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.
**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

**POWERS**

**Spider-Powers**

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

**Utility**

- Wisecracker

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**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
# BLACK PANTHER

**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.

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## ABILITIES

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**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
**CAPTAIN AMERICA**

**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

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<td>3</td>
<td>+12</td>
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**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

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### POWERS

**Shield Bearer**
- Do This All Day
- Hurled Shield Bash
- Immovable
- Rico-Shield
- Shield 4
- Shield Bash

**Tactical Mastery**
- Battle Plan
- Change of Plans
- Combat Support
- Operations Center

**Utility**
- Inspiration

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**RANK**
15

**POLYMATH**

**BIography**

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**Score**

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**Size:** Average  
**Karma:** 8
CAPTAIN MARVEL

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

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
**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

**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

**ABILITIES**

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**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
IRON MAN

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

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
ROCKET RACCOON

**Gender:** Male  
**Height:** 4’  
**Weight:** 55 lbs.  
**Eyes:** Brown (with tapetal reflection)  
**Hair:** Brown, black, and white  
**Skin:** Covered in fur  
**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

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**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
**SHE-HULK**

**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

---

**ABILITIES**

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**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
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

POWERS

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

Utility
- Camouflage
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  
- Krakoa  
- Powerful  
- Public Identity  
- Regal  
- Sneaky  
- Streetwise  
- X-Gene  

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  

ABILITIES  
- Might: Score 2, Modifier +8, Defense 19  
- Agility: Score 2, Modifier +11, Defense 22  
- Resilience: Score 3, Modifier +12, Defense 23  
- Vigilance: Score 8, Modifier +21, Defense 32  
- Ego: Score 8, Modifier +21, Defense 32  
- Logic: Score 3, Modifier +12, Defense 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  

RANK  
PROTECTOR  
15  
BIography  
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  

Health 135  Focus 240
**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

**Abilities**

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<td>Logic</td>
<td>2</td>
<td>+14</td>
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**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

**Health:** 200  
**Focus:** 140

**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
**THOR**

**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

**POWERS**  
- **Super-Strength**  
  - Mighty 4

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

**Utility**  
- Flight 2

**ABILITIES**

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**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

**RANK 20**  
**POLYMATH**
**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
- Krakaoan
- Signature Attack: Claws
- Situational Awareness
- Tech Reliance
- X-Gene

**ABILITIES**

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**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
HYDRA AGENT

POWERS

*Firearms*
- Sniping

ABILITIES

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Initiative Modifier: +1 (with an edge)

Speed: 26 (5 spaces)

Fight Damage: 1d6+1

Ranged Damage: 1d6+1

Size: Average

Karma: None

RANK 1

BLASTER

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
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.

Background  
• Origin: Special Training  
• Profession: Criminal  

Traits  
• Black Market Access  
• Connections: Criminal  
• Determination  
• Leverage  
• Massive  
• Streetwise

**POWERS**  
**Martial Arts**  
- Attack Stance  
- Crushing Grip  
- Do This All Day  
- Grappling Technique  
- Spin and Throw

**Utility**  
- Inspiration
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  
• Krakoa  
• 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.
**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

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**ABILITIES**

<table>
<thead>
<tr>
<th>Ability</th>
<th>Score</th>
<th>Modifier</th>
<th>Defense</th>
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<tbody>
<tr>
<td>Might</td>
<td>4</td>
<td>+8</td>
<td>19</td>
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<tr>
<td>Agility</td>
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<td>+7</td>
<td>18</td>
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<tr>
<td>Resilience</td>
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<td>+5</td>
<td>14</td>
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<tr>
<td>Vigilance</td>
<td>4</td>
<td>+10</td>
<td>19</td>
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<tr>
<td>Ego</td>
<td>2</td>
<td>+4</td>
<td>17</td>
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<tr>
<td>Logic</td>
<td>4</td>
<td>+10</td>
<td>21</td>
</tr>
</tbody>
</table>

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

Note: The power Flight 1 normally requires Rank 10, but we’re testing it with a Rank 5 character here.