

ARMORED HYDRA AGENT



INITIATIVE
+3E

RUN / CLIMB / SWIM / FLY
6 3 3 24

RANK
4

HEALTH
90

FOCUS
120

DR: -2

DR: -

MELEE
2

DEFENSE
12

NON-COMBAT
+3

MULTIPLIER
x5

AGILITY
6

DEFENSE
16

NON-COMBAT
+7

MULTIPLIER
x5

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
3

DEFENSE
13

NON-COMBAT
+3

EGO
2

DEFENSE
12

NON-COMBAT
+3

MULTIPLIER
x5

LOGIC
4

DEFENSE
14

NON-COMBAT
+4

MULTIPLIER
x4

TAGS & TRAITS

Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

Determination

When demoralized, do not gain **trouble** on all actions.

Piloting

Gain an **edge** on Agility checks triggered when piloting or driving a vehicle during a movement action.

Situational Awareness

Gain an **edge** on initiative checks.

Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

Other Traits and Tags

Traits: Battle Ready, Connections: Military (Hydra), Extraordinary Origin.

Tags: Extreme Appearance (in battle suit), Secret Identity, Villainous.

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

Effect: Make a ranged attack vs enemy within 2 spaces.

Success: Target suffers damage.

Success: Target suffers double damage + Bleeding.

Elemental Blast

Action: Standard | Duration: Instant | Range: 10 sp.

Effect: Make a ranged Agility Attack with an **edge** vs target's Agility Defense. Add +1 to the character's Agility damage bonus for every 2 points of Focus spent.

Success: Affected target suffers total damage.

Success: Affected target suffers double total damage + element's special effect. (**Energy**: Blinds target for one round).

Elemental Burst

Action: Standard | Duration: Instant | Range: 10 sp.

Effect: Make a ranged Agility Attack vs target's Agility Defense.

Success: Target suffers damage.

Success: Target suffers double damage + element's special effect. (**Energy**: Blinds target for one round).

Headshot

Action: Standard | Duration: Instant

Effect: Make a ranged attack with **trouble** on an enemy within the weapon's range.

Success: Target suffers double damage + Stunned (1 rnd).

Success: Target suffers triple damage + Stunned (1 rnd).

Snap Shooting

Action: Standard | Duration: Instant

Effect: Make a single ranged Agility check vs the Agility defenses of two targets.

Success: Affected targets suffer ½ damage.

Success: Affected targets suffer damage + Bleeding.

Stopping Power

Action: Standard | Duration: Instant

Effect: The character makes a ranged attack on an enemy.

Success: Target suffers damage.

Success: Target suffers double damage + character makes another ranged attack on the target.

Suppressive Fire

Action: Standard | Duration: Instant

Effect: Makes an Agility attack vs target's Vigilance defense.

Success: Target suffers Focus damage after Health DR.

Success: Target suffers double Focus damage after Health DR + Stunned for 1 round.

Weapons Blazing

Action: Standard | Duration: Instant

Effect: Make a single Agility check vs Agility defense of two separate targets.

Success: Affected targets suffers ½ damage.

Success: Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

REACTIONS

Covering Fire

10

Action: Reaction | Duration: Instant

Trigger: An ally within your line of sight begins its turn.

Effect: Make an Agility attack vs target's Vigilance defense.

Success: Target suffers damage to Focus (less Health DR).

Success: Target suffers double damage to Focus (less Health DR). If target suffers any damage, they are also Stunned.

Kill Zone

15

Action: Reaction | Duration: Instant

Trigger: An enemy in line of sight starts to move.

Effect: Make a ranged attack vs enemy. Each target can be affected by this attack only once per round.

Success: Target suffers damage and character regains reaction.

Return Fire

5

Action: Reaction | Duration: Instant

Trigger: Enemy declares an attack against the character.

Effect: Make an Agility attack vs target's Vigilance defense.

Success: Apply Health DR then suffer damage to Focus.

Success: Apply Health DR then suffer double damage to Focus + Stunned for 1 round.

OTHER POWERS

Accuracy 1 Discipline 1 Flight 2 Mighty 1 Sturdy 2

ANKYLOSAURUS



INITIATIVE

+4

HEALTH

180

DR: -4

FOCUS

120

DR: -

MELEE

5

DEFENSE

13

NON-COMBAT

+6

MULTIPLIER

x4

AGILITY

2

DEFENSE

10

NON-COMBAT

+2

MULTIPLIER

x3

RESILIENCE

6

DEFENSE

16

NON-COMBAT

+6

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

LOGIC

-3

DEFENSE

7

NON-COMBAT

+3

MULTIPLIER

x3

RUN / CLIMB / SWIM / JUMP

20 10 10 10

RANK

3

TAGS & TRAITS

Monster

Gain an **edge** whenever they attempt to intimidate someone.

Signature Attack

Tail Club: Gain an **edge** when making attacks using this ability or power.

Gear & Weapons

- **Bite (Range: Reach 5)**
- **Tail Club (Range: Reach 10)**
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Surprising Power: Sturdy 3, Surprising Power: Sturdy 4.

Tags: Extreme Appearance, Mute (Can only roar).

POWERS

ATTACK

Clobber

Action: Standard | **Duration:** Instant
Effect: Make a Melee attack vs a target's Melee Defense.
Success: Target suffers damage.
Success: Target suffers double damage + Prone.

Ground-Shaking Stomp

Action: Standard | **Duration:** Instant
Effect: Make a Melee check vs Agility Defense of every target within reach, plus 1 per rank in spaces.
Success: Target suffers $\frac{1}{2}$ damage.
Success: Target suffers damage + Prone.

Smash

Action: Standard | **Duration:** Instant
Effect: Makes a close attack with **edge**. Add +1 to Melee damage bonus per 2 Focus spent.
Success: Target suffers damage.
Success: Target suffers double damage + Stunned for 1 round.

Unrelenting Smash

Action: Standard | **Duration:** Instant
Effect: Make a Melee check vs Melee Defense of all enemies in reach.
Success: Target suffers $\frac{1}{2}$ damage.
Success: Target suffers damage + Prone.

This character may then move up to $\frac{1}{2}$ speed then pay 15 Focus to perform the attack again until they run out of speed or Focus. Targets can only be affected once by this power per turn.

REACTIONS

Immovable

Action: Reaction | **Duration:** Instant
Trigger: Character is knocked back/prone.
Effect: Reduce the knockback distance (equal to their Melee Defense) in spaces.

PASSIVE

Grow 1 (Permanent)

Action: Passive | **Duration:** Permanent
Effect: The character is huge size. Gain Reach 5.

Heightened Senses

Action: Passive | **Duration:** Permanent
Effect: Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

Iconic Weapon

Tall Club.
• Reach 10 sp.
• Melee damage multiplier +1

OTHER POWERS

1 Mighty 1, Sturdy 4

ARCADE



INITIATIVE
+1

HEALTH **10** **DR:** -

FOCUS **30** **DR:** -

MELEE	0	DEFENSE	10	NON-COMBAT	+0	MULTIPLIER	x1
AGILITY	1	DEFENSE	11	NON-COMBAT	+1	MULTIPLIER	x1

RESILIENCE	0	DEFENSE	10	NON-COMBAT	+0		
VIGILANCE	1	DEFENSE	11	NON-COMBAT	+1		

EGO	1	DEFENSE	11	NON-COMBAT	+1	MULTIPLIER	x1
LOGIC	4	DEFENSE	14	NON-COMBAT	+5	MULTIPLIER	x2

RUN / CLIMB / SWIM / JUMP
5 3 3 3

RANK
1

TAGS & TRAITS

Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

Determination

When demoralized, do not gain **trouble** on all actions.

Gearhead

Gain an **edge** on Logic checks to figure out how any machine works.

Inventor

Gain an **edge** on Logic checks when creating or repairing things.

Signature Attack

Traps: Characters suffer **trouble** when attempting to disable Arcade's traps.

Gear & Weapons

■ **Cane (Range: Reach)**
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Criminal.

Tags: Hunted, Public Identity, Rich, Streetwise, Villainous.

POWERS

REACTIONS

OTHER POWERS

Brilliance 10

ARCADE

BULLSEYE (L.M.D.)



INITIATIVE

+2

HEALTH

90

DR: -1

FOCUS

60

DR: -

MELEE
1

DEFENSE
14

NON-COMBAT
+1

MULTIPLIER
x2

AGILITY
4

DEFENSE
14

NON-COMBAT
+6

MULTIPLIER
x4

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
2

DEFENSE
12

NON-COMBAT
+2

EGO
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x2

LOGIC
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

TAGS & TRAITS

Combat Reflexes

Gain one additional reaction each turn.

Determination

When demoralized, do not gain trouble on all actions.

Signature Attack

Sniping: Gain an edge when making attacks using this ability or power.

Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

Gear & Weapons

- **Pistol (Range: 10)**
Agility Damage Multiplier +1.
- **Rifle (Range: 20)**
Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Criminal.

Tags: A.I., Extreme Appearance, Streetwise.

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

Effect: Make a ranged attack vs enemy within 2 spaces.

Success: Target suffers damage.

Success: Target suffers double damage + Bleeding.

Snap Shooting

Action: Standard | Duration: Instant

Effect: Make a single ranged Agility check vs the Agility defenses of two targets.

Success: Affected targets suffer ½ damage.

Success: Affected targets suffer damage + Bleeding.

MOVEMENT

Sniping

Action: Standard and Movement | Duration: Instant

Effect: Makes a ranged attack vs enemy 20+ spaces away.

Success: Target suffers damage.

Success: Target suffers triple damage.

REACTIONS

Point-Blank Parry

Action: Reaction | Duration: Instant

Trigger: Enemy within 2 spaces misses an attack against the character.

Effect: Make a ranged attack vs enemy who missed them.

Success: Enemy suffers damage.

Success: Enemy suffers double damage + Bleeding.

Slow-Motion Dodge

Action: Reaction | Duration: Instant

Trigger: Enemy makes an attack vs this character's Agility defense.

Effect: The enemy gains trouble on the attack.

OTHER POWERS

5

 Accuracy 2  Evasion  Reinforced Skeleton 

CAPTAIN AMERICA (L.M.D.)



INITIATIVE

+3E

70

DR: -2

FOCUS

100

DR: -

MELEE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

AGILITY

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x3

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

LOGIC

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

TAGS & TRAITS

Public Speaking

Gain an **edge** on Ego checks when attempting to persuade groups.

Situational Awareness

Gain an **edge** on initiative checks.

Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

Gear & Weapons

■ **Imitation Shield** (Range: Reach)
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Battle-Ready, Connections: Military, Surprising Power Rico-Shield.

Tags: A.I., Extreme Appearance, Signature Weapon: Imitation Captain America's Shield.

POWERS

ATTACK

Hurled Shield Bash

Action: Standard | Duration: Instant | Range: 10 sp. x rank

Effect: Make a ranged attack on an enemy.

Success: Target suffers damage.

Success: Target suffers double damage + Prone + Shield returns to the character.

Rico-Shield

Action: Standard | Duration: Instant | Range: 10 sp. x rank

Effect: Makes a ranged attack on a target.

Success: Target suffers damage.

Success: Target suffers damage + Prone + character can make an extra attack on another target, adding the extra range between the two targets to the new attack roll. This can be repeated until an attack is not a Fantastic success. When the attacks are over, the shield then bounces back to the character.

Shield Bash

Action: Standard | Duration: Instant

Effect: Make a close attack on an enemy within reach.

Success: Target/s suffers damage.

Success: Target/s suffers double damage + Prone.

ACTIVE

Inspiration

Action: Standard | Duration: 1 round

Effect: Inspire an ally in earshot. The ally gains **edge** on all action checks until the start of the character's next turn.

REACTIONS

Change of Plans

Action: Reaction | Duration: 1 round

Trigger: An ally has trouble on an action check.

Effect: The ally gains an **edge** on that action check.

Shield 2

Action: Standard/Reaction | Duration: Concentration

Trigger: The character is attacked.

Effect: The character gains Health DR 2.

Shield Deflection

Action: Reaction | Duration: Instant

Trigger: Enemy attacks character's Agility Def.

Effect: The attack has **trouble**.

JUNGLE-SPIDER (L.M.D.)



INITIATIVE

+3

HEALTH
90

DR: -

FOCUS
90

DR: -

MELEE
5

DEFENSE
16

NON-COMBAT
+6

MULTIPLIER
x4

AGILITY
6

DEFENSE
16

NON-COMBAT
+6

MULTIPLIER
x3

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
3

DEFENSE
13

NON-COMBAT
+3

EGO
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x3

LOGIC
2

DEFENSE
12

NON-COMBAT
+2

MULTIPLIER
x3

RUN / CLIMB / SWIM / SWING

6 3 3 18

RANK

3

TAGS & TRAITS

Bloodthirsty

After they knock someone unconscious, they must make a Challenging Ego check to keep from continuing to attack them until they're dead.

Combat Reflexes

Gain one additional reaction each turn.

Free Running

Gain an edge on Agility checks made to perform acrobatics during a movement action.

Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

Other Traits and Tags

Tags: A.I., Extreme Appearance.

POWERS

ATTACK

Spider-Strike

Action: Standard | Duration: Instant

Effect: Make a single Melee check against 2 close targets' Melee defenses. After attack, may run, jump or climb at $\frac{1}{2}$ speed for free.

Success: Target/s suffers $\frac{1}{2}$ regular damage.

Success: Target/s suffers full regular damage + paralyzed by webbing (TN 20 to break free).

Webcasting

Action: Standard | Duration: Instant | Range: 10 sp.

Effect: Make a ranged attack.

Success: Target paralyzed.

Success: Target paralyzed and pinned (TN 20 to break free).

ACTIVE

Webtrapping

Action: Standard | Duration: Rank x 5 minutes

Effect: Create a web 5 spaces in size. Area considered difficult terrain. Affected target must make a TN 20 Agility check or become paralyzed. Breaking free requires the same check.

REACTIONS

Combat Trickery

Action: Reaction | Duration: Instant

Trigger: The character makes an attack.

Effect: Once per battle, when attacking targets of equal or higher rank, checks automatically roll a 1 on their  (cannot be affected by trouble). If attacking multiple targets, all the targets must be of equal or higher rank.

Slow-Motion Dodge

Action: Reaction | Duration: Instant

Trigger: Enemy makes an attack vs this character's Agility defense.

Effect: The enemy gains trouble on the attack.

Spider-Dodge

Action: Reaction | Duration: Instant

Trigger: Character's Agility Defense attacked.

Effect: Attacker gains trouble on the attack. If the attack misses, this character can leap in any direction at their Jump Speed.

OTHER POWERS

 Evasion  Mighty 

 Jump 1 

 Webslinging 

SMUGGLER



INITIATIVE

+1

HEALTH
30

DR: -

FOCUS
30

DR: -

MELEE
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x1

AGILITY
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x1

RESILIENCE
1

DEFENSE
11

NON-COMBAT
+1

VIGILANCE
1

DEFENSE
11

NON-COMBAT
+1

EGO
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x1

LOGIC
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x1

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

1

TAGS & TRAITS

Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

Determination

When demoralized, do not gain **trouble** on all actions.

Signature Attack

Weapons Blazing: Gain an **edge** when making attacks using this ability or power.

Sneaky

Gain an **edge** on Agility checks when sneaking around. Enemies have **trouble** on Vigilance checks to detect the character when the character is invisible or hiding.

Gear & Weapons

- **Pistol (Range: 10)**
Agility Damage Multiplier +1.
- **S.H.I.E.L.D. Prototype Laser (Range: 20)**
Agility Damage Multiplier +1.
Ignore Damage Reduction by 1

Other Traits and Tags

Traits: Connections: Criminal.

Tags: Black Market Access, Streetwise.

POWERS

ATTACK

REACTIONS

Snap Shooting

0

Action: Standard | Duration: Instant

Effect: Make a single ranged Agility check vs the Agility defenses of two targets.

Success: Affected targets suffer $\frac{1}{2}$ damage.

Success: Affected targets suffer damage + Bleeding.

Weapons Blazing

5

Action: Standard | Duration: Instant

Effect: Make a single Agility check vs Agility defense of two separate targets.

Success: Affected targets suffers $\frac{1}{2}$ damage.

Success: Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

TYRANNOSAURUS REX



INITIATIVE

+3

HEALTH
180

DR: -1

FOCUS

90

DR: -

MELEE
6

DEFENSE
14

NON-COMBAT
+8

MULTIPLIER
x5

AGILITY
3

DEFENSE
11

NON-COMBAT
+3

MULTIPLIER
x3

RESILIENCE
6

DEFENSE
16

NON-COMBAT
+6

VIGILANCE
3

DEFENSE
13

NON-COMBAT
+3

EGO
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x3

LOGIC
-3

DEFENSE
7

NON-COMBAT
-3

MULTIPLIER
x3

RUN / CLIMB / SWIM / JUMP

25 13 13 13

RANK

3

TAGS & TRAITS

Abrasive

Gain **trouble** when making Ego checks to persuade someone to help. Gain an **edge** when making Ego checks to intimidate someone.

Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. On a failure, charge towards attacker. If enemy is defeated, must charge to attack the next closest foe. When Berserker, gain an **edge** on all close attacks, add +2 to Melee, Resilience and Ego defenses, and -2 Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

Bloodthirsty

After they knock someone unconscious, they must make a Challenging Ego check to keep from continuing to attack them until they're dead.

Fearless

Gain an **edge** on any action checks required to deal with fear.

Monster

Gain an **edge** whenever they attempt to intimidate someone.

Gear & Weapons

■ **Bite (Range: Reach 5)**

Other Traits and Tags

Tags: Extreme Appearance, Mute (Can only roar).

POWERS

ATTACK

Clobber

Action: Standard | **Duration:** Instant
Effect: Make a Melee attack vs a target's Melee Defense.
Success: Target suffers damage.
Success: Target suffers double damage + Prone.

Ground-Shaking Stomp

Action: Standard | **Duration:** Instant
Effect: Make a Melee check vs Agility Defense of every target within reach, plus 1 per rank in spaces.
Success: Target suffers $\frac{1}{2}$ damage.
Success: Target suffers damage + Prone.

Smash

Action: Standard | **Duration:** Instant
Effect: Makes a close attack with **edge**. Add +1 to Melee damage bonus per 2 Focus spent.
Success: Target suffers damage.
Success: Target suffers double damage + Stunned for 1 round.

Unrelenting Smash

Action: Standard | **Duration:** Instant
Effect: Make a Melee check vs Melee Defense of all enemies in reach.
Success: Target suffers $\frac{1}{2}$ damage.
Success: Target suffers damage + Prone.
This character may then move up to $\frac{1}{2}$ speed then pay 15 Focus to perform the attack again until they run out of speed or Focus. Targets can only be affected once by this power per turn.

REACTIONS

Crushing Grip

Action: Reaction | **Duration:** Instant
Trigger: Target is grabbed.
Effect: Make a Melee attack vs Resilience Defense of grabbed target.
Success: Target suffers damage.
Success: Target suffers double damage + Pinned.

Immovable

Action: Reaction | **Duration:** Instant
Trigger: Character is knocked back/prone.
Effect: Reduce the knockback distance (equal to their Melee Defense) in spaces.

Quick Toss

Action: Reaction | **Duration:** Instant
Trigger: A person the character can pick up is grabbed.
Effect: Throw the grabbed person at another target. Determine range by Mighty power rank and the grabbed person's size. Make ranged attack against a target. Failure inflicts damage on thrown person after which they fall prone within 1 space of the target.
Success: Target also suffers damage.
Success: Target also suffers damage + Prone.

PASSIVE

Grow 1 (Permanent)

Action: Passive | **Duration:** Permanent
Effect: The character is huge size. Gain Reach 5.

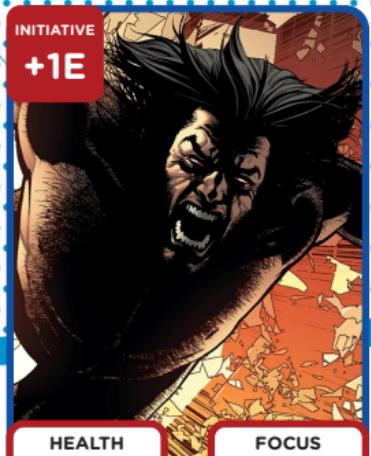
Heightened Senses

Action: Passive | **Duration:** Permanent
Effect: Senses things roughly twice as far away as normal. Gain **edge** on Vigilance checks to perceive things, and enemies have **trouble** on checks they make to sneak past the character.

OTHER POWERS

1 Mighty 2 0, Sturdy 1 0

WOLVERINE (L.M.D.)



INITIATIVE
+1E

RUN / CLIMB / SWIM / JUMP

RANK
2

HEALTH
90

FOCUS
60

DR: -1

DR: -1

MELEE
4

DEFENSE
14

NON-COMBAT
+4

MULTIPLIER
x3

AGILITY
4

DEFENSE
14

NON-COMBAT
+4

MULTIPLIER
x2

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
1

DEFENSE
11

NON-COMBAT
+1

EGO
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x2

LOGIC
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x2

TAGS & TRAITS

Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. On a failure, charge towards attacker. If enemy is defeated, must charge to attack the next closest foe. When Berserk, gain an **edge** on all close attacks, add +2 to Melee, Resilience and Ego defenses, and -2 Agility defense. Cannot use ranged weapons. At the end of the character's turn, lose 5 Focus. When unable to spend Focus or no enemies left, the condition ends.

Combat Reflexes

Gain one additional reaction each turn.

Situational Awareness

Gain an **edge** on initiative checks.

Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

Gear & Weapons

■ Imitation Adamantium Claws (Range: Reach)
Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Battle Ready, Connections: Military
Tags: A.I., Extreme Appearance, Signature Weapon: Imitation Adamantium Claws.

POWERS

ATTACK

Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Make a Melee attack vs Melee Defense against 2 targets within reach.

Success: Affected target/s suffer $\frac{1}{2}$ damage.

Success: Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

Whirling Frenzy (Sharp)

Action: Standard | Duration: Instant

Effect: Make a Melee check vs Melee Defense of every target within reach.

Success: Target suffers $\frac{1}{2}$ damage.

Success: Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

REACTIONS

Combat Trickery

Action: Reaction | Duration: Instant

Trigger: The character makes an attack.

Effect: Once per battle, when attacking targets of equal or higher rank, checks automatically roll a 1 on their **red** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

Riposte (Sharp)

Action: Reaction | Duration: Instant

Trigger: An enemy makes a close attack against the character that fails.

Effect: Make a Melee Attack vs Melee Defense against target.

Success: Target suffers damage.

Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

OTHER POWERS

 Reinforced Skeleton  Uncanny  

BANKROBBER



INITIATIVE
+1

HEALTH
30

DR: -

FOCUS
30

DR: -

MELEE	2	DEFENSE	12	NON-COMBAT	+2	MULTIPLIER	x1
AGILITY	2	DEFENSE	12	NON-COMBAT	+2	MULTIPLIER	x1
RESILIENCE	1	DEFENSE	11	NON-COMBAT	+1		
VIGILANCE	1	DEFENSE	11	NON-COMBAT	+1		
EGO	1	DEFENSE	11	NON-COMBAT	+1	MULTIPLIER	x1
LOGIC	0	DEFENSE	10	NON-COMBAT	+0	MULTIPLIER	x1

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

1

TAGS & TRAITS

Fearless

Gain an **edge** on any action checks required to deal with fear.

Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health.

Gear & Weapons

■ **Pistol (Range: 10)**

Melee Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Criminal.

Tags: Black Market Access, Streetwise.

POWERS

ATTACK

Elemental Burst (Force)

Action: Standard | Duration: Instant | Range: 10 sp.

Effect: Make a ranged Agility Attack vs target's Agility Defense.

Success: Target suffers damage.

Success: Target suffers double damage + element's special effect. (Force: Target has trouble on all actions for one round).

REACTIONS

OTHER POWERS

Evasion

SUPER-SKRULL



INITIATIVE

+3

HEALTH
90

DR: -2

FOCUS
120

DR: -

MELEE
7

DEFENSE
17

NON-COMBAT
+7

MULTIPLIER
x5

AGILITY
3

DEFENSE
14

NON-COMBAT
+3

MULTIPLIER
x5

RESILIENCE
3

DEFENSE
13

NON-COMBAT
+3

VIGILANCE
3

DEFENSE
13

NON-COMBAT
+3

EGO
6

DEFENSE
16

NON-COMBAT
+6

MULTIPLIER
x5

LOGIC
3

DEFENSE
13

NON-COMBAT
+3

MULTIPLIER
x5

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

5

TAGS & TRAITS

Combat Expert

Gain an **edge** on Melee attacks against enemies of Rank 1.

Combat Reflexes

Gain one additional reaction each turn.

Interrogation

Gain an **edge** on Ego or Logic checks made when asking questions.

Iron Will

Enemies have **trouble** on Ego attacks to control this character's mind or influence their behavior. The character also gains an **edge** on Ego checks to break free of mind control or other compulsions.

Leverage

Gain an **edge** on Logic checks to investigate people and on Ego checks to persuade people they've investigated.

Situational Awareness

Gain an **edge** on initiative checks.

Other Traits and Tags

Traits: Battle Ready, Connections: Espionage, Connections: Military (Kree-Skrull Alliance), Extra Occupation.

Tags: Alien Heritage, Black Market Access, Extreme Appearance (in their natural form), Obligation: Emperor Hulkling, Secret Identity (when disguised).

POWERS

ATTACK

Clobber

Action: Standard | **Duration:** Instant
Effect: Make a Melee attack vs a target's Melee Defense.
Success: Target suffers damage.
Success: Target suffers double damage + Prone.

Elemental Push (Fire)

Action: Standard | **Duration:** Instant
Effect: Make an Ego attack vs target's Agility defense.
Success: Move the target in any direction, up to 5 spaces.
Success: As success + target suffers damage + Prone + element's special effect (Fire: Sets target ablaze).

Elemental Burst (Fire)

Action: Standard | **Duration:** Instant | **Range:** 10 sp.
Effect: Make a ranged Agility Attack vs target's Agility Defense.
Success: Target suffers damage.
Success: Target suffers double damage + element's special effect (Fire: Sets target ablaze).

Ground-Shaking Stomp

Action: Standard | **Duration:** Instant
Effect: Make a Melee check vs Agility Defense of every target within reach, plus 1 per rank in spaces.
Success: Target suffers $\frac{1}{2}$ damage.
Success: Target suffers damage + Prone.

Unrelenting Smash

Action: Standard | **Duration:** Instant
Effect: Make a Melee check vs Melee Defense of all enemies in reach.
Success: Target suffers $\frac{1}{2}$ damage.
Success: Target suffers damage + Prone.

This character may then move up to $\frac{1}{2}$ speed then pay 15 Focus to perform the attack again until they run out of speed or Focus. Targets can only be affected once by this power per turn.

Smash

Action: Standard | **Duration:** Instant
Effect: Makes a close attack with edge. Add +1 to Melee damage bonus per 2 Focus spent.
Success: Target suffers damage.
Success: Target suffers double damage + Stunned for 1 round.

ACTIVE

Command

Action: Standard | **Duration:** 1 round
Effect: Make a Logic check vs Logic defense of target with an existing Telepathic Link. Give a command they can complete in a single action. If it can harm someone, the check has trouble. If it can harm the target, the check has double trouble on the check.
Success: The target complies with the order.
Success: As success + gains an edge the next time they use this power against this same target.

Disguise

Action: Standard | **Duration:** Permanent
Effect: Instantly alters appearance to appear as someone else. TN to see through disguise equals Ego defense. If impersonating someone known to the target, they gain edge.

Elemental Barrier (Fire)

Action: Standard | **Duration:** Concentration | **Range:** 50 sp.
Effect: The character forms a wall (2 spaces across per rank) of their element within range. Make an Agility Attack vs Agility Defense of any target in the affected spaces. On a failure, the target chooses which side of the barrier they're on. The barrier provides 10 points of protection.
Success: Attacker chooses the side of the barrier the target is on.
Success: As success + element's special effect (Fire: Sets target ablaze).

Extend Invisibility

Action: Standard | **Duration:** Concentration
Effect: The character makes something—a single person or object—within reach invisible. This can be one size bigger than them for every rank they have.

Invisibility

Action: Standard | **Duration:** Concentration
Effect: The character becomes invisible. They have an edge on Agility checks to sneak past people, and enemies have trouble on Vigilance checks to perceive them. It's even harder to spot things that are invisible but aren't moving. Characters must be actively trying to do so to be able to make a Vigilance check.

Telepathic Link

Action: Standard | **Duration:** Concentration | **Range:** Unlimited
Effect: Can communicate telepathically with one person they have met or seen before, providing both character and target are in the same dimension. If target is unwilling, make a Logic check vs target's Vigilance defense. On a failure, the character cannot attempt to communicate with the target in this way for the rest of the day.
Success: Can communicate with the target for one round.
Success: Target cannot shut the character out for the rest of the day.

MOVEMENT

Stilt Steps

Action: Movement | **Duration:** Concentration
Effect: Character's Climb and Run Speed doubles.

REACTIONS

Crushing Grip

Action: Reaction | **Duration:** Instant
Trigger: Target is grabbed.
Effect: Make a Melee attack vs Resilience Defense of grabbed target.
Success: Target suffers damage.
Success: Target suffers double damage + Pinned.

Shape Shift

Action: Standard/Reaction | **Duration:** Permanent
Trigger: The character is attacked or otherwise in danger.
Effect: Change into another form no more than one size bigger or smaller than the 0.5 mmir regular form. Gain access to any natural abilities of that form (i.e. bird = fly).

Slip Free

Action: Reaction | **Duration:** Instant
Trigger: The character is grabbed or pinned.
Effect: The character is not grabbed or pinned.

PASSIVE

Extended Reach 2

Action: Passive | **Duration:** Permanent
Effect: Reach is x10 normal.

Flexible Bones 2

Action: Passive | **Duration:** Permanent
Effect: Gain Health Damage Reduction 2 and double edge on Agility checks for contortion and escape.

CHILDREN OF LOST TARNAX

INITIATIVE

+1



HEALTH

30

DR: -1

FOCUS

30

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

AGILITY

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x2

RESILIENCE

1

DEFENSE

11

NON-COMBAT

+1

VIGILANCE

1

DEFENSE

11

NON-COMBAT

+1

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x2

LOGIC

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

TAGS & TRAITS

Combat Reflexes

Gain one additional reaction each turn.

Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

Sneaky

Gain an **edge** on Agility checks when sneaking around. Enemies have **trouble** on Vigilance checks to detect the character when the character is invisible or hiding.

Stranger

Gain **trouble** on checks made when trying to decipher such things or when trying to pass themselves off as a local.

Gear & Weapons

Knife (Range: Reach)

Melee Damage Multiplier +1.

Pistol (Range: 10)

Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Outsiders.

Tags: Alien Heritage, Extreme Appearance (in their natural form), Secret Identity (when disguised), Villainous.

POWERS

ATTACK

Double Tap

Action: Standard | Duration: Instant

Effect: Make a ranged attack vs enemy within 2 spaces.

Success: Target suffers damage.

Success: Target suffers double damage + Bleeding.

Suppressive Fire

Action: Standard | Duration: Instant

Effect: Makes an Agility attack vs target's Vigilance defense.

Success: Target suffers Focus damage after Health DR.

Success: Target suffers double Focus damage after Health DR + Stunned for 1 round.

ACTIVE

Disguise

Action: Standard | Duration: Permanent

Effect: Instantly alters appearance to appear as someone else.

TN to see through disguise equals Ego defense. If impersonating someone known to the target, they gain **edge**.

REACTIONS

Shape Shift

Action: Standard/Reaction | Duration: Permanent

Trigger: The character is attacked or otherwise in danger.

Effect: Change into another form no more than one size bigger or smaller than their regular form. Gain access to any natural abilities of that form (i.e. bird = fly).

Slip Free

Action: Reaction | Duration: Instant

Trigger: The character is grabbed or pinned.

Effect: The character is not grabbed or pinned.

PASSIVE

Extended Reach 1

Action: Passive | Duration: Permanent

Effect: Reach is x 4 normal.

Flexible Bones 1

Action: Passive | Duration: Permanent

Effect: Gain Health Damage Reduction 1 and **edge** on Agility checks for contortion and escape.

Flexible Fingers

Action: Passive | Duration: Permanent

Effect: With a standard action, the character can automatically pick any lock that requires a physical key. They can also shape their hands to form almost any other kind of simple tool.

GO'BAK



INITIATIVE

+2

HEALTH

60

DR: -2

FOCUS

90

DR: -

MELEE
2

DEFENSE
12

NON-COMBAT
+2

MULTIPLIER
x3

AGILITY
4

DEFENSE
14

NON-COMBAT
+4

MULTIPLIER
x3

RESILIENCE
2

DEFENSE
12

NON-COMBAT
+2

VIGILANCE
2

DEFENSE
12

NON-COMBAT
+2

EGO
4

DEFENSE
14

NON-COMBAT
+4

MULTIPLIER
x3

LOGIC
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x3

RUN / CLIMB / SWIM / JUMP

10 5 5 5

RANK

3

TAGS & TRAITS

Combat Reflexes

Gain one additional reaction each turn.

Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

Situational Awareness

Gain an **edge** on initiative checks.

Sneaky

Gain an **edge** on Agility checks when sneaking around. Enemies have **trouble** on Vigilance checks to detect the character when the character is invisible or hiding.

Stranger

Gain **trouble** on checks made when trying to decipher such things or when trying to pass themselves off as a local.

Gear & Weapons

- Knife (Range: Reach)
Melee Damage Multiplier +1.
- Pistol (Range: 10)
Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Battle Ready, Connections: Military (Skrull Empire), Connections: Outsiders, Extra Occupation.

Tags: Alien Heritage, Extreme Appearance (in natural form), Secret Identity (when disguised), Villainous.

POWERS

ATTACK

Double Tap

Action: Standard | **Duration:** Instant
Effect: Make a ranged attack vs enemy within 2 spaces.
Success: Target suffers damage.
Success: Target suffers double damage + Bleeding.

Reverse Punch

Action: Standard | **Duration:** Instant.
Effect: Makes a close attack with **edge**.
Success: Full damage.
Success: Double full damage + stunned for 1 round.

Suppressive Fire

Action: Standard | **Duration:** Instant
Effect: Makes an Agility attack vs target's Vigilance defense.
Success: Target suffers Focus damage after Health DR.
Success: Target suffers double Focus damage after Health DR + Stunned for 1 round.

ACTIVE

Disguise

Action: Standard | **Duration:** Permanent
Effect: Instantly alters appearance to appear as someone else. TN to see through disguise equals Ego defense. If impersonating someone known to the target, they gain **edge**.

MOVEMENT

Stilt Steps

Action: Movement | **Duration:** Concentration
Effect: Double a character's Climb and Run Speed.

REACTIONS

Shape Shift

0
Action: Standard/Reaction | **Duration:** Permanent
Trigger: The character is attacked or otherwise in danger.
Effect: Change into another form no more than one size bigger or smaller than their regular form. Gain access to any natural abilities of that form (i.e. bird = fly).

Slip Free

0
Action: Reaction | **Duration:** Instant
Trigger: The character is grabbed or pinned.
Effect: The character is not grabbed or pinned.

PASSIVE

Extended Reach 2

0
Action: Passive | **Duration:** Permanent
Effect: Reach is x10 normal.

Flexible Bones 2

0
Action: Passive | **Duration:** Permanent
Effect: Gain Health Damage Reduction 2 and **double edge** on Agility checks for contortion and escape.

Flexible Fingers

0
Action: Passive | **Duration:** Permanent
Effect: With a standard action, the character can automatically pick any lock that requires a physical key. They can also shape their hands to form almost any other kind of simple tool.

Rubberneck

0
Action: Passive | **Duration:** Permanent
Effect: May move their head away from their body, up to their reach, to establish a line of sight to a target.

POLICE OFFICER



INITIATIVE

+1

HEALTH
30

DR: -

FOCUS
30

DR: -

MELEE
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x1

AGILITY
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x1

RESILIENCE
1

DEFENSE
11

NON-COMBAT
+1

VIGILANCE
1

DEFENSE
11

NON-COMBAT
+1

EGO
1

DEFENSE
11

NON-COMBAT
+1

MULTIPLIER
x1

LOGIC
0

DEFENSE
10

NON-COMBAT
+0

MULTIPLIER
x1

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

1

TAGS & TRAITS

Determination

When demoralized, do not gain trouble on all actions.

Interrogation

Gain an edge on Ego or Logic checks made when asking questions.

Investigation

Gain an edge on Vigilance checks to spot clues and on Logic checks related to interpreting clues. Gain a second edge if made in a Forensics Lab.

Legal Eagle

Gain an edge on Logic checks when dealing with legalities.

Gear & Weapons

■ Trudgeon (Range: Reach)

Melee Damage Multiplier +1.

■ Pistol (Range: 10)

Agility Damage Multiplier +1.

Other Traits and Tags

Tags: Authority, Backup, Heroic, Lab Access, Public Identity.

POWERS

ATTACK

Suppressive Fire

Action: Standard | Duration: Instant

Effect: Makes an Agility attack vs target's Vigilance defense.

Success: Target suffers Focus damage after Health DR.

Success: Target suffers double Focus damage after Health DR + Stunned for 1 round.

Vicious Attack (Blunt)

Action: Standard | Duration: Instant

Effect: Make a Melee attack vs Melee Defense against a target.

Success: Target suffers damage.

Success: Target suffers double damage + Weapon Effect (Blunt: Target is stunned for one round).

REACTIONS

Riposte (Blunt)

Action: Reaction | Duration: Instant

Trigger: An enemy makes a close attack against the character that fails.

Effect: Make a Melee Attack vs Melee Defense against target.

Success: Target suffers damage.

Success: Target suffers double damage + Weapon Effect (Blunt: Target is stunned for one round).

ACTIVE

Defense Stance

0

Action: Standard | Duration: Concentration

Effect: Any close attacks made against the character have trouble until this character is successfully attacked.

SKRULL AGENT



INITIATIVE

+1

HEALTH
10

DR: -1

FOCUS
30

DR: -



RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

1

TAGS & TRAITS

Fresh Eyes

Gain an **edge** on Logic checks when faced with something for the first time.

Sneaky

Gain an **edge** on Agility checks when sneaking around. Enemies have **trouble** on Vigilance checks to detect the character when the character is invisible or hiding.

Stranger

Gain **trouble** on checks made when trying to decipher such things or when trying to pass themselves off as a local.

Gear & Weapons

- Knife (Range: Reach)
Melee Damage Multiplier +1.
- Pistol (Range: 10)
Agility Damage Multiplier +1.

Other Traits and Tags

Traits: Connections: Outsiders.

Tags: Alien Heritage, Extreme Appearance (in their natural form), Secret Identity (when disguised), Villainous.

POWERS

ACTIVE

Disguise

Action: Standard | Duration: Permanent

Effect: Instantly alters appearance to appear as someone else. TN to see through disguise equals Ego defense. If impersonating someone known to the target, they gain **edge**.

REACTIONS

Shape Shift

Action: Standard/Reaction | Duration: Permanent

Trigger: The character is attacked or otherwise in danger.

Effect: Change into another form no more than one size bigger or smaller than their regular form. Gain access to any natural abilities of that form (i.e. bird = fly).

Slip Free

Action: Reaction | Duration: Instant

Trigger: The character is grabbed or pinned.

Effect: The character is not grabbed or pinned.

PASSIVE

Extended Reach 1

Action: Passive | Duration: Permanent

Effect: Reach is x 4 normal.

Flexible Bones 1

Action: Passive | Duration: Permanent

Effect: Gain Health Damage Reduction 1 and **edge** on Agility checks for contortion and escape.

GOVERNMENT AGENT

INITIATIVE

+1



HEALTH

30

DR: -

FOCUS

30

DR: -

MELEE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x1

RESILIENCE

1

DEFENSE

11

NON-COMBAT

+1

VIGILANCE

1

DEFENSE

11

NON-COMBAT

+1

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x1

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x1

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

1

TAGS & TRAITS

Determination

When demoralized, do not gain trouble on all actions.

Interrogation

Gain an edge on Ego or Logic checks made when asking questions.

Investigation

Gain an edge on Vigilance checks to spot clues and on Logic checks related to interpreting clues. Gain a second edge if made in a Forensics Lab.

Legal Eagle

Gain an edge on Logic checks when dealing with legalities.

Gear & Weapons

■ Pistol (Range: 10)

Agility Damage Multiplier +1.

Other Traits and Tags

Tags: Authority, Backup, Heroic, Lab Access, Public Identity.

POWERS

ATTACK

Snap Shooting

Action: Standard | Duration: Instant

Effect: Make a single ranged Agility check vs the Agility defenses of two targets.

Success: Affected targets suffer $\frac{1}{2}$ damage.

Success: Affected targets suffer damage + Bleeding.

REACTIONS

OTHER POWERS

Accuracy

ACTIVE

Attack Stance

Action: Standard | Duration: Concentration

Effect: Double the character's Melee ability bonus to damage.