

CRYSTAL

Art by Paul Renaud



RANK 4	KARMA —
HEALTH 90	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 6 Climb: 3 Swim: 3 Flight: 24	INITIATIVE MODIFIER +3

BIOGRAPHY

Real Name: Crystalia Amaquelin
Height: 5'6" **Weight:** 110 lbs. **Gender:** Female
Eyes: Blue-green **Hair:** Red **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Inhuman
Teams: Fantastic Four, House of Agon, Universal Inhumans
Base: Mobile

HISTORY
 Crystal was born in the Inhuman city of Attilan into a family of royal nutritionists. Just like her older sister, Medusa, Crystal was exposed to the Terrigen Mist as a baby. Subsequently, she gained the power to control the four classical elements: earth, air, fire and water.

As young girls, Crystal and Medusa were inseparable. Sadly, war and chaos conspired to tear them apart when Crystal was just 8 years old. Crystal spent her youth traveling the world, searching for Medusa. By the time they finally reunited, Crystal had grown into a young woman.

Crystal accompanied her sister back to Attilan, and in time, both became prominent members of the royal court. Medusa became queen of the Inhumans, while Crystal became an important ambassador and royal advisor.

Even after the bulk of Inhuman society was destroyed by Black Bolt, Crystal remained close to the Royal Family, providing whatever help she could to assist her sister in rebuilding their kingdom.

PERSONALITY
 Having spent her youth traveling the world, Crystal is far more outgoing and personable than most Inhumans. She's the only member of the Inhuman royal court to have had a number of significant romantic relationships outside of Inhuman society. She dated the Human Torch (Johnny Storm) and was even briefly married to Quicksilver. Together, they had one child, a girl named Luna. Even more than Medusa, Crystal is headstrong. She relishes adventure and never hesitates to rush into the most dangerous situations.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
5 AGILITY	15	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
6 EGO	16	+6
1 LOGIC	11	+1

TRAITS & TAGS

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|--|---|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ◆ Beguiling ◆ Combat Expert ◆ Connections: Super Heroes ◆ Dealmaker ◆ Determination ◆ Fearless | <ul style="list-style-type: none"> ◆ Black Market Access ◆ Inhuman Genes ◆ Public Identity |

POWERS

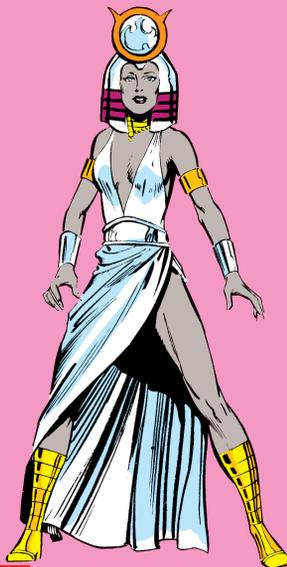
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| <p>BASIC</p> <ul style="list-style-type: none"> ◆ Flight 1 | <p>ELEMENTAL CONTROL (AIR/EARTH/FIRE/ICE/WATER)</p> <ul style="list-style-type: none"> ◆ Elemental Barrier ◆ Elemental Blast ◆ Elemental Burst |
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DAMAGE

MELEE	x 4 MULTIPLIER	+	2 ABILITY
AGILITY	x 4 MULTIPLIER	+	5 ABILITY
EGO	x 4 MULTIPLIER	+	6 ABILITY
LOGIC	x 4 MULTIPLIER	+	1 ABILITY

ISIS (ROBOT)

Art by Carl Potts, Josef Rubinstein & Andy Yanchus



RANK 6	KARMA —
HEALTH 120	DAMAGE REDUCTION -4
FOCUS 180	DAMAGE REDUCTION -4
SPEED Run: 6 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +5E

BIOGRAPHY

Real Name: Isis
Height: 5'10" **Weight:** 350 lbs. **Gender:** Female
Eyes: Brown **Hair:** Black **Size:** Average
Distinguishing Features: Unusually pale skin, complex ancient Egyptian headdress
Occupation: Military
Origin: High Tech: Android, Magic: Chaos Magic
Teams: Kang's Army
Base: Kang's Time Ship

HISTORY
 Despite his general distaste for collaborative efforts, Kang swallowed his pride and worked closely with native Egyptian sorcerers to ensure that the robots guarding his precious Time Ship could counter any conceivable threat. As a result of this collaboration, Isis and Osiris number among the most powerful of all of Kang's creations and may, in fact, be more powerful than the Conqueror himself.

To keep the robot from standing out in the Egyptian landscape, Isis and Osiris were created in the image of the ancient Egyptian gods of the same names.

The mythological Isis was worshipped in many different ways across many different periods of Egyptian history, but like her husband, Osiris, she remains most famous for her role as a goddess of death. It was her responsibility to lead the souls of the deceased mortals into the underworld where they would await divine judgment at the hands of Osiris.

Kang's Isis is not really a goddess of death, though her enemies may consider her as such. She will rain down death upon any who dare to enter Kang's Time Ship, and for all but the most powerful of beings, this death will be swift as any god has ever dealt.

PERSONALITY
 Despite their incredible powers, Isis and Osiris are barely sentient. The A.I. that powers them prioritizes brutality and efficiency above all else. They obey Kang's orders without question, and they protect Kang's Time Ship at any cost, but they rarely do much else. They spend most of their time lying completely still on the paws of Kang's sphinx, keeping watch for any potential intruders.

Isis and Osiris barely speak and cannot be negotiated with. They listen only to Kang or—rather—anyone who they perceive as being Kang.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
6 AGILITY	16	+8
4 RESILIENCE	14	+4
5 VIGILANCE	15	+5
8 EGO	18	+10
4 LOGIC	18	+4

TRAITS & TAGS

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|---|--|
| TRAITS <ul style="list-style-type: none"> ◆ Battle Ready ◆ Combat Reflexes ◆ Connections: Military (Kang's Army) ◆ Eidetic Memory ◆ Enduring Constitution ◆ Extraordinary Origin ◆ Fearless ◆ Tech Reliance ◆ Signature Attack: Dampen Power ◆ Situational Awareness | TAGS <ul style="list-style-type: none"> ◆ A.I. ◆ Chaotic ◆ Extreme Appearance ◆ Public Identity ◆ Supernatural |
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DAMAGE

MELEE	MARVEL x 7 + 3
AGILITY	MARVEL x 8 + 6
EGO	MARVEL x 8 + 8
LOGIC	MARVEL x 6 + 4

POWERS

- | | | |
|---|---|---|
| BASIC <ul style="list-style-type: none"> ◆ Accuracy 2 ◆ Discipline 2 ◆ Environmental Protection ◆ Heightened Senses 1 ◆ Mighty 1 ◆ Sturdy 4 ◆ Uncanny 4 ◆ Wisdom | ELEMENTAL CONTROL (ENERGY) <ul style="list-style-type: none"> ◆ Elemental Barrier ◆ Elemental Blast ◆ Elemental Burst ◆ Elemental Protection 3 (30 points to shatter) ◆ Elemental Reinforcement | MAGIC (CHAOS SET) <ul style="list-style-type: none"> ◆ Probability-Manipulation Hex POWER CONTROL <ul style="list-style-type: none"> ◆ Copy Ability ◆ Copy Power ◆ Dampen Power |
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OSIRIS (ROBOT)

Art by Carl Potts, Josef Rubinstein & Andy Yanchus



RANK 6	KARMA —
HEALTH 90	DAMAGE REDUCTION -4
FOCUS 180	DAMAGE REDUCTION -4
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 5	INITIATIVE MODIFIER +5E

BIOGRAPHY

Real Name: Osiris
Height: 6' **Weight:** 400 lbs. **Gender:** Male
Eyes: Brown **Hair:** Black **Size:** Average
Distinguishing Features: Green skin, pharaonic nemes headdress
Occupation: Military
Origin: High Tech: Android, Magic: Sorcery
Teams: Kang's Army
Base: Kang's Time Ship

HISTORY

Despite his general distaste for collaborative efforts, Kang swallowed his pride and worked closely with native Egyptian sorcerers to ensure that the robots guarding his precious Time Ship could counter any conceivable threat. As a result of this collaboration, Isis and Osiris number among the most powerful of all of Kang's creations and may, in fact, be more powerful than the Conqueror himself.

To keep the robot from standing out in the Egyptian landscape, Isis and Osiris were created in the image of the ancient Egyptian gods of the same names.

Like his wife, Isis, Osiris served many roles in the pantheon of ancient Egypt, but he remains best known as a god of death. It was his responsibility to pass judgment on the souls of the dead.

The mythological Osiris could be merciful. Kang's Osiris cannot. The robotic Osiris automatically judges all who are not Kang as being worthy only of death. Any who attempt to enter the Time Ship without Kang's permission are met with the full force of the robot's fury.

PERSONALITY

Despite their incredible powers, Isis and Osiris are barely sentient. The A.I. that powers them prioritizes brutality and efficiency above all else. They obey Kang's orders without question, and they protect Kang's Time Ship at any cost, but they rarely do much else. They spend most of their time lying completely still on the paws of Kang's sphinx, keeping watch for any potential intruders.

Isis and Osiris barely speak and cannot be negotiated with. They listen only to Kang, or rather, anyone who they perceive as being Kang.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+6
4 AGILITY	14	+4
3 RESILIENCE	13	+3
5 VIGILANCE	15	+5
9 EGO	19	+13
4 LOGIC	19	+4

TRAITS & TAGS

TRAITS

- ◆ Battle Ready
- ◆ Combat Reflexes
- ◆ **Connections:** Military (Kang's Army)
- ◆ Eidetic Memory
- ◆ Enduring Constitution
- ◆ Extraordinary Origin
- ◆ Fearless
- ◆ Tech Reliance
- ◆ **Signature Attack:** Crimson Bands of Cyttorak
- ◆ Situational Awareness

TAGS

- ◆ A.I.
- ◆ Extreme Appearance
- ◆ Public Identity
- ◆ Sorcerous
- ◆ Supernatural

DAMAGE

MELEE	MARVEL × 7 + 5
AGILITY	MARVEL × 6 + 4
EGO	MARVEL × 10 + 9
LOGIC	MARVEL × 6 + 4

POWERS

BASIC

- ◆ Discipline 4
- ◆ Environmental Protection
- ◆ Heightened Senses 1
- ◆ Mighty 1
- ◆ Sturdy 4
- ◆ Uncanny 4
- ◆ Wisdom

MAGIC (NO SET)

- ◆ Sense Supernatural

MAGIC (SORCERY SET)

- ◆ Bolts of Balthakk
- ◆ Crimson Bands of Cyttorak
- ◆ Dispel Spell
- ◆ Flames of the Faltine
- ◆ Icy Tendrils of Ikthalon
- ◆ Mists of Morpheus
- ◆ Shield of the Seraphim
- ◆ Vapors of Valtorr
- ◆ Winds of Watoomb

SUPER-STRENGTH

- ◆ Jump 1

