

We've been going through all the wonderful feedback we've gotten from our faithful playtesters, and with your help, we've noticed a number of things that could definitely use improvement. While it's tempting to try to address them all at once, it's better to tackle a few of them at a time so that we can figure out what helps the most.

To that end, we'd like to try out these rules changes. We hope to get your feedback by the end of July so that we can move on to our next set of revisions.

Damage

Currently, characters have two damage numbers based upon their archetype and their rank. You roll to see if you hit, and then you roll to figure out the damage, adding in a few modifiers.

We're going to consolidate those into a single base damage number using the character's rank and the number they roll on their Marvel die when attacking. This eliminates the damage roll, which should help speed things up. It also means that — in general — the bigger your attack result, the more damage you're likely to do.

New Rule: Damage

- ▶ **Original rule page 18**
- ▶ If a character's attack hits, the base damage they inflict is equal to their Rank multiplied by the result on their Marvel die. To that, they add the Ability score they're using.

Remember, a 1 on the Marvel die is treated as a 6, including in this case.

For example, Spider-Man (Peter Parker) levels a punch at Kingpin. This pits Spider-Man's Might modifier of +12 against Kingpin's Might defense of 21.

Spider-Man rolls 3 4 6 on his attack roll for a total of 13. He adds that to his Might modifier of +12 for a total of 25. This is higher than Kingpin's Might defense of 21, so it hits.

Spider-Man multiplies the result of the Marvel die (4) times his rank of 10 for 40 points of base damage. He could add his Might of 5 to that to get a total of 45 points of damage. However, he has the Combat Finesse trait, which allows him to add his Agility of 7 instead, for a total of 47 points of damage. He also has Mighty 1, adding another +4 to his damage, bringing it to a total of 51 — almost enough to knock out Kingpin with a single blow!

Fantastic Damage

- ▶ **Original rule page 27**
- ▶ While the damage roll has been eliminated, characters can still knock back their foes. Just look to the attack roll instead. If a character gets a fantastic result when making their attack roll, they have the option of dealing knockback to the victim.

Reverse-Momentum Throw

- ▶ **Original rule page 85**
- ▶ For the power Reverse-Momentum Throw, use the damage the initial attacker would have inflicted if the attack had succeeded.

Fight Attacks

In the *Playtest Rulebook*, when you make a Fight attack, you use the character's Might against their target's Agility. Might is not meant to represent only strength but instead the character's overall brawling ability, of which strength can play a huge part.

New Rule: Attack

- ▶ **Original rule page 23**
- ▶ When making a Fight attack, use the attacker's Might against the defender's Might. Certain powers and traits can alter this matchup, but this is the new default.

Traits: Tech Reliance

The Tech Reliance trait seems to be too powerful as written, as it gives characters with many powers a lot of chances to avoid being knocked out. As such, we want to test changing it to affecting power sets rather than powers. We also want to eliminate the option to attack a particular power or power set.

New Rule: Tech Reliance

- ▶ **Original rule page 59**
- ▶ The character relies on technology for their powers. When they take damage that would render them unconscious, they can instead lose one of their technology-related power sets of their choice. (For this purpose only, all of a character's utility powers are considered a single set.) If the attack that would render the character unconscious is a fantastic success, the attacker gets to choose the power set to be lost instead.

Assuming the character has access to parts and tools, lost power sets can be repaired after a battle by means of a challenging Logic check.



SPIDER-MAN



HEALTH
80

FOCUS
90

ABILITIES

	Score	Modifier	Defense
MIGHT	5	+12	23
AGILITY	7	+14	27
RESILIENCE	2	+9	20
VIGILANCE	3	+10	21
EGO	2	+9	20
LOGIC	4	+11	22

Initiative Modifier: +7 (with an edge)

Speed: 32 (6 spaces)

Climb Speed: 32 (6 spaces)

Glide Speed: 64 (13 spaces)

Jump Speed: 32 (6 spaces)

Swingline Speed: 96 (19 spaces)

Fight Damage: 3d6+14+9

Ranged Damage: 3d6+14+7

Size: Average

Karma: 5

POWERS

Spider-Powers

- Jump 1
- Mighty 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Wallcrawling
- Webcasting
- Webgliding
- Webgrabbing
- Webslinging
- Webtrapping

Utility

- Wisecracker

RANK
10

POLYMATH

BIOGRAPHY

Real Name: Peter Parker

Gender: Male

Height: 5'10"

Weight: 170 lbs.

Eyes: Hazel

Skin: White

Hair: Brown, short

Distinguishing Features: None

Occupation: Reporter, inventor, photographer, student

Teams: Avengers, Fantastic Four, Spider-Army

Base: New York City

HISTORY

Bitten by a radioactive spider when he was in high school, Peter Parker gained a suite of spider-related powers. He exploited them for profit until he let a robber get away who later shot and killed his Uncle Ben in a botched burglary, driving home the lesson, "with great power there must also come great responsibility." Since then, Peter has dedicated himself to fighting crime and helping those who have less power than him.

Over the years, Peter has been cloned, discovered one of his costumes was an alien symbiote, and learned more about his deep connection to the Spider-Totem. At the same time, he's battled against the most colorful rogues' gallery around. Meanwhile, he's met up with several different variations on Spider-Man hailing from alternate dimensions, including the younger Miles Morales, also known as Spider-Man.

PERSONALITY

Peter is a genius who often lets his sense of responsibility get in the way of taking care of the basics of his life. He's known for his sharp wit and his wisecracking ways, which he often uses to enrage his foes. Despite the problems that often plague his personal life, it's rare that he lets feeling sorry for himself stop him from helping others, especially when he's in costume, web-swinging through the city's streets.

BACKSTORY

- **Origin:** Weird Science
- **Profession:** Journalist

TRAITS

- Audience
- Combat Finesse
- Combat Reflexes
- Combat Trickery
- **Connections:** Sources
- Heroic
- Inventor
- Free Running
- Pundit
- Secret Identity
- Scientific Expertise
- Weird

BLACK PANTHER



HEALTH
135

FOCUS
135

ABILITIES

	Score	Modifier	Defense
MIGHT	6	+19	26
AGILITY	7	+16	31
RESILIENCE	3	+12	23
VIGILANCE	3	+12	23
EGO	3	+9	20
LOGIC	4	+10	24

Initiative Modifier: +7

Speed: 32 (6 spaces)

Fight Damage: 3d6+42+6

*Electrified Vibranium Claws: Slashing/
Energy damage*

Ranged Damage: 3d6+18+7

+4 with Battlesuit powers

Damage Reduction: 30 vs. Health damage

Size: Average

Karma: 8

POWERS

Battlesuit

- Armor 3

Martial Arts

- Always Ready
- Brace for Impact
- Do This All Day

Tactical Mastery

- Battle Plan
- Change of Plans
- Combat Support
- Operations Center

Utility Powers

- Heightened Senses
- Inspiration

RANK
15

STRIKER

BIOGRAPHY

Real Name: T'Challa

Gender: Male

Height: 6'

Weight: 200 lbs.

Eyes: Brown

Skin: Brown

Hair: Black, short

Distinguishing Features: None

Occupation: Ruler of Wakanda

Teams: Agents of Wakanda, Avengers, Fantastic Four, Panther Cult, Ultimates

Base: Wakanda

HISTORY

As the young heir of Wakanda, T'Challa went through a grueling series of tests to prove his worthiness to become the Black Panther and lead his nation, the most technologically advanced country on the planet. At one point, he lost the powers given to him as the Black Panther by the Heart-Shaped Herb, but he regained them by pledging himself to the panther god Bast and becoming King of the Dead, ruler of the Necropolis under Wakanda.

Today, T'Challa not only leads Wakanda and the Avengers but also the Agents of Wakanda, which provides support for the Avengers on their vital missions. He also spends as much time as he can with his ex-wife, Storm, with whom he has renewed their romance.

PERSONALITY

T'Challa is serious, competent, and regal. He was born to his position, but knew that he would always have to work hard to attain it and keep it. He takes nothing for granted, especially his responsibilities, the greatest of which is the welfare of his people. While Wakandan to his core, he was educated in Europe and America.

BACKSTORY

- **Origin:** High Tech
- **Origin:** Magic
- **Profession:** Ruler

TRAITS

- Authority
- Combat Finesse
- Enhanced Physique
- **Extraordinary Origin:** Magic
- Famous
- **Headquarters:** Wakanda
- **Obligation:** Wakanda
- Powerful
- Public Identity
- Regal
- Rich
- Supernatural
- Tech Reliance
- **Weapon:** Electrified vibranium claws in battlesuit.

CAPTAIN AMERICA



HEALTH
180

FOCUS
170

ABILITIES

	Score	Modifier	Defense
MIGHT	4	+13	24
AGILITY	4	+13	24
RESILIENCE	6	+15	26
VIGILANCE	5	+14	25
EGO	4	+13	24
LOGIC	3	+12	23

Initiative Modifier: +5 (with an edge)

Speed: 29 (6 spaces)

Fight Damage: 3d6+28+4

Ranged Damage: 3d6+28+4

Captain America's Shield: Range 100 ft, Bashing damage. Returns after attack.

Damage Reduction: 40 vs. Health damage dealt by any attacks against Agility defense

Size: Average

Karma: 8

POWERS

Shield Bearer

- Do This All Day
- Hurling Shield Bash
- Immovable
- Rico-Shield
- Shield 4
- Shield Bash

Tactical Mastery

- Battle Plan
- Change of Plans
- Combat Support
- Operations Center

Utility

- Inspiration

RANK
15

POLYMATH

BIOGRAPHY

Real Name: Steve Rogers

Gender: Male

Height: 6'2"

Weight: 240 lbs.

Eyes: Blue

Skin: White

Hair: Blond

Distinguishing Features: None

Occupation: Adventurer

Teams: Avengers, S.H.I.E.L.D., U.S. Army

Base: Avengers Mountain

HISTORY

At the dawn of World War II, scrawny Steve Rogers was rejected by the U.S. Army as unfit for service, but Dr. Abraham Erskine saw something in him and selected him for the first human trials for his Super-Soldier Serum. A Nazi sympathizer assassinated Erskine during the procedure, but not before Rogers was improved to the peak of human physical ability. As Captain America, Rogers fought Nazis on the front lines in Europe, alongside his sidekick Bucky Barnes—right up until 1945 when they were presumed killed while stopping a plot by the evil Baron Zemo.

Decades later, the newly formed Avengers found Rogers frozen in a block of ice and revived him. He immediately leaped back into action, defending American ideals and saving the entire planet again and again.

PERSONALITY

Steve is serious about helping people out, and he's a natural leader, both in and out of combat. He knows that when he's in his costume and carrying his shield he represents everything that is great about the land and people he loves so much.

BACKSTORY

- **Origin:** Weird Science
- **Profession:** Soldier

TRAITS

- Battle Ready
- Combat Expert
- Combat Reflexes
- Combat Trickery
- **Connections:** Military
- Public Identity
- Public Speaking
- **Signature Weapon:** Captain America's shield. [Grants the user one extra level of the power Shield, up to Shield 4.]
- Situational Awareness
- Weird

CAPTAIN MARVEL



HEALTH
250

FOCUS
382

ABILITIES

	Score	Modifier	Defense
MIGHT	5	+19	25
AGILITY	9	+28	39
RESILIENCE	5	+14	25
VIGILANCE	8	+22	33
EGO	2	+16	27
LOGIC	2	+16	27

Initiative Modifier: +9 (with an edge)

Speed: 34 (7 spaces)

Flight Speed: 850 (170 spaces)

Fight Damage: 3d6+53+19

Ranged Damage: 3d6+77+9

Size: Average

Karma: 13

POWERS

Super-Strength

- Mighty 4

Energy Control

- Energy Absorption
- Energy Beam
- Energy Wave
- Energy Blast
- Illumination
- Supernova

Utility

- Environmental Protection
- Flight 2
- Healing Factor
- Inspiration
- Ram
- Sturdy
- Tough

RANK
25

BLASTER

BIOGRAPHY

Real Name: Carol Danvers

Gender: Female

Height: 5'11"

Weight: 145 lbs.

Eyes: Blue

Skin: White

Hair: Blond, length varies

Distinguishing Features: None

Occupation: Adventurer

Teams: Alpha Flight (space program), Avengers, Ultimates, U.S. Air Force

Base: New York City

HISTORY

While serving as a pilot for the U.S. Air Force and NASA, Carol Danvers became involved with Captain Mar-Vell, a super-powered visitor from the Kree Empire, and was caught in an explosion she thought gave her super-powers too. She later discovered the blast activated the Kree DNA she was previously unaware she'd inherited from her mother.

Carol joined the Avengers, but lost her powers to Rogue. Over the years, she has struggled with fluctuating power levels, alcoholism, and low self-confidence, but after using the names Binary, Warbird, and Ms. Marvel, Carol claimed the Captain Marvel name to honor Mar-Vell, who had died of cancer.

PERSONALITY

Carol is a strong-willed and pragmatic person who has embraced her role as a mentor to younger heroes like the new Ms. Marvel (Kamala Khan). She cares for her friends deeply and does whatever it takes to protect them and the worlds in which they live.

BACKSTORY

- **Origin:** Alien
- **Profession:** Soldier
- **Profession:** Spy

TRAITS

- Alien Heritage
- Authority
- Battle Ready
- Black Market Access
- Combat Expert
- Combat Finesse
- Combat Reflexes
- Combat Trickery
- **Connections:** Espionage
- **Connections:** Military
- Enhanced Physique
- Extra Career
- Fearless
- Leverage
- **Linguist:** Arabic, English, Imperial Shi'ar, Kree, Russian.
- Piloting
- Situational Awareness

GROOT



HEALTH
240

FOCUS
120

ABILITIES

	Score	Modifier	Defense
MIGHT	8	+17	32
AGILITY	4	+13	28
RESILIENCE	8	+17	32
VIGILANCE	2	+11	22
EGO	2	+8	22
LOGIC	2	+8	19

Initiative Modifier: +4

Running Speed: 58 (12 spaces)

Climb Speed: 58 (12 spaces)

Glide Speed: 116 (23 spaces)

Fight Damage: 3d6+28+15

Ranged Damage: 3d6+18+4

Damage Reduction: 20 vs. bashing/piercing

Size: Average

Karma: 8

POWERS

Super-Strength

- Crushing Grip
- Mighty 2
- Quick Toss

Plasticity

- Body Sheet
- Body Sphere
- Flexible Bones 2
- Extended Reach 2
- Stilt Steps

Utility

- Environmental Protection
- Healing Factor

RANK
15

BRUISER

BIOGRAPHY

Real Name: Groot

Gender: Male

Height: Varies

Weight: Varies

Eyes: Black

Skin: Brown bark

Hair: Branches

Distinguishing Features: Plantlike alien

Occupation: Adventurer

Teams: Guardians of the Galaxy

Base: Mobile

HISTORY

Groot hails from Planet X and is an alien member of the *Flora colossi* race, a people who resemble trees and educate their young via photosynthesis. After rebelling against the way his people treated other intelligent species, Groot was banished from his homeworld, and he took to adventuring around the galaxy. There he met his best friend, Rocket Raccoon, and along with him, joined the Guardians of the Galaxy led by Star-Lord (Peter Quill).

Groot has nearly been killed a number of times, but on each occasion, he managed to regrow himself from as little remaining of himself as a splinter. He seems dedicated to helping others, especially Rocket and their fellow teammates in the Guardians.

PERSONALITY

Groot is talkative and intelligent, but due to his stiff and inflexible larynx, it appears to others that he can only say "I am Groot." In actuality, those with a trained ear can discern what Groot is saying in the subtle sigh and breeze under the words.

BACKSTORY

- **Origin:** Alien
- **Profession:** Outsider

TRAITS

- Alien Heritage
- Combat Expert
- **Connections:** Outsiders
- Enhanced Physique
- Extreme Appearance
- Fearless
- First Aid
- Fresh Eyes
- Mute (Can only say "I am Groot.")
- Scientific Expertise
- Stranger
- Streetwise
- Weird

IRON MAN



HEALTH
120

FOCUS
120

ABILITIES

	Score	Modifier	Defense
MIGHT	2	+11	22
AGILITY	8	+17	28
RESILIENCE	2	+11	22
VIGILANCE	2	+11	22
EGO	4	+13	24
LOGIC	8	+17	28

Initiative Modifier: +8

Speed: 33 (7 spaces)

Flight Speed: 495 (99 spaces)

Fight Damage: 3d6+28+9

Ranged Damage: 3d6+28+8

Damage Reduction: 20 vs. Health damage

Size: Average

Karma: 8

POWERS

Battlesuit

- Armor 2
- Mighty 2
- Lock-On

Energy Control

- Energy Beam
- Energy Blast
- Energy Wave

Utility

- Environmental Protection
- Flight 2
- Ram
- Thermal Vision

RANK
15

POLYMATH

BIOGRAPHY

Real Name: Anthony "Tony" Stark

Gender: Male

Height: 6'1"

Weight: 225 lbs.

Eyes: Black

Skin: White

Hair: Black, short

Distinguishing Features: Van Dyke beard

Occupation: Businessman, inventor, philanthropist, and adventurer

Teams: Avengers, Guardians of the Galaxy, S.H.I.E.L.D.

Base: New York City

HISTORY

Tony is the adopted son of Maria Stark and weapons manufacturer Howard Stark, founder of Stark Enterprises. He inherited the business when his parents were killed in a car crash, and he transformed it into a global conglomerate worth billions. During an overseas weapons demonstration, a terrorist attack caused an explosion that lodged shrapnel near Tony's heart. After being captured by the terrorists, instead of producing a weapon for them, he built a suit of powered armor in which he escaped.

After returning home, Tony improved his armor and pretended that Iron Man was his personal bodyguard. He decided to use his powers and his amazing fortune for good by co-founding and then funding the Avengers.

PERSONALITY

Tony is one of the smartest, wealthiest, and most famous people on Earth, something that can make him both arrogant and sarcastic. He's all too aware of his shortcomings and tries to temper his sharp tongue, especially around his longtime friends, to whom he is extremely loyal.

BACKSTORY

- **Origin:** High Tech
- **Profession:** Tycoon

TRAITS

- Combat Finesse
- **Connections:** Celebrities
- Famous
- Glibness
- Headquarters
- Heroic
- Inventor
- Lab Access
- **Linguist:** Chinese (Mandarin), English, French, Japanese, Russian, Korean, Urdu.
- Public Identity
- Quick Learner
- Rich
- Tech Reliance

ROCKET RACCOON



HEALTH
60

FOCUS
130

ABILITIES

	Score	Modifier	Defense
MIGHT	1	+8	19
AGILITY	2	+9	20
RESILIENCE	2	+9	17
VIGILANCE	7	+16	25
EGO	4	+8	22
LOGIC	7	+16	29

Initiative Modifier: +7

Speed: 22 (4 spaces)

Fight Damage: 3d6+7+1

Ranged Damage: 3d6+14+2

Damage Reduction: 15 vs. bashing

Size: Small

Karma: 5

POWERS

Cybernetics

- Augmented Intelligence
- Reinforced Skeleton

Firearms

- Both Guns Blazing
- Dance of Death
- Slow-Motion Shoot-Dodge
- Suppressive Fire

Tactical Mastery

- Battle Plan
- Change of Plans
- Combat Support

Utility

- Inspiration

RANK
10

GENIUS

BIOGRAPHY

Gender: Male

Height: 4'

Weight: 55 lbs.

Eyes: Brown (with tapetal reflection)

Skin: Covered in fur

Hair: Brown, black, and white

Distinguishing Features: Raccoon-like alien

Occupation: Adventurer

Teams: Avengers, Guardians of the Galaxy

Base: Mobile

HISTORY

Rocket is a genetically and cybernetically engineered extraterrestrial created to resemble an Earth raccoon and to work as one of the protectors of the Loonies, a group of criminally insane aliens sentenced to life on the prison planet Halfworld, in the Keystone Quadrant. After leaving his position, Rocket made his way into the wider galaxy, where he wound up involved in questionable activities that landed him in a Kree prison. There, he met his best friend, Groot, and together, they helped form the Guardians of the Galaxy.

With the rest of the Guardians, Rocket saved the galaxy from being destroyed by the alien hive fleet known as the Phalanx. After that, they decided to band together permanently, becoming a family as much as a team. Rocket has even stepped up to lead the team when Star-Lord wasn't available.

PERSONALITY

Rocket is sharp and conniving, one of the smartest people around, especially when it comes to tactics and logistics. He carries larceny in his heart and is always looking for a better angle on any problem that presents itself.

BACKSTORY

- **Origin:** Alien
- **Profession:** Outsider
- **Profession:** Criminal

TRAITS

- Abrasive
- Alien Heritage
- Black Market Access
- Combat Reflexes
- Combat Trickery
- **Connections:** Criminal
- **Connections:** Outsiders
- Debate Champ
- Dealmaker
- Eidetic Memory
- Extra Career
- Extreme Appearance
- Fresh Eyes
- Piloting
- Short
- Stranger
- Streetwise

SHE-HULK



HEALTH
180

FOCUS
120

ABILITIES

	Score	Modifier	Defense
MIGHT	9	+18	33
AGILITY	4	+13	28
RESILIENCE	4	+13	28
VIGILANCE	2	+11	22
EGO	3	+9	23
LOGIC	4	+10	21

Initiative Modifier: +4

Speed: 34 (7 spaces)

Jump Speed: 510 (102 spaces)/5,100 (1,020 spaces) outside combat

Fight Damage: 3d6+28+23

Ranged Damage: 3d6+18+4

Size: Big

Karma: 8

POWERS

Super Strength

- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Jump 3
- Mighty 4
- Quick Toss
- Smash
- Unrelenting Smash

Utility

- Environmental Protection

RANK
15

BRUISER

BIOGRAPHY

Real Name: Jennifer Walters

Gender: Female

Height: 5'10"/6'7"

Weight: 150 lbs./700 lbs.

Eyes: Green

Skin: White/green

Hair: Brown/dark green

Distinguishing Features: None

Occupation: Attorney, adventurer

Teams: Avengers, Fantastic Four

Base: New York City

HISTORY

Young attorney Jennifer Walters nearly died after being shot by a criminal. A blood transfusion from her cousin Bruce Banner—also known as the Hulk—saved her life, but the gamma-irradiated blood granted her powers similar to those of her cousin. Unlike the Hulk though Walters can control her transformations into her emerald-skinned alter ego and retains her intelligence.

In the years since, Walters has proven herself a valuable member of the Avengers and a regular substitute member of the Fantastic Four. While she spent some time as a bounty hunter, she regularly returns to the law. Her skills as a sharp litigator with hands-on experience with super-powered people keeps her in high demand.

PERSONALITY

In her regular form, Walters is often an introverted homebody, but when in her She-Hulk form, she is much more extroverted, often to the point of aggressiveness. She often struggles to balance these two sides of her personality and sometimes prefers to simply remain She-Hulk, who she considers more fun.

BACKSTORY

- **Origin:** Weird Science
- **Profession:** Lawyer

TRAITS

- Combat Expert
- Dealmaker
- Debate Champ
- Extreme Appearance
- Green Door
- Interrogation
- Legal Eagle
- Massive
- Public Identity
- Public Speaking
- Weird

SPIDER-MAN



HEALTH
90

FOCUS
90

ABILITIES

	Score	Modifier	Defense
MIGHT	5	+12	23
AGILITY	7	+14	27
RESILIENCE	3	+10	21
VIGILANCE	3	+10	21
EGO	3	+10	21
LOGIC	2	+9	20

Initiative Modifier: +7 (with an edge)

Speed: 32 (6 spaces)

Climb Speed: 32 (6 spaces)

Jump Speed: 32 (6 spaces)

Swingline Speed: 96 (19 spaces)

Fight Damage: 3d6+14+9

Ranged Damage: 3d6+14+7

Size: Average

Karma: 5

POWERS

Spider-Powers

- Jump 1
- Mighty 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Venom Blast
- Wallcrawling
- Webcasting
- Webgrabbing
- Webslinging
- Webtrapping

Utility

- Camouflage

RANK
10

POLYMATH

BIOGRAPHY

Real Name: Miles Morales

Gender: Male

Height: 5'8"

Weight: 160 lbs.

Eyes: Brown

Skin: Brown

Hair: Black, short

Distinguishing Features: None

Occupation: Student

Teams: Champions, Spider-Army, Order of the Web

Base: New York City

HISTORY

Born in an alternate universe (Earth-1610), high-school student Miles Morales was bitten by a genetically modified spider that granted him amazing spider-like abilities. After witnessing the death of his universe's Spider-Man (Peter Parker), Miles decided to take on the hero's mantle and become the new Spider-Man.

When Miles' universe was destroyed, he managed to escape to the main Marvel Universe (Earth-616), and the Molecule Man integrated Miles' past life and family into his new home, restoring some of them to life. Today, Miles attends the Brooklyn Visions Academy and adventures alongside the original Spider-Man, the Order of the Web (a team of Spider-Man-related heroes), and the Champions (a team of teenaged heroes), as well as establishing himself as a hero all his own.

PERSONALITY

Miles is an excellent student and a loyal friend. He remembers little of his old life on Earth-1610, but he is dedicated to making the most of his second chances on Earth-616 with his family. He looks up to Peter Parker as a mentor, but at the same time, he is determined to carve out his own path and become his own kind of hero.

BACKSTORY

- **Origin:** Weird Science
- **Profession:** Student

TRAITS

- Combat Finesse
- Combat Reflexes
- Combat Trickery
- Free Running
- **Mentor:** Peter Parker
- **Obligation:** School
- Quick Learner
- Secret Identity
- Sneaky
- Weird



HEALTH
135

FOCUS
240

ABILITIES

	Score	Modifier	Defense
MIGHT	2	+8	19
AGILITY	2	+11	22
RESILIENCE	3	+12	23
VIGILANCE	8	+21	32
EGO	8	+21	32
LOGIC	3	+12	23

Initiative Modifier: +8

Speed: 27 (5 spaces)

Flight Speed: 405 (81 spaces)

Fight Damage: 3d6+18+2

Ranged Damage: 3d6+28+2

Size: Average

Karma: 8

POWERS

Weather Control

- Blow Back
- Blow Down
- Control Weather 3
- Group Flight
- Lightning Barrage
- Lightning Strike
- Nature Sense
- Thunder
- Weather Chill
- Weather Warm

Utility

- Flight 2

RANK
15

PROTECTOR

BIOGRAPHY

Real Name: Ororo Munroe

Gender: Female

Height: 5'11"

Weight: 145 lbs.

Eyes: Blue

Skin: Brown

Hair: White, length varies

Distinguishing Features: Her eyes turn white when using her powers

Occupation: Adventurer

Teams: Avengers, Gods of Wakanda, Marauders (Pryde's team), Quiet Council of Krakoa, X-Men

Base: Krakoa, Wakanda

HISTORY

The latest in a long line of witch-priestesses from Africa, Ororo was orphaned during a war in Egypt and wound up living on the streets of Cairo as a thief. Later, Professor X found her and convinced her to join the X-Men where she quickly became one of the team's strongest members and has long served as one of its leaders.

She fell in love with and married the Black Panther (T'Challa), but conflict between the X-Men and the Avengers led to their marriage being annulled. She has since reconciled with him, but she spends much of her time on the island of Krakoa, serving in the government there, while his duties require him to live in Wakanda.

PERSONALITY

Ororo is a force of nature both in her powers and her personality. She is comfortable both as a thief and a queen, and she is majestic in both roles. Despite her regal nature, she has a sharp sense of humor.

BACKSTORY

- **Origin:** Mutant
- **Profession:** Criminal
- **Profession:** Ruler

TRAITS

- Authority
- Beguiling
- Black Market Access
- Combat Expert
- Combat Trickery
- **Connections:** Criminal
- Extra Career
- Hounded
- Krakoan
- Powerful
- Public Identity
- Regal
- Sneaky
- Streetwise
- X-Gene



HEALTH
200

FOCUS
140

ABILITIES

	Score	Modifier	Defense
MIGHT	9	+21	32
AGILITY	4	+16	27
RESILIENCE	4	+16	27
VIGILANCE	1	+13	24
EGO	8	+20	31
LOGIC	2	+14	25

Initiative Modifier: +4

Speed: 34 (7 spaces)

Flight Speed: 680 (136 spaces)

Fight Damage: 3d6+39+23

Ranged Damage: 3d6+39+4

Mjolnir: Range unlimited, Bashing damage.

Returns upon command. Only lifted by the worthy

Size: Big

Karma: 10

POWERS

Super Strength

- Mighty 4

Weather Control

- Blow Away
- Blow Back
- Blow Down
- Control Weather 4
- Lightning Barrage
- Lightning Strike
- Thunder

Utility

- Flight 2

RANK
20

POLYMATH

BIOGRAPHY

Real Name: Jane Foster

Gender: Female

Height: 5'7"/5'9"

Weight: 135 lbs./450 lbs.

Eyes: Brown

Skin: White

Hair: Brown/blond

Distinguishing Features: None

Occupation: Doctor

Teams: Avengers

Base: New York City, Asgard

HISTORY

Jane Foster served as a nurse for Doctor Donald Blake, the alter ego of Thor Odinson, with whom she fell in love. Thor's father, Odin, separated them though and Foster went on to become a doctor herself, as well as a wife and mother. She later divorced her husband, who retained custody of their son.

While Foster battled breast cancer, Thor Odinson lost the ability to use his magic hammer, Mjolnir. The hammer reached out to Foster, who took possession of it and gained the power of Thor. Odinson gave his blessing and approved of Foster using the name Thor. Becoming Thor purged Foster's body of the chemotherapy drugs fighting her cancer though and after a series of adventures that nearly killed her, she gave up being Thor and successfully fought her cancer. She later became a Valkyrie to help shepherd the souls of dead heroes to Valhalla.

PERSONALITY

Jane is smart, capable, and determined, capable of standing up to Asgardian gods. Life has not always been kind to her, but she's survived it all and come out more independent and capable than ever.

BACKSTORY

- **Origin:** God
- **Origin:** Special Training
- **Profession:** Health Care Worker

TRAITS

- Clinician
- Combat Expert
- Combat Reflexes
- Combat Trickery
- **Connections:** Asgardian gods
- Determination
- Enhanced Physique
- Extraordinary Origin
- First Aid
- God Heritage
- Massive
- Prescription Pad
- Secret Identity
- **Signature Weapon:** Mjolnir

THOR



HEALTH
200

FOCUS
145

ABILITIES

	Score	Modifier	Defense
MIGHT	9	+21	32
AGILITY	4	+16	27
RESILIENCE	4	+16	27
VIGILANCE	1	+13	24
EGO	9	+21	32
LOGIC	1	+13	24

Initiative Modifier: +4

Speed: 34 (7 spaces)

Flight Speed: 680 (136 spaces)

Fight Damage: 3d6+39+23

Ranged Damage: 3d6+39+4

Mjolnir: Range unlimited, Bashing damage.

Can attack like power Rico-Shield. Returns upon command. Only lifted by the worthy.

Size: Big

Karma: 10

POWERS

Super-Strength

- Mighty 4

Weather Control

- Blow Away
- Blow Back
- Blow Down
- Control Weather 4
- Lightning Barrage
- Lightning Strike
- Thunder

Utility

- Flight 2

RANK
20

POLYMATH

BIOGRAPHY

Real Name: Thor Odinson

Gender: Male

Height: 6'6"

Weight: 640 lbs.

Eyes: Blue

Skin: White

Hair: Blond, length varies

Distinguishing Features: None

Occupation: God of Thunder, King of Asgard

Teams: Gods of Asgard, Avengers, God Squad

Base: Asgard

HISTORY

As the son of Odin—ruler of the Asgardian gods—Thor was destined for greatness. Raised alongside his adopted brother, Loki—the God of Mischief—Thor had many adventures as a youth. When Odin realized Thor needed to learn humility, he erased Thor's memories and sent him to Earth as medical student Donald Blake. After learning his lesson, he recovered his powers and memories, and served both Asgard and Earth as Thor.

After Thor (and a number of variants) defeated Malekith in the War of the Realms, he became the new All-Father of Asgard. Ruling over his people does not suit the thunder god well, as he prefers to be an active hero instead.

PERSONALITY

Thor can be grim when faced with his responsibilities, but he feels most himself when given something he can strike with his enchanted hammer, Mjolnir, preferably a worthy foe. There is little he enjoys more than a drink after a well-fought battle. Despite all his time on Earth—and in America—he still speaks with an Asgardian accent and often in an old-fashioned way.

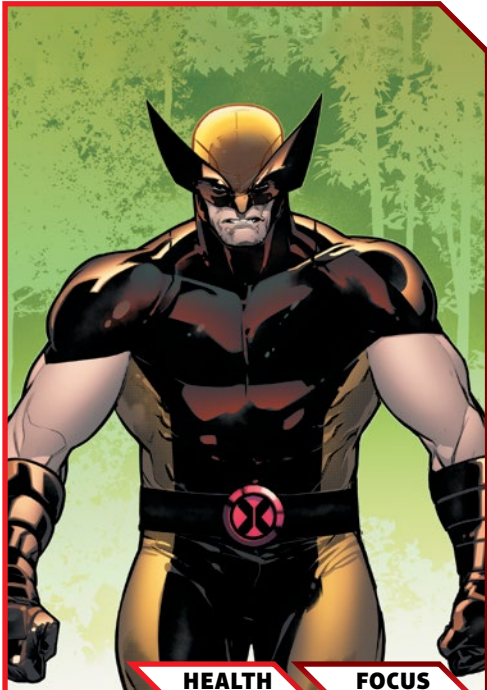
BACKSTORY

- **Origin:** God
- **Profession:** Outsider
- **Profession:** Ruler

TRAITS

- Authority
- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Outsiders
- Enhanced Physique
- Extra Career
- Fresh Eyes
- God Heritage
- Massive
- Powerful
- Public Identity
- Regal
- **Signature Weapon:** Mjolnir
- Stranger
- Worshipped

WOLVERINE



HEALTH
130

FOCUS
105

ABILITIES

	Score	Modifier	Defense
MIGHT	6	+15	24
AGILITY	5	+12	25
RESILIENCE	7	+14	25
VIGILANCE	4	+11	22
EGO	0	+7	15
LOGIC	1	+5	19

Initiative Modifier: +5 (with an edge)

Speed: 30 (6 spaces)

Fight Damage: 3d6+25+6

Ranged Damage: 3d6+7+5

Damage Reduction: 15 vs. bashing

Size: Average

Karma: 5

POWERS

Blades

- Fast Slashes
- Focused Fury
- Slashback
- Slice and Dice
- Vicious Slash
- Whirling Frenzy

Cybernetics

- Reinforced Skeleton

Utility

- Fastball Special
- Healing Factor
- Heightened Senses

RANK
10

STRIKER

BIOGRAPHY

Real Name: James Howlett (A.K.A. Logan)

Gender: Male

Height: 5'3"

Weight: 195 lbs. (300 with adamantium)

Eyes: Blue

Skin: White

Hair: Black, short, thick

Distinguishing Features: Retractable blades, muttonchop sideburns

Occupation: Adventurer

Teams: Avengers, Fantastic Four, X-Force, X-Men

Base: Krakoa, Summer House (the Blue Area of the Moon)

HISTORY

Born in Canada in the late 1800s, James Howlett wandered the world under the name Logan. At one point, the Weapon X program captured him and bonded adamantium metal to his entire skeleton, including his retractable claws; his mutant healing factor enabled him to survive the experience. He escaped, but with large gaps in his memory.

Logan later joined the X-Men and became a valued member of various X-teams. Over time, he recovered most of his memories. He was killed in recent years, but returned to life in time to help establish a new mutant nation on the island of Krakoa.

PERSONALITY

Logan can be cold-blooded and slow to trust others, but the restoration of his memory blunted those edges. He's still a no-nonsense man, but that's tempered with the wisdom age brings. After living as a loner for so long, he treasures his found family.

BACKSTORY

- **Origin:** High Tech
- **Origin:** Mutant
- **Profession:** Soldier

TRAITS

- Abrasive
- Battle Ready
- Berserker
- Combat Expert
- Combat Reflexes
- Combat Trickery
- **Connections:** Military
- Determination
- **Enemy:** Sabretooth
- **Extraordinary Origin:** High Tech
- Fearless
- Hounded
- Krakoan
- **Signature Attack:** Claws
- Situational Awareness
- Tech Reliance
- X-Gene

HYDRA AGENT



HEALTH
5

FOCUS
12

ABILITIES

	Score	Modifier	Defense
MIGHT	1	+3	13
AGILITY	1	+4	15
RESILIENCE	1	+2	13
VIGILANCE	1	+3	14
EGO	1	+3	14
LOGIC	0	+2	13

Initiative Modifier: +1 (with an edge)

Speed: 26 (5 spaces)

Fight Damage: 1d6+1

Ranged Damage: 1d6+1

Size: Average

Karma: None

POWERS

Firearms

- Sniping



RANK

1

BLASTER

BIOGRAPHY

Real Name: Varies

Gender: Varies

Height: Varies

Weight: Varies

Eyes: Varies

Skin: Varies

Hair: Varies, often covered by uniform

Distinguishing Features: The green-and-yellow Hydra uniform

Occupation: Organized crime, fascists

Teams: Hydra

Base: Secret

HISTORY

Hydra has reportedly been around in one form or another since the days of Ancient Egypt, and it's evolved into one of the most dangerous criminal organizations on Earth. The latest incarnation sprang from the ruins of World War II-era Germany and Japan, and various factions of it have wavered back and forth between organized crime and fascist power.

Hydra recruits agents all around the world. In public, they know each other by secret signals and whispers of "Hail Hydra." In secret, they don their green-and-yellow uniforms and chant the Hydra oath: "Hail, Hydra! Immortal Hydra! We shall never be destroyed! Cut off one head, two more shall take its place! We serve none but the Master—as the world shall soon serve us! Hail Hydra!"

PERSONALITY

Agents join Hydra for a number of reasons that usually boil down to money and power. They believe that Hydra can take over any organization or government, and they want to be on the winning side, no matter what they have to do to manage it. The Hydra uniform makes them mostly anonymous, fitting well with their oath to replace one fallen agent with two more just like them.

BACKSTORY

- **Origin:** Special Training
- **Profession:** Soldier

TRAITS

- Battle Ready
- **Connections:** Military (Hydra)
- Determination
- **Signature Attack:** Pistol attacks.
- Situational Awareness

KINGPIN



HEALTH
55

FOCUS
45

ABILITIES

	Score	Modifier	Defense
MIGHT	4	+8	21
AGILITY	2	+6	19
RESILIENCE	3	+7	20
VIGILANCE	3	+7	18
EGO	3	+5	18
LOGIC	3	+5	16

Initiative Modifier: +3

Speed: 27 (5 spaces)

Fight Damage: 3d6+4+4

Ranged Damage: 3d6+2

Size: Big

Karma: None

POWERS

Martial Arts

- Attack Stance
- Crushing Grip
- Do This All Day
- Grappling Technique
- Spin and Throw

Utility

- Inspiration

RANK
5

BRUISER

BIOGRAPHY

Real Name: Wilson Fisk

Gender: Male

Height: 6'7"

Weight: 450 lbs.

Eyes: Blue

Skin: White

Hair: Bald

Distinguishing Features: None

Occupation: Crime lord, Mayor of New York City

Teams: Power Elite, Fisk Industries

Base: New York City

HISTORY

Born and raised in New York City, Wilson Fisk started on his path to become the Kingpin of Crime at an early age. He developed a skill for uncovering secrets and using them as leverage, while at the same time, he dedicated himself to becoming an astonishing bodybuilder with the strength (and shape) of the most powerful sumo wrestlers.

As Fisk's criminal organization spread throughout New York City, he butted heads several times with both Spider-Man and Daredevil. The only thing that seemed to soften him was his love for his wife Vanessa and their son Richard, both of whom were killed. He has since remarried, this time to Typhoid Mary.

Fisk recently became the mayor of New York City after helping save the city during an alien invasion. He has since divested himself of his criminal enterprises—but not his crooked ways.

PERSONALITY

Fisk can be charming and savvy, but he is also a schemer who is usually in control of most things around him. He's used to being the boss and having his people leap to obey him. When his plans are thwarted though he can become murderously violent.

BACKSTORY

- **Origin:** Special Training
- **Profession:** Criminal

TRAITS

- Black Market Access
- **Connections:** Criminal
- Determination
- Leverage
- Massive
- Streetwise

SABRETOOTH



HEALTH
223

FOCUS
170

ABILITIES

	Score	Modifier	Defense
MIGHT	8	+21	28
AGILITY	5	+14	29
RESILIENCE	7	+16	27
VIGILANCE	5	+14	25
EGO	1	+7	18
LOGIC	0	+6	20

Initiative Modifier: +5 (with an edge)

Speed: 30 (6 spaces)

Fight Damage: 3d6+42+8

Ranged Damage: 3d6+18+5

Damage Reduction: 15 vs. bashing

Size: Average

Karma: None

POWERS

Blades

- Fast Slashes
- Focused Fury
- Furious Slashes
- Slash and Dash
- Slashback
- Slice and Dice
- Unstoppable Assault
- Vicious Slash
- Whirling Frenzy

Cybernetics

- Reinforced Skeleton

Utility

- Healing Factor
- Heightened Senses
- Sturdy

RANK
15

STRIKER

BIOGRAPHY

Real Name: Victor Creed

Gender: Male

Height: 6'6"

Weight: 275 lbs.

Eyes: Amber, with slitted pupils

Skin: White

Hair: Blond, shaggy

Distinguishing Features: Muttonchops, long canines, claws

Occupation: Assassin

Teams: 1959 Avengers, Brotherhood of Evil Mutants, the Hand, Marauders, Team X, X-Factor

Base: Krakoa

HISTORY

Victor Creed's father treated him like an animal as a child, keeping him chained in the basement of their home. Once freed, Creed entered a life of murder and betrayal that caused him to cross paths several times with Wolverine (Logan), often with fatal results for those around them, despite their many similarities.

Magik killed Creed during the War of the Realms, but the mutants of Krakoa eventually brought him back to life. While on a mission for Krakoa, he killed a couple of humans, breaking one of Krakoa's main laws, for which he was sentenced to being imprisoned inside Krakoa for life.

PERSONALITY

Creed is vicious and callous, caring little for anyone but himself. He shows no mercy to those who dare cross his path. He likes to give into his animalistic nature and has never opted to take up any of the chances at redemption offered to him.

BACKSTORY

- **Origin:** High Tech
- **Origin:** Mutant
- **Profession:** Soldier

TRAITS

- Abrasive
- Battle Ready
- Berserker
- Combat Expert
- Combat Reflexes
- Combat Trickery
- **Connections:** Military
- Extreme Appearance
- **Extraordinary Origin:** High Tech
- Hounded
- Krakoan
- **Signature Attack:** Claws
- Situational Awareness
- Tech Reliance
- X-Gene

Note: Yes, this profile is more powerful than Wolverine's. We're looking to see what rank both of them should be placed at.



HEALTH
25

FOCUS
50

ABILITIES

	Score	Modifier	Defense
MIGHT	4	+8	19
AGILITY	3	+7	18
RESILIENCE	1	+5	14
VIGILANCE	4	+10	19
EGO	2	+4	17
LOGIC	4	+10	21

Initiative Modifier: +4

Speed: 28 (6 spaces)

Flight Speed: 140 (28 spaces)

Fight Damage: 3d6+8

Ranged Damage: 3d6+4+3

Damage Reduction: 10 vs. Health damage

Size: Average

Karma: None

POWERS

Battlesuit

- Armor 1
- Mighty 1

Martial Arts

- Grappling Technique

Utility

- Flight 1
- Ram

RANK
5

GENIUS

BIOGRAPHY

Real Name: Adrian Toomes

Gender: Male

Height: 5'11"

Weight: 175 lbs.

Eyes: Hazel

Skin: White

Hair: Bald

Distinguishing Features: None

Occupation: Criminal

Teams: Sinister Six, Sinister Twelve, Savage Six

Base: New York City

HISTORY

Adrian Toomes invented a magnetic harness that allowed the person wearing it to fly and gave them superhuman strength. Frustrated after catching his business partner embezzling from their company, he used his invention to turn to crime, robbing places and then flying away before anyone could catch him. Spider-Man consistently put a stop to him.

Over the years, Toomes has been put in and broken out of prison several times. He's run casinos and organized crime rings and worked at improving the technology that gives him his powers. He's at his most dangerous when working with others, but he usually prefers to work on his own.

PERSONALITY

Toomes is an old man who's bitter about how his life turned out, and he uses that as an excuse for his criminal behavior. His one soft spot is his granddaughter Tiana Toomes, who uses his technology as the costumed adventurer Starling.

BACKSTORY

- **Origin:** High Tech
- **Profession:** Criminal

TRAITS

- Black Market Access
- Combat Reflexes
- Combat Trickery
- **Connections:** Criminal
- Public Identity
- Streetwise
- Tech Reliance