

# MARVEL UNIVERSE RPG

*add-on*

Compatible with



# INTRODUCTION

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This is the first add-on for the Marvel Universe Roleplaying Game (MURPG). It contains new characters, new alien races and new actions. This document is *free*.

Many thanks go to members of the Marvel Universe Roleplaying Board created by **i3ullseye** (<http://murpg.proboards19.com>).

Extra thanks go to **Psistrike**, he edited most of the Marvel characters presented here.

Another good starting point for the MURPG is the Marvel Universe RPG Fan Site (located at <http://murpg.krabbit.com/>). You can also download a fresh version of this PDF there. The webmaster **Pyrobon** provided some of the characters backgrounds for the Marvel write-ups.

My MURPG website is located at <http://www.sachau.net/murpg/>. You can also download this PDF there. Plus all the stuff in this PDF is there, too, but in HTML format.

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This is just a *FREE* fan-based project, made from the MURPG fans for the fans. It is not meant to make any profit but to support the MURPG community with some free material.

All homegrown characters and actions are tagged with their respective authors and used with permission.

## **Version 0.3 - 2004/06/22**

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This document is created using XSLT-FO

(<http://xml.apache.org/fop/index.html>)

This is still a *beta* release, so it is not complete. Print it at your own risk. There will be a more complete version out soon.

# ANNIHILUS

Intelligence	3	Health	7	Realname	Annihilus
Strength	6			Species	Arthrosian/Planet Arthros in the Negative Zone
Agility	6	Energy	21	Occupation	Conqueror, destroyer of life
Speed	6			Appearance	5',11", 200lbs, green eyes, no hair, green skin
Durability	7				

## ACTIONS

### Close Combat: 2

(Strength or Weapon Modifier)

- Hand-To-Hand
- While flying

### Ranged Combat: 6

(Weapon Modifier)

- Weapon Systems
- Cosmic Control Rod
- Energy Weapons
- While Flying

### Flight: 4

### Leadership: 6

### Military Skills: 5

- Weapon Systems
- Tanks
- Starships
- Tactics
- Strategy

### Vehicle Operation: 5

- Tanks
- Starships
- Negative Zone Astronomy
- Strategy

### Engineering: 5

- Mechanics
- Tanks
- Starships
- Energy Weapons
- Weapon Systems

## MODIFIERS

- +6 Insectoid Armor, no 2x and no AP, life support
- +1 Mental Defense
- Wealth 9

## EQUIPMENT

- **Cosmic Control Rod:**(\*)
- (\*) Unaging, Invulnerability vs Disease, Radiation, Heat, Cold
- (\*) may increase on ability to 10 at the start of a page

- (\*) +10 Fire-Bolts of Cosmic Energy, 2x Damage, AP
- (\*) Mastery of Non-Organic Matter: 10, create/manipulate, accumulate energy
- (\*) Flight: 10

## CHALLENGES

- Looks Non-Human
- Lust for Power
- Cosmic Control Rod dependency: Annihilus get +3r for each action, begins to age and lose 1

Durability per week if he is not controlling the rod.

## BACKGROUND



Annihilus commands an army of Minions:

### Minions

#### Attributes:

Intelligence: 1  
Strength: 2  
Agility: 2  
Speed: 2

Durability: 1, Health 1, Energy: 3

#### Actions

Close Combat: 3

(Strength or Weapon Modifier)

#### • Claws

Hand-to-Hand

Ranged Combat: 3

(Weapon Modifier)

#### • Energy Weapons

Flight (Winged: 3)

#### • Maximum Speed 2

Vehicle Operation: 2

#### • Tanks

#### • Starships

**Modifiers:** +2 Claws

Some Minions have Powers

#### • Type A: Energy Blast: 4

#### • Type B: Str: 4, Durability 4

#### • Type C: Modifiers: +4 Toughness

#### • Type D: Type A and Type C

#### • Type E: Type B and Type C

#### Weapons Systems

Annihilus also has access to highly developed war-machinery:

Flying Tanks:

Crew: 4

Difficulty to Operate: 2

Resistance to Operate: 2

Defense Modifier: 4

Vehicle Damage: 80

Maneuver Modifier: 3

Speed: 5

Weight: 9

Weapons: +8 Cannon, AP, 2x damage, range 4

# AURORA

<b>Intelligence</b>	2	<b>Health</b>	4	<b>Realname</b>	Jeanne-Marie Beaubier
<b>Strength</b>	2/4			<b>Species</b>	Mutant
<b>Agility</b>	3	<b>Energy</b>	12	<b>Occupation</b>	Adventurer
<b>Speed</b>	7*	Str 4 in legs only		<b>Appearance</b>	5'11", 125lbs, blue eyes, black hair, pointed ears
<b>Durability</b>	4				

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## ACTIONS

### Close Combat: 2

*(Speed or Weapon Modifier)*

- High Speed Combat
- Trained by Wolverine and Puck

### Super Running: \*

- can create create cycones by running in circles, Strength 5
- Run up walls or across water at Speed 5
- Use Speed to determine order of Actions

### Flight: 9

### Light Generation: 6

- Area, range 3
- if the attack is successful (more than the defense stones of the target, toughness does not count) the target is blinded for 3 panels and all actions are +3r

### Social Skills: 3

- Religion
- Teaching
- Protocol (Alpha Flight)

### General Knowledge: 4

- Education

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## MODIFIERS

- +3 Reflexive Dodge
- +15 vs Sense Mutant
- Team: Alpha Flight

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## EQUIPMENT

- +1 toughness special fabric costume to protect her from friction

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## CHALLENGES

- Mutant
- Multiple-Personalities-Disorder: at least two personalities are know a rather shy and an aggressive, fun-loving personality

- Non-Human Appearance as Sasquatch

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## BACKGROUND

# BEETLE

Intelligence	4/5(SI)	Health	1/4	Realname	Abner Jenkins
Strength	2/4			Species	Human with powered armor
Agility	1/3	Energy	8(i)/12	Occupation	former mechanic, now professional criminal
Speed	1/2			Appearance	5'11", 175lbs, brown eyes, brown hair
Durability	1/4				

## ACTIONS

**Close Combat: 1 \* /3**  
*(Strength Bonus or Weapon Modifier)*

- Hand-To-Hand\*
- Powered Armor

**Ranged Combat: 2**  
*(Weapon Modifier)*

- Powered Armor
- firearms

**PA Beam Weapon: 6**

- AP, 2x Damage
- Range 3

**PA Flight: 2**

**PA Wall-Crawling: 2**

**Technology: 5**  
*(Intelligence Bonus)*

- Mechanics

**Inventing: 3**  
*(Intelligence Bonus)*

**Thieving: 2**  
*(Agility Bonus)*

- Setup/Find Ambush
- Manipulation

**Thieving: 3**

- Criminal Underground
- Prison Culture
- Scientific Circles

## MODIFIERS

- +4 PA Toughness, no AP, no 2x damage
- PA Precognition
- +2 PA Targeting
- Wealth 3
- Team: Masters of Evil

## EQUIPMENT

## CHALLENGES

- Driven by Revenge
- Deadly Enemies: Spider-Man, Fantastic Four

## BACKGROUND

# BLACK PANTHER

Intelligence	4	Health	4	Realname	T'Challa
Strength	3			Species	Mutagenic
Agility	4	Energy	12	Occupation	King of Wakandas, scientist
Speed	4			Appearance	6', 185lbs, brown eyes, black hair
Durability	4				

## ACTIONS

### Close Combat: 5

(Agility or Weapon Modifier)

- Acrobatic Fighting
- Cat-like Fighting
- Claws

### Ranged Combat: 3

(Weapon Modifier)

- Throwing Knives

### Acrobatics: 5

(Agility Bonus)

- Gymnastics

### Technology: 4

(Intelligence Bonus)

- Physics
- Minerals
- Vibranium

### Technology: 4

### Social Skills: 5

- Wakanda Politics
- Wakanda Language/Culture
- European Culture
- various Languages (Arabic, French, English, Russian, Spanish, Hausa)

### Hunting/Tracking: 7

- Hiding
- Stealth
- Animal Care
- Setup/Find traps
- Setup/Find ambush
- Follow Track
- Trace Scent

### Medical Healing: 1

## MODIFIERS

- +3 Targeting
- +4 Reflexive Dodge
- +5 Animal Senses
- Wealth 7

- Team: Avengers

## EQUIPMENT

- +3 Vibranium Costume (no AP)
- +3 retractable Claws
- +3 retractable Claws
- +2 Energy Dagger, range 4, markes victim with unique signature

- +3 Boots vs Falling Damage, also enable him to run up buildings
- Image Inducer: Shape Change 4
- Kimoyo Cards: like GPS, used to track the signature of an energy dagger.

## CHALLENGES

## BACKGROUND

# BLADE

Intelligence	2	Health	4	Realname	Eric Morris
Strength	3			Species	Human, half vampire
Agility	4	Energy	12	Occupation	Private detective, occult investigator, vampire hunter
Speed	3			Appearance	6'2", 180lbs, brown eyes, black hair
Durability	4				

## ACTIONS

<b>Close Combat: 6</b> <i>(Agility or Weapon Modifier)</i> <ul style="list-style-type: none"><li>• Broadswords</li><li>• Daggers</li><li>• Katana/Samurai Sword</li><li>• Martial Arts</li></ul> <b>Ranged Combat: 5</b> <i>(Weapon Modifier)</i> <ul style="list-style-type: none"><li>• Throwing Knives</li><li>• Guns</li></ul>	<b>Driving: 4</b> <ul style="list-style-type: none"><li>• Cars</li><li>• Motorcycles</li></ul> <b>Occultism: 5</b> <ul style="list-style-type: none"><li>• Vampire Lore</li><li>• Occult Lore</li></ul> <b>Hunting: 5</b> <ul style="list-style-type: none"><li>• Vampires</li><li>• Tracking</li><li>• Hiding</li><li>• Shadowing</li></ul>	<b>Sense Supernatural: 2</b> <ul style="list-style-type: none"><li>• to sense vampires, can be combined with Hunting</li></ul>
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## MODIFIERS

<ul style="list-style-type: none"><li>• +3 Targeting</li><li>• +1 Mental Defense</li><li>• +2 Reflexive Dodge</li><li>• +1 teeth, Blade can enlarge his vampire teeth.</li><li>• +3 Enhanced Smell</li></ul>	<ul style="list-style-type: none"><li>• +3 Enhanced Hearing</li><li>• Immunity to Vampires: he cannot be controlled by vampiric powers nor does a vampiric bite transform him into a vampire</li></ul>
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## EQUIPMENT

<ul style="list-style-type: none"><li>• +3 Double-Barrel Gun able to shoot wooden stakes, Range 2 (kills vampires if it hits heart, +4 resistance to hit the heart)</li><li>• +2 Broadsword</li></ul>	<ul style="list-style-type: none"><li>• +3/+5 Katana/Samurai Sword (+5 vs vampires)</li><li>• +2 Throwing Knives (8x)</li></ul>
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## CHALLENGES

<ul style="list-style-type: none"><li>• Vampiric ancestry</li><li>• Hates Vampires</li><li>• Berserker Rage: If he is down to 1 or less Health, he must use all energy available every panel to</li></ul>	attack until the fight is over
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## BACKGROUND



# BLASTAAR

Intelligence	3	Health	7	Realname	Blastaar of Baluur
Strength	8			Species	Baluurian/Planet Balur in the Negative Zone
Agility	2	Energy	21	Occupation	Monarch/Ruler of Baluur
Speed	2			Appearance	6'6", 520lbs, gray eyes, gray hair, gray skin
Durability	7				

## ACTIONS

### Energy Blast: 9

- AP, 2x Damage

### Social Skills: 5

- The AN is 3 if he without his armor, 7 with it
- Monarchy
- Ruling
- Etiquette
- Protocols

### Close Combat: 2

*(Strength or Weapon Modifier)*

- Hand-To-Hand
- Brawling

### Military Skills: 4

- Tactics
- Strategy

### Ranged Combat: 2

*(Weapon Modifier)*

- Baluurian Firearms
- While Flying

### Flight (Rocket): 9

### Leadership: 5

## MODIFIERS

- +4 Body Armor, no 2x and no AP
- Self-Sustenance: He can enter a suspended state for months and voluntarily reawaken whenever he wants.

- +1 Mental Defense
- Wealth 3

## EQUIPMENT

## CHALLENGES

- Looks Non-Human
- Lust for Power
- Ruthless Ruler of the Baluurian Empire

- Enemies: Fantastic Four

## BACKGROUND





# CARNAGE

Intelligence	2/2	Health	2/5	Realname	Cletus Kasady
Strength	2/8			Species	Human/Alien-Symbiote
Agility	2/6	Energy	6/15	Occupation	Convict
Speed	2/5			Appearance	6'1", 190lbs, green eyes, red hair
Durability	2/5				

## ACTIONS

### Close Combat: 3

(Strength or Weapon Modifier)

- Hand-To-Hand
- Symbiote Weapons

### Ranged Combat: 3

(Weapon Modifier)

- Symbiote Weapons

### Thieving: 3

(Agility Bonus)

- Intimidate
- Murder
- Homicide

### Elongation: 3

- only with Symbiote

### Wall-Crawling: 5

(Agility Bonus)

- only with Symbiote

## MODIFIERS

- Symbiote:
- +3 Claws
- Immunity to Spider-Man's senses
- +3 Reflexive Dodge
- Tendrils: allows Web-Slinging: 5 or for Entangling

attacks (6 resistance vs strength). Material  
dissolves after 5 panels

- Web Shooter: +6, +6, dissolves after 5 panels

## EQUIPMENT

## CHALLENGES

- Looks non-human
- Sadistic
- Blood-Lust
- Criminally Insane
- Enemies: Spider-Man, Venom

- Symbiote: Sonic attacks 2x damage, Fire/Heat 2x damage
- At 0 Health the Symbiote is unconscious for 10 panels, and is removed from Cletus

## BACKGROUND



# CH'OD

Intelligence	2	Health	6	Realname	Ch'od
Strength	7			Species	Timorian
Agility	3	Energy	18	Occupation	Space pirate, freedom fighter
Speed	3			Appearance	green, saurian-like creature
Durability	6				

## ACTIONS

**Close Combat: 6**  
*(Strength or Weapon Modifier)*

- Shi'ar Martial Arts
- Axes
- Swords

**Ranged Combat: 5**  
*(Weapon Modifier)*

- Energy Guns
- Blast Rifle

**Swimming: 6**

**Piloting: 3**

- Shi'ar spaceships
- Astro-Navigation
- Starjammer

**Technology: 4**

- Computer
- Starship Engineering

**Social Skills: 4**

- Philosophy
- Pet: Cr+eee

## MODIFIERS

- +5 Toughness vs physical & energy
- +2 Targeting
- Waterbreathing

- +2 Claws

## EQUIPMENT

- +5 Blaster pistol (2x damage), 5 range, this rifle also has an +3 axe at the muzzle end
- Cr+eee is Ch'od's white furry pet, that always sits on his shoulder (Intelligence: 3, Agility 5, all other

attributes 1)

## CHALLENGES

## BACKGROUND



# CORSAIR

Intelligence	2	Health	3	Realname	Christopher Summers
Strength	2			Species	Human
Agility	3	Energy	9	Occupation	Space pirate, freedom fighter, leader of the Starjammers
Speed	2			Appearance	6'3", 175lbs, brown hair, brown eyes
Durability	3				

## ACTIONS

**Close Combat: 4**  
*(Strength or Weapon Modifier)*

- Fencing
- Martial Arts

**Ranged Combat: 4**  
*(2x Weapon Modifier)*

- Blaster Pistols

**Leadership: 4**

**Piloting: 6**

- Shi'ar spaceships
- terrestrial aircrafts
- Astro-Navigation
- Starjammer

**Science: 5**

- Shi'ar Weapons
- terrestrial Weapons

**Technology: 3**

- Computer
- Starship Engineering

## MODIFIERS

- +1 Reflexive Dodge
- +2 Targeting

## EQUIPMENT

- +3 sabre
- pair of wristbands set with jewels to produce 2 +4 blaster pistols (2x damage), Range 4

## CHALLENGES

## BACKGROUND



# CRIMSON DYNAMO

Intelligence	3/5(SI)	Health	3/7	Realname	Valentin Shatalov
Strength	2/8			Species	Human with powered armor
Agility	2/6	Energy	9/21	Occupation	villain
Speed	2/5			Appearance	unrevealed, wears red power armor, power armor is 6'10, 420lbs
Durability	3/7				

## ACTIONS

**Close Combat: 1 \* /3**  
*(Strength Bonus or Weapon Modifier)*

- Hand-To-Hand\*
- Powered Armor
- Shoulder Rams

**Ranged Combat: 2**  
*(Weapon Modifier)*

- Powered Armor
- firearms

**PA Beam Weapon: 6**

- AP, 2x Damage
- Range 3

**PA Flight: 3**

**PA ECM: 4**

- works like invisibility, only vs Radars and similar electronics

**Black Ops (KGB): 4**

- Infiltration/Exfiltration
- Intimidation
- Setup/Find Ambush
- Interrogation

**Social Skill: 4**

- Russian Culture/Language
- Politics/Communism
- Manipulation Ambush

**MODIFIERS**

- +6 PA Toughness, no AP, no 2x damage
- PA Vision: +6 Infra-red Vision, +3 PA Microwave Vision
- +1 Shoulder Rams

- Self-sustained: 1 hour air support, CBR system for 450 hours
- Wealth 5

## EQUIPMENT

## CHALLENGES

## BACKGROUND

# GUARDIAN

Intelligence	6/6(SI)	Health	1/5	Realname	Dr. James MacDonald Hudson
Strength	1/4			Species	Human with powered armor
Agility	1/6	Energy	12(i)/15	Occupation	freelance adventurer/Leader of Alpha Flight
Speed	1/5			Appearance	6'2", 190lbs (without PA), brown eyes, black hair
Durability	1/5				

## ACTIONS

**Close Combat: 1/3**  
*(Agility Bonus or Weapon Modifier)*  
• Powered Armor

**Ranged Combat: 1/3**  
*(Weapon Modifier)*  
• Powered Armor  
• Energy Beam

**PA Beam Weapon: 6**  
• AP, 2x Damage  
• Range 5

**PA Flight: 8**

**PA Digging: 4**  
• Hardness up to 6 with a speed of 4

**PA Teleport: 10**  
• this is a special system built into the armor, he is really flying, but it appears as teleportation

**Technology: 5**  
*(Intelligence Bonus)*

**Inventing: 5**  
*(Intelligence Bonus)*

**Leadership: 5**

## MODIFIERS

- +6 PA Toughness, no AP, no 2x damage
- Wealth 4
- Team: Alpha Flight
- Contacts: Wolverine, Canadian government

## EQUIPMENT

## CHALLENGES

## BACKGROUND

# HEPZIBAH

Intelligence	2	Health	4	Realname	unpronounceable by humans
Strength	2			Species	Mephistoid (human-like felines)
Agility	4	Energy	12	Occupation	Space pirate, freedom fighter
Speed	3			Appearance	female with white skin/eyes, pointy ears and also long white hair, claws, tail
Durability	4				

## ACTIONS

**Close Combat: 3**  
*(Strength or Weapon Modifier)*  
• Shi'ar Martial Arts  
• Claws

**Ranged Combat: 5**  
*(Weapon Modifier)*  
• Energy Guns  
• Blast-rifle

**Piloting: 3**  
• Shi'ar spaceships  
• Astro-Navigation  
• Starjammer  
  
**Technology: 3**  
• Computer  
• Starship Engineering

**Hunting: 5**  
• Survival  
• Tracking  
• Shadowing  
• Climbing  
• Sneaking

## MODIFIERS

- +1 Targeting
- +1 Reflexive Dodge
- +2 Claws
- +1 Tail

- +4 Hypersensitive Smell
- +5 Nightvision

## EQUIPMENT

- +4 Blaster-rifle(2x damage), 4 range

## CHALLENGES

- Fanatic: Kill Shi'ar

## BACKGROUND

# HERCULES

Intelligence	2	Health	7	Realname	Heracles (Greek name for Hercules), Harry Cleese
Strength	10			Species	member of the gods of Olympus
Agility	3	Energy	21	Occupation	Adventurer, Movie Actor
Speed	3			Appearance	6' 5", 325lbs, blue eyes, dark brown hair
Durability	7				

## ACTIONS

<b>Close Combat: 4</b> <i>(Strength or Weapon Modifier)</i> <ul style="list-style-type: none"><li>• Hand-To-Hand</li><li>• Greek Wrestling</li><li>• Blunt Weapons</li><li>• Golden Mace</li></ul>	<b>Ranged Combat: 3</b> <i>(Strength or Weapon Modifier)</i> <ul style="list-style-type: none"><li>• Bows</li></ul> <b>Mythology: 3</b> <ul style="list-style-type: none"><li>• Ancient Greek Lore</li><li>• Olympian Lore</li><li>• Olympian Gods</li></ul>	<b>Social Skills: 6</b> <ul style="list-style-type: none"><li>• Ancient Greek/Olympian Etiquette/Protocol</li><li>• Olympian Politics</li><li>• Greek Language/Culture</li><li>• Acting</li><li>• Avengers Protocol</li><li>• Godlike Demeanor</li></ul>
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## MODIFIERS

<ul style="list-style-type: none"><li>• +6/+10 Toughness (no 2x damage, no AP),(+10 only vs fire, cold, toxins)</li><li>• +2 reflexive dodge</li><li>• +3 Targeting (Bows only)</li><li>• Invulnerability vs. Disease</li></ul>	<ul style="list-style-type: none"><li>• Immortality</li><li>• Accelerated Healing Rate</li><li>• Wealth 3</li><li>• Team:Heroes For Hire, Avengers, member of the Olympian Gods</li></ul>
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## EQUIPMENT

<ul style="list-style-type: none"><li>• +6 The "Golden Mace", made of enchanted adamantine</li></ul>
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## CHALLENGES

## BACKGROUND

# JACK O'LANTERN

<b>Intelligence</b>	3	<b>Health</b>	3	<b>Realname</b>	Jason Phillips Macendale, Jr.
<b>Strength</b>	3			<b>Species</b>	Human
<b>Agility</b>	4	<b>Energy</b>	9	<b>Occupation</b>	freelance terrorist/assassin
<b>Speed</b>	2			<b>Appearance</b>	6'1", 210lbs, brown eyes, black hair
<b>Durability</b>	3				

## ACTIONS

### Close Combat: 3

*(Agility or Weapon Modifier)*

- Hand-To-Hand
- Assassinate
- Martial Arts

### Ranged Combat: 4

*(Weapon Modifier)*

- Wrist Blaster
- Grenade Throwing

### Black Ops (Terrorist): 3

- Assassinate
- Explosives
- Terrorism

### Thieving: 3

*(Agility Bonus)*

- Intimidate
- Robbery
- Evasion

### Vehicle Operation: 3

- One-man hovercraft

### Technology: 4

*(Intelligence Modifier)*

### Inventing: 3

*(Intelligence Modifier)*

## MODIFIERS

- +1 Reflexive Dodge
- Wealth 3

## EQUIPMENT

- Costume: +4 Toughness (no AP, no 2x damage), Helmet (shaped like a pumkinhead) maintains a low density flame and a 3 hour air supply, +5 infrared vision, 360degree vision (can't be surprised)
- Grenades (shaped like pumkins or spheres): these are area weapons
- tear gas gren. (+2, vs Durability, actions are at +2 for 2 panels)

- hallucinogenic gas gren. (+2, vs Intelligence, actions are at +2 for 2 panels)
- regurgitant gas gren (+2, vs Health, actions are at +2 for 2 panels)
- smoke grenades (+2r defense for him, but his attacks are also +2r)
- concussion grenades (+3 damage)
- Wrist Blaster: Range 4, +3 electric damage
- One-man Hovercraft: Speed 3, Difficulty 3, Vehicle Damage 4, Maneuver Modifier +3, Defensive

## CHALLENGES

- Non-Human appearance in costume
- criminally insane

## BACKGROUND



# KLAW

Intelligence	3	Health	7	Realname	Ulysses Klaw
Strength	4			Species	Human/extra-physical energy form
Agility	2	Energy	21	Occupation	Ex-scientist, professional criminal
Speed	2			Appearance	5'11", 175lbs, red eyes, no hair
Durability	7				

## ACTIONS

**Close Combat: 2**  
*(Strength or Weapon Modifier)*  
• Hand-To-Hand

**Ranged Combat: 2**  
*(Weapon Modifier)*  
• Sonic Converter

**Science: 4**  
*(Intelligence Bonus)*  
• Sonic Energy

**Inventing: 3**

## MODIFIERS

- Body Transformation: Klaw's body has been irreversible replaced by sonic energy. He does not eat, drink, breathe or sleep. He cannot be harmed in normal ways (see Challenges)
- +6 Toughness vs Sonic attacks

## EQUIPMENT

- **Sonic Converter** (replaces right hand):[\*]
- [\*] Sonic Blast: +6, AP, 5 Range (cost 3r to use, combined with stones in ranged combat)
- [\*] Create Sonic Force Field: AN 6, 1 stone for upkeep
- [\*] Create Sonic Objects: AN 4, 1 stone for upkeep
- [\*] Create Sonic creatures (one creature per panel, cost 4 stones to create) Str 4, Agility: 2, Endurance 4, Close Combat: 2 (Strength bonus)
- [\*] see also Challenges

## CHALLENGES

- Looks non-human
- No right hand, tasks using both hands are at +2r
- Exposure to vacuum make him lose 1 health every panel.
- Certain frequencies may cause Klaw to fall unconscious. Difficulty 6 Science to find these frequency. He must spend 6r stones out of his energy pool to resist these frequencies or fall unconscious until the frequency is removed
- Weapons made of sound dampening vibranium do full damage
- The presence of more than 10lbs of sound dampening vibranium causes his energy pool to go down to 0 if he does not spend 6r stones to resists it.
- Sonic attacks do full damage
- If his health is reduced to 0, he is absorbed by his sonic converter.
- Destroying the sonic-converter (5 toughness, 6 health, destroyed at 0, +3r to hit it) will make him unconscious if he cannot spend 6r stones to resist.

## BACKGROUND

# KRAVEN, THE HUNTER

Intelligence	4	Health	4	Realname	Sergei Kravinoff
Strength	4			Species	Mutagenic
Agility	4	Energy	12	Occupation	Professional hunter
Speed	4			Appearance	6', 235lbs, brown eyes, black hair, goatee beard
Durability	4				

## ACTIONS

### Animal Taming: 3

- vs Intelligence of the animal
- must be in contact or in close combat range

### Close Combat: 6

(Strength or Wweapon Modifier)

- Hand-To-Hand
- Animal Fighting Styles
- Axes
- Knives
- Martial Arts
- Whips/Nets/Manacles

### Ranged Combat: 6

(Wweapon Modifier)

- Throwing Axes
- Darts
- Electro Blaster
- Blowgun
- Rifles

### Hunting: 7

- Animal Knowledge
- Follow Tracks
- Set/Find Traps
- Hiding
- Stalk
- Potions/Poisons/Herbals

### Social Skills: 4

- Russian Culture/Language
- Arrogance
- Pride
- Acting

### Inventing: 1

(Intelligence Bonus)

## MODIFIERS

- +1 Nerve strike, does not do damage, but if damage stones are equal or greater than Dura. the opp. is knocked out for 3 panels
- +1 Reflexive Dodge

- +5 Animal Senses
- Wealth 2

## EQUIPMENT

- +2 Axes
- +1 Darts
- +3 Electro-Blaster, Range 3
- +1 Poison Gas (vs Dura., stuns for 2 panels, area)
- +1 Narcotic Dust Sprayer (range 2, vs Durability,

- actions are +2r for 2 panels)
- +1 Knock out poison (applied by darts or similar, dart damage included , vs Durability)
- +0 Whip, may grapple vs Strength
- +0 Net, may grapple vs Agility
- +0 Manacles (Strength 4)

## CHALLENGES

- Arrogance/Pride
- Hunting obsession
- Deadly Enemies: Spider-Man

## BACKGROUND

# LEADER

<b>Intelligence</b>	8	<b>Health</b>	3	<b>Realname</b>	Samuel Sterns
<b>Strength</b>	2			<b>Species</b>	Mutagenic
<b>Agility</b>	2	<b>Energy</b>	16(i)	<b>Occupation</b>	Would-be world conqueror
<b>Speed</b>	2			<b>Appearance</b>	5',10", 140lbs, green eyes (when present), black hair, green skin, misshapen head covered with bumps and boils
<b>Durability</b>	3				

## ACTIONS

**Close Combat: 1**  
*(Strength or Weapon Modifier)*  
• Hand-To-Hand

**Ranged Combat: 2**  
*(Weapon Modifier)*  
• Pistols  
• Rifles

**Leadership: 5**

**Telepathy: 6**  
*(Intelligence Bonus)*  
• Mental Bolts  
• Control Others  
• Illusions  
• must touch first, does not work on gamma irradiated beings  
• if subject is altered by cosmic rays, it gets +4r

**Social Skills: 3**  
• Scientific Circles  
• Egoism/Selfish  
• Underground World  
• Arrogance

**Telekinesis: 2**  
*(Intelligence Bonus)*

**Genetic Engineering: 2**  
*(Intelligence Bonus)*

**Technology: 6**  
*(Intelligence Bonus)*  
• Physics  
• Robotics  
• Radiation

**Inventing: 4**

## MODIFIERS

- +4 Mental Defense
- Photographic Memory
- 2x Natural Healing Rate
- Hyper-Intellect: he can add 4 free stones to any

task requiring intelligence after one panel of concentration  
• Wealth 7

## EQUIPMENT

- +1 Stun Pistol, vs durability, Range 3
- +3 Force Rifle, Range 4
- +1 Entangle, Strength 6 cable, Range 2
- Mind Control Device: +4 free stones mind

control, no need to touch victim, range 4

## CHALLENGES

- Non-Human appearance
- criminally insane
- Lust for Power
- immaturity, impatience, selfish

- Deadly Enemies: Hulk

## BACKGROUND

### Devices/Paraphernalia

Space Station:  
Difficulty to operate: 0 (controlled by Omnivac the computer)  
Resistance to operate: 0 (controlled by Omnivac the computer)  
Defense Modifier: 9  
Vehicle Damage: 200  
Maneuver Modifier: 0  
Speed: 1  
Weapons: +8  
Time-Machine, allows Time-Travel

Close Combat: 2  
Ranged Combat: 2  
Elasticity: 1  
Technology: 3 (Intelligence Bonus, specialized in Radiation)  
Modifiers:  
Body Armor: +6  
+3 Force Rifle, Range 4 (armies of 100 to 1000)

### Minions

*Robot Minions:*  
Intelligence: 1  
Strength: 6  
Agility: 5  
Speed: 3  
Durability: 5  
Actions:  
Close Combat: 3  
Ranged Combat: 2  
Flight: 3  
Energy Blast: 8  
Modifiers:  
+6 Body Armor  
(mentally controlled by the Leader, these robots usually come by the dozen)  
+3 Force Rifle, Range 4

*Pink Skinned Humanoids:*  
Intelligence: 1  
Strength: 3  
Agility: 1  
Speed: 1  
Durability: 2  
Actions:

# LILANDRA

<b>Intelligence</b>	4	<b>Health</b>	4	<b>Realname</b>	Lilandra, Empress of the Shi'ar Galaxy
<b>Strength</b>	3			<b>Species</b>	Shi'ar
<b>Agility</b>	3	<b>Energy</b>	12	<b>Occupation</b>	Empress of the Shi'ar Galaxy
<b>Speed</b>	3			<b>Appearance</b>	Female Shi'ar, 5',11", 110lbs, blue eyes, black feathers
<b>Durability</b>	4				

## ACTIONS

### Close Combat: 4

*(Strength or Weapon Modifier)*

- Shi'ar Martial Arts
- Ceremonial Sword
- Laser Sword

### Ranged Combat: 3

*(Weapon Modifier)*

- Shi'ar Laser Pistol
- Pulse Cannon

### Telepathy: 8

- telepathic link with Charles Xavier

### Leadership: 4

### Shi'ar Science: 3

*(Intelligence Bonus)*

- Shi'ar spaceships
- Astro-Navigation

### General Knowledge: 5

*(Intelligence Bonus)*

- Shi'ar Religion
- Shi'ar Technology
- Physics
- Computers

### Social Skil: 5

- Linguistics
- Politics
- Shi'ar Ceremonies
- Protocols
- Etiquette

## MODIFIERS

- +2 Mental Defense
- +1 Reflexive Dodge
- Wealth Level 10 (could be even higher)

## EQUIPMENT

quarters

- +4 Blaster-rifle(2x damage), 5 range
- +6 Laser Sword
- +6 Body Armor vs Physical and Energy
- +15 Pulse Cannon, 2 Range, located in her

## CHALLENGES

## BACKGROUND

# MISTER HYDE

Intelligence	4/4	Health	3/6	Realname	Dr. Calvin Zabo
Strength	1/8			Species	Mutagenic
Agility	2/2	Energy	9/18	Occupation	Professional criminal
Speed	2/2	(Zabo/Hyde)		Appearance	6'5", 420lbs, brown eyes, brown hair
Durability	3/6				

## ACTIONS

### Close Combat: 2

(Strength or Weapon Modifier)

- Hand-To-Hand

### Chemistry/Biochemistry: 6

### Inventing: 1

(Intelligence Bonus)

### Social Skills: 3

- Scientific Circles
- Intimidate
- Interrogation
- Arrogance

## MODIFIERS

- +6 Toughness (no 2x damage, no AP), only +3 vs energy
- +3 vs fire, heat, cold, corrosives and toxins
- +5 Mental Defense

- Team: Masters of Evil
- Wealth 1

## EQUIPMENT

- Vial of transformation poison

## CHALLENGES

attributes, takes 1 panel to transform

- Lust for Power
- driven by vengeance
- Needs his transformation poison to alter his

## BACKGROUND

# MOJO

Intelligence	8	Health	8	Realname	Mojo
Strength	3			Species	Alien
Agility	1	Energy	24	Occupation	Ruler, slave dealer
Speed	1 *			Appearance	unknown height and weight, yellow eyes, no hair
Durability	8				

## ACTIONS

### Close Combat: 1

- (Strength or Weapon Modifier)*
- Basic Hand to Hand

### Ranged Combat: 2

- (Intelligence or Weapon Modifier)*
- Weapons on his crawler

### Mind Control/Hypnotism: 8

### Force Bolts: 6

### Spirit Control: 9

- affect target dreams

### Interdimensional Travel: 10

- his travel is random and unguided, unless he is accompanied by Spiral

### Vehicle Operation: 2

- Crawler (see equipment)

## MODIFIERS

- +2 Mental Defense
- +3 Toughness
- Wealth 9

## EQUIPMENT

- As master of his own dimension, Mojo has access to advanced cellular technology:
- Healing: 75 times faster than normal (Medical Healing 9)
- Regenerate Lost body parts

- Accelerate physical decay, victim loses 1 Dur per Panel until death, Range 3
- +6 Cellular disruption blast, Range 4
- \*Crawler: Speed 1, Dur 6, Flight 2, +5 force bolts

## CHALLENGES

- +4 unusual looks
- Magical Anti-Life Nature: this starts at AN 1 and range 1 when he is not in his home dimension, and these values double every hour. This power does not cost him any energy, and turns ordinary

- things into chaos. Mojo prefers to deal with other dimension through third parties, because his anti-life power also affects himself as it does his surroundings.
- \*Mojo cannot move without his crawler

## BACKGROUND

# NICK FURY

Intelligence	4	Health	3	Realname	Nicholas Joseph Fury
Strength	3			Species	Human
Agility	3	Energy	9	Occupation	Public Director of SHIELD
Speed	2			Appearance	6'1", 225lbs, brown eyes, brown hair with white at temples, wears a cosmetic eyepatch over his left eye
Durability	3				

## ACTIONS

### Close Combat: 7

- (Agility or Weapon Modifier)
- Heavy-Weight Boxing
- Hand-To-Hand Combat Expert
- Green Beret Training
- Black Beret Training
- Military close combat weapons
- Martial Arts
- sparred with Captain America

### Ranged Combat: 7

- (Weapon Modifier)
- military weapons

### Leadership: 9

### Technology: 6

### Medical Healing: 3

### Vehicle Operation: 6

- single/2 engine prop. aircraft
- glider
- jet/twin-jet
- helicopter
- lunar mission simulator
- unlimited tonnage ocean vessels

### Special Ops: 8

- Infiltration/ Exfiltration/ Recon
- Escape
- Tactics/Strategy/ Military Advisory
- Set/Detect Ambush
- Parachuting
- Demolition/ Underwater Demolition
- Green/Black Beret Operations
- Extraction

### Social Skills: 6

- SHIELD Protocol
- SHIELD Etiquette
- SHIELD Administration
- Military Circles
- Military Protocol

## MODIFIERS

- +1 Reflexive Dodge
- +3 Targeting
- Ages 3 to 4 times slower than normal
- Team: SHIELD

- Access to all of SHIELD weapons and Intelligence
- Wealth 3

## EQUIPMENT

- +1 Combat Dress
- +2 .15 Caliber Needle Gun, Range 4, (AP and 2x damage) or stun, 300 rounds
- +3 MAC 10 super-machine pistol .45 caliber (AP, 2x damage)
- gimmicks: tear gas boutonniere, automatic

lock-pick pistol (lock-pick 6), shirt composed of a stable, low-temperature ignition explosive, radio-link tie, bullet-proof (+3) summer-suit, rear-view periscope hat, chemically-impregnated clothing containing binary explosives, Omega Speedmaster chronograph containing a flat TV camera and a two-way radio communitator

## CHALLENGES

- Left eye blind: surprise attacks on his left side get +1
- smokes

## BACKGROUND

# PUCK

Intelligence	3	Health	7	Realname	Eugene Milton Judd
Strength	6			Species	Genetic manipulation of cellular structure
Agility	5	Energy	21	Occupation	professional adventurer
Speed	5			Appearance	3'6", 225lbs, brown eyes, black hair (bald on top)
Durability	7				

## ACTIONS

### Close Combat: 4

(Agility Bonus or Weapon Modifier)

- Martial Arts
- Streetfighting
- Bullfighting
- Puck style acrobatic attack

### Social Skill: 4

- Magic/Demonic Lore
- Bullfights
- Chinese Culture/Language
- Several other Languages

### Acrobatic: 6

(Agility Bonus)

### Black Ops (Detective): 3

- Surveillance
- Escape
- Pursuit

## MODIFIERS

- +2 Mental defense
- +3 Reflexive dodge
- +4 Toughness
- Death-Trance: he can put himself in a temporary death-like trance state, during that time he has

- healing factor.
- ages very slow (about 3 to 4 times slower)
- Team: Alpha Flight
- Wealth 3

## EQUIPMENT

## CHALLENGES

- Non-Human appearance (dwarfism, no right ear)
- likes a good fight

## BACKGROUND



# PUMA

<b>Intelligence</b>	6	<b>Health</b>	2/4	<b>Realname</b>	Thomas Fireheart
<b>Strength</b>	2/6			<b>Species</b>	Mutagenic and Mysticism
<b>Agility</b>	2/4	<b>Energy</b>	12(i)/12	<b>Occupation</b>	Mercenary, CEO of Fireheart Enterprises
<b>Speed</b>	2/4	(Fireheart/ Puma*)		<b>Appearance</b>	6'2", 240lbs, green eyes, black hair (red as Puma), in his Puman form, his body is covered with fine tan fur, and he has a scar over his right eye and claws
<b>Durability</b>	2/4				

## ACTIONS

### Close Combat: 4

(*Strength or Weapon Modifier*)

- Hand-To-Hand
- Martial Arts
- trained by Master Muramoto
- Claws

### Ranged Combat: 2

(*Weapon Modifier*)

- firearms

### Business Skill: 4

### Social Skills: 3

- Criminal Underground
- Business Etiquette
- Business Protocol
- Politics

### Hunting/Tracking: 4\*

- Trace Scent
- Follow Trail
- Hiding
- Stealth

## MODIFIERS

- +2 Reflexive Dodge\*
- +2 Toughness\*
- +2 Claws\*
- +7 Animal Senses\*
- Access to state-of-the-art weaponry/equipment

- (up to Technology 5, through his own company Fireheart Enterprises)
- Wealth 6

## EQUIPMENT

## CHALLENGES

- His higher attributes and powers marked with \* are only activated after one panel of concentration and no other actions allowed in that panel
- Non-Human Appearance in Puman form
- mercenary mentality
- Deadly Enemies: The Beyonder, Black Crow

## BACKGROUND

# RADIOACTIVE MAN

Intelligence	4	Health	3	Realname	Dr. Chen Lu
Strength	4			Species	Mutagenic
Agility	2	Energy	9	Occupation	Professional criminal, (former) Nuclear physicist
Speed	2			Appearance	6'6", 290lbs, brown eyes, no hair, has iridescent green skin which he can cause to appear normal by lowering his radiation level for short periods
Durability	3				

## ACTIONS

**Close Combat: 2**  
*(Agility or Weapon Modifier)*  
• Hand-To-Hand

**Ranged Combat: 2**  
*(Weapon Modifier)*  
• Hand Guns

**Mastery of Radioactivity: 9**  
• Immune to Radiation  
• Free Force Field  
• Force Blast, 2x damage  
• Heat Blast, 2x damage, cause collateral damage over area (incites fire)  
• may blind/hypnotize target (vs defense, blinded for 2 panels)  
• may cause dizziness (vs durability, actions +2 for 2 panels)  
• Absorb Radiation  
• Accumulate Energy

**Social Skills: 3**  
• Chinese Culture/Language  
• Communism  
• Scientific Circles

**Radiation/Nuclear Physics: 6**

**Thieving: 3**  
*(Agility Bonus)*  
• Intimidate  
• Robbery  
• Escape

**Technology: 3**  
*(Intelligence Bonus)*

## MODIFIERS

### EQUIPMENT

- +1 null-radiation body harness

### CHALLENGES

- Non-Human appearance
- Emmits Radition: if he does not wear his null-radiation body harness, people around him get 3r heat damage every panel
- Deadly Enemies: Spider-Man, Avengers

## BACKGROUND

# RATTLER

Intelligence	2	Health	3	Realname	Gustav Krueger
Strength	4			Species	Human/Bionic
Agility	3	Energy	9	Occupation	Professional Criminal
Speed	2			Appearance	Appearance: 6'1", 245lbs (tail included), brown eyes, grey hair, a 7' long 55lbs bionic tail attached to his spine, fang-like teeth
Durability	3				

## ACTIONS

### Close Combat: 3

(Strength or Weapon Modifier)

- Hand-To-Hand
- Tail

### Vehicle Operation: 3

- Serpent Saucer

### Force Field: 3

- produced by tail
- protect other around him, he cannot control who he protects
- vs projectiles only

### Thieving: 3

(Agility Bonus)

- Robbery
- Intimidation
- Move silently

### Social Skills: 3

- Underground World
- Streetwise
- German Language/Culture

## MODIFIERS

- Tail: +3 damage, or a +1 stun attack with sonic (rattling) attack, he can also grasp small objects with his tail or hang by it

- Member of the Serpent Society

## EQUIPMENT

- electronic hearing aid
- +2 Body armor

## CHALLENGES

- Non-Human appearance
- 85% deaf in both ears
- Enemies: Captain America, X-Men

## BACKGROUND

# RAZA

<b>Intelligence</b>	2	<b>Health</b>	4	<b>Realname</b>	Raza Longknife (translated)
<b>Strength</b>	2/6			<b>Species</b>	Shi'ar/Cyborg
<b>Agility</b>	3	<b>Energy</b>	12	<b>Occupation</b>	Space pirate, freedom fighter
<b>Speed</b>	3	Str. 6 only left arm		<b>Appearance</b>	5'11", 250lbs, blue eyes, blue, yellow, orange and white feathers, Raza is a cyborg: his left eye, left arm and hand, much of his face and thorax have been replaced
<b>Durability</b>	4				

## ACTIONS

<b>Close Combat: 4</b> <i>(Strength or Weapon Modifier)</i> <ul style="list-style-type: none"><li>Shi'ar Martial Arts</li><li>Shi'ar Knives</li><li>Shi'ar Swords</li></ul>	<b>Ranged Combat: 4</b> <i>(Weapon Modifier)</i> <ul style="list-style-type: none"><li>Energy Guns</li></ul> <b>Piloting: 3</b> <ul style="list-style-type: none"><li>Shi'ar spaceships</li><li>Astro-Navigation</li><li>Starjammer</li></ul>	<b>Technology: 4</b> <ul style="list-style-type: none"><li>Computer</li><li>Starship Engineering</li></ul>
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## MODIFIERS

- +1 Reflexive Dodge
- +3 Targeting

## EQUIPMENT

<ul style="list-style-type: none"><li>Raza can transform his left hand into a +3 blade</li><li>+4 Blaster pistol (2x damage), 4 range</li><li>his body contains an atmosphere processing system, that enables him to breathe in alien environments</li></ul>	<ul style="list-style-type: none"><li>his body contains several computers giving him +4 free stones on task involving intelligence.</li><li>cyborg eye: +6 nightvision, +6 infrared</li></ul>
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## CHALLENGES

## BACKGROUND

# RED SKULL

Intelligence	6	Health	4	Realname	Johann Schmidt
Strength	4			Species	Human/enhanced Human
Agility	4	Energy	12	Occupation	Would-be world conqueror
Speed	3			Appearance	6'1", 195lbs, blue eyes (his mask makes them appear red), bald
Durability	4				

## ACTIONS

**Close Combat: 4**  
*(Strength or Weapon Modifier)*  
• various Martial Arts styles

**Ranged Combat: 4**  
*(Weapon Modifier)*  
• military weapons

**Leadership: 5**

**Special Ops/Military: 5**  
• Infiltration/Exfiltration  
• Tactics/Strategy  
• Set/Detect Ambush  
• Demolition  
• German WWII Special Forces Training

**Social Skills: 5**  
• German Culture/Language  
• Military Etiquette  
• Military Protocol  
• Authority  
• Arrogance

**Thieving: 4**  
*(Agility Bonus)*  
• Lockpicking  
• Robbery  
• Intimidation  
• Fraud

**Technology: 4**  
*(Intelligence Modifier)*

**Inventing: 1**  
*(Intelligence Modifier)*

**Biochemistry: 5**

## MODIFIERS

- +3 Reflexive Dodge
- +4 Mental Defense
- +2 Targeting
- 2x Natural Healing Rate

- Access to Military Weapons (conventional and advanced)
- Wealth 4

## EQUIPMENT

Durability (head changes a red skull), Range 2

- +3 Handgun, Range 3
- +1 "Dust of Death" Firearm, it kills a target if damage stones are equal or greater than

## CHALLENGES

- Non-Human appearance
- criminally insane
- Lust for Power

## BACKGROUND

This is the version in the clone body of Captain America.

# RHINO

Intelligence	2	Health	6	Realname	Alex O'Hirn
Strength	9			Species	Human
Agility	2	Energy	18	Occupation	Professional criminal
Speed	3			Appearance	6'5", 710lbs, brown eyes, brown hair
Durability	6				

## ACTIONS

**Close Combat: 3**  
*(Strength or Weapon Modifier)*

- Brawling
- Horn attacks

**Ranged Combat: 2**  
*(Weapon Modifier)*

- Hand Guns
- Explosives

**Unstoppable (Charge): 3/7**  
*(Strength Bonus)*

- The AN is 3 if he without his armor, 7 with it

**Thieving: 3**  
*(Agility Bonus)*

- Robbing
- Rackets
- Protection Money

## MODIFIERS

**EQUIPMENT**

- +6 Body Armor vs Physical, +4 vs Energy, Heat and Acid. This armor also protects him with +8 if he charges into solid objects. The armor ignores AP and double damage
- Protective Field: His armor destroys Spider-Man's webbing if it touches Rhino armor
- +4 Horn mounted on the head of the armor

**CHALLENGES**

- Deadly Enemies: Hulk, Spider-Man
- Charge: He will allways use his Unstoppable power with at least 3 stones if possible (eg. enough stones available)
- Likes to destroy stuff
- Armor cannot be removed

## BACKGROUND

# SASQUATCH

<b>Intelligence</b>	4/4	<b>Health</b>	2/6	<b>Realname</b>	Dr. Walter Langkowski
<b>Strength</b>	2/9			<b>Species</b>	Mutagenic
<b>Agility</b>	2/4	<b>Energy</b>	6/18	<b>Occupation</b>	Professor of physics, adventurer
<b>Speed</b>	2/4	Langkowski/ Sasquatch		<b>Appearance</b>	6'4"/ 10', 245lbs/2000lbs, blue/red eyes, blond/orange hair (Langkowski/Sasquatch)
<b>Durability</b>	2/6				

## ACTIONS

### Close Combat: 3

(Strength or Weapon Modifier)

- Brawling
- Tackling
- Claws

### Ranged Combat: 1

(Weapon Modifier)

- Object Throwing

### Technology: 6/0

(Intelligence Bonus)

### Inventing: 1/0

(Intelligence Bonus)

### Football: 2/0

(Strength Bonus)

### Social Skills: 3/0

- Football Culture/Rules
- Scientific Circles

### Hunting: 0/2

- Wilderness Survival
- Tracking

## MODIFIERS

- +3 Claws
- +4 Toughness, no AP, no 2x damage, +6 vs cold
- Team: Alpha Flight

- can change into Sasquatch at will

## EQUIPMENT

## CHALLENGES

- Non-Human Appearance as Sasquatch
- Actions are +2r as Sasquatch in tropical environments

- Near-sighted as Dr. Langkowski

## BACKGROUND

There is also a more dangerous version of Sasquatch:

Int: 1

Strength 10

Agility: 4

Speed: 4

Durability: 7

Challenges: If he is not controlled, he will attack everybody, even friends.

# SCORPION

Intelligence	2	Health	5	Realname	MacDonald "Mac" Gargan
Strength	6			Species	Mutagenic
Agility	6	Energy	5/15	Occupation	Professional Criminal, former investigator
Speed	5			Appearance	6'2", 220lbs, brown eyes, brown hair
Durability	5				

## ACTIONS

**Close Combat: 2**  
*(Strength or Weapon Modifier)*

- Hand-To-Hand
- Tail

**Ranged Combat: 2**  
*(Weapon Modifier)*

- Tail projector

**Climbing: 3**

**Black Ops(Detective): 3**

- Surveillance
- Pursuit
- Interrogation

**Thieving: 4**  
*(Agility Bonus)*

- Robbery
- Lockpicking
- Savecracking
- Move Silently

## MODIFIERS

- +1 Reflexive Dodge

## EQUIPMENT

- Body Armor: +3 vs Physical, +4 vs Energy
- Cybernetic Tail: +4 Close Combat, +3 Ranged Combat Plasma Projector, Range 3; this tail also gives him Leaping 4

- Contacts: Master of Evil

## CHALLENGES

- Looks non-human
- Criminally Insane
- Enemies: Spider-Man

## BACKGROUND



# SIKORSKY

Intelligence	4	Health	1	Realname	Sikorsky
Strength	1			Species	Chr'ylite
Agility	1	Energy	8(i)	Occupation	Physician of the Starjammers
Speed	1			Appearance	Sikorsky looks like a mixture between a green mechanical dragonfly and a helicopter
Durability	1				

## ACTIONS

Flight: 2	Healing: 6/8 <i>(8 if he is working with Waldo's memory banks)</i>	Science: 6/8 <i>(8 if he is working with Waldo's memory banks)</i>
Telepathy: 3		
• Telepathic Communication		• Genetics
• Repair Minds		• Medicine
• Empathy		• Physiology
		• Surgery
		• Diagnosis

## MODIFIERS

- +2 Toughness

## EQUIPMENT

## CHALLENGES

## BACKGROUND

# SILVER SAMURAI

Intelligence	3	Health	4	Realname	Kenuichio Harada
Strength	2			Species	Mutant
Agility	2	Energy	4/12	Occupation	Professional Criminal
Speed	2			Appearance	6'6", 250lbs, black eyes, black hair
Durability	4				

## ACTIONS

### Tachyon Field: 7

- Focus: Katana, adds up to AN stones to the weapon modifier, 1 stone to maintain
- at full AN he can cut through everything except adamantium

### Samurai: 5

*(Strength or Weapon Modifier)*

- Hand-To-Hand
- Katana
- Martial Arts
- Oriental Weapons
- Bushido

### Ranged Combat: 3

*(Weapon Modifier)*

- Oriental Weapons

### Thieving: 3

*(Agility Bonus)*

- Criminal Contacts
- Move Siently
- Robbery

### Social Skills: 3

- English Language
- Japanese Language
- Streetwise

## MODIFIERS

## EQUIPMENT

- Body Armor: +4
- +3 Kantana
- Teleport Ring: Teleportation 10

## CHALLENGES

- Mutant
- Looks suspicious in his armor

## BACKGROUND

# SNOWBIRD

Intelligence	2	Health	5*	Realname	Narya/Ane McKenzie
Strength	6*			Species	member of artic canadian gods
Agility	3*	Energy	15*	Occupation	Adventurer
Speed	3*			Appearance	5'10", 108lbs, White (blue as Anne McKennzie) eyes, pale blond hair
Durability	5*				

## ACTIONS

**Close Combat: 2**  
*(Strength\* or Weapon Modifier)*

- Hand-to-Hand Combat
- Trained by Wolverine and Puck

**Shape-Change: \***

- White Owl: Strength: 2, Agility: 4, Durability: 4, Flight: 3, +1 claws, Close Combat is Agility based, +2 Toughness vs cold
- Polar Bear: Strength: 4, Agility: 2, Durability:4, +2 claws, +2 Toughness vs Cold
- Sasquatch: Strength: 9, Agility: 4, Durability: 7, +3 claws, +4 Toughness, +6 Toughness vs cold, -1 vs Mental attacks
- Anne McKennzie: just to make her look human, +6r to detect
- it cost her 5 energy to switch from one form to another

**Cop (RCMP): 4**

- Law
- Interrogation
- Search
- Bureaucracy

**Flight: 3**

**Social Skills: 4**

- Police Culture
- Etiquette (Canadian Artic Gods)
- Protocol (Protocol (Canadian Artic Gods)
- Canadian/French Culture

## MODIFIERS

- +2 Reflexive Dodge
- Post Cognition: She can use a flashback panel once every fight and once every hour (while not fighting)

- Team: Alpha Flight

## EQUIPMENT

- +1 toughness special fabric costume to protect her from friction

## CHALLENGES

- Non-Human appearance
- Mystically bound: If she leaves Canada she will age rapidly and lose 1 health every 2 hour and cannot fly or shape-change. If she returns to

Canada, she regains 1 health every 2 hours and her age returns to normal

## BACKGROUND

# SPEED DEMON

Intelligence	3	Health	8	Realname	James Sanders
Strength	4*			Species	Mutagenic
Agility	9	Energy	24	Occupation	Professional criminal
Speed	12*			Appearance	5'11", 175lbs, black eyes, gray hair
Durability	8				

## ACTIONS

**Close Combat: 3**  
*(Speed or Weapon Modifier)*  
• Basic Hand to Hand

**Ranged Combat: 3**  
*(Weapon Modifier)*  
• Hand weapons  
• cyclones attack

**Lightning Speed: 12**  
• Use AN as Strength for breaking, grappling  
• Create cyclones, AN/2 as weapon modifier for ranged attack, range 3. This is only possible every other panel  
• Water Running at AN/2 maximum speed  
• Wall Running at AN/4 maximum speed  
• Invisibility at Speed/3 when running  
• Examples: If he puts 6 stones in this power, he can run over water at speed 3, and gains Invisibility at 1 while doing so (Speed/3). If he

puts 8 stones into this power, he is considered running at can use his cyclones as +4 weapon modifier for a ranged attack.

**Social Skills: 3**  
• Criminal Contacts

## MODIFIERS

- +6 Reflexive Dodge
- +6 defense vs cold, drugs and alcohol
- Wealth 2

## EQUIPMENT

## CHALLENGES

## BACKGROUND

# SPIRAL

Intelligence	4	Health	4	Realname	Rita (last name unknown)
Strength	3			Species	Human, genetic engineered by Mojo
Agility	4	Energy	12	Occupation	Aide to Mojo
Speed	4			Appearance	6'2", weight unknown, light blue eyes, silver hair
Durability	4				

## ACTIONS

**Close Combat: 3**  
*(Agility or 3xWeapon Modifier)*

- Long sword
- Daggers
- Martial Arts
- Multi-Arm fighting

**Spiral Magic: 8**

- if used, this is the only action for this panel and takes one panel to prepare (Spiral dance), magic includes:
- Power Blast, Range 3
- Energy Reflection
- Damper Power
- Teleportation
- Interdimensional Travel
- Invisibility AN:4
- Drain Energy, takes 2 additional panels dancing

around victim

- Enhance/Decrease Power by +/- 2 levels

### Tracking (Humans): 6

**Social Skills: 3**

- speaks the languages of many different dimensions

## MODIFIERS

- +4 Mental Defense
- +1 Reflexive Dodge
- +2 Toughness

## EQUIPMENT

- +2 long sword (4x), made of alien material (9 hardness), sword can also be used in a single two handed attack (+4)

- +1 dagger

## CHALLENGES

- +2 unusual looks

## BACKGROUND

# SUPER-SKRULL

Intelligence	2	Health	6	Realname	
Strength	8			Species	Skrull
Agility	3	Energy	18	Occupation	villain
Speed	3			Appearance	6', 625lbs, green eyes, no hair
Durability	6				

## ACTIONS

**Close Combat: 3**  
*(Strength or Weapon Modifier)*  
• Skrull Martial Arts

**Skrull Military: 4**  
• Military Science  
• Espionage  
• Survival

**Skrull Technology: 3**  
• Astro-Navigation  
• Piloting

**Ranged Combat: 4**  
*(Weapon Modifier)*  
• Skrull Weapons  
• Kree Weapons

**Shape-Shift: 8**  
• 3 stones to activate  
• 1 stone to maintain  
• AN = resistance to detect  
• this power is automatically in constant use and does not cost an action

**Hypnotism: 7**

**Stretching: 8(\*)**

**Mastery of Fire: 7(\*)**  
• Immune to the effects of fire, heat  
• can turn into fire  
• Create Fire, manipulate flame  
• Force Blast (2x damage)  
• Accumulate Energy

**Flying: 5(\*)**  
• only when "flame on"  
• +1 stone to carry others without burning them  
• Create Fire, manipulate flame  
• Force Blast (2x damage)  
• Accumulate Energy

**Invisibility: 6(\*)**

**Force Field: 6(\*)**

## MODIFIERS

- +6 Toughness, he can mimic the Thing's rocky hide
- +2 Dodge
- Contacts: The Super-Skrull was originally the

chosen champion of the Skrull Emperor Dorrek and the leader of all the Skrull special operatives

## EQUIPMENT

- Cosmic ray projector (see challenges)

## CHALLENGES

- Power Source: The Super-Skrull derives his enhanced powers from cosmic ray projectors that gather the energy and directly relay it to him. If he is removed from contact with the power beam, he is dependent on available cosmic

- energy; subsequently all actions marked with (\*) are lowered by 3
- He can only have 2 powers marked with (\*) activated at the same time

## BACKGROUND

The Super-Skrull was created for the express purpose of avenging the Skrulls when the FF defeated their first scouts. The toughest, most dangerous Skrull warrior was given powers equal to the FF.

# TRICKSHOT

Intelligence	2	Health	1 *	Realname	Unrevealed
Strength	1 *			Species	Human
Agility	1 *	Energy	3	Occupation	Assassin, professional criminal
Speed	1 *	reduced due to illness		Appearance	6'2", 287lbs, brown hair, brown eyes
Durability	1 *				

## ACTIONS

### Close Combat: 1

*(Strength or Weapon Modifier)*  
• Streetfighting

### Ranged Combat: 6

*(Weapon Modifier)*  
• Bows/Archery  
• Trickshots with Bow  
• Assassinate

### Social Skill: 4

- Circus Performance
- Underground World
- Streetwise
- Teaching

### Thieving: 3

*(Agility Bonus)*  
• Setup/Detect Ambush  
• Intimidation  
• Hiding  
• Teaching

### Inventing: 2

*(Intelligence Bonus)*  
• Special Arrows

## MODIFIERS

- +1 Toughness
- +5 Targeting (may always use it at full level when using a bow)

## EQUIPMENT

- Hunter's bow
- a wide variety of "trick" arrows, including:
  - smoke bombs (+1 vs defense, area, last 1 panel)
  - bola arrows (+1 grappling attack, need Str/Agi. 3 to remove)

- +1 360 degree arrows (ignore reflexive dodge)
- +1 AP arrows
- +1 Explosive Arrows (area damage)
- +1 normal arrows

## CHALLENGES

- Terminally ill (cancer)
- Deadly Enemies: Hawkeye

## BACKGROUND

# VULTURE

**Intelligence** 4/4(SI)  
**Strength** 1/5  
**Agility** 1/5  
**Speed** 1/3  
**Durability** 1/4

**Health** 1/4  
**Energy** 8(i)/12

**Realname** Adrian Toomes  
**Species** Human/Powered Armor  
**Occupation** Professional criminal, former electronics engineer  
**Appearance** 5'11", 175lbs, hazel eyes, bald

---

## ACTIONS

### Close Combat: 1/3

*(Agility or Weapon Modifier)*

- Hand-To-Hand
- Razor Wings
- PA Combat

### Ranged Combat: 1

*(Weapon Modifier)*

- Hand Guns

### PA Flight: 4

- Speed maximum is 2

### Social Skills: 3

- Underground
- Streetwises

### Business: 2

### Thieving: 3

*(Agility Bonus)*

- Robbery
- Intimidation
- Vandalism

### Technology: 4

*(Intelligence Bonus)*

### Inventing: 4

*(Intelligence Bonus)*

---

## MODIFIERS

- +3 PA Razor Wings
- +4 PA Toughness (Electromagnetic Harness)
- Wealth 2

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## EQUIPMENT

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## CHALLENGES

- Criminally Insane
- driven by revenge
- Deadly Enemies: Spider-Man

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## BACKGROUND



# WARSTAR

Intelligence	2/1	Health	4/6	Realname	B'nee and C'cil
Strength	4/9			Species	unrevealed
Agility	4/4	Energy	12/18	Occupation	Warriors serving in the Royal Elite of the Shi'ar Imperial Guard
Speed	4/4	(B'nee/C'cil)			
Durability	4/6			Appearance	B'nee: 5'9", 150lbs, C'cil 14'2", 975lbs. Warstar is a mechanoid symbiote of two separate beings, B'nee and C'cil. B'nee rides on the back of C'cil. Both have green eyes with no visible pupils or irises.

## ACTIONS

<b>Close Combat: 5</b> <i>(Strength or Weapon Modifier)</i> <ul style="list-style-type: none"><li>Shi'ar Martial Arts</li><li>Shi'ar close combat weapons</li><li>Power Armor</li></ul>	<b>Telepathy: 2</b> <ul style="list-style-type: none"><li>They both communicate telepathic</li></ul> <b>Electric Shock: 5</b> <ul style="list-style-type: none"><li>B'nee can use this power only</li><li>Touch only</li><li>Armor piercing, 2x damage</li></ul>
--	--

## MODIFIERS

## EQUIPMENT

- Power Armor: B'nee +5, C'cil +7, no armor piercing or double damage
- Anti-gravity device: Flight 4

## CHALLENGES

- Mechanoid Symbiote: because both are linked, if one gets damaged, the other gets half of the damage rounded down. C'cil's low intellect relies on B'nee, so if B'nee is out, the close combat and Flight are down to 1

## BACKGROUND

# WHIRLWIND

<b>Intelligence</b>	2	<b>Health</b>	4	<b>Realname</b>	David Cannon
<b>Strength</b>	3			<b>Species</b>	Mutant
<b>Agility</b>	4	<b>Energy</b>	12	<b>Occupation</b>	Professional Criminal
<b>Speed</b>	6	speed = order of actions		<b>Appearance</b>	6'1", 220lbs, 220lbs, blue eyes, brown hair
<b>Durability</b>	4				

---

## ACTIONS

### Close Combat: 2

*(Speed or Weapon Modifier)*

- Arm Blades
- Wrestling

### Ranged Combat: 2

*(Weapon Modifier)*

- Shuriken

### Wirllwind: 4

- Air Strike: 1 stone damage per 1 stone spent, 3 range
- Wind-Screen: +1 Toughness per 1 stones spent, one stone to maintain
- 1 additional speed per 2 stones spent, 1 to maintain
- Tornado: 1 damage per stone 1 spent, range 2
- Tornado Lifting: 1 strength to lift per 1 stones spent, 1 to maintain lift
- Close Combat Weapon Modifier: +1 per 1 stones spent, one stone to maintain
- Thrown Weapon Modifier: +2 (additional to the normal weapon modifier)

- immunity to dizziness
- Flight: 5

### Thieving: 3

*(Agility Bonus)*

- Criminal Contacts
- Escape
- Robbery

### Social Skills: 3

- Circus Performance
- Wrestling Performance

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## MODIFIERS

- Team: Masters of Evil

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## EQUIPMENT

- +3 Arm blades
- +2 Shuriken

---

## CHALLENGES

- Mutant
- Criminal
- Enemies: Avengers

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## BACKGROUND

# KREE WARRIOR

Intelligence	2	Health	3	Appearance	Humanoid. The majority have blue pigmentation while a small percentage have pink pigmentation. Height: 6ft Weight: 150lbs
Strength	3				
Agility	1	Energy	9		
Speed	2				
Durability	3				

## ACTIONS

<b>Close Combat: 2</b> <i>(Strength or Weapon Modifier)</i> <ul style="list-style-type: none"><li>• Kree Military Style</li></ul>	<b>Ranged Combat: 2</b> <i>(Weapon Modifier)</i> <ul style="list-style-type: none"><li>• Kree Weapons</li></ul>	<b>Kree Military: 2</b> <i>(Intelligence Bonus)</i> <ul style="list-style-type: none"><li>• Tactics</li><li>• Survival</li></ul>
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## MODIFIERS

## EQUIPMENT

- +3 Blaster Pistol, Range 5, 2x damage
- Breathing Device
- +1 Defense Combat Suit

## CHALLENGES

## BACKGROUND

The Kree race has reached its apex of evolution and now lacks vitality and imagination. When faced with a problem, Kree warriors are likely to pursue the most direct route to resolution. They are generally efficient and direct in battle.

# SHI'AR SOLDIER

Intelligence	2	Health	2	Appearance	The Shi'ar are an alien race looking almost humanoid. They have avian ancestors, part of their head is still covered by feathers.
Strength	3				
Agility	2	Energy	6		
Speed	2				
Durability	2				

## ACTIONS

**Close Combat: 2**  
*(Strength or Weapon Modifier)*

- Shi'ar Martial Arts
- Ceremonial Sword

**Ranged Combat: 3**  
*(Weapon Modifier)*

- Shi'ar Laser Pistol

**Shi'ar Science: 2**

- Shi'ar starship control
- space navigation

**General Knowledge: 2**

- Shi'ar religion
- Shi'ar technology

## MODIFIERS

## EQUIPMENT

- +4 Blaster Pistol, Range 5, 2x damage
- +3 Cer. Sword
- +2 Defense Body Armor

## CHALLENGES

## BACKGROUND

# Skrull Warrior

Intelligence	2	Health	2	Appearance	A skrulls is about 5' with big pointy ears, green skin and black hair.
Strength	1				
Agility	1	Energy	6		
Speed	1				
Durability	2				

## ACTIONS

### Shape-Shift: 5

- 3 stones to activate
- 1 stone to maintain
- AN = resistance to detect

### Close Combat: 2

- (Strength or Weapon Modifier)*
- Skrull Martial Arts

### Skrull Military: 2

- (Intelligence Bonus)*
- Military Science
  - Espionage

### Skrull Science: 2

- Starship Navigation
- Engineering

### Ranged Combat: 2

- (Weapon Modifier)*
- Blaster Pistol
  - Aging Ray

## MODIFIERS

## EQUIPMENT

- Blaster Pistol, Range 5, +4 Plasma Blast mode (2x damage), +3 Concussion mode (2x damage or stun), +2 Heat mode (2x damage, AP), +2 Radiation mode (2x damage, AP)
- Aging Ray, Range 2, +25 Biophysical Control (Aging), victims that are damaged by this ray are

unconscious for 3 panels and age 5000 times faster than normal. It can only be reversed by a blast from a specially modified Aging Ray (Difficulty 6 to modify)

- Body Armor +1 Defense

## CHALLENGES

## BACKGROUND

# SKRULL WARRIOR LEADER

Intelligence	2	Health	3	Appearance	A skrulls is about 5' with big pointy ears, green skin and black hair.
Strength	2				
Agility	2	Energy	12		
Speed	2				
Durability	3				

## ACTIONS

### Shape-Shift: 6

- 3 stones to activate
- 1 stone to maintain
- AN = resistance to detect

### Close Combat: 3

- (Strength or Weapon Modifier)*
- Skrull Martial Arts

### Skrull Military: 2

- (Intelligence Bonus)*
- Military Science
  - Espionage

### Skrull Science: 2

- Starship Navigation
- Engineering

### Leadership: 2

### Ranged Combat: 3

- (Weapon Modifier)*
- Blaster Pistol
  - Aging Ray

## MODIFIERS

## EQUIPMENT

- Blaster Pistol, Range 5, +4 Plasma Blast mode (2x damage), +3 Concussion mode (2x damage or stun), +2 Heat mode (2x damage, AP), +2 Radiation mode (2x damage, AP)
- Aging Ray, Range 2, +25 Biophysical Control (Aging), victims that are damaged by this ray are

unconscious for 3 panels and age 5000 times faster than normal. It can only be reversed by a blast from a specially modified Aging Ray (Difficulty 6 to modify)

- Body Armor +1 Defense

## CHALLENGES

## BACKGROUND

# HOMEGROWN CHARACTERS

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All the following characters are from the Marvel Universe Roleplaying Forum forum located at <http://murpg.proboards19.com/>. They are all used with permission by the authors.

Thanks to: Astrum, Psistrike, and Xavier for the write-ups.

# Astrum

Intelligence	3	Health	4	Realname	Frank Ivarson
Strength	5			Species	Human altered by Alien Technology
Agility	3	Energy	12	Occupation	
Speed	3			Appearance	Male, 5'6", 160lbs, brown eyes, blond hair
Durability	4				

created by Astrum

## ACTIONS

### Computer Science: 4

- (Intelligence Modifier)
- All Rifles/Handguns

### Social Skills: 3

- Computer Scientist/Geeks
- Average Person

## MODIFIERS

- +4 Toughness
- Wealth 3

## EQUIPMENT

- Power Bands

## CHALLENGES

- Non Human Appearance
- Transformation: When Astrum activates his Power Bands they transform him into a black and yellow form. While in Normal form Astrum

## BACKGROUND

Part: One

Circa six hundred thousand years ago, the scientific command ship of the Incol Empire, the Cadmus sits on the Event Horizon of an unnamed Singularity. A razor thin beam of bluish-green energy extends from the tip of the wedge shaped craft desending into the infinite blackness before it. On the large command bridge of the starship the Incol Captain sits speaking into a personnel recorder documenting the end of a project that he hopes will save his people...

"We are the final hope of the Empire. For over thirty thousand years our species has reigned supreme over a large portion of the galaxy. Spanning eight hundred worlds, the Incol Empire has risen to a height of technological and genetic superiority that may well never be seen in this galaxy ever again. In spite of this it seems that some of our people hold on to the greedy inclinations of our ancestors. As is already well know some one hundred years ago several Sector Overlords decided they had no need of the Homeworld, nor the rest of the Empire, and ceded from us. These fools have since waged a war against not only the Homeworld, and the worlds that remain loyal to it, but also against each other. As the years have passed they continue to escalate the weapons they use, laying waste to entire planets and destroying untold numbers of ships and personnel. As if that wasn't bad enough the leading scientists of the Empire, all of whom are on the Cadmus, believe that several indigenous life-forms that exist on our worlds are entering an evolutionary stage that will bring them to sentience. This could further strain our control of the known galaxy and bring us to the final stage of ruin."

"That is where the "Astrum Project" comes in. In the first fifty years of this war, the traitorous Warlords disrupted most of the trade and communication networks established across the Empire. The Imperial Science Council decided to take a drastic measure. Research had just concluded that Singularities, those huge "Black Holes" in space, did more then just suck light ,energy, and matter out of the ether around them. Scans indicated that they transformed them into a

### Mastery of Light: 6

- Create Light Barriers, Blocks 1 Stone per Stone used, Duration 1 Panel/Stone
- Photonic Blast: Normal damage, but also area attack vs. durability to stun, Duration 1 Paner per Stone of Damage
- Photon Pulse: Accumulate Energy, +1 Stone per Panel of "Charging" up to twice Action Level, Causes Area Damage, Stunned for 1 Panel after

use

### Flight: 5

has no Super Powers

highly charged and unstable form of matter. This "Quantum Matter" remained locked in the heart of the Sigularity for all time. The Council believed we could harness this material for the benifit of the Empire. The real problem came in retrieving it, only a few molecules of this matter were formed every several million years, and of course the fact that Singularities distorted space-time so radically within themselves that anything entering one could never apparently return. Within a few years the Council overcame those obstacles, and dispatched the entire Science Fleet to begin mining "Quantum Matter" and constructing the means by which it could be used to serve the Empire."

"The great minds aboard the Cadmus quickly determined the best way to use the potentially unlimited power trapped within this material. By creating a pair of "Power Bands" that would attach to a subject's wrists, rearranging thier molecular structure so they could fuse with the "Quantum Matter" and control the energy that it has stored within it and is capable of continuing to absorb. The bands are a wonderful mixture of microcircuitry and aesthetic design, thier only drawback is they only exist as holographic blueprints. We will need to compile all the "Quantum Matter" in order to forge them once made they can be used only once. The Science Fleet has spent the past five and a half decades traveling from Singularity to Singularity spending one or two years at each mining "Quantum Matter". And as we finish our final operations here we will rendezvous with the rest of the Science Fleet and begin transfer of all "Quantum Matter", the mining equipment, and accumulated data, to our vessel."

The Captain ended his recording and turned to face the young ensign who approached him with a serious look on his face. "Sir, the techs report that they have finished the final removal of material from this Singularity, and the fleet has signaled thier arrival within the next few hours." The Captain, without the slightest change in expression, gave a single curt nod. "Inform Dr. Lenox of this, and let him know I'm on my way to the containment deck." The ensign gave a deep bow and turned to his communication console to relay the information.

As Captain Renor traveled in the turbolift down to the containment deck, where the collected "Quantum Matter" was stored, he wondered why he always felt the need to gaze upon this mercurial substance that they gathered. At least once they had finished at any Singularity. In a way he guessed it added a true since of importance to having just spent a year or more sitting dead still in space, looking into an blackness so absolute that the rest of deep space seemed bright in comparison.

Within the containment deck several techs and Dr. Lenox stood around a crackling engery sphere that held the undulating golden matter that was the focus for all these years of work. The huge energy field seemed disproportionate to the incredibly small amount of "Quantum Matter" it contained. Of course the Captain knew that without the field the matter inside would detonate with such a force that the Cadmus would totally vaporize within seconds. The Doctor turned to face Captain Renor as he approached. "Its amazing as always isn't it Captain, a few more raindrops worth of material to add to the pool." The Captain couldn't supress a smile, Dr. Lenox was the lead scientist on the "Astrum Project", and he seemed to enjoy these moments as much as the Captain. The Doctor turned back to the field, "Even though its in a quasi-liquid state, once we have gathered all the samples together we can use the molecular resequencer to solidify them into their final shape." He of course referred to all important "Power Bands". The Doctor sometimes repeated facts he knew that those around him were well aware of, but the Captain assumed it was one of those quirks that the exceptionally brilliant often portrayed. By the Great Ones it was better then some of the idiosyncrasies the other scientists had.

The Captain had just returned to the bridge, as the ships of the Science Fleet arrived. He had stayed on the containment deck long enough to oversee the transfer of the final sample into the primary holding tank before returning to his primary post. "Transmit to the vessels, inform them they can begin their transfer." The same ensign who had reported to him earlier bowed, "Immediately, sir." The ensign again returned to his console to make the transmissions. The Captain sighed aloud.



'Soon.', he thought to himself, 'Soon, we can all return to the Homeworld, the end is finally here.'

Part: Two

It had taken about three hours for the dozen other vessels in the Science Fleet to transfer all their "Astrum Project" related materials, including their "Quantum Matter" to the Cadmus. Captain Renor had barely given them the order to return to the Homeworld before he began his descent toward the primary Astrum Lab. Riding alone in the turbolift the Captain allowed himself a brief chuckle, he was about to witness history in the making.

Captain Renor entered the lab catching the scientists in mid-sentence, "...energy levels optimal, downloading the virtual pattern". With that the holographic blueprint of the "Power Bands" appeared in the center of the room, suspended within a blue-green field of steady energy. As he approached the field, Dr. Lenox stepped up behind him. "Everything is proceeding on schedule. Although the final tests we have been running on the energy levels contained within the "Quantum Matter" have yielded some disturbing results." The Captain turned to face the Doctor, who wasted no time clarifying what he meant, "The levels are off the scale, far beyond what the Science Council had predicted. When we return to the Homeworld the candidates will need to be rescreened. When the Bands perform the molecular rearrangement the subject will undergo such genetic stress that if they are not perfect for the procedure they will lose cohesion. Where before we believed our design would allow a eighty to ninety percent chance of success, these new readings now show that chance to be less than forty." The Captain felt a growing sense of dread, 'They are going to want more time..'. He cut off the Doctor before he could speak, "Complete the manufacturing procedure, you can work out any kinks once we return to the Homeworld." The Doctor sighed, but turned and signaled the others it was time to begin.

Everyone stood around the energy field watching the holographic mold, made of light and force-fields, as it began to shimmer with the light caused by the molecular resequencer as it moved the "Quantum Matter" atom by atom from the storage unit into the mold. Doctor Lenox was growing visibly excited, "The resequencer is working perfectly the "Quantum Matter" is being reformed into a stable, solid material. Once complete the Bands will be indestructable, and quite inert. At least until focused by active thought." The Doctor's face cracked open in a wide smile. He was most pleased with his new creation. The shimmering become incredibly intense bleaching away any sign of the holographic mold. And then it ceased, accompanied by a electronic chirp, indicating the procedure was complete. There floating within the field was a pair of perfectly smooth golden wrist bands that seemed to glow with an internal light. "Its complete, we've done it!!", the Doctor shouted.

As the scientists patted each other on the backs and passed out congratulations, Captain Renor turned to Doctor Lenox, "Could you lower the fields, I'd like to take a closer look at them now that they are finished. They took many years of my life, and I'd like a first-hand look at the objects that will save our Empire." The Doctor nodded in agreement, "Dr. Stolun, please lower the fields." As the thin, nervous looking scientist made his way to the controls there was sudden blinding flash of white light that came from the "Power Bands". The flash was immediately followed by a loud warning klaxon. All the scientists moved to their various posts. Dr. Hezror, the female on the team, turned to the Captain and Dr. Lenox, "The sensors indicate there was a sudden intense burst of radiation from the Bands, if the fields hadn't been in place it would have killed us all." Doctor Lenox became visibly disturbed, "Check the storage unit, was there any unused matter still in it?" Another scientist spoke up, "Maybe there was residual energy trapped in the matrix?" Dr. Lenox shook his head, "If there was it would have discharged immediately after the

process completed." Dr. Stolun turned from his console, "The storage unit's log shows it had completely emptied during the process, nothing was left behind." Dr. Lenox turned to the Captain, but he raised his hand before he could speak, "No Doctor, we are not waiting for any further tests, keep the fields in place, and continue to monitor the energy levels. We are heading home, you and the Imperial Science Council and work out any problems there. I and my crew have done our part."

The Cadmus had already pulled away from the Singularity that had been its companion for the past twenty months as its Captain finished updating his log with the recent events of the "Astrum Project." Captain Renor turned to the Conn Officer, "Lay in a course for the Homeworld, and prepare to initiate the warp field." A nearby ensign turned to the Captain, "Sir, Dr. Lenox wishes to speak to you." The Captain nodded, "Put it through my personnel channel." The communication device on Captain Renor's command chair beeped once before the Doctor's voice came through. "Captain we have been taking constant readings from the Bands ever since the incident, as you ordered. The scanners just registered something very unusual, we are detecting alpha waves." The Captain drew back, he was no scientist but he knew enough about physiology thanks to his military training. "Doctor are you saying the Bands are alive?"

Part: Three

Captain Renor stared at the console in disbelief. The Doctor's voice snapped back almost instantly, "I wouldn't call it alive in anyway we would understand, the patterns are highly irregular." The Captain cut him off, "Look Doctor the Empire needs its ultimate warrior. So unless what your telling me is going to totally destroy that plan we must get under way." The Captain hadn't meant to be so short with the Doctor, but he hated this feeling that something was going to prevent him from getting home. The Doctor sighed, "I'm sorry Sir, but I just wanted to keep you informed." The Captain calmed himself, "That's alright Doctor, I shouldn't have been so short. Please secure your equipment and personnel, we are about to enter warp." Captain Renor ended his communication with the Doctor and turned to the ensign, "Inform all decks we are about to make the jump to warp." The ensign nodded, and made the announcement. As he finished, his console made a signaling beep. After several moments he turned to the Captain, "Sir, we are receiving word from the rest of the fleet. It appears Warlord Cordox is moving his attack fleet into the Serpia System." The Captain slammed his fist against the arm of his command chair, "\*\*\*\* him, he must be trying to establish a front on which to attack the Homeworld." The ensign spoke again, "Sir they report his vessels are releasing some sort of nanite minefield....its tearing their vessels apart."

"Conn, lay in a new course. Take us around the outer rim, we will come into the Homeworld's sector from the opposite direction. It may take a little longer, but we have little choice." The Conn Officer nodded, "New course laid in Sir." The Captain made a quick gesture with his hand, "Initiate Warp." The Cadmus roared quickly in space and as the warp field enveloped the craft it leaped out of normal space accelerating to a speed much faster than light.

The Cadmus had been speeding along its course for more than three hours when the ever present ensign turned back to the Captain, "Sir its Doctor Lenox again." Captain Renor turned from the forward screen to face the ensign, "Put him through." The Captain's communicator beeped and the Doctor's worried voice spilled out, "Captain we may have a situation down here. The Bands have released several more high energy pulses and the alpha wave patterns are increasing and dropping with a frightening regularity." The Captain cut him off, "Are the containment fields still holding?" Again the Doctor's worried voice spoke back, "yes, but the Bands are emitting a constant energy wave

that the seems to be degrading the field structure. The computer has been able to compensate by adjusting the field frequencies, but I'm not sure how much longer they can keep it up." The Captain turned to the Conn Officer, "Conn whats our location?" After several quick taps on his console the Conn Officer turned to the Captain, "We're approaching a Class G yellow star, our current course would have us dropping from warp as..." The Conn Officer stopped as a disturbing electronic beep came from his console. "Sir the computer is registering a fluctuation in the warp field." The Doctor's voice joined in from the communicator, "Sir I'm registering another energy spike from the Bands. That fluctuation could be coming from them." Captain Renor looked to the Conn Officer, "Attenuate the warp field and bring us into normal space as we approach the system." The officer nodded and made several adjustments, "Attenuating field now." A sudden shrill alarm erupted from the console, followed by a cacophony of ear-piercing screams from the Captain's communicator.

More screams would have have echoed across the Cadmus as consoles and conduits exploded in a huge electrical surge. At least they would have if the wave of intense radiation that preceded them hadn't struck the life out of every living creature on the vessel moments before it happened.

The huge Incol starship vibrated and began tearing itself apart as the warp field surrounding it contorted, and began to degrade in an uncontrolled fashion. On board, the ship's computer system called out various warnings in slurred and sporadic bursts all over the vessel. Virtually all of the electrical systems on board had suffered some form of damage from the radiation burst that had ripped through the ship. Sparks and burning pieces of molten metal rained through the smoke filled air of the interior. Dropping on and burning not only various other pieces of smoldering equipment, but on the charred and still remains of the crew as well.

Deep within the Cadmus the golden "Power Bands" floated in mid-air, hovering in the same place the energy containment fields once held it. There in a entirely unique perception of the universe they began to realize what they had done. "I/We have done something wrong....many of the energy fields around me/us have become distorted or eliminated. Was that pain and fear I/we felt as I/we reached out?" The Cadmus was now vibrating so violently the massive fissures in the structure began to rip open all over the hull. As they did gases and particles from the inside vented in to the emptiness of space.

Without a crew, or even a functioning computer, to control its path the Cadmus began to tumble and fall toward the Class G star that was to be its first waypoint. As the ship careened toward this stellar furnace the "Power Bands" within sensed the approaching energy source, "This form that carries me/us will not withstand that region of energy, the shell that keeps it together at this speed has been hampered by me/us. I/We will give our strength to it, I/we may cease but I/we must try to help those I/we have harmed." With this self-declaration the "Power Bands" poured their energy into the warp field trying to stabilize it. The Cadmus stopped tumbling and began to veer away from the star that fought to claim it. But as the stress ripped at the ship, huge sections of it tore free and, it started to lose that battle. The "Power Bands" emptied more of itself into the field trying to adjust the course. Then gravity and the the field itself conspired and time and space shattered around the vessel.

The remains of the Cadmus sailed momentarily through a darkness so absolute that if present, the many Singularities it had visited would have shone like brilliant suns. And then it tumbled out of this abyss into normal space, speeding away from the star, but no longer moving faster than light. The starship was so badly damaged that it was barely staying together shedding large pieces of itself as it hurtled toward the third planet of this system. A small blue and green world that had seen the

passing of millennia since the Cadmus had first entered this system. As the vessel fell toward the surface of this world the remaining vestiges of intelligence left within the "Power Bands" sought to encase the ship in a field that would keep its hurtling wreckage from harming anything else. And then it struck the surface, what was left of the ship erupted into an atomic fireball, that was contained by the field, vaporizing the Cadmus. As the silenced, impotent blast faded, the field dissipated leaving the "Power Bands" resting in an uncharacteristically shallow crater.

Circa the present day, several weeks ago Frank Ivarson was diagnosed with terminal cancer. Since then he has spent every evening sitting in his car here outside of New York City watching the stars, and reflecting on his life. Or at least what he had that passed for one. "For years I have worked, alone, programming for a heartless corporation that will barely even register my passing. Sure people who work in my department will say, "Gee its a shame the funny guy had to die", but thats about the only eulogy I'll get. Maybe I should have married, then at least I'd have some family..." Frank's self-pity is suddenly disrupted as one of the stars above flares and begins to grow brighter and brighter. "Hey, a meteor. Maybe I should make a wish." Frank closes his eyes and silently makes a wish as he had so many times as a child. As he opens his eyes he realizes the meteor is still falling. "It should have burned up by now." And with a silent streak it strikes the earth.

The flash is blinding, but oddly silent. and while some dirt is kicked up by the impact it seems far to little for the size of the meteor. "\*\*\*\*", that should have killed me." Frank leaps from his car and dashes over to the smoking hole left in the ground by the "falling star". There lying on the ground was a pair of golden bracers large enough that they could have fit around someones wrists who was three times Franks's size. "Well I'll be damned, if those are soild gold I'll be a rich man. maybe I should have wished for a cure. Oh well, don't look a gift horse in the mouth. Of course the right thing to do would be to take these to a university....yeah, right." Frank picked up the bracers, they were far lighter then he expected. And just for laughs he slipped them onto each arm. Holding out his hands he marveled at how big they were. Then without warning they contracted. Biting into his wrists. As he cried out in surprise a bright flash enveloped him.

For a moment Frank felt his mind tear apart then slowly his sense of self returned. "VWhat was that?" Looking down at his wrists he could no longer see the bracers, but he knew they were still there. He also knew with but a thought he could bring them back. "something has happened to me..." Without the help of any medical professionals Frank knew his cancer was gone, in fact he felt better then he ever had. "I don't even think I'm aging anymore...what the hell. I need to find out what else has happened to me. But I have a feeling I'm gunna like it. Looks like I came out here to die, but I have a feeling I'm finally going to start to live."

# BIO-FLUX

Intelligence	6	Health	2	Realname	Stan Carlson
Strength	1			Species	Mutant
Agility	2	Energy	12(i)	Occupation	Villian
Speed	2			Appearance	Male, 5'8", 140lbs, solid yellow eyes, stringy black hair, 24 years old
Durability	2				

created by Psistrike

## ACTIONS

### Acid Spit: 6

- Range 2
- 2x Damage

### Close Combat: 1

- (Intelligence Bonus)*
- Self-Defense

### General Knowledge: 2

- (Intelligence Bonus)*
- Genetics
  - Mutation

### Social Skills: 4

- Professional Criminal
- Manipulation
- Deception
- Intimidation

### Manipulate Mutagenic Field: 5

## MODIFIERS

- +4 Resist Acid
- Sense Mutants
- Wealth 4

## EQUIPMENT

## CHALLENGES

- Mutant
- Looking non-human (solid yellow eyes)
- Power is painful to use (Manipulate Mutagenic Fields)

- Haunted Past(Murdered own parents)

## BACKGROUND

Stan was born into a rich family and provided with everything a kid could want.A smart child and curious his parents got him a private teacher. Despite his young age he learned many things including genetics and the nature of mutations by the age of 13 years old.

But this all changed when he was 16 years old and at school.Feeling sick he felt like he was going to throw up when he literally spit out a glob of yellow gunk which when it hit the pavement melted right through it like it was nothing.

He tried to ignore this but later in the day he came into contact with a football player who always picked on him when he suddenly felt a pain shot through his body.He found an energy going from him into the football player who suddenly was growing larger and tougher.By the time the jock quit growing he had burst through the school ceiling and was 60' tall.

Stan figured out that somehow he can activate the latent potential of mutants and latent mutants.Scared at the thought of this at first he ran home and told his parents what happened.They were highly anti-mutant but never let their son know this.Now their own son was one and they wished to kill this monster which had taken their son's place.

Attacked by his own parents Stan was enraged and spat acid at his parents wishing to kill them for this betrayal of his love and trust.This caused a fire which burned his home down and even the police thought that an accidental fire had been the cause.

Stan inherited his parents' money and has been living off of it since.He also found that he can detect other mutants and started his own small crime ring,offering to activate mutants latent powers in exchange for their working for him.

Role-playing Notes:Stan is a coward who always got his way and never learned to respect others.Now he uses others to do his dirty work and only does work himself when no one else can.He is not above murder but will only do it when he thinks he can get away with it.Also after his parents' betrayal he has a hard time trusting others and will manipulate anyone to get what he

wants.One final note is that he is slightly mentally unstable because of killing his own parents and if it ever got out he would go completely insane from the guilt it still causes him.

# BLOODSTONE

Intelligence	3	Health	3	Realname	Marvin Peterson
Strength	3			Species	Human
Agility	3	Energy	9	Occupation	Criminal/Thief
Speed	3			Appearance	Male, 5'9", 160lbs, blond hair, blue/blood ruby red eyes, 79 years old, appears 26 years old
Durability	3				

created by Psistrike

## ACTIONS

### Close Combat: 3

- (Agility Bonus)
- Hand-to-Hand
  - Knife

### Social Skills: 4

- Streetwise
- Underworld
- Professional Criminal
- Homeless

### Technology: 5

(Intelligence Bonus)

### Thieving: 4

- (Agility Bonus)
- Hiding
  - Burglary
  - Lockpicking
  - Stolen Property

## MODIFIERS

- Wealth 0

## EQUIPMENT

### • Cursed Bloodstone Ruby Necklace:

- A cursed necklace with a large bloodstone ruby in the center.It can not be removed by the wearer and requires a strong sorcerer to remove it.
- Drain Energy:8, uses wearer's own energy to activate Vampiric Drain[For every 3 energy drained heals power user by 1 white stone of

- health.+2 CL Option]; Death Factor
- 10/Resistance 8,000 to remove]]
- Wearer gains Extended Life Modifier.
  - Mystic Invisibility:[5,MN=Resistance to detection by magical means.This works on the wearer and on the necklace when it is not worn by someone.]
  - Wearer gains Reconstitute Self Modifier
  - Mental Force Field:[4 vs. Mental Powers]
  - Cursed[Can not be remove by the wearer,forces wearer to drain others energy even if they don't want to,and requires a Sorcery Action of Difficulty

## CHALLENGES

- Looking non-human (Blood ruby red eyes)
- Can't go into churches
- Haunted past(Cursed thief)

## BACKGROUND

Marvin Peterson came from a poor home and decided it wasn't for him.He start to steal at the age of 15 years old and got very good because of a natural talent for it. Things changed one fateful day back in 1953 when he foolishly stole a necklace from Romania rumored to be cursed.When escaping the area he put the necklace on to try and hide it under his shirt. Unknown to him the curse was real and infused the person with a need to drain to the energy and life force from others.Marvin tried to remove it but to no avail.He has sought help to remove it over the years but with no success. He has also found that the cursed necklace won't let him age or die.Now he's trying to change his ways and help others in hope that by doing good deeds with lift the curse.Still he must drain the energy of others to live and feels guilty everytime he must do so.

# BREED

<b>Intelligence</b>	2	<b>Health</b>	4	<b>Realname</b>	N'Nar, this is term for "slave" created by the "Enslavers" (see below)
<b>Strength</b>	6				
<b>Agility</b>	3	<b>Energy</b>	12	<b>Species</b>	genetically created
<b>Speed</b>	3			<b>Occupation</b>	Ex-Slave, Criminal
<b>Durability</b>	4			<b>Appearance</b>	6'8", 220lbs, white skin almost albino, but no pupils (eyeballs are also white).

## ACTIONS

### Ranged Combat: 3

(Weapon Modifier)

- Sniper Rifles
- Grenades
- Shotguns

### Mimic Action/Modifier: 5

- he can store up to 5 (AN) powers
- the maximum Level of the copied power is 7 (AN+Int) or the actual Level of the power copied, but always the lower level
- the powers are gone after AN hours of the original power, (e.g. if he mimics a Force Blast@7, this power is gone after 7 hours)
- he must actually see someone using a power to restore a power and use it again.

### Close Combat: 3

(Strength or Weapon Modifier)

- Brawling

### Shape-Shifting: 8

## MODIFIERS

- +3 Toughness

## EQUIPMENT

## CHALLENGES

- Eunuch
- easy to persuade
- hideous appearance in original form

## BACKGROUND

N'Nar was not born - he was created by a sadistic alien race called the "Enslavers", that uses genetic material to build legions of slaves. These poor slaves are strong and quick to master even the dirtiest and hardest job. But the Enslavers also known for a bad taste of humor - none of their slaves have sexual organs.

N'Nar was part of a regiment of slaves that helped to build a pyramid-type building for one of the Enslaver-Masters. This pyramid also had a secret room with a dimensional door, but that was not known to the slaves, they only did the dirty work.

A revolt started and the slaves nearly took over, but the Enslaver-Masters could escape to their mothership and nuked the planet. Most of the slaves died. The mixture of gamma-rays and the genetic ancestry of the slaves gave some survivors special powers. N'Nar is one of them.

One day N'Nar discovered the secret room with the door. Being a curious and desperate guy, N'Nar stepped through it and landed on planet Earth.

On Earth he wandered around for a couple of month, but he got in the hands of the wrong guys. Having still the mentality of a slave, he accepted to work for a criminal group ... again doing the dirty work.

# BULLET TIME

Intelligence	5	Health	2	Realname	Kathleen Jone
Strength	2			Species	Mutant
Agility	3	Energy	10(i)	Occupation	Bodyguard
Speed	3			Appearance	Female, 5'6", 135lbs, brown eyes, red hair
Durability	2				

created by Xavier

## ACTIONS

### Acrobatics: 3

(Agility Bonus)

### Close Combat: 3

(Speed Bonus)

- Aikido
- Karate
- Bullet Time

### Ranged Combat: 4

(Weapon Modifier)

- Bullet Time
- Energy Weapons
- Handguns
- SMGs

### Detecting/Pursuit: 5

- Stalk
- Crowded area
- Set-Up/Spot Ambush
- Set-Up/Spot Traps
- Sniper

### Social Skills: 4

- Streetwise
- Persuasion
- Actors
- Stunt protocol

### Technology: 2

(Intelligence Bonus)

### Vehicle Operation: 3

- Motorcycles
- Cars
- Bullet Time

### Mastery of Time: 4

- Slowing/accelerating
- Area effect
- Immunity
- in conjunction with another Action only
- see background for more infos

## MODIFIERS

- +2 Targeting
- +1 Mental Defense
- +2 Reflexive Dodge
- Prescience

- Wealth 3

## EQUIPMENT

- Bullets, explosives: add 1 to the weapon modifier
- Bullets, armor piercing: add the Armor Piercing quality to the weapon modifier
- Handguns: pair of modified .357 Desert Eagle

with the Exclusivity modifier (MURPG p.78).  
Proper fingers print required.

## CHALLENGES

- Mutant
- Deadly enemy: Bullseye
- Psychological: Adrenaline Addict

## BACKGROUND

### Special rules

Her mastery of time give her the ability to slowing time around her. Game mechanics:

- this action doesn't count against the maximum 2 actions/panel
- each stone allocated to this mastery must be re-allocated between those other actions: Close Combat, Ranged Combat, Acrobatics and Vehicle Operation.

### Psychology

Kathleen is a mutant with the innate ability to slowing/accelerating time around her. Slowing time gives her more time to think about the situation, see incoming attacks (and avoid them) or aim accurately a weapon. Speeding time is more a matter of coordination and permits her to have a good timing between her actions and the environment. For example, if she need to jump over a bridge, she can accelerate time in order set an incoming truck at the good place (it should be too late otherwise) so she can land on the roof.

As an action movies fan, she find inspiration for numerous stunt effects and this lead her to a combat oriented profession. She decided to becoming a bodyguard because she likes the idea of risking her live for others and this profession give her the opportunity to approach movie stars, to test her skills and to use her mastery of time. She deeply appreciate to see everything around her moving slowly, this give her the feeling of being in those action movies she likes so much. This can leads her to research a more violent solution of a given problem rather than a diplomatic one.

### Story

Born in San Francisco, Kathleen had always

dreamed of becoming a stuntwoman, like her parents. But this work rapidly bothered her: you have to spend a lot of time in preparation for little action and her father only let her to assist him. She needed more action. Around her 16th birthday, after work, she witnessed a kidnapping attempt planned by the Maggia against a famous movie star. She decided to jump into action and defeated alone the four mobsters. She was helped by the first manifestation of her innate ability. At first she didn't understand what happening but she sure loved it ! After the fight, the actor's bodyguard, who was badly wounded at the beginning of the fight, was very impressed by the fighting prowess' of the young girl. He offered her to train her and promised her a full time job in his bodyguards agency. Against her parents will, she accepted. After a few years she became well known among the bodyguard community and had opened her own agency in New-York.

She had the opportunity to fought Bullseye who was hired to kill her client (an important witness for the trial of a mob leader) and successfully countered him (with the help of Daredevil).

Once she even fought the Punisher who was trying to kill her very rich client. Rapidly she discovered that her client was a serial killer who hired her by fear of the Punisher. She then decided to team up with the Punisher, proving that she is not greedy and the morality of her client matters to her.

# DEADEYE

Intelligence	2	Health	4	Realname	Jedidiah Whistler
Strength	2			Species	Mutant
Agility	3	Energy	12	Occupation	Villain, Leader of the Hayseeds
Speed	3			Appearance	Male, 5'10", 150lbs, left eye brown, right eye white, grey hair
Durability	4				

created by Astrum

## ACTIONS

### Ranged Combat: 7

- (Weapon Modifier)
- All Firearms
  - All Thrown Weapons

### Close Combat: 4

- (Agility Bonus or Weapon Modifier)
- Brawling

### Leadership: 5

### Whistling: 3

### Social Skills: 3

- Mountain Folk

## MODIFIERS

- +4 Targeting
- +5 Reflexive Dodge
- Accelerated Healing Factor

## EQUIPMENT

## CHALLENGES

- Mutant

## BACKGROUND

Jedidiah Whistler is the head of the Mutant family called the Hayseeds, and has an inhuman accuracy with missile weapons of all types. His pale white skin and hair as well as his corpse-like right eye, helped him earn his nickname. Deadeye, as he is called, has a great attachment to his entire family. To him his family comes first and last, anything outside the family is not even worthy of life. This complete disregard for others has lead Deadeye to perform some extremely cruel and evil acts just in the name of family pride. Woe be to anyone who comes between him and his "kin".

# DRAGONBLADE

Intelligence	3	Health	4	Realname	Laucian Galanodel
Strength	3			Species	Mix(1 quarter elf,1 quarter dragon,1 half human)
Agility	4	Energy	12	Occupation	Adventurer
Speed	3			Appearance	Male, 5'7", 140lbs, eyes with golden irises, golden blond hair, 24 years old (looks only 15 years old)
Durability	4				

created by Psistrike

## ACTIONS

### Acrobatics: 2

(Agility Bonus)

### Close Combat: 4

(Strength Bonus)

- Hand-to-Hand
- Disarm/Takedown
- Quarterstaff
- Sword Fighting

### Ranged Combat: 3

(Weapon Bonus)

- Bow and arrow
- Crossbow
- Sling

### Hunting/Tracking: 4

- Stalk
- Follow Trail
- Wilderness Survival
- Stealth

### Social Skills: 3

- Persuasion, Charm
- Occult
- Dragon Languages/Culture

## MODIFIERS

- +6 Enhanced Vision: see in darkness, see auras and magical forces
- Healing Factor
- +3 Mental Defense

- +2 Reflexive Defense
- +1 Toughness
- Wealth 1

## EQUIPMENT

- +1 Elvish Longbow, Range 3
- +1 Sling Range 2
- +2 Quarterstaff
- Magical Sword "Moonwhisper":[+5,Armor Piercing, Indestructible]This sword is 6 lbs.,made

of an unknown mystical pale blue metal,and glows with an aura like moonlight.  
• Ancient Elven Chainmail:[+3 Defense, Indestructible]

## CHALLENGES

- Looking non-human, Mixed race(See species above),Gold irises,pointed ears
- Compulsion to stick up for underdog
- World displaced(Still learning about Earth,its

culture,and most of all its technology)

## BACKGROUND

Laucian was born on another world to a half-elf father and a half-gold dragon mother.Raised in a simple village his parents taught him how to survive and be a skilled hunter and fighter. Taught swordsmanship,archery,and hunting techniques by his father he became highly skilled at a young age.His mother insisted that he learn of magic but the most she could do was teach him how to recognize it and to deal with magic users in a polite way. He had inherited his father's agility,speed,intelligence, reflexes,and natural senses and also possesses his mother's durability,stamina,strength,rapid ability to heal, and resistance to injury. Finally old enough to leave home his parents gave their blessing as well as some of the family relics including the magical longsword "Moonwhisper"(the English word for his Elvish last name) and an ancient but powerful armor of Elven chainmail. Going out into the world compelled to help those in need he found himself on several adventures.The last adventure on his homeworld was against a powerful wizard who decided to use Laucian to test a new spell out.It opened a portal through which Laucian was flung into an unknown world. Landing unharmed in front of the Avengers mansion he didn't know what to think of this world.When the Vision appeared from out of the air above him he thought this was a monster sent by the wizard to kill him.Before anything happened though Captain America showed up and disarmed him. Laucian realized they meant him no true harm and explained what happened to him.Scarlet Witch realized first what had happened and told Laucian

he was on a different world and there may never be a way for him to get home. Faced with this and no place to go Captain America offered to train him and he could stay at the Avengers mansion as long as needed.Now he calls himself Dragonblade to honor his mother and fights sometimes with Avengers on missions.



# FALCON

Intelligence	5	Health	3	Realname	William Fine
Strength	2			Species	Mutant
Agility	3	Energy	10(i)	Occupation	Crime buster
Speed	4*	* Action order based on		Appearance	Male, 5'10", 175lbs, blue eyes, blonde hair
Durability	3	Speed			

created by Xavier

## ACTIONS

### Close Combat: 3

(Speed Bonus)

- Boxing
- Tackling
- Grappling

### Business Skill: 1

(Intelligence Bonus)

### Ranged Combat: 4

(Weapon Modifier)

- Handguns
- During High Speed Chase
- Rifles
- While flying

### Social Skills: 2

- Racing community
- Streetwise

### Technology: 1

(Intelligence Bonus)

### Vehicle Operations: 4

(Speed Bonus)

- Cars
- Motorcycles
- Close Terrain
- Jetpack

## MODIFIERS

- Prescience
- +4 Sonar Sense
- Wealth 2

## EQUIPMENT

- Flight Suit: +2 armor
- Jetpack (same as Goblin Glider)

## CHALLENGES

- Deadly Enemy (Green Goblin) 3
- Compulsion to stick up for underdog 3

## BACKGROUND

### Psychology & Powers

The main characteristic of William is his heightened reflexes, coupled with an uncanny spatial sense, that make him a formidable pilot of any vehicle and particularly of the jetpack designed by his older brother. The Green Goblin killed his brother and the hatred for this villain drive him. Since, he is unable to catch him, for a while, William has reported his hatred against crime in general and spend a lot of time to fight criminals and to defend innocents.

### Story

Willian had always been fond of speed. With Alan, his brother and a very good mechanics, he won a lot of local car racing. Alan had also a project of his own: the design of a competitive jetpack and William was his test pilot. After some years, the jetpack was ready and the too brothers contacted Osborn Industries in order to negotiate a possible commercialization. Norman Osborn was interested since he was currently working at the improvement of his own glider. Osborn maked an offer but the two brothers refused and decided to go to Starck Industries.

The same night, the Green Goblin come to the brothers' garage and destroyed everything. Alan was deadly wounded during the attack. Enraged, Willian took the unique prototype of the jetpack and chased the Green Goblin until Osborn Indutries. There was a fight between the two men that ended by the crash of William through a chemical compound warehouse belonging to Osborn Industries. Severely wounded, Willian was left for dead. He finely woke up and flee in order to recover and to repair the jetpack. It seems that during the crash, William was exposed to several chemical compound that had given him some special habilities like faster reflexes and a special spacial sense. William hope that it will help him during his next fight against the Green Goblin. Willian suspect a connection between the Green Goblin and Osborn Industries. He is unable to prove anything but constanly investigate.

<b>Intelligence</b>	6	<b>Health</b>	2	<b>Realname</b>	Faye Hunter
<b>Strength</b>	1			<b>Species</b>	Mutant
<b>Agility</b>	2	<b>Energy</b>	12(i)	<b>Occupation</b>	Hacker
<b>Speed</b>	2			<b>Appearance</b>	Female, 5'1", 112lbs, blue eyes, blue-black hair, 14 years old
<b>Durability</b>	2				

created by Psistrike

## ACTIONS

## Biocomputing: 3

- Interface with Computers

### Close Combat: 1

*(Intelligence Bonus)*

- Self-Defense

## Ranged Combat: 2

*(Weapon Bonus)*

- Energy Weapons

**Computers: 6**

*(Intelligence Bonus)*

- Direct Interface Option
- Coding
- Hardware
- Troubleshooting
- Hacking
- Hardware Design
- Programming

**General Knowledge: 3**

*(Intelligence Bonus)*

- Computer Sciences
- Electronics/Engineering
- Paranormal subjects

**Social Skills: 3**

- Persuasion
- Hacker culture
- Mutant culture

## MODIFIERS

- Computer Translation
- +2 Mental Defense
- Photographic Memory
- +4 Psycho-Centric Power Template

- Team Affiliation: X-Men
- Wealth 3

## EQUIPMENT

- Communicator
- +1 Body Armor
- Advanced computer:[An advanced computer that can store vast amounts of data.+1 to Computer Actions for use with it,Vast storage capacity.Difficulty to Operate:4 (Computers, Technology). Resistance to Operate:2.Tech level

6 to repair or modify, R:400.Note:Biocomputing and Psycho-Centric Template can be added to overcome any of the Difficulty or Resistance to use or Repair. Weight:0(4 lbs.),Hardness:3,R:12.]She built this with Forge's help.Cost:2 White Stones

- **Wrist Blaster**: [+3], 2x Damage, Concussive Force, Stun Option; Built for her by Forge and cost 6 White stones.

## CHALLENGES

- Mutant
- Nearsighted,wears glasses or perscription goggles
- Teen angst
- Haunted past(Known hacker,wanted under the

hacker name Cyber-Phantom)

- Stones-Haunted past(Her parents were killed by rogue gremlins.She knows but has told no one.)

## BACKGROUND

Faye Hunter was a young girl of 4 when her parents were killed. Raised in foster home after foster home over the years, this made her sullen and withdrawn.

Due to the nature of her parent's deaths she became obsessed with the paranormal and put her natural intelligence and computer skills toward finding out all she could.

By the age of 10 she was a skilled hacker who went by the name of Cyber-Phantom online. She found government documents telling about supernatural creatures but whenever she tried to tell anyone they would laugh at her.

By the time she was in junior high she was the school weirdo and mostly ignored except to be picked on. Being withdrawn and sad on the day of her parent's deaths she suddenly found her computer skills were better than ever. She had somehow mentally-linked with a school computer she was using and found her mind was working like a computer.

Able to interface with computers directly now, she put her new skills to work on proving the existence of the paranormal and has hacked government systems several times to get the info out.

Within 3 months of her powers activating she was contacted by Professor Xavier to join his school to learn to use her powers better and to help others with them. She almost refused until he used his telepathy to talk to her. This got her attention and she went with him in the belief he could help her to get the message out that the paranormal was real.

She has been at the Institute for the past 9 months now and has gotten better control of her

powers.

Personality:Faye is shy and withdrawn but will come out of her shell when around those she trusts and other hackers.She is obsessed with proving to the whole world that the paranormal is real including gremlins(her main focus).She prefers to hang out with her computer then with people except for Forge who she sees as a father figure.

# HARDCORE

Intelligence	3	Health	3	Realname	Rex Miller
Strength	2			Species	Mutagenic
Agility	3	Energy	9	Occupation	Villian
Speed	3			Appearance	6', 188 lbs (both variable), 29 years old male, brown eyes, black short hair, 3days beard, blue jeans, black "Johnnie Walker" shirt.
Durability	3				

## ACTIONS

### Close Combat: 3

(Strength or Weapon Modifier)

- Martial Arts
- Assassination
- Rocket Launchers

### Ranged Combat: 3

(Weapon Modifier)

- Sniper Rifles
- Hand Guns
- Explosives
- Shotguns

### Density Increase: 6

- he can increase his own density to make him stronger and tougher
- he first must put a number of stones into this action to increase his density up to a maximum of 6, after that he only needs one stone to maintain the density
- each level activated makes him 100lbs heavier and 3" taller
- at level 4 and above he cannot swim anymore and will sink
- for each 3 levels (rounded down) activated, his agility,speed and reflx. dodge go down by one, but to a minimum of 1 for Speed and Agility, and 0 for reflx. dodge
- for each level activated, his strength and toughness go up by one
- for each 2 levels (rounded up) activated, his

Durability goes up by one, this also effects Health and Energy.

### Black Ops (FBI): 5

- Interrogation
- Surveillance
- Infiltration/Exfiltration
- Assassination
- Escape

### Computer Science: 5

(Intelligence Bonus)

- Computer Programming
- Computer Hacking

## MODIFIERS

- +1 Reflexive Dodge

## EQUIPMENT

- +4 sawed-off shotgun

## CHALLENGES

homeworld

- Brainwashed
- Enemies: FBI
- Alcoholic
- Deadly Enemies: Local Authorities of his

## BACKGROUND

Rex cannot remember much of his early childhood, but his parents were always very nice to him, he always got more stuff from his parents than his friends, maybe because he was their only child.

With his remarkable attributes he was some real smart and agile kid. He was also a huge James Bond fan, which made him join the FBI later.

After several missions for the FBI he really got into computers, so he was assigned to the FBI computer staff. One day he was examining some computer files, and stumbled across some of his own files. WHAT! The FBI killed his real parents. OH NO! His foster dad was the murder, but it was only an accident, as it was written down in those secret files. He could not believe it. That was the day the whole drinking stuff started.

Couple of days later he was really drunk at the home of his foster parents, nearly trying to hurt his "murder-dad" with a baseball bat, but he didn't.

At that point he was an easy target. "An alcoholic FBI agent is just what I need" - Mind Melter thought, super-scientist and an enemy of the FBI and the USA in general. The Mind Melter sent his henchman to capture Rex. A really drunk guy is not hard to capture. Later at the Mind Melter laboratory, Rex was brainwashed to even hate the FBI more and to think the FBI actually killed his parents for fun. But that was not the end of the "Mind Melter Madness".

With a tough guy like Rex, Mind Melter's latest experiment could really work, genetic scans where all perfect, so he used his latest formula on Rex - with success. Rex can now control his own body density. Rex just left the building ... to make the FBI pay ... but he needs some drinks first.

# HEXX

Intelligence	4	Health	1	Realname	Jedidiah Whistler
Strength	1			Species	Mutant
Agility	1	Energy	8(i)	Occupation	Villain, matriarch of the Hayseeds
Speed	1			Appearance	female, 5'4", 120lbs, brwon eyes, grey hair
Durability	1				

created by Astrum

## ACTIONS

### Master of Magic: 3

- (Intelligence Bonus)
- Increase Action Modifier

### Witchcraft: 6

- (Intelligence Bonus)

### Ranged Combat: 3

- (Weapon Modifier)
- Non-Automatic Rifles/Handguns

### Close Combat: 3

- (Agility Bonus or Weapon Modifier)
- Brawling

### Social Skills: 5

- Mountain Folk

### Crafts: 5

- Sewing
- Brewing
- Candlemaking

## MODIFIERS

- +6 Magical Defense
- +6 Mental Defense
- Extended Life/Immortality

## EQUIPMENT

## CHALLENGES

- Mutant

## BACKGROUND

Ester Whistler is the matriarch of the Hayseeds. This old hag-like woman seldom if ever speaks, instead using her trademark cackle to express herself. She has an undying devotion to her husband, Deadeye, and she is willing to do anything he bids. Hexx's only Mutant "Power" is her greatly extended lifespan, she ages approximately one year for every three years that actually pass. Hexx is a very powerful mountain witch, capable of performing a wide variety of feats using her mystical powers. Most of her magic seems to come from totems that she makes herself, but she has been known to cast spells with just a gesture.

# KHAOTICIAN

<b>Intelligence</b>	6	<b>Health</b>	2	<b>Realname</b>	Michael Idleson
<b>Strength</b>	2			<b>Species</b>	Mutant & Mutagenic
<b>Agility</b>	2	<b>Energy</b>	12(i)	<b>Occupation</b>	Scientist
<b>Speed</b>	2			<b>Appearance</b>	Male, 5'2", 145lbs, blue eyes, blonde hair
<b>Durability</b>	2				

created by Xavier

## ACTIONS

### Close Combat: 3

(*Agility Bonus*)

- Boxing
- Dodging

### General Knowledge: 5

(*Intelligence Bonus*)

- Quantum Physics
- Mathematics
- Chaos Theory
- Fuzzy Logic
- Alternate Realities

### Social Skills: 3

- Scientific community
- Students
- Negative Zone Language/Culture

### Mastery of Probabilities: 4

(*Intelligence Bonus*)

- create/manipulate
- collateral damages
- stones can't be split between attack and defense
- -1 to Teleportation cost level
- -1 to Gambling cost level

### Quantum Leap: 4 (teleportation)

- power ot of control without device
- teleport to other dimensions, planes, alternate realities, ...
- must spend 1r per guest

### Gambling: 5

(*Intelligence Bonus*)

- Poker, Blackjack
- Dice, Roulette

### Technology: 4

(*Intelligence Bonus*)

### Inventing: 1

(*Intelligence Bonus*)

## MODIFIERS

- Good Luck 1
- +4 Mental Defense (confuse mind)
- Wealth 3

## EQUIPMENT

## CHALLENGES

- Mutant
- Psychological: confused

## BACKGROUND

### Psychology & Powers

Michael is able to control in a limited way the outcome of the evenements that happen around him. This control come from an innate ability to manipulate the field of the possibilities. His power is directly linked to some quantum physics theories: when someone make a choice between several possibilities, alternate worlds are created for each possibilities. Michael has the ability to change of world when someone make a choice who didn't pleased him. For exemple, when a villian decide to attack him, he can shift the probabilities and goes into a world where this villain doesn't attack him but his neighbor. Additionaly, Michael is able to teleport himself and others in alternate realities in order to explore all kind of dimensions and alternate worlds. But, in order to recover his own world, Michael need a small device (pocket watch size).

Michael is essentially a scientist and spend a lot of time with complex machinery and computers. But Michael seems to develop a greater interest toward field testing in order to confront his theories with real life contingencies.

### Story

Michael has always been very confused with strong difficulties of concentration. Dispite his lack of concentration he has always been a bright child. When his powers awaken during high school a lot of incident started to happen around him. Those incidents targeted other students who had previously annoyed Michael and some teachers. Soon it became clear that there is something wrong with this boy. His fortunate parents have heard about some sort of new school who welcoming specially gifted children and send Michael to Charles Xavier. There, he learnt to use his powers and developped a fascination for mathematics and quantum physics. Micheal was certain that his power will permit him to achieve a better understanding of the universe and started two Ph D in quantum physics and chaos theory.

One night he was developing a new device designed to travel into other dimensions when he accidently (or luckily. Who knows ?) drop a cup of coffee on a computer starting an uncontrolled exposition to radiations coming from differents alternate dimensions. And last but not least, Michael was catapulted into the Negative Zone. Fortunately, it seems that his mastery of probalities protected him from anti-matter. Michael was discovered by the inhabitant of TYANNA, a technological world, home a highly advanced alien race. There, Michael spent several years and learnt a lot of things concerning alien technology, scientific theories and about the Negative Zone. Finaly, he encountered the Fantastic Four and decided to go back home with them. Upon hir return, he discovered his new power: the ability to travel into other dimensions at will. But, since he has some difficulties to control this power, he don't use it too much.

Now, Michael spend his time between Four Freedoms Plaza (helping Mr Fantastic on various projects) and his work at Landeau, Luckman & Lake as "extra-terrestrial dimensions field analyst".

# MAD MOUNTAINEER

Intelligence	2	Health	6	Realname	Jethro Whistler
Strength	8			Species	Mutant
Agility	3	Energy	18	Occupation	Villain, youngest member of the Hayseed
Speed	3			Appearance	Male, 6'8", 550lbs, brown eyes, brown hair
Durability	6				

created by Astrum

## ACTIONS

### Ranged Combat: 4

- (Weapon Modifier)*
- Non-Automatic Rifles/Handguns

### Close Combat: 6

- (Agility Bonus or Weapon Modifier)*
- Brawling

### Social Skills: 2

- Mountain Folk

### Distill Liquor: 4

## MODIFIERS

- +5 Toughness, Nullifies AP and 2x Damage
- +6 vs Toxins (Resistant to all forms of Toxins)

## EQUIPMENT

## CHALLENGES

- Mutant

## BACKGROUND

Jethro Whistler is the youngest member of the Hayseeds, but possibly the most unstable. Mad Mountaineer, or just Mad, likes to drink homemade whiskey as often as possible. This tends to give Mad a very short fuse, and his reaction to anything that angers him is the same; smash it. Mad hates the noises of modern civilization and this has been known to throw him into destructive rages that have cost many their lives. Even if he is sober it is best to avoid this man because like his sister, sometimes he kills things just for the enjoyment of watching them suffer.

# MARBLE

Intelligence	3	Health	5	Realname	Sid Carr
Strength	7			Species	Mutant
Agility	2	Energy	15	Occupation	Digger
Speed	1			Appearance	Male, 5'7", 745lbs, bald, brown eyes
Durability	5				
created by Xavier					

## ACTIONS

### Close Combat: 4

(Strength Bonus)

- Improvised weapons
- Stone weapons
- Grappling
- Charging

### Unstoppable: 3

- can't be improved by adding lines
- taken with mastery of stone

### Stone Travel: 4

- taken with mastery of stone
- permits Marble to travel underground at running speed

### Social Skills: 4

- Streetwise
- Lowlife
- Underground denizens

### Mastery of Stone: 5

- Create/Manipulate
- Regenerate when in element (i.e. buried in ground)
- Force Blast x2 with collateral damages

## MODIFIERS

- +4 Toughness, nullifies AP and 2x damage from firearms or projectiles
- Immovability
- Team affiliation: Morlocks

- Wealth 0

## EQUIPMENT

## CHALLENGES

- Mutant
- Looking non-human

## BACKGROUND

### Psychology & Powers

Sid is a mutant with a natural affinity with stone. This ability give him the power to create objects (as weapons) from rough materials. He can also shape those stones an creating impressive effects like his stones waves who can engulf his opponents. Finaly, he can dig through ground at impressive speed.

Marble also possess an incredible strenght and his marblelike skin can endure extreme punishment.

Marble is rather gentle and passive. He rarely anger and is very cautious with the weak people (like a child). But when it is time to defend himself or others, few things can stop him.

**Story**

As a child, Sid was ruthless, always searching a new prey (a weaker/younger child) in oder to torment her. At 14, his power starting to manifest. First he became stronger and it was fine. But soon, his body began to changing, becoming like stone. First he didn't understood what happening to him and was very scared. Rejected by his parents and mocked by his friends, he fled into the streets. Then he was discovered by the Morlocks who offered him a new family.

Now he uses his powers to shape tunnels and shelters for the morlock community. Sometimes he return to the surface and protect other homeless even non-mutant ones.

# M.I.B.

<b>Intelligence</b>	6	<b>Health</b>	3	<b>Realname</b>	John Smith
<b>Strength</b>	2			<b>Species</b>	Mutant
<b>Agility</b>	3	<b>Energy</b>	12(i)	<b>Occupation</b>	alien hunter
<b>Speed</b>	2			<b>Appearance</b>	Male, 5'11", 175lbs, black eyes, brown hair
<b>Durability</b>	3				

created by Xavier

## ACTIONS

**Invisibility: 5**

**Close Combat: 4**

- (Agility Bonus)*
- SHIELD training
  - US army multi-style
  - Strange Opponents
  - Dodging

**Ranged Combat: 4**

- (Weapon Bonus)*
- Handguns
  - Energy weapons
  - Rifles
  - Close quarter combat

**General Knowledge: 3**

- (Intelligence Bonus)*
- Conspiracy Theory
  - Alien Races
  - Forencics Theory

**Social Skills: 4**

- SHIELD
- Police/FBI
- Streetwise
- Alien protocols

**Black Ops/Spying: 5**

- Propaganda
- Surveillance
- Interrogation
- Intimidation
- Bribery

**Detecting/Pursuit: 5**

- Follow
- Spot/Set-Up Ambush
- Spot/Set-Up Traps

**Technology: 2**

*(Intelligence Bonus)*

**Vehicle Operations: 6**

- Cars
- Motorcycles
- Helicopters
- Jets
- Starships

## MODIFIERS

- Team affiliation: SHIELD
- Wealth 3

## EQUIPMENT

- Memory Remover 4 (see MURPG p. 126)
- Sunglasses (with IR and energy patterns 6)

## CHALLENGES

- Mutant
- Paranoid

## BACKGROUND

### Psychology & Powers

John has the power of becoming unnoticed. It's not exactly invisibility, it's just that nobody see or think about him.

John is a bit paranoid: he is thinking that there is a lot of alien species on earth and they are everywhere and can shapeshift into human forms. In particular, he is suspicious about his neighbors. His duty is to uncover those aliens and inform the S.I.E.L.D.

### Story

During Hight School, John followed an average scholarship with very few friends and no girlfriends. Teachers didn't notice him and his parents have almost nothing to say about their quiet son. John started to developped an imaginary life far more exacting than the real one. This imaginary life was filled with UFOs and strange alien species and John was here to protect the earth against those space invaders. Naturaly, John started to collect data about UFOs spotting, alien abductions, crop circles and other conspiracy theories.

After the fall of a meteorite not far from his parent's farm, John decided to investigate himself. He discovered true alien inviders ! He has taken some pictures and exposed them on his website. The S.H.I.E.L.D. was already at work and surveyed also the meteorite's crash. S.H.I.E.L.D agent discorvered those pictures on the web and had arrested the poor John. Nick Fury discovered the potential of the young mutant for a spying agency and suggested a recruitment. John accepted and, after a training program during the university, he joined the S.H.I.E.L.D. as an alien species specialist. After a common mission with the Fantastic Four, John was nicknamed "MIB" by Ben Grimm. MIB became his codename and they became friends. With Ben, John learnt to operate spacecrafts and a lot of more things about alien technology.



# SEPULCHER

Intelligence	6	Health	5	Realname	Therion Von Crowley
Strength	5			Species	Human
Agility	1	Energy	12(i)	Occupation	Villain
Speed	1			Appearance	Male, 6'1", 170lbs, no eyes and no hair
Durability	5				

created by Astrum

## ACTIONS

### Mastery of Magic: 3

- (Intelligence Bonus)
- Increase Action Modifier

### Close Combat: 2

- (Strength or Weapon Modifier)
- Military Hand-to-Hand

### Ranged Combat: 2

- (Weapon Modifier)
- All Rifles/Handguns

### Social Skills: 3

- Fascist
- Nazi Government

## MODIFIERS

- Immortal (Sepulcher is Undead and therefore does not age anymore)
- +4 Toughness, no 2x damage
- Immune To Toxins (Being Undead Sepulcher is immune to all toxins and diseases)
- Withering Touch (For every Panel Sepulcher is in contact with someone he is able to Drain 1

White Stone or 3 Red Stones, Victims choice, from target. Sepulcher can place the Stones into his Health or Energy. Being able to convert 3 Red Stones into 1 White Stone or 1 White into 3 Red. Excess Stones above normal capacity drain off at 1 Stone per Panel.)

- Night Vision (Sepulcher is able see perfectly in all levels of light)

## EQUIPMENT

## CHALLENGES

## BACKGROUND

March, 1939

Lightning split the darkness above Crowley Castle, punctuating the events that transpired within. Deep within it's bowels the castle's Master sat before a huge wooden work table. The table contained various implements and ingredients that Therion Von Crowley had painstakingly gathered according to the formulma he had spent most of his fortune acquiring. He glanced at the old clock hanging on the laboratory wall and pondered the events that had lead to this moment.

"It is nearly Midnight, the Witching Hour. Soon I will insure that the Red Skull will sieze his rightful place, and remove the doomed Nazi Party from it's misguided seat of power." Therion added a sprinkle of some rare herb to a boiling pot as he murmured words not spoken in over a three thousand years. As it sizzled he continued to muse on the events at hand, "Hitler is correct about the eventual dominance of the Master Race, but he is wrong about what it takes to be a member of that race. It has nothing to do with religion, skin color, or place of birth. Instead it is as Herr Skull has said, those with true power will rule over the lower forms of this world. And I'm about to gain the ultimate in power." As the words left his mouth another crack of lightning shook the walls of his castle adding a fanfare to his ominous words.

Some five years earlier Therion Von Crowley was a liaison between the Nazi Party and a splinter group ran by the Red Skull. During that time Therion began to follow the words of that group's leader. When he realized that one day the paranormals of the world would control all the power and resources to be had, he knew he had to find a way to join them. Therion had seen the large amounts of materials and research the Nazis had done in the area of the occult. His particular department also oversaw the classification of such items. His own personal investigation pointed to something the Nazis had gathered, but had not identified for what it really was. Several weather worn pages, recovered from a nameless tomb in the Middle East, bore inscriptions that had occult symbology. They seemed to convey an importance, but were incomplete. At least to those who lacked the proper knowledge of Egyptian history. Therion Von Crowley had that knowledge.

Therion Von Crowley had come from an extremely

wealthy, and noble, Bavarian family. While he was tall, he had an average build. His blonde hair and blue eyes made him look cute, as he obviously was a man who did not perform much physical activity that would require exertion. But he had always been this way, and as such he spent most of his time studying various subjects he found intriguing. Therion studied all manner of subjects, but the more complex or bizarre the more he liked them. It was this eclectic study habit that had granted him the knowledge to forever alter his own existence. The pages the SS Agents had pulled from that ancient grave were not a magical evocation in and of themselves, but instead were part of a series of directions. A kind of map using magical symbols to represent landmarks.

Therion spent three years searching out the remainder of the map, and then the better part of another year following it. The map lead him to a small series of caves not far from Cairo, within these caves he had founs a sealed clay urn. The urn contained the lost teachings of a secret cult, called "The Spirits of the Dead", that had existed in the earliest days of Ancient Egyptian civilization. The cult had found the secret of eternal life, and at that moment the secret had fallen into Therion Von Crowley's hands.

The equipment and materials needed to perform the ancient ritual cost Therion almost all that remained of his families fortune. And as the months passed he prepared to cast the enchantment written on those old, brittle pages. Now that time had come. Therion mixed the final ingredients into the bubbling pot. As he then poured the foul concoction into a beaker that held several small animal parts, he uttered the finals words that set the spell in motion. The clock struck Midnight, and Therion Von Crowley quickly drank the noxious fluid.

The pain that burned through his body was so intense, Therion dropped to his knees. As his vision blurred and he fell forward to strike the ground, a smile grew across his face, 'Death will come first, but as I rise again the world will tremble before me...' Therion's final thoughts were cut short as the room about him faded from his view, and as life left his body the sound of thunder echoed in his head.

September, 2000

Darkness rolled away like a fog, and sight slowly

returned to Therion. A grey haze hung over his vision. At first this disturbed him, until he realized he shouldn't be able to see anything at all. The decaying fabric that clung to surface just a few inches from his face told him where he was. He was in a coffin, and a rather poor one from the look of it's condition. As he raised his hands toward the lid above him he noticed that a thin black shroud covered his body, but it seemed unable to block his vision. As insubstantial as smoke to it. With a shove the wood of the coffin lid cracked and broke out of the way. A few more inches above the now splintered lid a single slab of stone covered his "grave". After several hours of pounding the stone gave way, and Therion rose to his feet.

His shroud fell away as Therion looked about. His final resting place was within a Church, placed within the floor just feet away from the alter. Several other Sepulchers dotted the floor on either side of his, but Therion payed them no attention as he stepped up from the grave and onto the floor of the Chapel. Although the entire room was lit by multitudes of candles, the light seemed oddly dull. Not as sharp, and crisp as the light should. A nearby brazier smoldered as several large chunks of incense burned within. Therion drew in the air, but only after a few moments did he catch the slightest hint of frankincense. Another sensation that seemed a mere shadow of what it should be. Looking down Therion saw that he had been interred in his uniform, complete with his boots and tight leather gloves. But something felt strange about them. Removing his right glove he brought his hand up in front of his face, and saw the reason for the odd fit. His hand looked desiccated, the skin drawn tight to the muscle and bone beneath. The thick deep wrinkles that covered it had the appearance of dried wood. Just then a sound came from behind him, the sound of someone entering the Church.

The approaching footsteps picked up in speed, as a thick German voice spoke, "What is going on here? What have you done..." Therion turned to see who had stumbled into his rebirth. An elderly Priest, carrying a paper sack of groceries, stopped in his tracks when he looked upon Therion's face, "Oh my God." The old Priest turned and started to flee back the way he came. Therion was not yet ready for the world to know of his return, with several

long purposeful strides he was upon him. His hands reached out and seized the man by his throat. As Therion began to squeeze, he felt the sensation of energy flowing from the man and into his bare hand. Within seconds the Priest stopped struggling and slumped lifeless to the ground. Therion turned his head and saw his reflection in a golden collection plate. What he saw nearly made him gasp, he now knew why the Priest had fled the way he did. His head, and face were as desiccated as his hand. The skin was drawn tight to his skull, and nearly all of his hair had fallen out. Therion's eyes were gone, all that remained were empty sockets that opened into the husk of his head. His lips, nose, and ears, had become shriveled vestiges of what they once were. He looked like a living mummy. Backing away his foot came down upon the spilled contents of the Priest's paper sack. Looking down Therion saw a newspaper amidst the food products. He lifted the paper and looked at the front page. The headline told of "Neo-Nazi Propaganda" that had been found in the cities of Halle and Weimarit. But Therion put his curiosity to the back of his mind as he looked up at the date, September 6 2000.

He knew that the realization of what had happened should have caused some kind of emotion in him. Instead of rising from the dead mere days after ingesting his spell, he had lied in state for many years. But his reaction came and went within moments. As though his mind could not make itself really care. He had been transformed more than had expected, and he would need time to absorb all of these changes.

Therion walked over to his grave and pulled the shroud from the coffin. Tearing a section from it he made a makeshift hood to cover his withered face. Replacing his glove he took one last look at his reflection, 'Therion Von Crowley is truly dead, and has been for over six decades. I am what remains...I am his Sepulcher.' Turning and walking out the door, into the night, Sepulcher's mind filled with one more thought. That now the world would belong to him.

# SHADOWBLADE

Intelligence	4	Health	4	Realname	Unknown
Strength	3			Species	Mutant
Agility	5	Energy	12	Occupation	Assassin
Speed	5			Appearance	Male, 5'11", 155lbs, blond hair, solid black eyes, unknown age (Presumed to be around 26-30)
Durability	4				

created by Psistrike

## ACTIONS

**Acrobatics: 5**  
*(Agility Bonus)*

- Black Ops: 3**
- Assassination
  - Escape
  - Pursuit

**Ninja: 6**

- (Agility Bonus)*
- Ninjitsu
  - Assassination
  - Hiding
  - Moving Silently
  - Weaponry
  - Silent Killing

**Invisibility: 4**

## MODIFIERS

- +6 Enhanced Vision: Infrared
- +3 Enhanced Hearing
- +3 Leaping
- +4 Reflexive Dodge

- Wealth 3

## EQUIPMENT

- Pair of high quality ninjatos,+2 each
- Ninja outfit,black tinged with some red[+1 to hide in dark or shadowed areas]

## CHALLENGES

- Mutant
- Looking non-human (Pure black eyes)
- Known criminal(Wanted by all law enforcement agencies worldwide but real identity unknown)

- Deadly enemies(Old ninja clan which he left, strong group)

## BACKGROUND

Little is known of Shadowblade's past except that he was a young orphan who possessed mutant powers and superhuman abilities that lent themselves well to the life of a ninja. He was taken in by the Shadow ninja clan which taught him to respect all life and only to kill the corrupt and evil. He one day found out that a corrupt government official had ordered his parents killed for speaking out against him.Shadowblade wish for revenge but the clan elders forbide it.Using his powers and ninja skills he left that night and never returned. He killed the government official and has worked as a hired assassin even since.His old clan has been hunting for him ever since to bring him to justice.

**Roleplaying Notes:**Shadowblade is a ruthless killer and will do whatever it takes to win a fight.He won't hesitate to kidnap an innocent if it will give him an edge in a fight nor will he hesitate to kill the hostage once their usefulness to him ends.