BLACK PANTHER



HEALTH 75 **FOCUS** 75

ABILITIES

	Score	Defense	Damage
Melee	7	17	(dMarvel×5)+7
Agility	4	14	(dMarvel×4)+4
Resilience	3	13	—
Vigilance	3	13	—
Ego	2	12	(dMarvel×4)+2
Logic	1	11	(dMarvel×4)+1

Initiative Modifier: +3
Run Speed: 5 spaces
Damage Reduction (Armor): dMarvel × –2
Size: Average
Karma: 4

POWERS

Battlesuit
- Armor 2

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

Super-Strength
- Super-Strong 1

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

Utility
- Heightened Senses
- Inspiration

TRAITS

- Combat Reflexes
- **Extraordinary Origin:** Magic
- Famous
- Fearless
- Regal
- Tech Reliance

RANK 4

BIOGRAPHY

Real Name: T'Challa
Gender: Male
Height: 6'
Weight: 200 lbs.
Eyes: 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

Tags

- Authority
- **Headquarters:** Wakanda
- Heroic
- **Leader:** Avengers
- **Leader:** Wakanda
- **Obligation:** Wakanda
- Powerful
- Public Identity
- Rich
- Supernatural
- **Weapon:** Electrified vibranium claws [+1 damage multiplier]

CAPTAIN AMERICA



HEALTH 75 **FOCUS** 80

ABILITIES

	Score	Defense	Damage
Melee	6	16	(dMarvel×4)+6
Agility	4	14	(dMarvel×4)+4
Resilience	3	13	—
Vigilance	3	13	—
Ego	2	12	(dMarvel×4)+2
Logic	2	12	(dMarvel×4)+2

Initiative Modifier: +3E
Run Speed: 5 spaces
Damage Reduction (Cap's Shield): dMarvel × –4
Size: Average
Karma: 4

POWERS

Shield Bearer
- Do This All Day
- Hurled Shield Bash
- Immovable
- Rico-Shield
- Shield 3
  [4 with Cap's Shield]
- Shield Bash
- Shield Wall

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

Utility
- Inspiration

TRAITS

- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Military
- Public Speaking
- **Signature Weapon:** Captain America's shield *[+1 damage multiplier. Grants the user one extra level of the power Shield, up to Shield 4.]*
- Situational Awareness
- Weird

RANK 4

BIOGRAPHY

Real Name: Steve Rogers
Gender: Male
Height: 6'2"
Weight: 240 lbs.
Eyes: Blue
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

Rogers 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

Tags

- **Enemy:** Hydra
- **Enemy:** Red Skull
- Heroic
- **Leader:** Avengers
- Public Identity

CAPTAIN MARVEL



HEALTH 143 **FOCUS** 142

ABILITIES

	Score	Defense	Damage
Melee	8	18	(dMarvel×10)+8
Agility	8	18	(dMarvel×10)+8
Resilience	5	15	—
Vigilance	5	15	—
Ego	2	12	(dMarvel×6)+2
Logic	2	12	(dMarvel×6)+2

Initiative Modifier: +5E
Run Speed: 6 spaces
Flight Speed: 36 spaces
Size: Average
Karma: 6

POWERS

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

Super-Strength
- Super-Strong 4

Utility
- Accuracy 4
- Combat Trickery
- Environmental Protection
- Flight 2
- Healing Factor
- Inspiration
- Sturdy
- Tough

TRAITS

- Battle Ready
- Combat Expert
- Combat Reflexes
- **Connections:** Espionage
- **Connections:** Military
- Enduring Constitution
- **Extra Career:** Spy
- Fearless
- Leverage
- Piloting
- Situational Awareness

RANK 6

BIOGRAPHY

Real Name: Carol Danvers
Gender: Female
Height: 5'11"
Weight: 145 lbs.
Eyes: Blue
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 that she thought gave her super-powers too. She later discovered that the blast activated the Kree DNA she was previously unaware she'd inherited from her mother.

Danvers 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, Danvers claimed the Captain Marvel name to honor Mar-Vell, who had died of cancer.

Personality

Danvers 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.

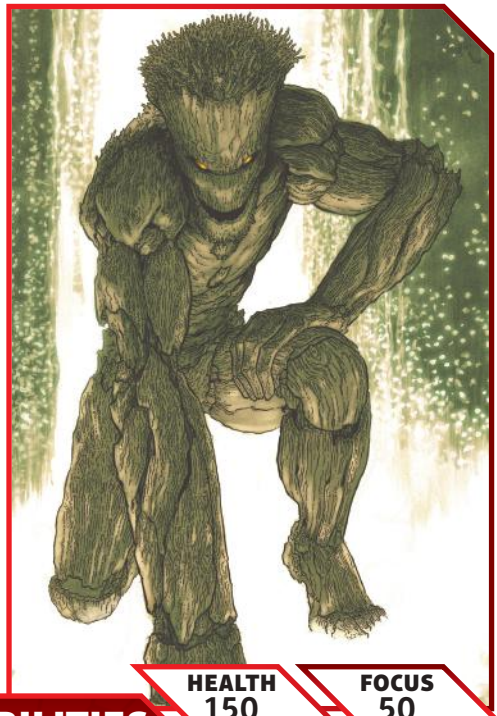
Backstory

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

Tags

- Alien Heritage
- Authority
- Black Market Access
- Heroic
- **Linguist:** Arabic, English, Imperial Shi'ar, Kree, Russian
- Public Identity

GROOT



HEALTH 150 | FOCUS 50

ABILITIES

	Score	Defense	Damage
Melee	5	15	(dMarvel×6)+5
Agility	4	14	(dMarvel×4)+4
Resilience	6	16	—
Vigilance	2	12	—
Ego	2	12	(dMarvel×4)+2
Logic	1	11	(dMarvel×4)+1

Initiative Modifier: +2
Run Speed: 5 spaces
Climb Speed: 20
Glide Speed: 40 spaces
Damage Reduction (Flexible Bones): dMarvel × –2
Damage Reduction (Body Sheet/Sphere): dMarvel × –3
Size: Average
Karma: 4

POWERS

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

Super-Strength
- Crushing Grip
- Immovable
- Quick Toss
- Super-Strong 2

Utility
- Environmental Protection
- Healing Factor

TRAITS

- Alien Heritage
- Combat Expert
- **Connections:** Outsiders
- Fearless
- Fresh Eyes
- Scientific Expertise
- Stranger
- Weird

RANK 4

BIOGRAPHY

Real Name: Groot
Gender: Male
Height: Varies
Weight: Varies
Eyes: Black
Hair: Branches
Distinguishing Features: Plantlike alien
Occupation: Adventurer
Team: 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

Tags

- Alien Heritage
- Extreme Appearance
- Heroic
- Mute (Can only say "I am Groot.")
- Public Identity
- Streetwise

IRON MAN



HEALTH 75 | FOCUS 75

ABILITIES

	Score	Defense	Damage
Melee	3	13	(dMarvel×6)+3
Agility	4	14	(dMarvel×5)+4
Resilience	3	13	—
Vigilance	3	13	—
Ego	1	11	(dMarvel×4)+1
Logic	6	16	(dMarvel×4)+6

Initiative Modifier: +3
Run Speed: 5 spaces
Flight Speed: 20 spaces
Damage Reduction: dMarvel × –2
Size: Average
Karma: 4

POWERS

Battlesuit
- Anti-Dazzle Optics
- Armor 2
- Lock-On
- Super-Strong 2

Energy Control
- Energy Beam
- Energy Blast
- Energy Wave

Utility
- Accuracy 1
- Environmental Protection
- Flight 2
- Thermal Vision

TRAITS

- **Connections:** Celebrities
- Dealmaker
- Famous
- Glibness
- Inventor
- Quick Learner
- Tech Reliance

RANK 4

BIOGRAPHY

Real Name: Anthony "Tony" Stark
Gender: Male
Height: 6'1"
Weight: 225 lbs.
Eyes: Blue
Hair: Black, short
Distinguishing Features: Van Dyke beard
Occupation: Businessman, inventor, philanthropist, adventurer
Teams: Avengers, Guardians of the Galaxy, S.H.I.E.L.D.
Base: New York City

History

Tony Stark 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 Stark'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, Stark 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

Stark 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

Tags

- Headquarters
- Heroic
- Lab Access
- **Linguist:** Chinese (Mandarin), English, French, Japanese, Russian, Korean, Urdu
- Public Identity
- Rich

ROCKET RACCOON



HEALTH 75 **FOCUS** 100

ABILITIES

	Score	Defense	Damage
Melee	3	13	(dMarvel×4)+3
Agility	5	15	(dMarvel×5)+5
Resilience	3	13	—
Vigilance	4	14	—
Ego	1	11	(dMarvel×4)+1
Logic	4	16	(dMarvel×4)+5

Initiative Modifier: +4
Speed: 5 spaces
Damage Reduction (Reinforced Skeleton): dMarvel × –1
Size: Small (–2 to hit him, +2 to damage him)
Karma: 4

POWERS

Cybernetics
- Augmented Intelligence
- Reinforced Skeleton

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

Utility
- Accuracy 1
- Combat Trickery
- Inspiration

Tactical Mastery
- Battle Plan
- Change of Plans
- Combat Support

TRAITS

- Combat Reflexes
- **Connections:** Criminal
- **Connections:** Outsiders
- Dealmaker
- Extra Career
- Fresh Eyes
- Short
- Stranger

RANK 4

BIOGRAPHY

Gender: Male
Height: 4'
Weight: 55 lbs.
Eyes: Brown (with tapetal reflection)
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

Tags

- Alien Heritage
- Black Market Access
- Extreme Appearance
- Heroic
- Public Identity
- Streetwise
- **Weapon:** 2 Pistols
- **Weapon:** Rifle

SHANG-CHI



HEALTH 75 **FOCUS** 125

ABILITIES

	Score	Defense	Damage
Melee	7	17	(dMarvel×4)+7
Agility	3	17	(dMarvel×4)+3
Resilience	3	13	—
Vigilance	5	15	—
Ego	1	11	(dMarvel×4)+1
Logic	1	11	(dMarvel×4)+1

Initiative Modifier: +5E
Run Speed: 5 spaces
Size: Average
Karma: 4

POWERS

Martial Arts
- Attack Stance
- Brace for Impact
- Chain Strikes
- Counterstrike Technique
- Defense Stance
- Do This All Day
- Fast Strikes
- Focused Strike
- Grappling Technique
- Regain Focus
- Reverse Momentum Throw
- Spin and Throw
- Unflappable Poise
- Untouchable Position

Utility
- Brawling
- Combat Trickery

TRAITS

- Combat Expert
- **Connections:** Espionage
- Determination
- Free Running
- **Leader:** Five Weapons Society
- Leverage
- Situational Awareness

RANK 4

BIOGRAPHY

Real Name: Zheng Shang-Chi
Gender: Male
Height: 5'10"
Weight: 175 lbs.
Eyes: Brown
Hair: Black, short
Distinguishing Features: None
Occupation: Adventurer, Supreme Commander of the Five Weapons Society
Teams: Agents of Atlas, Avengers, Five Weapons Society, Heroes for Hire, Protectors
Base: Chinatown, New York City

History

As the son of the criminal mastermind Zheng Zu, Shang-Chi—who believed his father to be a good man—was trained from an early age to become the ultimate martial artist. When sent on a mission to assassinate one of his father's enemies, he learned the truth and vowed to destroy his father's criminal empire instead.

After Zheng Zu's death, Shang-Chi inherited his father's position as the Supreme Commander of the Five Weapons Society. He also learned that his mother—Jiang Li—hailed from the pocket dimension Ta Lo, and that her father—Chieftain Xin—wanted to destroy Shang-Chi's entire family and take possession of the mystical Ten Rings.

Personality

Shang-Chi is a loyal friend and a determined leader who works hard to refute his father's criminal legacy. He regularly resists the temptations of power and respects the rule of law. Despite this, he tries to maintain a light and friendly demeanor.

Backstory

- **Origin:** Special Training
- **Profession:** Spy

Tags

- Black Market Access
- Heroic
- **Linguist:** Chinese (Cantonese, Mandarin and other dialects), English
- Public Identity

SHE-HULK



HEALTH 75 **FOCUS** 75

ABILITIES

	Score	Defense	Damage
Melee	3	13	(dMarvel×8)+3
Agility	4	14	(dMarvel×5)+4
Resilience	3	13	—
Vigilance	3	13	—
Ego	1	11	(dMarvel×4)+1
Logic	6	16	(dMarvel×4)+6

Initiative Modifier: +3
Run Speed: 6 spaces
Jump Speed: 24 spaces
Size: Big (+2 to hit her, –2 to damage her)
Karma: 4

POWERS

Super-Strength
- Clobber
- Crushing Grip
- Ground-Shaking Stomp
- Jump 3
- Quick Toss
- Smash
- Super-Strong 4
- Unrelenting Smash

Utility
- Accuracy 1
- Environmental Protection

TRAITS

- Combat Expert
- Dealmaker
- Fearless
- Interrogation
- Legal Eagle
- Massive
- Public Speaking
- Weird

RANK 4

BIOGRAPHY

Real Name: Jennifer Walters
Gender: Female
Height: 5'10"/6'7"
Weight: 150 lbs./700 lbs.
Eyes: 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 the 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, to the point of aggressiveness. She 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

Tags

- Extreme Appearance (when Hulked out)
- Gamma Mutate
- Green Door
- Heroic
- Public Identity

SPIDER-MAN (MILES MORALES)



HEALTH 75 **FOCUS** 50

ABILITIES

	Score	Defense	Damage
Melee	3	17	(dMarvel×4)+3
Agility	5	17	(dMarvel×3)+5
Resilience	3	13	—
Vigilance	2	12	—
Ego	1	11	(dMarvel×3)+1
Logic	1	11	(dMarvel×3)+1

Initiative Modifier: +2E
Run Speed: 6 spaces
Climb Speed: 6 spaces
Swingline Speed: 18 spaces
Size: Average
Karma: 3

POWERS

Spider-Powers
- Jump 1
- Spider-Dodge
- Spider-Sense
- Super-Strong 1
- Venom Blast
- Wallcrawling
- Webcasting
- Webgrabbing
- Webslinging

Utility
- Camouflage
- Evasion

TRAITS

- Combat Reflexes
- Free Running
- Quick Learner
- Sneaky
- Weird

RANK 3

BIOGRAPHY

Real Name: Miles Morales
Gender: Male
Height: 5'8"
Weight: 160 lbs.
Eyes: 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 spiderlike abilities. After witnessing the death of his universe's Spider-Man (Peter Parker), Morales decided to take on the hero's mantle and become the new Spider-Man.

When Morales' universe was destroyed, he managed to escape to the main Marvel Universe (Earth-616), and the Molecule Man integrated Morales' past life and family into his new home, restoring some of them to life. Today, Morales 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

Morales 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.

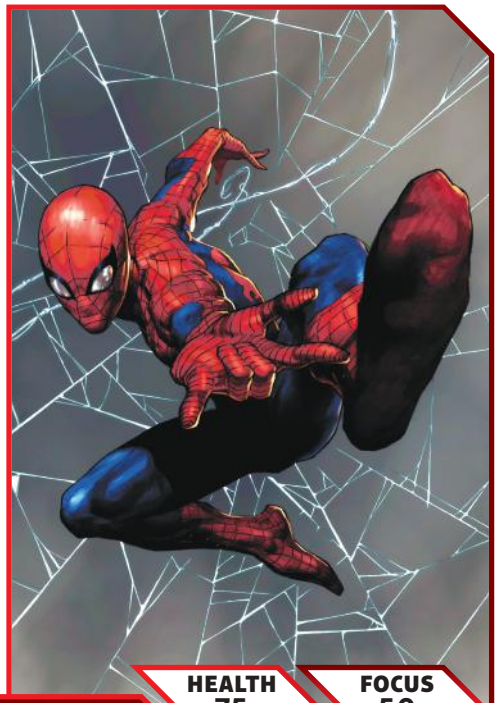
Backstory

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

Tags

- Heroic
- **Mentor:** Peter Parker
- **Obligation:** School
- Secret Identity

SPIDER-MAN (PETER PARKER)



HEALTH 75 **FOCUS** 50

ABILITIES

	Score	Defense	Damage
Melee	5	18	(dMarvel×5)+5
Agility	6	18	(dMarvel×4)+6
Resilience	3	13	—
Vigilance	2	12	—
Ego	0	10	(dMarvel×4)
Logic	4	14	(dMarvel×4)+4

Initiative Modifier: +2E
Run Speed: 6 spaces
Climb Speed: 6 spaces
Swingline Speed: 18 spaces
Glide Speed: 12 spaces
Size: Average
Karma: 4

POWERS

Spider-Powers
- Jump 1
- Spider-Dodge
- Spider-Sense
- Spider-Strike
- Super-Strong 1
- Wallcrawling
- Webcasting
- Webgliding
- Webgrabbing
- Webslinging
- Webtrapping

Utility
- Combat Trickery
- Evasion
- Integrity
- Wisecracker

TRAITS

- Audience
- Combat Reflexes
- Connections: Sources
- Free Running
- Inventor
- Pundit
- Scientific Expertise
- Weird

RANK 4

BIOGRAPHY

Real Name: Peter Parker
Gender: Male
Height: 5'10"
Weight: 170 lbs.
Eyes: Hazel
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, Parker has dedicated himself to fighting crime and helping those who have less power than him.

Over the years, Parker 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

Parker 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, webswinging through the city's streets.

Backstory

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

Tags

- Heroic
- **Obligation:** Aunt May
- Poor
- Secret Identity

STORM



HEALTH 75 **FOCUS** 100

ABILITIES

	Score	Defense	Damage
Melee	4	14	(dMarvel×4)+4
Agility	3	13	(dMarvel×4)+3
Resilience	3	13	—
Vigilance	4	14	—
Ego	4	14	(dMarvel×4)+4
Logic	2	12	(dMarvel×4)+2

Initiative Modifier: +4
Run Speed: 5 spaces
Flight Speed: 20 spaces
Size: Average
Karma: 4

POWERS

Utility
- Combat Trickery
- Flight 2

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

TRAITS

- Beguiling
- Combat Expert
- **Connections:** Criminal
- Extra Career
- Regal
- Sneaky

RANK 4

BIOGRAPHY

Real Name: Ororo Munroe
Gender: Female
Height: 5'11"
Weight: 145 lbs.
Eyes: Blue
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 Munroe 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.

Munroe 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

Munroe is a force of nature in her powers and her personality. She is comfortable 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

Tags

- Authority
- Black Market Access
- Heroic
- Hounded
- Krakoan
- Powerful
- Public Identity
- Streetwise
- X-Gene

THOR (JANE FOSTER)



HEALTH 100 **FOCUS** 75

ABILITIES

	Score	Defense	Damage
Melee	7	17	(dMarvel×9)+7
Agility	4	14	(dMarvel×5)+4
Resilience	4	14	—
Vigilance	3	13	—
Ego	3	13	(dMarvel×5)+3
Logic	4	14	(dMarvel×5)+4

Initiative Modifier: +3
Run Speed: 6 spaces
Flight Speed: 30 spaces
Size: Big (+2 to hit her, –2 to damage her)
Karma: 5

POWERS

Super-Strength
- Super-Strong 4

Utility
- Combat Trickery
- Flight 2

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

TRAITS

- Clinician
- Combat Reflexes
- **Connections:** Asgardian gods
- Determination
- Extraordinary Origin
- First Aid
- Massive
- Prescription Pad
- **Signature Weapon:** Mjolnir *[+1 damage multiplier. Returns to thrower. Can only be wielded by the worthy.]*

RANK 5

BIOGRAPHY

Real Name: Jane Foster
Gender: Female
Height: 5'7"/5'9"
Weight: 135 lbs./450 lbs.
Eyes: Brown
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 succesfully fought her cancer. She later became a Valkyrie to help shepherd the souls of dead heroes to Valhalla.

Personality

Foster is smart, capable, and determined, able to stand 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

Tags

- God Heritage (via Mjolnir)
- Heroic
- Secret Identity
- Worshipped (as Thor)

THOR ODINSON



HEALTH 150 **FOCUS** 25

ABILITIES

	Score	Defense	Damage
Melee	10	20	(dMarvel×9)+10
Agility	4	14	(dMarvel×5)+4
Resilience	6	16	—
Vigilance	1	11	—
Ego	4	14	(dMarvel×5)+4
Logic	0	10	(dMarvel×5)

Initiative Modifier: +1
Run Speed: 6 spaces
Flight Speed: 30 spaces
Size: Big (+2 to hit him, –2 to damage him)
Karma: 5

POWERS

Super-Strength
- Super-Strong 4

Utility
- Flight 2

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

TRAITS

- Authority
- Combat Expert
- Combat Reflexes
- **Connections:** Outsiders
- Extra Career
- Fresh Eyes
- Massive
- Powerful
- Regal
- **Signature Weapon:** Mjolnir *[+1 damage multiplier. Returns to thrower. Can only be wielded by the worthy.]*
- Stranger

RANK 5

BIOGRAPHY

Real Name: Thor Odinson
Gender: Male
Height: 6'6"
Weight: 640 lbs.
Eyes: Blue
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

Tags

- God Heritage
- Heroic
- Public Identity
- Worshipped

WOLVERINE (LOGAN)



HEALTH 125 **FOCUS** 80

ABILITIES

	Score	Defense	Damage
Melee	9	19	(dMarvel×5)+9
Agility	1	19	(dMarvel×4)+1
Resilience	5	15	—
Vigilance	3	13	—
Ego	1	11	(dMarvel×4)+1
Logic	1	11	(dMarvel×4)+1

Initiative Modifier: +3E
Run Speed: 5 spaces
Damage Reduction (Reinforced Skeleton): dMarvel × –1
Size: Average
Karma: 4

POWERS

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

Cybernetics
- Reinforced Skeleton
- Super-Strong 1

Utility
- Brawling
- Combat Trickery
- Healing Factor
- Heightened Senses

TRAITS

- Battle Ready
- Berserker
- Combat Expert
- Combat Reflexes
- **Connections:** Military
- **Extraordinary Origin:** High Tech
- Situational Awareness
- Tech Reliance

RANK 4

BIOGRAPHY

Real Name: James Howlett (A.K.A. Logan)
Gender: Male
Height: 5'3"
Weight: 195 lbs. (300 lbs. with adamantium)
Eyes: Blue
Hair: Black, short, thick
Distinguishing Features: Retractable blades, muttonchops
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

Tags

- **Enemy:** Sabretooth
- Heroic
- Hounded
- Krakoan
- Public Identity
- **Weapon:** Claws [+1 damage multiplier]
- X-Gene

GREEN GOBLIN



HEALTH 100 **FOCUS** 50

ABILITIES

	Score	Defense	Damage
Melee	5	15	(dMarvel×6)+5
Agility	5	15	(dMarvel×5)+5
Resilience	4	14	—
Vigilance	2	12	—
Ego	1	11	(dMarvel×4)+1
Logic	3	13	(dMarvel×4)+3

Initiative Modifier: +2
Run Speed: 6 spaces
Flight Speed: 24 spaces
Damage Reduction: dMarvel × –1
Size: Average
Karma: —

POWERS

Battlesuit
- Armor 1

Energy Control
- Energy Beam

Super-Strength
- Crushing Grip
- Super-Strong 2
- Tactical Mastery
- Battle Plan

Utility
- Accuracy 1
- Combat Trickery
- Flight 2 *[Goblin Glider]*
- Healing Factor
- Inspiration

TRAITS

- **Connections:** Celebrities
- **Connections:** Criminal
- Dealmaker
- **Extra Career:** Criminal
- Famous
- Inventor
- Tech Reliance
- Weird

RANK 4

BIOGRAPHY

Real Name: Norman Osborn
Gender: Male
Height: 5'11"
Weight: 185 lbs.
Eyes: Green
Hair: Auburn, wavy
Distinguishing Features: None
Occupation: Industrialist, criminal
Teams: Dark Avengers, Goblin Nation, Sinister Six, Thunderbolts
Base: New York City

History

From an early age, Norman Osborn had a relentless drive to succeed. Using notes stolen from his business partner, Osborn developed the Goblin formula to give himself superhuman powers. It also transformed Osborn into the Green Goblin—and set him on the road to insanity. He decided to use these powers to establish himself as the criminal leader of New York City. While doing so, he became enemies with Spider-Man (Peter Parker), who he later discovered to be his son Harry's best friend. Although he seems to have died several times, Osborn keeps returning, apparently fated to be a constant thorn in Spider-Man's side.

Personality

Osborn is a smooth operator, a wealthy, powerful and sharp schemer who is often several steps ahead of his foes. He is often cool and collected—right up until something frustrates his plans, at which point he becomes unhinged.

Backstory

- **Origin:** Weird Science
- **Profession:** Criminal
- **Profession:** Tycoon

Tags

- Black Market Access
- **Enemy:** Spider-Man
- Headquarters
- Leader
- Rich
- Secret Identity
- Streetwise
- **Weapon:** Goblin Sparks (energy beam)
- **Weapon:** Pumpkin Bombs (frag grenades)

HYDRA AGENT



HEALTH 25 **FOCUS** 30

ABILITIES

	Score	Defense	Damage
Melee	1	11	(dMarvel×1)+1
Agility	1	11	(dMarvel×1)+1
Resilience	1	11	—
Vigilance	1	11	—
Ego	1	11	(dMarvel×1)+1
Logic	0	10	(dMarvel×1)

Initiative Modifier: +1E
Run Speed: 5 spaces
Size: Average
Karma: —

POWERS

Firearms
- Both Guns Blazing
- Sniping
- Suppressive Fire

TRAITS

- Battle Ready
- Combat Reflexes
- **Connections:** Military (Hydra)
- Determination
- Situational Awareness

RANK 1

BIOGRAPHY

Real Name: Varies
Gender: Varies
Height: Varies
Weight: Varies
Eyes: 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

Tags

- Secret Identity

KINGPIN (WILSON FISK)



HEALTH 75 **FOCUS** 50

ABILITIES

	Score	Defense	Damage
Melee	5	15	(dMarvel×3)+5
Agility	1	15	(dMarvel×3)+1
Resilience	3	13	—
Vigilance	2	12	—
Ego	1	11	(dMarvel×3)+1
Logic	3	13	(dMarvel×3)+3

Initiative Modifier: +2
Run Speed: 6 spaces
Size: Big (+2 to hit him, –2 to damage him)
Karma: —

POWERS

Martial Arts
- Attack Stance
- Banging Heads
- Brace for Impact
- Crushing Grip
- Do This All Day
- Grappling Technique
- Spin and Throw
- Untouchable Position

Utility
- Brawling
- Combat Trickery
- Inspiration

TRAITS

- **Connections:** Criminal
- Determination
- Enhanced Physique
- Leverage
- Massive

RANK 3

BIOGRAPHY

Real Name: Wilson Fisk
Gender: Male
Height: 6'7"
Weight: 450 lbs.
Eyes: Blue
Hair: Bald
Distinguishing Features: None
Occupation: Crime lord, former 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

Tags

- Black Market Access
- Powerful
- Public Identity
- Rich
- Streetwise

SABRETOOTH



HEALTH 144 **FOCUS** 105

ABILITIES

	Score	Defense	Damage
Melee	9	19	(dMarvel×5)+9
Agility	2	12	(dMarvel×4)+2
Resilience	5	15	—
Vigilance	4	14	—
Ego	0	10	(dMarvel×4)
Logic	0	10	(dMarvel×4)

Initiative Modifier: +4E
Run Speed: 5 spaces
Damage Reduction (Reinforced Skeleton): dMarvel × –1
Size: Average
Karma: —

POWERS

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

Cybernetics
- Reinforced Skeleton
- Super-Strong 1

Utility
- Brawling
- Combat Trickery
- Healing Factor
- Heightened Senses
- Sturdy

TRAITS

- Battle Ready
- Berserker
- Combat Reflexes
- **Connections:** Military
- Extreme Appearance
- **Extraordinary Origin:** High Tech
- Situational Awareness
- Tech Reliance

RANK 4

BIOGRAPHY

Real Name: Victor Creed
Gender: Male
Height: 6'6"
Weight: 275 lbs.
Eyes: Amber, with slitted pupils
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

Tags

- Hounded
- Krakoan
- X-Gene

VULTURE



HEALTH 38 **FOCUS** 25

ABILITIES

	Score	Defense	Damage
Melee	3	13	(dMarvel×2)+3
Agility	2	12	(dMarvel×2)+2
Resilience	1	11	—
Vigilance	1	11	—
Ego	0	10	(dMarvel×2)
Logic	3	13	(dMarvel×2)+3

Initiative Modifier: +1
Run Speed: 5 spaces
Flight Speed: 10 spaces
Damage Reduction (Armor): dMarvel × –1
Size: Average
Karma: —

POWERS

Battlesuit
- Armor 1
- Super-Strong 1

Martial Arts
- Grappling Technique

Utility
- Combat Trickery
- Flight 1
- Sturdy

TRAITS

- Combat Reflexes
- **Connections:** Criminal
- Inventor
- **Signature Attack:** Grab *[while flying]*
- Tech Reliance

RANK 2

BIOGRAPHY

Real Name: Adrian Toomes
Gender: Male
Height: 5'11"
Weight: 175 lbs.
Eyes: Hazel
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 puts 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

Tags

- Black Market Access
- Public Identity
- Streetwise