of Arnim Zola, the Red Skull devised a plan that would possibly save his life, and hopefully end the life of Captain America. The Red Skull brainwashed Nomad, Captain America's ally, then forced Nomad to dose the hero's food with a chemical that caused Cap to age

rapidly. The chemical also neutralized the effects of the Super-Soldier serum, which is what gives Captain America his enhanced abilities.

After the Red Skull captured the elderly Captain America, Arnim Zola extracted samples from Cap's body. However, the weakened Avenger overpowered the Red Skull, who finally expired due to his old age. After being cured of the effects of the chemicals, Captain America returned to normal.

Although Captain America did not know it, Arnim Zola had preserved the Red Skull's consciousness using his advanced technology. From the cell samples he had previously taken from Cap, Arnim Zola created a clone of Captain America and used his machines to cause it to rapidly reach adulthood. Arnim Zola then placed the Red Skull's consciousness in the cloned body. As a result, the Red Skull was reborn in a duplicate of his hated rival's body, complete with the full effects of the Super-Soldier serum.

Intrigued at the prospect of fighting Frag in single combat, and eager to test his new clone-body, the Red Skull accepted the mercenary's challenge. After a fierce battle, the Red Skull proved victorious, and was about to crush Frag's neck when he suddenly changed his mind and decided to ask the mercenary to be his bodyguard. The Red Skull offered to have Frag trained by the best people in Europe and to teach him new disciplines in order to help him attain his ultimate fighting potential. Frag gladly accepted the offer, revealing that since his early childhood he had always admired the Red Skull as the "baddest of the bad." Pleased with his new pupil, the Red Skull gave Frag the name Crossbones.

When his training was complete, Crossbones soon came into conflict with Captain America, a man he would grow to hate. During Captain America's mission to keep Baron Zemo from getting the five mystical fragments of the Bloodstone, Cross-

bones kidnapped Diamondback, Cap's partner. Crossbones took the woman to Madripoor, a small metropolis on an island south of Singapore. He planned to use Diamondback as bait in a trap for Captain America. He forced her to call Cap on the telephone in order to lure the Avenger to Madripoor.

Not long after Cap arrived in Madripoor, he encountered Crossbones, who immediately fled, leading the hero into a trap. With his foot caught in a bear trap, the Avenger fought off Crossbones's ferocious assault. Once again, Crossbones fled, leading Cap into yet another trap. This time the super-soldier found himself in a rundown building standing upon a rug that concealed a pressure-sensitive plate connected to a bomb—if he moved his weight off the plate, he would be blown to bits. Gloating, Crossbones left Captain America in order to radio a message to the Red Skull.

In the meantime, Diamondback escaped her captors, but she was cornered in a toy factory by a brutish goon named Mister Phun. Diamondback defeated Mister Phun, who fell into a vat of boiling plastic.

After Crossbones spoke with the Red Skull, he watched from outside the building as the bomb he had planted to kill Captain America exploded. He left Cap for dead. However, the Avenger had placed his shield under his feet before leaping off the pressure-sensitive plate, and survived the blast. Drawn to the site of the fiery explosion, Diamondback found Captain America, and the two left the city together.

Crossbones has continued to serve as the Red Skull's right-hand man. Recently, Crossbones was defeated by Captain America in single combat, even after Cap had been deprived of the Super-Soldier serum due to a total blood transfusion. Crossbones managed to escape, and will most likely seek revenge against the mighty Avenger in the near future.

STATISTICS:

F EX(20)
A EX(20)
S AM(50)
E AM(50)
R GD(10)
I EX(20)
P RM(30)

Health: 140

Karma: 60

Resources: TY(6)

Popularity: 0

BACKGROUND:

Real Name: Lorna Dane (adopted name, real name unknown)

Occupation: Graduate student in geophysics, adventurer

Identity: Secret

Legal Status: US citizen with no criminal record

Other Known Aliases: Polaris

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: X-Men, X-Factor

Present Group Affiliation:

KNOWN POWERS:

Body Armor: Incredible protection from physical and energy weapons.

Emotion Control: Either through some chemical or psionic ability, Lorna has the Remarkable ability to make others act aggressively. This emotion control is always in operation and Lorna herself is unaware of its full ramifications.

Growth: Feeble rank growth that isn't completely under her control.

Talents: Remarkable Reason in the field of geophysics.

Contacts: X-Men, X-Factor.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Lorna Dane has gone through much in her recent past and this has bolstered her confidence. She has become a very determined person, able to persevere even against the longest odds. The loss of her magnetic powers and the unknown capabilities of her new powers have caused her to be somewhat hesitant recently. This is sure to fade away after she becomes more familiar with her new-found strength and invulnerability.

HISTORY:

Lorna Dane's biological parents are said to have been killed in a plane crash only weeks after her birth. She was then adopted by the Danes, probably her mother's sister and brother-in-law. The Danes never told Lorna that they were not her true parents because they feared that the knowledge would traumatize her. Lorna didn't learn about the truth about herself until she was nearly 20 years old.

The only outward sign of Lorna's mutant genetic structure was her green hair, which was dyed brown. Her mutant powers might never have been activated, except for the intervention of "Starr" Saxon, the master roboticist. He had constructed a duplicate Magneto and a large army of androids with strange powers, called the Demi-Men. Saxon decided that he needed some real mutants to lead the android army while he stayed behind the scenes, giving directions to the fake Magneto.

The first recruit was the mutant called Mesmero. Then, using a psycho-generator, which has some features in common with Charles Xavier's Cerebro, Mesmero summoned mutants in North America with latent powers. Lorna Dane found herself compelled to travel to San Francisco, where Mesmero and his androids captured her. After being brought to their desert headquarters, Lorna was subjected to the genetic stimulator that enabled her to use her previously latent powers. Mesmero also used his hypnotic powers to make Lorna believe in the bogus Magneto's cause and think that she was Magneto's daughter.

Shortly afterward, however, Mesmero dropped his control over Lorna, believing that she would obey her "father" no matter what happened. Unfortunately for Mesmero, the X-Man named Iceman revealed to Lorna that Magneto wasn't her father and that she had been duped in-

to helping him. She joined the X-Men and aided them in defeating Saxon, Mesmero, the fake Magneto, and the Demi-Man army.

For a while afterward, Lorna was romantically inclined towards Bobby Drake, the Iceman, but eventually she fell in love with Alex Summers, the mutant known as Havok. With the advent of the new X-Men, the couple tried to leave the life of fighting crime and would-be world conquerors behind them. Neither Dane nor Summers wanted to live the life of adventurers; they soon discovered that they had a mutual interest in geophysics. They spent some time wandering the Diablo mountain range in California. But this life was not to be for either mutant.

Lorna received a new costume, of Shi'ar design, when her mind was taken over by the Shi'ar intelligence agent, Davan Shakari. Davan served D'ken, the now-deposed emperor of the Shi'ar galaxy. Charles Xavier finally freed Lorna from Shakari's control.

Years later, Lorna, as Polaris, was taken over by the evil entity known as Malice. Under the creature's control, Polaris joined the group known as the Marauders, which was lead by Mister Sinister. During this time in Mr. Sinister's service, Malice became completely bonded with Polaris, suppressing Lorna's personality.

She, along with the Marauders, fought the combined X-Men and X-Factor teams during the Inferno in New York City. She was the last Marauder standing, other than Mister Sinister; she escaped after the battle was over.

Lorna Dane was captured by minions of her supposed sister, Zaladane, and brought to the Savage Land. There, Zaladane transferred the powers of Polaris from Lorna to herself. In the transferral, all evidence of the creature Malice, was seemingly wiped away. The X-Men came to rescue her, and it was during the rescue that some of Lorna's new powers manifested themselves.

She was able to pull her chains out of the stone wall and she grew about a foot taller. The group of mutants successfully escaped Zaladane's clutches, but the X-Men were teleported out of the Savage Land by Gateway, leaving Lorna and Ka-Zar there to fend for themselves.

Lorna finally left the Savage Land and got on a boat headed in the general direction of Muir Island. During this trip, two other powers manifested themselves. First, invulnerability was discovered when bullets bounced off her. Then the ability to affect other people's emotions surfaced. The whole crew of the ship lost control of themselves, destroying each other and the ship, so that Lorna called Muir Island and asked for help. Banshee arrived and saved her from the sinking ship.

Back on the island, Moira MacTaggart put Lorna through a series of tests, but she couldn't figure out where these new powers were coming from.

Muir Island was attacked by the mutant hunting group known as the Reavers, which prompted Moira to form a new group of X-Men consisting of Banshee, Legion, Forge, Amanda Sefton, Sunder, and Lorna Dane, using her new powers. This group of X-Men, aided by the timely arrival of the Freedom Force, managed to fight back against the Reavers and forced them to retreat after the deaths of Destiny and Stonewall.

Recently, Muir Island was taken over by the Shadow King. Lorna was his prisoner, and he used her as a key to controlling all the inhabitants of the island and enhancing their natural aggressiveness. X-Factor and the X-Men defeated the Shadow King by freeing Lorna from his power.

Soon after the King's defeat, Lorna's magnetic powers returned and she accepted Val Cooper's offer to join the government sponsored X-Factor. (For Lorna's magnetic power statistics, see "Polaris," in the *Gamer's Handbook of the MARVEL UNIVERSE™*, Volume 3.)

STATISTICS:

F GD(10)
A RM(30)
S GD(10)
E GD(10)
R GD(10)
I EX(20)
P RM(30)

Health: 60

Karma: 60

Resources: UN(100) (as a Squadron member)

Popularity: 40

BACKGROUND:

Real Name: Joe Ledger

Occupation: Government agent, former astronaut and flight instructor

Identity: Publicly known

Legal Status: No criminal record

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations:

Past Group Affiliations: Squadron Supreme

Present Group Affiliation:

KNOWN POWERS:

Former Equipment:

Power Prism: Dr. Spectrum's powers were based on the possession of a crystal given to him by a Skrull. He could control it from up to 100 feet away. This power has now been absorbed into his body. His powers are as follows:

Energy Solidification: Monstrous rank ability to generate and shape light energy. Power Stunts include the following:

- Containers and barriers of Monstrous Material Strength
- Carrying Monstrous loads (up to 80 tons)
- Hands and limbs with Monstrous Strength

Flight: Excellent air speed

Machine Animation: Excellent ability to power and control devices

Phasing: Excellent ability

Talents: Remarkable knowledge of piloting, astronautics, and flight instruction.

Contacts: Other Squadron members, Quasar



ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Doctor Spectrum is a fun-loving, usually even-tempered man and a practical joker. With the death of Nuke on his conscience, he has become more aware of the consequences of the use of his powers and therefore uses them more responsibly.

HISTORY:

Joseph Ledger is a native of an other dimensional alternate Earth, home of the superpowered team, the Squadron Supreme. Ledger became an astronaut for that world's National Aeronautics and Space Administration (NASA).

During a mission in outer space, Ledger found a disabled spacecraft and rescued its only occupant, a member of the Skrull race. As a to-

ken of gratitude, the Skrull gave Ledger a gem, which became known as the power prism. The prism granted Ledger fantastic powers and he became the costumed superhero Doctor Spectrum. After a successful career as a solo crimefighter, he and the Skrull he rescued, (known simply as "the Skrull") became founding members of the Squadron Supreme.

Doctor Spectrum, as well as most of the rest of the Squadron, succumbed to the enthralling power of the entity known as the Overmind. This collective mind entity, working together with the demonic being Null, the Living Darkness, used the Squadron as pawns to rule the Earth. One member of the Squadron retained his freedom, however; Hyperion managed to travel to another Earth and recruit the superteam known as the Defenders to help him. Together, the Defenders and the Squadron finally defeated the Overmind and Null, freeing the Earth from thralldom.

This battle left the Squadron's world in an economic and political mess. The Squadron decided to take over America for a year and implement their Utopia Program. They intended to use their powers to solve all of the country's problems. As a gesture of good faith, the members of the Squadron revealed their true identities to the people of the world, assuring them that the Utopia Program would succeed. One member of the group, Nighthawk, disagreed with the majority and began planning to thwart the Squadron's plans.

Nuke, a member of the Squadron, watched his parents die of cancer from the radiation that he naturally gave off. Nuke stopped participating with the team and Doctor Spectrum was assigned to find out what Nuke was doing. Ledger found Nuke planning to kill Tom Thumb, the Squadron's scientific genius, because the diminutive scientist had been unable to save his parents. To stop Nuke, Doctor Spectrum encased him in an energy bubble. Trying to escape, Nuke kept blasting until all the oxygen had been used up and he suffocated. Guilt-ridden because of Nuke's death, Spectrum vowed never to use his powers in combat again.

As part of the Utopia Program, Tom Thumb created a behavior modification machine. With the machine, the Squadron reformed their criminal foes, including a woman named Foxfire, who became strongly attracted to Doctor Spectrum. The Golden Archer, a good friend of Dr. Spectrum, was found to have been using the machine to brainwash Lady Lark, a fellow team member. He was expelled from the Squadron.

Meanwhile, Nighthawk had gathered his own group of dissenting heroes and villains, who were named the Redeemers. The Golden Archer joined this team and took the name Black Archer, to reflect his change of heart.

A way of reversing Tom Thumb's machine had been created and was used on Foxfire. She also joined Nighthawk's team, but hesitantly, because she had fallen in love with Doctor Spectrum.

In the climactic battle between the Squadron and the Redeemers, Black Archer and Doctor Spectrum battled each other. Spectrum's hesitancy to use his powers against a foe that he recognized as a friend allowed the Black Archer to get in one shot, which smashed the power prism. The fragments of the prism were imbedded in Dr. Spectrum's body.

Foxfire, in an attempt to prove her loyalty to the Squadron, killed Nighthawk. In retaliation for that, the Mink struck down Foxfire, killing her. Enraged, Dr. Spectrum wanted to strike out at the person who had struck his love; to his surprise, a beam of concussive force flew out of his body and struck the Mink. The power of the prism was now his to control without the actual prism.

The Squadron gave up and conceded defeat. They promised to dismantle the Utopia Program and return the fate of America to the average person.

Following the battle, Doctor Spectrum again fell into a depressed state because of the deaths of his friends.

The next great test of the Squadron occurred when a white being of immense size began to grow and threaten to devour the Sun. The

Squadron mounted a last-ditch effort to save their world with the help of one of their greatest enemies, Master Menace.

Doctor Spectrum was one of the four heroes who flew into space with a device designed to contain the growing creature. Unfortunately, all efforts to fight the white entity failed. Their universe was saved when Arcanna's son, Benjamin, traded places with the white being, who turned out to be Thomas Lightner, the Nth Man, who had been turned into a living hole in space. He had devoured seven universes before happening across the Squadron's universe.

The infant Benjamin Thomas Jones was slated to become this universe's next Sorcerer Supreme. He opted to trade places with the white being and thus stop Lightner from devouring worlds. As a consequence, the powers of Sorcerer Supreme were conferred upon Thomas Lightner. Benjamin left the Squadron's dimension, set on undoing all the damage that Lightner had caused.

On the way back to their Earth, the Squadron was transported to the main Marvel Universe Earth by Lightner. He obviously didn't want the Squadron around to challenge his newly acquired powers.

The Squadron ran into Quasar and they were taken to Project Pegasus. They consulted with Reed Richards to see if his time machine could help, but that attempt failed. Then, Dr. Strange came to Project Pegasus to send them home magically. But Lightner had laid a magical trap for the Squadron that caused half of their bodies to stay on Earth and the other half to be flung into the space between dimensions. They were rescued from this horrible death by Quasar and Dr. Strange.

Dr. Spectrum and the other Squadron members trapped on Earth are now waiting for Arcanna's son, Benjamin, to finish repairing the Nth Man's destruction through the dimensions. Once Benjamin returns to Earth, the Squadron should be able to return home with Benjamin's help.



BRAHL

STATISTICS:

F GD(10)
A GD(10)
S GD(10)
E EX(20)
R GD(10)
I TY(6)
P TY(6)

Health: 50

Karma: 22

Resources: RM(30)

Popularity: 0

BACKGROUND:

Real Name: Brahl

Occupation: Criminal

Legal Status: Unknown

Identity: Public

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: An unnamed spaceship in an alternate future, 3015 A.D.

Past Group Affiliations: Force

Present Group Affiliations:

KNOWN POWERS:

Phasing: Amazing rank Intensity with the following special Power Stunt:

Phasing Other Objects: Brahl can shoot an energy beam that causes inorganic objects to become intangible for an unknown amount of time. The range of this power is two areas, and it is able to affect up to one whole area of material.

Equipment:

Energy Pistol: Brahl possesses a powerful energy pistol that inflicts Incredible energy damage, with a range of three areas.

Talents: Brahl has no known talents.

Contacts: Brahl can only really depend on the other members of Force.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Brahl is a murderous individual who enjoys toying with his victims, since they usually can't even touch him. He is completely without mercy.

BROADSIDE

STATISTICS:

F EX(20)
A GD(10)
S IN(40)
E IN(40)
R TY(6)
I TY(6)
P TY(6)

Health: 110

Karma: 18

Resources: RM(30)

Popularity: 0

BACKGROUND:

Real Name: Unknown

Occupation: Criminal

Legal Status: Unknown

Identity: Public

Other Known Aliases: None

Place of Birth: Planet Mobius

Marital Status: Single

Known Relatives: None

Base of Operations: An unnamed spaceship in an alternate future, 3015 A.D.

Past Group Affiliations: Force

Present Group Affiliations:

KNOWN POWERS:

Gravity Strength: When Broadside is on a planet's surface, she can channel the planet's gravity into her body and increase her Strength proportionately. A planet the size of Earth provides her with Shift X Strength. The enhanced Strength does not increase her Health score.

Talents: Broadside knows Martial Arts Type B.

Contacts: Broadside can really only depend on the other members of Force.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Broadside is a flirtatious female who falls for any man with a physique close to her own. She is quick to anger if she is scorned by a male she is attracted to.

EIGHTYFIVE

STATISTICS:

F GD(10)
A TY(6)
S GD(10)
E EX(20)
R GD(10)
I GD(10)
P GD(10)

Health: 46

Karma: 30

Resources: RM(30)

Popularity: 0

BACKGROUND:

Real Name: Eightyfive

Occupation: Criminal

Legal Status: Kree Slave

Identity: Public

Other Known Aliases: None

Place of Birth: An unknown Kree controlled planet.

Marital Status: Single

Known Relatives: None

Base of Operations: An unnamed spaceship in an alternate future, 3015 A.D.

Past Group Affiliations: Force

Present Group Affiliations:

KNOWN POWERS:

Magnetic Manipulation: Incredible rank power with the following Power Stunt:

- Flight: Good speed.

Talents: Eightyfive has displayed no known talents.

Contacts: Eightyfive can really only depend on the other members of Force.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Eightyfive is slightly flamboyant. He comes across as a hardened and bitter man. In actuality he is a merciful man who does not like to kill.

Eightyfive is one of the pink-skinned Kree who were enslaved by the blue-skinned Kree. His whole family was killed before he was able to escape captivity. His name, Eightyfive, was the number of the cell block where he and his family were held captive.

INTERFACE

STATISTICS:

F TY(6)
 A GD(10)
 S TY(6)
 E GD(10)
 R IN(40)
 I GD(10)
 P AM(50)

Health: 32

Karma: 100

Resources: RM(30)

Popularity: 0

BACKGROUND:

Real Name: Unknown

Occupation: Criminal

Legal Status: Unknown

Identity: Public

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: An unnamed spaceship in an alternate future, 3015 A.D.

Past Group Affiliations: Force

Present Group Affiliations:

KNOWN POWERS:

Elemental Conversion: Interface can turn any one element into any other element he desires. This Monstrous rank power can even affect man-made elements such as adamantium. This power has a four-area range. As a side effect of this power, Interface can tell exactly what kind of elements make up an object just by looking at it.

Talents: Interface is an expert on all natural and artificial elements, and he possesses the Leadership Talent.

Contacts: Interface can only depend on the other members of Force.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Interface is a cold, calculating alien who is interested only in gaining profit and power. He rules the other members of Force with an iron hand.

PHOTON

STATISTICS:

F GD(10)
 A EX(20)
 S GD(10)
 E EX(20)
 R GD(10)
 I TY(6)
 P GD(10)

Health: 60

Karma: 26

Resources: RM(30)

Popularity: 0

BACKGROUND:

Real Name: Unknown

Occupation: Criminal

Legal Status: Citizen of Centauri IV

Identity: Public

Other Known Aliases: None

Place of Birth: Centauri IV

Marital Status: Single

Known Relatives: None

Base of Operations: An unnamed spaceship in an alternate future, 3015 A.D.

Past Group Affiliations: Force

Present Group Affiliations:

KNOWN POWERS:

Energy Beams: Incredible Intensity.

Flight: Excellent Speed.

Talents:

Photon has not displayed any talents.

Contacts: Photon can really only depend on the other members of Force. Yondu, a member of the Guardians of the Galaxy, would come to her aid, since she is the last surviving female of his race.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Photon is a cold-hearted female, who holds a hatred for anything that has to do with her old life on Centauri IV. She particularly hates Yondu of the Guardians of the Galaxy, the last male member of her race.

SCANNER

STATISTICS:

F GD(10)
 A TY(6)
 S RM(30)
 E EX(20)
 R EX(20)
 I EX(20)
 P EX(20)

Health: 66

Karma: 60

Resources: RM(30)

Popularity: 0

BACKGROUND:

Real Name: Unknown

Occupation: Criminal

Legal Status: Unknown

Identity: Public

Other Known Aliases: None

Place of Birth: Z'inx Homeworld

Marital Status: Unknown

Known Relatives: None

Base of Operations: An unnamed spaceship in an alternate future, 3015 A.D.

Past Group Affiliations: Force

Present Group Affiliations:

KNOWN POWERS:

Radar Sense: Excellent Intensity.

Tracking: Scanner can psionically track any living being, with Incredible Intensity. This power has a Shift Z range (ten miles).

Talents: Scanner is a trained spaceship pilot and navigator.

Contacts: Scanner can really only depend on the other members of Force.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Scanner is an overconfident Snark who believes his tracking powers will warn him of any surprises.

TACHYON

STATISTICS:

F	TY(6)
A	UN(100)
S	PR(4)
E	UN(100)
R	TY(6)
I	EX(20)
P	EX(20)

Health: 210

Karma: 46

Resources: RM(30)

Popularity: 0

BACKGROUND:

Real Name: Unknown

Occupation: Criminal

Legal Status: Unknown

Identity: Public

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: An unnamed spaceship in an alternate future, 3015 A.D.

Past Group Affiliations: Force

Present Group Affiliations:

KNOWN POWERS:

Energy Body: Tachyon's body is a packet of tachyon energy particles. This body grants him the following powers:

- **Reflection:** Tachyon can reflect any energy attack back at its wielder, while adding a +1CS to the damage rating. This ability is Unearthly. Because of the nature of his power, Tachyon can attack only if someone attacks him first.

- **Flight:** CL3000 speed.

Talents: No revealed talents.

Contacts: Tachyon can only depend on the other members of Force.

ADDITIONAL NOTES :

ROLE-PLAYING NOTES:

Tachyon is a being made up of tachyon particles. It follows the orders of Interface and its teammates, but it does not seem to be able communicate to other beings. Tachyon is a reactive being that can attack someone only if first attacked with an energy blast.

HISTORY:

Force is a group of intergalactic criminals who banded together for the purpose of profit. Force operates in an alternate time line in the 31st century. Force and the Guardians of the Galaxy first came into conflict while both groups were searching for Captain America's shield. Force was after the shield because they had heard legends concerning the shield and its supposed magical powers of mind control.

Landing on a strange planet where the shield was supposed to rest, a mysterious machine presence calling itself Main Frame (which was actually the Avenger once known as Vision) forced the Guardians and the members of Force to battle each other, one-on-one.

Martinex fought Brahl and was badly beaten by the vicious alien. Even though mortally injured, Martinex fought bravely to the end. Main Frame declared Martinex the winner, because he had won a test of bravery.

Charlie-27 underestimated Broadside, by using his brawn instead of his brain. This caused Main Frame to declare Charlie-27 the loser in the test of cunning.

Nikki was able to beat Scanner and she almost killed him because

of her hatred of reptilians. Main Frame declared Nikki a loser because she had failed a test of mercy.

Aleta lost against Eightyfive because she was too busy fighting with her husband Starhawk. This caused Aleta to lose her test of forgiveness and charity.

Yondu won his test of honor against Photon, even though he was almost killed by her. This was because Photon was the last female of Yondu's race, and the only chance for their race to be re-born. During the "fight" with her, Yondu refused to fight or even defend himself.

Starhawk was able to beat Tachyon simply by refusing to attack the alien, so that Tachyon could not use his reflective abilities. This was a test of faith, because all knowledge of Tachyon had been removed from Starhawk's precognitive memory.

In a final confrontation, Vance Astro fought Interface, the leader of Force. Interface won and took the shield. Interface then vainly tried to activate the shield's supposed power to control other people. Disgusted when the shield did not bring the Guardians under his mental control, Interface threw it away.

Vance picked up the shield, knowing the true symbolic power of the shield. Thus Astro won a test of his very soul.

Vision then teleported Force and their ship out of the planetary system. They left, seeing no reason to linger any longer.

Force is currently working for Malevolence, the daughter of the demon Mephisto. This alliance was made by Brahl in a move to usurp Interface's leadership. The other members of Force are uneasy in this alliance and wait for Interface to take control once again.

STATISTICS:

F IN(40)
A RM(30)
S GD(10)
E EX(20)
R GD(10)
I EX(20)
P IN(40)

Health: 100

Karma: 70

Resources: GD(10)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Thief, adventurer

Identity: Secret

Legal Status: Wanted by U.S. authorities

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations: U.S. South Central

Past Group Affiliations: X-Men

Present Group Affiliation:

KNOWN POWERS:

Explosive Projectiles: Gambit can take any object that he throws and imbue in it an explosive energy that detonates when the object reaches its target. Energy flows from his hands and eyes into the object before it is thrown. These projectiles cause Remarkable force damage for each object thrown. Gambit's maximum range for his projectiles is two areas.

Emotion Control: Remarkable level Emotion Control. He has to talk to the recipient of this power for it to work.

Talents: Gambit is skilled with throwing all forms of projectiles. He is especially skilled at throwing single playing cards. He also has talents in the areas of Crime (thievery and lock picking) and Acrobatics.

Contacts: Storm, X-Men.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Gambit is a loner. He sees himself as a care-free, modern-day Robin Hood; once embroiled in combat, however, he becomes deadly serious.

While naturally a loner, he is currently with the X-Men because of the bonds forged between himself and Storm during their time together while Storm was trapped in the body of a child. He sees Storm and himself as partners, with the X-Men team intruding upon that partnership. He has shown some resentment against the team for taking the young Storm away from him. Recently, he has acted more in the heroic role, working with the team, especially with Jubilee.

In battle, he jokes and banters with his teammates, but when it comes to talking about himself, his powers, or his past, he is absolutely closed-mouthed.

HISTORY:

Gambit's history is largely a mystery. The first known information about him is that he was a Robin Hood-type thief, operating in the southcentral area of the U.S., based out of New Orleans.

Storm, bereft of her memory and in the body of a child, was also surviving in the same area of the country as a thief. One night in Cairo, Illinois, Storm was breaking into a river-side mansion when the Shadow King and his Hounds attacked her. She managed to escape by falling from the third floor into a pool.

Gambit fished the child out of the water and brought her with him back into the mansion's vault. The Hounds continued to pursue them and a fight ensued. Using his explosive projectiles and his persuasion, along with Storm's mutant powers, the two of them escaped the Shadow King's clutches. After an initial period of distrust, the Cajun thief and Storm became companions and

finally friends. Gambit and Storm then began a campaign against the criminals of the area. They would steal from the looters and give the booty to people who needed it.

This campaign lasted until Nanny and the Orphan Maker finally caught up with Storm. In the following battle, Storm regained her memory and both she and Gambit escaped.

Gambit followed Storm back to the X-Men. He became an uncomfortable member of the team, frequently asking Storm when they were going to return to the old days.

Gambit recently defeated Wolverine in a one-on-one Danger Room session, which hints at some unrevealed martial training in his past.

The X-Men were abruptly teleported into deep space by Lila Cheney to rescue their old mentor, Professor Xavier, and were just as abruptly captured by Deathbird. Wolverine and Jubilee freed the team. They fought alongside the Starjammers and Lilandra against the Imperial Guard and won back the Shi'ar Empire's throne for Lilandra.

Gambit and Jubilee, both being of a suspicious nature, discovered that "Professor X" was actually a Skrull impersonating the mutant leader. Just as the mind-controlled Gladiator was about to kill the helpless Deathbird, Gambit burst out of hiding and attacked the impersonator. Gambit and Jubilee battled the fake Professor Xavier and Gladiator to a standstill, giving Lila Cheney enough time to teleport Deathbird to safety. In a last-ditch effort, the two X-Men combined their powers—Jubilee cast a wide dispersal of her fireworks, then Gambit tossed some charged rocks into the fireworks. The result was a huge explosion that brought the rest of the team rushing to the scene.

The real Professor X and captured X-Men were eventually rescued. Gambit and Jubilee both escaped harm in the explosion and now have a wise-cracking bond that was forged in the heat of battle.

STATISTICS:

F RM(30)
A RM(30)
S IN(40)
E AM(50)
R GD(10)
I EX(20)
P RM(30)

Health: 150

Karma: 60

Resources: FE(2) (Ghost Rider)

Popularity: -5

BACKGROUND:

Real Name: Daniel Ketch/Zarathos

Occupation: Messenger/Spirit of Vengeance

Legal Status: Citizen of the U.S. with no criminal record

Identity: Secret

Other Known Aliases: None

Place of Birth: Brooklyn, New York

Marital Status: Single

Known Relatives: Mother (first name unrevealed), Barbara Ketch (sister, deceased)

Base of Operations: Brooklyn, New York

Past Group Affiliations: Briefly worked with a substitute group of the Fantastic Four.

Present Group Affiliations:

KNOWN POWERS:

Alter-Ego: Daniel Ketch transforms into Ghost Rider only at night, by touching the gas cap on his motorcycle. He transforms into Ghost Rider only if the blood of innocents is being shed within five miles of his current location. Daniel has the following statistics:

F TY(6)
A GD(10)
S TY(6)
E GD(10)
R TY(6)
I TY(6)
P GD(10)

Health: 32

Karma: 22

Resources: TY(6)

Popularity: 0

Ghost Rider has the following powers and equipment:

Body Armor: Amazing protection against physical attacks.

Invulnerability: CL1000 protection from fire, heat, poisons, and radiation. Ghost Rider is also immune to vacuum and attacks against a living soul. If Ghost Rider's body is somehow destroyed, he will re-form his body in 1-10 rounds, with his full Health score returned. If someone using an edged weapon against Ghost Rider gets a red result, an explosion of Amazing Intensity occurs and af-

fects everyone within the area, including Ghost Rider.

Penance Stare: If Ghost Rider successfully grapples with someone for one round, the other is forced to look into his eyes. The victim must make a Psyche FEAT roll or lose one rank of Psyche permanently. In addition to that, the victim must make another Psyche FEAT roll (possibly using a reduced Psyche rank) versus an Amazing Intensity or pass out for 1-100 rounds. If a target's Psyche is brought below Feeble, the person's soul is lost forever and he or she goes insane. This attack works only against evil people and criminals who have hurt others.

Soulfire: The Ghost Rider has used Soulfire only twice, but he has no control over its activation or effects. The second time he used it while fighting Johnny Blaze. The Soulfire, for some reason, entered Blaze's shotgun. The shotgun can now fire blasts of Soulfire that cause Remarkable damage. These blasts are not affected by Ghost Rider's Body Armor and Invulnerabilities when they are used against him.

Equipment:

Chain (Unique Weapon): Ghost Rider possesses a chain made of an Unearthly rank material, and can do the following Power Stunts with it:

- Grapple with Unearthly Strength.
- Lash out and do up to Amazing blunt damage.



- Feeble Elongation enables the chain to reach up to one area away.
- The individual links can turn into shurikens and be thrown all at once. Ghost Rider can attack one person with them, which does Amazing edged weapon damage. Or he can attack one area, hitting everyone in the area with 1-5 shurikens, each one causing Good edged damage.

Motorcycle: Daniel Ketch possesses an ordinary looking motorcycle that never needs gas. It has Typical Control, Excellent Speed, and a Poor Body. When Daniel turns into Ghost Rider, the motorcycle transforms into a powerful bike with flaming wheels and the following statistics: Amazing Speed, Incredible Body, and Incredible Control.

Ghost Rider can mentally control the bike from up to a ten-area range. If the bike is destroyed, it will reform in 1-10 rounds. The bike can defy gravity and travel up walls and across ceilings. The bike can also travel on the surface of water. The motorcycle has a special battering ram that enables the motorcycle to burst through materials of up to Incredible Material rank without harming the rider(s).

Talents: Daniel Ketch and Ghost Rider are accomplished motorcycle riders. Ghost Rider is a Weapon Specialist with his chain, giving him a +2CS when using it.

Contacts: The new Ghost Rider has worked with Wolverine, Spider-Man, the Fantastic Four, Moon Knight, the Punisher, the Hulk, and Doctor Strange.

ROLE-PLAYING NOTES:

Daniel Ketch is a confused young man who is deeply troubled by his transformation into Ghost Rider. He is beginning to accept the transformation, but at the same time he is shutting everyone out of his life. Ghost Rider is only interested in vengeance against those who have spilled the blood of innocents. He will try to punish wrong-doers, but he will not try to actively kill them. While pursuing his enemies he is relentless and stubborn, refusing to give up until the villain is punished.

HISTORY:

Long ago, when demons ruled the Earth, the demon named Zarathos was worshiped as a god. Zarathos's lust for human souls brought him into conflict with the demon lord Mephisto. Zarathos and Mephisto fought, but Mephisto ended up capturing the living flame that was the essence of Zarathos's soul.

Over the centuries, Mephisto enjoyed joining Zarathos's soul to a variety of weak human souls. Several years ago, a stunt cyclist made a deal with Mephisto,

but managed to keep his soul when Mephisto came for it. The angry Mephisto bonded Zarathos with the soul of the stunt rider, Johnny Blaze.

Over the next few years, when Zarathos took over Blaze's body, he transformed it into the dread vigilante known as Ghost Rider. Zarathos had no memory of his past, he just felt compelled to mete out justice.

The being known as Nightmare eventually informed Ghost Rider of his true origin. Ghost Rider became more independent of Blaze, and more violent. Finally, Zarathos managed to separate himself from Blaze. The temperamental demon then willingly trapped himself in a soul gem with his hated enemy, Centurion. Apparently the two trapped souls were doomed to fight each other for an eternity. (For more information, see Volume 2 of the *Gamer's Handbook of the MARVEL UNIVERSE™* for an entry on Ghost Rider III.)

Years later, in Brooklyn, New York, Daniel Ketch and his sister, Barbara, were visiting Cypress Hills Cemetery on Halloween Eve. They accidentally stumbled upon a confrontation between some of the Kingpin's mob and members of a group led by the mysterious Deathwatch.

Barbara and Daniel were discovered and Barbara was mortally injured by a crossbow bolt fired by one of Deathwatch's men. Meanwhile, the members of a teenage gang, known as the Cypress Pool Jokers, grabbed a mysterious attache case that the two gangs were fighting over.

The frightened Daniel hid himself and his sister in a nearby junkyard. They hid next to a motorcycle that was too new to be in the junkyard. His hand covered by his sister's blood, Daniel vowed that he would do anything to save her. The gas cap on the motorcycle started glowing; when Daniel touched it he became the new Ghost Rider, the Spirit of Vengeance.

Ghost Rider attacked Deathwatch's men, but Deathwatch got away. Ghost Rider then took the injured Barbara to the hospital and disappeared. The scared Daniel Ketch soon discovered that when night fell, and the blood of an innocent was spilt nearby, he transformed into Ghost Rider.

During the following weeks, Deathwatch's organization and Ghost Rider clashed many times. Ghost Rider soon discovered that the mysterious attache case from the cemetery contained canisters of a virulent mutated biotoxin that could be spread through the air. Ghost Rider was able to stop Deathwatch and his follower Blackout from releasing the plague. During the fight, Ghost Rider's

Soulfire destroyed the canisters, but some of the biotoxin was released and deformed Blackout's face.

Blackout got away and later figured out that Daniel Ketch was Ghost Rider. The maddened Blackout sneaked into a hospital and killed Daniel's unconscious sister.

Since then, Ghost Rider has encountered a number of villains, such as Mr. Hyde and the Scarecrow. He has also met and teamed up with the Punisher, Wolverine, Spider-Man, Moon Knight, and Doctor Strange.

At this time, Ghost Rider has yet to remember his past life before he merged with Daniel Ketch. The being Nightmare has recently told him about his origins, but Ghost Rider still does not remember his past. Daniel Ketch has come to grips with his double personality, and has now learned to accept it.

Recently, Ghost Rider encountered Doctor Strange, Topaz, and Rintrah. They were searching for ingredients for a spell that would free Topaz, who was possessed by a demon. Ghost Rider allowed the sorcerer to try to take some of the Soulfire burning on his head, but the pain was too much for Ghost Rider and they had to stop.

Doctor Strange and company then helped Ghost Rider track down a villain known as the Zodiac Killer. They soon learned that the Zodiac Killer was working for demons from another dimension.

Ghost Rider captured the Zodiac Killer, but he turned out to be a doppleganger of the true Zodiac Killer, who had already escaped.

After this adventure, Daniel was captured by Johnny Blaze, who still had some sort of mystical link with Ghost Rider. Johnny Blaze planned to hold Daniel until he turned into Ghost Rider, and then he was going to kill the demon.

Meanwhile, Blackout and Deathwatch killed a number of people, hoping to draw Ghost Rider out. This caused the motorcycle to seek out Daniel and activate the transformation. Ghost Rider and Blaze then fought each other. During the fight, a blast of Soulfire went through Blaze's shotgun and directly into Blaze without harming him.

Somehow, this changed the shotgun so that it could fire blasts of Soulfire that could actually harm Ghost Rider. Badly wounded by the blasts, Ghost Rider escaped Blaze and went after Blackout. Johnny Blaze followed close behind. Blackout's rampage was brought to a halt by an allied Ghost Rider and Blaze. Dan Ketch and Johnny Blaze have formed an uneasy alliance, both trying to learn more about the Ghost Rider.

BIG BERTHA

STATISTICS:

	Ashley	Bertha
F	PR(4)	TY(6)
A	TY(6)	TY(6)
S	PR(4)	RM(30)
E	TY(6)	IN(40)
R	TY(6)	TY(6)
I	GD(10)	GD(10)
P	TY(6)	TY(6)

Health: 20 / 82

Karma: 22 / 22

Resources: EX(20)

Popularity: +15 (as famous model Ashley Crawford) / 0 (as Big Bertha)

BACKGROUND:

Real Name: Ashley Crawford

Occupation: Ex-professional model turned adventurer

Legal Status: U.S. citizen with no criminal record

Identity: General public does not know about her identity as Big Bertha

Place of Birth: Unrevealed

Marital Status: Presumably single

Known Relatives: None

Base of Operations: Milwaukee, Wisconsin

Past Group Affiliations: Great Lakes Avengers

Present Group Affiliations:

KNOWN POWERS:

Body Transformation: By unknown means, Ashley has the Remarkable ability to transform her body, causing herself to become immensely obese. (She weighs in at around 1,000 pounds.) While in this transformed state, she has the following abilities:

- **Body Armor:** Ashley's billowy flesh becomes toughened, yet pliable, granting her the equivalent of Remarkable Body Armor. She has developed the Power Stunt of catching bullets shot into her great mass and hurling them back at her attackers for Poor Blunt damage.

- **Leaping:** She can jump at Unearthly ability, making leaps of up to 100 feet.

Talents: Ashley is a talented model whose face has graced the covers of many famous magazines. She can also pilot conventional aircraft.

Contacts: She can count both the

East and West Coast Avengers as allies.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Although she was a great success, Ashley Crawford seems bitter toward the modelling industry. Her identity as Big Bertha is the perfect outlet for her frustrations. Ashley Crawford is an uptight professional, while Big Bertha is an obese, fun-loving woman ready to take on the world for what she believes is right.

DINAH SOAR

STATISTICS:

F	TY(6)
A	RM(30)
S	TY(6)
E	EX(20)
R	TY(6)
I	TY(6)
P	TY(6)

Health: 62

Karma: 18

Resources: PR(4)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Adventurer

Legal Status: U.S. citizen with no criminal record

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Milwaukee, Wisconsin

Past Group Affiliations: Great Lakes Avengers

Present Group Affiliations:

KNOWN POWERS:

Wings: Dinah Soar can fly at up to Incredible airspeed (20 areas per round). As a Power Stunt, she has developed the tactic of soaring over opponents and buffeting them to the ground with her wings. Treat this as a Charging attack.

Hyper-Sonics: Through some form of sonics that registers above the limit of normal human hearing, Dinah Soar has the Remarkable ability to instill peacefulness in an otherwise enraged person. This power is espe-

cially effective at calming Mister Immortal.

Limitation: Dinah Soar is either unable or unwilling to speak. When in danger, she alerts her fellow teammates by blowing a high-pitched whistle.

Talents: None.

C ontacts: She can call on any of the Avengers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Dinah Soar is an enigma. Because she does not speak and chooses to remain aloof in her actions, it is difficult to delve into her personality. On the surface she appears frail and sad, as if burdened by tremendous inner turmoil.

DOORMAN

STATISTICS:

F	GD(10)
A	GD(10)
S	TY(6)
E	EX(20)
R	TY(6)
I	TY(6)
P	TY(6)

Health: 46

Karma: 18

Resources: TY(6)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Adventurer

Legal Status: U.S. citizen with no criminal record

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Milwaukee, Wisconsin

Past Group Affiliations: Great Lakes Avengers

Present Group Affiliations:

KNOWN POWERS:

Gateway: Through unknown means, Doorman has the Incredible ability to transform himself into a type of inter-dimensional gateway, allowing others to pass directly through him. Thus, for example, if Doorman were to stand against a steel wall, others

could pass through him and exit on the other side of the wall just as if they had walked through a normal doorway. He cannot use this power to let himself pass through obstacles. It is likely that this power is tied to the Darkforce Dimension, although this has not yet been proven. *Levitation:* Doorman can move through the air at Typical airspeed (6 areas per round).

Talents: None.

Contacts: He is known to both the East and West Coast Avengers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Doorman appears to be your typical young American male. He is always eager to aid his fellow teammates, and enjoys being a superhero.

FLATMAN

STATISTICS:

F	GD(10)
A	GD(10)
S	TY(6)
E	GD(10)
R	GD(10)
I	TY(6)
P	TY(6)

Health: 36

Karma: 22

Resources: TY(6)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Adventurer

Legal Status: U.S. citizen with no criminal record

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Presumably single

Known Relatives: None

Base of Operations: Milwaukee, Wisconsin

Past Group Affiliations: Great Lakes Avengers

Present Group Affiliations:

KNOWN POWERS:

Elongation: He has the Remarkable ability to elongate any portion of his body to a maximum distance of 3 areas.

Flatness: His entire body is only about one inch thick, enabling him to flow through narrow openings, such as beneath a door.

Plasticity: Flatman's body is pliable, allowing him to absorb tremendous impacts. His unusual physiology grants him the equivalent of Body Armor, providing him with Remarkable protection from physical attacks and Excellent protection against energy attacks.

Talents: None.

Contacts: Like the other members of his team, Flatman can call on any of the Avengers for aid.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Flatman is the Deputy Leader of the Great Lakes Avengers, a position he takes very seriously. His calm, fun-loving attitude counterbalances the hot-blooded side of the team's leader, Mister Immortal.

MISTER IMMORTAL

STATISTICS:

F	EX(20)
A	IN(40)
S	TY(6)
E	GD(10)
R	TY(6)
I	TY(6)
P	PR(4)

Health: 76

Karma: 16

Resources: TY(6)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Adventurer

Legal Status: U.S. citizen with no criminal record

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Presumably single

Known Relatives: None

Base of Operations: Milwaukee, Wisconsin

Past Group Affiliations: Great Lakes Avengers

Present Group Affiliations:

KNOWN POWERS:

Immortality: Although Mr. Immortal can be killed through normal means, he always returns to life within 1-10 rounds at full Health. Because his body regenerates lost parts as it heals, his very atoms would have to be scattered across space for him to be permanently slain. During the time of his "death," Mr. Immortal has no bodily life signs and truly is dead for all practical purposes.

Talents: He is trained in Martial Arts B and Acrobatics.

Contacts: He can look to any of the Avengers for help.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

As the leader of the Great Lakes Avengers, Mister Immortal is good at making quick and intelligent decisions; however, his rashness and overconfidence can get his team into more trouble than they can handle. He is known to display a violent, almost berserker, rage when battling foes. Thanks to the calming power of Dinah Soar, Mr. Immortal's tantrums are quickly ended.

HISTORY:

The Great Lakes Avenger's first public appearance was at the Milwaukee Farmers and Merchants Trust building, where they stopped a robbery and came to the attention of Hawkeye. Hawkeye decided to investigate the so-called "Great Lakes Avengers" along with Mockingbird. Seeing potential in the members, Hawkeye became the temporary leader of the Great Lakes Avengers.

The team successfully aided the Vision in rescuing the Scarlet Witch and She Hulk from That Which Endures. The team still trains hard, though Hawkeye's return to the West Coast Avengers has put Mockingbird in the trainer's spot for these fledgling heroes. Whether they will become an official, fully-contracted franchise of the Avengers remains to be seen.



ALETA

STATISTICS:

F	EX(20)
A	EX(20)
S	GD(10)
E	RM(10)
R	GD(10)
I	GD(10)
P	GD(10)

Health: 60

Karma: 30

Resources: EX(20)

Popularity: 50

BACKGROUND:

Real Name: Aleta

Occupation: Adventuress

Legal Status: Citizen of Arcturus IV

Identity: Secret

Other Known Aliases: None

Place of Birth: Arcturus IV

Marital Status: Married

Known Relatives: Ogord (father), Salaan (mother), Stakar (husband), Tara, Seta and John (children, deceased)

Base of Operations: the spaceship *Captain America II*, located in an alternate future, 3015 A.D.

Past Group Affiliations: Guardians of the Galaxy

Present Group Affiliations:

KNOWN POWERS:

Light Body: Aleta's body is composed of solid light particles; she is able to control light and use the following Power Stunts:

- **Solid Light Beams:** Amazing beams of force (solid light) with a 20-area range.
- **Flight:** Create light discs that enable her to fly at Shift Z speeds in outer space, and Monstrous speed in a planet's atmosphere. Aleta's Agility increases to match her flight speed (up to a maximum of Unearthly, without changing her Health score).
- **Light Objects:** Create temporary objects of solid light, such as shields and grapples, with Amazing Strength and possessing a material rank of Amazing.
- **Phasing:** Unearthly phasing that does not affect electronics.

- **Inulnerability:** Due to her body's nonphysical nature, Aleta is immune to poisons, diseases, and radiation, and she can survive in a vacuum.

Talents: Aleta has not revealed any special talents.

Contacts: Aleta is a member of the Guardians of the Galaxy. In the 20th century she can depend on the Avengers for aid.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Aleta is a gentle and warm woman who can also be a dangerous warrior. She currently hates her husband, Starhawk, and has fallen in love with Vance Astro. She hates Starhawk because she blames him for the deaths of their three children.

VANCE ASTRO

STATISTICS:

F	EX(20)
A	EX(20)
S	TY(6)
E	GD(10)
R	EX(20)
I	GD(10)
P	GD(10)

Health: 56

Karma: 40

Resources: EX(20)

Popularity: 100 in the future

BACKGROUND:

Real Name: Vance Astrovik

Occupation: Former astronaut, now adventurer

Legal Status: U.S. Citizen

Identity: Not known to the general populace of Earth

Other Known Aliases: None

Place of Birth: Saugerties, New York

Marital Status: Single

Known Relatives: Arnold Thomas (father), Mary (mother)

Base of Operations: the spaceship *Captain America II*, located in an alternate future, 3015 A.D.

Past Group Affiliations: Guardians of the Galaxy

Present Group Affiliations:

KNOWN POWERS:

Telekinesis: Vance can project beams of force that inflict Incredible damage with a one-area range. As a Power Stunt, he can do Excellent damage to everyone within the same area.

Equipment:

Body Armor: Vance's newest suit of body armor is laced with adamantium, giving the suit a Material rank Strength of Monstrous. This provides Vance with Monstrous protection against most forms of attack, except mental and magical attacks. If one attack does more than Monstrous damage, or if edged weapon damage equals Monstrous or more, the suit ruptures. Until the suit is sealed back up, Vance suffers Typical damage every round while his skin is exposed the air.

Shield: Vance now owns the unique shield that belonged to Captain America in the 20th century. The shield is made of adamantium and vibranium. The shield is a CL3000 material, making it immune to anything but psionics and magical attacks. Vance can use this as a shield, but he is still subject to Slam and Stun effects. Vance can throw the shield, doing Good damage, up to one area away.

Talents: Vance is a trained spaceship pilot. He is also trained in Physics, Astronomy, Electronics, Engineering, and Chemistry. He is proficient in Martial Arts B and E.

Contacts: Vance is a member of the Guardians of the Galaxy. He can rely on aid from the Avengers when visiting the 20th century.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Vance is a quiet and intense man who gets moody at times. He was very bitter about being forced to live his life in a containment suit. He also had a tendency to be short-tempered. The recent discovery of Captain America's shield and the blooming relationship with Aleta have made him more relaxed and tolerant. Vance's self-confidence has also increased. Vance has also started to emulate the original Captain America's feelings about freedom and liberty.

CHARLIE-27

STATISTICS:

F	EX(20)
A	GD(10)
S	IN(40)
E	IN(40)
R	GD(10)
I	GD(10)
P	TY(6)

Health: 110

Karma: 26

Resources: EX(20)

Popularity: 100

BACKGROUND:

Real Name: Charlie-27

Occupation: Former soldier, now adventurer

Legal Status: Legal citizen of Earth colony on Jupiter

Identity: Public, not known to the general populace of 20th century Earth

Other Known Aliases: None

Place of Birth: Galileo City, Jupiter

Marital Status: Single

Known Relatives: Charlie-26 (father, deceased), Mabel-17 (mother, deceased)

Base of Operations: the spaceship *Captain America II*, located in an alternate future, 3015 A.D.

Past Group Affiliations: Guardians of the Galaxy

Present Group Affiliation:

KNOWN POWERS:

Body Armor: Charlie-27's dense flesh provides him with Remarkable protection against physical and gravity attacks.

Equipment:

Energy Cannon (Unique Weapon): Charlie-27 has recently come into possession of a large energy weapon that can do Monstrous Energy damage, with a five-area range. It takes a Strength of at least Remarkable rank to wield the gun.

Talents: As a former soldier, Charlie-27 has the Guns, Blunt Weapons, Sharp Weapons, Martial Arts B, Wrestling, Military, and First Aid talents. Charlie-27 has also trained in Zero-G Combat.

Contacts: Charlie-27 is a member of the Guardians of the Galaxy, and he has some influence in the Jovian military. In the 20th century he can depend on help from the Avengers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Charlie-27 used to be the most easy-going member of the team. Recent problems with the flirtatious Nikki have caused Charlie to become more moody and quicker to anger. When in battle he is confident and adapts well to any situation. To protect himself from his recent emotional problems, Charlie-27 has returned to his military mode of thinking.

MARTINEX

STATISTICS:

F	GD(10)
A	GD(10)
S	RM(30)
E	GD(10)
R	EX(20)
I	GD(10)
P	TY(6)

Health: 60

Karma: 36

Resources: RM(30)

Popularity: 100

BACKGROUND:

Real Name: Martinex

Occupation: Former technician, now adventurer

Legal Status: Legal citizen of Earth colony on Pluto

Identity: Public, not known to the general populace of 20th century Earth

Other Known Aliases: None

Place of Birth: Cerberus Center, Pluto

Marital Status: Single

Known Relatives: None

Base of Operations: the spaceship *Captain America II*, located in an alternate future, 3015 A.D.

Past Group Affiliations: Guardians of the Galaxy

Present Group Affiliation:

KNOWN POWERS:

Heat and Cold Generation: Martinex can shoot beams of heat from his right hand, and beams of intense cold from his left hand. These beams can do up to Shift X damage. Martinex can use each type of beam only four times a day. Martinex shoots the beams with Excellent Agility, and they have a one-area range.

Body Armor: Martinex's silicon body provides him with Unearthly protection against temperature extremes. His skin has recently mutated, reducing his protection against energy attacks to Good rank. His body also provides him with Feeble protection against physical attacks. The Body Armor itself is composed of a material that has Good Material rank Strength.

Talents: Martinex is a trained spaceship pilot, and has Remarkable Reason when dealing with Engineering, Physics, Computers, and Electronics.

Contacts: Martinex is a member of the Guardians of the Galaxy. In the 20th century he could depend on the Avengers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Martinez is currently the leader of the team, but he feels that he is not up to the task. He is not a very good fighter and he attempts to avoid combat. Recent changes in the individuals of the teams, and recent events, have caused him to become rather worried about the future of the Guardians.

NIKKI

STATISTICS:

F	GD(10)
A	RM(30)
S	TY(6)
E	GD(10)
R	GD(10)
I	GD(10)
P	TY(6)

Health: 56

Karma: 26

Resources: EX(20)

Popularity: 100

BACKGROUND:

Real Name: Nicholette Gold

Occupation: Adventuress

Legal Status: Legal citizen of Earth colony on Mercury

Identity: Public, not known to the general populace of 20th century Earth

Other Known Aliases: None

Place of Birth: Solstice, Mercury

Marital Status: Single

Known Relatives: None

Base of Operations: the spaceship *Captain America II*, located in an alternate future, 3015 A.D.

Past Group Affiliations: Guardians of the Galaxy

Present Group Affiliation:

KNOWN POWERS:

Resistance to Heat: Unearthly protection versus ultraviolet radiation, Monstrous protection against heat-based and infrared energy attacks.

Protected Senses: Nikki's eyes have Incredible protection versus bright light.

Equipment:

Blasters: Nikki wears a small but powerful blaster on each wrist. The blasters do Remarkable Energy damage, or they can be set for a stun effect (make Endurance FEAT roll at

-2CS). Nikki can fire both weapons each round, at different targets. At the same time she can also be using her Acrobatics to actively dodge attacks.

Talents: Nikki is a Marksman and a Weapons Master with her blasters. She is also proficient in Martial Arts A and E. She has the Acrobatic talent, and she can pilot a spaceship.

Contacts: Nikki is a member of the Guardians of the Galaxy. In the 20th century she can call for aid from the Avengers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Nikki is a carefree and flamboyant girl who loves to flirt with any handsome male. She enjoys using her acrobatics during combat, while doing trick shots with her blasters.

STARHAWK

STATISTICS:

F	EX(20)
A	GD(10)
S	IN(40)
E	RM(30)
R	AM(50)
I	MN(75)
P	MN(75)

Health: 100

Karma: 200

Resources: EX(20)

Popularity: 100

BACKGROUND:

Real Name: Stakar

Occupation: Adventurer

Legal Status: Legal citizen of Arcturus IV

Identity: Secret

Other Known Aliases: None

Place of Birth: Arcturus IV

Marital Status: Married

Known Relatives: None

Base of Operations: the spaceship *Captain America II*, located in an alternate future, 3015 A.D.

Past Group Affiliations: Guardians of the Galaxy

Present Group Affiliation:

KNOWN POWERS:

Resistance: Monstrous Resistance to poisons, diseases, and radiation. Starhawk's suit provides him with indefinite life support.

Light Control: Starhawk can manipulate light energy from any source. He can project Unearthly beams of heat or force, and penetrate energy fields by jamming their wavelengths.

Solar Sails: Shift Z flight speed in outer space, and up to Monstrous speed in a atmosphere. Starhawk's Agility rank increases to match his speed, up to a maximum of Unearthly (this does not increase his Health score).

Extra-Sensory Perception: Starhawk can sense concentrations and expenditures of energy in the space-time continuum. This sense is ranked at CL1000.

Phasing: Unearthly phasing ability that does not affect electronics.

Precognition: Starhawk has already lived through his life several times. Each time, things are slightly different, and are thus in an alternate time line. His precog ability is Amazing.

Talents: None.

Contacts: Starhawk is a member of the Guardians of the Galaxy, and is on good terms with the Avengers in the 20th century.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Starhawk comes across as an aloof and arrogant being with no humanity. Starhawk is also cursed with living his mistakes over and over again, as he is forced to live his life over again in an endless cycle. Recent changes in his memories have made him slightly nervous about his knowledge of the future.

YONDU

STATISTICS:

F	EX(20)
A	EX(20)
S	EX(20)
E	EX(20)
R	TY(6)
I	IN(40)
P	RM(30)

Health: 80
Karma: 76
Resources: EX(20)
Popularity: 100

BACKGROUND:

Real Name: Yondu
Occupation: Former hunter, now adventurer
Legal Status: Member of the Zatoan tribe of Centauri IV
Identity: Unknown to the general populace of 20th century Earth
Other Known Aliases: None
Place of Birth: Plysa Forest, Centauri IV, Beta Centauri System
Marital Status: Single
Known Relatives: None
Base of Operations: the spaceship Captain America II located in an alternate future, 3015 A.D.
Past Group Affiliations: Guardians of the Galaxy
Present Group Affiliation:

KNOWN POWERS:

Empathy: Yondu can form a rapport with the local flora and fauna of a region. This Unearthly rank power can allow him to sense unnatural features in a wilderness, or locate spiritual and psychic forces.

Equipment:

Yaka Arrows (Unique Weapon): Yondu uses a bow that fires arrows made of yaka, a sound-sensitive material. Yondu can whistle and control an arrow's flight with Incredible Con-

trol. He can make the arrow return to him or vibrate at various frequencies while in flight.

As a Power Stunt, Yondu can cause an arrow to dart around a victim and confuse him. If Yondu makes an Incredible FEAT roll versus the target's Intuition, the target cannot move from that area, and all FEAT rolls are at -2CS.

Yondu's arrows can also affect an intangible foe when he makes an Incredible FEAT roll versus the opponent's Intangibility Power Rank. A successful roll causes the opponent to become solid for 1-10 rounds, and the victim must make an Endurance FEAT roll on the Stun column, at a -2CS.

Talents: Yondu is a trained woodsman and hunter.

Contacts: Yondu is a member of the Guardians of the Galaxy, and while in the 20th century he can expect help from the Avengers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Yondu is a very spiritual and meditative person. A gentle soul, he tries to avoid actually killing someone with his arrows. His recent encounter with Photon, the last female member of his race, has caused him to become withdrawn and depressed. He now acts quite mechanically and emotionlessly whether in conversation or combat.

Special Equipment:

Captain America II: The Guardians of the Galaxy usually travel in a spaceship capable of interstellar travel.

Control	RM(30)
Speed	CI3000
Body	RM(30)
Protection	RM(30)

The ship has a teleportation system keyed into the Guardians' badges (which are also communicators). The teleporter has a Power Rank of Incredible, with an Incredible range.

The ship also possesses four laser weapons that cause Amazing damage with a Remarkable range. The lasers are fired by a targeting computer with Amazing accuracy.

HISTORY:

The Guardians of the Galaxy is a team of superhumans and aliens that operate in an alternate future, during the 31st century. They are dedicated to protecting the people of the Milky Way Galaxy from any threat.

The Guardians were formed in 3007 A.D., when the alien Badoon attacked the Earth colonies on Mercury, Pluto, and Jupiter. The Badoon then attacked and took over Earth, killing most of the inhabitants and enslaving the survivors.

Charlie-27, a soldier on solo duty, returned to find his Jovian home overrun by the Badoon. He escaped by way of a teleport tube, and arrived on Pluto. He joined forces with Martinex, the only surviving Plutonian. They destroyed Pluto's industrial complexes and then took a teleport tube to Earth.

At the same time, Vance Astro and Yondu were arriving on Earth. A century earlier, Vance Astro had been an American astronaut placed in cryogenic suspension and then sent off in the first manned interstellar flight to the Centauri star system. He arrived to find a Earth colony already in the Centauri system. While he had slept during his ship's flight, humans had discovered the secret of faster-than-light travel.

Bitter over his wasted century of sleep, Vance went ahead and began surveying the system as he had been assigned to do a century earlier. He met and made friends with Yondu, one of Centauri IV's natives. The system was attacked by the Badoon, who destroyed the human settlement and all of Yondu's people. Vance and Yondu escaped and captured a faster-than-light ship and headed for Earth.

Vance and Yondu were captured when they arrived on Earth, but they were subsequently rescued by Charlie-27 and Martinex. Banding together, and calling themselves the Guardians of the Galaxy, they swore to drive the Badoon out of the Milky Way Galaxy.

In 3015 A.D., the Guardians, with the aid of the Defenders from the 20th century, the Guardians led a revolt that drove the Badoon out of the Solar System and the immediate surrounding space. The Guardians then set off in their first spaceship, *Captain America*, looking for adventure. During their travels they were joined by the Mercurian colonist Nikki and the two physically-melded Arcturans, Starhawk and Aleta.

Later on, the Guardians went back to the 20th century to find the powerful being known as Korvac. Korvac was a criminal of their time period. Most of his body had been replaced by mechanical parts. He accidentally encountered Galactus's vast ship, and then was brave enough to link his mind with the ship's computer.

This gave Korvac immense mental and physical powers that dwarfed even those of Galactus and other powers of the universe. Korvac went back in time to the 20th century. Starhawk sensed the increase in Korvac's powers, and that he had traveled back in time.

Starhawk talked the other Guardians into going back in time to stop Korvac. The Guardians stayed with the Avengers during this time, and finally located Korvac after several months. Korvac easily defeated the Guardians and the Avengers, but he was then betrayed by the woman he loved. The Guardians then returned to their own time.

Before they left, Astro Vance contacted his younger self, to convince the boy not to become an astronaut. This way the boy would not grow up and eventually be confined to a containment suit. The meeting between these two versions of one person caused a psychic backlash. This

caused the younger version's telekinetic powers to surface much sooner than they originally were supposed to. This caused a split in the time line, meaning that the Guardians now existed in an alternate time line. The younger Astro would become Marvel Boy, and join the New Warriors. This Astro would never become a member of the Guardians.

Upon arriving in their own time, the Guardians set out to find the shield of Captain America. During their search, they became embroiled in a battle with the Stark, an alien race that had built its whole society around the technology Tony Stark had used to create the Iron Man armor.

The Guardians finally found the planet where the shield rested, but they then had to fight the criminal group known as Force. They succeeded and gained the shield. The computer running the planet revealed itself to be the computer brain of the Avenger once known as the Vision. The computer now called itself Main Frame.

The Guardians then found a lost Earth colony on the planet Haven. The colony had originally consisted of mutants who had fled persecution on planet Earth. Over the centuries, inbreeding caused most of the colonists to be born without any mutant powers. By the time the Guardians found the planet, all most the entire population consisted of normal humans. The humans were tyrannically ruled by a council consisting of the only nine mutants left on the planet.

The council was led by Rancor, a direct descendant of Wolverine. While the Guardians led a bloody revolution against the mutant rulers, Starhawk took Giraud, a resistance leader to a nearby volcano. There, Giraud allowed the cosmic being known as the Phoenix Force to meld with him. This newest version of the Phoenix destroyed the whole planet in its hunger.

Luckily, Starhawk had Main Frame teleport the entire population

to the computer's planet. There they could build a new life. Giraud, the newest Phoenix, also went there and allowed psionic dampers to be placed on him to control the ravenous hunger of the Phoenix Force.

The Guardians then once again set out for adventure, with a stowaway aboard. The stowaway was a young girl named Replica who had the ability to change her shape. She had been helping the resistance fighters on Haven during the revolution. She asked if she could become a member of the Guardians. The other Guardians reluctantly allowed her to become a probationary member, even though Nikki does not trust Replica at all.

The Guardians next encountered a futuristic alien version of the Terran hero of the 20th century, Ghost Rider. This version of Ghost Rider exists on the planet Sarka, a planet ruled by a theocracy called the Universal Church of Truth. Autolycus, Ghost Rider's secret identity, was a priest of a religion outlawed by the Universal Church of Truth. This new Ghost Rider was killing the leaders of the Universal Church.

Detecting the Guardians' ship in orbit around the planet, he transformed into Ghost Rider and formed his flying Death-Cycle. He flew up to investigate the Guardians, fearing they were more Universal Church allies. Ghost Rider injured Starhawk, but was then calmed down by Aleta. Unfortunately, Replica was a member of the Universal Church of Truth. Seeing that she wore the religious symbol of the Church, Ghost Rider once again attacked the Guardians. Eventually, the Guardians negotiated a truce with the Ghost Rider and also left Sarka behind them after escaping the Church's wrath.

Special Note: Firelord, who had once been one of Galactus's heralds, is officially a reserve member of the Guardians too. He is the current Protector of the Universe in this alternate timeline.

STATISTICS:

F EX(20)
A EX(20)
S IN(40)
E IN(40)
R GD(10)
I EX(20)
P EX(20)

Health: 120

Karma: 50

Resources: AM(50)

Popularity: -10

BACKGROUND:

Real Name: Cameron Hodge

Occupation: Former lawyer

Identity: Publicly known

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

Other Known Aliases: Commander of the Right

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Base of Operations: Genosha

Past Group Affiliations: Public relations for X-Factor, The Right, Genosha government

Present Group Affiliation:

KNOWN POWERS:

Immortality: Because of a deal with the demon N'Astirh, Commander Hodge is apparently immortal. If re-

duced to 0 Health and Shift 0 Endurance, he does not die but just starts healing. His head, alone and isolated, has a Health total of 32, and it regenerates its lost Health with Incredible speed (40 Health points a minute). Thus Hodge's head almost always remains active and immortal. **Psionic Reflection:** Hodge, through unknown technology or as a part of the deal with N'Astirh, is immune to psionic attacks. He reflects any attacks back upon the attacker with the same force that was used against him.

Equipment:

Cybernetic Body: All of Hodge's other powers are derived from his cybernetic body, which was constructed by the Right. The cyborg body is shaped like a spider's, having eight legs and a low squat torso, but it also has other attachments, such as weapon systems and a scorpion-like tail. The cyborg body grants Hodge the following powers and equipment:

Body Armor: Incredible protection against physical and energy attacks. **Computer Interface:** Hodge can directly access computers by using his cyborg body. This grants him Remarkable ability to access and receive computer information.

Phasing: A mechanical unit is at-

tached on the back of his body, which enables him to phase at the Excellent rank.

Regeneration/Self-Repair Circuits: Hodge's mechanical body restores 40 points of Health to his cyborg body every minute, or 4 points per round. It is unknown whether this ability allows Hodge to regenerate lost Health if his head is removed from his body or not.

Weapon Systems:

Bolas: Excellent strength Grappling attack. The bolas that Hodge uses are made out of Remarkable Material Strength metals.

Laser Blasters: Hodge's body contains laser batteries that inflict Remarkable energy damage upon their victims.

Legs: Hodge's body has eight spider-like legs, each able to inflict Excellent edged damage.

Molecular Adhesive: Hodge can spray this substance on his opponents in a one-area range. The stuff adheres to the victims, acting as a Remarkable Grappling attack, and negating any standard missile attacks (such as Archangel's neural disrupter feathers).

Saw Blade: Contained in his body is a circular saw blade that can attack anyone within a one-area range and deals Excellent edged damage.

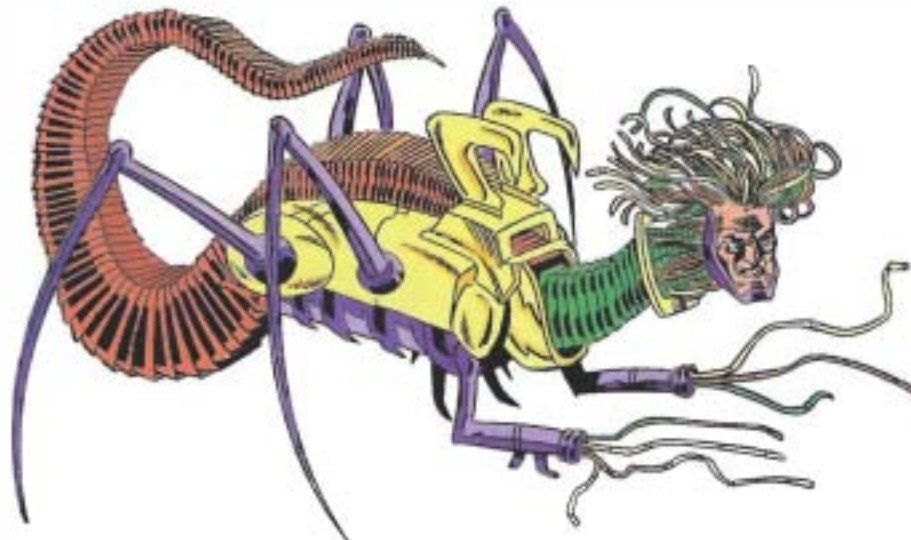
Scorpion Tail: Hodge's enormous cybernetic tail can pin down opponents with Remarkable strength, which counts as a Grappling attack, and inflicts Incredible puncturing/edged damage with its pointed tip.

Spikes: Spikes are thrown from the mountings on Hodge's underside, causing Good edged damage (on the Throwing Edge column).

Tentacles: Hodge's primary attack uses 1-10 tentacles of Remarkable Material Strength, which are able to Entangle up to two targets with Remarkable strength. Hodge's tentacles can stretch up to 75 yards or two areas away by using a Monstrous Elongation power.

Talents: Law, Advertising, Public Relations, Leadership (his current mental state negates these talents).

Contacts: Former Genosha government officials, the Right.



ROLE-PLAYING NOTES:

Cameron Hodge is dedicated to the eradication of all mutants. He will not stop until the perceived threat of mutants has been erased forever. Hodge rationalizes that all he does to eliminate mutants from the planet is for the good of mankind, even if it involves the death of those he professes to protect.

HISTORY:

Cameron Hodge was the roommate of Warren Worthington III in college. Worthington was under the impression that they were good friends, but actually, Hodge was insanely jealous of Worthington's good looks, prestige, and wealth. When it was revealed later that Hodge's roommate was actually the mutant X-Man, the Angel, it only fueled the hatred. All those feelings attributed to Worthington were transferred to include all mutants, whom Hodge came to believe were a threat to the freedom of normal humans and therefore should be destroyed.

Hodge became a lawyer, but then turned to advertising and public relations and became a highly successful member of a leading New York advertising agency. Meanwhile, he secretly created an organization devoted to the destruction of all mutants, the Right. Hodge was the leader of the group and was known as the Commander.

Worthington, still believing that Hodge was his friend, turned to him to help with come up with a way to combat the growing prejudice against mutants. They came up with the group, X-Factor. The original members of the X-Men, the Beast, Cyclops, Marvel Girl, and Iceman agreed to join the group. X-Factor's concept, a group of supposed mutant hunters who would in fact make contact with mutants and train them in the use of their powers, quickly backfired on the group. It actually intensified people's hatred of mutants, just as Hodge had planned.

The first physical display the Right committed was the kidnapping of Rictor from his native Mexico, where he was responsible for a devastating earthquake. The Right brought him to

San Francisco, where they hooked him up to an elaborate device that would amplify his powers. The plan was to force Rictor to cause an earthquake at the San Andreas fault to cause catastrophic damage to California. The Right believed that when the public found out that a mutant had caused all the destruction that it would further discredit mutants in the eyes of the public, but X-Factor foiled their scheme.

Hodge contacted a genetic engineer, Dr. Frederick Animus, who later became known as the Ani-Mator, and commissioned him to find a way to prevent mutations from occurring. Instead, Animus defied his employer's orders and created creatures with combined characters of humans and animals, which he called his "Ani-Mates." Animus planned to use these creations as a slave race for mankind, but one of his Ani-Mates, Bird-Brain, escaped and was befriended by the New Mutants. They accompanied Bird-Brain back to the island where Animus had conducted his experiments. There they were captured by the creatures they had intended to free.

The New Mutants subsequently escaped only to be recaptured by members of the Right, including Hodge. The Right had arrived on the scene to discipline the defiant Animus. Bird-Brain and other Ani-Mates rescued the New Mutants and battled the Right. In the combat, the New Mutant called Cypher was killed. Infuriated, another New Mutant, Magik, exiled Animus and all the involved members of the Right to the dimension Limbo. Hodge narrowly escaped that fate and, because of this incident, rededicated the cause of the Right to destroy mutants, not to contain and discredit them.

The Angel's wings were damaged in a fight with the Marauders, and Hodge arranged to have the damaged wings amputated. Then, he convinced Warren Worthington to change his will, to give most of his fortune to X-Factor if he were to die, with Hodge as the executor of the estate. Soon after, Worthington seemingly committed suicide in an airplane that exploded; Hodge con-

trolled the Worthington fortune.

By now, the other members of X-Factor had realized that Hodge was their enemy. They engaged the Right in a battle and learned that Hodge was actually the leader of the group.

Cameron Hodge made a pact with the demon N'Astirh. He would provide it with mutant babies and Hodge was told that he would not die in his next battle with the mutants.

Warren Worthington's fiancée, Candy Southern, was kidnapped and Hodge killed her to get back at Worthington. Also in that battle, Angel beheaded Hodge in a rage.

Cameron Hodge surfaced again on the island of Genosha. Apparently, the promise from the demon gave him immortality. His head had survived the battle with the Angel, and it was now attached to the form of a large mechanical spider with a myriad of mechanical powers. He instigated the X-Tinction Agenda in order to lure all the mutants from the X-Men, X-Factor, and New Mutant teams to Genosha, where he would be able either to subjugate or kill all of them. His plan succeeded in luring them all to his island, but instead of a triumph, it was his greatest disaster.

His first captives were Storm, Boom-Boom, Wolfsbane, and Warlock. He attempted to siphon off Warlock's shapeshifting power so he could change his spider-form at will. Wolfsbane foiled that plan, but Warlock died anyway.

Then the rest of the mutants began arriving on the island to rescue their captured comrades. It became apparent to the government of Genosha as well as to the mutants that Hodge was planning to take over the island and use it as his base for the extermination of all mutants.

Hodge's body was destroyed by the brothers Cyclops and Havok. The body parts, his severed head included, were buried during the collapse of a skyscraper. Whether the villainous Cameron Hodge survived has yet to be determined. Regardless of his current state, Hodge's head is immobilized under the remains of the Genoshan Citadel. Unless some outside force helps him, Commander Hodge is trapped for the foreseeable future.

STATISTICS:

F GD(10)
A GD(10)
S GD(10)
E RM(30)
R GD(10)
I MN(75)
P MN(75)

Health: 60**Karma:** 160**Resources:** IN(40)**Popularity:** 0 (General Populace) /
-5 (knowledgeable sorcerers)**BACKGROUND:****Real Name:** Kaluu**Occupation:** Black Sorcerer, recently Doctor Strange's mentor for a short time.**Legal Status:** Unknown**Identity:** Kaluu's existence was revealed to the world in Morgana's biography of Doctor Strange.**Other Known Aliases:** None**Place of Birth:** Kamar-Taj, Tibet**Marital Status:** Unknown**Known Relatives:** None**Base of Operations:** Kamar-Taj, later the dimension of Raggador; currently mobile.**Past Group Affiliations:** The Ancient One, Doctor Strange**Present Group Affiliations:****KNOWN POWERS:**

Magical Ability: Kaluu is a Master Level Sorcerer of the Black School of Chaotic Magic. Kaluu has access to most magical powers and spells. He has considerable knowledge of the spells contained in the Book of the Vishanti and the evil Darkhold. The following magical spells and abilities are always available to him:

Personal:

Image Projection: Monstrous ability to create and control duplicate images of the caster. Kaluu can create and control (with successful Psyche and spell FEAT rolls) up to 8 images.
Shape-Shifting (Unlimited): Amazing.
Shield-Individual: Amazing magical protection against physical, energy, and magical attacks for the caster.
Shield-Great: Monstrous magical protection against physical, energy, and magical attacks for one area

Kaluu casts all other Personal spells with Incredible ability.

Universal:

Eldritch Bolts: Amazing energy attack with a 12-area range

Eldritch Blast: Amazing force damage to all within one target area, range of 12 areas.

Mental Probe: Amazing ability to probe another's mind to determine the person's identity and pertinent information; 12-area range.

Paralyze: Unearthly mental attack that paralyzes victim for 2 + 1d10 rounds unless the victim makes a Psyche FEAT roll. This spell could be used by Kaluu to affect anyone

on the planet.

Wave: Amazing damage to all within 12 areas. All victims of the wave must make Agility FEATs to remain standing.

Kaluu casts all other Universal spells with Incredible ability.

Dimensional:

Dimensional Aperture: Kaluu has a Monstrous ability to open rifts to other dimensions, needing a successful FEAT roll to get into an unfamiliar dimension. If the FEAT roll fails, he



must wait one day before trying to enter that dimension again.

Link: Kaluu can link his mind with other magic-users to gain a +1CS on spells cast for every magic-user in the link. This also gives him a +1CS to Psyche FEAT rolls made during the link. Kaluu wields this spell with Unearthly ability.

All other Dimensional spells he may use are of an Amazing Power Rank.

Black Sorcery:

Riding the Storm: A special spell of almost instantaneous transportation that works by harnessing the power of a storm and its lightning. This spell is considered evil because it draws precious rain away from an area that desperately needs the moisture. Kaluu's Unearthly ability with this spell enables him to travel anywhere on planet Earth.

Black Sorcery power is derived from the tapping of others' life forces (i.e., sacrifice) and the manipulation of the natural environment in certain ways. Kaluu can cast other such evil spells with Amazing ability.

Necromancy: Kaluu is also an expert at the art of summoning the spirits of the dead, with Monstrous ability.

Immortality: Kaluu has rendered himself immune to the effects of aging, but he can still be killed by normal means.

Photographic Memory: Kaluu apparently has a photographic memory that allows him to retain a perfect memory of anything he reads or sees.

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

Contacts: Kaluu's recent alliance with Doctor Strange means that he can call on Doctor Strange for aid, if he is fighting an evil force.

ROLE-PLAYING NOTES:

Kaluu is a pragmatic and reasonable man who views the world around him from a coldly realistic and cynical viewpoint. He is not truly 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:

Kaluu, and the youth who would someday be called the Ancient One, were born over 500 years ago in the village of Kamar-Taj, in the mountains of Tibet. Kaluu and his friend were fellow students of the mystical arts.

Kaluu somehow met Varnae, an ancient vampire, who imparted to Kaluu certain knowledge from the Darkhold (a powerful book of black magic). While Kaluu continued delving into the black arts, the other youth concentrated on lawful magical practices.

They both planned to use their abilities to help their people, but in different ways. Kaluu planned to turn the village into a far-reaching empire, so that his people would not become enslaved by a more powerful country. The other youth simply planned to use his mystical powers to protect his people.

Together, they cast a spell that drove disease, poverty, and suffering out of the village. In addition, it granted the people immortality.

Over time, Kaluu was able to subtly gain mental control over most of Kamar-Taj's population. The peaceful youth attempted to warn the villagers of Kaluu's power lust, but it was too late. Kaluu used his mystical powers to paralyze the brave youth, and then placed him in the village square.

Over the next few years, Kaluu led the people of Kamar-Taj in conquering the nearby lands.

Meanwhile, the paralyzed youth gathered mystical forces to help him defeat Kaluu. Unfortunately, these summoned forces created a pestilence that wiped out all the villagers. Kaluu somehow managed to escape, as did the then young Ancient One (somehow protected by Kaluu's paralyzation spell).

Kaluu fled the pestilence and trav-

eled to the dimension of Raggador. Kaluu accidentally trapped himself in this dimension, unable to escape. The immortal Kaluu continued his studies in Raggador for several centuries before he was able to return to Earth.

Centuries passed before Kaluu escaped the dimension of Raggador. Kaluu attacked the Ancient One and his pupil, Doctor Strange. Kaluu stole the Book of the Vishanti and memorized its contents. In a final battle with Doctor Strange, Kaluu's attempted spell of suspended animation was reflected back on him. The Ancient One then exiled the suspended Kaluu to another dimension.

Recently, the alien wizard Urthona captured some of Doctor Strange's friends and threatened to kill them if Strange did not destroy various magical talismans that protected Earth from other-dimensional mystical invaders. A tormented Strange did that, and he then fell into despair as the ancient evil from beyond once again invaded Earth.

The Book of the Vishanti was one of the items Strange apparently destroyed, allowing Kaluu to regain his freedom. Sensing what was happening, Kaluu sought out Doctor Strange and offered to become his mentor in the black arts.

Doctor Strange agreed to Kaluu's tutelage and began the war with the ancient evil. Using a variety of black arts and rituals, Doctor Strange and Kaluu beat back the tide of evil. Finally, in a far-removed dimension, Doctor Strange faced the master of the evil ones, Shuma-Gorath. Strange defeated Shuma-Gorath by absorbing the being's powers and godhood. Unfortunately, this caused Strange to lose sight of his own humanity.

Kaluu, with the aid of the alien sorcerer Enitharmon the Weaver, helped Strange recover his humanity and return to normal.

Kaluu and Doctor Strange then parted company under good terms. Kaluu plans to simply savor life now, living off money made while subtly manipulating the stock market.

STATISTICS:

F RM(30)
A EX(20)
S RM(30)
E RM(30)
R TY(6)
I TY(6)
P TY(6)

Health: 110**Karma:** 18**Resources:** PR(4) (Personal) / IN(40) (as member of New Warriors)**Popularity:** 20**BACKGROUND:****Real Name:** Richard Rider**Occupation:** Adventurer**Legal Status:** U.S. Citizen**Identity:** Secret; known to S.H.I.E.L.D., Fantastic Four, and the New Warriors**Other Known Aliases:** None**Place of Birth:** Queens, New York**Marital Status:** Single**Known Relatives:** Charles and Gloria (mother and father), Robert (brother)**Base of Operations:** Taylor Foundation Penthouse in New York City**Past Group Affiliations:** Champions of Xandar, the New Warriors**Present Group Affiliations:****KNOWN POWERS:****Flight:** Up to Shift X Speeds. Nova needs an agility FEAT to make tight turns at higher than Remarkable speed.**Body Armor:** Remarkable protection from physical and energy attacks.**Equipment:****Uniform:** Kid Nova's original uniform provided him with a six-hour air supply, Excellent Radio Reception, and Excellent protection from hard vacuum and extreme temperatures. His current uniform is also equipped in the same manner; though it lacks the vacuum protection, the helmet has Good Infra-Red Sensors.**Talents:** Kid Nova knows Martial Arts Type B.**Contacts:** In the past Kid Nova has worked with S.H.I.E.L.D., and he is currently working with the other members of the New Warriors.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Kid Nova is a brash young man who is overjoyed by the fact that his powers have returned. Kid Nova loves a good fight, and he loves to flirt with pretty women. Kid Nova has developed a bad temper to cover his insecurities with his non-super identity. He hates being called Kid Nova.

HISTORY:

Several years ago, Richard Rider was an ordinary student at Harry S. Truman High School. This all changed when he was hit by an invisible beam sent to Earth by Rhomann Dey, a Centurion in the Nova Corps militia of the planet Xandar. Rhomann Dey had followed an alien criminal named Zorr to Earth. Mortally wounded during the battle, Rhomann used his starship's technology to transfer his powers to a random human, in the hopes that the human would use the powers to stop Zorr.

Rider went into a coma after being hit by the ray and was taken to a hospital. While Rider was in the coma, Rhomann telepathically explained the situation to the youth. Upon awakening from the coma, Rider discovered a Nova Corps suit that Rhomann had teleported to him. Rider soon found that he could fly and that his strength had been increased.

A few days later, Zorr went on a rampage through midtown Manhattan. Using his new powers, Rider attacked the dangerous alien. The barely alive Rhomann used his tele-

pathic link with Rider to pinpoint Zorr's location and teleport him to the starship, where Rhomann used his computer's energy to destroy Zorr. Rhomann then apparently died.

Rider began a career as the super hero named Nova. Nova encountered a number of super villains, including Condor and Powerhouse. Powerhouse turned out to be an amnesiac Xandaran sent to find Rhomann Dey. Nova also soon came into conflict with the mysterious being known as the Sphinx.

Months later, Nova found himself and two allies, Crimebuster and the Comet, teleported back aboard the Nova starship. The ship was being piloted back to Xandar by the Sphinx and Dr. Sun. The Sphinx planned to use Xandar's fantastic computer system to find out how to rid himself of his cursed immortality.

Reaching Xandar, they discovered the Xandar system was being invaded by a Skrull fleet. During the confusion of battle, the Sphinx landed on Xandar and hooked up to the computer system. The link greatly increased his powers, and the Sphinx decided that instead of dying he would destroy the Earth. Luckily, the Fantastic Four were able to convince Galactus to destroy the power-maddened Sphinx.

Meanwhile, Rider stayed on Xandar and helped defend the planet from the Skrulls. Nova and his allies, named the Champions of Xandar, fought the Skrull armada for several months until the fleet withdrew.

The Nova Corps starfleet followed the Skrulls to make sure the retreat wasn't a trick. The Nova Corps were betrayed by an Earth criminal named Diamondhead, who had been helping Xandar. The Nova Corps were dimensionally displaced and the shape-shifting Skrulls took their place and returned to Xandar in disguise. Nova and the Xandarians

managed to defeat this final Skrull invasion, with the help of the Spaceknight of Galador, Rom.

Rider had been gone from Earth close to a year, and he missed his family and friends. He decided to return home, even though it meant giving up his powers, since the Xandarians desperately needed the Nova powers to protect them.

Rider returned home, but soon became disenchanted with his boring life after all the excitement he had seen. He became more alienated from everyone and dropped out of high school. Barely able to keep a steady job, Rider turned toward weight lifting, perhaps hoping to regain his lost powers.

Recently, Dwayne Taylor (a.k.a. Night Thrasher) attacked Rider and threw him off a roof. The fear of death reactivated Rider's powers. Night Thrasher told Rider that he planned on forming a new crime fighting team, and he wanted Rider to join.

Soon afterward, Firestar and Marvel Boy were recruited by Night Thrasher. Their ranks were filled by the accidental arrivals of Namorita and Speedball on the scene of a fight with a resurrected Terrax the Tamer (a former Herald of Galactus). Since then, Rider has remained a member of the New Warriors.

The New Warriors have done battle with the Mad Thinker, Psionex, Star Thief, Midnight's Fire, the Forces of Nature, and the White Queen and her Hellions.

When Nova first re-appeared, a local newscaster mistakenly called him Kid Nova. Much to Rider's chagrin, the name has stuck. Speedball is the only person who can get away with calling him "Kid" to his face. Nova has the potential to become a great hero once he conquers his temper and insecurities.

KNIGHT

STATISTICS:

	Normal	Armored
F	EX(20)	EX(20)
A	GD(10)	GD(10)
S	EX(20)	IN(40)
E	RM(30)	IN(40)
R	PR(4)	PR(4)
I	TY(6)	TY(6)
P	TY(6)	TY(6)

Health: 80 / 110
Karma: 16
Resources: GD(10)
Popularity: 0

BACKGROUND:

Real Name: Malcolm Knight
Occupation: Enforcer
Legal Status: Citizen of Great Britain with a criminal record
Identity: Public
Place of Birth: Unrevealed, presumably Liverpool, England
Marital Status: Single
Known Relatives: Leo (brother), Edgar Fogg (adoptive father)
Base of Operations: Liverpool, England
Past Group Affiliations: Ally of Fogg
Present Group Affiliations:

KNOWN POWERS:

As Malcolm Knight, he has no powers. When he changes into his alter ego, however, his superhuman abilities can be utilized.

Alter Ego/Armored Form: Malcolm can instantly transform his skin and clothes into a suit of heavy armor that grants him Incredible protection from physical attacks. His armored form also provides the following:

- **Growth:** In his armored form, Knight has an uncontrollable Feeble growth power, making him 8 feet tall and +1CS to be hit.
- **Sword:** A golden sword can be snapped out of a housing in his left forearm. The weapon is made of Unearthly material and inflicts Remarkable Edged damage on living and nonliving targets.

Limitations: Because Knight is particularly vulnerable to electricity, attacks of this nature are +2CS against him. Additionally, when Knight is unconscious or sleeping, he automatically reverts to his normal human form.



Talents: Knight gains a +1CS when using his sword in combat.

Contacts: Kingpin, various Liverpoolian mobsters.

ROLE-PLAYING NOTES:

Despite the fact that he makes a living as a contract killer, Knight sees himself as an honorable man. He lives by his word, or the precise wording of the contract under which he is currently working. His world is divided between two things: Fogg's world of killing, and his own peaceful home life in Liverpool. Knight tends to suppress his emotions on the job and simply "follows the contract."

FOGG

STATISTICS:

F	GD(10)
A	RM(30)
S	GD(10)
E	EX(20)
R	TY(6)
I	GD(10)
P	TY(6)

Health: 70
Karma: 22
Resources: GD(10)
Popularity: 0

BACKGROUND:**Real Name:** Thomas Fogg**Occupation:** Enforcer**Legal Status:** Citizen of Great Britain with a criminal record**Identity:** Public**Place of Birth:** Unrevealed, presumably Liverpool, England**Marital Status:** Single**Known Relatives:** Evelyn (sister), Edgar (father)**Base of Operations:** Liverpool, England**Past Group Affiliations:** Ally of Knight**Present Group Affiliations:****KNOWN POWERS:**

Like his partner in crime, Fogg exhibits no powers in his normal, human form.

Alter Ego/Gaseous Form: At will, Fogg can instantly transform himself into a green, semi-solid mist, granting him the following abilities:

- **Density Manipulation:** He can control his density with Good ability, enabling him to change his density from Shift 0 to normal body density. He can also solidify his hands and face while maintaining his body in its misty form.

- **Elongation:** Fogg has the power to stretch his misty form (either his whole body or parts of it) up to 1 area away. At Incredible rank, this power enables him to attack characters in adjacent areas. Strangulation is his favorite attack form. The victim of a successful strangulation attack must succeed at an Endurance FEAT roll against Fogg's Strength to remain conscious. Failure indicates an automatic Stun result. Fogg also inflicts normal Strength damage in addition to unconsciousness.

- **Flight:** In gaseous form, Fogg can fly at Poor airspeed (4 areas per round).

- **Vision Restriction:** While Fogg elongates his misty, opaque form, the vision of anyone surrounded or attacked by him is restricted to that person's area alone.

Limitations: Fogg automatically reverts to his normal, human form when sleeping or unconscious. Because he is vulnerable to electricity for some reason, attacks of this nature are at +2CS against him.

Talents: When using his strangulation attack, Fogg gains a +2CS due to his Wrestling skill.

Contacts: Kingpin, various Liverpoolian mobsters.

ROLE-PLAYING NOTES:

Thomas Fogg has proven himself to be a cruel, cold-hearted psychopath. He takes great pleasure in killing, but not before taunting and terrifying his victims. He is a reliable contract killer who enjoys his line of work.

HISTORY:

Young orphans, Malcolm Knight and his brother, Leo, were adopted by an old alcoholic named Edgar Fogg and raised in Liverpool. Malcolm Knight's only friend was Thomas Fogg; they became accomplished bullies in their younger days. Although Malcolm tried to behave around Evelyn Fogg, Thomas's sister, his friendship with Thomas mattered more than anything to him.

As adults, Malcolm and Thomas became contract killers for a Liverpoolian mobster. They accepted a contract on Professor Henry Lewis, a prize-winning physicist whose gambling problem led to serious debt trouble. At the North Umbrage Energy Research Laboratory, Malcolm and Thomas came upon the professor late one night. Thomas Fogg shot Professor Lewis, who fell back against his delicate machinery. A strange power was released. The two killers were caught in the energy backlash, which supposedly reduced them to their quantum structures. Although the laboratory exploded, Malcolm and Thomas walked away unscathed, but not unchanged.

The two hitmen became what they each were in their minds' eyes. Malcolm Knight could now become a knight in shining armor, and Thomas Fogg was now as slippery and elusive as the mists enshrouding London. They made no attempt to keep their powers secret from their employers, who now valued the strange killers very highly.

Recently, Knight and Fogg accepted an assignment in America. The Kingpin hired them to eliminate the

Arranger, formerly the Kingpin's right-hand man. Out of desperation, the Arranger contacted Spider-Man and pleaded with him for help, but the web-slinger refused. The Arranger then called Hammerhead and the Chameleon, asking for protection and was refused in both cases.

As the Arranger was on the phone with Detective Farrow, promising to turn state's evidence against the Kingpin, Fogg was hovering outside his window. The detective promised to call back in the morning, but the Arranger realized he would not live that long. Fogg readily agreed, as he oozed through the window and strangled the Arranger to death.

Spider-Man arrived on the scene, and was ambushed by Knight and Fogg. Knight and Fogg escaped as the police arrived.

However, Spider-Man tracked Knight and Fogg to England. Unfortunately, Spider-Man again met defeat; Knight was about to kill him when Evelyn Fogg happened upon the scene and begged Knight to spare the hero. Spider-Man was hurled into the river, where he hit his head and suffered temporary amnesia.

Leo Knight pulled Spider-Man from the river. He took Peter Parker's costume, hoping no harm would come to his brother Malcolm if Peter could not remember who he was. However, Leo later changed his mind and returned Peter's costume.

Eventually, Fogg realized that Leo's amnesiac friend was Spider-Man and decided to finish the job of killing him. Arriving at Leo's house, Fogg threw Spider-Man outside and strangled Leo, who was mistakenly thought to be dead. Knight blamed Spider-Man for his brother's murder, but when it was revealed that Fogg had attacked Leo, Knight turned on his partner in a rage. In the end, Spider-Man knocked them both out with an exposed power cable.

At the time of this writing, Knight and Fogg are both under arrest and probably in prison in England for the murders they have committed. Given their powers, however, it is quite possible they will escape. Whether they remain partners is another matter.

STATISTICS:

F FB(2)
A FB(2)
S FB(2)
E FB(2)
R TY(6)
I GD(10)
P MN(75)

Health: 8

Karma: 91

Resources: TY(6)

Popularity: 0

BACKGROUND:

Real Name: Cassandra Webb

Occupation: Professional medium

Legal Status: American citizen with no criminal record

Identity: Publicly known

Place of Birth: Salem, Oregon

Marital Status: Widowed

Known Relatives: Jonathan Webb (husband, deceased)

Base of Operations: New York City

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Precognition: Because a wide variety of possible alternate futures diverge at any one point, with all leading to different conclusions, it is impossible to be absolutely accurate in divining the future in the Marvel Universe. However, Madame Web has the Incredible ability to scan these alternate futures up to a week in advance; the most probable futures appear more "luminous" than others. She must be in physical contact with the person or object whose future is being read.

Postcognition: She has the Incredible ability to see the recent history of an object or person. Madame Web must attempt a Power Rank FEAT, with the color result determining the length of time scanned:

- Green: Within one day.
- Yellow: Within one week.
- Red: Within one year; more than a year in the past gives only a general "feeling" of the subject's history.

Psionic Detection: Madame Web has the Remarkable rank power to detect the use of paranormal abilities. Each round she is in range of psionic activity, she may attempt a Power Rank FEAT roll. Only a green result

is required for success if she is specifically checking for psionic activity; otherwise, a yellow result is necessary. She can also use this ability to detect latent or active psionic powers in people within the same area as herself. A green result on a power rank FEAT roll is required to detect the psionic abilities of a character whose powers are known to him or her, and a yellow result is needed to uncover the latent, or as yet undiscovered, psionic powers of a character.

Telepathy: Madame Web has the Ex-

cellent rank power to establish mind-to-mind communication between herself and other individuals, and to read the surface thoughts of such individuals. Willing targets and those with a Psyche lower than her's can be contacted with a green FEAT result. Subjects of equal Psyche require a yellow FEAT result, and those with mental powers or psionic screening require a red result. Those who are unwilling with a higher Psyche are impossible FEATs. Range is limited to 64 areas (or about 1.5 miles). She has developed



the Power Stunt of using this ability as a Typical Intensity Mental Probe.

Equipment: Madame Web is cybernetically linked to a web-like life-support system. This strange device attends to all of her bodily needs by augmenting her weakened autonomic nervous system. Through simple cybernetic commands, she can move her chair to an upright or reclining position and control the machine's robotic arms, which take the place of her own useless limbs. Madame Web is totally dependent upon her immobile life-support system for her survival.

Talents: None.

Contacts: She has helped Spider-Man upon occasion.

ROLE-PLAYING NOTES:

Although Madame Web's true motivations have never been revealed, she has in the past shown great concern for those who come to her for help. Furthermore, it has been alluded to that she has nurtured the psychic powers of others, but exactly who she has helped and why is as yet a mystery.

HISTORY:

After discovering her paranormal abilities as a child, Cassandra Webb strengthened them through rigorous practice. Having been blind since birth, Cassandra was delighted to find that her psychic powers more than compensated for her blindness.

As an adult, Cassandra decided to use her gifts to help others and to support herself by becoming a professional medium. Sadly, decades later she was stricken with *myasthenia gravis*, a horrible disease that erodes the central nervous system, eventually incapacitating the entire body. Before his death, her husband, an electronics engineer, designed an immobile life-support system to provide for her vital life functions. She is now completely dependent upon this machine.

A murderous plot to take over the *Daily Globe* first brought Madame Web and Spider-Man together. A businessman named Rupert Dockery had hired five masked hoodlums to kidnap Belinda Bell, an actress

and model he had hired to impersonate Ms. K.J. Clayton, the newspaper's publisher. In the *Globe's* conference room, Dockery introduced Belinda as the real Ms. Clayton. (The *Globe* staff had never met Ms. Clayton.) After apologizing for being so secretive about herself, Belinda/Ms. Clayton explained that she had come forward to turn control of the newspaper over to Rupert Dockery.

Dockery's hoods then burst into the conference room and grabbed the phony Ms. Clayton. Spider-Man crashed through the window and pursued the kidnappers, but Dockery blocked his way just long enough for them to escape. Disappointed, Spider-Man discovered a scrap of paper that had been dropped by the victim. On it was a picture of Madame Web.

After web-swinging across town, Spider-Man confronted Madame Web. From the bizarre psychic, Spider-Man learned that the card belonged not to Ms. Clayton, but to an actress and model named Belinda Bell, who was in grave danger. Following Madame Web's cryptic clue about jumbled railroad trains, Spider-Man arrived at the Hickory Dockery Toy Store in Lower Manhattan. (He realized Madame Web had seen a toy train in her vision.) The web-head saved Belinda, who was about to be killed by one of Dockery's henchmen. From Belinda, Spider-Man learned that the real Ms. Clayton was also in danger.

Even though the *Globe* staff had witnessed the phony Ms. Clayton give control to Dockery, his nefarious plan would only be complete when both women were dead. Spider-Man arrived at the penthouse office of the *Daily Globe* to find it ablaze. After smashing through a window into a smoke-filled room, he saved Ms. Clayton. On the street below, Spider-Man found Rupert Dockery and subdued him by turning over his limousine, tearing off a door, and pulling the terrified man out. Dockery quickly confessed.

Shortly after setting things right at the *Daily Globe*, Spider-Man received a startling phone call: Madame Web's powers had revealed to

her Spider-Man's true identity as Peter Parker! Much to Peter's relief, Madame Web promised to keep this information secret, and has apparently done so to this day.

Not long after their first encounter, Spider-Man and Madame Web met once again. After being roughed up by the Frightful Four, Peter Parker checked into Greenwich Hospital for x-rays and treatment. While there, Peter overheard a trio of goons talking about killing someone in a race. Although he hobbled after them, Peter was too injured to catch the suspects. Also in the hospital, however, was a man who had received a running injury preparing for the upcoming marathon. Peter realized that the three gunmen were planning to kill someone running in the race, but he had no idea who the target might be. Since there would be 16,000 runners stretched over 26 miles of streets, Peter realized he needed help.

Madame Web was expecting his call, but she had bad news: the "psychic vectors" were not in proper alignment for her to peer into the future. She could not say who would be shot or where. However, she promised to contact Peter if she found out.

Although he was injured and had no idea where to start, Peter Parker realized he had to try anyway. As Spider-Man, he went to the starting line of the race. While web-swinging past a pay phone, a young man holding the receiver called out to him, "It's for you, Spider-Man. Sir." At first Spider-Man thought the guy was joking, but when he took the phone, he found Madame Web on the other end of the line. The psychic vectors had realigned. Madame Web knew that two men armed with automatic rifles were waiting on a water tower 50 yards from the finish line. Their intended victim was named Barney Wicker, a congressional candidate scheduled to greet the winner of the marathon. Spider-Man suddenly realized that the race the hitmen were referring to was not the marathon but a political race. He arrived at the water tower just in time to stop the assassins.

STATISTICS:

F GD(10)
A GD(10)
S TY(6)
E GD(10)
R GD(10)
I GD(10)
P IN(40)

Health: 36

Karma: 60

Resources: PR(4) (Personal) / IN(40) (as New Warrior)

Popularity: 5

BACKGROUND:

Real Name: Vance Astrovik

Occupation: Student, adventurer

Legal Status: U.S. Citizen

Identity: Secret, but known to the Thing, the Avengers, and the New Warriors

Other Known Aliases: None

Place of Birth: Saugerties, New York

Marital Status: Single

Known Relatives: Arnold Thomas (father), Mary (mother)

Base of Operations: Taylor Foundation Penthouse, New York City

Past Group Affiliations: New Warriors

Present Group Affiliations:

KNOWN POWERS:

Telekinesis: Marvel Boy is a mutant whose telekinetic powers have just begun to develop. At this point his Power Rank is Incredible and he can do the following Power Stunts:

- Levitation: Good speed
- Psychokinetic blasts: one-area range blasts that inflict up to Incredible Force damage.

Force Field: field in front of himself or another person that provides Incredible protection against physical and energy attacks.

- Manipulate objects with Incredible Strength

Marvel Boy can increase his Power Rank up to Monstrous, at the cost of one Health point per column shift every round he does this. If he increases his Power Rank to Monstrous, he must also make an Endurance FEAT roll on the Stun column. He can use more than one Power Stunt per round, at Incredible rank, but at the cost of one Health point for



every extra power used each round.

Talents: Vance's Reason is Excellent when dealing with computers and any matter associated with space exploration/sciences. He has studied the exploits of super heroes and villains, and he has Excellent knowledge in this field.

Contacts: Vance could probably ask for aid from Captain America or the Thing. Vance is currently a member of the New Warriors.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Vance is a bright young man with a flair for science. He is a good team player and a brave fighter. He will not hesitate to increase his power, causing him a bad headache and some internal bleeding, if the need is great. Vance is having a hard time dealing with his father, who is a bigot and hates Vance's mutant powers.

HISTORY:

In an alternate future time line, Vance Astrovik will change his name to Vance Astro, and become a famous astronaut. In this alternate future he will become a member of the Guardians of the Galaxy, a small group of people who have vowed to protect Earth and the Milky Way Galaxy from all those who would destroy liberty and freedom (see the "Guardians of the Galaxy" entry).

At one point, the Guardians traveled back in time to the 20th century and enlisted the aid of the Avengers. They traveled back to stop a powerful being named Korvac, who had

fled from their time period. They eventually confronted Korvac who beat them easily. Korvac then lost because he was betrayed by the woman he loved.

During their stay, Vance Astro sought out his younger self. Vance wanted to warn his past self not to become an astronaut, so that someday he would not be encased in a protective containment suit that he could never take off.

The shock of meeting his future self caused the younger Astrovik to develop his telekinetic powers many years before the older Astro had. This caused Astrovik's time line to diverge from Astro's.

A few months after meeting his future self, Astrovik decided to use his powers to try to join the Avengers. He was told by Captain America that he was too young and needed more experience before he could join. Embarrassed and angry, Marvel Boy left the Avengers' Mansion and ran into Night Thrasher and Kid Nova. Night Thrasher convinced Astrovik to join a group he was forming. The New

Warriors, as they became known, soon included Namorita, Speedball, and Firestar. They have encountered a number of super villains so far, including Terrax, the Mad Thinker and Primus, the Forces of Nature, and Psionex.

In the past, Vance had been physically abused by his father, who is bigoted toward mutants in general. His father recently found out about Vance's activities with the New Warriors. Vance's father struck him, and Vance retaliated with his powers, vowing that he would never let his father hit him again. Vance secretly feels very guilty about striking his father with his telekinetic powers.

Vance is fascinated by space and the future exploration of the last frontier. He is also intrigued by super heroes and villains, and their exploits. Vance has a high regard for Captain America, which borders on hero worship.

Vance has the potential to become a good leader, thanks to his personality and abilities.

MASTER MAN

I

STATISTICS:

F	IN(40)
A	GD(10)
S	IN(40)
E	IN(40)
R	PR(4)
I	PR(4)
P	PR(4)

Health: 130

Karma: 12

Resources: GD(10)

Popularity: -5

BACKGROUND:

Real Name: Wilhelm "Willie" Lohmer

Occupation: Nazi agent

Legal Status: Unrevealed

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Married to Warrior Woman, though this is disputable because the wedding was interrupted before the final vows were spoken

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: Former member of Super-Axis, former partner of Warrior Woman

Present Group Affiliations:

KNOWN POWERS:

Wilhelm Lohmer was injected with a Nazi version of the Super-Soldier formula that produced Captain America. As a result, his physical abilities were greatly enhanced.

Leaping: The formula also gave Master Man I the power to leap at Shift X ability, enabling him to jump up to 1 area across, 10 areas up, or 15 areas down.

Resistance to Fire and Heat: Master Man I can withstand heat and flames of up to Monstrous Intensity without ill effect.

Talents: None.

Contacts: The Third Reich, the New Reich.

ROLE-PLAYING NOTES:

After being transformed into Master Man, the weakling Willie Lohmer became an arrogant fighter. He is not particularly smart, and his hot temper usually leads him into a fight before he has time to assess the situation. He places his own welfare above that of anyone else, except Warrior Woman, whom he truly loves.



HISTORY:

The story of Wilhelm Lohmer's early life has never been told. He was a loyal Nazi soldier, but he was physically weaker than his comrades. It was precisely for this reason that he was chosen to be subjected to the Nazi version of the Super-Soldier formula. Although the formula was a derivative of the original Super-Soldier serum that gave Captain America his powers, Master Man I gained abilities exceeding those of Captain America.

Master Man I became a favorite of

Adolf Hitler. When Warrior Woman arrived on the scene, Hitler hastily decided that she should marry Master Man I, who readily agreed. Warrior Woman considered Master Man I to be a blundering oaf, and she scorned him. At her leader's command, however, she reluctantly agreed to the marriage.

After the wedding ceremony, and as part of the celebration, Hitler planned to execute the Invaders, who had recently been captured with the help of Master Man I and Warrior Woman. The final vows were never spoken, however, because Union Jack and Spitfire arrived on the scene and rescued the Invaders. Although Hitler

himself proclaimed Master Man I and Warrior Woman to be man and wife, the fact remains that they never actually spoke their wedding vows, and it could be argued that they were never legally married.

As the allied guns pounded Berlin near the close of the war, Master Man I and Warrior Woman were placed in suspended animation in separate, secret laboratories within the city. Through the foresight of Baron Strucker, these two hidden facilities had been built for this very purpose. Baron Strucker knew that Hitler's regime would fall, so he devised a way for the two greatest warriors of the war to be preserved, ensuring that "the dream" would be reborn in the future.

After Baron Strucker's funding ran out, Herr Nacht took over the financing of Master Man I and Warrior Woman's preservation. Herr Nacht's father was involved in the project from the beginning, over 40 years ago. Over those years, the project was technically managed by Doktor Kraus, a German scientist whose life had been saved by Herr Nacht's father.

Recently, with the reunification of Germany, Herr Nacht decided it was time to awaken the slumbering warriors. Because Master Man I's preservation unit was hidden on the west side of Berlin before the war ended, he was continually monitored by Doktor Kraus, and was easily revived. On the other hand, Warrior Woman was secured on the east side of Berlin, and was separated when the Berlin Wall was erected. Although automated machines kept her in suspended animation, it was believed by Doktor Kraus that she would suffer brain damage when awakened. Master Man I was willing to take the risk, and threatened Doktor Kraus with bodily harm if he did not quickly and successfully revive his beloved. In order to ensure success, Doktor Kraus gave Warrior Woman a transfusion of artificial blood from the android Human Torch, who had recently been kidnapped by Kraus's thugs.

As Doktor Kraus was reviving Warrior Woman, Namor the Sub-Mariner broke into the lab and began a battle with Master Man I. As Namor was about to defeat Master Man I, he was knocked unconscious by Warrior Woman, who had been successfully revived.

After Namor was securely placed in a containment device in the laboratory, Doktor Kraus took Master Man I and Warrior Woman to meet their mysterious benefactor, Herr Nacht, who revealed his plans to place himself as the leader

of the New Reich. The meeting was interrupted by an alarm—Namor had broken free.

Herr Nacht convinced Master Man I to return to the lab alone and fight Namor. With Master Man I gone, Herr Nacht expressed his love for Warrior Woman, and persuaded her to leave her husband.

Back in the lab, Namor was defeating Master Man I and Doktor Kraus's thugs with the help of Namorita, Union Jack, and the elderly Lady Crichton, who had been the costumed hero called Spitfire during World War II. During the fight, Master Man I inexplicably reverted to his true form as the weakling Willie Lohmer. At that moment, Herr Nacht arrived in costume as Master Man II, with Warrior Woman at his side. Overwrought at losing his powers and being rejected by his beloved, Willie Lohmer threw a switch that blew up the lab along with himself, Warrior Woman, Master Man II, and most of the thugs. No bodies were ever recovered, however. Presumably, Willie Lohmer survived the blast. Whether or not he will regain his powers remains to be seen.

MASTER MAN

II

STATISTICS:

F	EX(20)
A	GD(10)
S	IN(40)
E	AM(50)
R	GD(10)
I	TY(6)
P	TY(6)

Health: 120

Karma: 22

Resources: RM(30)

Popularity: 0

BACKGROUND:

Real Name: Herr Nacht (first name unrevealed)

Occupation: Businessman, aspiring ruler of Germany

Legal Status: Unrevealed

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Presumably single

Known Relatives: None

Base of Operations: Berlin, Germany

Past Group Affiliations: Ally of Warrior Woman, leader of the New Reich

Present Group Affiliations:

KNOWN POWERS:

Recently, Herr Nacht was injected with a recreated version of the formula which changed Willie Lohmer into Master Man I. Herr Nacht's physical abilities were greatly increased. Whether he benefits from any superhuman powers has yet to be revealed.

Talents: Herr Nacht owns a large corporation, and he is well versed in the ways of Business/Finance.

Contacts: The New Reich.

ROLE-PLAYING NOTES:

Herr Nacht is an intelligent, charismatic man who wants to be the ruler of the united Germany. He is proud to the point of being arrogant, and he is totally confident in his own charms and abilities to the extent of underestimating others. Herr Nacht is infatuated with Warrior Woman, and wants her as his wife.

HISTORY:

Not much has been revealed about Herr Nacht's background. Because of his father's past, Herr Nacht became involved in the project to preserve Master Man I and Warrior Woman. From photographs given to him by his father, Herr Nacht fell in love with Warrior Woman.

Determined to have Warrior Woman as his bride, Herr Nacht ordered an associate of his father, Doktor Kraus, to duplicate the formula that created Master Man I. The process was successful.

With the reunification of Germany, Herr Nacht decided it was time to revive Master Man I and Warrior Woman. He was determined to use their powers to form a New Reich, with himself as the leader. Somehow he knew that Master Man I would revert to his normal form as Willie Lohmer, which eliminated him as a rival for Warrior Woman's affections. Donning a costume as Master Man II, Herr Nacht convinced Warrior Woman to ally with him.

During a battle at the laboratory where Warrior Woman was revived, and where Namor and the Human Torch were being held captive, a disturbed and rejected Willie Lohmer blew up himself, Warrior Woman, and Master Man II. No bodies were found in the wreckage, however. Nacht may yet be alive and well, and again plotting the birth of the New Reich.

STATISTICS:

	Zabo	Hyde
F	EX(20)	RM(30)
A	GD(10)	GD(10)
S	TY(6)	AM(50)
E	RM(30)	AM(50)
R	RM(30)	RM(30)
I	GD(10)	GD(10)
P	GD(10)	MN(75)

Health: 66 / 140

Karma: 50 / 115

Resources: GD(10)

Popularity: -30

BACKGROUND:

Real Name: Calvin Zabo

Occupation: Former medical research scientist, now professional criminal

Legal Status: Citizen of the United States with criminal records in both identities

Identity: Secret

Place of Birth: Trenton, New Jersey

Marital Status: Single

Known Relatives: None

Base of Operations: New York City

Past Group Affiliations: Masters of Evil IV, former partner of the Cobra, Batroc, the Jester, and the Scorpion

Present Group Affiliations:

KNOWN POWERS:

Alter Ego: By consuming different mixtures of his transformation potion, he can be Hyde or Zabo at will. He usually carries vials of the potion with him at all times, changing from Hyde to Zabo to elude pursuit after crimes.

Body Armor: As Hyde, his transformed flesh provides Incredible protection from physical attacks and Excellent protection against energy damage.

Resistances: Hyde possesses Excellent resistance to fire, heat, cold, corrosives, and toxins.

Talents: Zabo is trained in Chemistry and Biochemistry. In his form as Hyde, he still possesses this knowledge.

Contacts: The Masters of Evil.

ROLE-PLAYING NOTES:

As either Zabo or Hyde, he is an egomaniac willing to commit any crimes necessary to further his evil endeavors. He obsessively seeks vengeance



ance against those who would thwart or betray him. Hyde believes himself to be the true personification of evil, and he is filled with a burning hatred of humanity. He has difficulty remaining calm even when alone, and in battle his ferocity makes him nearly unstoppable.

HISTORY:

A brilliant medical research scientist, Calvin Zabo became oddly intrigued by the story of *Dr. Jekyll and Mr. Hyde* by Robert Louis Stevenson. Believing the fictional account to be true, Zabo devoted his life to finding a chemical formula capable

of unleashing the bestial side of humanity.

In order to finance his incredibly expensive research, Zabo systematically robbed his various employers. He managed to avoid criminal prosecution by changing employers often. However, his bad reputation caught up with him. Zabo applied for work with a noted surgeon, Dr. Donald Blake (alias Thor), but was refused employment based on his past misdeeds. Zabo became furious and vowed vengeance upon the lame doctor. Calvin Zabo then turned his full attention to his research.

Several months later, Zabo discovered the formula to transform him-

self into Mr. Hyde. The chemical process is hormonal in nature, causing the cells of his anatomy to instantly manufacture mutated hormones that induce a physical transformation encompassing his entire figure. Miraculously, over 200 pounds of bone and muscle tissue are added to Zabo's body. After about 30 seconds, the entire metamorphosis is complete.

The transformation is excruciating. As his form mutates, Zabo's skin is forced to stretch over his growing body. This distortion alters all of his physical characteristics. Hyde and Zabo have different finger prints, while Hyde's facial structure is distorted to the point that he is frozen in a perpetual sneer. Zabo's personality is also distorted. As Hyde, he is overcome with savage anger and bestial ferocity.

Hyde chose Dr. Donald Blake to be the first to suffer his wrath, but was defeated. In addition to Thor, his enemies include Captain America, Daredevil, Spider-Man, and especially the Cobra, a former partner who betrayed Hyde by leaving him to rot in prison. The Cobra is also the only person to know that Mister Hyde is actually Calvin Zabo.

On one occasion, Spider-Man had just captured the Cobra, when Hyde attacked, wanting revenge against his ex-partner. After a long and ferocious battle, Spider-Man defeated Hyde by knocking him out a high window, causing him to plummet to the street below. The indomitable Mister Hyde was not killed, but merely stunned. He and the Cobra were then easily captured and taken into police custody.

During his long career, Mister Hyde has also teamed up with Batroc the Leaper. They succeeded in hijacking a Roxxon super-tanker and capturing Captain America, whom they chained to the prow of the ship. The tanker was filled with 50,000 tons of liquified natural gas. As it cruised through the harbor, Batroc and Hyde set it on a collision course with the docks of New York City. The resulting explosion would likely lead to the total destruction of the entire metropolis.

Batroc only wanted a huge ransom

for the ship and Captain America. Hyde, however, wanted to go through with the plan, and cared nothing for the money: he simply wanted Cap and the rest of New York City's population dead. When Batroc realized this, he secretly loosened the chains holding Captain America, who freed himself and dove into the harbor.

As Hyde was busy steering the ship, Batroc attacked him from behind. The former partners began a fight to the death. As Hyde began to squeeze the life out of Batroc, Captain America boarded the ship and attacked Hyde. During the fight, Hyde broke a pipe and was hit by a high-pressure stream of liquified gas. Covered by a thick coating of the freezing liquid, Hyde fell over the side and sank in the harbor. Captain America tried to find him, but Hyde was gone. Cap caught Batroc, who tried to escape during the confusion, and returned the super-tanker to Roxxon officials.

Mister Hyde survived his encounter with Captain America and Batroc, and later joined with the Masters of Evil IV, whose members included Absorbing Man, Baron Helmut Zemo (the leader), Blackout, Goliath, Grey Gargoyle, Moonstone, Screaming Mimi, Tiger Shark, Titania, Whirlwind, the Wrecking Crew, and Yellowjacket.

While the Avengers were away, Baron Zemo and his Masters of Evil broke into Avengers' Mansion and captured Jarvis, the butler. The Baron's plan was then to capture the Avengers one-by-one as they returned to headquarters from their various errands.

They quickly captured the Black Knight and Captain Marvel. The Wasp, Captain America, and Hercules realized something was up inside their headquarters. Wasp and Cap wanted to wait and investigate the situation, but Hercules would have none of that, and he rashly charged into the building. He was immediately attacked by the majority of the Masters of Evil, and savagely beaten. Captain America tried to enter the mansion to help his ally, but was captured by the building's own defense systems. The Wasp managed to escape.

Baron Zemo now had Jarvis, the Black Knight, and Captain America as hostages. He turned them over to the cruel hands of Mister Hyde, who started beating the butler to death. Hyde was having great fun, until the Wasp, Thor, Ant-Man, Doctor Druid, and Captain Marvel all arrived to help their friends. Hyde found himself heavily outmatched, and he was knocked unconscious by Thor. The rest of the Masters of Evil were subsequently defeated.

Most recently, Calvin Zabo was having a drink in a Manhattan bar, and recovering from a head wound given to him by the Hulk that prevented him from transforming into Hyde, when he insulted a waitress. The huge leader of a biker gang saw the incident, and he threw Zabo out of the bar. Determined to have revenge, Zabo re-entered the bar and hit the biker over the head with a bottle. This time Zabo threw himself out the window in an attempt to escape the enraged bikers. Zabo fled to a nearby parking garage and hid.

Meanwhile, Dan Ketch (alias the Ghost Rider) arrived at the garage, where he planned to store his motorcycle for a while. The attendant, Jack, happened to be a friend of Dan's. As Dan and Jack talked, the angry bikers rolled into the garage. When Jack refused to let them pass, the bikers attacked. Dan and Jack were subdued and locked in the attendant's office.

As the bikers searched for him, Calvin Zabo strained to overcome his head wound and transform into Hyde. He succeeded, at the same time Dan Ketch transformed into the Ghost Rider. Mister Hyde attacked the leader of the gang, and was about to smash a car full of innocent teenagers, when the Ghost Rider interfered. When Hyde met the Ghost Rider's Penance Stare, he began to transform back into Zabo, then fled. The Ghost Rider rammed Hyde with his motorcycle, and both of them went flying out of the garage onto the street below. As the police arrived, both Hyde and the Ghost Rider vowed revenge, then went their separate ways.

STATISTICS:

F PR(4)
 A RM(30)
 S RM(30)
 E IN(40)
 R IN(40)
 I EX(20)
 P IN(40)

Health: 104
Karma: 100
Resources: IN(40)
Popularity: 0

BACKGROUND:

Real Name: Unrevealed
Occupation: Weapon
Legal Status: Unrevealed
Other Known Aliases: Maria Pym, Sodam
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: Mobile, usually a laboratory of AIM
Past Group Affiliations: Servant of AIM
Present Group Affiliations:

KNOWN POWERS:

Force Field: Modam can manipulate her psionic energies to surround herself with an Incredible rank personal force field.

Mind Control: Modam can override the conscious mind of another being at Good rank. The target may attempt a Good Intensity Psyche FEAT roll to avoid this effect. If the roll is missed, Modam controls the conscious actions of the character, who has no memory of the time he is controlled. The victim gains another Psyche FEAT roll in an attempt to break control each time he is placed in a Karma-losing or life-threatening situation. Initially, Modam must be within 1 area of her victim, but after control is established she can influence the target telepathically at a range of 64 areas (about 1.5 miles).

Multitasking: Her computerized brain allows her to use any two of her abilities, either psionic or those derived from her hover-chair, at once.

Synaptic Disrupter: This form of mental attack projects blasts of psionic force at Incredible Intensity and range (11 areas). If hit, the victim

must succeed at a Psyche FEAT or be knocked unconscious for 1-10 rounds. Psi-Screens and force fields operate against this attack.

Telepathy: Modam has the Excellent rank ability to establish direct mind-to-mind communication between herself and others at a range of up to 64 areas. Willing targets and those with a Psyche lower than Modam's can be contacted automatically. Subjects of equal Psyche require a yellow FEAT result, and those with mental powers or psionic screening a red result. Those who are unwilling

with a higher Psyche are impossible FEATs.

Equipment: Modam's hover-chair provides her with an exoskeletal shell of life-supporting machinery. It has the following statistics:

Control	EX(20)
Speed	RM(30)
Body	RM(30)
Protection	PR(4)

Besides monitoring both bodily and mechanical functions and transmitting this data to AIM headquarters,



the hover-chair grants Modam other abilities:

- **Flight:** Anti-gravity generators in the hover-chair enable Modam to fly at Remarkable airspeed (15 areas per turn) up to a maximum flight ceiling of 19,000 feet.
- **Headband:** This device aids Modam in focusing her psionic energy. Without it all of her mental powers are reduced by -2CS.
- **Plasma Cannon:** This laser-guided weapon is capable of inflicting Incredible energy damage.
- **Telescoping Arms:** Her titanium-steel arms have Amazing Material Strength and can elongate up to 1 area.

Limitation: Because her musculature is atrophied and her head is grotesquely enlarged, Modam is physically dependent on the exoskeleton provided by her hover-chair. If the chair's systems malfunction, she is extremely vulnerable.

Talents: None.

Contacts: AIM agents around the world

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

While Modam must have once been a normal person with a normal person's emotions, she is now a biomechanical organism devoid of such "flaws." Modam is totally loyal to her AIM creators, and she is eager to prove her abilities.

HISTORY:

Although Modam's origin is as yet unrevealed, it has been alluded to that she is Maria Pym, the deceased wife of Doctor Henry Pym. Accompanied by the rest of the West Coast Avengers, Dr. Pym discovered that his wife was alive and being held captive in a Bratislava prison, which also served as part of that country's superhuman research complex.

Dr. Pym found his wife attached to a huge life-support system. Although she was alive, she was not unchanged: Her brain was freakishly large and encapsulated in a glass dome. Maria explained that she had

been subjected to experiments designed to increase the intelligence of apes; these experiments had caused her brain to expand. She pleaded with her husband to end her misery.

Refusing to kill his wife, Dr. Pym returned with her to the Avengers' compound, where he feverishly worked to find a cure that would reverse the expansion of Maria's artificially enhanced brain. He was making progress, and had just completed a mobile support system for her, when Maria rendered Dr. Pym unconscious with a blast of knockout gas. Maria escaped to AIM headquarters, where she underwent further mutations, becoming the creature called Sodam: Specialized Organism Designed for Aggressive Maneuvers. In a battle with Dr. Pym, Hawkeye, and Mockingbird, Sodam was eager for victory, but she was ordered to retreat by the secret rulers of AIM, who were reluctant to endanger their creation further.

A number of months later, at AIM's first International Weapons Exposition, the creature resurfaced as Modam: Mobile Organism Designed for Aggressive Maneuvers. After having undergone extensive mutation, including the addition of cybernetic implants, Modam emerged from the alteration chamber as the latest product of AIM's research.

For her first mission, Modam was sent to acquire Quasar's quantum bands. She placed a strange device within the Statue of Liberty that emitted a power surge to attract Quasar's attention. Upon arriving at the scene, Quasar mistakenly believed the device to be a bomb, when in fact it was designed to act as a magnet for his quantum bands. As Quasar was held fast against the device, Modam moved in for the kill. Though she assailed his mind and blasted away at him with her plasma bolts, Modam could not force Quasar to surrender. Overcoming Modam's mental attack, the cosmic Avenger lashed out and blew Modam's arms off. He then broke free of the magnetic device and towed his attacker into Earth's upper atmosphere, where Modam was rendered unconscious. Modam was given over to

the custody of officials at the Vault, but was presumably freed by members of AIM.

Most recently, Modam was sent to bring Diamondback, Anaconda, Black Mamba, and Asp to a luxury liner for a mysterious cruise. All four of these women had been, or are currently, members of the Serpent Society. During the assignment, Modam hijacked the serpent saucer, and Diamondback's apartment was demolished. Flying the serpent saucer, Modam took the women to the luxury liner off the coast of Florida. On the way, each costumed woman was given an invitation and \$100,000 in cash.

Captain America discovered Diamondback's ruined apartment, and became concerned for his friend's safety. Cap contacted Paladin to see if he had any information concerning Diamondback, but Paladin had little knowledge of her whereabouts. The two men then went to the hospital, where two members of the Serpent Society (Rock Python and Puff Adder) were being treated for the wounds they received in their fight with Modam. From Rock Python's description of Modam, Cap realized that AIM was involved, and he decided to fly to their headquarters on a small Caribbean island. Paladin persuaded Cap to let him come along.

During the flight, Cap received a homing signal coming from a tracer Diamondback had activated in her costume. As the Avenger's ship closed in on the luxury liner, Modam was launched to deal with the intruders. Modam used her powers to put the pilot, John Jameson, in a trance, which caused the ship to fall into a power dive. Captain America could not pull the ship out of the dive, forcing himself, Paladin, and John to eject. As the three men floated toward the ocean, Modam destroyed their parachutes with her plasma cannon, plunging them into the ocean. Paladin disabled Modam's headband and damaged her hover-chairs gyroscope, causing her to flee. Modam's current whereabouts are unknown.

MUTANT LIBERATION FRONT



Members: Stryfe, Dragoness, Forearm, Kamikaze, Reaper, Strobe, Sumo, Tempo, Thumbellina, Wildside, Zero

The MLF has been organized by the mysterious overlord, Stryfe. Its purpose is to perform terrorist acts in response to crimes against mutants. The MLF has stolen a quantity of tritium, which is a key part in the construction of hydrogen bombs. So far, they haven't threatened to use it.

The MLF also has two other members, Rusty Collins and Skids, whom they rescued from a government detention building. These two are slightly hesitant about the MLF's methods but have stayed with the group because of their rescue.

STRYFE

STATISTICS:

F	RM(30)
A	EX(20)
S	RM(30)
E	IN(40)
R	RM(30)
I	RM(30)
P	RM(30)

Health: 120

Karma: 90

Resources: IN

Popularity: -20

BACKGROUND:

Real Name: Unknown

Occupation: Leader of underground organization

Identity: Secret

Legal Status: Wanted by U.S. authorities

Other Known Aliases: Cable

Place of Birth: Unknown

Marital Status: Unknown, presumed single

Known Relatives: Unnamed son, deceased

Base of Operations: Mutant Liberation Front Headquarters

Past Group Affiliations: Leader of Mutant Liberation Front (MLF)

Present Group Affiliation:

KNOWN POWERS:

Force Bolts: Incredible force energy bolt.

Equipment:

Body Armor: Remarkable protection against physical and energy damage.

Paralysis Ray: From his armor, Stryfe is able to fire a Paralysis Ray of Excellent rank energy.

Talents: Leadership.

Contacts: None known.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Stryfe is an arrogant and cruel man, fanatically dedicated to the cause of mutants and against humans. He runs the MLF with an iron hand, enforcing his will upon the others by strength and violence. Recently, it has been revealed that Cable and Stryfe are the same person.

IN BRIEF:

Little is known of Stryfe's past before his leadership of the Mutant Liberation Front became known. He has demonstrated a considerable skill at keeping the disparate personalities of the MLF working together well.

In an incident in Madripoor, the MLF fought the New Mutants and Cable with Dragoness, Sumo, and Kamikaze. Their presence here indicates that the MLF has more than just the United States on their minds. They seem to be interested in forming a worldwide organization to fight for the rights of mutants everywhere.

In a shocking twist, it was revealed that Cable and Stryfe, two sworn enemies, are actually the same person. How they were able to fight face to face in Madripoor has yet to be explained.

DRAGONESS

STATISTICS:

F	EX(20)
A	RM(30)
S	GD(10)
E	RM(30)
R	GD(10)
I	GD(10)
P	GD(10)

Health: 90

Karma: 30

Resources: TY

Popularity: -5

BACKGROUND:

Real Name: Unknown

Occupation: Terrorist

Identity: Secret

Legal Status: Unknown

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: Madripoor

Past Group Affiliations: Mutant Liberation Front (MLF)

Present Group Affiliation:

KNOWN POWERS:

Flight: Flies by the use of leather wings at Good air speed.

Fire Generation: Incredible intensity up to a three-area range.

Fire Protection: Incredible protection from fire and heat attacks.

Talents: Aerial combat.

Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Dragoness is an arrogant villainess, quite confident in her ability to vanquish any foe. This tends to produce overconfidence in battle.

IN BRIEF:

Along with Sumo and Kamikaze, the nonhuman-looking Dragoness fought the New Mutants and Wolverine in Madripoor and was eventually defeated. Nothing else is known of her past.

FOREARM

STATISTICS:

F EX(20)
 A EX(20)
 S RM(30)
 E RM(30)
 R TY(6)
 I GD(10)
 P TY(6)

Health: 100

Karma: 22

Resources: TY(6)

Popularity: -5

BACKGROUND:

Real Name: Unknown

Occupation: Terrorist

Identity: Secret

Legal Status: Unknown

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: MLF Headquarters

Past Group Affiliations: Mutant Liberation Front (MLF)

Present Group Affiliation:

KNOWN POWERS:

Multiple Attacks: Forearm has four arms that can be used for two attacks a turn for Typical damage or once a turn for Incredible damage.

Body Armor: Typical protection from physical and energy damage.

Talents: Forearm has Martial Arts B.

Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Forearm is a serious man, intent on doing his job efficiently and well. He ignores pain; indeed it actually seems to make him more determined to get the job done.

IN BRIEF:

Forearm participated in the MLF's acquisition of the tritium and was hurt by a lucky shot from one of the guards. It didn't slow him down at all. He was one of the members chosen to go on a mission to Genosha, the results of which have not been revealed yet.

KAMIKAZE

STATISTICS:

F GD(10)
 A EX(20)
 S GD(10)
 E RM(30)
 R TY(6)
 I GD(10)
 P TY(6)

Health: 70

Karma: 22

Resources: TY(6)

Popularity: -5

BACKGROUND:

Real Name: Unknown

Occupation: Terrorist

Identity: Secret

Legal Status: Unknown

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: Madripor

Past Group Affiliations: Mutant Liberation Front (MLF)

Present Group Affiliation:

KNOWN POWERS:

Flight: Excellent air speed.

Explosive Touch: Remarkable force damage upon touching the victim. He must be in flight and able to move his arms for this power to work.

Talents: None known.

Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Kamikaze is a fearless fighter and has been known to brag about his powers. He is often reckless and overconfident during battle.

IN BRIEF:

Kamikaze, along with Dragoness and Sumo, fought the New Mutants and Wolverine in Madripor. Other than what was learned in that battle, little is known of this explosive villain.

REAPER

STATISTICS:

F EX(20)
 A GD(10)
 S GD(10)
 E EX(20)
 R TY(6)
 I TY(6)
 P TY(6)

Health: 60

Karma: 18

Resources: TY

Popularity: -5

BACKGROUND:

Real Name: Unknown

Occupation: Terrorist

Identity: Secret

Legal Status: Unknown

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: MLF Headquarters

Past Group Affiliations: Mutant Liberation Front (MLF)

Present Group Affiliation:

KNOWN POWERS:

Paralyzing Touch: Incredible ability to paralyze any being. This power is channeled through his flail.

Equipment: The flail Reaper uses is specially designed to house and release his power.

Talents: Reaper has a Weapon Specialty with the flail.

Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Reaper enjoys his work, looking at it more as fun than as a job.

IN BRIEF:

During a mission, Reaper took on the leader of the New Mutants, Cable, and almost paralyzed him. Cable was just able to swing his arm around and knock Reaper out.

Reaper was one of four members chosen to go on a mission to Genosha, the results of which have not been revealed yet.

STROBE

STATISTICS:

F	GD(10)
A	GD(10)
S	TY(6)
E	RM(30)
R	TY(6)
I	TY(6)
P	TY(6)

Health: 56

Karma: 18

Resources: TY

Popularity: -5

BACKGROUND:

Real Name: Unknown

Occupation: Terrorist

Identity: Secret

Legal Status: Unknown

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: MLF Headquarters

Past Group Affiliations: Mutant Liberation Front

Present Group Affiliation:

KNOWN POWERS:

Energy Aura: Strobe has the ability to surround herself with an aura of Amazing heat energy, giving her the following abilities:

- Can melt inorganic objects with Amazing ability by touching them.
- Amazing protection from physical attacks by inorganic objects.

Talents: None known.

Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Strobe has a personality that is every bit as fiery as her powers.

IN BRIEF:

Strobe fought the leader of the New Mutants, Cable, and melted one of his hands in their encounter. Little else is known about this hot villainess.

SUMO

STATISTICS:

F	RM(30)
A	TY(6)
S	IN(40)
E	AM(50)
R	TY(6)
I	TY(6)
P	GD(10)

Health: 126

Karma: 22

Resources: TY

Popularity: -5

BACKGROUND:

Real Name: Unknown

Occupation: Terrorist

Identity: Secret

Legal Status: Unknown

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: Madriport

Past Group Affiliations: Mutant Liberation Front (MLF)

Present Group Affiliation:

KNOWN POWERS:

Leaping: Remarkable leaping ability used to charge his foes by jumping on them. Such attacks hit with Remarkable ability and inflict Amazing damage.

Talents: Wrestling, Leaping.

Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Sumo likes to tout his own powers and is proud of his huge size. His main battle tactic is to leap about, landing on as many people as possible, and crushing them beneath his weight.

IN BRIEF:

Sumo, along with Dragoness and Kamikaze, fought the New Mutants and Wolverine in Madriport. Following Stryfe's orders, they attacked their foes but were beaten.

TEMPO

STATISTICS:

F	TY(6)
A	GD(10)
S	TY(6)
E	RM(30)
R	GD(10)
I	GD(10)
P	EX(20)

Health: 52

Karma: 40

Resources: TY(6)

Popularity: -5

BACKGROUND:

Real Name: Unknown

Occupation: Terrorist

Identity: Secret

Legal Status: Unknown

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: MLF Headquarters

Past Group Affiliations: MLF (Mutant Liberation Front)

Present Group Affiliation:

KNOWN POWERS:

Flight: Typical Air Speed.

Time Twisting: Tempo has the Monstrous ability to cause time to move at different rates for different subjects. To date, her single Power Stunt is to enable her allies to move faster than their foes. This has the following effects:

- Tempo's allies can take five actions to one for their opponents.
- Tempo's allies can Dodge with Monstrous ability.

Limitation: When Tempo uses her Power Stunt, her allies must make an Endurance FEAT each turn or suffer exhaustion. Failing the FEAT causes all abilities to decrease -1CS. These column shifts are cumulative and last for 24 hours. If Endurance reaches Shift 0, a check for heart attack and death is required.

Talents: None known.
Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ROLE PLAYING NOTES:

Tempo must be dedicated to the cause of the MLF because every time she uses her power, it puts her allies in danger of dying from a heart attack.

IN BRIEF:

Not much is known of Tempo before she surfaced with the Mutant Liberation Front. Her accent places her origins in the Deep South of the U.S, but where exactly hasn't been revealed. As a member of the MLF, her main function is to slow her foes and allow her allies to move quickly.

THUMBELLINA

STATISTICS:

F	TY(6)
A	PR(4)
S	GD(10)
E	RM(30)
R	GD(10)
I	TY(6)
P	TY(6)

Health: 50
Karma: 22
Resources: TY(6)
Popularity: -5

BACKGROUND:

Real Name: Unknown
Occupation: Terrorist
Identity: Secret
Legal Status: Unknown
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: None
Base of Operations: MLF Headquarters
Past Group Affiliations: MLF (Mutant Liberation Front)
Present Group Affiliation:

KNOWN POWERS:

Reduction: Thumbellina has Remarkable shrinking ability and can reduce herself to one inch in height. At this height, she is -2CS to be hit and +2CS to hit larger targets.

Talents: Demolitions, Repair/Tinkering.
Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Thumbellina likes to use her powers to fix mechanical objects, but she doesn't use them much in combat.

IN BRIEF:

Thumbellina participated in the MLF mission in which they placed a bomb in a facility. Thumbellina went along to fix the wires of the bomb. She rarely goes out in combat situations.

WILDSIDE

STATISTICS:

F	EX(20)
A	GD(10)
S	GD(10)
E	EX(20)
R	EX(20)
I	TY(6)
P	TY(6)

Health: 60
Karma: 18
Resources: TY(6)
Popularity: -5

BACKGROUND:

Real Name: Unknown
Occupation: Terrorist
Identity: Secret
Legal Status: Unknown
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: None
Base of Operations: MLF Headquarters
Past Group Affiliations: Mutant Liberation Front
Present Group Affiliation:

KNOWN POWERS:

Specialized Invisibility: Wildside has the Amazing ability to make himself and up to a dozen allies invisible. This only applies to eyesight; electronic monitoring still picks up him. This power is probably psionic in nature and could be overridden by another psi-mutant as a Power Stunt.

Talents: Acrobatics, Tumbling.
Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Wildside is an exuberant character, prone to excessive behavior. He plays the fool for the MLF, trying to bring levity into tense situations.

IN BRIEF:

Wildside was involved in the MLF's acquisition of the tritium. Wildside allowed himself to be injured in a battle, so the leader of the MLF, Stryfe, ordered him to stay back from their second documented incident. Not much is known about the history of Wildside.

ZERO

STATISTICS:

F	TY(6)
A	TY(6)
S	TY(6)
E	RM(30)
R	TY(6)
I	TY(6)
P	TY(6)

Health: 48

Karma: 18

Resources: TY(6)

Popularity: -5

BACKGROUND:

Real Name: Unknown

Occupation: Terrorist

Identity: Secret

Legal Status: Unknown

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: None

Base of Operations: MLF Headquarters

Past Group Affiliations: Mutant Liberation Front (MLF)

Present Group Affiliation:

KNOWN POWERS:

Gateway: Zero has the Monstrous ability to create dimensional doorways to any place that he has been before. He can hold these doors open as long as he wishes. He can transport himself and six others in this fashion.

Talents: None known.

Contacts: Stryfe, MLF.

ADDITIONAL NOTES:

ADDITIONAL TEAM NOTES:

ROLE-PLAYING NOTES:

Zero is a silent villain, taking orders from other members of the MLF without protest.

IN BRIEF:

Nothing is known about the past of the man known as Zero. He teleports members of the MLF where they want to go, when they want to go there, providing the terrorist organization with an awesome surprise strike ability.

STATISTICS:

F GD(10)
A TY(6)
S EX(20)
E RM(30)
R GD(10)
I TY(6)
P GD(10)

Health: 66

Karma: 26

Resources: MN(75)

Popularity: -30 (undersea realms)/0 (elsewhere)

BACKGROUND:

Real Name: Naga

Occupation: Despot

Legal Status: Citizen of Lemuria, legally dead

Identity: Publicly known in Lemuria, the general populace of Earth is unaware of his existence

Place of Birth: Lemuria

Marital Status: Unrevealed, married at least once, probably several times

Known Relatives: Merro (son, deceased), Llyra (daughter-in-law)

Base of Operations: Lemuria

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Resistance to Cold: Naga possesses Excellent protection from cold temperatures and cold-based attacks.

Swimming: He can move through water at Poor speed (2 areas per round).

Water Breathing: Twin gills located on his neck enable Naga to breath water (fresh or salt). He requires water to breathe, and he suffocates in open air in five minutes without special means of survival. He can see underwater as well as a human sees on land, and he can withstand the intense water pressure at the ocean's bottom.

Equipment:

Serpent Crown: The majority of Naga's powers were derived from wearing the Serpent Crown of Set. The following powers were granted to Naga upon wearing the evil god's crown:

- **Bolts of Mystical Energy:** Naga could project energy bolts of up to Unearthly force and range (60 areas).



- **Energy Shield:** He could manipulate energy to provide himself with Incredible protection from physical attacks and Unearthly protection from energy attacks.

- **Enhanced Psyche:** When using the Crown's powers, Naga's Psyche was considered to be Monstrous.

- **Enhanced Strength:** Naga's Strength increased to Amazing, raising his Health to 96.

- **Image Generation:** Naga could create illusions of whatever he desired. Seeing through these images required a successful Yellow Psyche FEAT at -3CS.

- **Levitation:** Naga could levitate himself and others at Good rank.

- **Matter Transformation:** Matter of Monstrous Material Strength or less

could be transformed into another object of Monstrous Material Strength or less. To use this power, Naga had to touch the matter to be transformed, which couldn't weigh more than 75 pounds.

- **Mind Control:** Naga could command anyone with a Psyche less than Monstrous. However, those with an Amazing Psyche needed only succeed at a Green FEAT to resist, while characters with Incredible or Remarkable Psyches needed a successful Yellow FEAT roll to resist. Anyone with a Psyche of Excellent or lower could resist control only by succeeding at a Red FEAT. Duration varied from days for Poor or less Psyches to only a single combat round for Incredible or Amazing

Psyches.

- **Mind Reading:** He could read the surface thoughts of anyone within 3 areas. To reach deep into a person's mind, Naga had to succeed at a Green Psyche FEAT. If he concentrated on a particular person and succeeded at a Yellow Psyche FEAT, Naga could reach the subject's mind no matter what the range.

- **Reduced Aging:** While he wore the Crown, Naga was able to live for centuries.

- **Telekinesis:** The Crown provided Naga with Monstrous rank telekinesis. As a Power Stunt, Naga once used this ability to open a chasm in the ocean floor.

- **Teleportation:** He could teleport himself and others at Unearthly rank.

Talents: None.

Contacts: Llyra.

ROLE-PLAYING NOTES:

While he lived, Naga was a tyrannical ruler who would go to any lengths to retain power over his people. His despotism was characterized by the continual murder, torture, and imprisonment of those of his subjects whom he regarded as enemies. Naga had always been touched by insanity, and his madness escalated over the centuries.

HISTORY:

Naga was of the water-breathing, blue-skinned species of humanity called *homo mermanus*. Five hundred years ago, he was born in Lemuria, a sunken continent in the Pacific Ocean. It has never been revealed how Naga became emperor of Lemuria or how he first came to worship the ancient serpent demon Set. However, it is certain that Set regarded Naga as a valued servant with the potential to conquer the world in the dark god's name. As a sign of his favor, Set gave Naga's face reptilian features, mimicking Set himself.

Ages ago, before the sinking of Lemuria, the continent was populated by normal air-breathing humans, as well as the race called the Deviants. At this time, the alchemist named Atra created the Serpent

Crown, a receptacle for the mystical power of Set. As Atra and the Deviant emperor Phraug fought over the Crown, the alien Celestials detonated a massive weapon, sinking Lemuria beneath the waves. The Celestials caused the skeletons of Atra and Phraug to be preserved, with both gripping the Serpent Crown as a warning against the perils of lusting for power.

The Lemurians discovered the Crown and its skeletal owners when they settled the sunken continent, but they avoided the evil remains. Naga, however, was told by Set to take the Crown for himself. Arriving at the site, Naga ordered one of his cronies to pry the Crown from the bony hands of the skeletons. When he did so, the lackey dropped dead. Undaunted, Naga took the Crown and placed it on his head, thereby gaining tremendous powers.

Set was so pleased with his student that he revealed to Naga a way to treat the Serpent Crown with certain fish oils, which preserved Naga's youth for as long as he wore the Crown. Thereafter, Naga lived for centuries in the prime of health and vitality. However, wearing the Crown enhanced Naga's reptilian features—his skin grew scaly, his outer ears fell away, and his skull became more serpent-like in shape. The influence of the Crown even mutated the entire Lemurian race, making their skins scaly as well.

Over the following centuries, Naga ruled as a diabolical tyrant. With the powers of the Serpent Crown, he crushed most rebellions with ease. However, a group of young Lemurians with telepathic powers were the exception. They formed a dissident movement, and eventually were able to steal the Serpent Crown while Naga slept. The rebels fled. Using a serum that enabled them to breathe air, they founded a small city within an Antarctic cavern. The Lemurian dissidents became known as the Ancients.

Lacking the Crown, Naga began to age. Fearful of his approaching doom, the despotic emperor formed a group of warriors called the Questors to recover the Crown, but for decades they failed.

Eventually, the Questor Karthon took the Serpent Crown from Prince Namor of Atlantis, the Sub-Mariner. Karthon brought both of them to his master in Lemuria. Naga mistakenly believed the Crown would restore his youth, but it did not. However, he once again possessed its other powers. In a show of might, Naga used the Crown to destroy all of the Questors except the terrified Karthon. The mad emperor then battled Namor in the arena before all of the Lemurians. Naga used the Crown to open a great chasm in the ocean floor and mentally commanded Namor to hurtle himself into it.

As the end seemed near for the Sub-Mariner, Naga was struck down from behind by the sword-wielding Karthon. Previously, to break Namor's spirit, Naga had slain Karthon's sister and used his powers of illusion to disguise her corpse as the body of Namor's beloved, the Lady Dorma. After learning the true identity of the corpse, Karthon was so enraged that he murdered his emperor, and saved Namor's life.

The Sub-Mariner had the fallen Serpent Crown placed upon Naga's corpse, so it could ensnare only the mind of a dead man. As a result of the chasm's creation, tremors triggered an underwater earthquake that swallowed Naga and the Serpent Crown.

Recently, Ghaur, head of the priesthood of the Deviants, and Llyra, the Empress of Lemuria, formed an alliance and reconstructed the Serpent Crown in an immense new version. They planned to sacrifice the seven "Brides of Set"—Andromeda, Dagger, the Invisible Woman, Marvel Girl, the Scarlet Witch, She-Hulk, and Storm—to empower the giant Serpent Crown and bring Set physically to Earth. However, as Ghaur mentally probed deeply into the Crown, he unintentionally released the spirit of Naga, who claimed the power of the Crown as his own. Naga and Ghaur fought a battle of wills, and finally they and Llyra suddenly vanished. Freed of mental domination, the Brides of Set hurled the Crown into an immense sea cavern, where it remains today.

STATISTICS:

F EX(20)
A RM(30)
S GD(10)
E RM(30)
R GD(10)
I GD(10)
P IN(40)

Health: 90

Karma: 60

Resources: IN(40)

Popularity: 3

BACKGROUND:

Real Name: Dwayne Taylor

Occupation: Chairman of the Taylor Foundation, adventurer

Identity: Secret

Other Known Aliases: None

Legal Status: U.S. Citizen

Place of Birth: Unknown

Known Relatives: Chord (legal guardian), Tai (legal guardian), mother and father (names unrevealed, deceased)

Base of Operations: Taylor Foundation Penthouse in New York City

Past Group Affiliations: New Warriors

Present Group Affiliations:

KNOWN POWERS:

Mental Barriers: For some reason, Night Thrasher has mental barriers that provide him with Unearthly resistance against telepathy and mental probes.

Equipment:

Armor: All of Night Thrasher's abilities come from his armor, which provides him with Good protection against physical attacks and Excellent protection against heat and fire attacks.

- **Hydraulics:** Hydraulics in the suit provide Night Thrasher with Good Leaping ability, and they enable him to run 3 areas per round. The hydraulics also add a +1CS to Strength, up to a maximum of Excellent.

Offensive Capabilities: The armor has the following built-in offensive capabilities:

- **Cayenne Pepper Spray** in Right Wrist: Make an Endurance FEAT roll or spend 1-5 rounds blinded and choking, -2CS on all FEATs
- **Adamantium Garrote Wire** in Left



Wrist: A red result on the Grappling column indicates that Night Thrasher can use the wire to strangle his victim. If the victim needs to breathe, he must make an Endurance FEAT roll each round or become unconscious for 1-10 rounds, and dead 10 rounds after he is unconscious, if Night Thrasher keeps strangling him. Since the wire is adamantium, it does Typical Edged Weapon damage each round and can cut through armor of less than Monstrous Strength Material rank.

- **3 Plastique Packs** in Right Hip Casing: Remarkable Explosive Concussion damage in 1 area
- **3 Napalm Gel Packs** in Right Hip Casing: Incredible Energy damage in 1 area plus cause fires that burn with Good intensity until put out.
- **3 Cordite Packs** in Right Hip Casing: Excellent Explosive damage.
- **Magnesium Flares** in Left Hip Casing: Remarkable Intensity Light.
- **Smoke Pellets** in Left Hip Casing: Good Intensity Smoke.

- Incendiary Caps in Left Hip Casing: Good Intensity flame.
- Ball Bearings in Left Hip Casing: Requires Agility FEAT rolls or the victims fall down.
- Spur Jacks in Left Hip Casing: Punctures normal tires.
- 8 inch spring lock blade in Right Forearm: Does Good Edged damage.

Helmet Assembly: Night Thrasher's helmet has the following built-in equipment:

- Voice Scrambler of Remarkable Intensity
- Infrared Vision of Good Intensity
- Telescopic Vision, Excellent range
- Camera Attachment and Film-Pack
- Breathing Apparatus with 5 minute air supply
- Enhanced Hearing of Excellent Intensity

Backpack Assembly: Night Thrasher's backpack contains the following weapons:

- 2 detachable Escrima Sticks that do Remarkable Blunt damage.
- Uzi Machine Pistol is hidden and shielded in the backpack (Excellent damage).

Skateboard: Night Thrasher carries a special skateboard. The skateboard can be locked to his backpack assembly or to his right forearm. The skateboard is Good Material Strength and can be used as a shield for Good protection against physical attacks. A spring-blade capable of Good Edged damage is hidden in the front of the skateboard. Night Thrasher can increase his speed up to Good, and has Good Control and Good Body while riding the skateboard.

Talents: Night Thrasher has the Guns Talent and he is a Weapons Master. He knows Martial Arts Types A, B and E, Acrobatics, Tumbling,

Business/Finance, Criminology, Detective/Espionage, Computers, and Electronics. Night Thrasher also has the Heir to Fortune and Leadership talents.

Contacts: Night Thrasher has a variety of contacts in the business world. He has a number of paid informers on the streets of New York City, constantly spying for him. He also seems to have some shady contacts that can get him such information as security codes to various computer systems.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Night Thrasher is an intense young man who has vowed to make all criminals pay for what they do. He has a temper that sometimes gets away from him when he is fighting. Night Thrasher has trouble relating to the other New Warriors. They feel that he is too pushy, and they are getting tired of his berserk rages.

HISTORY:

Little is known of Dwayne Taylor's life before he became Night Thrasher. His parents were apparently very rich when they were killed by criminals for some as yet unexplained reason. Dwayne's guardians, Chord (an intelligent man who has a military background) and Tai (an older oriental woman with martial arts skills) support Dwayne's vow to make all criminals pay for their actions.

Dwayne trained himself to be a skilled fighter before he began his career. On his first outing he met Midnight's Fire and his sister, Silhouette. These two were taking out criminals by gaining their confidence and

then busting them. Giving his name as Night Thrasher, Dwayne joined them on their crusade.

One night, while Silhouette was infiltrating a gun-running operation, the police accidentally came upon them. Scared that the police were fixing to shoot his sister, Midnight's Fire started to throw a blade at them. Dwayne stopped him before he had a chance to throw it, and a gun battle erupted. Silhouette was hit and badly injured in the spine. Dwayne, who had fallen in love with Silhouette, was heartbroken, as was Midnight's Fire. Midnight swore to get revenge on Dwayne someday.

Dwayne left them, believing that Silhouette was dead. Realizing that he needed more of an edge, Dwayne trained even harder and used his parents' money to create his armor and weapons. He then decided to create a special team so he would have some backup. He recruited Marvel Boy, Kid Nova, and Firestar. They were also joined by Speedball and Namorita, and became the New Warriors.

Soon after they formed the team, Midnight's Fire made an appearance and tried to frame Dwayne with the murder of two policemen. In a final battle with Midnight's Fire, Dwayne overcame his fear of his nemesis and beat him in a battle. Dwayne then discovered that Silhouette was still alive but crippled. She renounced her brother's actions and turned him in to the police.

Since then Night Thrasher and the New Warriors have successfully battled a number of super villains.

Dwayne has a lot of trouble interacting with the other New Warriors, and anybody else, for that matter. He is a good strategic leader, but he lacks the warmth that a trusted leader needs to command loyalty from his people.

STATISTICS:

F UN(100)
A UN(100)
S AM(50)
E CL3000
R IN(40)
I IN(40)
P CL3000

Health: 3250**Karma:** 3080**Resources:** CL1000**Popularity:** 90**BACKGROUND:****Real Name:** Odin**Occupation:** Monarch of Asgard**Legal Status:** Citizen of Asgard**Identity:** Publicly Known**Other Known Aliases:** None**Place of Birth:** Unrevealed**Marital Status:** Married**Known Relatives:** Frigga (wife), Thor (son), Loki (foster son, deceased)**Base of Operations:** Asgard**Past Group Affiliations:** Gods of Asgard**Present Group Affiliations:****KNOWN POWERS:***Illusory Duplication:* Odin can send out a image of himself within a CL3000 range.*Invulnerability:* Odin has Excellent resistance to physical and energy attacks. In Asgard, Odin has CL3000 resistance to aging, disease, fire, cold, corrosives, and toxins.*Dimension Travel:* Unearthly rank.*Enchantment:* Shift Z ability to gift a target with Unearthly powers.*Energy Bolts:* Shift Z intensity blasts of pure magical energy.*Regeneration:* Shift Z Healing ability.*Spirit Vampirism:* CL3000 ability to absorb all Asgardian life forces into himself and combine their ability ranks with his. The Asgardians remain in a coma until he releases their souls.**Equipment:***Armor:* Odin wears a suit of magical armor that provides him with Amazing protection from physical and energy attacks.*Gungnir:* This is a magical spear made of Uru (CL3000 Material Strength) that does Amazing damage.*Thrudstock:* This is a mace made of a CL1000 Strength Material that does Shift X damage.**Talents:** Odin has at least the Leadership and Asgardian Occult talents.**Contacts:** Odin can call on all Asgardians for aid, and he is also on good terms with many rulers of other pantheons of gods.**ROLE-PLAYING NOTES:**

Odin's main goal is to protect Asgard and its people at all costs. Humans are of secondary concern to him. He does realize that Earth and Asgard are tied together, and he will act if Earth is threatened by a major disaster. In this case he can even call on the leaders of other pantheons. Surtur is his mortal enemy. Odin treats

other Asgardians with stern kindness, like a father. He has a tendency to anger quickly if someone disputes his rules or commands.

HISTORY:

Odin was born many eons ago, to a race of gods called Asgardians. Odin is the grandson of Buri, the first Asgardian, who supposedly came out from underneath the ice of Niffleheim (an extradimensional realm). Buri somehow sired Bor, who then married a female giant named Bestia. Bor and Bestia had three sons, Vili, Ve, and Odin.

The three brothers led the Asgardians in a war against the Frost Gi-

ants, and killed the giants' leader, Ymir. The remaining Frost Giants were exiled to the other-dimensional world of Jotunheim.

The brothers then set out to explore another of the Nine Worlds, Muspelheim. This demonic realm was ruled by the gigantic Surtur. The brothers learned that Surtur someday intended to destroy the Nine Worlds with his huge sword, which would ignite the Eternal Flame of Destruction. The three Asgardian brothers merged into one giant being and destroyed Surtur's sword.

Fleeing Surtur's hordes, the brothers came to the Nexus between Asgard and Muspelheim. Odin went through the Nexus, but his brothers stayed behind to make sure that Surtur could not follow them. Vili and Ve told Odin to rule Asgard well, and then the Nexus disappeared in a flash of light. A few moments later, young Odin found himself possessing his brothers' powers. This collective power is known as the "Odin Power." Occasionally Odin must enter a year-long sleep so that the Odin Power can be recharged. This sleep is known as the "Odin Sleep."

Odin married the Asgardian goddess Frigga, but he felt that he needed a son of who was of both Asgard and Midgard (Earth). He mated with the goddess of the Earth, Gaea, who bore him a son. The son, named Thor, was then raised by Frigga.

Odin led his people in another war against the Frost Giants of Jotunheim. After slaying the leader, Laufey, Odin adopted Laufey's son, Loki, who was normal-sized. Loki was raised alongside Thor, but he always resented his foster brother.

Odin later learned of the coming of the Third Host of the Celestials. The Celestials were a race of aliens with great powers who had influenced the evolution of human life on Earth. The Third Host was to judge humanity's worthiness to survive when the Fourth Host was to arrive a millennium later.

Odin, Zeus, and Vishnu met the Third Host, who were about to seal the interdimensional passages between Earth and the various realms of the gods. The gods agreed not to interfere with the Celestials for one

millennium, in return for the Celestials agreeing not to seal the passages to Earth.

Odin went ahead and began planning a way to stop the Fourth Host from destroying Earth, if they decided to. He made a powerful suit of armor, called the Destroyer. He also transformed the legendary Ring of the Nibelung into the Destroyer's weapon, the Odinsword.

In the 20th century he became concerned by his son Thor's arrogance. He decided to teach him humility by giving him a mortal form, that of a crippled surgeon named Donald Blake. He then stripped Thor of his memories. A few years later, the successful surgeon was visiting Norway on vacation. Blake stumbled into a cavern where Thor's magic hammer had been left, in the form of a wooden cane. Blake hit the cane against a boulder in anger, and he was magically transformed into Thor, and the cane became his hammer again.

Years later, he informed Thor of his true identity, and allowed Thor to retain his immortal form permanently. Recently, he granted Thor's request to merge with a human, Eric Masterson, so that the human would not die of mortal injuries.

At one point, Odin sacrificed his right eye to the sentient Well of Wisdom, Mimir, in return for knowledge on how to delay the Ragnarok, the end of Asgard. The eye later grew larger and became sentient. The eye told Thor many stories about his past and Odin's. The truth of many of these stories has yet to be verified.

When the Fourth Host of the Celestials arrived, Odin drew all the life forces of the Asgardians into himself except Thor. Odin's spirit then entered the Destroyer armor and attacked the Fourth Host. The Celestials easily destroyed the Destroyer.

The Celestials ended up judging in humanity's favor, when Gaea presented the host with 12 genetically advanced youths, the Young Gods. The remaining pantheons of gods granted Thor the power to resurrect Odin, who then restored the other Asgardians.

Recently, Surtur attacked the Nine

Worlds. Surtur's demons battled the Asgardian armies on Earth, while Surtur battled Odin, Loki, and Thor in Asgard City. Odin enlarged himself and grappled with the huge Surtur. The two combatants fell into a huge crevice that supposedly led to Muspelheim. The crevice then sealed up behind them.

Baldur the Brave was chosen to rule Asgard in Odin's absence, while Thor decided to remain the guardian of Earth. About this time, Seth, an Egyptian god, declared war on Asgard and the other pantheons. Thor and some allies attacked Seth's Black Pyramid, the source of Seth's power. Thor and his friends successfully invaded the Pyramid and discovered that Odin was being held prisoner there.

Odin was freed and returned in time to witness Seth's defeat. Odin then resumed his leadership over Asgard. Odin explained that he had been forced to defeat Surtur by physically merging with Surtur, in an effort to stop Ragnarok, the destruction of the universe. When Ymir, the Frost Giant, attacked Asgard, he let Surtur gain control of the joint body.

The fire elemental and the frost elemental fought over who would have the privilege of destroying the universe. Thor recovered the Twilight Sword, Surtur's sword, from the Sea of Eternal Night. While the two elementals fought over the Twilight Sword, Thor opened a dimensional aperture that sucked both of them into the Sea of Eternal Night. There the two would remain trapped forever in suspended animation, so that Ragnarok would never occur.

Odin was able to separate himself from Surtur's body before it was drawn through the dimensional rift. Odin then resumed his normal physical form. Odin appointed Heimdall as his representative while he slept the Odin Sleep and re-energized himself. While Odin slept, events on Earth soon caused Thor to kill Loki.

The dimension-shattering repercussions of Loki's death awoke Odin from the Odin Sleep prematurely. Odin was forced to have Heimdall banish Thor for eternity because he had willfully killed Loki.

STATISTICS:

F MN(75)
A MN(75)
S AM(50)
E MN(75)
R RM(30)
I IN(40)
P IN(40)

Health: 275

Karma: 110

Resources: UN(100) (as a Squadron member)

Popularity: 40

BACKGROUND:

Real Name: Zarda Shelton

Occupation: Government agent, former missionary of the Utopians

Identity: Publicly known

Legal Status: Citizen of Utopia Isle, now honorary citizen of the United States with no criminal record

Other Known Aliases: None

Place of Birth: Utopia Isle

Marital Status: Widowed

Known Relatives: Howard Shelton (husband, deceased) Hyperion (fin-ance)

Base of Operations: Squadron City

Past Group Affiliations: Golden Agency, Squadron Supreme

Present Group Affiliation:

KNOWN POWERS:

Flight: Excellent air speed.

Invulnerability: Remarkable resistance to physical and energy attacks, as well as heat, cold, toxins, aging and disease.

Equipment:

Shield: Amazing protection from physical attacks. She can fling the shield to do Amazing Blunt damage.

Talents: Leadership skills and an Amazing grasp of philosophy, politics, and natural sciences.

Contacts: Squadron Members, Quasar.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Zarda is the appointed emissary of the Utopians. As such, she must present a sterling example of her people for the less-developed nations of the world. The Utopians were a peace loving, knowledge-seeking people, and it has been left to Zarda to exemplify these values to the citizens of Earth.

HISTORY:

Zarda, who is known as Power Princess to the world at large, is from Utopia Isle on the alternate dimension Earth, home to the Squadron Supreme. She came to the United States during World War II as an emissary of her genetically altered people. She quickly joined the Golden Agency, a small battalion of costumed heroes organized by the War Department. During this time, she fell in love with a sailor, Howard Shelton, whom she rescued from death. After the atomic bombings of Nagasaki and Hiroshima, the Utopians left Earth to settle on another planet. They feared that the Earth would be destroyed in an inevitable nuclear war. Power Princess is the only Utopian left on the Earth.

Zarda eventually became the common-law wife of Howard Shelton. As a normal human, Howard aged while Power Princess did not. He became an elderly man while Zarda remained as youthful as ever.

Power Princess became the only member of the Golden Agency to continue on with the Squadron Supreme, of which she was a founding member.

Power Princess, as well as most of the rest of the Squadron, succumbed to the enthralling power of the entity known as the Overmind. This collective mind entity, working together with the demonic being Null, the Living Darkness, used the Squadron as pawns to rule the Earth. Only one member of the Squadron retained his freedom; Hyperion managed to travel to another Earth and recruit the superteam known as the Defenders to help him. Together, the Defenders and the Squadron finally defeated the Overmind and Null, freeing the Earth from thralldom.

This battle left the Squadron's world in an economic and political mess. The Squadron decided to take over America for a year and implement their Utopia Program. They intended to use their powers to solve

all of the country's problems. As a gesture of good faith, the members of the Squadron revealed their true identities to the people of the world, assuring them that the Utopia Program would succeed. One member of the group, Nighthawk, disagreed with the majority and began planning to thwart the Squadron's plans.

During the year that the Utopia Program was put into action, Hyperion's arch-foe, Master Menace, banished him to another dimension. A doppelganger Hyperion, created by the Grandmaster from inorganic material, took the real Hyperion's place on the Squadron by faking amnesia. Power Princess took over leadership of the Squadron at this time because of Hyperion's memory loss.

The fake Hyperion became infatuated with Power Princess and secretly murdered the elderly Howard Shelton by sucking the oxygen out of his lungs. Power Princess had no idea that her husband had been murdered and eventually began responding to the evil Hyperion's advances. The real Hyperion finally escaped the dimension that he had been banished to, and attacked his duplicate self. The evil Hyperion was killed, but hung on long enough to confess to Power Princess that he had killed her husband and that he truly did love her. In the battle, the real Hyperion was blinded, apparently permanently, so Power Princess continued to be the Squadron's leader.

In time, Power Princess and the real Hyperion fell in love and made plans to marry.

Nighthawk had been building his own supergroup, the Redeemers, to stop the Squadron's Utopia Program. The Squadron lost the final battle with the Redeemers and Hyperion promised that the Utopia Program would be discontinued.

The next great test of the Squadron occurred when a white being of immense size began to grow and threaten to devour the Sun. The Squadron mounted a last-ditch effort to save their world with the technological help of one of their greatest enemies, Master Menace.

Members of the Squadron, including the Power Princess, boarded a space ship to battle the mysterious foe.

Unfortunately, all efforts to fight this growing white entity failed. Their universe was saved when Arcanna's son, Benjamin, traded places with the white being, who turned out to be Thomas Lightner, the Nth Man, who had been turned into a living hole in space. He had devoured seven universes before happening across the Squadron's universe.

The infant Benjamin Thomas Jones was slated to become this universe's next Sorcerer Supreme. He opted to trade places with the white being and thus stop Lightner from devouring worlds. As a consequence, the powers of Sorcerer Supreme were conferred upon Thomas Lightner. Benjamin left the Squadron's dimension, set on undoing all the damage that Lightner had caused in the Nth man's form.

On the way back to their Earth, the Squadron was transported to the main Marvel Universe Earth by the new Sorcerer Supreme of their dimension, Thomas Lightner. He obviously didn't want the Squadron around to challenge his newly acquired powers.

The Squadron ran into Quasar and they were taken to Project Pegasus. They consulted with Reed Richards to see if his time machine could help, but that attempt failed. Then, Dr. Strange came to Project Pegasus to send them home magically. But Lightner had laid a magical trap for the Squadron that caused half of their bodies to stay on Earth and the other half to be flung into the space between dimensions. They were rescued from this horrible death by Quasar and Dr. Strange.

Power Princess and the other Squadron members trapped on Earth are now waiting for Arcanna's son, Benjamin, to finish repairing Nth Man's destruction through the dimensions. Once Benjamin returns to Earth, the Squadron should be able to return home with Benjamin's help.

ASYLUM

STATISTICS:

F TY(6)
 A GD(10)
 S TY(6)
 E RM(30)
 R TY(6)
 I TY(6)
 P IN(40)

Health: 52

Karma: 52

Resources: FE(2) (Personal) / RM(30) (as member of Psionex)

BACKGROUND:

Real Name: Unknown

Occupation: Former mental patient, currently employed by Genetech

Legal Status: Unknown

Identity: Secret; Asylum's existence is unknown to the general public

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations: Genetech Research Facility, Sayville, Long Island

Past Group Affiliations: Psionex

Present Group Affiliations:

KNOWN POWERS:

Gaseous Body: Asylum's body has been transformed into noncorporeal mists, providing her with Unearthly protection against all forms of attack, except mental attacks. Apparently Asylum's head is still solid, so a Red result enables an attack to hit her normally.

Mental Attack: Anyone engulfed in Asylum's mist (a Remarkable Grappling attack) is subject to an Incredible Intensity mental attack. She assaults her victim's brain with a twisted version of an inner truth or an inner lie. Every round the attack is successful, her victim is unable to do anything.

Talents: Asylum has exhibited no talents.

Contacts: Asylum can depend on help from Genetech, but she can't really depend on the other members of Psionex very much.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Asylum's new form apparently prevents her from talking. She seems to enjoy causing other people mental stress and anguish by using her powers. She is fairly passive when in battle. Asylum simply engulfs her victim in her gaseous body and attacks him mentally, ignoring everyone else unless they attack her.



CORONARY

STATISTICS:

F TY(6)
 A GD(10)
 S TY(6)
 E EX(20)
 R GD(10)
 I TY(6)
 P IN(40)

Health: 42

Karma: 56

Resources: PR(4) (Personal) / RM(30) (as member of Psionex)

Popularity: 0

BACKGROUND:

Real Name: Unknown

Occupation: Former medical student, currently employed by Genetech

Legal Status: Unknown

Identity: Secret; Coronary's existence is unknown to the general public

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations: Genetech Research Facility, Sayville, Long Island

Past Group Affiliations: Psionex

Present Group Affiliations:

KNOWN POWERS:

Body Control-Others: Coronary is able to psionically manipulate a person's metabolic processes with Incredible ability. For example, he can cause intense migraines, muscle spasms, and an extreme upset stomach. He can cause up to Excellent damage each time he uses his power.

Glass Body: Coronary's body has been changed into some sort of glass composition. Any one Blunt attack that does Incredible or greater damage causes him to shatter.

Phasing: Coronary has an Excellent rank phasing power that doesn't affect electrical circuits.

Elongation: He can stretch his limbs up to 1 area away with Feeble ability.

Talents: Coronary has the Medicine talent.

Contacts: Coronary can depend on help from Genetech, but he can't really depend on the other members of Psionex very much.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Coronary is a vicious young man who seems to enjoy using his powers to hurt and manipulate other people.

IMPULSE

STATISTICS:

F EX(20)
 A AM(50)
 S GD(10)
 E IN(40)
 R TY(6)
 I TY(6)
 P PR(4)

Health: 120

Karma: 16

Resources: PR(4) (Personal) / RM(30) (as member of Psionex)

Popularity: 0

BACKGROUND:

Real Name: Unknown

Occupation: Former street gang member, currently employed by Genetech

Legal Status: Unknown

Identity: Secret; Impulse's existence is unknown to the general public

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations: Genetech Research Facility, Sayville, Long Island

Past Group Affiliations: Psionex

Present Group Affiliations:

KNOWN POWERS:

Lightning Speed: Amazing ground Speed

Equipment:

Wrist Blades: Blades on his wrists do Good damage and are coated with an Amazing intensity knockout drug.

Talents: Impulse has no talents.

Contacts: Impulse can depend on help from Genetech, but he can't really depend on the other members of Psionex very much.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Impulse is a violent youth with a sarcastic sense of humor. He seems to enjoy hurting other people, and he attacks wildly in combat.

MATHEMANIC

STATISTICS:

F PR(4)
 A TY(6)
 S PR(4)
 E GD(10)
 R IN(40)
 I GD(10)
 P IN(40)

Health: 24

Karma: 90

Resources: PR(4) (personal) / RM(30) (as member of Psionex)

Popularity: 0

BACKGROUND:**Real Name:** Unknown**Occupation:** Former student, currently employed by Genetech**Legal Status:** Unknown**Identity:** Secret; Mathemanic's existence is unknown to the general public**Other Known Aliases:** None**Place of Birth:** Unknown**Marital Status:** Single**Known Relatives:** None**Base of Operations:** Genetech Research Facility, Sayville, Long Island**Past Group Affiliations:** Psionex**Present Group Affiliations:****KNOWN POWERS:**

Math Telepath: Mathemanic is a genius mathematician who now has telepathic powers. He psionically attacks by projecting abstract mathematical information into his victim's brain with Incredible intensity. Each round that the victim is unable to make a Psyche FEAT roll versus this power, the victim is overwhelmed by the information and cannot take any actions.

Telekinesis: Excellent rank.

Talents: Mathemanic is a genius level mathematician.

Contacts: Mathemanic can depend on help from Genetech, but he can't really depend on the other members of Psionex very much.

ADDITIONAL NOTES:**ROLE-PLAYING NOTES:**

Mathemanic has a rather laid-back and arrogant attitude about everything and everyone. He does not hesitate to attack someone, but he attacks them with a telepathic burst of mathematical information. He is not a very good physical fighter. He is fascinated and awed by abstract mathematical facts and theories.

PRETTY PERSUASIONS

STATISTICS:

F	GD(10)
A	EX(20)
S	TY(6)
E	RM(30)
R	TY(6)
I	TY(6)
P	IN(40)

Health: 66**Karma:** 52**Resources:** TY(6) (Personal) / RM(30) (as member of Psionex)**Popularity:** 0**BACKGROUND:****Real Name:** Unknown**Occupation:** Former exotic dancer, currently employed by Genetech**Legal Status:** Unknown**Identity:** Secret; Pretty Persuasion's existence is unknown to the general public**Other Known Aliases:** None**Place of Birth:** Unknown**Marital Status:** Single**Known Relatives:** None**Base of Operations:** Genetech Research Facility, Sayville, Long Island**Past Group Affiliations:** Psionex**Present Group Affiliations:****KNOWN POWERS:**

Psionic Attack: Pretty Persuasions can stimulate a person's pleasure centers in their brain. She uses this power with Incredible intensity, and during that time the individual cannot do anything until he makes a successful Psyche FEAT roll versus the intensity of this power.

Psionic Weapons: Pretty Persuasions can create a variety of psionic energy weapons. Such created weapons can do up to Incredible physical damage. She usually creates a whip, which can also grapple with Incredible Strength.

Talents: Pretty Persuasions is a trained dancer.

Contacts: Pretty Persuasions can depend on help from Genetech, but she can't really depend on the other members of Psionex very much.

ADDITIONAL NOTES:**ROLE-PLAYING NOTES:**

Pretty Persuasions is a disturbed woman who enjoys using her powers to cause others pain. She constantly curses in vile street language, and she has a nasty temper.

GROUP HISTORY:

Harmon Furmintz graduated from Stanford University in 1933, at the age of 15. In 1940 he was one of the candidates for Project Rebirth, which created Captain America. He was rejected because he was a hemophiliac. When Captain America debuted, Furmintz knew that he been created by the project that Furmintz had been rejected for.

Later on, Furmintz began his genetics career by studying with Howard Stark. Furmintz served as one of Reed Richard's college professors. Furmintz felt that it was unfair that all around him super heroes were being created while he went nowhere.

Years later, Furmintz created the Genetech Foundation, in the hopes of creating his own super heroes. When the New Warriors appeared, Furmintz hired the Mad Thinker to gather information on the New Warriors and their powers.

The Mad Thinker succeeded, but did not give Genetech the secret identities of the New Warriors. The Mad Thinker had grown to like the New Warriors and he even warned them about the information he provided to Genetech.

The New Warriors invaded a Genetech facility on Long Island, and they were surprised and rendered unconscious by a group of super human youths that went by the name Psionex. They woke to find themselves captives of Furmintz and his proteges. Furmintz described his life, and he told the New Warriors that the members of Psionex had been given their powers from the information the Mad Thinker had provided about the New Warriors.

The perpetually late Speedball was able to free the New Warriors from their power-damping cell, and they then soundly beat Psionex. During the battle, one member of Psionex, Coronary, was carried aloft by Namorita. When Coronary caused Namorita to have stomach pains, Namorita accidentally

dropped him from a high altitude. Coronary's body apparently shattered when he hit the ground.

Furmintz's assistant, Walter Rosen, saw the errors of their methods and promised that they would be more responsible in the future. He realized this when he saw how vicious and insane the members of Psionex were when under stress. Since there was nothing more the New Warriors could do, they left, hoping that Rosen would keep his promise.

Psionex has no real leader, and they really don't cooperate or use teamwork when they are fighting. Furmintz began noticing his operatives' more deviant behavior and began suffering bouts of depression over his creation of super-powered delinquents.

Some time after their initial encounter with the Warriors, Coronary (who was reassembled after his defeat) and Mathemanic exhibited noted increases in power. All the Psionex members began acting aggressively and soon made their escape from Genetech.

The New Warriors arrived to stop Psionex, but the battle was interrupted by Terrax. Furmintz attempted to assimilate Terrax's power and become a superhero but he only gave Terrax a new host body. After a lengthy battle, Terrax was defeated by the New Warriors with help from the Fantastic Four and Mathemanic. Impulse was apparently killed in battle, and the whereabouts of the other Psionex members are currently unknown.

STATISTICS:

F IN(40)
 A RM(30)
 S RM(30)
 E AM(50)
 R TY(6)
 I EX(20)
 P GD(10)

Health: 150

Karma: 36

Resources: TY(6)

Popularity: 5

BACKGROUND:

Real Name: Eugene Milton Judd

Occupation: Professional adventurer

Identity: Secret (known to the Canadian government)

Legal Status: Criminal record, pardoned by Canadian government

Other Known Aliases: None

Place of Birth: Saskatoon, Saskatchewan, Canada

Marital Status: Single

Known Relatives: None

Base of Operations: Alpha Flight Headquarters

Past Group Affiliations: Beta Flight, Gamma Flight, Alpha Flight

Present Group Affiliation:

KNOWN POWERS:

Body Armor: Remarkable (30) Body Armor against physical attacks.

Talents: Puck has superb gymnastic skills, which are the source of his Fighting and Agility skills. He has Excellent Reason when dealing with any urban problems. Puck is fluent in English, Chinese, and several other languages.

Contacts: Alpha Flight, Wolverine.

**ADDITIONAL NOTES:****ROLE-PLAYING NOTES:**

Eugene Judd is a man who lives for and revels in adventure and excitement. First as a soldier of fortune, then as the hero Puck, he enjoys the thrill of battle and the exhilaration of winning a good fight. However, this doesn't mean that Puck rushes blindly into confrontations. Living the adventurous life for most of his life has taught Puck the importance of caution in the appropriate situation.

HISTORY:

Eugene Milton Judd was born in 1914 and led an adventurous life as a soldier of fortune. He was tall and powerfully built, with much athletic talent.

In 1939, Judd became fascinated with the mystical Black Blade of Baghdad. On finding it, he kept it for himself. When he touched the blade, the earthbound spirit named Razor was released.

Apparently it was as much Judd's dishonest thoughts as the touch that released the sorcerer. Razor had been imprisoned in the blade long ago by his fellow Persian sorcerers to prevent him from killing any more people with his mystical sword, the Black Blade of Baghdad itself, which had originally been a gleaming white scimitar. In killing people, Razor had absorbed their life forces, the so-called "light" that their souls possessed, using it to increase his own power. His fellow sorcerers had used the magical light shining off the mystically-forged white scimitar to imprison Razor. Razor was now a wraith-like manifestation of mystical force. His evil had corrupted the sword over the centuries, turning it black and making it possible for him to escape it one day.

By passing the blade through a person, Razor could steal part of that person's life force and add it to its own, in the process reducing the victim's height. Razor began to use the power to steal Judd's life force, reducing him to the size of a dwarf. Judd fought back against Razor, and used the "light" of his own soul to imprison Razor inside him.

The presence of Razor within his body has greatly extended Judd's life and he has aged little over the years.

Little is known about the intervening years from the imprisonment of Razor to Puck's joining Beta Flight. It is known that Judd spent a year in Spain with another famous adventurer, the author Ernest Hemingway, where he learned to become a bull-fighter, despite his size.

James MacDonald Hudson had Judd paroled from prison to join Beta Flight. At that time, Judd promised Hudson that he would never kill another human being. He eventually joined Alpha Flight after dropping out of sight for a while.

In a battle, he was forced to kill the menace known as Deadly Earnest. That, along with other pressures, such as his feelings for Heather Hudson, and his wish to return to normal

size, enabled Razor to escape from Judd's body. Judd grew to his full height but also aged all the years he had lived. Alpha battled Razor while Judd knew that he needed to imprison the sorcerer again. Using his "light," Judd once again drew Razor inside him. Judd returned to his dwarfish size and youthful appearance.

Alpha Flight journeyed to the site of a previous battle, the Ebony Fire-fountain, in an effort to cure the two twins, Aurora and Northstar, of mysterious ailments. During a fight with dark elves, Puck was hurled into the Ebony Firefountain. Loki, who was manipulating events from afar, arranged to have the Ebony Firefountain remove the demon Razor from Puck's body.

For reasons known only to himself, Loki negated the effects of time on Puck's body, so he retained his youth while growing to full size. But Judd's face looked as if he were approaching his real age of 74 years. Puck was separated from Alpha Flight at this point and the team assumed he was killed in the battle. Actually, Loki teleported Puck to the Himalayan Mountains, where he spent his time wandering and pondering his existence.

Eventually, Puck decided to search for the Doorway Between Worlds, a mystical portal in the Himalayas that opened onto other worlds. Instead he found his old teammates in combat with the entity known as the Dreamqueen.

While helping Alpha Flight fight the Dreamqueen, Puck sacrificed himself in order to hold the villainess in her own dimension while Laura Dean closed the portal with her newly discovered power. During his time in the Dreamqueen's dimension, Puck was tortured mercilessly by the Dreamqueen. When she was done torturing him, she would renew his body to ready him for more torture.

The Dreamqueen again fought Alpha Flight and at the end of the battle was banished to a distant limbo dimension. Puck escaped his prison

and learned how to manipulate the Dream dimension.

Puck was able to escape the Dream dimension when Alpha Flight was tricked into it by Llan the Sorcerer. The Sorcerer had created an alternate Manhattan, completely populated by warped versions of super-heroes, in order to trap Alpha Flight there while he continued his conquest of Earth. With Puck's help, Alpha Flight was able to escape the dimension and return to Earth to defeat Llan.

The victory was not without a price, however. The injuries Puck accumulated in the Dream dimension appeared once he returned to Earth. As they were cured with Dreamworld substance, the magic didn't stay beyond the Dream dimension.

While in the hospital, trying to recover from his injuries, Puck's height had mysteriously shrunk by two feet when he was captured by two minions of the Master. Throughout his stay in the hospital, the Master's slaves had been injecting Puck with an enzyme derived from the flesh-manipulator Scrambles's blood and Puck's blood from a former stay at the hospital. The enzyme "read" Puck's previous blood as from a dwarf and was forcing Puck's body back into that shape.

While being held prisoner at the Master's interdimensional complex, Puck was subjected to further treatments to make him into a mate for Marrina. When Alpha Flight found him, he was a shifting mass of flesh, barely even resembling a human being. Walter Lankowski, using the Master's equipment, molded Judd's DNA back into its previous form, which also turned Puck back into a dwarf. Puck's tissues were condensed in this process of genetic manipulation, which caused his body to become denser. His body is now similar in strength and density to compressed rubber. After gaining these new powers, he rejoined Alpha Flight.

STATISTICS:

F EX(20)
A EX(20)
S UN(100)
E MN(75)
R TY(6)
I TY(6)
P TY(6)

Health: 215

Karma: 18

Resources: FE(2)

Popularity: -5

BACKGROUND:

Real Name: Unrevealed

Occupation: Soldier

Legal Status: Citizen of the planet Dakkam

Identity: Unknown on Earth

Place of Birth: The planet Dakkam

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Mobile, formerly the planet Dakkam

Past Group Affiliations: Member of the Elite of Dakkam, former ally of Graviton

Present Group Affiliations:

KNOWN POWERS:

Body Armor: Quantum's super-hard skin provides him with Amazing protection against all forms of damage. Resolve mental attacks normally.

Flight: Quantum can fly at Shift Y air-speed (100 areas per turn) in atmosphere and CL3000 (near-light) in the vacuum of space.

Flame Sheath: When flying, Quantum can create an aura of Incredible Intensity flames around his body.

Hyper-Teleportation: Quantum has the power to occupy multiple positions in space at nearly the same time. In effect, he can teleport with great rapidity back and forth among many different locations, remaining in one spot for a mere fraction of a second. Due to the phenomenon of persistence of vision, a human observer sees Quantum appear in many different positions simultaneously, and may mistakenly assume that Quantum has created duplicates of himself. Though he possesses this ability at Monstrous rank, Quantum can teleport himself only a maximum of six inches away from his previous position.



Invulnerability: Quantum possesses CL1000 resistance to heat and gravitational forces.

Life Support: With this power at Shift Z rank, Quantum can survive in hostile environments indefinitely without requiring food, water, or air.

Limitation: Because he relies upon light from the closest star, dense smoke or darkness negates Quantum's Hyper-Teleportation power and renders him unconscious for 1-10 turns if he fails a Red Endurance FEAT.

Talents: None.

Contacts: Aquarian, Graviton.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Quantum is a brave soldier, totally loyal to the ruling Elite of Dakkam, the Fatherworld. Though he wields great powers, he uses force only on those who interfere with his quest to find the missing members of his platoon. His unyielding determination to find his comrades has brought him into conflict with several super heroes, causing him to be labeled a villain, when in fact, he is fueled by none of the motives associated with most super criminals.

HISTORY:

Little is known about the early history of the enigmatic alien called Quantum. The origin of his super powers is closely tied to that of another Dakkamite named Wundarr, who later became known as the pacifist super being called Aquarian. Wundarr was launched into space as an infant by his father, who mistakenly believed the planetwide destruction of Dakkam was imminent. Spending the interstellar voyage in suspended animation, Wundarr and his vessel were eventually caught by the gravitational pull of Earth. The young Dakkamite was bombarded by cosmic rays from the Earth's sun, which granted him certain superhuman powers.

Scientists on the planet Dakkam noticed the superhuman powers of Aquarian. After presenting their observations to the ruling Elite of Dakkam, the scientists were ordered to undertake an experiment to determine the viability of endowing Dakkamite soldiers with similar

powers. Toward this end, a platoon of militiamen, including Quantum, were elected to serve as test subjects.

Known as the Elect, each of the soldiers was placed inside an incubator capsule and launched into orbit around the Earth's sun. Sensors monitored their bodies, waiting for signs of cellular enhancement.

When Quantum was awakened, he discovered that his strength had increased a hundredfold, and he was virtually impervious to injury. He now had the power to quantumize his spatial coordinates, allowing him to materialize his body in different locations within his probability field for mere fractions of a second each.

Quantum also discovered that his fellow platoon members had gone, apparently having hatched before him. He searched for his comrades tirelessly, finally flying through the sun itself. Upon emerging, he noticed a gravity beacon from Earth and answered its call, hoping it was set by the missing Elect.

Unfortunately, the beacon was sent by the criminal Graviton, who enlisted Quantum, along with the female alien named Halflife and the electromagnetic entity called Zzzax, in his war against the West Coast Avengers. Quantum went along with Graviton's plot in exchange for a promise of help in locating the Elect.

Quantum, Halflife, and Zzzax helped Graviton defeat the West Coast Avengers, who were made prisoner at Graviton's headquarters, a mass of rock suspended in the atmosphere. The Avenger Tigra escaped and convinced Halflife and Quantum that each was out to kill

the other. The two aliens fought, and when Graviton interfered in the struggle, the resulting clash of great forces propelled Quantum off the levitating mass of rock. As Quantum fell to Earth, the Avengers escaped.

Because of his superhuman powers, Quantum survived the tremendous fall. He abandoned his alliance with Graviton, and has maintained a low profile while searching for his comrades, the missing Elect.

Recently, Quantum's quest brought him to an encounter with Quasar and Aquarian. After discovering that Aquarian was a Dakkamite, Quantum hoped that Aquarian might be one of the Elect. Quantum told Aquarian of the Elect and how he came to Earth. Aquarian assured Quantum that he was Dakkamite, but not one of the Elect. Quantum suddenly came to the conclusion that Aquarian was the original Dakkamite to transform, the one the scientists observed. Calling Aquarian a traitor to the Fatherworld, Quantum attacked.

Before the pacifist came to harm, Quasar interfered and defeated Quantum by altering the probability field surrounding the alien. Quantum was stuck between two discrete quantum levels, freezing him with three intangible images.

Out of compassion, Aquarian asked Quantum to join his group of followers, but the infuriated soldier refused and flew away. Until Quasar uses his powers to reverse the effects upon Quantum, the alien will apparently remain as three intangible images.

STATISTICS:

F RM(30)
A GD(10)
S MN(75)
E MN(75)
R GD(10)
I GD(10)
P GD(10)

Health: 190

Karma: 30

Resources: FB(2)

Popularity: 0

BACKGROUND:

Real Name: Elvin Daryl Holiday

Occupation: Adventurer, student

Legal Status: U.S. citizen with no criminal record, still a minor

Identity: Secret

Place of Birth: New York City

Marital Status: Single

Known Relatives: Edna Staples (grandmother, legal guardian), mother is deceased and whereabouts of father is unknown

Base of Operations: New York City

Past Group Affiliations: Avengers

Present Group Affiliations:

KNOWN POWERS:

Body Armor: Rage's toughened skin provides him with Incredible protection against physical attacks and Remarkable protection versus energy attacks.

Lightning Speed: He can run at Remarkable land speed (6 areas per round).

Talents: None.

Contacts: Rage can rely on any of the Avengers for help.

ROLE-PLAYING NOTES:

Beneath all that bone and muscle, Rage is really just a kid named Elvin Holiday. Before his transformation, he was a puny boy who was often mistreated by the neighborhood bullies. Now he fights vigorously for the downtrodden people of the world and against prejudice. For the most part, Rage is intelligent and soft-spoken; however, he is quick to take brash and brutal action when faced with injustice.

HISTORY:

One day, when Elvin Holiday was only 13 years old, he passed through a

predominately white neighborhood in New York City on his way to trade some comic books with a friend. A group of white boys spotted Elvin and began to beat him, figuring he had probably stolen the comic books. Elvin ran down a dead end alley and hid from the bullies in a stream of foul water. After his pursuers left, Elvin struggled to climb the bank of the creek, but he was exhausted from holding his breath under the polluted water and lay there moaning for help.

After a few moments, a van backed down the alley and two work-

ers for Fisk Biochem climbed out. Unaware of Elvin clinging to the creek bank below, the two workers poured a barrel of toxic waste into the stream. Elvin was covered in the horrid liquid. Somehow he managed to get home to his Granny Staples' house, where he was staying until his parents got back together. Granny Staples was a retired nurse, and she decided to care for Elvin herself, rather than take him to a hospital.

Elvin did indeed get better; in fact, he got better than he had ever been before. He kept getting bigger and stronger, until he discovered his body



was impervious to just about anything. When the transformation was complete, the scrawny boy had changed into a huge, burly, bald man who appeared to be in his mid-30s.

Realizing that nobody could push him around anymore, Elvin decided to go back and teach the bullies a lesson they would not soon forget. However, Granny Staples told him to never come back if he left to seek vengeance with hatred in his heart. Elvin pleaded with her, saying God had transformed him so he could be the Lord's sword of vengeance. Granny Staples confided to Elvin that she believed he was being saved for something special, and that the Lord would never have meant for him to be consumed by hatred for ignorant children. Elvin saw the wisdom of her words, and from that point on he has used his power to help those in need, fighting for the downtrodden and weak under the name of Rage.

One day not long ago, while the Avengers were busy rebuilding their mansion in Manhattan, Rage went to the construction site in order to "sign up." He was confronted at the entrance by Jarvis, the Avengers' butler, who told Rage that becoming an Avenger was a much more complicated process. Accusing Jarvis of giving him the runaround, Rage pushed his way past the butler and was intercepted by Captain America. Asking him why there were no black Avengers, Rage accused Cap of bigotry and discrimination. Reminding Cap that he was supposed to be a champion of fairness, Rage advanced pointing a finger at the Avenger, and told Cap that he had been quick to judge Rage by his appearance alone.

Sersi, who happened upon the scene, mistook Rage's angry approach for an attack upon her beloved Cap, and she blasted Rage with her eye beams. As the other Avengers joined in the fight, Captain America stopped them and explained the misunderstanding. An angry Rage accused the Avengers of worrying more about battling super-villains and building their headquarters than about the people of the city, the ones who need them

most. Before slamming the door on his way out, Rage made a final statement that left the Avengers deep in thought, "I just want to use my powers to make life better for mankind, and if you don't know it, most of mankind is the little guy who never gets the benefit of your heroics."

Recently, while destroying a crack house in Brooklyn, Rage noticed a beam of energy streaking up into the sky from the streets of Manhattan. Using his great speed, Rage ran through the subway and arrived at the sight of the energy blast just in time to be sucked through a dimensional gateway created by Thor. The Avengers had transported themselves, Ms. Zhukova, Dr. Estivez, and a Russian hero named Ramskov in order to neutralize the uncontrollable powers Ramskov had gained at the Chernobyl incident. As fate would have it, Rage was also transported to the other dimension, which happened to be a prison world for psychotic alien criminals governed by the enigmatic Tetrarchs of Entropy.

Rage helped She-Hulk, Captain America, Iron Man, Thor, and Sersi battle and defeat a horde of alien creatures. When Ramskov's condition had been stabilized, Thor once again opened the gateway to return everyone to Earth. Unfortunately, the alien criminals, led by Ngh the Unspeakable, followed the Avengers into the Earth dimension, and hid in the steeple of the Chapel of St. Jude the Lesser to wait for nightfall.

In the meantime, Rage was offered, and accepted, membership in the Avengers for his valiant effort in the Dimension of Exile. Shortly thereafter, the Avengers were forced to undertake a two-day meeting to develop a new charter because their original charter had recently been revoked by the United States government. After allowing for a truly international membership, the Avengers accepted a new charter with the United Nations. It was decided that the new primary team would consist of Thor, Sersi, Vision, Quasar, Black Widow, and She-Hulk, with Captain America serving as "chair-being." Seven reserve substitutes were also chosen, including Spider-Man, Black Knight, Falcon, Hercules, Captain Marvel,

Sandman, and Rage. All other Avengers, excluding the West Coast Avengers, were considered to be in the inactive reserves.

The Avengers held a press conference on the steps of their headquarters to announce the results of their meeting. The conference was interrupted by the Tetrarchs of Entropy, who accused the Avengers of helping Ngh escape the Dimension of Exile. The primary team of Avengers was immediately transported to the alien dimension to be punished, while the reserve substitutes, including Rage, were left behind.

As Rage struggled to help his new friends, the home of his grandmother was invaded by Ngh and his alien cohorts. Ngh planned to use Granny Staples to force Rage to be his agent inside the Avengers. Rage, however, led Quasar, She-Hulk, Black Widow, and the Vision to Granny Staples' home, where they confronted Ngh and the alien criminals. During the battle, the primary team of Avengers returned with the Tetrarchs and another being called Ahh. As it turned out, Ahh and Ngh were two halves of the same being, with Ahh representing the good half and Ngh the evil. When the halves joined, a third being appeared and quickly deprived the Tetrarchs of their power to pass between the realities. The incredibly powerful being then left, and the Avengers hurled the Tetrarchs back through the dimensional gateway.

In the end, Ngh's alien cronies were rounded up by a drug dealer named L.D. 50, whose crack house had been destroyed by Rage at the beginning of the story. Whether L.D. 50 will use his new allies to seek revenge against Rage remains to be seen.

In the short time he has been with the Avengers, Rage has grown into a hero with a lot of potential for greatness. Being the youngest and least experienced Avenger has not stopped him from holding his own against Dr. Doom and his robots or the Mole Man and the Subterraneans. Rage is certainly an Avenger to watch in the future.

STATISTICS:

F RM(30)
A IN(40)
S RM(30)
E IN(40)
R GD(10)
I MN(75)
P RM(30)

Health: 140

Karma: 115

Resources: TY(6)

Popularity: 5

BACKGROUND:

Real Name: William Talltrees

Occupation: Former soldier, construction worker, now professional adventurer

Identity: Secret

Legal Status: U.S. citizen with no criminal record

Other Known Aliases: Thomas Thunderhead

Place of Birth: Wolf Point, Montana

Marital Status: Single

Known Relatives: Thomas (father, deceased), Rebecca (mother, deceased), William (uncle)

Base of Operations: American Southwest

Past Group Affiliations: Rangers

Present Group Affiliation:

KNOWN POWERS:

Enhanced Senses: Red Wolf has enhanced sight, hearing, and smell all at Monstrous rank.

Tracking: Monstrous ability to track.

Weapons: Red Wolf carries two weapons. The first is a six-foot-long wooden coup-stick (fighting staff) that can be used as a bludgeon or as a javelin to cause 10 points of blunt damage and be thrown up to 3 areas. The second weapon is a flint-edged tomahawk that can inflict 10 points of Edged damage or 16 points of Blunt damage. Both items have Remarkable Material Strength.

Talents: Red Wolf has Wrestling, Throw Weapons, and Acrobatics. He has had Military training and can track at Excellent rank.

Contacts: Rangers, Avengers, Dr. Strange, Black Crow.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Red Wolf is a stern, no-nonsense type of superhero. In a fight, he prefers to get the job done as quickly and as efficiently as possible, with no wisecracks or extra remarks. Red Wolf takes his duty as Owayodata's agent on Earth very seriously; he tries to act as a link between the old Indian ways and the modern world.

HISTORY:

Among the Cheyenne Indians of the American Plains is the widespread belief in Owayodata, the Wolf-Spirit. This spirit, one of the Native American gods, is an entity on the order of the Asgardians or Olympians. He generally chooses to imbue his essence and attributes within a human host, rather than to physically materialize on the earthly plane. Within the bloodline of a certain Cheyenne family, Owayodata has often chosen to manifest himself, creating a quasi-superhuman champion of the people called the Red Wolf. How long the Wolf-Spirit has been manifesting himself in this way is not known, nor why he has chosen this particular bloodline.

The first Red Wolf was said to have tamed the first horse and driven his people's enemies, such as the Sioux, from the plains so that the Cheyenne would have a land of their own. The first Red Wolf about whom there are historical details is the young full-blooded Cheyenne who was raised by a kindly white couple after his tribesmen were massacred by the U.S. calvary. The couple named him Johnny Wakeley.

Wakeley became an orphan again when Indians slaughtered his foster parents. Pursued by renegade members of his own tribe, Wakeley stumbled into a spot where the ceremonial garb of the Red Wolf was buried. There, he was visited by the spirit of Owayodata. Bidden to don the ceremonial garb and given the totem of power, the coup-stick, Wakeley became the latest incarnation of the Red Wolf. A wolf, Lobo, joined him at the burial place. As the Red Wolf, Wakeley used the great skills and prowess that he had acquired

from Owayodata to try to bring peace between the white and red peoples. How he eventually died has not yet been recorded.

In the latter half of the 20th century, another man assumed the mantle of the Red Wolf. Will Talltrees, son of Thomas Talltrees, a Cheyenne tribal leader, grew up on a reservation hearing tales of the Red Wolf from the spiritual leaders of the tribe. Once he reached adulthood, Talltrees left to enlist in the U.S. Army. During his time in the Army, he allowed his fellow soldiers to destroy a village in Vietnam and let a young man fall to his death from a helicopter.

After serving his time, he became a construction worker in New York City. Returning home, Talltrees witnessed his father being intimidated into selling his property by a corrupt businessman, Cornelius van Lunt. That night, Talltrees became the sole survivor of the massacre of his family at the hands of Lunt's henchmen. Swearing vengeance, Talltrees donned the ceremonial garb of the Red Wolf kept by his tribe's spiritual leaders; he then performed the ritual dance he had witnessed as a youth. He was visited by Owayodata and imbued with the god's spiritual legacy.

Talltrees soon found a wolf cub that he named Lobo and trained to be his companion, as in the legends of the previous Red Wolves. Stalking van Lunt back to New York, Red Wolf exacted vengeance from him with the aid of the Avengers. Upon his return to the southwest, he began a career as a masked vigilante and champion of freedom.

Red Wolf was one of the heroes of the American Southwest who responded to a distress call from Rick Jones to rescue the Hulk from the

Corrupter. He remained with the loosely organized group that became known as the Rangers. The Rangers were eventually pitted against the West Coast Avengers by a demon in Shooting Star's form. With the disappearance of the real Shooting Star and Firebird's departure, the Rangers disbanded.

William Talltrees faced his past in the desert and was almost found wanting. The boy who fell from the helicopter came back as a character called the Bengal to avenge his family's death against Talltrees. Lobo was killed in the fight and Red Wolf was critically injured. Owayodata visited Talltrees as the doctors operated on him and forced the hero to confront and conquer his guilt. The Wolf Spirit then granted him enhanced powers and abilities to aid him in his fight for justice.

While meditating in the wilderness, Red Wolf heard gunshots and investigated. He found joyriders having target practice with a mother wolf and her cubs. He stopped the men, but stayed his hand from further violence as he picked up the only surviving cub. He has started training this cub to become the new Lobo.

Recently, Red Wolf teamed with Black Crow and Doctor Strange to stop three angry members of the Indian pantheon of gods from exacting vengeance on the white man for centuries of oppression and cruelty. The three rogue gods and all the vengeful spirits of wrongfully-slain Native Americans were finally persuaded that they could not mold the modern world into their image of the past, so they gave up.

This encounter bolstered Red Wolf's desire to forge a new bond between the Indian nations and the modern world.

STATISTICS

F GD(10)
A GD(10)
S RM(30)
E RM(30)
R GD(10)
I EX(20)
P RM(30)

Health: 80

Karma: 60

Resources: PR(4)

Popularity: 0

BACKGROUND:

Real Name: Rintrah

Occupation: Apprentice to Doctor Strange

Legal Status: None

Identity: Rintrah's existence is unknown to the general populace.

Other Known Aliases: None

Place of Birth: An unknown dimension

Marital Status: Unknown

Known Relatives: None

Base of Operations: Doctor Strange's Sanctum in Greenwich Village

Past Group Affiliations: Doctor Strange and friends, Enitharmon the Weaver

Present Group Affiliations:

KNOWN POWERS:

Magical Abilities: Rintrah is currently a Disciple of the Order School of Magic; he knows only a handful of spells. He has the potential to someday become a powerful sorcerer, once his training with Doctor Strange is over.

Personal:

Alteration-Appearance: Rintrah can change his physical features with Remarkable ability. He cannot change his approximate size or weight, but he can disguise the fact that he is a minotaur easily.

Astral Projection: Good

Shield-Individual: Excellent personal protection against physical, energy and magical attacks.

Universal:

Eldritch Bolts: Excellent energy damage with a one-area range



Dimensional:

Dimensional Aperture: Excellent

Talents: Rintrah has the Mystical Background talent.

Contacts: Rintrah is currently serving as Doctor Strange's apprentice. In the past Rintrah has served as the apprentice of the alien wizard known as Enitharmon the Weaver.

ROLE-PLAYING NOTES:

Rintrah is a brave soul who is very headstrong at times. He believes implicitly in the power of good over evil. He has trouble believing that the forces of good can sometimes have setbacks. He is more than willing to sacrifice himself for the life of another.

ADDITIONAL NOTES:

HISTORY:

Rintrah is an intelligent being from another dimension. He resembles a green-skinned minotaur of myth. Rintrah's magical potential somehow brought him to the attention of Enitharmon the Weaver, an other-dimensional sorcerer. Enitharmon took Rintrah in and began training him as an apprentice.

Rintrah first encountered Doctor Strange when Strange asked Enitharmon to repair his Cloak of Levitation, which had been torn in a battle. After he repaired the Cloak, Enitharmon told Rintrah to return the Cloak to Strange.

Rintrah found Strange just after the sorcerer's physical body had been badly wounded in a battle with a demon sent by an alien mystic from Strange's own dimension. Mortally injured, Strange had been forced to release his astral form and take possession of the bodies of two of his friends, Morgana Blessing and Sara Wolfe. While in these two other forms, Strange was just able to beat Urthona's demon. During the battle, Urthona transported Strange's house, and everything inside it, to his home planet.

Rintrah found Strange just after intense surgery was performed to save Strange's physical body. Still inside Sara Wolfe's body, Strange's astral spirit asked Rintrah to allow him to project his spirit into Rintrah's body. Rintrah agreed, allowing both Strange's and Rintrah's consciousnesses to inhabit one body at the same time.

Rintrah's shared body then took Strange's healing body and borrowed a spaceship from Reed Ri-

chards. They traveled to Urthona's home planet and confronted the alien wizard.

During the battle, it appeared as if Strange had destroyed his magical books and mystical talismans. In actuality, the books and talismans were saved by the magical entity Agamotto, one of the Vishanti. Agamotto later returned the unharmed items to Doctor Strange.

Strange and Rintrah were able to beat Urthona, and free his captives, Wong and Topaz. They then returned to Earth. Rintrah remained with Doctor Strange and accompanied him on several adventures.

Rintrah was a staunch supporter of Strange's during the troubling times that followed. As Earth was invaded by a number of evil entities from beyond, Doctor Strange was forced to turn to black magic to help defeat them. During this time, Strange allied himself with the black magician Kaluu.

After defeating the dark forces, Strange attained godhood and slowly became detached from humanity. Kaluu, Enitharmon, and Rintrah were able to return Strange to his old self. Rintrah then returned with Enitharmon to his dimension.

Eventually, Rintrah returned to Earth and asked Strange to accept him as an apprentice. Strange agreed and Rintrah is currently living with him in Strange's home in Greenwich Village.

Recently, Rintrah has been helping Doctor Strange search for a cure for Topaz, one of Doctor Strange's other allies. Topaz had been possessed by an ancient demon of Sumer. The spell required to banish the demon requires a number of unique ingredients. One such ingredient

was the flame from a demon's head.

The search for the demonic fire led Strange and Rintrah to the newest version of the Ghost Rider. They then battled the mysterious villain known as Zodiak, who was apparently backed by mystical masters from another dimension. During the battle, the heroes were able to drive back Zodiak, plus gain a piece of flame from a demon from Zodiak's home dimension.

During the battle, Rintrah disguised himself to look like Topaz, and he made Topaz look like him. Rintrah chivalrously insisted on doing this, hoping to protect Topaz. Rintrah subsequently took a mortal blow intended for Topaz from the mad Zodiak.

Doctor Strange and Topaz were last seen flying off with the wounded Rintrah, toward the nearest form of medical aid for the dying being.

They arrived back at Strange's home, where Strange promptly used a spell to remove any taint of black magic from Rintrah's grievous wound. Strange then used his earthly medical abilities to operate on the wounded Rintrah. Luckily Rintrah recovered, but he is still weak from his recent brush with death.

A day later, Rintrah and Strange's other friends watched Strange perform the ritual necessary to free Topaz from her possession. To the surprise of everyone but Strange, they discovered that the demon possessing Topaz was not Ullikummi. It was actually Mephisto's daughter, Mephista. Upon being summoned forth from Topaz's body, Mephista promised all the heroes that she was going to kill them and take their souls to her father.

STATISTICS:

F GD(10)
 A GD(10)
 S TY(6)
 E RM(30)
 R GD(10)
 I EX(20)
 P AM(50)

Health: 56

Karma: 80

Resources: GD(10)

Popularity: 0

BACKGROUND:

Real Name: Jimaine Szardos

Occupation: Airline stewardess

Identity: Secret

Legal Status: Former citizen of West Germany, now naturalized citizen of the United States

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Margali Szardos (mother), Stefan Szardos (brother, deceased), Kurt Wagner (foster brother)

Base of Operations: New York City

Past Group Affiliations: X-Men

Present Group Affiliations:

KNOWN POWERS:

Magical Ability: Amanda Sefton is a practitioner of some form of the Faerie School of Magic. This means that her spells cannot affect cold iron or metallic constructs. Living beings that are partially mechanical or metallic (Colossus or the Reavers, for example) cause a -2CS to all her spell effects. Amanda has progressed beyond the Apprentice level, but she has not reached the next level of Mastery. She has access to the following spells all the time:

Personal:

Flight: Amanda can cast this spell with Excellent ability, granting her flight at a maximum of six areas per round.

Nature Control (Water and Earth): Amanda can manipulate, move, and control up to two tons of earth or water with Remarkable ability. The range for her spell is three areas.



Universal:

Teleportation: Remarkable teleportation for caster with a two-area range.

Shield-Individual: Remarkable protection against physical, energy, and magical attacks.

Bands: Grappling attack with Incredible strength and a range of five areas.

Mystic Bolts: Incredible force or energy damage.

Shape Shifting-Unlimited (Self and Others): Remarkable.

Equipment:

Costume: Recently Amanda started wearing a special X-Man costume created by Moira McTaggart. The costume provides Excellent protection against physical and energy attacks.

Talents: Amanda Sefton has the Mystic Background and Occult Lore Talents.

Contacts: Amanda Sefton can call on aid from her mother, Margali Szardos, a powerful sorceress. She is a trusted companion of the X-Men.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Amanda Sefton is a competent young woman who has led a very strange life. She is a brave woman who is willing to fight to the very end for her friends, the X-Men.

She is a determined but soft-spoken woman who only reveals her powers when they are absolutely needed. Due to her unique life history, Amanda is very accepting and open minded when confronted with strange people and beings.

HISTORY:

Amanda Sefton is actually Jimaine Szardos, the daughter of a powerful sorceress known as Margali Szardos. Margali also had a son, Stefan, and she took in the orphaned Kurt Wagoner (who would one day become Nightcrawler of the X-Men).

Margali raised the children in a small Bavarian circus, where she pretended to be a simple fortune teller. While Kurt worked on becoming a circus performer, Margali trained Jimaine in magic. The brooding Stefan eventually left the circus to make his own way in life.

The small circus was taken over by a rich Texas millionaire, who ordered Kurt to be placed in the freak sideshow. The anguished Kurt quit the circus and headed toward Winzeldorf, West Germany, where Stefan lived. There Kurt discovered that Stefan had gone mad and killed two children.

Two days after leaving the circus, Kurt tracked Stefan down and tried to capture him. During the fight, Kurt accidentally broke Stefan's back, killing him. Civilians discovered Kurt with Stefan's body, and because of Kurt's demonic appearance, they assumed that he had killed the two children. Kurt was saved from the mob by the psionic powers of Professor X, who asked Kurt to join his new team of X-Men. Kurt agreed and went to America with Professor X.

Margali blamed Kurt for Stefan's

death. Jimaine, who had long ago fallen in love with Kurt, followed him to America and watched over him secretly. She became the airline stewardess Amanda Sefton, and arranged to accidentally meet Kurt. She mystically disguised herself so he would not recognize her, and they began dating each other regularly.

Margali eventually took her revenge on Kurt by exiling him to a pocket dimension she had created. The dimension resembled hell as depicted in Dante's *Inferno*. Amanda, pretending to be Margali, kidnapped Kurt's fellow X-Men and Doctor Strange. Amanda then sent them to the same dimension that Margali had sent Kurt, hoping that they would be able to help Kurt. Kurt finally confronted Margali in this pocket universe and convinced her of his innocence. Amanda then revealed her true identity to Kurt.

Later, Amanda Sefton heard a rumor that Dr. Strange needed a new apprentice, because Clea had left him. She went to Strange and asked to become his new apprentice, as did every crackpot in the world who heard about the rumor. Strange arranged for all the petitioners to meet at one spot, where he told them that he currently had no wish to take on an apprentice.

Amanda's mother, Margali Szardos, appeared and attacked Strange. Margali was angered that Strange had refused to take on her daughter as an apprentice. Strange cast a spell to force himself and Margali into the astral plane. Margali warped the spell so that all the would-be apprentices were also forced into the astral plane with them.

Strange and Margali battled with all their mystic forces. Strange soon realized that Margali's powers came from her wand. Strange tricked Margali and took the wand from her.

Margali immediately regained her true mortal form, that of an old woman. She explained to Strange that

the wand was an evil entity that took over its owner's mind. Margali revealed that the wand had hoped to gain control over Strange. Upon returning everyone to the physical plane, Strange destroyed the wand.

Amanda continued her relationship with Kurt as well her career as an airline stewardess, while she ignored her magical studies. When the mystical Dire Wraiths invaded Forge's skyscraper headquarters in Dallas, Amanda helped drive the Wraiths off. Amanda and Kurt kept seeing each other for a long time, but they finally parted as friends.

Recently, Amanda joined a group of former X-Men and X-Men allies in protecting Muir Island from an invasion by Donald Pierce's Reavers. They were warned of the attack by Freedom Force, who also joined in the defense of the island. During the battle, Stonewall of Freedom Force was killed. Unknown to Amanda and the other members of the Muir Island X-Men, they were soon under the mental influence of Legion.

Meanwhile, the multiple personalities of Legion were actually under the control of the mysterious Shadow King. The Shadow King was the first mutant villain that Professor X encountered, years before Xavier formed the original X-Men team. They fought a telepathic battle in the astral plane, which apparently ended in the Shadow King's death.

In actuality, the Shadow King had become a being of mental energy, able to possess the bodies of others. It has recently been revealed that the Shadow King is also the true power behind the Hellfire Club.

After months of being controlled by the Shadow King, Amanda and the inhabitants of Muir Island were freed by the combined efforts of Professor X, the X-Men, and X-Factor. The Shadow King was apparently killed, and much of Muir Island was destroyed in the battle.

STATISTICS:

F GD(10)
 A RM(30)
 S AM(50)
 E AM(50)
 R EX(20)
 I RM(30)
 P IN(40)

Health: 140

Karma: 90

Resources: RM(30)

Popularity: 25

BACKGROUND:

Real Name: Sersi

Occupation: Actress, dancer, former stage magician, hedonist

Legal Status: Citizen of Olympia, naturalized citizen of the U.S. with no criminal record

Identity: Although Sersi's existence as an Eternal is public knowledge, it is generally disbelieved

Place of Birth: Olympia, Greece

Marital Status: Unrevealed, but presumably single

Known Relatives: Helios (father), Perse (mother)

Base of Operations: New York City

Past Group Affiliations: Eternals of Earth, Avengers

Present Group Affiliations:

KNOWN POWERS:

Invulnerabilities: Sersi has CL1000 Resistance to Heat, Cold, Energy, Electricity, Radiation, Toxins, and Disease. She does not age. Though she is affected by Stun and Slam results, only a Kill result that scatters her atoms over a wide area of space can harm her.

Cosmic Energy Manipulation: Sersi can manipulate Cosmic Energy at Amazing rank, allowing her to perform the following:

- **Metabolism Boost:** By bolstering her metabolism with cosmic energy, Sersi does not tire from physical exertion.

- **Energy Beams:** At Amazing rank, she can project beams from her eyes or hands. This cosmic energy can be used as force, heat, light, and possibly other forms of electromagnetic energy.

Psionic Abilities: Using the vast powers of her mind, Sersi has the following abilities:



- **Flight:** She can fly at Shift X airspeed (50 areas per round).
- **Image Generation:** Sersi can create illusions affecting all five senses at Unearthly rank.
- **Levitation:** By mentally manipulating gravitons (subatomic particles carrying the force of gravitational attraction between atoms), Sersi can levitate herself along with other persons or objects at Shift X ability.
- **Matter Transmutation:** With the Unearthly ability to rearrange atoms and molecules, Sersi can change a creature or object's shape (turning a man into a pig, for example). She can even transmute one substance into another by rearranging subatomic particles.
- **Mind Control:** She can control the

- **Flight:** She can fly at Shift X airspeed (50 areas per round).
- **Image Generation:** Sersi can create illusions affecting all five senses at Unearthly rank.
- **Levitation:** By mentally manipulating gravitons (subatomic particles carrying the force of gravitational attraction between atoms), Sersi can levitate herself along with other persons or objects at Shift X ability.
- **Matter Transmutation:** With the Unearthly ability to rearrange atoms and molecules, Sersi can change a creature or object's shape (turning a man into a pig, for example). She can even transmute one substance into another by rearranging subatomic particles.
- **Mind Control:** She can control the minds of humans, Eternals, and Deviants at Excellent ability.
- **Immortality:** Like all Eternals, Sersi's life force is augmented by cosmic energy. She has total mental control over her physical form and bodily processes even when asleep or unconscious. As a result she is immortal, and can die only through an injury that disperses her atoms through space, or if her mental control over her body is somehow broken and she is then fatally wounded.
- **Telekinesis:** She can use her mind to lift objects at Incredible rank or create an Excellent rank force field.
- **Telepathy:** She can read the minds of humans and Eternals at Excellent rank, but cannot read Deviant minds.

• **Teleportation:** Sersi can psionically teleport herself at Shift Z rank, but must succeed at a Red Psyche FEAT roll to do so. If the roll is successful, she arrives at her destination, but must succeed at a Red Endurance FEAT roll or be paralyzed with pain for 1-10 turns. No Karma can be spent on either of these rolls.

Uni-Mind: Like all Eternals, she can join the Uni-Mind (see Uni-Mind).

Talents: Sersi is a talented dancer and connoisseur.

Contacts: Sersi is currently an Avenger and can call on any of her fellow teammates. She is also a member of the Eternals, though she seldom meets with them except in times of trouble. Sersi has many social connections around the world.

ROLE-PLAYING NOTES:

Sersi seeks and enjoys everything pleasurable in life. She is well known for throwing unusual and memorable parties. Even in mortal combat she never wavers from the finest of social graces. Since joining the Avengers, however, Sersi has become more responsible. She is a staunch ally, willing to lay down her life for friends and innocents.

HISTORY:

Born to Helios and Perse, Sersi is a third- or fourth-generation member of the Eternals, evolutionary offshoots of humanity who possess indefinite life spans and superhuman powers. Although she is at least 4,000 years old, Sersi is still considered a young woman by her fellow Eternals.

Even though Sersi has always loved the pursuit of pleasure, and she has been known for giving unforgettable parties since the days of ancient Greece, she has always been equally dedicated to her work. Having spent centuries developing her talents for psionically rearranging and transmuting matter, Sersi has gained greater mastery over this discipline than any other Eternal. She had already perfected her psionic abilities by the time of her meeting with Odysseus (the legendary hero known to the Romans as Ulysses) in the 13th Century B.C.

Returning from the Trojan War, Odysseus and his crew landed on the Mediterranean island of Aea, where Sersi lived in a villa. Some of the crew went ashore to explore, and Sersi was pleased to have them as dinner guests. The ravenous sailors gorged themselves with little regard for manners. Becoming drunk, they menaced the beautiful Eternal and her servants. Disgusted, Sersi transformed the sailors into pigs. Her anger having passed, Sersi took a liking to Odysseus when he came to see about his missing men. She turned the pigs back into sailors at his request, and bid them welcome once again. Though initially reluctant, Odysseus and his crew ended up spending an entire year feasting and celebrating at Sersi's villa.

Sersi also visited Camelot during the reign of King Arthur Pendragon. While there, she helped to expose the mutant Maha Yogi, who was at the time impersonating the then-missing sorcerer Merlin.

In recent years, Sersi has been living in Manhattan. She rents a large apartment on Manhattan's West Side and a huge loft in Soho. She is famous in New York City social circles and elsewhere around the world as a hostess of lavish and bizarre parties.

When the Eternals and another evolutionary offshoot of humanity, the Deviants, decided to reveal their existence to the rest of the human race, Sersi publicly revealed herself to be an Eternal. The general public, however, tends not to believe in the existence of these hidden races of superhuman beings.

At one time Sersi had a close relationship with Professor Samuel Holden, a man with a strange insight into how the origins of the first Deviants, Eternals, and humans were intertwined. In his lectures, Professor Holden spoke of how the god-like Celestials descended from space and tampered with the genetic structure of early primates, fostering two offshoots of the human species—Eternals and Deviants. For some reason, the Professor's audience quickly forgets this knowledge when the lecture has ended. Only Sam Holden remembers the Celestials

and their visits to Earth.

When the Eternals decided to leave Earth, their collective consciousness in the form of the Uni-Mind decreed that a small number of Eternals who were particularly involved with Earthly matters, including Sersi, remain behind. Although Sersi prefers not to involve herself with the Eternals' battles against the Deviants, when those conflicts require her participation, she always joins her fellows and proves to be a formidable adversary.

On one such occasion, Sersi joined her fellow Eternals to battle the Deviant Priest-Lord Ghaur, whose army attacked Olympia, the Eternals' mountaintop retreat and sanctuary. Ghaur acquired his army through heinous means. As part of the Deviant religion, those citizens found to be genetically unclean were consigned to die in the sacred flame pits. For countless years, Deviants walked solemnly up the temple steps to face their fate in the flame pits, all at the command of Ghaur and his priests.

In actuality, however, the Priest-Lord had been taking the best of the Deviants for millennia, condemning them to death under false pretenses, and then secretly storing them in stasis coffins where their minds were slowly wiped clean. The millions of Deviants supposedly sent to the fire pits suffered absolute thrall-dom so that Ghaur's dreams for conquest over the Eternals might come true. Ghaur's army was defeated, however, when the machinery granting them life was sabotaged by Thana, the leader of the Eternals on Earth, and Warlord Kro, a rebellious Deviant.

Most recently, at Captain America's invitation, Sersi joined the Avengers. Although her prime motivation for joining was the desire for a romantic relationship with Cap, Sersi has become a dutiful and reliable Avenger. However, she is not alone in her desires, for the former member of the Serpent Society called Diamondback also has her eye on Cap. As of this writing, the consequences of this potentially explosive love triangle have not yet unfolded.

STATISTICS:

F	UN(100)
A	MN(75)
S	ShX(150)
E	CL1000
R	ShZ(500)
I	ShY(200)
P	CL3000

Health: 1325**Karma:** 3700**Resources:** CL1000**Popularity:** -1000**BACKGROUND:****Real Name:** Set**Occupation:** God**Legal Status:** None**Identity:** Known to general public as mythological entity**Place of Birth:** Earth**Marital Status:** Inapplicable**Known Relatives:** Gaea (sister), Atum (nephew), Damballah (offspring), Sligguth (offspring)**Base of Operations:** Set's dimension**Past Group Affiliations:** Inapplicable**Present Group Affiliations:****KNOWN POWERS:**

Set can use all powers and magical spells at Shift Z rank, but he is trapped in his own pocket dimension and cannot come to Earth without assistance. However, his power can still reach those on Earth, due to his mystical link with the Serpent Crown. Set has the ability to cast the following powers through the Serpent Crown:

Mental Probe: He can peer into the mind of the wearer of the Crown at Amazing rank, or the mind of anyone within 4 areas of it at Incredible rank.

Mind Control: Set can attempt to dominate the conscious mind of the wearer of the Serpent Crown at Amazing Intensity, or anyone within 4 areas of it at Incredible Intensity.

Telepathy: Set has the Unearthly ability to mentally communicate with the wearer of the Crown or anyone within 6 areas of it.

Note: Once the Crown is actually worn, Set can bestow virtually any power upon the wearer. For more information about the Serpent Crown, see Volume Six of the *Gamer's*



Handbook of the Marvel Universe.

Talents: None.**Contacts:** Llyra, Naga, Hugh Jones, and Ghaur.**ROLE-PLAYING NOTES:**

Brooding within his other-dimensional realm, Set is determined to make the Earth his own. He hungers for the life energies of the people of Earth, but first he must be summoned to the planet in physical form. To this end he is capable of devising incredibly elaborate and devious schemes, typically involving the Serpent Crown. Several times he has come close to his objective, but has always been thwarted.

HISTORY:

Set was one of the very first living beings to arise on the planet Earth. As such, he is one of the Elder Gods of Earth and one of the most powerful demons known to exist. While on Earth, Set manifests himself as a huge seven-headed serpent.

Set was created when the very embodiment of all potential life forces on Earth, known as the Demiurge, seeded the virgin planet with ethereal energy. A number of ethereal beings were spawned, including Set, Chthon, and Gaea (who was much later known as Mother Nature or Mother Earth). Though originally ethereal, these awesome entities can take on physical form.

Even though Set was already one

of the mightiest of the Elder Gods, he desired power over his fellow gods, and thus decided to spawn his own progeny upon the Earth. He fathered such beings as Damballah and Sligguth.

This was not enough, however, so Set decided to slay the Elder Gods in order to consume their mystical energies and add them to his own. When Set devoured the first of his victims, he committed the first murder in the history of the Earth. Consequently, by subsisting off the life energies of fellow sentient beings, Set began his degeneration from a true god into a demon.

Set was not alone in his hunger. Other Elder Gods followed his example, and it was not long before all of the Elder Gods degenerated into demons except for Gaea.

Gaea feared the war of the demons would destroy all life on Earth. She therefore summoned and mated with the Demiurge, and bore her first child, the sun god named Atum. She sent her son to Earth to save the planet from the demons. Relentlessly, Atum started slaying the demons, absorbing their physical forms and energies into himself, and thus transforming into his other identity as Demogorge the God-Eater.

Eventually, Demogorge succeeded in cleansing the Earthly plane of all demons except Chthon, Set, and a smattering of Set's progeny. Failing to defeat the Demogorge in combat, Set created a pocket dimension and escaped there with some of his offspring (including Damballah and Sligguth). Demogorge reverted to his form as Atum, and chose the heart of Earth's sun as his home.

Many millions of years later, during the Mesozoic period of Earth's history, Set drew psychic energy from the violent passions of the dinosaurs, even though he was still in his pocket dimension. However, Gaea realized that dinosaurs represented a dead end in life's progress, and that mammals were destined to evolve into sentient beings. Therefore, she reluctantly chose to let the dinosaurs die out so that mammals could become the dominant creatures on Earth.

Infuriated at the thought of losing

the animals that provided him with vast amounts of power, Set took mental control of all reptiles, and induced in them a burning desire to hunt and kill mammals. Gaea challenged Set to appear before her. He did, appearing on the Earth in the form of a gigantic serpent.

Set attacked Gaea, but she summoned her son, who quickly obliterated Set's head. Absorbing demonic energies from Set, Atum became the Demogorge once again. But Set was not yet defeated, and grew two heads back in place of one. A ferocious battle then ensued, lasting for an undetermined amount of time. In the end, Set retreated to his pocket dimension with seven heads, which he has retained to this day. Having expended or lost most of his energy, Set cannot return to Earth without assistance. Once again victorious, Atum returned to the sun.

Untold millions of years later, Set saw to the rise of the Serpent Men, reptilian beings in semi-humanoid form that can change shape to resemble humans. It still remains unclear whether the Serpent Men are the actual progeny of Set, or whether he created them by affecting the evolution of reptiles on Earth. Under Set's instruction, a group of Serpent Men led by the Lemurian alchemist named Atra created the Serpent Crown, an object of immense mystical might. However, when the continent sank, the Crown was lost beneath the waves.

Later, the sunken continent of Lemuria was repopulated by a water-breathing, blue-skinned species of humanity called *homo mermanus*. The emperor of these people, called Naga, was a devout worshiper of the ancient demon Set, who regarded Naga as a valued servant with the potential to conquer the world in the dark god's name. As a sign of his favor, Set instructed the emperor to take the Serpent Crown for himself.

With the powers of the Serpent Crown, Naga crushed most rebellions with ease. Eventually, however, he was killed and his body and the Serpent Crown were swallowed by an underwater earthquake.

Recently, Set commanded Ghaur, a priest-lord of the Deviants, and Lly-

ra, a Lemurian high priestess of Set, to form an alliance. Together, they constructed the Serpent Crown in a gigantic new form that was supposedly indestructible. They used its awesome power to control the minds of the seven Brides of Set—Andromeda, Dagger, the Invisible Woman, Marvel Girl, the Scarlet Witch, She-Hulk, and Storm.

At Ghaur's command, Andromeda and She-Hulk swam beneath the sea to the Altar of Neptune's Wrath, where they recovered a fragment of Set's immortal life force.

Set's resurrection was interrupted by the Avengers, who erupted upon the scene. Ghaur forced the Scarlet Witch to use her probability power on the fragment of Set, giving it enough power to "hatch." As the Avengers watched in horror, the seven-headed god exploded from his own dimension to tower above them all.

All hope seemed lost. However, Doctor Strange, Quasar, Thor, and the Thing dove into one of Set's mouths and traveled to his pocket dimension, forcing Set to retreat from Earth in order to battle them. Aware that they were hopelessly outmatched, Thor left Set's dimension and went to ask Atum for help, but Atum refused to become the ruthless Demogorge. Thor would not relent, however, and intentionally angered Atum, provoking his transformation into Demogorge. Thor was then absorbed by Demogorge, but he was able to take temporary control over their merged form.

Upon returning to Set's dimension, Thor (in Demogorge's body) tore Set's seven heads off and hurled them to seven different areas of the multiverse. When Demogorge regained control of his body, he was impressed by Thor's bravery, nobility, and selflessness, and freed him. Atum returned to the sun, while Doctor Strange, Quasar, the Thing, and Thor returned to the Earth. Because Set's consciousness was gone, his pocket dimension imploded, obliterating the rest of Set's body before it could regenerate its heads. It still remains to be seen if one or more of Set's heads will regenerate a new body and return to Earth.

YURIKO EZAKI

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E EX(20)
R GD(10)
I EX(20)
P GD(10)

Health: 90

Karma: 40

Resources: TY(6)

Popularity: 0

KNOWN POWERS:

None.

Talents: Martial Arts A.

Contacts: Punisher.

ROLE-PLAYING NOTES:

Yuriko is determined to eradicate the group called Eternal Sun and will go to any lengths to accomplish that goal.

PHILLIP RICHARDS

STATISTICS:

F RM(30)
A EX(20)
S EX(20)
E EX(20)
R GD(10)
I EX(20)
P TY(6)

Health: 90

Karma: 36

Resources: TY(6)

Popularity: 0

KNOWN POWERS:

None.

Talents: Martial Arts A.

Contacts: Punisher.

ROLE-PLAYING NOTES:

Phillip is dedicated to wiping out the Eternal Sun society.



SHIGERU EZAKI

YURIKO EZAKI



SOJIN EZAKI

PHILIP RICHARDS

MANZO

STATISTICS:

F	GD(10)
A	TY(6)
S	GD(10)
E	EX(20)
R	EX(20)
I	TY(6)
P	TY(6)

Health: 46

Karma: 32

Resources: GD(10)

Popularity: 0

KNOWN POWERS:

None.

Talents: Gun skill at the Excellent rank.

Contacts: Punisher

ROLE-PLAYING NOTES:

Manzo is protective of his "niece," Yuriko, and has a dry sense of humor.

HISTORY:

The Iga Province of Japan is the birthplace of the martial arts masters of ninjitsu, known as the Shadowmasters. While the true origin of this legendary race of Japanese warriors is shrouded in mystery, Japanese tales say that the Shadowmasters are half human, half demon and possess mystical powers. For centuries, the Shadowmasters served as guardians and protectors of the Iga Province.

With the surrender of the Japanese at the end of World War II, U.S. Army Captain James Richards took command of the Iga Province, over-seeing the government. The mayor of Ueno, a small town in Iga, was Shigeru Ezaki, one of the last true Shadowmasters who still regularly patrolled and practiced his ninja art. Ezaki's tengu demon mask protected his identity, allowing him to continue to practice his art when all martial arts were forbidden.

Richards and Ezaki became friends following a daring rescue from the path of an oncoming jeep of Ezaki's son Saiih, by Richards. The debt of honor was repaid when Ezaki hid Richards from a group of rene-

gade Japanese soldiers who had refused to surrender. During his battle with the renegades, Ezaki's mask fell off, revealing his identity to Richards and to the leader of the renegades, Kantaro Umezu. Richards forcibly enlisted Ezaki's aid in tracking down Umezu and his renegades. They finally gave up after being continually harassed by the ninjas.

However, over the next decades, the former renegades formed themselves into the Sunrise Society, a highly powerful group of Japanese investors under the control of Umezu, who had escaped capture. Meanwhile, Ezaki and Richards continued their friendship and Ezaki started to tutor Richards's son Phillip along with his own son Sojin and daughter, Yuriko, in the art of ninjitsu.

After spotting Ezaki in a newspaper photo, Umezu sought revenge for his past humiliations. He killed Richards and kidnapped Ezaki's family in order to trap the Shadowmaster. Ezaki saved his family but was apparently killed during the rescue.

As the years passed, Sojin married and was blessed with two children. He learned the art of aikido, the least violent of the martial arts. Yuriko met a man named Naoichi, whose father resembled a member of the old group of Japanese renegades. Over the years, further investigation failed to uncover any new clues, so Yuriko, against her better judgment, married Naoichi. Phillip went back to the U.S. and studied chemistry.

All this changed when Yuriko looked at an old scrapbook while her husband was away on a business trip. The fires of revenge burned within her. She finally decided to follow her father-in-law as he went on another of his mysterious business trips. She found the Sunrise Society's base. Phillip Richards returned to Japan to help Yuriko and Sojin assault the Society's headquarters to get revenge for their fathers' deaths.

In the confrontation between the Sunrise Society and the novice Shadowmasters, it was learned that Shigeru Ezaki had been captured and had been subjected to the Society's cloning experiments for the time of

his imprisonment. During the battle, both Shigeru and Sojin were killed as they were on the way out of the complex. Deciding that she couldn't face her husband again, Yuriko accompanied Phillip to the U.S.

Yuriko and Phillip, with new companions Manzo and Rikichi, lived in a New York apartment, downstairs from Frank Castle, the Punisher. The Sunrise Society were once again after the Shadowmasters but now using high-tech assassins in battle suits. The Shadowmasters managed to defeat the group of assassins that attacked them at their apartment with the help of the Punisher and the Black Widow. Yuriko discovered that all the assassins have her father's face. The Society has cloned him and uses the trained clones as their new killers.

The Shadowmasters fled to Japan in search of a new master to teach them the ninjitsu art of the Shadowmasters. They become the pupils of Hatsu Yakamoto. The Sunset Society changed its name to the Eternal Sun and still pursued the Shadowmasters when the Punisher came to Japan, at the request of Yakamoto. The Punisher had gone through a training camp with the master's daughter and Yakamoto wanted the Punisher to bring his art of ninjitsu to the United States.

Yuriko, Phillip, and Manzo reintroduced themselves to the Punisher after he recognized them as the people he had helped on the streets of New York. Kathryn Yakamoto was also there. The Shadowmasters planned an attack on the new Eternal Sun base complex.

The local officer of the Eternal Sun turned out to be Iris Green, a hustler whose trail the Punisher had been following for a long time. The Shadowmasters infiltrated the headquarters in order to destroy their records and inflict as much damage as possible—they blew the whole complex up. In retaliation, the Eternal Sun assassinated the elder Yakamoto.

The Punisher and Kathryn followed Iris Green to the U.S., but the Shadowmasters stayed in Japan to continue their fight against their fathers' killers.

STATISTICS:

F MN(75)
 A RM(30)
 S IN(40)
 E UN(100)
 R GD(10)
 I IN(40)
 P AM(50)

Health: 245

Karma: 100

Resources: GD(10)

Popularity: 15 (50 in Asgard)

BACKGROUND:

Real Name: Sif

Occupation: Warrior of Asgard, Shield-Maiden

Identity: Publicly known in Asgard and on Earth, but most humans do not believe she is actually a goddess

Other Known Aliases: None

Legal Status: Citizen of Asgard

Place of Birth: Asgard

Marital Status: Single

Known Relatives: Heimdall (brother)

Base of Operations: Asgard

Past Group Affiliations: Gods of Asgard

Present Group Affiliations:

KNOWN POWERS:

Invulnerability: Sif has Excellent resistance to physical attacks, heat, cold, radiation, poison, and aging. Sif has Typical resistance versus other forms of energy attacks.

Immune to Diseases: Sif is immune to all terrestrial diseases.

Equipment:

Enchanted Sword: Sif possesses a magical sword enchanted by Odin. She can use the flat of the blade to do Monstrous Blunt damage, or use the edge to cause Incredible Edged damage. By spinning the sword, Sif can travel between dimensions. In this manner she could formerly travel between Asgard and Earth with Monstrous ability; she can still travel to other dimensions with Good ability. Failure of the FEAT roll means she ends up in a random dimension.

Talents: Sif is a Weapons Master with all forms of swords.

Contacts: Sif is one of the greatest Asgardian warriors; she is a close friend of Thor and Beta Ray Bill.

**ADDITIONAL NOTES:****ROLE-PLAYING NOTES:**

Sif is a brave and beautiful warrior-goddess. She is a brave and honorable person, loyal to her people and her liege to the end. She is a mighty fighter, but at the same time she can be compassionate and merciful. She is in love with Thor, greatly admiring his nobility and courage.

HISTORY:

Sif is a beautiful warrior-goddess of the Asgardian pantheon. Heimdall, her brother, is the sentinel of Asgard's Rainbow Bridge, which connects Asgard and Midgard (Earth).

When Sif was a child, she possessed long golden hair. She often played with young Thor, Odin's son, and Loki, Thor's adopted brother. Sif and Thor fell in love while they were quite young. Jealous, Loki cut off all of Sif's golden hair while she was asleep.

Guessing that Loki had something to do with Sif's loss of hair, Thor angrily demanded that Loki restore her golden locks. The scared Loki contacted two dwarven craftsmen, Brokk and Entiri (who would later create Thor's Mjolnir hammer), and asked them to create new hair for Sif. Loki was either unable, or unwilling, to pay the dwarves enough gold to create golden hair. The dwarves decided that "for the price of naught" they would make "strands of naught."

The dwarves created magical strands of hair from the blackness of the night. The strands of darkness took root the moment they were placed on Sif's head, and then began to grow out. Thor found that Sif's new black tresses made her even more attractive, disrupting Loki's plan to ruin their relationship.

For a time, Thor and Sif had a falling out. Many years later, Thor began his career as a super hero on Earth, and fell in love with the mortal Jane Foster. Their affair eventually fell apart, due to the vast differences in their backgrounds.

Odin arranged for Thor to meet the now adult warrior-goddess, Sif. They became close companions and fell in love again. They promised to someday marry each other.

Unfortunately, Thor's feelings of responsibility to the Earth and its

people often come between the two lovers. In the past, Sif has tried to adjust to living on the mundane Earth. Unfortunately, Sif prefers the majesty of Asgard.

At one point, Thor's former mortal lover, Jane Foster, was dying. Sif merged her life force with Foster's, reviving the dying woman. Sif did this partially so that she could try to understand Thor's attraction to mortals, especially Jane Foster.

Soon afterward, Foster was separated from Sif, when Foster was exiled to a limbo-realm called the Runestaff of the Possessor. Sif and Thor eventually rescued Jane Foster and reunited her with her mortal love, Kevin Kincaid.

Thor and Sif later came to the aid of the alien champion, Beta Ray Bill. Beta Ray Bill was the guardian of a large space fleet that carried the surviving members of his race in suspended animation. Sif, Beta Ray Bill and Thor drove off a horde of Surtur's demons that were attacking Bill's fleet. During this time, it was discovered that Beta Ray Bill was also worthy of receiving the powers of Thor when the alien picked up Thor's hammer, Mjolnir. Odin created Storm Breaker, a hammer with the same enchantments as Thor's Mjolnir, and gave it to Bill.

Beta Ray Bill and Sif found themselves attracted to each other while the war with Surtur raged on. During this time, Thor had fallen under an enchantment that caused him to fall in love with the Asgardian Lorelei. Thor was so blinded by the spell that he even struck Sif in anger.

In a final climactic battle with Surtur, Thor, Loki, and Odin defended Asgard. Meanwhile, the Ancient Casket of Winters had been opened on Earth. The warriors of Asgard, led by Sif and Bill, protected Earth from Surtur's demons and the renegade Dark Elves working with Surtur. Surtur and his forces were defeated on Asgard and Earth.

Before returning to Asgard, Bill

and Sif spent some time together on Earth. Once back in Asgard, Sif and Bill defeated the Titanium Man, the Russian villain, who was leading a group of disgruntled American war veterans wearing the Credit Card Soldier battlesuits.

Sif and Bill eventually returned to Earth. Sif finally came to forgive Thor, after realizing that Lorelei was to blame for Thor's brutality. Sif was also impressed by Thor's heroism when he entered Hela's realm to rescue some mortals' souls stolen by the death goddess. This also caused Sif to accept Thor's guardianship of Earth and Asgard.

When the Egyptian death god, Seth, attacked Asgard, Sif fought along with the other brave Asgardian warriors. During the battle, Leir, the Celtic god of Lightning, saw Sif and developed an attraction for her.

Later, when the Frost Giant Ymir attacked Asgard, Leir arrived in Asgard planning to ask Sif to marry him. A worried Sif agreed, once two conditions were fulfilled.

The first condition was that Leir help her find Thor and bring him back to Asgard. Leir agreed and they traveled to Earth in search of Thor. The trail led from Earth to the Black Galaxy, where they finally found Thor. Leir got them back to Asgard in time to witness the final battle between Ymir and Surtur, which heralded Ragnarok.

Thor and Odin were able to permanently postpone Ragnarok, saving the universe. Leir then had to face Sif's second condition: to defeat Sif's chosen champion in battle. Thinking that Sif would ask Thor to be her champion, Leir was stunned when Sif acted as her own champion. Sif easily bested the arrogant Leir.

Since then, Thor and Sif had continued their close relationship. The recent exile of Thor's soul to Mephisto's realm has greatly upset Sif.

STATISTICS:

	Normal	Blob Form
F	TY(6)	RM(30)
A	GD(10)	EX(20)
S	TY(6)	EX(20)
E	GD(10)	IN(40)
R	GD(10)	GD(10)
I	PR(4)	PR(4)
P	TY(6)	TY(6)

Health: 32/110

Karma: 20

Resources: PR(4)

Popularity: 0

BACKGROUND:

Real Name: Edward Cross

Occupation: Student activist, Nazi skinhead

Legal Status: U.S. citizen with a criminal record

Other Known Aliases: Eddie the Cross

Identity: The general public is unaware of his transformation

Place of Birth: Unrevealed

Marital Status: Presumably single

Known Relatives: Chaim Cross (father)

Base of Operations: New York City

Past Group Affiliations: Various racist skinhead organizations

Present Group Affiliations:

KNOWN POWERS:

Alter Ego/Blob Form: Eddie can transform himself into an amoeba-like mass of flesh. He reverts to his normal form when rendered unconscious. In his blob-like state, Skinhead has the following abilities:

- **Elongation:** Skinhead has the Excellent ability to stretch pseudopods of his flesh up to 2 areas away to make close combat attacks.
- **Growth:** In his altered form, Skinhead has a Poor Growth power, making him roughly a ten-foot-diameter blob and +1CS to be hit.
- **Plasticity/Body Armor:** His elastic body can withstand virtually any impact, granting him Amazing protection against physical attacks and Incredible protection versus energy attacks.
- **Rotting Touch:** Skinhead has the Excellent ability to quickly devour the flesh off anyone he engulfs within his huge body, leaving be-

hind only a pile of bones. Once engulfed, the target is held (as in wrestling) with Excellent Strength. Each round the victim is trapped inside, he suffers Excellent rank damage from Skinhead's corrosive bodily fluids.

- **Wall-Crawling:** At Good rank, Skinhead can ooze up vertical surfaces.

Limitation: Skinhead's skeleton floats at the center of his massive form, and could be attacked by someone who has been engulfed by Skinhead. In this case, consider the

skeleton to have the same statistics as Eddie in his normal form, without the benefit of body armor.

Talents: While in college, Eddie majored in Mideastern studies and was an A student.

Contacts: None.

ADDITIONAL NOTES:



ROLE-PLAYING NOTES:

Eddie Cross is a racist filled with hate. Ironically, he is himself a Jew who was tormented as a boy because of his heritage. Eddie, the victim of racism, became a racist himself. Eddie sees his horrible transformation as the ultimate sacrifice toward racial purity. He believes himself to be the last hope for white supremacy, and now calls himself Skinhead, the White Redeemer.

HISTORY:

Edward Cross is the son of Chaim Cross, a rabbi living in Queens. As a young Jewish boy, Edward was picked on against because of his heritage. As he grew older, he became a fierce Zionist to defend that heritage, but as a man he became what he most hated—a Nazi skinhead. Just as an abused child grows to be an abusing adult, Edward Cross, the victim of racism, became a racist himself.

While attending Empire State University, Edward became the leader of a group of militant students. Shaving his head and permanently scarring his face with the tattoo of a Nazi swastika, Edward took the pseudonym of "Eddie the Cross."

Late one afternoon, in Dr. Evan Swann's research lab at Empire State University, Peter Parker (alias Spider-Man) was working after hours to develop a new and improved webbing. Unfortunately, his labors were in vain, for he only produced a batch of corrosive liquid that dissolved whatever it touched into a smelly puddle of goo.

Before Peter could dispose of the chemical waste, he was distracted

by a scene on the lawn outside, where Eddie the Cross was leading a group of skinheads in a cross-burning demonstration. As things began to get out of hand, Peter changed into his Spider-Man costume and arrived on the scene just in time to prevent the Rocket Racer from charging headlong into the skinheads and starting a riot. With the aid of his jet-board, Rocket Racer escaped Spider-Man's grasp, however, and attacked Eddie the Cross. Spider-Man quickly intervened, and pulled Rocket Racer away from the scene just as the police arrived.

Realizing the skinheads would probably be back to cause more serious trouble, Rocket Racer and Spider-Man staked out the Hall of Afro-American Studies on the E.S.U. campus. Just as they suspected, the skinheads came back and planted a bomb that blew up the building.

Infuriated, Rocket Racer attacked Spider-Man when the web-slinger tried to calm him down, and then took off after the skinheads. The berserk Rocket Racer ended up pursuing Eddie the Cross into Dr. Swann's laboratory. As Rocket Racer was about to pummel Eddie senseless, Spider-Man crashed through the window and gave Rocket Racer a shot to the jaw.

As the two heroes struggled on the floor, Eddie searched for a weapon to kill them both, and found Peter Parker's jar of corrosive webbing. Raising it above his head, Eddie was about to throw the jar when one of Rocket Racer's micro-rockets shattered the container, spilling the acidic contents all over the young racist. The toxic chemicals had a horrible effect on Eddie, dissolving

him into a quivering puddle of flesh. Rocket Racer fled the scene, and Spider-Man pursued him, realizing that the police would blame Rocket Racer if he were not present to give his side of the story. In the meantime, Eddie the Cross disappeared.

Eddie returned to his gang's hideout in a junkyard in Long Island City, where he quickly engulfed and dissolved his comrades, claiming that it was time for them to join him in making the ultimate sacrifice for racial purity. Standing above the smoldering bones of his friends, Eddie the Cross renamed himself Skinhead, the White Redeemer.

Tapping into the university's computer system, Rocket Racer discovered Eddie's home address. Through contacts at the police station, Peter Parker discovered the same information. Rocket Racer arrived at the home first, and confronted Eddie's father.

As the saddened rabbi told of his son's transformation into a racist, Eddie, in his form as a blob of flesh, crashed through the window and attacked. Rocket Racer was knocked unconscious, and Skinhead was about to engulf his father when Spider-Man arrived. After being knocked around by the nearly indestructible blob, Spider-Man noticed Eddie's skeleton floating at the center of his horrid form. The web-slinger jumped into Skinhead, purposely allowing himself to be engulfed, and punched the creature's skull. Skinhead was knocked unconscious and reverted to his normal form as Eddie Cross.

At the present time, Skinhead is probably incarcerated at the Vault installation (a prison for superhuman criminals) in Colorado.

STATISTICS:

F	IN(40)
A	RM(30)
S	GD(10)
E	RM(30)
R	TY(6)
I	GD(10)
P	GD(10)

Health: 110

Karma: 26

Resources: GD(10)

Popularity: 5

BACKGROUND:

Real Name: Unrevealed

Occupation: Counter-terrorist

Legal Status: Unrevealed

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Global

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Teleportation: Due to a biochemical reaction, Solo can instantly teleport himself and his clothing and equipment to a maximum of CL3000 range (10,000 miles). He can take along anything else he is touching with a total weight of no more than 400 pounds. Each time he teleports, Solo must succeed at a Green Endurance FEAT or be confused and unable to act on the following turn. Passengers must succeed at a Green Endurance FEAT or be disoriented for 1-10 turns.

It takes Solo's metabolism time to realign after he teleports between locations. He must wait 1-10 turns to "recharge." In order to teleport before this time has elapsed, Solo must first succeed at a Red Power Rank FEAT. He can attempt this FEAT only once while recharging, and failure indicates that he must recharge for an additional 1-10 turns.

If Solo should accidentally rematerialize in a solid object, he must attempt a Power Rank FEAT. A Yellow result is required for success, meaning he instinctively teleports to another location and falls unconscious for 1-10 turns. Failure denotes that he suffers damage equal to twice the object's Material Strength or actual

Strength, if it is a living being. In the latter case, the creature takes an equivalent amount of damage.

Equipment: Solo carries a wide variety of weapons and other items strapped to his costume:

Automatic Rifle: Solo carries this weapon in a holster strapped across his back. It has a range of 7 areas and inflicts 15 points of damage. One clip of ammunition holds 20 shots.

Body Armor: Solo's costume is made of bullet-proof, quilted Kevlar, and provides him with Good protection against physical attacks and Poor protection versus energy attacks.

Climbing Claws: These allow Solo to climb vertical surfaces as if he had

the Wall-Crawling power at Feeble rank.

Combat Knives: He is armed with four of these blades strapped to his costume at various locations. Each can be either thrown or used in hand-to-hand combat, inflicting 10 points of damage in either case.

Grenades: Solo carries two of each of the following types of grenades strapped to a bandolier worn across his chest and back:

- **Concussion:** Inflicts 40 points of Blunt damage to all in the same area.
- **Flash:** Creates an Amazing Intensity flash of light. Those facing the flash are blinded for 1-10 turns if they fail an Agility FEAT roll.



- **Frag:** Inflicts 30 points of Edged damage to all targets in the same area.
- **Knock-Out:** This grenade releases Excellent Intensity knock-out gas. All in the same area who fail an Endurance FEAT fall unconscious for 1-10 turns.
- **Smoke:** Excellent Intensity smoke fills one area. All FEATs within the area are at -2CS.

Machine Pistol: Solo carries this weapon in a holster at his side. It has a range of 6 areas and inflicts 20 points of damage. A single clip of ammunition holds 6 shots.

Sub-machine Gun: Solo wears this firearm in a holster at his side. It has a range of 8 areas, inflicts 25 points of damage, and can be fired with one hand at -2CS. A single clip of ammo for this gun holds 7 shots.

Limitation: Solo's teleportation is preceded at his destination by flashing globules of plasma (the phase of matter comprised of energy), which sometimes alert observers to his impending arrival.

Talents: Solo is skilled in the use of Guns and Thrown Weapons, granting him a +1CS with both. He has also received training in Martial Arts B, C, and E.

Contacts: Solo has adventured with Captain America, Silver Sable, and Spider-Man.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Solo is a grim man, determined to extinguish terrorism wherever it is found. Why he became obsessed with this violent attitude is as yet unrevealed. By the number of body bags left in his wake, however, it is a certainty that Solo's actions support his battle cry, "While I live, terror dies!"

HISTORY:

Virtually nothing is known about the early life of the man who would become Solo, which is exactly the way he wants it. Solo donned a mask and costume so that terrorists would not

know what country, religion, or political ideals he represents, leaving him free to strike anywhere.

Solo made his first recorded appearance in West Germany, where terrorists had seized a foreign embassy and taken several of its ambassadors hostage. West Germany's expert counter-terrorist unit, the Grenzschutz Gruppe 9 (GSG9), had already surrounded the building and was plotting an assault when Solo made his move. In a pulse of crackling light, Solo teleported into the embassy and blasted away, killing all of the terrorists without harming the hostages. Before vanishing, he left a note that read, "While I live, terror dies." These words would later become his battle cry.

Later, the terrorist outfit called ULTIMATUM devised a scheme to destroy the famous Arc de Triomphe in Paris, France. After foiling their plan, Solo went after ULTIMATUM's leader, Major Toler Weil, and became caught up in the Symkarian/United States conflict that would come to be called the "Assassin Nation Plot."

In pursuit of Weil, Solo uncovered an ULTIMATUM stronghold at a "closed" ski lodge on the border of Symkaria and Latveria. Solo found and attacked Weil inside. Coincidentally, at the same time, Captain America, Silver Sable, and Spider-Man were fighting to gain entrance from the outside. Unfortunately, after penetrating ULTIMATUM's external defenses, Captain America thought Solo was one of the terrorists and flung his shield at him, which distracted Solo and allowed Weil to escape. Captain America eventually remembered seeing Solo's file, but their methods brought them into conflict more than once during the affair.

Members of ULTIMATUM later decided to destroy Ellis Island, the historic gateway for immigration into America. After Spider-Man captured the terrorists, Solo appeared and shot them all, thinking he was doing the web-slinger a favor. Spider-Man allowed Solo to join in his search for Weil. Spider-Man wanted to capture Weil so that he could testify on behalf of the United States in proving that the U.S. was not involved in the

assassination of Symkaria's princess and prime minister.

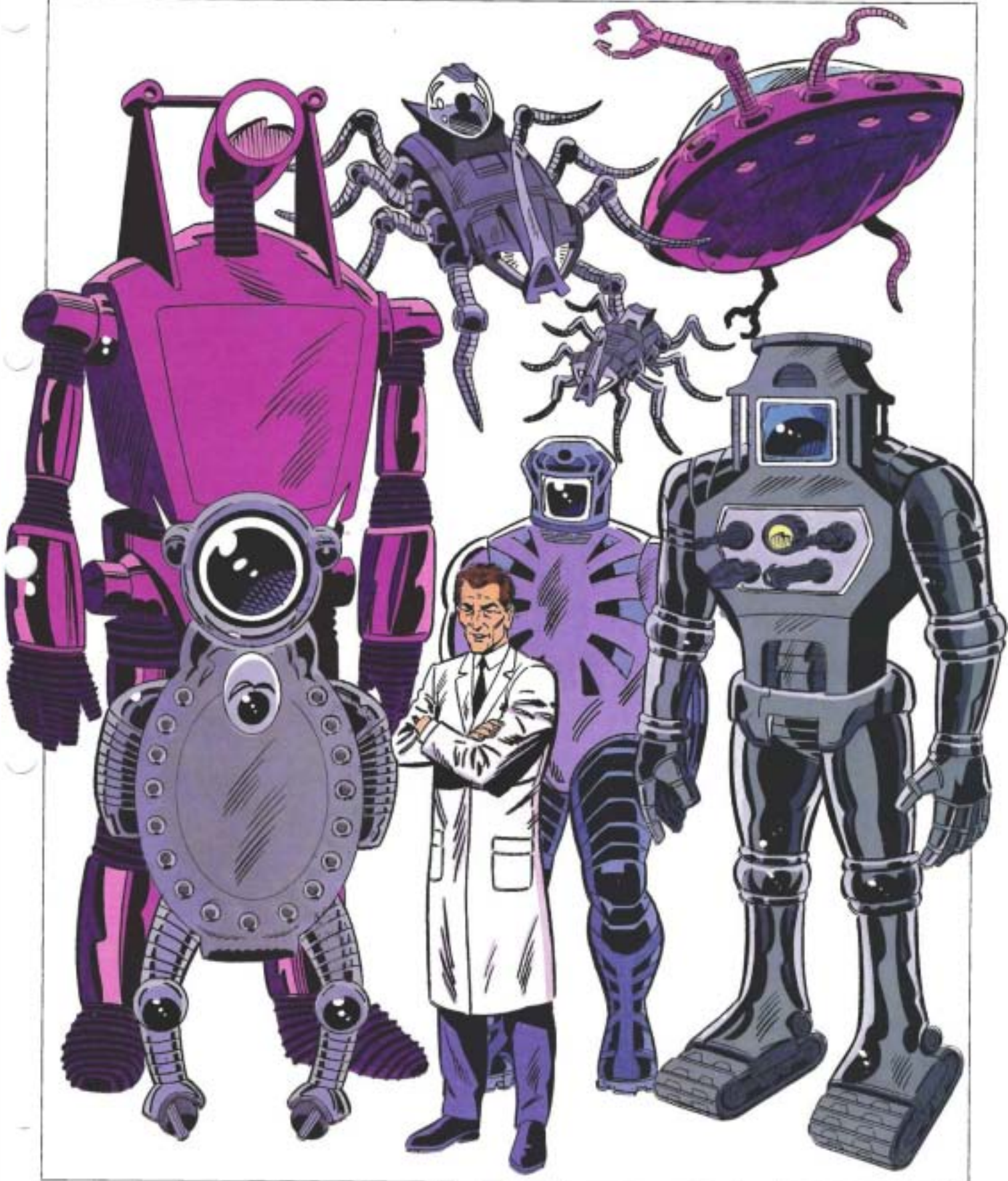
After Spider-Man captured Weil, however, Solo threatened to kill the terrorist. Impressed by Spider-Man's persistence in defending Weil, Solo allowed the terrorist to live with the promise that he would be put out of commission.

Solo later appeared at a train station in Barcelona, where terrorist leader Toro Mendoza's men had detonated a bomb, killing numerous citizens, including women and children. From his fortress in the north of Spain, Mendoza and his Cascan Separatists threatened that death would follow death, until autonomy was granted to the rebel Cascan province. Government troops were reluctant to assault the fortress, because they realized that Mendoza would simply escape through hidden tunnels, and his vengeance would be even more terrible. Solo decided to take matters into his own hands.

Using stealth and his climbing claws, Solo successfully penetrated the fortress's defenses. However, he was caught off guard and captured by a young boy with an automatic rifle. The boy was a loyal follower of Mendoza, and was preparing to leave on a suicide mission to drive an ambulance full of explosives into a government military base. The boy led Solo, at gunpoint, to the entrance of Mendoza's headquarters. Solo made his move, knocking the boy unconscious, then teleporting into Mendoza's lair. A burst of machine gun fire eliminated the terrorist leader.

Unable to teleport immediately, Solo blew a hole in the wall of the fortress with a grenade, then escaped. Seeing an opportunity, government troops then moved in and took the terrorist stronghold. The boy, named Carlos, and several terrorists used Mendoza's secret tunnels and came out near Solo. The boy took a shot at Solo, which just missed his head. Before his comrades forced him to retreat, Carlos swore to have revenge against Solo. Whether the young terrorist ever succeeds remains to be seen.

Solo's current whereabouts and activities are a mystery.



The Spider-Slayers are robots designed to hunt and either capture or kill Spider-Man. The various inventors of the Spider-Slayers kept Spider-Man's spectacular talents in mind: Each robot is equipped with powers meant to nullify or overcome the superhuman abilities of Spider-Man.

To date, Spider-Man has been assaulted by eight different models of Spider-Slayer. The first four robots and the Mark VI version were designed by Spencer Smythe, an inventor who sold several of his deadly machines to J. Jonah Jameson, the editor of the *Daily Bugle* and a man who often has a grudge against Spider-Man. Jameson hired Dr. Marla Madison, with whom he fell in love and later married, to build the Mark V Spider-Slayer. Spencer Smythe's son, Alistair, built the last two Spider-Slayers, Mark VII and VIII. Statistics for all eight models are given below.

ROLE-PLAYING NOTES:

The following Spider-Slayers do not have personalities of their own. Each is simply a mindless machine. Consider the personality of the controller when determining how a Spider-Slayer reacts in any role-playing situation. For example, J. Jonah Jameson only wanted to capture Spider-Man and not kill him, but Spencer Smythe grew to hate the wall-crawler and wanted to see him dead.

MARK I

STATISTICS:

F	GD(10)
A	GD(10)
S	EX(20)
E	IN(40)
R	TY(6)
I	Sh0
P	Sh0

Health: 80

Karma: 6

Resources: Inapplicable

Popularity: Inapplicable

BACKGROUND:

Real Name: Inapplicable

Occupation: Robotic hunter specifically designed to track and capture Spider-Man

Legal Status: Inapplicable

Identity: Inapplicable

Place of Birth: Spencer Smythe's laboratory, New York City

Marital Status: Inapplicable

Known Relatives: Inapplicable

Base of Operations: Spencer Smythe's laboratory, New York City

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Robotic Construction: The Mark I Spider-Slayer was built in a general humanoid form. For locomotion, it rolls on a steel ball attached to the end of each of its two legs. The Spider-Slayer is immune to disease, gas attacks, psionic attacks, and could possibly survive in a vacuum.

Body Armor: The Spider-Slayer's exterior construction provides it with Remarkable protection from physical attacks and Excellent protection versus energy attacks.

Elongation: The Mark I Spider-Slayer can stretch its arms and legs with Feeble ability, allowing it to reach up to 1 area away.

Remote-Control Guidance: All functions of the robot can be remotely controlled from a portable control panel up to a range of five miles. The controller can see, hear, and speak through the robot's face. The controller's face appears on a video screen in the Spider-Slayer's face.

Slick Surface: The Mark I Spider-Slayer's surface is Amazingly slick, making it immune to Spider-Man's webbing.

Spider Detection: The Spider-Slayer can detect arachnids or creatures with spider-like abilities (namely Spider-Man) at Shift Y range (160 areas or about 4 miles).

Steel Coils: Circling the front of the Mark I Spider-Slayer's chest are 20 small holes. Each hole contains a steel cable of Amazing Material Strength. The steel cables can be extended from the robot's chest to entangle any single target within the same area as the robot. The controller of the Spider-Slayer must attempt an Agility FEAT roll, and any hit is considered to have entangled the target.

Wall-Crawling: At Feeble rank, the Mark I Spider-Slayer can climb vertical surfaces.

Talents: None.

Contacts: Inapplicable.

ADDITIONAL NOTES:

HISTORY:

In the offices of the *Daily Bugle*, Spencer Smythe demonstrated the uncanny abilities of the first Spider-Slayer to J. Jonah Jameson, Betty Brant, and Peter Parker (alias Spider-Man). Smythe explained that his robot was programmed to sense spiders, and gave Peter Parker a spider in a glass case to hold. After sensing Peter's spider powers, however, the robot ignored the real spider and quickly tan-

gled up Peter in its unbreakable steel coils.

Smythe mistakenly believed that a minor flaw had caused the machine to entangle Peter rather than the spider, and thus Peter's secret identity as Spider-Man was safe. Quite impressed, Jameson agreed to hire Smythe and his invention to capture Spider-Man. Flustered by his failure to escape the robot's coils, Peter Parker left for school, where he nervously watched and waited for the approach of the robotic hunter.

He did not have long to wait. With Jameson at the controls, the robot plodded toward the building. Peter fled and just had time to change into his Spider-Man costume before his tireless pursuer found him. Eventually worn out, Spider-Man's reactions slowed, and the Spider-Slayer ensnared him in its steel coils. Unable to break free, Spider-Man used the suction power of his fingers to open a metal plate in the robot's chest, then used his scientific skills to figure out the operation of the machine's inner workings. By the time Jameson and Smythe arrived on the scene, Spider-Man was gone.

MARK II

STATISTICS:

F	GD(10)
A	TY(6)
S	IN(40)
E	IN(40)
R	TY(6)
I	Sh0
P	Sh0

Health: 96

Karma: 6

Resources: Inapplicable

Popularity: Inapplicable

BACKGROUND:

Real Name: Inapplicable

Occupation: Robotic hunter specifically designed to track and kill Spider-Man

Legal Status: Inapplicable

Identity: Inapplicable

Place of Birth: Spencer Smythe's laboratory, New York City

Marital Status: Inapplicable

Known Relatives: Inapplicable

Base of Operations: Spencer Smythe's laboratory, New York City

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Robotic Construction: The Mark II Spider-Slayer was built in a more humanoid form than the Mark I. Like its counterpart, the Mark II is immune to

disease, gas attacks, psionic attacks, and could possibly survive in a vacuum.

Body Armor: The Spider-Slayer's exterior construction provides it with Remarkable protection from physical attacks and Excellent protection versus energy attacks.

Destructo-Beam: The Mark II can fire an energy beam from its forehead of Incredible Intensity, but only Typical range (2 areas). The controller's Agility is used to determine the results of an attack, rather than the robot's.

Remote-Control Guidance: All functions of the robot can be remotely controlled from a portable control panel up to a range of five miles. The controller can see, hear, and speak through the robot's face. The controller's face appears on a video screen in the Spider-Slayer's face.

Spider Detection: The Spider-Slayer can detect arachnids or creatures with spider-like abilities (namely Spider-Man) at Shift Z range (400 areas or about 10 miles).

Wall-Crawling: Suction cups on the feet of the Mark II Spider-Slayer enable it to walk up vertical surfaces at Good rank ability.

Limitation: While the Mark II's ability to detect spiders is greatly enhanced over that of the Mark I, the Mark II must make a Typical Intensity FEAT roll when in the same area as a large group of arachnids (at least 20) or it short-circuits because of its extreme sensitivity.

Talents: None.

Contacts: Inapplicable.

ADDITIONAL NOTES:

HISTORY:

After his first failure, Spencer Smythe built a second Spider-Slayer designed to be twice as sensitive to spiders and much stronger. After an impressive demonstration in which the robot crushed a foot-thick wall, J. Jonah Jameson agreed to hire Smythe once more.

With his face in the machine's viewport, Jameson tracked Spider-Man to his apartment, and commanded the robot to walk right up the wall of the building. Jameson assumed Spider-Man was burglarizing the apartment, and did not realize that the web-slinger lived there. Spider-Man evaded Jameson's initial attack, and fled into the city.

Impatient with Jameson's handling of things, Smythe took control of the machine and trained its deadly destructo-beam upon Spider-Man. Jameson objected to using the weapon, but Smy-

the pushed him aside. However, Spider-Man dodged the beam and escaped to a phone booth, where he quickly looked up the address of Smythe's laboratory.

With the fearsome Spider-Slayer breathing down his neck, Spider-Man arrived at the laboratory. The robot smashed through a wall to follow him inside, but suddenly Smythe found that the controls were malfunctioning, and then the Mark II exploded. Just as Spider-Man had guessed, because the robot was so sensitive to spiders, the hundreds of arachnids in Smythe's collection caused it to short-circuit.

MARK III

STATISTICS:

F	EX(20)
A	AM(50)
S	EX(20)
E	IN(40)
R	TY(6)
I	Sh0
P	Sh0

Health: 130

Karma: 6

Resources: Inapplicable

Popularity: Inapplicable

BACKGROUND:

Real Name: Inapplicable

Occupation: Robotic hunter specifically designed to track and capture Spider-Man

Legal Status: Inapplicable

Identity: Inapplicable

Place of Birth: Spencer Smythe's laboratory, New York City

Marital Status: Inapplicable

Known Relatives: Inapplicable

Base of Operations: Spencer Smythe's laboratory, New York City

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Robotic Construction: The Mark III Spider-Slayer was built in the form of a huge, eight-legged spider with two large eyes. Like all Spider-Slayers, the Mark III is immune to disease, gas attacks, psionic attacks, and could presumably survive in a vacuum.

Body Armor: The Spider-Slayer's exterior construction provides it with Remarkable protection from physical attacks and Excellent protection versus energy attacks.

Ethyl Chloride: It can release a blast of Incredible Intensity knockout gas, affecting all targets within the same area as itself. Those who fail an Endurance FEAT are rendered unconscious for 1-10

turns.

Leaping: The Mark III has Remarkable leaping ability, enabling it to jump 2 areas up, 3 areas down, or 30 feet horizontally.

Lightning Speed: The Spider-Slayer can run, jump, and climb walls at Amazing land speed (8 areas per round).

Remote-Control Guidance: All functions of the robot can be remotely controlled from a portable control panel up to a range of five miles. The controller can see, hear, and speak through the Mark III's two huge eyes. The controller's face appears in the Spider-Slayer's eyes, which are really two video screens.

Spider Detection: The Mark III Spider-Slayer can detect arachnids or creatures with spider-like abilities (namely Spider-Man) at Shift Y range (160 areas or about 4 miles).

Spider-Sense Nullifier: The robot has the Amazing ability to nullify Spider-Man's innate power to detect danger, called his Spider-Sense. This allows the Mark III to blindside Spider-Man.

Wall-Crawling: The Mark III can scale vertical surfaces at Good rank ability.

Web-Cutter: Incredible Material Strength pincers on the Mark III's face enable it to cut Spider-Man's webbing.

Web-Shooter: The Mark III Spider-Slayer can fire Amazing Material Strength webbing up to 1 area away to entangle its target. It can use this webbing as a swing line, allowing it to travel at 3 areas per round.

Talents: None.

Contacts: Inapplicable.

ADDITIONAL NOTES:

HISTORY:

Once again, J. Jonah Jameson hired Spencer Smythe to build a robot capable of defeating Spider-Man. This time, however, Smythe had an ulterior motive: He wanted to use the robot to steal a complex computer element and frame Spider-Man for the crime.

Smythe gave Jameson a portable remote-control, which he used to track down Spider-Man and engage him in a fight. Unknown to Jameson, Smythe was at the master controls in his laboratory, and subtly controlled the flow of the battle until Spider-Man and the robot were in the laboratory containing the computer element Smythe wanted to steal. Spider-Man was knocked unconscious, allowing the robot to escape with the computer element. Although things looked bad for the web-slinger, Spider-

Man eventually defeated Spencer Smythe and his latest Spider-Slayer.

MARK IV

STATISTICS:

F	EX(20)
A	RM(30)
S	RM(30)
E	IN(40)
R	TY(6)
I	Sh0
P	Sh0

Health: 120

Karma: 6

Resources: Inapplicable

Popularity: Inapplicable

BACKGROUND:Real Name: Inapplicable

Occupation: Robotic vehicle specifically designed to track and kill Spider-Man

Legal Status: Inapplicable

Identity: Inapplicable

Place of Birth: Spencer Smythe's laboratory, New York City

Marital Status: Inapplicable

Known Relatives: Inapplicable

Base of Operations: Spencer Smythe's laboratory, New York City

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Robotic Construction: The Mark IV Spider-Slayer is a much larger version of the spider-like Mark III. The Mark IV has eight powerful legs, two large eyes, and a dome-covered cockpit in which the pilot/controller rides. The Mark IV and any passengers are immune to disease and gas attacks. Though the machine is unaffected by psionic attacks, passengers inside can be. While the machine's functions would be unimpaired, it is unlikely that passengers could survive very long in an oxygen-deficient environment, such as underwater or in a vacuum. The Mark IV is a very strange vehicle with the following statistics:

Control	EX(20)
Speed	EX(20)
Body	RM(30)
Protection	RM(30)

Body Armor: The Spider-Slayer's exterior construction provides it with Remarkable protection from physical attacks and Excellent protection versus energy attacks.

Elongation: The Mark IV Spider-Slayer can stretch its Remarkable Material Strength legs with Incredible ability, al-

lowing it to reach up to 1 area away and grapple opponents.

Spider Detection: The Mark IV Spider-Slayer can detect arachnids or creatures with spider-like abilities (namely Spider-Man) at Shift Y range (160 areas or about 4 miles).

Wall-Crawling: The Mark IV can scale vertical surfaces at Poor rank ability.

Web-Shooter: The Mark IV Spider-Slayer can fire Amazing Material Strength webbing up to 1 area away to entangle its target.

Talents: None.

Contacts: Inapplicable.

ADDITIONAL NOTES:

HISTORY:

Out to utterly destroy Spider-Man, Spencer Smythe sent three humanoid robots designed to look like the Vulture, Sandman, and Kingpin to physically and mentally exhaust Spider-Man. Smythe then attacked in his newest Spider-Slayer, hoping to defeat Spider-Man while he was defenseless.

Riding in his huge machine, Smythe grasped Spider-Man in one of the robot's tentacles and began to mercilessly hammer the hero into the walls and ground. Dazed and weakened, Spider-Man had virtually given up when he began to think about his love for Mary Jane. Finding inner strength, Spider-Man burst free of the metal tentacle and subdued Spencer Smythe.

MARK V

STATISTICS:

F	TY(6)
A	PR(4)
S	IN(40)
E	AM(50)
R	TY(6)
I	Sh0
P	Sh0

Health: 100

Karma: 6

Resources: Inapplicable

Popularity: Inapplicable

BACKGROUND:

Real Name: Inapplicable

Occupation: Robotic hunter specifically designed to defeat Spider-Man

Legal Status: Inapplicable

Identity: Inapplicable

Place of Birth: Dr. Marla Madison's laboratory, New York City

Marital Status: Inapplicable

Known Relatives: Inapplicable

Base of Operations: Dr. Marla Madison's laboratory, New York City

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Robotic Construction: The Mark V robot is humanoid in form, and is the only Spider-Slayer built by Dr. Marla Madison. For locomotion, each of the Mark V's feet is equipped with a steel tread, upon which the device thunders along the ground. As with previous models, the Mark V is immune to disease, gas attacks, psionic attacks, and could presumably survive in a vacuum.

Body Armor: The Spider-Slayer's exterior construction provides it with Incredible protection from physical attacks and Remarkable protection versus energy attacks.

Flash Beacon: From a device in the center of its chest, the Mark V can produce a Remarkable Intensity flash of light capable of blinding all targets in front of and within the same area as the robot for 1-10 turns.

Grapple-Claw: The Mark V is equipped with a metal claw attached to the end of a steel tentacle, which it can shoot from its chest to grab or grapple a target in the same area as itself. Both the claw and the tentacle have Remarkable Material Strength.

Heat Generation: The Spider-Slayer can instantly raise the surface temperature of its body to Amazing Intensity, enabling it to incinerate Spider-Man's webbing upon contact. If the webbing fails to get a red result on a FEAT roll against its Material Strength, it is destroyed.

Impulse Beam: An apparatus in the Mark V's chest can fire an Excellent Intensity energy blast up to a range of 2 areas.

Large Size: Standing just over eight feet tall, the Mark V is considered to have permanent growth at Feeble rank, and is thus +1CS to be hit.

Oil Nozzle: The Mark V can squirt oil, creating a Remarkable Intensity slick area. Anyone moving on the ground in the area must succeed at an Agility FEAT or fall down.

Remote-Control/Cybernetic Helmet: The controller of the Mark V must wear a specially designed helmet, which enables him to instantly command the robot at a range of up to five miles. The controller's face appears on a video screen in the Spider-Slayer's head.

Web-Cutter: A steel tentacle secured in the Mark V Spider-Slayer's chest is armed with Incredible Material Strength pincers that enable it to cut strands of

Spider-Man's webbing. The web-cutter has a range of 1 area.

Talents: None.

Contacts: Inapplicable.

ADDITIONAL NOTES:

HISTORY:

Apparently having given up faith in Spencer Smythe, J. Jonah Jameson hired Dr. Marla Madison to build the Mark V Spider-Slayer. Remotely controlling the robot by means of a cybernetic helmet, Jameson sent the robot to follow Peter Parker, figuring that Peter would lead him to Spider-Man. Peter's spider sense warned him that he was being followed, and he quickly broke off his date with Mary Jane and sent her home in order to change into his costume.

Spider-Man was cornered by Jameson's Spider-Slayer in an alley, but he was able to dodge the charging robot, which rammed into a wall. While Jameson struggled with the cybernetic helmet, Spider-Man escaped.

Jameson and the Mark V eventually caught up with Spider-Man at Rockefeller Plaza, where the web-slinger was engaged in a conflict with the Will o' the Wisp. Jameson caused much mayhem at the Plaza; eventually a statue fell on the Mark V, wrecking it.

MARK VI

STATISTICS:

F	RM(30)
A	AM(50)
S	EX(20)
E	IN(40)
R	TY(6)
I	Sh0
P	Sh0

Health: 140

Karma: 6

Resources: Inapplicable

Popularity: Inapplicable

BACKGROUND:

Real Name: Inapplicable

Occupation: Robotic hunter specifically designed to track and defeat Spider-Man

Legal Status: Inapplicable

Identity: Inapplicable

Place of Birth: Spencer Smythe's laboratory, New York City

Marital Status: Inapplicable

Known Relatives: Inapplicable

Base of Operations: Spencer Smythe's

laboratory, New York City

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Robotic Construction: The Mark VI Spider-Slayer was built in the form of a huge, eight-legged spider with two large eyes. It is immune to disease, gas attacks, psionic attacks, and could presumably survive in a vacuum.

Body Armor: The Spider-Slayer's exterior construction provides it with Remarkable protection from physical attacks and Excellent protection versus energy attacks.

Leaping: The Mark VI has Remarkable leaping ability and can jump 2 areas up, 3 areas down, or 30 feet horizontally.

Mental Control and Guidance: Through unrevealed means, Spencer Smythe was able to mentally control all functions of the robot up to a range of one mile. He could see and hear through the Mark VI's two huge eyes. Unlike all previous models of Spider-Slayers, the controller's face did not appear on video screens in the robot's head.

Spider Detection: The Mark VI Spider-Slayer can detect arachnids or creatures with spider-like abilities (namely Spider-Man) at Shift Y range (160 areas or about 4 miles).

Wall-Crawling: The Mark VI has the Good ability to scale vertical surfaces.

Web-Shooter: The Mark VI Spider-Slayer can fire Amazing Material Strength webbing up to 1 area away to entangle its target. It can use its webbing as a swing line, allowing it to travel at 3 areas per round.

Talents: None.

Contacts: Inapplicable.

ADDITIONAL NOTES:

HISTORY:

Believing Spider-Man had killed his son, a vengeful J. Jonah Jameson sought out Spencer Smythe, and hired the inventor to use his latest Spider-Slayer to hunt down Spider-Man. However, Smythe now hated both Jameson and Spider-Man; he now knew he was dying because of exposure to radioactive materials he had used to build the various models of Spider-Slayers. Smythe tricked Jameson into fastening a strange pair of handcuffs onto one wrist. Laughing hysterically, Smythe told Jameson that the cuffs contained high explosives set to go off in 24 hours.

Smythe sent the Mark VI Spider-

Slayer after Spider-Man. During the ensuing battle, the spider-shaped robot was destroyed and Spider-Man was knocked unconscious. Smythe took the hero to his laboratory, where he locked one of Spider-Man's wrists to the handcuffs; Spider-Man and J. Jonah Jameson were now chained together, and the bomb was ticking.

Smythe did not prevent the pair from leaving. With an angry and frightened Jameson in tow, Spider-Man left to find a way of removing the handcuffs. His efforts were futile, however. With time running out, Spider-Man realized that Smythe was the only one who could remove the cuffs, but upon returning to the laboratory, Spider-Man and Jameson found that Smythe had finally died of his illness. Luckily, Spider-Man found the power source that electronically kept the shackle locked. With seconds to spare, Spider-Man deactivated the power source and the handcuffs.

MARK VII

STATISTICS:

F	GD(10)
A	RM(30)
S	RM(30)
E	IN(40)
R	TY(6)
I	Sh0
P	Sh0

Health: 110

Karma: 6

Resources: Inapplicable

Popularity: Inapplicable

BACKGROUND:

Real Name: Inapplicable

Occupation: Robotic vehicle specifically designed to defeat Spider-Man

Legal Status: Inapplicable

Identity: Inapplicable

Place of Birth: The laboratory of Alistair Smythe (Spencer Smythe's son) in New York City

Marital Status: Inapplicable

Known Relatives: Inapplicable

Base of Operations: The laboratory of Alistair Smythe in New York City

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Robotic Construction: The Mark VII Spider-Slayer is shaped much like a one-man flying saucer. It is the first Spider-Slayer built by Spencer Smythe's son, Alistair. The Mark VII rests upon eight tentacle-like legs, which are retracted into the body during flight. The cockpit is covered by a glass dome. The

Mark VII and any passengers are immune to disease and gas attacks. While the machine is immune to psionic attacks, those inside are not. The vehicle is not designed for space travel; its engines are not powerful enough to break free of Earth's gravitational pull. It has the following statistics:

Control	EX(20)
Speed	RM(30)
Body	EX(20)
Protection	GD(10)

Body Armor: The Spider-Slayer's exterior construction provides it with Excellent protection from both physical and energy attacks.

Elongation: From holes running along its sides, the Mark VII can extend and retract the following Remarkable Material Strength steel tentacles:

- **Grapple-Claws:** The Spider-Slayer is equipped with two of these, one on each side. Each grapple-claw can extend up to 1 area away to grab its target. Use normal grappling rules to resolve attacks and damage.
- **Laser-Tentacles:** Each side of the Mark VII is also armed with a Remarkable Intensity laser-tentacle, each of which can be extended up to 10' to fire in any direction.
- **Steel Whips:** These deadly weapons can lash out from both sides of the Spider-Slayer to whip or entangle their targets up to 1 area away.

Flight: The Mark VII can fly at Remarkable airspeed (15 areas per round).

Resistance to Electricity: The Spider-Slayer is insulated against Amazing damage electrical attacks.

Slick Surface: The Mark VII Spider-Slayer's surface is Amazingly slick, making it immune to Spider-Man's webbing.

Tracking System: Alistair Smythe has created a number of electronic tracers, enabling him to use his Spider-Slayer to track targets wearing a tracer at a range of five miles.

Talents: None.

Contacts: Inapplicable.

ADDITIONAL NOTES:

HISTORY:

In an attempt to get revenge against Spider-Man for the death of his father, Alistair Smythe used his own Spider-Slayer to kidnap Mary Jane and her Aunt Anna. With a clue from the Kingpin, who had recently employed Alistair as an in-

ventor, Spider-Man learned where to find the young villain.

After rescuing Mary Jane's aunt, Spider-Man learned from her that Alistair had flown away with Mary Jane in his Spider-Slayer. Spider-Man caught up with Smythe, and saved Mary Jane from the clutches of the Spider-Slayer. The web-slinger defeated the robot by causing it to crash into high voltage wires. Due to the machine's insulation, Alistair survived, but he suffered severe shock damage: He is now a paraplegic and is unable to digest solid foods.

MARK VIII

STATISTICS:

F	RM(30)
A	GD(10)
S	AM(50)
E	AM(50)
R	TY(6)
I	Sh0
P	Sh0

Health: 140

Karma: 6

Resources: Inapplicable

Popularity: Inapplicable

BACKGROUND:

Real Name: Inapplicable

Occupation: Robotic vehicle specifically designed to defeat Spider-Man

Legal Status: Inapplicable

Identity: Inapplicable

Place of Birth: Alistair Smythe's laboratory, New York City

Marital Status: Inapplicable

Known Relatives: Inapplicable

Base of Operations: Alistair Smythe's laboratory, New York City

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Robotic Construction: The Mark VIII Spider-Slayer takes the form of a very tall humanoid. It is the second Spider-Slayer built by Alistair Smythe. The controller rides within the machine's chest cavity, and his face appears on the robot's faceplate, which is actually a video screen through which the controller can see, hear, and speak. The Mark VIII and any passengers are immune to disease and gas attacks. The robot itself is also immune to psionic attacks, though its passenger is not. While the robot's functions would be unimpaired, it is unlikely that the controller could survive for very long in an oxygen-deficient environment, such as underwater or in a vacuum. The Mark VIII is a type of walker vehicle with the following statistics:

Control	GD(10)
Speed	GD(10)
Body	IN(40)
Protection	RM(30)

Access Claw: This apparatus is used to lift Alistair, who is a paraplegic, into the Mark VIII's cockpit.

Body Armor: The Spider-Slayer's exterior construction provides it with Incredible protection from physical attacks and Remarkable protection versus energy attacks.

Chemical Tracer: Alistair Smythe developed a chemical tracer that he can spray from his Spider-Slayer onto a target, then track the target at Shift Z range (400 areas or about 10 miles).

Elongation: The Mark VIII can elongate its legs and arms at Unearthly rank (5 areas), and its neck at Monstrous rank (2 areas). Its Incredible Material Strength fingers can also be elongated at Remarkable rank (1 area) to entangle foes.

Ethyl Chloride: It can release blasts of Incredible Intensity knockout gas from its hands, affecting all targets in the same area as its hands. Those who fail an Endurance FEAT are rendered unconscious for 1-10 turns.

Headlight: Its faceplate can be used as an Excellent Intensity beacon.

Slick Surface: The Mark VIII Spider-Slayer's surface is Amazingly slick, making it immune to Spider-Man's webbing.

Talents: None.

Contacts: Inapplicable.

ADDITIONAL NOTES:

HISTORY:

Alistair Smythe built the most recent model of Spider-Slayer, the Mark VIII, which he used to stalk Mary Jane and Peter Parker in Pittsburgh. Riding inside his towering robot, Alistair caught up with Spider-Man and began to pummel the hero senseless. Distracted by a feeble attack from Mary Jane, Alistair turned his attention to her. Clutching Mary Jane in a huge tentacle, Alistair was about to kill her when Spider-Man overcame his injuries and dealt the robot a fatal blow.

Furious at what might have happened to Mary Jane, Spider-Man ripped apart the Spider-Slayer and pulled a terrified Alistair from the wreckage. Presumably Alistair Smythe was taken to prison. Whether or not he is still there has yet to be revealed.

STATISTICS:

F RM(30)
A EX(20)
S GD(10)
E RM(30)
R EX(20)
I TY(6)
P TY(6)

Health: 90

Karma: 32

Resources: IN(40)

Popularity: 0

BACKGROUND:

Real Name: Unknown

Occupation: Destroyer of Celestials
Identity: Secret; Stellaris tried to trick everyone into thinking she was a man

Other Known Aliases: None

Legal Status: Unknown

Place of Birth: Supposedly an unnamed planet destroyed by the Celestials

Marital Status: Unknown

Known Relatives: All supposedly dead

Base of Operations: Mobile

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

No natural powers known.

Equipment:

Living Armor: All of Stellaris's abilities and powers stemmed from her living suit of armor. The armor's power supply was somewhere in the suit of armor, and it was apparently of a cosmic level. Stellaris could somehow mentally control the shape of the armor and its built-in equipment. The following is a brief list of the equipment and abilities the armor was imbued with.

- **Body Armor:** The armor always provided Stellaris with Shift X protection from all forms of attack. Stellaris was still subject to Slams and Stuns while in the armor. The armor itself seemed to be made of a material that has a Material Strength rank of CL1000. Weaker areas of the armor, such as joints (needing a red result to hit) were only of Shift Y Strength Material rank.
- **Weapons:** Stellaris could form any sort of energy weapon from her

armor. Such weapons could do up to Shift Y energy or force damage.

- **Physical Enhancement:** Stellaris could use the armor to increase any or all of her physical attributes. Any of her FASE attributes could be raised to Unearthly. This did not increase her basic Health score.
- **Sensors:** Stellaris could order the suit to form any sort of detection or sensor device, with a Shift Y Power Rank.
- **Flight:** Stellaris's living armor allowed her to fly in space at speeds

up to CL1000. In an atmosphere, she was limited to a Monstrous speed.

- **Life Support:** The living armor provided Stellaris with CL1000 life support.
- **Self Destruct:** Stellaris stated that she could order her living armor to self-destruct in a CL5000 explosion, powerful enough to destroy a whole planet. It is not known if Stellaris could have actually done that.
- **Computer Tap:** Stellaris could use the armor to plug into any sort of



computer system and take any data she needed, no matter how good the security of the computer system. This is a Shift Z ability.

Limitation: The more equipment, enhancements, and weapons Stellaris ordered the living armor to take on, the bulkier the armor got. This was only a sign of increasing power; it did not seem to penalize Stellaris's abilities or agility. When the armor had no special abilities working, it resembled a light suit of clothing.

Talents: Stellaris was a Marksman and an expert in Martial Arts Type E, Acrobatics, Tumbling, Astro-navigation, and Computers.

Contacts: Stellaris was a loner all of her life, though she briefly befriended Nobilus before she died.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Stellaris was a bitter and driven woman who hated all Celestials and anyone who associated with them. Her true form and sex were hidden by her armor. Stellaris talked with a guttural slang and deep voice that made many think she was a hulking, male brute. She was actually a beautiful and graceful woman.

HISTORY:

Most of Stellaris's history is unknown or clouded by mystery. Even the origin she revealed is unclear, since it was obvious that she was the final force that activated the birth of a new Celestial.

She first appeared on Earth, following a replicoid sent there by the Celestials. The replicoid was sent to Earth to deliver a message to Thor. The Celestials wanted Thor and Hercules to go to the Black Galaxy immediately.

Before the replicoid even had a chance to give Thor the message, Stellaris attacked them both. During the battle, the Avengers arrived to help Thor battle Stellaris, and the replicoid was mortally injured. The replicoid was able to deliver the message to Thor just before Stellaris destroyed it.

Stellaris then attacked Hercules, somehow sensing his past connection with the Celestials. Thor was finally able to defeat Stellaris in single combat, and discovered that Stellaris was a woman. She threatened to order her living armor to self-destruct and destroy the Earth in the explosion. Thor reluctantly let her go.

During the battle, Stellaris revealed that her race had been judged unfit by the Celestials, and had been destroyed. She never explained how she happened to survive, or where she got her suit of living armor.

When Thor and Hercules left for the Black Galaxy, Stellaris was following close behind them. When Thor and Hercules encountered the High Evolutionary's ship in the Black Galaxy, Stellaris was able to gain entry unnoticed. Stellaris freed and befriended Nobilus, a mentally unstable New Immortal created from cell samples of Thor. While Nobilus held off the High Evolutionary's New Men and Thor, she plundered the ship's computer system.

In the computer system she found the location of a mysterious red Celestial within the Black Galaxy. Elated, she grabbed Nobilus and took off for the location of the Celestial, hoping to kill her first Celestial. The High Evolutionary, Hercules, Thor, and the High Evolutionary's New Immortals followed behind her.

Everyone arrived in time to witness the beginning of the birth of a new Celestial. The organic Black Galaxy was apparently the matter from which the new Celestial was to be created from.

The vengeful Stellaris powered up her suit to its maximum level and charged the forming Celestial. A huge explosion occurred and seemed to destroy the whole Black Galaxy. Thor and the other unharmed observers saw that the new Celestial had completely formed. The explosion caused by Stellaris seemed to have provided the final energy necessary for the new Celestial to be born. A robot analyzer made the final comment that Stellaris's living armor was exactly like the armor worn by all the Celestials.

STATISTICS:

F RM(30)
A RM(30)
S GD(10)
E EX(20)
R IN(40)
I EX(20)
P RM(30)

Health: 90

Karma: 90

Resources: AM(50)

Popularity: 0

BACKGROUND:

Real Name: Stygorr

Occupation: Lord of the Sub-Space Zone

Legal Status: None

Identity: Existence is not known to general Earth populace

Other Known Aliases: Stygorr the Nightlord

Place of Birth: Sub-Space

Marital Status: Unknown

Known Relatives: None

Base of Operations: Sub-Space

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Flight: Excellent air speed (10 areas per round) in an atmosphere, and Unearthly air speed (40 areas per round) in outer space.

Body Armor: Stygorr has Incredible protection versus all forms of energy attacks and Remarkable protection against physical attacks.

Invulnerability: Stygorr is immune to poisons, diseases, and radiation.

Life Support: Stygorr does not need to breathe and he can survive in a vacuum.

Energy Blasts: Stygorr can transmute his body from positive to anti-matter. Stygorr can release the resulting energy charges as beams of energy that cause up to Amazing energy damage. He can also release the power in one blast that inflicts Incredible force damage to everyone within one area.

Talents: None revealed.

Contacts: None revealed.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Stygorr is an arrogant being who believes that he cannot be defeated by anyone. He is paranoid and thinks everyone who enters his realm is an enemy.

HISTORY:

Several years ago, the Fantastic Four battled an alien menace known as the Ebony Seeker. Just before the Ebony Seeker destroyed the Earth, the heroes managed to defeat him. The cost of their victory was the transportation of their headquarters, and several blocks of downtown Manhattan, into the Negative Zone.

Luckily, the city block was slowly drifting toward the Distortion Zone, the interface point between the Negative Zone and the normal universe. Unfortunately, the city block would also be passing close to the gravity wells of the Sub-Space Zone and the anti-Earth. Either of these might destroy the entire city block and its passengers.

The gravity and energy of the Sub-Space Zone would tear the city block apart if it entered the area. If the city block touched any part of the anti-matter Earth, it would cause a huge explosion that would completely destroy the city block and everyone trapped on it.

While Reed Richards worked desperately on a solution, the people on the floating block began a mob riot led by an arrogant engineer, Lew Shiner. Shiner was infuriated because he thought the FF had transported the city block into outer space as part of some experiment. Shiner had been supervising the demolishing of an old building when the city block was transported.

Stygorr, the alien lord of the Sub-Space Zone, noticed the approaching city block and presumed it was an attack. He flew out to meet the city block and began blasting away at the protective containment field Reed had placed around the block of land. The containment field was created by the machine that secured the portal to the Negative Zone that Reed had built a long time ago.

Reed Richards and the Thing ventured out into the Negative Zone and attacked Stygorr, but he ignored their attacks. Meanwhile, inside the field, Shiner led a mob against the FF's Baxter Building. The mob captured a

policeman, and Shiner took his gun.

Shiner then tried to blow his way into the Baxter Building with dynamite, then later tried to enter using a wrecking ball. The Human Torch stopped his attempts, so Shiner threatened him with the gun. The mob then realized that Shiner had gone over the edge and they turned against him. Shiner got away and hid in a building that he was supposed to help tear down.

Meanwhile, Reed had figured out a way to use Stygorr's power blasts to propel the city block into the Distortion Zone and back into normal space. Reed had the Invisible Woman use her force field powers to push the condemned building off the block, directly at Stygorr. No one had any idea that Shiner was hiding in the same building.

Sue did as Reed asked, and as the building headed for him, Stygorr started to turn his body into anti-matter. At the exact moment of transmutation, Lew Shiner tumbled into Stygorr and merged with him. A huge explosion occurred, apparently killing Shiner and Stygorr. The power of the blast was enough to send the city block through the Distortion Zone and back into the Positive Matter Universe.

Stygorr's present condition and whereabouts are unknown.

STYX

STATISTICS:

F TY(6)
 A GD(10)
 S PR(4)
 E GD(10)
 R TY(6)
 I PR(4)
 P GD(10)

Health: 30

Karma: 20

Resources: GD(10)

Popularity: 0

BACKGROUND:

Real Name: Jacob Eichorn

Occupation: Assassin

Legal Status: Unrevealed

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: Partner of Stone

Present Group Affiliations:

KNOWN POWERS:

Rotting Touch: Styx has the Amazing ability to cause organic matter he touches to instantly rot and decay. This inflicts Amazing damage to living creatures, and affects organic materials (wood, rope, cloth, etc.) as if Styx were attempting to break the item with Amazing Strength. Victims of this power must come into direct contact with Styx's flesh. When Styx wishes to touch something or someone without harming it, he wears a pair of gloves. Styx's power stimulates the pleasure centers of his brain and, unfortunately, the more his power is used, the more intoxicating it is for Styx.

Elongation: Styx has the Feeble ability to elongate his fingers up to 1 area.

Talents: None.

Contacts: Stone, Jonathon Caesar.

ROLE-PLAYING NOTES:

Styx teeters upon the brink of complete lunacy. He lives only for death, which is his sole pleasure. Without his partner's guidance, Styx would likely become a raving psychotic killer, totally out of control.



HISTORY:

The early history of Jacob Eichorn is a mystery. For unknown reasons, he became a homeless derelict. Eventually, he was approached by a medical research firm seeking homeless people to participate in experiments for new pharmaceuticals. The pay was good, and the danger promised to be minimal. Eichorn readily agreed.

Unfortunately, one of the scientists was pursuing his own unauthorized research by exploring the theory that the human body can develop immunity to cancer by controlled exposure to the disease. As a

result, Jacob Eichorn was injected with a mutated cancer compound. Although he developed an immunity to the disease, Eichorn became a living cancer himself with the ability to kill organic matter by touch.

Eichorn's mind was also affected, for he took the name Styx after the mythical passage to Hades. He quickly developed a twisted affinity for death, finding that only by bringing death to others could he find happiness and release.

It is unclear how Styx came to be associated with Stone. Apparently, Styx did something for Stone, for which Stone is forever grateful. By helping Styx control his deadly urges, Stone figures he is repaying his debt.

STONE

STATISTICS:

F	EX(20)
A	GD(10)
S	GD(10)
E	RM(30)
R	TY(6)
I	TY(6)
P	TY(6)

Health: 70

Karma: 18

Resources: GD(10)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Assassin

Legal Status: Unrevealed

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: Partner of Styx

Present Group Affiliations:

KNOWN POWERS:

None.

Equipment: Stone's powers are derived from his high-tech weaponry and equipment:

Turbo-Hopper: Stone controls this flying platform with his feet, allowing him to keep his hands free. It is equipped with a rope ladder, which Stone uses to raise and lower Styx to and from the ground. The turbo-hopper has the following statistics:

Control	EX(20)
Speed	RM(30)
Body	EX(20)
Protection	0

Shoulder Cannons: Fixed to a metal harness, a pair of multi-purpose cannons rests on Stone's shoulders. He can make the following attacks with this unique weapon:

- **Adhesive Gel:** He can fire a glob of goo to strike one target up to 1 area away. Treat this as an Incredible rank ensnarement attack.
- **Chain:** Stone can fire a length of Remarkable Material Strength chain from his cannons up to 1 area away in order to entangle an

opponent. Treat this as a Remarkable rank ensnarement attack.

- **Gas Pods:** He can shoot pods up to 2 areas away which explode upon contact, releasing Excellent Intensity tear gas that fills 1 area.
- **Knockout Darts:** Stone can fire a burst of small darts at any one target in the same area as himself. Treat this as a shooting attack with any kill result treated as a bullseye instead. The darts are coated with a Remarkable Intensity knockout drug.
- **Net:** He can shoot an Excellent Material Strength net to entangle a target in the same area as himself. He can also use the net to catch falling objects. Consider this to be a Remarkable rank ensnarement attack.
- **Nova Beam:** At a range of up to 3 areas, Stone can shoot a beam of Incredible Intensity heat energy.
- **Sonic Beam:** He can fire a beam of coherent sonic energy that acts as an Incredible Intensity force attack at a range of up to 2 areas.
- **Strobe Burst:** Stone can produce an Amazing Intensity flash of light capable of blinding everyone within the same area as himself.

Talents: Stone is a Weapons Specialist with his shoulder cannons, granting him a +2CS to hit and a +1 to his initiative with the weapon.

Contacts: Styx, Jonathon Caesar.

ROLE-PLAYING NOTES:

Stone is a rough and ready individual, willing to take on even the toughest job, such as killing Spider-Man, if the price is right. He often becomes irritated at his partner when Styx cannot control his urge to snuff the life of anything he meets. Stone is the leader of this villainous duo, providing direction for Styx's deadly touch.

HISTORY:

Virtually nothing has been revealed about Stone's background. At some point in his life, Stone became indebted to his partner, Styx.

Currently, Styx and Stone are a two-man assassination team employed by Jonathon Caesar, a psychotic who has an obsession for

Peter Parker's wife, Mary Jane. Caesar once kidnapped her, then hired Styx and Stone to eliminate a troublesome Spider-Man. As Mary Jane Parker and Jonathon Caesar watched the sunset, they saw Spider-Man web-swinging toward them. Caesar called his two new operatives, and Styx and Stone went into action.

Standing on their turbo-hopper, the pair of killers swooped down upon Spider-Man, but the web-slinger's spider-sense warned him, and he dodged a chain fired from Stone's cannons. But Stone was undaunted, and next fired gas pellets and a sonic blast, which brought Spider-Man to the ground in Central Park. Before the web-slinger could get in any good licks, Stone blinded him with a strobe burst.

Meanwhile, Mary Jane escaped from Jonathon Caesar and took his gun. After hitting Spider-Man with his nova beam, Stone captured him with a glob of adhesive gel. Styx was about to touch the mask of a blind and weakened Spider-Man, when Mary Jane opened up with Caesar's automatic pistol. Running from the spray of bullets, Styx and Stone retreated to their turbo-hopper and fled the scene. Caesar was sent to prison, but he has recently been released on parole.

Once again a free man, Caesar has turned his attention from Mary Jane Parker to Spider-Man, wanting revenge for the web-slinger's interference. Again, Caesar hired Styx and Stone to kill Spider-Man.

Styx and Stone caught up with Spider-Man in an abandoned subway tunnel, where the wall-crawler was fighting a desperate battle against Venom. A three-way fight ensued, in which Stone's shoulder cannons were crushed by Venom before Styx's rotting touch apparently killed Venom's symbiotic costume. With Stone weaponless and Styx stunned from the pleasure of his kill, Spider-Man easily captured the duo and turned them over to the authorities. Apparently, Styx and Stone are still in custody.

STATISTICS:

F TY(6)
A GD(10)
S TY(6)
E EX(20)
R TY(6)
I GD(10)
P IN(40)

Health: 42

Karma: 56

Resources: FE(2)

Popularity: 0

BACKGROUND:

Real Name: Pamela Douglas

Occupation: Former editor, now an adventuress

Legal Status: U.S. Citizen

Identity: Secret

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: Heather Douglas (cousin)

Base of Operations: Mobile

Past Group Affiliations: Eternals of Titan

Present Group Affiliations:

KNOWN POWERS:

Telepathy: Amazing rank.

Mind Control: Amazing rank.

Mind Blast: Remarkable intensity with a maximum range of one area.

Kinetic Bolt: Excellent damage with a three-area range.

Force Field Generation: Sundragon can create a force field that provides Amazing protection against physical and energy attacks, and CI1000 protection versus plasma attacks.

Navigation Sense: Unearthly.

Teleport: Sundragon can teleport herself and up to two other people with Unearthly ability. She must know the other people she is teleporting quite well, and she can even teleport people she knows to her location if they are within range.

Transport: Sundragon rides a large dragon made of stellar matter, which she controls mentally. The dragon has the following statistics:

F EX(20)
A UN(100)
S UN(100)
E UN(100)
R TY(6)
I GD(10)
P RM(30)

Health: 320

Karma: 46

The dragon can fly at CI3000 speed. The dragon surrounds its passengers with a field that protects them from the vacuum of space, provides

life support, and provides them with Amazing protection against energy and physical attacks.

Talents: Pamela is a trained journalist.

Contacts: Sundragon can rely on help from the Eternals of Titan, Moondragon, the Gargoyle (Isaac Christians), and the sentient stellar cloud known as Cloud. Sundragon is currently traveling with the dragon and the Titan named Demeityr. Isaac Christians has recently returned to Earth.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Sundragon is a simple woman who is awed by the changes that have taken place in her life recently. She is a kind woman who is truly thrilled by the wonders of the universe she is now exploring.

HISTORY:

A few years ago, the arrogant psionic known as Moondragon came under the influence of the evil being known as the Dragon of the Moon. She attacked her fellow Defenders, who defeated her at the cost of the lives of several members. Moondragon's body turned into a statue which then crumbled into dust.

Moondragon's soul, though shattered, somehow survived and was set adrift. Her soul finally found sanctuary in the mind of her closest living relative, her cousin, Pamela Douglas. Moondragon also somehow contacted the computer called ISAAC, who helps run the Eternal colony on Titan, a moon of Jupiter. ISAAC started creating a clone of Moondragon.

The weakened soul of Moondragon then began to contact her host, Pamela. At first Pamela thought she was going mad, especially when two clawed hands and a man wearing a mystic crystal began attacking her. She escaped and Moondragon was finally able to initiate contact and explain what was happening to the scared young woman.

At first Moondragon had no idea where the hands came from, but she soon learned they belonged to the disembodied soul of Isaac Christians. Known as the Gargoyle, Isaac had been one of the Defenders seemingly killed when the corrupted

Moondragon was defeated. She was able to calm down Isaac Christians's soul and make amends. Isaac's soul now existed in a red crystal that he had once picked up in Doctor Strange's house. Pamela put the necklace with the crystal around her neck.

Moondragon's personal spacecraft then arrived to whisk all three away to the Titan moon. The Eternals made Pamela feel welcome there, while they waited for Moondragon's clone to reach gestation. During this time, Pamela began to fall in love with a Titan named Demeityr.

When gestation day arrived, Moondragon and Pamela discovered that once the baby clone was imprinted with Moondragon's soul, the baby would be given to the care of the Priests of Shao-Lom and Pamela would be returned to Earth.

Both Pamela and Moondragon violently objected to these terms. At first, it looked as if they would have to give in to the powerful Eternal leader, Mentor. Then Isaac Christians's soul spoke up and asked Mentor to remand the two women into his care. Mentor had come to know and respect Isaac Christians, so he agreed.

Pamela, the cloned infant of Moondragon, and the soul of Isaac Christians then started on a tour of the galaxy in Moondragon's spaceship. Just after leaving Titan, their spaceship was pulled into a giant ship belonging to the mysterious Dance. Moondragon told Pamela that the powerful race moved through the universe and performed a variety of seemingly random acts. No one knew why.

The Dance members started forcing Pamela and the others into a column of fusion-level plasma. Somehow, Pamela and Moondragon's mental powers awakened and saved them from death. Pamela's powers were either awakened by Moondragon's efforts, the close call with death, or some mutation

caused when she entered the plasma column.

Not only did they teleport themselves out of the plasma column, but they also teleported Demeityr to the Dance ship. The Dance then let them go free, apparently done with them.

Demeityr joined their little tour and they left for parts unknown. As the months went by, Moondragon's cloned body matured at an accelerated rate, but not fast enough to suit her. An encounter with the living nebulae, Cloud, who had also been a Defender, angered the arrogant Moondragon. A few days later, Moondragon became angered by the intimacy Pamela and Demeityr shared. She mentally assaulted them and then forced her body into complete maturity.

Moondragon then attacked Demeityr, Pamela, and Isaac, and teleported them outside to die in the vacuum of space. Luckily, a nearby star held part of the consciousness of the living nebulae, Cloud. Cloud saved them and then used her powers to activate the rest of Pamela's dormant powers, and to give her a new form. She also formed a body out of stellar matter for Isaac's soul to inhabit. She then created a dragon out of stellar mass, that Pamela could control and use as a form of travel.

They then confronted Moondragon, who confessed that she felt as if no one really cared for her, and that everyone loved Pamela. Pamela and the others forgave Moondragon and told her that they loved her. Touched by their love, Moondragon realized her error of her ways and promised not to make the same mistakes again.

Pamela, now calling herself Sundragon, Demeityr, and Isaac resumed their exploration of space while Moondragon headed back for Earth. Recently, Isaac left Sundragon and the others to return to Earth. The current whereabouts and conditions of Sundragon and her traveling companions are unknown.

STATISTICS:

F TY(6)
 A GD(10)
 S TY(6)
 E IN(40)
 R TY(6)
 I AM(50)
 P UN(100)

Health: 62

Karma: 156

Resources: PR(4) / CL1000 (in own realm)

Popularity: 0

BACKGROUND:

Real Name: Margali Szardos

Occupation: Fortune teller, sorceress

Legal Status: Unknown

Identity: Secret

Other Known Aliases: Margali of the Winding Road

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: Stefan Szardos (son, deceased), Amanda Sefton/Jimaine Szardos (daughter), Kurt Wagner (foster son)

Base of Operations: A pocket dimension known as the Winding Road

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Equipment:

Magic Wand: All of Margali's power originated from the mysterious wand she possessed. The wand itself was only made of a material with a Good Material Strength. When the wand was taken from Margali, she reverted to her true mortal form, that of an old woman. While possessing the wand, Margali had the following magical abilities:

Magical Ability: Margali possessed a Mastery Level of Master of the School of Faerie Magic. This meant that her spells suffered a -2CS when aimed at cold iron or metallic objects, or organic beings who were partially metal in form.

Pocket Dimension: Margali was the sole ruler of a small mystical pocket dimension. She could people the dimension with various beings of her making, and she could make the dimension take on any physical as-

pects she wished.

Summoning: Margali had the ability to summon Doctor Strange's mystic Eye of Agamotto and to make it follow her commands, even if Doctor Strange actively resisted.

Spell Control: Margali had the ability to warp any spell cast by anyone near her. Using this ability, she could change the general parameters of the spell's effect (range or duration, for example). This ability was Unearthly and had a one-area range.

Margali was a powerful sorceress who has the ability to call on the following spells at all times:

Personal:

Alteration-Appearance: Unearthly.

Growing: Unearthly.

Invisibility: Unearthly.

Shield-Individual: Unearthly.

Shape-Shifting-Unlimited: Unearthly.

Transformation-Others: Unearthly.

Universal:

Conjure: Unearthly.

Eldritch Beams/Bolts: Unearthly.



Illusion: Unearthly.
Matter Rearrangement: Unearthly.

Dimensional:
Dimensional Aperture: Unearthly.

Any other spells she casted were of Monstrous rank.

Talents: Margali was a highly trained sorceress, possessing the Mystic Background, Occult, and Scholar of Antiquities talents.

Contacts: Margali can definitely depend on aid from her daughter, Amanda Sefton/Jimaine Szardos, and she can probably depend on Kurt Wagner (Nightcrawler). It has not been revealed if she has any contact with any mystic entities or sorcerers, besides Doctor Strange.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Margali was a self-assured women, quick to anger and vengeance. She was very confident and seemed to enjoy flaunting her mystical powers and knowledge. Margali was a regal person who was used to people obeying her every wish and command. Without the wand, Margali became a gentle, older woman who had no interest in power or command.

HISTORY:

Margali Szardos is a powerful sorceress whose origins have yet to be completely revealed. Margali had a son, Stefan, and she also took in the orphaned Kurt Wagner (who would one day become Nightcrawler of the X-Men). Margali trained her daughter, Jimaine Szardos/Amanda Sefton, in the mystical crafts.

Margali raised the children in a small Bavarian circus, where she pretended to be a simple fortune teller. While Kurt worked on becoming a circus performer, Margali trained Jimaine in magic. The brooding Stefan eventually left the circus to make his own way in life.

The small circus was taken over by a rich Texas millionaire, who ordered Kurt to be placed in the freak side show. The anguished Kurt quit the circus and headed towards Winzeldorf, West Germany, where Stefan lived. Kurt discovered that Stefan had gone mad and killed two children.

Two days after leaving the circus, Kurt tracked Stefan down and tried to capture him. During the fight, Kurt accidentally broke Stefan's back, killing him. Civilians discovered Kurt with Stefan's body, and because of Kurt's demonic appearance, they assumed that he had killed the two children. Kurt was saved from the mob by the psionic powers of Professor X, who asked Kurt to join his new team of X-Men. Kurt agreed and went to America with Professor X.

Margali blamed Kurt for Stefan's death. Jimaine, who had long ago fallen in love with Kurt, followed him to America and watched him. She became the airline stewardess Amanda Sefton, and arranged to accidentally meet Kurt. She mystically disguised herself so he would not recognize her, and they were soon dating each other regularly.

Margali eventually took her revenge on Kurt by exiling his mind and soul to a pocket dimension she had created. She did this during a birthday party held by the X-Men for Kurt. Margali magically placed a special gift among Kurt's other presents. When Kurt touched the present, a crystal likeness of himself, his mind and soul were taken out of his body.

The prison dimension resembled

hell as depicted in Dante's *Inferno*. Amanda, pretending to be Margali, kidnapped Kurt's fellow X-Men and Doctor Strange. Amanda then sent them to the same dimension that Margali had sent Kurt, hoping that they would be able to help Kurt. Kurt finally confronted Margali in this pocket universe and convinced her of his innocence. Amanda then revealed her true identity to Kurt.

Later, Amanda Sefton heard a rumor that Dr. Strange needed a new apprentice, because Clea had left him. She went to Strange and asked to become his new apprentice (secretly compelled by Margali), as did every crackpot in the world who heard about the rumor. Strange arranged for all the petitioners to meet at one spot, where he told them that he currently had no wish to take on an apprentice.

Margali Szardos appeared and attacked Strange. Margali was angered that Strange had refused to take on her daughter as an apprentice. Strange cast a spell to force himself and Margali into the astral plane. Margali warped the spell so that all the would-be apprentices were also forced into the astral plane with them.

Strange and Margali battled with all their mystic forces. Strange soon realized that Margali's powers came from her wand. Strange tricked Margali and took the wand from her.

Margali immediately regained her true mortal form, that of an old woman. She explained to Strange that the wand was an evil entity that took over its owner's mind. Margali revealed that the wand had hoped to gain control over Strange. Upon returning everyone back to the physical plane, Strange destroyed the wand.

Thrilled to be freed of the wand's influence, Margali is currently living a quiet life.

STATISTICS:

	Original	Hela-Cursed	Current
F	UN(100)	RM(30)	MN(75)
A	EX(20)	EX(20)	EX(20)
S	MN(75)	AM(50)	MN(75)
E	MN(75)	IN(40)	MN(75)
R	GD(10)	GD(10)	EX(20)
I	GD(10)	GD(10)	EX(20)
P	RM(30)	RM(30)	GD(10)
Health:	270	140	245
Karma:	50	50	50
Resources:	EX(20)	PR (4)	GD(10)
Popularity:	50	30	60

	Sigmund	Siegfried	Thunder Frog
F	RM(30)	IN(40)	AM(50)
A	GD(10)	GD(10)	RM(30)
S	EX(20)	IN(40)	AM(50)
E	RM(30)	IN(40)	MN(75)
R	TY(6)	TY(6)	GD(10)
I	TY(6)	TY(6)	GD(10)
P	TY(6)	TY(6)	RM(30)
Health:	90	130	205
Karma:	18	18	50
Resources:	FE(2)	EX(20)	GD(10)
Popularity:	2	2	0



Alternate Future

F	AM(50)
A	RM(30)
S	MN(75)
E	MN(75)
R	EX(20)
I	GD(10)
P	EX(20)
Health:	230
Karma:	50
Resources:	GD(10)
Popularity:	25

BACKGROUND:

Real Name: Thor; Sigmund, Siegfried, Dr. Donald Blake, Sigurd Jarlson, Eric Masterson, Dargo Kyto
Occupation: Warrior and adventurer (Thor, Sigmund, Siegfried), general practitioner and surgeon (Blake), construction worker (Jarlson), freelance architect (Masterson), corporate worker (Dargo Kyto)
Legal Status: Prince of Asgard and honorary American citizen (Thor), mythical figures (Sigmund, Siegfried), missing American citizen (Blake and Jarlson), American citizen (Masterson), Citizen of North America Urban Center #5 (Dargo Kyto)
Identity: Secret (all)
Other Known Aliases: None
Place of Birth: A cave in Norway

Marital Status: Single (Thor, Blake, Jarlson, Sigmund), Divorced (Masterson), Married (Siegfried, Dargo)
Known Relatives: Odin (father), Gaea (mother), Loki (foster brother, deceased); Sieglinda (Sigmund's sister), Gunthra (Siegfried's wife); Salla (Dargo's wife); Kevin (Masterson's son), Marcy (Masterson's ex-wife)
Base of Operations: Asgard, New York City
Past Group Affiliations: Asgardians, Avengers
Present Group Affiliations:

KNOWN POWERS:

Invulnerability: Thor has Excellent resistance to physical attacks, heat, cold, radiation, toxins, aging, and disease. Typical resistance to energy attacks.
Illusion Detection: Thor adds a +1CS to his Intuition when dealing with illusions.
Invulnerability: A special enchantment was placed on Siegfried by the former Valkyrie, Brunnhilde. This enchantment provided Siegfried with Unearthly Invulnerability against any form of physical damage, unless he was attacked from behind.

Telepathy/Animal Communication: While fighting Fafnir, Siegfried accidentally tasted some of his blood. This granted Siegfried with the abilities to read minds and understand and speak with normal animals, with Good Intensity.

Leaping: The Thunder Frog had Monstrous Leaping ability (5 areas).

Equipment:

Mjolnir (Unique Weapon): Thor's hammer, Mjolnir, is made of Uru, a mystical metal of CL1000 Material. Thor's Fighting rank is Shift Y while using the hammer. The hammer does Unearthly Blunt damage, and Thor can throw Mjolnir up to 10 areas. No one can forcibly take the hammer away from Thor, unless he wishes it. Thor can do the following Power Stunts while using Mjolnir:

- **Alter Ego:** Striking Mjolnir on the ground, or a hard surface, transforms Thor into his current mortal form. If Thor is kept away from the hammer for over one minute, he automatically reverts back to his mortal form. While he is in his mortal form, Mjolnir looks like a simple wooden cane. Striking the wooden cane against a hard surface reverts Thor back to his im-

mortal form. The statistics of Thor's mortal forms are as follows:

Dr. Donald Blake

F A S E R I P
FE PR TY TY GD GD RM
Health: 18
Karma: 50

Sigurd Jarlson

F A S E R I P
UN EX MN MN GD GD RM
Health: 270
Karma: 50

Eric Masterson

F A S E R I P
TY PR TY GD EX EX GD
Health: 26
Karma: 50

Frog

F A S E R I P
GD GD FE TY GD GD RM
Health: 28
Karma: 50

Dargo

F A S E R I P
TY GD TY GD EX GD EX
Health: 32
Karma: 50

- **Automatic Return:** When thrown, whether it hits or not, Mjolnir flies back to the spot from where it was thrown.
- **Dimension Travel:** Unearthly rank power to travel between Earth and Asgard. Mjolnir can also open an aperture to a special pocket dimension where Thor keeps his battle armor and his Belt of Might. Thor can also place his hammer in the pocket dimension, and have it return to him at the beginning of the next round, as long as he hasn't moved more than 2 areas away from where he originally opened the dimensional aperture.
- **Dimensional Rift:** By focusing all of Mjolnir's energy, Thor can create a rift in the fabric of the universe, breaking the barriers between dimensions. Anyone or anything caught nearby will be forced into the rift by a Shift Z energy backlash. Thor can deter-

- mine into which dimension the victims arrive in. This power costs Thor all his remaining Karma points.
- **Flight:** Amazing air speed. Thor does this by spinning the hammer around and then throwing it. As it takes off, he grabs hold of the hammer's leather thong and rides behind the hammer.
- **Deflection:** Remarkable protection against physical, energy, and magical attacks. Thor does this by spinning the hammer in front of himself.
- **Weather Control:** Unearthly control, including producing Monstrous intensity lightning bolts. Thor can shoot lightning bolts from Mjolnir without having to summon a storm.
- **Air Control:** Create winds of up to Monstrous intensity. This air control can be used to provide Monstrous protection from projectiles to everyone within 1 area. The air control ability can also be used to carry others with him in flight with Incredible speed.
- **Worthiness:** Only a pure and noble person is able to pick up Mjolnir and use it. This person must have at least Excellent Strength. A machine of Remarkable Strength can pick up Mjolnir, but it cannot use it. So far, only Odin, Thor, Captain America, Dargo, and Beta Ray Bill have been able to pick up the hammer.
- **Unfettered Might:** This special attack does Shift Y damage and surrounds Mjolnir with a blazing blue aura. If Thor is wearing his Belt of Strength, damage is increased to Shift Z. Unless he is wearing his special gauntlets, Thor suffers Incredible damage when he uses this attack. This attack causes Thor to lose one-half of his Karma points.
- **Power Absorption/Reflection:** Mjolnir can absorb energy and visual psychic attacks up to CL1000 intensity. Thor must then release the energy from Mjolnir the next round. He can release it in any direction he wants. He may also reflect the energy back to its source with Excellent Agility.
- **Light Emission:** When calling forth

lightning, or on command, Mjolnir can release a blinding burst of light of Incredible intensity.

- **Magic Detection:** This detection power senses the use of Asgardian magic with Good Intensity.
- **Life Force Drain:** Thor can draw out the life force of an Asgardian god, utterly destroying that immortal. This power drains Thor of all his remaining Karma points, and he loses all his Health points except for 10.

Armor: This suit of battle armor is made of a CL1000 metal and provides Shift Y protection against physical and energy attacks.

Gauntlets: These gauntlets of CL1000 metal cover Thor's hands and arms, providing Shift Y protection against contact powers. The gauntlets are primarily used to protect Thor's hands from Mjolnir's excess energy.

Belt of Strength: When Thor wears this magical belt, his Strength is increased by +1CS. When removed, Thor's Endurance is reduced by -2CS for 24 hours.

Tooth-Grinder and Tooth-Gnasher: Thor owns two large pet war goats, who pull his war chariot. Their statistics are as follows:

F A S E R I P
RM GD RM IN TY GD GD
Health: 110
Karma: 26

Powers: Incredible Flight and Excellent running.

Attacks: The goats can ram (charging rules) or attack with their front hooves (doing Remarkable physical damage plus Excellent Energy/Electrical damage).

Needless: Siegfried and Sigmund used a magical sword enchanted by Odin, named Needless. The sword was made of a material with Unearthly rank Material Strength. The sword could do Monstrous Edged damage, or Amazing Blunt damage with the flat of the blade.

Tarn Helm: This special helmet was possessed by Siegfried. Anyone wearing the helmet could make himself look like someone else with Amazing intensity.

Talents: Thor is skilled in Asgardian lore. In combat he receives a +1CS

when using swords or a +2CS when using Mjolnir. Donald Blake possessed the Medicine talent, and Eric Masterson possesses the Engineering and Architecture talent.

Contacts: Thor can call on aid from his fellow Asgardians, and his mother, the earth goddess Gaea. Thor has been a member of the Avengers since they first formed. Over the years, Thor has met and gained the respect of most of the super heroes of Earth. A number of gods from other pantheons are friends of Thor's.

ROLE-PLAYING NOTES:

The original Thor was an honorable warrior, who believed it was the duty of the powerful to protect those weaker. Unfortunately, Thor sometimes acted arrogantly, and his headstrong temper and brash ways often got him in trouble. He acted as Earth and Asgard's guardian, but he reluctantly acted against other Asgardians if Earth's need was greater. The original Thor used a formal speech pattern (a form of pseudo-Shakespearian), and had a tendency to make long monologues during combat. His alter-egos spoke normally.

Sigmund and Siegfried were both very arrogant, with a tendency to act without thinking. Both were very brave, sometimes to the point of stupidity in ignoring danger.

The futuristic Thor is a brave young man who is not as serious as the original Thor. His speech is sometimes grand (but not pseudo-Shakespearian), mixed with futuristic slang ("Say, flash that!").

The new Thor, Eric Masterson, is a simple architect who is rather stunned by the changes in his life. He lacks the confidence that the original Thor had, since this is all new to him. He often regrets that his new life as a hero often overshadows his personal life. Even though he is not the original Thor, Masterson is just as brave and noble. The most important person in his life is his son Kevin.

HISTORY:

Thor is the son of Odin, lord of the gods of Asgard, and Gaea, the eldest goddess of the Earth. Odin want-

ed a child of Asgard and Earth, which is why he mated with Gaea, the Earth Mother. Gaea gave birth to Thor in a small cave in Norway. A few months later, Odin took the baby to Asgard to be raised by his wife, the Asgardian goddess Frigga. Thor did not learn that Gaea was his mother until many centuries later.

The young Thor was raised with Loki, his step-brother. Loki had been the son of the Frost Giant leader Laufey, who had been killed by Odin. Even when they were growing up, Loki was jealous of Thor's powers and popularity. This jealousy grew into an all-consuming hatred.

When Thor was eight years old, Odin sent him to Nidavellir, the land of the dwarves. Thor was to order the dwarves Brokk and Entiri to create three special items for Odin. One of these items was the Uru hammer called Mjolnir. Loki somehow sabotaged the creation of the hammer so that its handle was made too short.

Odin enchanted the hammer with many powerful magicks, including one that made it impossible for anyone to lift the hammer unless he or she were truly worthy. Odin proclaimed that Mjolnir was intended for Thor's use someday, when he had proven himself worthy to wield it. For the next eight years Thor trained to become a mighty warrior, and he performed many heroic deeds. Odin then presented Mjolnir to him, and declared him to be the greatest warrior of Asgard.

In the Ninth Century, A.D., Thor went to the Earth for the first time. While on Earth he promoted his worship among the Vikings. Later on, the Norsemen and Germanic people would also come to worship Thor and the other Asgardians. While on Earth, Thor encouraged his worshipers to glorify the ways of combat. One day, Thor discovered that some of his Viking worshipers had killed the defenseless inhabitants of a Christian monastery.

Shocked by the fact that some of his more fanatic worshipers were killing innocents in his name, Thor left Earth and cut himself off from his worshipers. Over time, the worship of the gods of Asgard died out.

At one point, Odin had plucked out

his eye and threw it in the Well of Wisdom. This eye attained sentience, and grew to a large size. The eye eventually told Thor many stories about himself and Odin, none of which Thor remembered. The eye told Thor that he was not the first Thor, the previous one having been killed during the last Ragnarok while fighting the Midgard Serpent.

The eye also told Thor that Odin had once stripped Thor of his godly essence and placed it in two successive mortal forms. These two incarnations were the two Germanic heroes of legend, Sigmund and his son Siegfried. In these two mortal guises, Thor played an important part in Odin's schemes to regain the powerful cursed Ring of the Nibelung. Sigmund was killed by the warrior Hunding, but Thor was then born as Siegfried.

Siegfried was the son of Sigmund and his lover Sieglinde. Siegfried gained the Ring of the Nibelung after killing the giant Fafnir, who had taken the form of a dragon. (This Fafnir should not be confused with the dragon Fafnir whom Thor has fought several times over the years.) Siegfried also gained the Tarn Helm, which enabled its wearer to magically appear as someone else. During the battle with Fafnir, Siegfried accidentally tasted some of Fafnir's blood, which gave him the ability to understand the speech of animals. It also gave him the ability to read the minds of those nearby.

Siegfried then fell in love with Brunnhilde, a Valkyrie who had been stripped of her godly abilities by Odin when she had disobeyed his commands. Using the last of her powers, she enchanted Siegfried so that he could be harmed only by attacks from behind.

Siegfried was eventually killed by Hagen, the son of Albreich, the dwarf who had originally created the Ring and placed a curse on it. Odin then resurrected Siegfried as Thor, but Odin wiped out all memories of his two mortal identities.

As the centuries passed, Thor had many perilous adventures in Asgard. But over time Odin became concerned with his son's headstrong ways and lack of humility. After Thor

broke a truce by chasing a monster into the land of the Frost Giants, almost causing a war, Odin decided it was time to teach Thor a lesson.

Using the body of a young medical student as a template, Odin created a mortal body for Thor. This mortal body was given a lame leg, and then Thor, stripped of all his power and memories, was sent to Earth to live in the mortal body. He appeared on the campus of the New York State College of Medicine, with a false history and background implanted in his mind. Thus did the life of Donald Blake begin.

Blake applied himself to his studies with great care, and eventually graduated with top honors. Blake soon gained a reputation as a caring family doctor and a brilliant surgeon. He opened a private practice in New York City and hired a nurse named Jane Foster. As time went by, the two began to fall in love.

Odin, knowing that such a love could only end in despair, became worried. About that time, Odin sensed the arrival of an alien space ship in the Solar System. The ship was a scout ship for a main invasion fleet of the alien Kronans. They planned to land on Earth and scout it out for the main fleet. Odin magically altered the ship's course so that it would land in Norway.

Working quickly, Odin placed a compulsion in Blake's mind causing him to suddenly go to Norway for a vacation. While walking along the Norwegian coastline, Blake came upon the Kronan ship and he was discovered by the aliens. Losing his walking cane during his flight from the aliens, Blake took refuge in a cave.

A secret door opened up in the back of the cave, and he found a chamber containing nothing but a gnarled wooden walking cane. Unknown to Blake, the chamber was where Thor had been born so many centuries earlier.

Exploring, Blake found that the only other way out was blocked by a huge boulder that he could not budge at all. Frustrated, and scared by the thought of the eventual arrival of the aliens, Blake struck out at the boulder with the wooden cane.

Blake was surrounded by a blazing light, and then he found his body transformed into a powerful form. The cane had been transformed into a mighty hammer. Blake instinctively knew that he had become the legendary Thor, even though he still had no memory of his former life.

Thor attacked the Kronans, who fled from his power and strength. Fearing that the whole planet was inhabited by men like Thor, they called off the invasion. For several years, Blake acted as the heroic Thor, and his memories slowly returned. Finally, Odin restored Thor's complete memory and revealed himself.

Thor spent the next few years maintaining his Blake identity and his medical practice. During this time, Thor saved the Earth many times, fighting many super villains. Thor helped found the Avengers, a group to which he still belongs. Later on, he gave up his Blake identity permanently.

The love affair between Thor and Foster continued for many years. It eventually ended when Jane Foster fell in love with a mortal man, Kevin Kincaid. Their engagement was cut short when Foster lay dying. Sif allowed herself to merge with Foster, saving the woman's life. The two were later separated when Foster was sent to a limbo-realm called the Runestaff of the Possessor. Thor, Sif, and Kevin Kincaid were later able to rescue Foster, and the two mortals were then married.

Nick Fury, leader of S.H.I.E.L.D., later helped Thor set up a new identity as Sigurd Jarlson, a construction worker. In this identity, Thor simply pulled back his hair, wore glasses, and dressed like a normal human.

Meanwhile, in a distant galaxy known as the Burning Galaxy by its peaceful inhabitants, Surtur was making his first move toward Ragnarok. Surtur caused the core of the Burning Galaxy to explode, creating enough energy to re-forge his Sword of Doom. The disaster destroyed most of the alien empire. The survivors fled in a fleet of ten thousand starships, hoping to find a new home.

The aliens were all put into suspended animation, except for the

one named Beta Ray Bill. Bill had been converted into a super-cyborg and given a sentient spaceship named Skuttlebutt. Bill was to guard the fleet on its long journey. The fleet was being closely followed by a horde of Surtur's demons.

Upon entering the Milky Way Galaxy, the fleet was discovered by a S.H.I.E.L.D. hyperspatial probe. Nick Fury asked Thor to fly out and investigate. Beta Ray Bill was awakened by Skuttlebutt when Thor breached the hull of the ship.

The two fought, and during the fight Thor was separated from his hammer, causing him to turn back into Don Blake. Bill picked up the wooden cane (Mjolnir) and struck a wall of the ship. Bill was then transformed into an alien version of Thor, holding Mjolnir. This happened because of Odin's enchantments, designed to bestow the powers of Thor upon anyone worthy enough. Odin had thought that Thor was the only one worthy enough, but Bill was also worthy.

Skuttlebutt landed on Earth, and Odin then summoned Thor to Asgard. The summons carried Bill to Asgard instead. Odin then summoned Blake to Asgard and transformed him into Thor. Thor and Bill made up, but Bill refused to give up Mjolnir; Bill felt that he had taken it in fair combat, and he needed the hammer to protect his people.

Odin ordered a trial by combat, which Bill won. But Bill felt guilty about taking the hammer that had been made especially for Thor, so he returned it to Thor. Odin then ordered a new hammer to be made, with the same enchantments and materials as Thor's. Odin gave this new hammer, Storm Breaker, to Bill.

Thor, Beta Ray Bill, and Sif then went to Bill's armada and drove off Surtur's demons. Since then, Bill has helped protect Earth and Asgard from Surtur and other menaces.

Surtur then joined forces with the renegade Dark Elves. The Dark Elves and Surtur's demon army attacked Earth, after opening the Ancient Casket of Winters on Earth. The armies of Asgard and Earth, along with a number of super heroes, drove the invaders back.

Meanwhile, Thor, Loki, and Odin protected Asgard from Surtur himself. The three gods mingled their essences, which increased their powers so that they might be able to defeat the demonic fire elemental. During the battle, a great deal of Asgard was destroyed, including the Rainbow Bridge.

Surtur and Odin grappled with each other. They two combatants then fell down a huge chasm, which then closed up.

While Beta Ray Bill and the Asgardian army prepared to return home, preparations were made to select a new leader since Odin had disappeared. Lorelei, with the help of Loki, enchanted Thor and caused him to fall in love with her. Loki planned to get Thor to choose him as the new leader. Thor broke free of the enchantment, but the incident had strained Thor's relationship with Sif. Luckily, Sif later realized what had happened and forgave Thor.

Thor, Baldur, and some Asgardians then traveled to Hel, the realm of the Asgardian death goddess, Hela. They went to rescue a number of Earth souls that had been unrightfully taken by Hela. Thor and his allies were able to save the souls, but Thor's face was badly scarred in a fight with Hela herself.

Thor returned to Earth and returned the souls to their mortal bodies. While on Earth, Thor also became involved in the Beyonder's Second Secret Wars. The Beyonder resurrected the leader of the Dark Elves, increased the Elf's powers, and re-named him Kurse. Thor was able to beat Kurse, and send him to Hel, where he caused Hela many problems.

Meanwhile, the gods of Asgard began the Great Althing, to choose a new leader. Thor tried to return to Asgard, but before he could he was turned into a frog by Loki. Thor then helped the frogs of Central Park defeat their enemies, the rats. Thor the frog then regained his hammer, and turned into a frog-like humanoid, the Thunder Frog.

In Asgard, Harokin, an Asgard warrior, pretended to be Thor. This deception postponed Loki's attempt to become the new leader of Asgard.

Thor arrived in time and secretly captured Loki before the evil god revealed the deception. Meanwhile, Volstagg discovered Surtur's sword. Loki had hidden the sword and was using a machine to drain magical energy from the sword.

The magical energy had provided Loki with the power to transform Thor into a frog. Volstagg destroyed the machine, which freed Thor from the spell and transformed him back into his normal form. Thor then talked the Asgardians into making Baldur their new leader.

Hela, who had guessed that Thor had sent Kurse to Hel, cursed Thor that so his bones became as brittle as a normal human's. She also cursed him so that he could not die from his injuries. Thor grew a beard to conceal the facial scars caused by Hela, and donned a suit of battle armor to support his fragile body.

Despite the curse, Thor was able to kill the Midgard Serpent. Thor survived the battle, even though the prophecies said that he should die in the fight too. He survived partially thanks to Hela's curse.

Unfortunately, his body was completely broken and battered, still alive, but unable to move and in a great deal of pain. Loki sent the Destroyer armor to torment Thor, but instead Thor was able to send his spirit into the Destroyer armor and command this ultimate weapon.

Thor then traveled to Hel, planning to force Hela to free him of the curse. Hela was stunned by his new form, as the Thor Destroyer set about obliterating Hel. Thor pretended that the basic soul of the Destroyer had taken over, which meant that he acted like he was going to destroy Hela and Hel. The desperate Hela had no choice but to return Thor to his original body, and in return, release him from her curse. Thor made Hela promise never to take a soul she was not entitled to by the ancient laws, before he agreed to return his soul to his original body. The frightened Hela agreed and sent Thor back to Asgard. Thor arrived in time to save Asgard from an invasion by the Frost Giants, who were secretly backed by Loki.

Thor and Asgard next became

embroiled in a battle with the Egyptian god of death, Seth. While Seth and his armies attacked Asgard directly, Thor and some of his friends attacked Seth's Black Pyramid, the source of Seth's powers. Thor discovered that Seth's powers were backed by the captured Bes, the Egyptian god of luck. Thor also found and rescued the lost Odin from the pyramid. Odin had been captured by Seth after separating from Surtur during the long fall and battle with Surtur.

Odin and Thor's allies returned to Asgard to stand in the final battle against Seth and his army. Odin granted Thor a portion of his power and left him behind in Seth's dimension, to battle the arriving Surtur.

As Surtur and Thor fought, the nearby Black Pyramid was destroyed. The resulting energy backlash thrust the grappling foes through time and space. Meanwhile, Odin led the surviving Asgardians in a desperate battle with Seth and his army. While Odin was busy fighting Seth, Hogun killed the death god with the Black Knight, whose body had been cursed to become a living magical blade.

Thor and Surtur then arrived in Asgard, and Thor managed to stun Surtur. Odin then absorbed Surtur's life essences, imprisoning the demon within his own body.

After the battle, Thor returned to his life on Earth. Unfortunately, it became harder and harder to communicate and travel between Earth and Asgard. Asgard drifted into the Negative Zone and was apparently stuck there. Odin imbued Mjolnir with the ability to contact Asgard one last time.

On Earth, Thor was having many problems of his own. Unknown to him, his body had been infused with a portion of his evil step-brother's power. This had happened when Thor, Loki, and Odin had mingled their essences during Surtur's first attack on Asgard. This caused Thor to have unexplained moments of weakness during stressful situations. Thor also became friends with the architect Eric Masterson and Masterson's son, Kevin.

During this time, the mysterious

Mongoose attacked Thor several times, trying to gain a cell sample from the god of thunder. Finally, Mongoose kidnapped Eric Masterson and left a trail that led Thor to Wundagore, the High Evolutionary's home. Thor saved Masterson and joined with the High Evolutionary's New Men in saving Hercules and the High Evolutionary from the mysterious Black Galaxy.

During the recent Evolutionary Wars, Hercules and the High Evolutionary evolved to a higher state and then had disappeared.

Masterson accompanied Thor and helped him free Hercules and the High Evolutionary from Celestials holding them prisoner. They returned to Earth, while the High Evolutionary turned Wundagore into a spaceship and headed for the Black Galaxy. Unknown to Thor, a cell sample was obtained from him before Wundagore left.

Hercules, Thor, and Masterson were then viciously attacked by Mongoose using weapons he had stolen from Wundagore. Mongoose almost killed Thor using a powerful energy beam. Masterson took a killing blow for Thor, giving Thor and Hercules a chance to defeat Mongoose. Unfortunately, Masterson was dying from his wounds.

Thor used his hammer to contact Odin, and begged Odin to spare Masterson at any cost. Odin reluctantly agreed, merging Thor and Masterson together, body and soul. They now share the same life, much as Blake and Thor had. Unlike that case, the two were separate beings.

While Thor and Masterson dealt with their new condition, more problems arose. Masterson's private life suffered from his time away as Thor. Masterson eventually gave up custody of his son, Kevin, to his ex-wife Marcy. While Eric thought it was best, his secretary, Susan Austin, disagreed, as she had come to love Eric and Kevin.

Thor's spells of weakness came more often, almost causing his death several times. Thor asked for help from Doctor Strange, who en-

tered Thor's mind. Thor accompanied Dr. Strange on this journey. Inside Thor's mind, they discovered an evil version of Thor, whom the real Thor was able to defeat. They then discovered that it was actually a portion of Loki's evil essence.

Thor and his friends became plagued by more problems, which Thor soon found were caused by Loki. Thor and Masterson were briefly separated by a Celestial while they were involved in the birth of a new Celestial in the Black Galaxy.

After this they journeyed to Asgard with the help of Sif. At the time, Asgard was the scene of a tremendous battle between the fire elemental Surtur and the ice elemental Ymir. This battle signaled Ragnarok, the end of the universe.

Following Odin's plan, Thor recovered Surtur's sword from the Sea of Eternal Night. He then confronted the two elementals. Unfortunately, he was weakened by his separation from Masterson, and was easily stopped by the two creatures. Masterson willingly merged with Thor again, even though it meant giving up part of his life.

While Ymir and Surtur fought over the sword that would light the Eternal Flame of Destruction, Thor opened a dimensional rift that sucked them both into the Sea of Eternal Night, placing them both in suspended animation forever.

Thor then returned to Earth and found himself once more plagued by Loki and his evil designs. Loki kidnapped Kevin, Masterson's son, and then stole the Wrecker's Asgardian-given powers. More powerful than ever before, Loki attacked Thor when he came to rescue Kevin. After Kevin was taken out of harm's way, Thor beat Loki but could not bring himself to kill his step-brother.

The arrogant Loki surrendered and then shot a magical blast at Kevin and Marcy on the streets below. The Enchantress, Loki's ally, feared Odin's wrath for her aid to Loki and she mind-controlled Susan Austin to make her take the blast.

Susan saved Marcy and Kevin, but she died from the blast.

The enraged Thor drew out all of Loki's life force with his hammer, destroying the evil god forever. This broke Odin's sacred rule forbidding Asgardian gods to kill each other.

Contacted by Heimdall, Odin's representative, Thor begged that Masterson be spared and that Earth not be left unprotected. Heimdall agreed, and then Thor's soul was eternally banished. The demon lord Mephisto somehow captured Thor's soul and now holds it captive in his realm.

On Earth, Masterson soon discovered that he could now assume Thor's mighty form by striking his cane on a hard surface. The new Thor apparently still has all of Thor's powers, but only has the experience, mind, and spirit of Eric Masterson.

Another version of Thor exists in 26th-century Earth, in the alternate time line inhabited by the Guardians of the Galaxy. By this time, the governments of Earth had fallen and the corporations had taken over.

A rebellious cult of workers hoped to someday be free of the tyrannical rule of the corporations. They tried to find someone who could lift a holy weapon (Mjolnir). Government forces attacked a cult meeting one night, causing a skeptical cultist, Dargo Kyto, to reach for the hammer. To his amazement, Dargo found himself transformed into a futuristic version of Thor.

This new Thor destroyed the evil corporation, which was secretly backed by Loki. During the battle, a troll revealed that the real Thor had been held for centuries in some sort of prison dimension (Loki wanted to make sure that Mjolnir didn't get back to its rightful owner).

Dargo attempted to open a mystical gateway and throw the hammer through, hoping the weapon would find its way back to its owner. Some time later, the hammer returned to Dargo. Dargo has since served as the Thor of his time period.

STATISTICS:

F TY(6)
A GD(10)
S TY(6)
E EX(20)
R GD(10)
I IN(40)
P IN(40)

Health: 42**Karma:** 90**Resources:** TY(6)**Popularity:** 3**BACKGROUND:****Real Name:** Unknown even to herself**Occupation:** Empath**Legal Status:** Unknown**Identity:** Secret**Other Known Aliases:** None**Place of Birth:** India**Marital Status:** Single**Known Relatives:** None**Base of Operations:** Currently Doctor Strange's Sanctorum in Greenwich Village, mobile the rest of the time**Past Group Affiliations:** Jack Russell (Werewolf), Doctor Strange and his allies**Present Group Affiliations:****KNOWN POWERS:****Psionics:** Topaz is a powerful psychic whose abilities are constantly growing. She has the following psionic powers, at Incredible rank:**Telepathy:** Topaz has Typical Telepathic abilities, plus the Mental Probe Power Stunt.**Psionic Attack:** Incredible range and intensity.**Empathy:** Incredible rank.**Emotion Control:** Topaz can cause or drain an emotion in other beings. She can affect everyone in her area, but she can only affect one emotion at a time.**Telekinesis:** Incredible range and intensity.**Healing:** Topaz can heal herself and others, using her Psyche score to replace the injured person's Endurance rank. She can heal any number of people, but she can only heal each person once per day. She is even able to reunite a body with its soul, if the two have become separated.**Talents:** Topaz has the Occult Lore and First Aid Talents.**Contacts:** Topaz is a close friend of Doctor Strange, Wong, and Rintrah.**ADDITIONAL NOTES:****ROLE-PLAYING NOTES:**

Topaz is a gentle woman who mostly uses her powers to heal others. She has a gentle but sarcastic sense of humor that appears at odd moments. She is not the type of costumed hero who goes out to capture villains. She will sometimes accompany Doctor Strange on a mission, if he feels that it is not a dangerous mission.

HISTORY:

Topaz grew up in the streets of India, with no memory of her parents. When war broke out, Topaz was captured by authorities and placed in a prison camp. There she met the sorcerer Taboo, who trained her and bought out her latent powers. Using her powers, Topaz and Taboo were able to escape the camp. As Topaz grew up, she acted as Taboo's familiar for his sorcery.

Topaz and Taboo ended up in southern California, where Taboo tried to force Jack Russell, a werewolf, into giving him the book of black magic known as the Darkhold. Russell had no knowledge of the book, so Taboo ordered Topaz to kill Russell. Sensing the goodness in Russell, Topaz refused. Taboo then ordered Topaz to leave him forever.

Taboo later attacked Topaz and stole a portion of her soul. Taboo was killed soon afterward, and the missing portion of Topaz's soul returned to her. For a time, Topaz lived with Russell and his family, and the two fell in love. Unfortunately, the two were never able to admit their feelings to each other.

Russell and Topaz later encountered the vampire lord, Dracula, in Transylvania. Right after the confrontation with the undead lord, Topaz's powers began to weaken. Topaz went to India, hoping that she could restore them there. While in India she met Doctor Glitternight, who somehow stole the dark side of her soul after putting her in a trance.

Topaz recovered, and some of her powers returned. Meanwhile, Glitternight used the dark part of Topaz's soul to create a magical beast under his control. Glitternight's beast trailed Topaz back to California, where it was destroyed by Russell in his werewolf form.

Later, Glitternight returned and turned Topaz into a harpy. She resisted and eventually was able to return to her human form. Glitternight later vanished in battle with some

sort of mystical force.

A few months later, the demon Mephisto kidnapped Topaz and brought her to his realm. Mephisto informed Topaz that on her upcoming 21st birthday, her powers would reach their peak, making her powerful enough to destroy even the demon lord. Mephisto then tried to kill her, but the desperate empath gained control of her powers and blasted him apart.

Mephisto later reformed himself and sent demons to attack Topaz. The demons stole the part of her soul that contained her powers, and then they imprisoned her in bedrock. She lay imprisoned as her 21st birthday passed. Later, when Mephisto tried to hold Franklin Richards captive, the young boy released an energy burst that freed Topaz's body. The rock-encrusted form of Topaz escaped to Earth and battled Doctor Strange.

Sensing a human body within the shell, Doctor Strange freed her and took her to his home in Greenwich Village. Topaz still lacked the empathic portion of her soul, causing her to lose control over her own emotions and her sanity.

The alien sorcerer Urthona somehow gained the missing part of Topaz's soul and contacted her. He offered to return the piece of her soul if she would betray Doctor Strange. The maddened Topaz agreed and helped Urthona transport Strange's home to the alien's home planet. Urthona then captured Topaz and Strange's servant, Wong.

Strange, wounded by one of Urthona's attacks, sent his soul, in the apprentice Rintrah's body, to Urthona's planet. The battle between Urthona and Strange's soul caused the release of Topaz's soul portion. Topaz regained her powers, and Strange defeated Urthona. Topaz and her friends then returned to Earth.

Afterward, Topaz stayed for a bit with the Sisters of Glastonbury Tor, female ancestors of the women who looked after King Arthur after his final battle with Mordred. During her stay, the Sisters helped Topaz gain more control over her powers.

Topaz has recently returned to New York and is once again staying with Doctor Strange. Doctor Strange is currently trying to free Topaz from Ullikummiss, an ancient demon who has taken up residence in Topaz's soul.

The spell to banish the demon needs a number of special ingredients, including the soul fire from the head of a demon. Strange, Topaz, and Rintrah tried to obtain this ingredient from the newest version of the Ghost Rider.

They were unable to remove the fire from Ghost Rider, because of the great pain it caused the vengeful hero. Topaz and her friends then helped Ghost Rider battle the mysterious Zodiak, whose masters were apparently magicians from another dimension. During the battle, Strange was able to gain the demonic soul fire off evil demons from another dimension.

Topaz and Strange then flew to seek aid for Rintrah, who had taken a deadly blow from Zodiak that had been meant for Topaz. Back at his home, Strange was able to save Rintrah, using his magical abilities and his medical skills.

The heroes had already gained one of the other three items needed for the exorcism spell—some werewolf fur, which they had obtained from Jack Russell. They then acquired the final ingredient, a talon of a vampire obtained while the vampire was in bat form. They got the talon from Strange's brother Victor, who had recently become the vampiric hero known as Baron Blood.

As Rintrah, Morgana Blessing, and Victor looked on, Strange began casting the exorcism spell over Topaz. To everyone's surprise, except Strange, the demon in Topaz was not the Sumerian demon named Ullikummiss. It was actually Mephisto's daughter, Mephista. Drawn forth from Topaz's body by Strange's spell, Mephista vowed that she would kill them all and take their souls back with her to her father's realm. The outcome of the battle is not currently known.

STATISTICS:

F GD(10)
 A EX(20)
 S GD(10)
 E TY(6)
 R TY(6)
 I EX(20)
 P TY(6)

Health: 46

Karma: 32

Resources: GD(10)

Popularity: -5

BACKGROUND:

Real Name: Unrevealed

Occupation: Assassin, professional criminal

Legal Status: Citizen of the United States with an international criminal record

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Presumed single

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

None.

Equipment: All of Trick Shot's abilities are the result of his equipment:

Bow: He uses a compound bow of Good Material Strength. It can fire arrows up to a range of 6 areas.

Quiver: Trick Shot's quiver holds up to 24 arrows of varying effects:

- **Blunt:** With a rounded point, this arrow attacks on the Shooting column and inflicts 15 points of damage, but Kill results are treated as Stun results.
- **Circling:** This arrow can turn up to 360 degrees to hit targets around corners or behind Trick Shot; it inflicts 15 points of damage.
- **Entangling:** Upon contact, the arrowhead explodes, surrounding the target in a net of Remarkable Material Strength.
- **Flame:** As this arrow streaks through the air, it bursts into flame, emitting Good Intensity heat. It is often used to ignite combustible materials.
- **Gas:** Knock-out gas fills 1 area. All those in the area must succeed at an Incredible Intensity Endurance FEAT or be rendered unconscious

for 1-10 turns.

- **Hypodermic:** The victim must succeed at an Excellent Intensity Endurance FEAT or be knocked out for 1-10 turns.
- **Razor:** Trick Shot uses this arrow for assassinations. It inflicts 25 points of damage on the Shooting column with a Bullseye result being treated as a Kill result.
- **Smoke:** This arrow fills 1 area with Excellent Intensity smoke. All FEATs in the smoke-filled area suffer a -2CS penalty.
- **Target:** This arrow is commonly used for target practice. It inflicts

15 points of damage on the Shooting column.

Talents: Trick Shot is a Weapon Specialist with the bow. As a result, he has Incredible Agility and Excellent Reason for all FEATs concerning shooting, handling, and designing bows and arrows. By succeeding at a Green Agility FEAT, he can fire two arrows in one round. With a Yellow FEAT he can fire three arrows, and by making a Red Agility FEAT he can fire four arrows in one round. Trick Shot also has experience as a circus performer.

Contacts: Hawkeye.



ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Though noble at heart, Trick Shot can be a ruthless killer if the price is right. His greed has driven him to use his talents as an assassin and a professional criminal.

HISTORY:

Almost nothing has been revealed about the early life of the man who would become known as Trick Shot. His professional career began when he joined a traveling circus as an archer. While with the circus, Trick Shot came to know Clint Barton, the boy who would later become the costumed Avenger called Hawkeye.

Clint had been training with another circus performer called the Swordsman in the art of throwing knives. The Swordsman quickly noticed that Clint's skill with the bow surpassed his talent for throwing knives, and he felt that Clint would be more valuable if trained as an archer. Thus, Clint began training under Trick Shot's tutelage.

Over the next few months, Clint began to show considerable prowess as an archer, while the Swordsman developed a gambling problem that quickly landed him deeply in debt. In an attempt to get the money to pay his debts, the Swordsman robbed the carnival owner and knocked him unconscious. Clint happened upon the Swordsman as he was counting the money and realized what his former mentor had done. The Swordsman attacked

Clint and injured him severely; he was about to kill Clint when Trick Shot intervened. After driving the Swordsman away, Trick Shot took Clint home in order to heal him and continue his training.

After several more months of intensive training, Trick Shot decided that Clint Barton was ready to become his partner in an extortion racket. For their first exploit, Trick Shot took Clint to the home of a criminal called Marko, who happened to be the man who loaned money to the Swordsman. Trick Shot killed Marko while trying to get money from him.

As the two archers fled the scene, Clint killed his brother, Barney Barton, who had been working as one of Marko's bodyguards. Dismayed by what he had done, Clint turned on Trick Shot, and the two men fired at one another. Clint was impaled against a tree, where Trick Shot left him after swearing to one day return and kill him.

What Trick Shot did for the next few years is unknown. However, it is assumed he hired out as a mercenary and assassin for well-paying clients. As time progressed, Trick Shot was presented with the grim news from his doctor that he was dying of cancer, and that he had only a short time to live. Determined to die a noble death, Trick Shot sought out Clint Barton, who was by now the famous hero called Hawkeye, so he could force Hawkeye to fight and kill him in a duel. Trick Shot trapped Hawkeye on an island in Greece, where they fought. Hawkeye would not kill his former trainer, however. The two archers made peace, and went their separate ways.

Not long ago, Trick Shot was told by his doctor that his cancer had gone into remission. Forsaking his

criminal ways, Trick Shot decided to turn over a new leaf. As his first good act, Trick Shot came to the aid of Hawkeye, who had recently had a ransom put on his shooting arm by Crossfire. Trick Shot knew that Crossfire had hired numerous criminals to hunt down Hawkeye, and he arrived just in time to save the Avenger from the deadly projectiles of a group of juggling villains called the Death-Throws.

Trick Shot bandaged Hawkeye's wounds and told him about the ransom placed on his shooting arm. However, Hawkeye was still suspicious of his former trainer; he slipped away into the city sewers while Trick Shot was not looking. Unfortunately, Crossfire had previously seen to it that a homing device was placed on Hawkeye. Alone in the sewers, the injured Avenger was tracked and surrounded by the Brothers Grimm, the Death-Throws, Bullet Biker, Bobcat, Mad-Dog, Razorfish, and Crossfire.

Meanwhile, Trick Shot met Mockingbird, Hawkeye's wife, and joined her in the search for her husband. Luckily, Mockingbird was able to use her S.H.I.E.L.D. training to patch into the same frequency used by Crossfire's homing device. Thus she and Trick Shot arrived on the scene just as Hawkeye was about to be attacked by a horde of costumed villains.

Though the fight was fierce, the heroes defeated all of the villains, but not before Trick Shot was gravely injured. As he was loaded into an ambulance after the battle, Trick Shot revealed his desire to turn over a new leaf to Hawkeye. Whether he fully recovers and continues to pursue the life of a crimefighter remains to be seen.

STATISTICS:

F EX(20)
A RM(30)
S MN(75)
E AM(50)
R GD(10)
I TY(6)
P EX(20)

Health: 175

Karma: 35

Resources: GD(10)

Popularity: -5

BACKGROUND:

Real Name: Merrano

Occupation: Warrior, former scientist

Legal Status: Citizen of Atlantis, wanted as an outlaw

Identity: Merrano's existence is not generally known to the populace of Earth

Place of Birth: Atlantean capital city

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: Former ally of Nazi Germany during World War II, member of the defunct team known as Super-Axis

Present Group Affiliations:

KNOWN POWERS:

Resistance to Cold: U-Man possesses Excellent protection from cold and cold-based attacks.

Swimming: He can swim at Good speed (4 areas per round).

Water Breathing: Twin gills located on his neck enable U-Man to breathe water (fresh or salt). He requires water to breathe, and he will suffocate after 20 minutes in open air unless he has some special means of survival. He can see underwater as well as a human sees on land, and he can withstand the intense water pressure at the ocean's bottom.

Talents: Having been a research scientist, U-Man has knowledge of Chemistry, Biology, and Physics.

Contacts: Attuma.

ROLE-PLAYING NOTES:

Originally, a burning hatred and a lust for power consumed Merrano. During that time in his life, he would go to any lengths to gain the power necessary to wreak vengeance upon



the people of Atlantis and especially Namor, the Sub-Mariner. Since becoming one of Attuma's lieutenants, Merrano is more level-headed and responsible toward Atlantis.

HISTORY:

Early in the 20th century, Merrano was born as a full-blooded member of the aquatic race of beings known as *homo mermanus*. As a boy, Merrano was a playmate of young Prince Namor, the Sub-Mariner,

whom he secretly despised.

As an adult, Merrano worked as a research scientist in the Atlanteans' Antarctic city. However, an insatiable lust for power grew within him. In a desperate grasp for power, Merrano allied himself with Nazi Germany. He betrayed the Atlantean city's location to the Nazis, who quickly launched an attack, severely damaging the Atlantean fleet, destroying the Atlantean Hall of Science, and leaving Atlantis's emperor in a coma. Acting as emperor, Namor banished Merrano for treason.

Exiled from his homeland, Merrano wholeheartedly joined the Nazis in their insane effort toward world conquest. Merrano believed a Nazi victory would bring him enough personal power to fulfill his dream of revenge against Prince Namor.

Combining his own advanced Atlantean scientific knowledge with that of the Nazis, Merrano invented a way to increase his size and strength to the point where he rivaled the Sub-Mariner. Taking the name U-Man, he became the living equivalent of one of Germany's devastating U-boats.

U-Man often came into conflict with Namor and Namor's allies, the small strike force of adventurers called the Invaders. On one such occasion, U-Man took command of a fleet of Nazi U-boats with orders to intercept and destroy Prime Minister Winston Churchill's flying boat, the *Berwick*, which was due to land for a rendezvous with the *H.M.S. Duke of York*, a British battleship. Fortunately, just as the flying boat was about to touch down on the waves, it was warned and began to climb into the air. However, the *Berwick's* pontoons skimmed the water, giving U-Man just enough time to grab hold. Peering from a window, the Prime Minister watched in dismay as U-Man started to tear off a wing of the plane. Luckily, the Sub-Mariner arrived at that moment. After a brief battle on the wing of the *Berwick*, the two Atlanteans fell into the sea.

Namor had nearly defeated U-Man, but he was forced to leave the villain and go to the aid of Winston Churchill's plane, which had been caught in a Nazi weapon that produced a spiraling headwind. With the help of the other Invaders, the Sub-Mariner freed the *Berwick* from the strange weapon and brought it in for a safe landing. U-Man and his men managed to escape during the confusion.

Later during the war, U-Man was inexplicably drawn from his watery domain to the streets of Manhattan's Chinatown, and a place called the "House of Lotus." An enigmatic Japanese woman called Lady Lotus, using her psychic abilities, had brought U-Man to her, and now controlled

him. Merrano did not resist, and became a willing ally of the Japanese spy. Lady Lotus also brought Baron Blood, Master Man, and Warrior Woman under her dominion. After forming this unholy alliance, Lady Lotus named the group the Super-Axis.

For their baptismal assignment, Lady Lotus sent the Super-Axis to Chicago. Using her psychic powers to speak directly to their minds, Lady Lotus commanded the Super-Axis to wreak havoc at the largest railroad terminal in the country.

Everything was going as planned until Captain America, the Human Torch, Miss America, the Whizzer, and the Sub-Mariner arrived on the scene. From her hideout in Chinatown, Lady Lotus watched the battle rage within her crystal ball. Fearing the national guard would soon arrive, she ordered the Super-Axis to retreat.

The Invaders followed the Super-Axis to Riverview, a giant amusement park in Chicago. Lady Lotus ordered the villains to destroy the rides, in the hope that they would kill American servicemen on leave there. As U-Man went about dismantling the support structure of a roller coaster, he was ambushed by the Sub-Mariner and knocked into a huge, lighted sign. The electricity rendered U-Man unconscious. The Invaders successfully kept any civilians from being killed, and rounded up the rest of the Super-Axis. Lady Lotus, however, was not captured.

The Invaders would come to defeat U-Man time and again. The final end to Merrano's plans for vengeance came with the defeat of Germany in 1945. Unfortunately, U-Man was never captured and tried as a war criminal.

Recently, U-Man aided the Atlantean warlord Attuma in his failed attempt to conquer the surface world. Later, U-Man, Tyrak, and Orca, along with a number of Atlantean warriors, intercepted and attacked a large group of heroes who had "invaded" their underwater realm. A Soviet nuclear submarine, named the *Waterwind*, had been taken over by terrorists. Five members of the Avengers (Captain America, Vision,

Sersi, Quasar, and Stingray) responded to the danger, as well as five members of the Soviet People's Protectorate (Red Guardian, Vostok, Fantasma, Crimson Dynamo, and Perun). The two hero groups arrived at the submarine at the same time, and battled one another. However, they soon joined forces when the enraged Atlanteans attacked.

During the fierce battle, a stray shot fired from U-Man's weapon hit the submarine, forcing it to surface. The terrorists docked at St. John's, Newfoundland. Meanwhile, the combined might of the Avengers and the People's Protectorate forced the Atlanteans to retreat.

The leader of the terrorist group, known as the Peace Corpse, demanded access to the island's facilities in order to repair the sub, or they would execute one hostage every five minutes. Taking charge, Captain America refused to negotiate, and the terrorist shot Stingray (who had been captured), apparently killing him. At that moment, five members of Alpha Flight (Guardian, Shaman, Box, Puck, and Diamond Lil) arrived and took charge, claiming that the Canadian government had authorized control of the situation to them. Captain America and Red Guardian reluctantly agreed to let Guardian take charge.

In order to buy time, Guardian agreed to let the terrorists begin repairs on the sub. In the meantime, the three groups of heroes began to develop a battle plan. They successfully recaptured the ship, but upon entering the missile control room, they found that two of the terrorists had wired themselves directly to the missile launch system. Just as the heroes were deciding what to do, U-Man and the Atlanteans attacked once again. During the mayhem, the submarine's warheads detonated, sending all of the heroes, villains, and citizens of the small island to an alternate dimension. After a long ordeal in the alien realm, all of them were returned safely to Earth. Merrano's present whereabouts and activities are unknown.

STATISTICS:

F EX(20)
A IN(40)
S RM(30)
E IN(40)
R IN(40)
I GD(10)
P EX(20)

Health: 130**Karma:** 70**Resources:** EX(20)**Popularity:** 5 (25 in Canada)**BACKGROUND:****Real Name:** Dr. James MacDonald Hudson**Occupation:** Petrochemical engineer, later government agent, later freelance adventurer**Identity:** Secret, known to Canadian government**Legal Status:** Citizen of Canada with no criminal record**Other Known Aliases:** None**Place of Birth:** London, Ontario, Canada**Marital Status:** Married**Known Relatives:** Heather McNeil Hudson (wife), Ramsey McNeil (father-in-law), Claire McNeil (mother-in-law)**Base of Operations:** Alpha Flight Headquarters, Toronto**Past Group Affiliations:** Alpha Flight, supervisor of Gamma and Beta Flight**Present Group Affiliation:****KNOWN POWERS:***Mechanical Augmentation:* Vindicator's powers come from his integration with his battlesuit. His battlesuit has been integrated with his flesh, making a working synthesis of the two.*Force Blasts:* Incredible rank force with a range of 10 areas.*Communications with Cybernetics:* Amazing rank.*Force Field:* Amazing strength against physical and energy attacks.*Energy Detection:* Amazing (50) detection, identification, and tracking of electromagnetic energy at any wavelength within 20 areas.*Computer Links:* Remarkable (30) mental connection and communication with computer systems.*Flight:* Shift X air speed.*Transport:* Vindicator can stop mov-

ing in respect to the earth's rotation, thereby moving at air speeds ranging from Shift Z (near the equator) to Incredible (at the poles).

Talents: Hudson has the professional skill of Engineering and the scientific skills of Physics, Computers, and Electronics.

Contacts: Hudson served the Canadian government through much of his life and has many high-ranking political connections. He was a good friend of Wolverine.

ROLE-PLAYING NOTES:

Vindicator is a man dedicated to the

protection of ordinary citizens. When the battle situation becomes too intense for his human half to bear, the mechanical portion of his persona takes over. When this happens, all emotions and feeling are suppressed.

In the past, he had been easily manipulated by government agents, because of his political naivete. Since his return from "death," he is more aware of the deceit that was perpetrated against him in the past and is therefore much more suspicious when it comes to orders from governmental liaisons.

HISTORY:

James MacDonald Hudson created an armored suit that would enable its wearer to bore through the earth. When he heard that the company that he was working for, Am-Can Petro-Chemical, was going to sell the suit to the United States for military purposes, he destroyed all the plans for its construction and made off with the cybernetic helmet.

Hudson was quickly invited to join Department H, a top secret research and development agency. James was inspired when he learned of the formation of the Fantastic Four. He intended to gather a team of his own for Canada; its first member was Logan, who later became Wolverine.

Logan helped create the team, but fell in love with Heather in the process. Instead of causing problems with his friend's marriage, he opted to leave and accept an offer from Charles Xavier.

At first, Hudson's code name as a costumed agent was "Weapon Alpha." Under this name, he attempted to carry out his orders to bring back Wolverine to Department H by force. He failed in his task, and almost killed the X-Men's ally, Moira MacTaggart. The guilt-ridden Hudson took the name "Vindicator," believing that he had to vindicate himself for his rash action. The Canadian government finally accepted Wolverine's resignation from Alpha Flight.

Eventually Alpha Flight was created with the members Aurora, Sasquatch, Northstar, Shaman, Snowbird, and Vindicator. The team was officially disbanded when Department H went under due to financial problems, but the members reunited to fight the mystical Beasts. After defeating Tundra, one of the Great Beasts, the members decided to continue acting as a team performing altruistic missions. They were joined by two trainees from Beta Flight: Marrina and Puck. Having come to terms with his guilt over injuring McTaggart, James Hudson took the new code name Guardian.

Months later, Heather was taken prisoner by Delphine Courtney, a humanoid robot serving Jerome Jaxon,

who had formed a team of his own called Omega Flight. In the battle against them, Guardian's suit was severely damaged, and in order to defeat Box, he had to tear even more circuits out of his battlesuit. He tried to deactivate the suit, but just as Heather entered the room, the suit exploded and everyone assumed that James MacDonald Hudson had died.

However, instead of being killed in the explosion of his suit, Guardian was teleported at faster-than-light speed through the space-time continuum, finally coming to rest on Ganymede, one of Jupiter's moons. Unable to maintain his battlesuit's system and succumbing to the harsh atmosphere, he collapsed.

He awoke to find that an alien race, the QwrlIn, had saved him by using their advanced technology. Unfortunately, they were unfamiliar with the human race and took the battlesuit's circuits as part of Hudson's natural body. They created a natural synthesis between the mechanical and biological parts of Guardian.

At this point, Hudson discovered that he had been flung thousands of years into his past. The QwrlIn placed Hudson in a cryogenic stasis chamber so that he could sleep until he had caught up to his correct time.

When he woke up from his lengthy sleep, the QwrlIn had mysteriously vanished, leaving behind the remnant of their civilization and a spacecraft to return Hudson to Earth.

His spacecraft landed in the ocean off of British Columbia after spending two months in space. The craft was found by a Roxxon Oil Research Rig and the comatose passenger was remanded to the company's custody.

While the organic portion of Hudson's brain slept, the mechanical section began communicating with Roxxon's Denver Facility's Computer Network through the medical monitoring device. After two years, he was able to control and subvert Roxxon's Cyberweb. Hudson unconsciously created a series of mechanical defenses designed to protect his body.

Roxxon's Samuel Higgins, assigned to deal with this situation, called in one of their para-ops, Wind-shear, to help fix the problem that Hudson had become. Eventually, Box, Diamond Lil, and Forge all became involved in the assault on this mechanical monster, all unaware that it was in truth Hudson at the center on the machine. When they reached Hudson's unconscious body, Madison Jeffries was able to wake up Hudson's human side by interfacing with the machine part of his being and bring up images of Hudson's wife, Heather.

His reunion with his wife was a disappointment; the years spent in hibernation and his fusion with his battlesuit have drained away much of his emotion.

Upon returning to Alpha Flight, Hudson resumed using his old code name of Vindicator because his wife was known as Guardian at this point.

The Canadian government approached Vindicator, asking him to take over as leader of Alpha Flight from his wife. The officials assumed that they could manipulate James much easier than Guardian. James, finally understanding how these people had been controlling him, took this information to Heather and, with this revelation, the Hudsons were reunited emotionally as well as physically.

During a battle with Headlok, a creature that controlled minds, his teammates forced the mechanical portion of Vindicator's brain to take control. When the computer part of him took over, he was able to override Headlok and defeat him. This left him in a totally mechanical state in which he referred to himself as "this unit." Fortunately, this was only temporary; Vindicator has since returned to his normal state.

Vindicator seems to have control over how much of his mechanical nature is visible. At times, the area around his body shines with the glint of metal; at other times it is totally flesh. The reason for this has yet to be explained.

STATISTICS:

F EX(20)
A GD(10)
S IN(40)
E IN(40)
R GD(10)
I GD(10)
P TY(6)

Health: 110

Karma: 26

Resources: GD(10)

Popularity: -5

BACKGROUND:

Real Name: Frieda Ratsel

Occupation: Nazi agent

Legal Status: German citizen

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Married to Master Man I, though this is disputable

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: Former member of the Super-Axis, former partner of Master Man I, partner of Master Man II

Present Group Affiliations:

KNOWN POWERS:

Warrior Woman was exposed to a variation of the Super-Soldier formula that produced Captain America. As a result, her physical abilities were greatly enhanced. She has no superhuman powers, but relies solely upon the attributes of her genetically-perfect body.

Talents: Frau Ratsel is so skilled at hypnotism that she can force a victim to reveal any information he knows, unless the victim succeeds at a Yellow Psyche FEAT roll. Only one roll is attempted per victim per day. Frau Ratsel has Excellent Reason regarding espionage. She is a Weapons Specialist with her whip, granting her a +2CS to hit. She can use the whip to make grappling attacks.

Contacts: Third Reich, New Reich.

ROLE-PLAYING NOTES:

Frieda Ratsel is a sadistic, brutal woman. She hates most men, and often displays her contempt for Wilhelm Lohmer, the original Master Man, by referring to him as a stupid oaf. During World War II, Warrior



Woman held complete and unwavering loyalty to Adolf Hitler. Currently, she is the ally of Herr Nacht, the second Master Man.

HISTORY:

The early life of Frieda Ratsel is a mystery. It is known that she became a valuable Nazi spy during World War II. As part of her duty, she kidnapped and interrogated an American soldier named William "Biljo" White, who knew information about the Super-Soldier formula. After successfully hypnotizing the private,

Frieda learned of the missing ingredient, and decided to try the formula on herself. As she was preparing the compound, Frieda was interrupted by her superior officer, who forbade her to take the formula. Frieda used her whip to disarm the officer, and unintentionally hurled him into the apparatus she was using to make the formula. The device exploded, and the blast transformed her into the mighty Warrior Woman.

At the sight of her, Adolf Hitler was very impressed, and hastily decided that she should marry Master Man I, who readily agreed. Warrior Woman

considered Master Man I to be a blundering oaf, and scorned him. At her ruler's command, however, she relented to the idea of marriage.

After the wedding ceremony, Hitler planned to execute the Invaders, who had recently been captured with the help of Master Man I and Warrior Woman, as part of the celebration. The final vows were never spoken, however, because Union Jack and Spitfire arrived on the scene and rescued the Invaders. Although Hitler himself proclaimed Master Man I and Warrior Woman to be man and wife, the fact remains that they never actually spoke their wedding vows, and it could be argued that they were never legally married.

Later during the war, Warrior Woman (along with Master Man) was drawn to America by the psychic powers of Lady Lotus, who wanted to force the couple to join her villainous group called the Super-Axis. Master Man and Warrior Women resisted, vowing they would always remain loyal to Adolf Hitler. Master Man, however, was quickly cowed into submission when Lady Lotus used her psychic powers to assault him with spectral images of Captain America, the Human Torch, the Sub-Mariner, Spitfire, and Union Jack. After her whip was transformed into a huge snake, Warrior Woman too was subdued, but she never truly gave up her devotion to Hitler, and she swore revenge against Lady Lotus. The Super-Axis also included U-Man and Baron Blood, neither of whom resisted Lady Lotus's leadership.

For their baptismal assignment, Lady Lotus sent the Super-Axis to Chicago. Using her psychic powers to speak directly to their minds, Lady Lotus commanded the Super-Axis to wreak havoc at the largest railroad terminal in the country. With his great strength, U-Man began to rip up railroad tracks, while Baron Blood killed the engineers of a locomotive, causing it to derail and erupt in a fiery blast. Master Man and Warrior Woman did their part by destroying tracks and signalling systems.

Everything was going as planned, until Captain America, the Human Torch, Miss America, the Whizzer, and the Sub-Mariner arrived on the scene.

From her hideout in Chinatown, Lady Lotus watched the battle rage within her crystal ball. Fearing the national guard would soon arrive, she ordered the Super-Axis to retreat.

The Invaders followed the Super-Axis to Riverview, a giant amusement park in Chicago. Lady Lotus ordered the villains to destroy the rides, in the hope that they would kill American servicemen on leave there. As Warrior Woman wreaked havoc in the fun house, she was attacked by Miss America. During the fight Warrior Woman grabbed the hero's ankle, and was flown into the sky. By making a sharp turn, Miss America flung Warrior Woman into a huge sign, rendering the Nazi unconscious. The Invaders successfully kept any civilians from being killed, and rounded up the rest of the Super-Axis, who were all taken into police custody. Lady Lotus, however, was not captured.

As the allied guns pounded Berlin near the close of the war, Master Man I and Warrior Woman were placed in suspended animation in separate, secret laboratories within the city. Through the foresight of Baron Strucker, these two hidden facilities had been built for this very purpose. Baron Strucker knew that Hitler's regime would fall, so he devised a way for the two greatest warriors of the war to be preserved, ensuring that "the dream" would be reborn in the future.

After Baron Strucker's funding ran out, Herr Nacht took over the financing of Master Man I and Warrior Woman's preservation. Herr Nacht's father was involved in the project from the beginning, over 40 years ago. Over those years, the project was technically managed by Doktor Kraus, a German scientist whose life had been saved by Herr Nacht's father.

Recently, with the reunification of Germany, Herr Nacht decided it was time to awaken the slumbering warriors. Because Master Man I's preservation unit was hidden on the west side of Berlin before the war ended, he was continually monitored by Doktor Kraus, and was easily revived. On the other hand, Warrior Woman was secured on the east side of Berlin, and was separated when the Berlin

Wall was erected. Although automated machines kept her in suspended animation, Doktor Kraus believed that she would suffer brain damage when awakened. Master Man I was willing to take the risk, and threatened Doktor Kraus with bodily harm if he did not quickly and successfully revive his beloved. In order to ensure success, Doktor Kraus gave Warrior Woman a transfusion of artificial blood from the android Human Torch, who had recently been kidnapped by Kraus's thugs.

As Doktor Kraus was reviving Warrior Woman (and causing serious harm to the Human Torch), Namor broke into the lab and began a battle with Master Man I. As Namor was about to defeat Master Man I, he was knocked unconscious by Warrior Woman, who had been successfully revived, apparently without serious brain damage.

After Namor was securely placed in a containment device in the laboratory, Doktor Kraus took Master Man I and Warrior Woman to meet their mysterious benefactor, Herr Nacht, who revealed his plans to place himself as the leader of the New Reich. The meeting was interrupted by an alarm—Namor had broken free.

Herr Nacht convinced Master Man I to return to the lab alone and fight Namor. With Master Man I gone, Herr Nacht expressed his love for Warrior Woman, and persuaded her to leave her husband.

Back in the lab, Namor was defeating Master Man I and Doktor Kraus's thugs with the help of Namorita, Union Jack, and the elderly Lady Crichton, who had been the costumed hero called Spitfire during World War II. During the fight, Master Man I inexplicably reverted to his true form as the weakling Willie Lohmer. At that moment, Herr Kraus arrived in costume as Master Man II, with Warrior Woman at his side. Overwrought at losing his powers and being rejected by his beloved, Willie Lohmer threw a switch that apparently blew up him, Warrior Woman, Master Man II, and most of the thugs. No bodies were ever recovered, however. Presumably, Warrior Woman is still at large, allied with Master Man II and the New Reich.

STATISTICS:

F RM(30)
A MN(75)
S TY(6)
E GD(10)
R TY(6)
I TY(6)
P TY(6)

Health: 121

Karma: 18

Resources: UN(100) (as a Squadron member)

Popularity: 40

BACKGROUND:

Real Name: Stanley Stewart

Occupation: Former postman, government agent

Identity: Publicly known

Legal Status: Married

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Married

Known Relatives: Madeline (wife), Tina (daughter)

Base of Operations: Squadron City

Past Group Affiliations: Squadron Supreme

Present Group Affiliation:

KNOWN POWERS:

Hyper-Running: Shift X land speed (750 mph) and resistance to air friction. Acceleration rate is 1.5 mph per foot traveled.

Hyper-Endurance: While running, Whizzer's Endurance increases to Unearthly rank, though his health doesn't increase.

Hyper-Speed: Unearthly power increases his reaction time 100 fold. This power functions while he is running. Power Stunts include the following:

- Delivering 100 Typical blows per turn.
- Perceiving and catching high velocity objects with Unearthly ease.

Airwalking: Remarkable speed by rapidly fanning his arms and legs.

Waterwalking: Unearthly speed by skimming along on the surface tension of the liquid.



Weakness: For each minute spent using his powers, Whizzer must spend an equal time resting in a hypo-metabolic trance. If prevented from resting, he is unable to regain his full powers and incurs a -2CS on all of his physical powers and stats until he does rest.

Talents: Good knowledge of the U.S. Postal Service.

Contacts: Squadron members, Quasar.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Whizzer is a devoted family man who places his family before his duties to the Squadron. While trapped on the main Marvel Earth, he has become upset at his separation from his family, resulting in rude, abrupt behavior.

HISTORY:

Stanley Stewart is a native of the other dimensional home of the Squadron Supreme. He gained his powers by passing through a fog bank of unknown origin. After this event, he could run at superhuman speeds. He became a costumed hero and eventually became a founding member of the Squadron Supreme.

Whizzer, as well as most of the rest of the Squadron, succumbed to the enthralling power of the entity known as the Overmind. This collective mind entity, working together with the demonic being Null, the Living Darkness, used the Squadron as pawns to rule the Earth. One member of the Squadron retained his freedom, however; Hyperion managed to travel to another Earth and recruit the superteam known as the Defenders to help him. Together, the Defenders and the Squadron finally

defeated the Overmind and Null, freeing the Earth from thralldom.

This battle left the Squadron's world in an economic and political mess. The Squadron decided to take over America for a year and implement their Utopia Program. They intended to use their powers to solve all of the country's problems. As a gesture of good faith, the members of the Squadron revealed their true identities to the people of the world, assuring them that the Utopia Program would succeed. One member of the group, Nighthawk, disagreed with the majority and began planning to thwart the Squadron's plans.

Nighthawk had gathered his own group of dissenting heroes and villains, who were named the Redeemers. In the climactic battle between the Squadron and Nighthawk's Redeemers, Nighthawk along with many people on both sides of the battle were killed. The Squadron gave up and conceded defeat. They promised to dismantle the Utopia Program and return the fate of America to the average person.

The next great test of the Squadron occurred when a white being of immense size began to grow and threaten to devour the Sun. The Squadron mounted a last-ditch effort to save their world with the help of one of their greatest enemies, Master Menace.

The Whizzer was one of the four heroes who flew into space with a device designed to contain the growing creature. He ran on a treadmill that generated the locomotion necessary for him to move through space. He ran until his feet bled. Unfortunately, all efforts to fight this growing white entity failed. Their universe was saved when Arcanna's son, Benjamin, traded places with the white being, who turned out to be Thomas Lightner, the Nth Man, who had been turned into a living hole in space. He had devoured seven universes before happening across the Squadron's universe.

The infant Benjamin Thomas Jones was slated to become this uni-

verse's next Sorcerer Supreme. He opted to trade places with the white being and thus stop Lightner from devouring worlds. As a consequence, the powers of Sorcerer Supreme were conferred upon Thomas Lightner. Benjamin left the Squadron's dimension, set on undoing all the damage that Lightner had caused.

On the way back to their Earth, the Squadron was transported to the main Marvel Universe Earth by the new Sorcerer Supreme of their dimension, Thomas Lightner. He obviously didn't want the Squadron around to challenge his newly acquired powers.

The Squadron ran into Quasar in space and they were taken to Project Pegasus, hoping to find a way back to their own dimension. There they consulted with Reed Richards to see if his Time Machine could help them return, but that attempt failed.

During the group's stay at Project Pegasus, a race between all the speedsters on Earth was organized by the Elder of the Universe known as The Runner. Whizzer participated in the race to the moon on a specially constructed racetrack, but he was beaten by the Eternal Makarri and a strange being known only as Buried Alien.

Then, Dr. Strange came to Project Pegasus to send them home magically. But Lightner had laid a magical trap for the Squadron that caused half of their bodies to stay on Earth and the other half to be flung into the space between dimensions. They were rescued from this horrible death by Quasar and Dr. Strange.

Whizzer and the other Squadron members trapped on Earth are now waiting for Arcanna's son, Benjamin, to finish repairing the Nth Man's destruction through the dimensions. Once Benjamin returns to Earth, the Squadron should be able to return home with Benjamin's help.

Whizzer isn't taking this separation from his family very well; he is currently always on edge.