

# ABOMINATION



INITIATIVE  
**+3**

**240**

DR: -3

FOCUS  
**90**

DR: -

MELEE  
**8**

DEFENSE  
**17**

NON-COMBAT  
**+11**

MULTIPLIER  
**x8**

AGILITY  
**3**

DEFENSE  
**17**

NON-COMBAT  
**+3**

MULTIPLIER  
**x5**

RESILIENCE  
**8**

DEFENSE  
**18**

NON-COMBAT  
**+8**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x5**

LOGIC  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / JUMP  
**6 3 3 30**

RANK  
**5**

## 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 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.

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Bloodthirsty

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

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Leverage

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Espionage

**Tags:** Black Market Access, Extreme Appearance, Green Door, Immunity [Gamma Radiation], Linguist [English, Russian], Public Identity, Radioactive, Vilainous.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

**Effect:** Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

**Success:** Targets suffers damage.

**Success:** Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

**Effect:** Make a close Melee attack vs an enemy.

**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 ½ damage.

**Success:** Target suffers damage + Prone.

### Smash

Action: Standard | Duration: Instant

**Effect:** Make 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 Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to ½ speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Prone.

## 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 **W** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

①

### 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.

①

### 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

### Healing Factor

Action: Passive | Duration: Instant

**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

①

## OTHER POWERS

**W** Brawling ① Mighty 3 ① Sturdy 3 ①

**W** Jump 3 ①

# AGATHA HARKNESS



INITIATIVE

+5

HEALTH

60

DR: -

FOCUS

150

DR: -

MELEE

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x5

AGILITY

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x5

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

5

DEFENSE

15

NON-COMBAT

+5

EGO

8

DEFENSE

18

NON-COMBAT

+10

MULTIPLIER

x7

LOGIC

5

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x5

RUN / CLIMB / SWIM / FLY

5 3 3 25

RANK

5

## TAGS & TRAITS

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### 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.

### Out of Shape

The character is considered one size smaller for the purposes of lifting, carrying, swinging and throwing things.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### Other Traits and Tags

**Traits:** Connections: Community.

**Tags:** Hounded, Public Identity, Sorcerous, Supernatural.

# POWERS

## ATTACK

### Bolts of Balthakk

Action: Standard | Duration: Instant

Range: 20 spaces

**Effect:** Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.

**Success:** Target suffers total damage.

**Success:** Target suffers double total damage + Stunned for 1 round.

3+

### Flames of the Faltine

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

**Effect:** Make an Ego check vs target's Agility defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Ablaze.

### Icy Tendrils of Ikthalon

Action: Standard | Duration: Instant

Range: 10 spaces

**Effect:** Make an Ego check vs target's Agility Defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Paralyzed.

### Telepathic Blast

Action: Standard | Duration: Instant

**Effect:** Make a Logic attack vs target in line of sight.

**Success:** Target suffers damage to Focus.

**Success:** Target suffers double damage to Focus + Stunned for 1 round.

### Vapors of Valtor

Action: Standard | Duration: Concentration

**Effect:** The character creates an inky mist for up to 125 spaces around them. Blocks line of sight beyond 5 spaces. On later turns, the character can attack with the mist, one target at a time. Make an Ego check vs target's Vigilance defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Blinded for 1 round.

## ACTIVE

### Crimson Bands of Cyttorak

Action: Standard | Duration: Concentration | Range: 20

**Effect:** Make an Ego check with an **edge** vs target's Melee defense in line of sight. Breaking free requires a Melee check with target number 20.

**Success:** Target is Paralyzed.

**Success:** Target is Paralyzed + Pinned.

### Dispel Spell

Action: Standard | Duration: Instant

**Effect:** Make an Ego check vs target's Ego defense who uses a magic power that requires concentration.

**Success:** Target's concentration on that power is broken.

**Success:** Target's concentration is broken entirely.

### Edit Memory

Action: Standard | Duration: Permanent

**Effect:** Make a Logic check vs target's Logic defense to alter the memory of a telepathically linked target. The TN is how complex the new memory and how hard it would be to integrate it into the target's other memories.

**Success:** Memories successfully altered.

**Success:** Target has **trouble** on checks to refute such memories in the future.

### ESP

Action: Standard | Duration: Concentration | Range: 500 spaces

**Effect:** Can sense the presence of others within range including their location and general status. Can identify if target has super-powers or not. If target unwilling, make a Logic check vs each target's Vigilance defense.

**Success:** Target sensed.

**Success:** Target sensed + identify source of any powers the target has.

3+

### Images of Ikonn

Action: Standard | Duration: Concentration

**Effect:** Create five (5) duplicates that start in the same space as the character and instantly move into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

3

### Memory Clip

Action: Standard | Duration: Permanent

**Effect:** Makes a Logic check vs target's Logic defense, to cause a telepathically linked target to forget something that's happened in the past hour. This gap can be up to an hour in length. The result of the check is the TN of a Logic check needed to recall the altered memory.

**Success:** The memories are forgotten.

**Success:** As success + target has **trouble** on checks to recover such memories in the future.

3

### Mists of Munnopor

Action: Standard | Duration: Concentration

**Effect:** The character creates a thick fog for up to 500 spaces around them that blocks all line of sight beyond 10 spaces and keeps people or creatures inside it from flying, gliding or webslinging.

3

### Telekinetic Manipulation

Action: Standard | Duration: Concentration | Range: 25 sp.

**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the **Brilliance** power (see **Mighty**). If opposed, make a Logic check vs opponent's Agility defense.

3

### 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.

3

## REACTIONS

### Shield Of The Seraphim

Action: Standard/Reaction | Duration: Concentration

**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

3

### Winds of Watoomb

Action: Standard/Reaction | Duration: Concentration

**Trigger:** Damage gets through the Shield of the Seraphim

**Effect:** Halve all movement by foes within 50 spaces. Can use spell to push away smoke, mist or fog (if created by a power, make an Ego check with an **edge** vs Ego defense of opposing controller).

**Success:** Controller's power ends.

**Success:** As success + controller knocked prone.

Can use to reinforce Shield of the Seraphim where any Health damage that gets through its protection can be transferred to their Focus instead, leaving the Shield of the Seraphim intact.

3

## OTHER POWERS

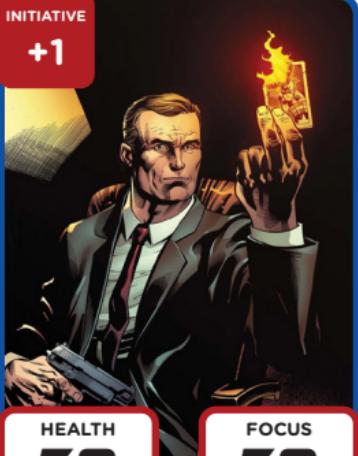
Discipline 2 Flight 10

Astral Form Summon Portal

Telepathic Network

AGATHA HARKNESS

# AGENT PHIL COULSON



INITIATIVE

+1

HEALTH  
**30**

DR: -

FOCUS  
**30**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x2**

AGILITY  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+4**

MULTIPLIER  
**x3**

RESILIENCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

VIGILANCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x2**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x2**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**2**

## 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.

### Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

### 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.

### Gear & Weapons

■ **Pistol (Range: 10)**  
Agility Damage Multiplier Bonus +1.

### Other Traits and Tags

**Tags:** Authority, Backup, Headquarters: S.H.I.E.L.D. Helicarrier, Public Identity, Signature Weapon: Pistol.

# 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  $\frac{1}{2}$  damage.

Success: Affected targets suffer 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.

### Weapons Blazing

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.

## ACTIVE

### Battle Plan

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### 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

### Keep Moving

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.

## OTHER POWERS

Accuracy 10.

# AMERICA CHAVEZ

INITIATIVE

+3E



HEALTH

**120**

DR: -2

FOCUS

**90**

DR: -

MELEE

**6**

DEFENSE

**16**

NON-COMBAT

**+9**

MULTIPLIER

**x8**

AGILITY

**7**

DEFENSE

**17**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x5**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / FLY

**30 15 15 30**

RANK

**5**

## TAGS & TRAITS

### Combat Expert

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

### Fearless

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### 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.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Situational Awareness

Gain an **edge** on initiative checks.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extra Occupation.

**Tags:** Black Market Access, Heroic, Hounded, Mentor: Professor Douglas, Obligation: School, Public Identity.

# 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.

### 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

### Multiversal Portal

**Action:** Standard | **Duration:** Concentration  
**Effect:** Open a portal next to them that moves anything that enters it between that space and its destination. Close at will.

### Multiversal Travel

**Action:** Standard/Movement | **Duration:** Instant  
**Effect:** Instantly moves between universes.

### Time Portal

**Action:** Standard  
**Duration:** Concentration  
**Effect:** Open a portal next to them that moves anything that enters it between that space and its destination. Close at will.

### Time Travel

**Action:** Standard/Movement | **Duration:** Instant  
**Effect:** Instantly moves between universes.

## REACTIONS

### Blur

**0** **Action:** Standard/Reaction | **Duration:** 1 round  
**Trigger:** The character is attacked.  
**Effect:** Any attacks against the character have **trouble**.

### Multiversal Travel Together

**10** **Action:** Standard/Movement/Reaction | **Duration:** Instant  
**Trigger:** The target is grabbed.  
**Effect:** Moves to power's destination, taking any person they are touching with them. If target unwilling, character must grab them first.

### Time Travel Together

**10** **Action:** Standard/Movement/Reaction | **Duration:** Instant  
**Trigger:** The target is grabbed.  
**Effect:** Moves to power's destination, taking any person they are touching with them. If target unwilling, character must grab them first.

## PASSIVE

### Blazing-Fast Fists

**0** **Action:** Passive | **Duration:** Permanent  
**Effect:** The character has an **edge** on all Melee attacks.

### Environmental Protection

**0** **Action:** Passive | **Duration:** Permanent  
**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

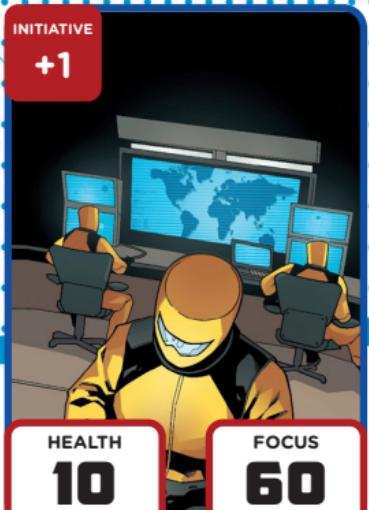
### Speed Run 2

**10** **Action:** Passive | **Duration:** Permanent  
**Effect:** Multiply the character's regular Run Speed by their rank to get their new Run Speed. Outside of combat, the character can move up to 50 times as fast as their increased Run Speed.

## OTHER POWERS

Flight 2 Mighty 3 Sturdy 2

# A.I.M. AGENT



INITIATIVE

+1

HEALTH  
**10**

DR: -

FOCUS  
**60**

DR: -



RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**1**

## TAGS & TRAITS

### Inventor

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

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Tech Reliance

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

### Gear & Weapons

■ A.I.M. Blaster (Range: 10)

See Elemental Blast power.

### Other Traits and Tags

Traits: Battle Ready

Tags: Lab Access, Secret Identity, Villainous.

# POWERS

## ATTACK

### Elemental Blast (Energy)



5+

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).

## REACTIONS



## OTHER POWERS



Accuracy 1, Brilliance 1.

# ANT-MAN



INITIATIVE

+3

HEALTH  
**60**

DR: -

FOCUS  
**90**

DR: -

MELEE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x3**

AGILITY  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x3**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x3**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x3**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Gearhead

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Inventor

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

### Tech Reliance

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

### Other Traits and Tags

Traits: Connections: Criminal

Tags: Black Market Access, Heroic, Obligation: Family, Poor, Public Identity, Streetwise.

# POWERS

## ATTACK

### Elemental Blast (Energy)

5+

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 (Energy)

0

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).

### Elemental Push (Energy)

10

Action: Standard | Duration: Instant  
Effect: Make an Ego attack vs target's Agility defense.  
**Success:** Move the target in any direction, up to 3 spaces.  
**Success:** As success + target suffers damage + Prone + element's special effect. (**Energy:** Blinds target for one round).

## ACTIVE

### Animal Communication

0

Action: Standard | Duration: Concentration  
Effect: Can communicate telepathically with bugs. They can call out to them as a group up to 500 spaces per rank away, and they can communicate specifically with ones they have met or at least seen.

### Resize Object

10

Action: Standard | Duration: Permanent  
Effect: The character can make an object within reach grow or shrink. The character can resize the object as much as their own Grow or Shrink power would allow them to.

## REACTIONS



5

### 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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Shrink 4

0

Action: Standard/Reaction | Duration: Permanent

Trigger: The character is attacked.

Effect: The character can shrink down to microscopic size. They can return to their normal size at will.

### Shrinking Dodge

5

Action: Reaction | Duration: Instant

Trigger: The character is attacked.

Effect: The attacker has **trouble** on the attack.

# AVERAGE CIVILIAN



INITIATIVE

+0

HEALTH

**10**

DR: -

FOCUS

**10**

DR: -



RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**1**

## TAGS & TRAITS

## POWERS

### REACTIONS



AVERAGE CIVILIAN

# BARON MORDO

INITIATIVE

+5E



HEALTH

90

DR: -

FOCUS

150

DR: -

MELEE  
3

DEFENSE  
13

NON-COMBAT  
+3

MULTIPLIER  
x5

AGILITY  
4

DEFENSE  
14

NON-COMBAT  
+4

MULTIPLIER  
x5

RESILIENCE  
3

DEFENSE  
13

NON-COMBAT  
+3

VIGILANCE  
5

DEFENSE  
15

NON-COMBAT  
+5

EGO  
8

DEFENSE  
18

NON-COMBAT  
+11

MULTIPLIER  
x8

LOGIC  
2

DEFENSE  
12

NON-COMBAT  
+2

MULTIPLIER  
x5

RUN / CLIMB / SWIM / FLY

5 3 3 25

RANK

5

## TAGS & TRAITS

### Abrasive

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

### Fearless

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

### 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.

### Loner

The character cannot be given an edge via assistance by someone who is not a teammate.

### Quick Learner

If the character fails an action check, they gain an edge on the check if they try the same action again on their next turn.

### Situational Awareness

Gain an edge on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Super Villains.

**Tags:** Black Market Access, Public Identity, Sorcerous, Supernatural, Villainous.

# POWERS

## ATTACK

### Bolts of Balthakk

**Action:** Standard | **Duration:** Instant | **Range:** 20 spaces  
**Effect:** Make an Ego check with **edge** vs target's Agility defense in line of sight. Add 1 to Agility damage bonus for every 2 points of Focus spent.  
**Success:** Target suffers total damage.

**Success:** Target suffers double total damage + Stunned for 1 round.



### Fast Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target/s suffer ½ damage.  
**Success:** Target/s suffer damage.

### Flames of the Faltine

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Ablaze.

### Vapors of Valtorr

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character creates an ink mist for up to 25 spaces per rank around them that blocks all line of sight beyond 5 spaces. On later turns, the character can have the mist attack one target at a time. Make an Ego check against the target's Vigilance defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Blinded for 1 round.

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration  
**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = 25.

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### Defense Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Any close attacks made against the character have trouble until this character is successfully attacked.

### Do This All Day

**Action:** Standard | **Duration:** Instant  
**Effect:** Heal 2 points of Health for every point of Focus spent.



### Images of Ikkon

**Action:** Standard | **Duration:** Concentration  
**Effect:** Create five (5) duplicates of themselves that start in the same space as the character and instantly moves into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).



### Mists Of Munnopor

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character creates a thick fog for up to 500 spaces around them that blocks all line of sight beyond 10 spaces and keeps people or creatures inside it from flying, gliding or webslinging.



### Summon Portal

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.



### 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.



### Telepathic Network

**Action:** Standard | **Duration:** Concentration  
**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.



## REACTIONS

### Counterstrike Technique

**Action:** Reaction | **Duration:** Instant  
**Trigger:** While Attack Stance is active, a close attack against this character does damage.  
**Effect:** The attacker also suffers ½ their regular damage to themselves.

### Reverse Momentum Throw

**Action:** Reaction | **Duration:** Instant  
**Trigger:** If Defense Stance is active, a close attack against the character misses.  
**Effect:** Attacker knocked prone and suffers ½ the damage their attack would have inflicted if it had succeeded.

### Shield Of The Seraphim

**Action:** Standard/Reaction | **Duration:** Concentration  
**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

### Winds of Watoomb

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** Damage gets through the Shield of the Seraphim  
**Effect:** Half all movement by foot within 50 spaces. Can use spell to push away smoke, mist or fog (if created by a power, make an Ego check with an **edge** vs Ego defense of opposing controller).  
**Success:** Controller's power ends.  
**Success:** As success + controller knocked prone.

Can use to reinforce Shield of the Seraphim where any Health damage that gets through its protection can be transferred to their Focus instead, leaving the Shield of the Seraphim intact.

## PASSIVE

### Untouchable Position

**Action:** Passive | **Duration:** Permanent  
**Effect:** If character attacked, all other close attacks against them gain trouble until start of their next turn.

## OTHER POWERS

Discipline 3 • Flight 1

# BARON ZEMO

INITIATIVE

+1E



HEALTH

**60**

DR: -

FOCUS

**60**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

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

### Inventor

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

### 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

#### ■ Adhesive X (Range: 10)

See Webcasting power; DC to escape is 25; Attack always has **trouble**.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military (Hydra).

**Tags:** Backup, Extreme Appearance, Hunted, Public Identity, Villainous, Signature Weapon: Adhesive X.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

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.

### 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  $\frac{1}{2}$  damage.

Success: Affected targets suffer 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.

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

### Webcasting

Action: Standard | Duration: Instant | Range: 10 spaces

Effect: Make a ranged attack.

Success: Target paralyzed.

Success: Target Paralyzed and Pinned (TN 20 to break free).

## ACTIVE

### Battle Plan

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### 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



5

### Exploit (Sharp)

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+ damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

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



10

### Keep Moving

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.



5

### Return Fire

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

① Accuracy 2 ①

# BEAST



INITIATIVE

+2

HEALTH

60

DR: -1

FOCUS

60

DR: -1

MELEE

3

DEFENSE

12

NON-COMBAT

+5

MULTIPLIER

x6

AGILITY

4

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x4

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x4

LOGIC

6

DEFENSE

16

NON-COMBAT

+7

MULTIPLIER

x5

RUN / CLIMB / SWIM / JUMP

6

3

3

6

RANK

4

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Clinician

Gain an **edge** on Logic checks to determine what is medically wrong with someone they examine.

### Combat Reflexes

Gain one additional reaction each turn.

### Free Running

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

### Inventor

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

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Other Traits and Tags

**Tags:** Extreme Appearance, Heroic, Hounded, Kra-koon, Lab Access, Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Chain Strikes

Action: Standard | Duration: Instant

Effect: Make a close attack with edge.

Success: Target suffers damage.

Success: Target suffers damage and character may attempt an additional Chain Strike attack.

### Fast Strikes

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage.

### Leg Sweep

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage + Prone.

Success: Target suffers damage + Prone + Stunned for one round.

## ACTIVE

### Attack Stance

0

Action: Standard | Duration: Concentration

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

### Battle Plan

10

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an edge on all action checks until the start of the character's next turn.

### Combat Support

10

Action: Standard | Duration: 1 round

Effect: Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble.

### Defense Stance

0

Action: Standard | Duration: Concentration

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

### Do This All Day

5+

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

### Inspiration

0

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



5

### 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.

## OTHER POWERS

Brilliance 1, Mighty 2, Sturdy 1, Uncanny 1

Jump 1

# BLACK BOLT



INITIATIVE

+4

HEALTH  
**120**

DR: -2

FOCUS  
**120**

DR: -3

MELEE  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+8**

MULTIPLIER  
**x7**

AGILITY  
**8**

DEFENSE  
**18**

NON-COMBAT  
**+8**

MULTIPLIER  
**x5**

RESILIENCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x5**

LOGIC  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / FLY  
**30 15 15 30**

RANK

**5**

## TAGS & TRAITS

### Combat Expert

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

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or trouble against someone who dislikes them.

### Fearless

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Tags:** Authority, Heroic, Hunted, Inhuman Genes, Mute (Cannot speak without activating sonic blasts), Powerful, Public Identity.

# POWERS

## ATTACK

### Elemental Barrage (Sound)

Action: Standard | Duration: Instant

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (**Sound:** Deafens target for one round).

15

### Elemental Blast (Sound)

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

5+

**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 (Sound)

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

0

**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).

### Elemental Push (Sound)

Action: Standard | Duration: Instant

10

**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 (**Sound:** Deafens target for one round).

## ACTIVE

### Elemental Barrier (Sound)

Action: Standard | Duration: Concentration | Range: 50 sp.

5

**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 (**Sound:** Deafens target for one round).

### Telepathic Link

0

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.

## REACTIONS

### Blur

5

Action: Standard/Reaction | Duration: 1 round

**Trigger:** The character is attacked.

**Effect:** Any attacks against the character have **trouble**.

### Catch Bullets

10

Action: Reaction | Duration: Instant

**Trigger:** A ranged attack using physical projectiles (arrows, bullets and so on) is made against the character—or a character within their character's reach.

**Effect:** Makes an Agility check, using the attacker's attack result as the target number.

**Success:** Attack is nullified.

**Success:** Attack is nullified + regain reaction.

## PASSIVE

### Environmental Protection

0

Action: Passive | Duration: Permanent

**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Blazing-Fast Fists

0

Action: Passive | Duration: Permanent

**Effect:** The character has an **edge** on all Melee attacks.

### Lightning Actions

0

Action: Passive | Duration: Permanent

**Effect:** The character has one extra standard action and one extra reaction each turn. Additionally, they can turn their Marvel die to a Fantastic success when making an initiative check.

### Speed Run 2

0

Action: Passive | Duration: Permanent

**Effect:** Outside of combat, the character can move up to 50 times as fast as their increased Run Speed.

## OTHER POWERS

Flight 2 0, Mighty 2 0, Sturdy 2 0, Uncanny 3 0.

# BLACK PANTHER



INITIATIVE

+3

HEALTH

90

DR: -2

FOCUS

90

DR: -

MELEE  
7

DEFENSE  
17

NON-COMBAT  
+8

MULTIPLIER  
x5

AGILITY  
4

DEFENSE  
14

NON-COMBAT  
+4

MULTIPLIER  
x4

RESILIENCE  
3

DEFENSE  
13

NON-COMBAT  
+3

VIGILANCE  
3

DEFENSE  
13

NON-COMBAT  
+3

EGO  
2

DEFENSE  
12

NON-COMBAT  
+2

MULTIPLIER  
x4

LOGIC  
1

DEFENSE  
11

NON-COMBAT  
+1

MULTIPLIER  
x4

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

4

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or trouble against someone who dislikes them.

### Fearless

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Tech Reliance

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

### Gear & Weapons

#### Electrified Vibranium Claws

(Range: Reach)

Melee Damage Multiplier +1

Ignores 1 level of DR.

### Other Traits and Tags

**Traits:** Extraordinary Origin.

**Tags:** Authority, Enemy: Killmonger, Headquarters: Wakanda, Heroic, Obligation: Wakanda, Powerful, Public Identity, Rich, Supernatural.

# POWERS

## ATTACK

### Fast Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target/s suffer ½ damage.  
**Success:** Target/s suffer damage.

### Chain Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close attack with **edge**.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

**0**

### Battle Plan

**Action:** Standard | **Duration:** 1 round  
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

**10**

### Combat Support

**Action:** Standard | **Duration:** 1 round  
**Effect:** Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by **trouble**.

**10**

### Do This All Day

**Action:** Standard | **Duration:** Instant  
**Effect:** Heal 2 points of Health for every point of Focus spent.

**5+**

### Focus Fire

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

**10**

### 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.

**0**

### Operations Center

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance defense. Affected allies gain an **edge** on all action checks until the start of their next turn. The character breaks concentration on this power if they use a movement action.

**15**

## REACTIONS

**5**

### Brace for Impact

**Action:** Reaction | **Duration:** Instant  
**Trigger:** Enemy deals physical damage to the character.  
**Effect:** For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

**5**

### 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.

**5**

### Counterstrike Technique

**Action:** Reaction | **Duration:** Instant  
**Trigger:** While Attack Stance is active, a close attack against this character does damage.  
**Effect:** The attacker also suffers ½ their regular damage to themselves.

**5**

## PASSIVE

### Always Ready

**Action:** Passive | **Duration:** Permanent  
**Effect:** Gain one additional reaction per round (used only to activate a Martial Arts power).

**0**

### Heightened Senses 1

**Action:** Passive | **Duration:** Permanent  
**Effect:** Can sense 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.

**0**

### Iconic Weapon

**Electrified Vibranium Claws.**  

- +1 damage multiplier.
- On Fantastic Success, the target is stunned for 1 round.

**0**

## OTHER POWERS

Mighty 1, Sturdy 2.

# BLACK WIDOW



INITIATIVE

+3

HEALTH  
**60**

DR: -

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  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**EGO  
**4**DEFENSE  
**14**NON-COMBAT  
**+4**MULTIPLIER  
**x3**LOGIC  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x3**

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

3

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Determination

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

### Free Running

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

### Leverage

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

### 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.

#### ■ Black Widow Gauntlets (Range: 5)

Agility/Melee Damage Multiplier +1

May spend 1 Karma to possess the right tool needed for a situation.

### Other Traits and Tags

**Traits:** Connections: Espionage.

**Tags:** Black Market Access, Heroic, Public Identity, Linguist (Chinese, English, French, German, Japanese, Russian), Signature Weapon: Black Widow Gauntlets.

# POWERS

## ATTACK

### Snap Shooting

Action: Standard | Duration: Instant

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

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

Success: Affected targets suffer damage + Bleeding.

### Weapons Blazing

Action: Standard | Duration: Instant

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

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

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

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Combat Support

Action: Standard | Duration: 1 round

Effect: Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble.

### Defense Stance

Action: Standard | Duration: Concentration

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

### 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.

## MOVEMENT

### Sniping

Action: Standard + Movement | Duration: Instant

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

Success: Target suffers damage.

Success: Target suffers triple damage.

## 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.

### Counterstrike Technique

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against this character does damage.

Effect: The attacker also suffers  $\frac{1}{2}$  their regular damage to themselves.

### 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.

## PASSIVE

### Unflappable Poise

Action: Passive | Duration: Permanent

Effect: Any close attacks against this character gain trouble. While they use Defense Stance, such attacks have double trouble.

# BLADE



INITIATIVE

+3

HEALTH

90

DR: -2

FOCUS

90

DR: -

MELEE  
7

DEFENSE  
17

NON-COMBAT  
+8

MULTIPLIER  
x5

AGILITY  
4

DEFENSE  
14

NON-COMBAT  
+5

MULTIPLIER  
x5

RESILIENCE  
3

DEFENSE  
13

NON-COMBAT  
+3

VIGILANCE  
3

DEFENSE  
13

NON-COMBAT  
+3

EGO  
2

DEFENSE  
12

NON-COMBAT  
+2

MULTIPLIER  
x4

LOGIC  
1

DEFENSE  
11

NON-COMBAT  
+1

MULTIPLIER  
x4

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

4

## TAGS & TRAITS

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

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

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### 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

■ **Sword (Range: Reach)**

Melee Damage Multiplier +2.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extraordinary Origin.

**Tags:** Black Market Access, Deceased, Heroic, Imageless, Public Identity, Signature Weapon: Sword.

# 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.

### Fast Attacks (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Split Melee attack between 2 close targets.  
**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.

### Focused Fury (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack with **edge**. Add +1 Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Furious Attacks (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target/s suffer  $\frac{1}{2}$  damage.  
**Success:** Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### 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  $\frac{1}{2}$  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.

### Unstoppable Assault (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a Melee Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to  $\frac{1}{2}$  speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.  
**Success:** Target suffers  $\frac{1}{2}$  damage.  
**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

## Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## 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).

## MOVEMENT

### Sniping

**Action:** Standard + Movement | **Duration:** Instant  
**Effect:** Makes a ranged attack vs enemy 20+ spaces away.  
**Success:** Target suffers damage.  
**Success:** Target suffers triple damage.

## REACTIONS

### Exploit (Sharp)

**Action:** Reaction | **Duration:** Instant  
**Trigger:** Fantastic Success with Melee and causes a min +1 damage.  
**Effect:** Make a Melee attack vs target's Resilience Defense.  
**Success:** Target suffers damage + ignore Health DR.  
**Success:** Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is 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.

## PASSIVE

### Healing Factor

**Action:** Passive | **Duration:** Instant  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

1 Accuracy 1, Mighty 1, Sturdy 2.

# BLUE MARVEL



HEALTH  
**180**

DR: -4

FOCUS  
**120**

DR: -

MELEE  
**9**

DEFENSE  
**19**

NON-COMBAT  
**+13**

MULTIPLIER  
**x10**

AGILITY  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

MULTIPLIER  
**x6**

RESILIENCE  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+6**

MULTIPLIER  
**x8**

LOGIC  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x6**

RUN / CLIMB / SWIM / FLY  
**6 3 3 36**

RANK  
**6**

## TAGS & TRAITS

### Combat Expert

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

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Situational Awareness

Gain an **edge** on initiative checks.

### Weakness

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Weird

Attacks made with neutronium ignore DR. Damage caused cannot be healed by their Healing Factor.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Community, Connections: Military, Extra Occupation.

**Tags:** Hounded, Heroic, Obligation: Family, Secret Identity.

# POWERS

## ATTACK

### Banging Heads

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.  
**Success:** Targets suffers damage.  
**Success:** Targets suffers damage + Prone.

### Clobber

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack vs an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### Elemental Barrage (Energy)

**Action:** Standard | **Duration:** Instant  
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer ½ damage.  
**Success:** Affected targets suffer damage + elemental type's special effect (Energy: Blinds target for one round).

### Elemental Blast (Energy)

**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 (Energy)

**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).

### Elemental Push (Energy)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make an Ego attack vs target's Agility defense.  
**Success:** Move the target in any direction, up to 6 spaces.  
**Success:** As success + target suffers damage + Prone + element's special effect (Energy: Blinds target for one round).

### Elemental Ricochet (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 60 sp.  
**Effect:** Make a ranged attack vs target in line of sight.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

### 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.

### Supernova (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs Resilience defense of every enemy within range. Add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.  
**Success:** Affected target/s suffer ½ total damage.  
**Success:** Affected target/s suffer total damage + element's special effect.

## ACTIVE

### Elemental Barrier (Energy)

**Action:** Standard | **Duration:** Concentration | **Range:** 60 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 (Energy: Blinds target for one round).

## REACTIONS

### Crushing Grip

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

### Elemental Protection 1

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** The character protects themselves with their element. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection.

### Elemental Reinforcement (Energy)

**Action:** Reaction | **Duration:** Instant  
**Trigger:** Damage gets through an elemental power  
**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### 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 grabbed person at another target. Determine range by Mighty power rank & grabbed person's size. Make ranged attack against a target.  
**Failure:** Person thrown suffers damage + Prone (1 sp. of target).  
**Success:** Target also suffers damage.  
**Success:** Target also suffers damage + Prone.

## PASSIVE

### Environmental Protection

**Action:** Passive | **Duration:** Permanent  
**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

## OTHER POWERS

1 Discipline 2 Flight 2 Mighty 4 Sturdy 4

# BRAWN



HEALTH <b>120</b>	DR: -2	FOCUS <b>60</b>	DR: -
MELEE <b>5</b>	DEFENSE <b>15</b>	NON-COMBAT <b>+7</b>	MULTIPLIER <b>x6</b>
AGILITY <b>3</b>	DEFENSE <b>13</b>	NON-COMBAT <b>+3</b>	MULTIPLIER <b>x4</b>
RESILIENCE <b>4</b>	DEFENSE <b>14</b>	NON-COMBAT <b>+4</b>	
VIGILANCE <b>2</b>	DEFENSE <b>12</b>	NON-COMBAT <b>+2</b>	
EGO <b>1</b>	DEFENSE <b>11</b>	NON-COMBAT <b>+1</b>	MULTIPLIER <b>x4</b>
LOGIC <b>5</b>	DEFENSE <b>15</b>	NON-COMBAT <b>+7</b>	MULTIPLIER <b>x6</b>

RUN / CLIMB / SWIM / JUMP

**5 3 3 5**

RANK  
**4**

## 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.

### Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Inventor

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

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Tags:** Alternate Form (Gamma Forms), Extreme Appearance (in Alternate Forms), Green Door, Heroic, Hounded, Immunity: Gamma Radiation, Lab Access, Public Identity, Radioactive.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

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 ½ damage.

Success: Target suffers damage + Prone.

### Smash

5+

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

### Battle Plan

10

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Disguise

0

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**.

### Inspiration

0

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

5

Action: Reaction | Duration: 1 round

Trigger: An ally has trouble on an action check.

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

### Crushing Grip

5

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.

### Keep Moving

10

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.

## PASSIVE

### Healing Factor

0

Action: Passive | Duration: Instant

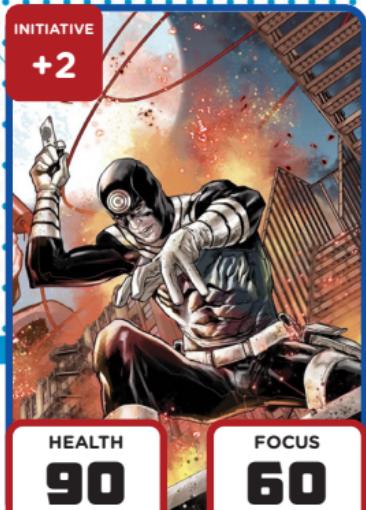
Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

Brilliance 2, Mighty 2, Sturdy 2

Jump 1

# BULLSEYE



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, Extraordinary Origin.

Tags: Black Market Access, Hunted, Public Identity, Streetwise, 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.

### Snap Shooting

Action: Standard | Duration: Instant

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

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

Success: Affected targets suffer damage + Bleeding.

## MOVEMENT

### Sniping

Action: Standard + Movement | Duration: Instant

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

Success: Target suffers damage.

Success: Target suffers triple damage.

## REACTIONS

### 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.

### 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.

## OTHER POWERS

5

 Accuracy 2  Evasion  Reinforced Skeleton 

# CAPTAIN AMERICA

INITIATIVE

+3E



HEALTH

**90**

DR: -4

FOCUS

**120**

DR: -

MELEE

**6**

DEFENSE

**16**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x5**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**4**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Public Speaking

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

### Situational Awareness

Gain an **edge** on initiative checks.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Gear & Weapons

#### ■ Shield (Range/Reach: 15)

Melee Damage Multiplier +1

Grants user one extra level of the power Shield, up to Shield 4.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military.

**Tags:** Enemy: Hydra, Enemy: Red Skull, Heroic, Public Identity.

# POWERS

## ATTACK

### Hurled Shield Bash

Action: Standard | Duration: Instant | Range: 40 sp.

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: 40 sp.

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

### Combat Support

Action: Standard | Duration: 1 round

Effect: Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble.

### Do This All Day

Action: Standard | Duration: Instant

Effect: The character heals 2 points of Health for every point of Focus they spend.

### 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.

## MOVEMENT

### Shield Wall

Action: Movement | Duration: Concentration

Effect: Attacks against the character have trouble. The character breaks concentration on this power if they use a movement action.

## REACTIONS

### Brace for Impact

5

Action: Reaction | Duration: Instant

Trigger: Enemy deals physical damage to the character.

Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

### Change of Plans

5

Action: Reaction | Duration: 1 round

Trigger: An ally has trouble on an action check.

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

### Hurled Shield Block

5

Action: Reaction | Duration: Instant | Range: 20 sp.

Trigger: Enemy attacks ally's Agility Defense.

Effect: The ally gains Health DR equal to the character's Shield power against that attack. The shield then bounces back to the character.

### Hurled Shield Deflection

5

Action: Reaction | Duration: Instant | Range: 20 sp.

Trigger: Enemy attacks ally's Agility Defense.

Effect: The enemy has trouble on the attack. The shield then bounces back to the character.

### Immovable

0

Action: Reaction | Duration: Instant

Trigger: Character is knocked back/prone.

Effect: For every point of Melee defense the character has, they can reduce knockback by 1 space.

### Shield 4

7

Action: Standard/Reaction | Duration: Concentration

Trigger: The character is attacked.

Effect: The character gains Health DR 4.

### Shield Deflection

0

Action: Reaction | Duration: Instant

Trigger: Enemy attacks character's Agility Def.

Effect: The attack has trouble.

## PASSIVE

### Iconic Weapon

0

Captain America's Shield.

- Add 1 damage multiplier
- Grants the user one extra level of the power Shield, up to Shield 4.

## OTHER POWERS

Mighty 1

# CAPTAIN MARVEL

INITIATIVE

+5E



HEALTH

**180**

DR: -3

FOCUS

**180**

DR: -

MELEE

**7**

DEFENSE

**17**

NON-COMBAT

**+11**

MULTIPLIER

**x10**

AGILITY

**6**

DEFENSE

**16**

NON-COMBAT

**+10**

MULTIPLIER

**x10**

RESILIENCE

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

VIGILANCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+8**

MULTIPLIER

**x9**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x6**

RUN / CLIMB / SWIM / FLY

**6 3 3 36**

RANK

**6**

## TAGS & TRAITS

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Fearless

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

### Leverage

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

### 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.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Espionage, Connections: Military, Extra Occupation.

**Tags:** Alien Heritage, Authority, Black Market Access, Enemy: Magnitron (Yon-Rogg), Heroic, Linguist (Arabic, English, Imperial Shi'ar, Kree, Russian), Public Identity.

# POWERS

## ATTACK

### Elemental Barrage (Energy)

Action: Standard | Duration: Instant

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Make a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (**Energy:** Blinds target for one round).

15

### Elemental Blast (Energy)

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

5+

**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 suffer total damage.

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

### Elemental Burst (Energy)

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

0

**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).

### Supernova (Energy)

Action: Standard | Duration: Instant | Range: 10 spaces

15+

**Effect:** Make an Ego check vs Resilience defense of every enemy within range. Add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.

**Success:** Affected target/s suffer ½ total damage.

**Success:** Affected target/s suffer total damage + element's special effect.

## ACTIVE

### Elemental Barrier (Energy)

Action: Standard | Duration: Concentration | Range: 60 sp.

5

**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 (**Energy:** Blinds target for one round).

### Inspiration

Action: Standard | Duration: 1 round

0

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

## REACTIONS

### Combat Trickery

5

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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Elemental Protection 1 (Energy)

5+

Action: Standard/Reaction | Duration: Concentration

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection.

### Elemental Reinforcement (Energy)

5

Action: Reaction | Duration: Instant

**Trigger:** Damage gets through an elemental power

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### Energy Absorption

15

Action: Reaction | Duration: Instant

**Trigger:** The character suffers Health damage.

**Effect:** Ignore any Health damage done to them (after applying any DR), and add it to Focus instead. May increase Focus up to double their regular maximum Focus. After combat, any extra Focus gained fades away.

## PASSIVE

### Environmental Protection

0

Action: Passive | Duration: Permanent

**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Healing Factor

0

Action: Passive | Duration: Instant

**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

 Accuracy 4 0, Discipline 3 0, Flight 2 0, Mighty 4 0, Sturdy 3 0.

# CLEA



INITIATIVE

+6

HEALTH

90

DR: -

FOCUS

180

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x6

AGILITY

5

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x6

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

6

DEFENSE

16

NON-COMBAT

+6

EGO

9

DEFENSE

19

NON-COMBAT

+13

MULTIPLIER

x10

LOGIC

6

DEFENSE

16

NON-COMBAT

+6

MULTIPLIER

x6

RUN / CLIMB / SWIM / FLY

6 3 3 36

RANK

6

## TAGS & TRAITS

### Abrasive

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

### Combat Reflexes

Gain one additional reaction each turn.

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Fearless

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

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Fresh Eyes

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

### 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.

### Stranger

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

### Other Traits and Tags

**Traits:** Connections: Outsiders, Connections: Super Heroes, Extra Occupation.

**Tags:** Black Market Access, Cursed, Heroic, Public Identity, Sorcerous, Supernatural.

# POWERS

## ATTACK

### Bolts of Balthakk

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.

**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for 1 round.

### Crimson Bands of Cyttorak

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Melee defense in line of sight. Breaking free requires a Melee check with target number 20.

**Success:** Target is Paralyzed.  
**Success:** Target is Paralyzed + Pinned.

### Flames of the Faltine

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Ablaze.

### Icy Tendrils of Ithalon

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Paralyzed.

### Vapors of Valtorr

**Action:** Standard | **Duration:** Concentration | **Range:** 0 sp.  
**Effect:** The character creates an inky mist for up to 25 spaces per rank around them that blocks all line of sight beyond 5 spaces. On later turns, the character can have the mist attack one target at a time. Make an Ego check against the target's Vigilance defense.

**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Blinded for 1 round.

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** Makes a Logic attack vs target's Melee defense.  
**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.

### Dispel Spell

**Action:** Standard | **Duration:** Instant | **Range:** 100 sp.  
**Effect:** Make an Ego check vs target's Ego defense who uses a magic power that requires concentration.  
**Success:** Target's concentration on that power is broken.  
**Success:** Target's concentration is broken entirely.

### Edit Memory

**Action:** Standard | **Duration:** Permanent  
**Effect:** Alter the memory of a target with whom they've established a Telepathic Link. The TN is how complex the new memory is and how hard it would be to integrate such memories into the character's other memories. Make a Logic check vs target's Logic defense  
**Success:** Memories successfully altered.  
**Success:** Target has **trouble** on checks to refute such memories in the future.

### ESP

**Action:** Standard | **Duration:** Concentration | **Range:** 600 sp.  
**Effect:** Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.  
**Success:** Target sensed.  
**Success:** Target sensed + can identify the source of any powers the target has.

### Images of Ikonn

**Action:** Standard | **Duration:** Concentration | **Range:** 2 sp.  
**Effect:** Create five (5) duplicates that starts in the same space as the character and instantly moves into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

### Mists of Morpheus

**Action:** Standard | **Duration:** Concentration | **Range:** 100 sp.  
**Effect:** Makes an Ego check vs target's Vigilance defense.  
**Success:** Target Stunned and remains that way until concentration ends.  
**Success:** Target falls asleep instead.

### Mists of Munnorop

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character creates a thick fog for up to 500 spaces around them that blocks all line of sight beyond 10 spaces and keeps people or creatures inside it from flying, gliding or webslinging.

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

## REACTIONS

### Shield Of The Seraphim

**Action:** Standard/Reaction | **Duration:** Concentration  
**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If an attack does more than 20 points of damage, it destroys the protection.

### Winds Of Watooma

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** Damage gets through the Shield of the Seraphim  
**Effect:** All movement by foes within 50 spaces is halved. Can use spell to push away smoke, mist or fog (if created by a power, make Ego check with an **edge** vs Ego defense of opposing controller). Can use to reinforce Shield of the Seraphim where any Health damage that penetrates it's protection can be transferred to their Focus instead, leaving the Shield of the Seraphim intact.  
**Success:** Controller's power ends.  
**Success:** As success + controller knocked prone.

## PASSIVE

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Other Powers

- ④ Discipline 4 ④ Flight 2
- ④ Astral Form ④ Summon Portal
- ④ Memory Blip ④ Telepathic Link ④ Telepathic Network

# COLLOSSUS



INITIATIVE

+3

HEALTH

**210**

DR: -4

FOCUS

**120**

DR: -

MELEE  
**7**

DEFENSE  
**16**

NON-COMBAT  
**+10**

MULTIPLIER  
**x7**

AGILITY  
**3**

DEFENSE  
**12**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

RESILIENCE  
**7**

DEFENSE  
**17**

NON-COMBAT  
**+7**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**6**

RANK

**4**

## TAGS & TRAITS

### Big (Alternate Form; Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Fearless

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

### Weakness

Any attack made with adamantium or vibranium weapons ignore all inherent damage reduction the character has and cannot be healed by their Healing Factor.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Super Heroes, Surprising Power: Sturdy 4

**Tags:** Alternate Form (Metallic Form), Black Market Access, Extreme Appearance (in Alternate Form), Heroic, Hounded, Kraoan, Linguist (English, Japanese, Russian), Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

**Action:** Standard | **Duration:** Instant

**Effect:** Make a Melee Attack against the Melee Defense of two enemies within reach. If this attack fails against either target, it fails entirely.

**Success:** Both suffer damage.

**Success:** Both suffer damage + Prone.

### Clobber

**Action:** Standard | **Duration:** Instant

**Effect:** This character makes a close Melee attack against an enemy.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Prone.

### Ground-Shaking Stomp

**Action:** Standard | **Duration:** Instant

**Effect:** Make a Melee check against the Agility Defense of every target within this character's reach, plus 1 per rank in spaces.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Prone.

### Smash

**Action:** Standard | **Duration:** Instant

**Effect:** This character 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 Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to ½ speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.

**Success:** Target suffers ½ damage.

**Success:** Target suffers damage + Prone.

## REACTIONS

### Crushing Grip

5

**Action:** Reaction | **Duration:** Instant

**Trigger:** Target is grabbed.

**Effect:** Make a Melee attack against the Resilience Defense of the grabbed target.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Pinned.

### Immovable

0

**Action:** Reaction | **Duration:** Instant

**Trigger:** This character is knocked back/prone.

**Effect:** Reduce the knockback distance (equal to their Melee Defense) in spaces.

### Quick Toss

10

**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.

## OTHER POWERS

 Mighty 3  Sturdy 4  Jump 1

# CROSSBONES



INITIATIVE

+2E

HEALTH  
**90**

DR: -1

FOCUS  
**90**

DR: -

MELEE  
**4**DEFENSE  
**14**NON-COMBAT  
**+4**MULTIPLIER  
**x3**AGILITY  
**5**DEFENSE  
**15**NON-COMBAT  
**+7**MULTIPLIER  
**x5**RESILIENCE  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**VIGILANCE  
**2**DEFENSE  
**12**NON-COMBAT  
**+2**EGO  
**0**DEFENSE  
**10**NON-COMBAT  
**+0**MULTIPLIER  
**x3**LOGIC  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x3**

RUN / CLIMB / SWIM / JUMP

6 3 3 3

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 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.

### Gear & Weapons

#### Submachine Gun (Range: 10)

Agility Damage Multiplier +1

Can attack up to 3 targets in adjacent spaces in line of sight. Make a single attack roll vs Agility defense scores of targets. Split damage equally. Attacks > 5 spaces away or less gain **trouble**.

#### Kevlar Armor

Provides: **Sturdy** 1

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military (Hydra)

**Tags:** Backup, Public Identity, Villainous, Signature Weapon: Submachine Gun.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If this attack fails against either target, it fails entirely.

Success: Both suffer damage.

Success: Both suffer damage + prone.

### Grappling Technique

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage + Grabbed.

Success: Target suffers double damage + Grabbed + Pinned.

### Dance of Death

Action: Standard | Duration: Instant | Range: 5 sp.

Effect: Makes an Agility check vs Agility defense of every enemy within range and in line of sight.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage + Bleeding.

### 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.

### Slow-Motion Shoot Dodge

Action: Standard | Duration: Instant + 1 round

Effect: Make a single ranged Agility check vs the Agility defenses of two targets. When this character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have trouble.

Success: Affected targets suffer ½ damage.

Success: Affected targets suffer damage + character can use this power again against any available target.

### 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.

### Weapons Blazing

Action: Standard | Duration: Instant

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

Success: Affected targets suffer ½ damage.

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

## REACTIONS



### 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.

### 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.

## PASSIVE

### Fast Hands

Action: Passive | Duration: Permanent

Effect: The character gains one additional reaction per round only to trigger a Ranged Weapons power.

## OTHER POWERS

Accuracy 2 Stride 1

# CYCLOPS



INITIATIVE

+3E

HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

AGILITY  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

MULTIPLIER  
**x4**

LOGIC  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**4**

## TAGS & TRAITS

### Fearless

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

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### 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.

### Piloting

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

Traits: Connections: Community

Tags: Heroic, Hounded, Krakoa, Linguist (Chinese, English, Russian), Public Identity, X-Gene.

# POWERS

## ATTACK

### Elemental Barrage (Energy)

Action: Standard | Duration: Instant

Effect: The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

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

Success: Affected targets suffer damage + elemental type's special effect (Energy: Blinds target for one round).

15

### Elemental Blast (Energy)

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

5+

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 (Energy)

0

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).

## ACTIVE

### Attack Stance

0

Action: Standard | Duration: Concentration

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

### Battle Plan

10

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an edge on all action checks until the start of the character's next turn.

### Defense Stance

0

Action: Standard | Duration: Concentration

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

### Do This All Day

5+

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

### Combat Support

10

Action: Standard | Duration: 1 round

Effect: Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble.

### Focus Fire

10

Action: Standard | Duration: Concentration

Effect: The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an edge on all action checks against that enemy.

## Inspiration

0

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.

## Operations Center

15

Action: Standard | Duration: Concentration

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance defense. Affected allies gain an edge on all action checks until the start of their next turn. The character breaks concentration on this power if they use a movement action.

## Rally on Me

10

Action: Standard | Duration: Instant

Effect: Once per battle, allies in earshot affected (equals character's Vigilance). Affected ally can move toward the character at  $\frac{1}{2}$  speed. If they are within the character's reach at the end of this move, they recover 20 Focus.

## REACTIONS

### Brace for Impact

5

Action: Reaction | Duration: Instant

Trigger: Enemy deals physical damage to the character.

Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

### Change of Plans

5

Action: Reaction | Duration: 1 round

Trigger: An ally has trouble on an action check.

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

### Keep Moving

10

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.

### On Your Feet

5

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is knocked prone.

Effect: All prone allies within earshot, who are able to, can immediately stand up for free. Allies currently unable to stand up for any reason are not affected.

## OTHER POWERS

Accuracy 10.

# DAREDEVIL



INITIATIVE

+1

HEALTH

**60**

DR: -

FOCUS

**30**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x2**

RUN / CLIMB / SWIM / SWING

**5 3 3 15**

RANK

**2**

## TAGS & TRAITS

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Fearless

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

### Free Running

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

### Legal Eagle

Gain an **edge** on Logic checks when dealing with legalities.

### Public Speaking

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Gear & Weapons

#### ■ **Billy Club (Range/Reach: 15)**

Melee Damage Multiplier +1

Grants swingline movement 15.

Can be thrown and instantly retrieved.

### Other Traits and Tags

**Tags:** Heroic, Obligation: Work, Secret Identity, Vision Issues.

# POWERS

## ATTACK

### Chain Strikes

Action: Standard | Duration: Instant

Effect: Make a close attack with **edge**.

Success: Target suffers damage.

Success: Target suffers damage and character may attempt an additional Chain Strike attack.

### Fast Strikes

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

Success: Target/s suffer half damage.

Success: Target/s suffer damage.

### Leg Sweep

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage + Prone.

Success: Target suffers damage + Prone + Stunned for one round.

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Do This All Day

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

## REACTIONS

## PASSIVE

5

0

0

5

0

0

0

0

0

0

5+

# DEADPOOL



INITIATIVE

+3

120

DR: -

FOCUS

90

DR: -2

MELEE  
5DEFENSE  
15NON-COMBAT  
+6MULTIPLIER  
x5AGILITY  
4DEFENSE  
14NON-COMBAT  
+5MULTIPLIER  
x5RESILIENCE  
4DEFENSE  
14NON-COMBAT  
+4VIGILANCE  
3DEFENSE  
13NON-COMBAT  
+3EGO  
3DEFENSE  
13NON-COMBAT  
+3MULTIPLIER  
x4LOGIC  
1DEFENSE  
11NON-COMBAT  
+1MULTIPLIER  
x4

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

4

## TAGS & TRAITS

### Abrasive

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

### 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 Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Gear & Weapons

■ **Katana** (Range: Reach)  
Melee Damage Multiplier Bonus +2.

■ **Pistol** (Range: 10)  
Melee Damage Multiplier Bonus +1.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Extreme Appearance, Public Identity, Signature Weapon: Katana.

# POWERS

## ATTACK

### Fast Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target/s suffer ½ damage.  
**Success:** Target/s suffer damage.

### Fast Attacks (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Split Melee attack between 2 close targets.  
**Success:** Affected target/s suffer ½ damage.  
**Success:** Affected target/s suffer damage and this character may make a bonus attack vs another target within reach.

### Flying Double Kick

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### Grappling Technique

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage + Grabbed.  
**Success:** Target suffers double damage + Grabbed + Pinned.

### Hit & Run (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack with **edge**.  
**Success:** Target suffer damage + character can move ½ their Run Speed for free.  
**Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding) + character can move ½ their Run Speed for free.

### Leaping Leglock

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack. Both character and enemy are knocked prone.  
**Success:** Target suffers damage + Grabbed.  
**Success:** Target suffers double damage + Grabbed + Stunned for one round.

### Leg Sweep

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage + Prone.  
**Success:** Target suffers damage + Prone + Stunned for one round.

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (**Sharp:** Target is bleeding).

### Whirling Frenzy (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a Melee check vs Melee Defense of every target within reach.  
**Success:** Target suffers ½ damage.  
**Success:** Target suffers damage + Weapon Effect (**Sharp:** Target is bleeding).

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### Do This All Day

**Action:** Standard | **Duration:** Instant  
**Effect:** Heal 2 points of Health for every point of Focus spent.

## REACTIONS

### Crushing Grip

**10**  
**Action:** Reaction | **Duration:** Instant  
**Trigger:** Target is grabbed.  
**Effect:** Make a Melee attack vs Resilience Defense of the grabbed target.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Pinned.

### Exploit (Sharp)

**5**  
**Action:** Reaction | **Duration:** Instant  
**Trigger:** Fantastic Success with Melee and causes a min 1+ damage.  
**Effect:** Make a Melee attack vs target's Resilience Defense.  
**Success:** Target suffers damage + ignore Health DR.  
**Success:** Target suffers double damage + ignores Health DR + Weapon Effect (**Sharp:** Target is bleeding).

## PASSIVE

### Healing Factor

**0**  
**Action:** Passive | **Duration:** Instant  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

Accuracy 1, Mighty 1, Uncanny 2.

# DEVIL DINOSAUR



INITIATIVE

+2

HEALTH

180

DR: -1

FOCUS

60

DR: -

MELEE

6

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x5

AGILITY

2

DEFENSE

10

NON-COMBAT

+2

MULTIPLIER

x3

RESILIENCE

6

DEFENSE

16

NON-COMBAT

+6

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

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 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.

### Fearless

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

### Fresh Eyes

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

### Stranger

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

### Other Traits and Tags

**Traits:** Connections: Outsiders.

**Tags:** Alien Heritage, Extreme Appearance, Heroic, Mute (Can only roar).

# POWERS

## ATTACK

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

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 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 Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to 1/2 speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.

Success: Target suffers 1/2 damage.

Success: Target suffers damage + Prone.

## REACTIONS

### Grow

Action: Standard/Reaction

Duration: Permanent

Trigger: The character is attacked.

Effect: The character can grow up to huge size. They can return to their normal size at will.

Note: Cannot deactivate power; Reach: 5

### 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

### Heightened Senses

Action: Passive | Duration: Permanent

Effect: Can sense 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

Sturdy 10

# DOCTOR DOOM



INITIATIVE

+4

HEALTH

90

DR: -2

FOCUS

120

DR: -2

MELEE

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x6

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x5

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

7

DEFENSE

17

NON-COMBAT

+9

MULTIPLIER

x7

LOGIC

6

DEFENSE

16

NON-COMBAT

+7

MULTIPLIER

x6

RUN / CLIMB / SWIM / FLY

5 3 3 25

RANK

5

## TAGS & TRAITS

### Combat Expert

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

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Inventor

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

### 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.

### Piloting

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Tech Reliance

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

### Other Traits and Tags

**Tags:** Authority, Extreme Appearance, Lab Access, Linguist (English, German, Hungarian, Latverian, Romani), Powerful, Public Identity, Sorcerous, Supernatural, Villainous.

# POWERS

## ATTACK

### Crimson Bands of Cyttorak

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Melee defense in line of sight. Breaking free requires a Melee check with target number 20.

**Success:** Target is Paralyzed.

**Success:** Target is Paralyzed + Pinned.

10

### Elemental Blast (Energy)

**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).

5+

### Elemental Burst (Energy)

**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).

0

### Flames of the Faltine

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

**Effect:** Make an Ego check vs target's Agility defense.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Ablaze.

5

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration

**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = Run Speed x rank.

5

### Attack Stance

**Action:** Standard | **Duration:** Concentration

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

0

### Defense Stance

**Action:** Standard | **Duration:** Concentration

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

0

### Dispel Spell

**Action:** Standard | **Duration:** Instant

**Effect:** Make an Ego check vs target's Ego defense who uses a magic power that requires concentration.

**Success:** Target's concentration on that power is broken.

15

**Success:** Target's concentration is broken entirely.

### Elemental Barrier (Energy)

5

**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 (**Energy:** Blinds target for one round).

### Summon Portal

15

**Action:** Standard | **Duration:** Concentration

**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

### Machine Telepathy

0

**Action:** Standard | **Duration:** Concentration

**Effect:** Can communicate telepathically with one machine at a time, and they must have met or seen the machine before. There is no range, as long as the character and the machine are in the same dimension. Accessing secure machines requires a Logic check with a TN appropriate to the strength of the security.

### Telepathic Link

0

**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.

## REACTIONS

## OTHER POWERS

**Brilliance** 1, **Discipline** 2, **Flight** 1, **Mighty** 1, **Sturdy** 2, **Uncanny** 2.

# DOCTOR OCTOPUS



INITIATIVE

+2

HEALTH

90

DR: -

FOCUS

60

DR: -

MELEE

4

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x6

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x4

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x4

LOGIC

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x6

RUN / CLIMB / SWIM / JUMP

5 3 3 5

RANK

4

## TAGS & TRAITS

### Abrasive

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

### Combat Reflexes

Gain one additional reaction each turn.

### Inventor

Gain an **edge** on Logic checks when creating or re-pairing things.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Skeptical

People lying to this character gain **trouble** on their Ego checks to persuade the character of something.

### Tech Reliance

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Extraordinary Origin.

**Tags:** Lab Access, Public Identity, Villainous.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

Success: Target suffers damage.

Success: Target 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.

### Machine Telepathy

Action: Standard | Duration: Concentration

Effect: Can communicate telepathically with one machine at a time, and they must have met or seen the machine before. There is no range, as long as the character and the machine are in the same dimension. Accessing secure machines requires a Logic check with a TN appropriate to the strength of the security.

## 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.

### 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.

### Spider-Dodge

Action: Reaction | Duration: Instant

Trigger: Character's Defense attacked.

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

## PASSIVE

### Additional Limbs

Action: Passive | Duration: Permanent

Effect: Lift objects, use tools or otherwise take actions that normally require the use of a hand. Also grants an **edge** in Melee and Agility checks.

### Extended Reach

Action: Passive | Duration: Permanent

Effect: Reach is x 4 normal.

## OTHER POWERS

Brilliance 2 ① Mighty 2 ② ③

Wallcrawling ② ③

Jump 1 ② ③

# DOCTOR STRANGE



INITIATIVE  
+7

RUN / CLIMB / SWIM / JUMP  
5 3 3 30

RANK  
6

HEALTH  
**90**

DR: -

FOCUS  
**210**

DR: -

MELEE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x6**

AGILITY  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+4**

MULTIPLIER  
**x7**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**7**

DEFENSE  
**17**

NON-COMBAT  
**+7**

EGO  
**9**

DEFENSE  
**19**

NON-COMBAT  
**+13**

MULTIPLIER  
**x10**

LOGIC  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+7**

MULTIPLIER  
**x7**

## TAGS & TRAITS

### Abrasive

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

### Clinician

Gain an **edge** on Logic checks to determine what is medically wrong with someone they examine.

### Combat Reflexes

Gain one additional reaction each turn.

### First Aid

Gain an **edge** on Logic checks to stop bleeding.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Honest

Gain **trouble** when making an Ego check that involves telling a lie. However, gain an **edge** on any friendly Ego (persuasion) checks in which they're truthful.

### 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.

### Loner

The character cannot be given an **edge** via assistance by someone who is not a teammate.

### Other Traits and Tags

**Tags:** Enemy: Baron Mordo, Enemy: Dormammu, Heroic, Public Identity, Sorcerous, Supernatural.

# POWERS

## ATTACK

### Bolts of Balthakk

5+

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.  
**Success:** Target suffers total damage.  
**Failure:** Target suffers double total damage + Stunned for 1 round.

### Crimson Bands of Cyttorak

10

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Melee defense in line of sight. Breaking free requires a Melee check with target number 20.  
**Success:** Target is Paralyzed.  
**Failure:** Target is Paralyzed + Pinned.

### Flames of the Faltine

5

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Failure:** Target suffers double damage + Ablaze.

### Icy Tendrils of Ikthalon

5

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Failure:** Target suffers double damage + Paralyzed.

### Mists Of Morpheus

10

**Action:** Standard | **Duration:** Concentration  
**Effect:** Make an Ego check vs target's Vigilance defense.  
**Success:** Target is Stunned and remains that way until concentration ends.  
**Failure:** Target falls asleep instead.

### Vapors of Valtorr

10

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character creates an inky mist for up to 25 spaces per rank around them that blocks all line of sight beyond 5 spaces. On later turns, the character can have the mist attack one target at a time. Make an Ego check against the target's Vigilance defense.  
**Success:** Target suffers damage.  
**Failure:** Target suffers double damage + Blinded for 1 round.

## ACTIVE

### Astral Form

5

**Action:** Standard | **Duration:** Concentration  
**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = Run Speed x rank.

### Attack Stance

0

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

## DEFENSE

### Defense Stance

0

**Action:** Standard | **Duration:** Concentration  
**Effect:** Any close attacks made against the character have trouble until this character is successfully attacked.

### Dispel Spell

15

**Action:** Standard | **Duration:** Instant  
**Effect:** Make an Ego check vs target's Ego defense who uses a magic power that requires concentration.  
**Success:** Target's concentration on that power is broken.  
**Failure:** Target's concentration is broken entirely.

### Do This All Day

5+

**Action:** Standard | **Duration:** Instant  
**Effect:** Heal 2 points of Health for every point of Focus spent.

### Images of Ikkon

5

**Action:** Standard | **Duration:** Concentration  
**Effect:** Create five (5) duplicates of themselves that starts in the same space as the character and instantly moves into any open space up to 2 spaces away.Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

### Mists Of Munopor

5

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character creates a thick fog for up to 500 spaces around them that blocks all line of sight beyond 10 spaces and keeps people or creatures inside it from flying, gliding or webslinging.

## REACTIONS

### Shield Of The Seraphim

10

**Action:** Standard/Reaction | **Duration:** Concentration  
**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

### Winds of Watoomb

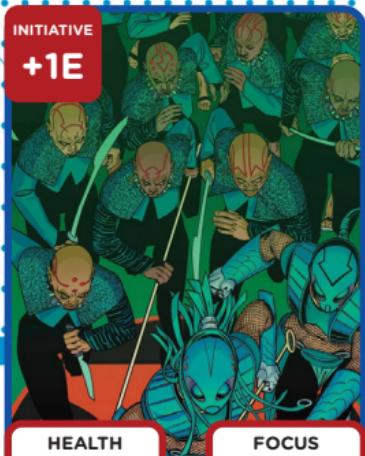
10

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** Damage penetrates Shield of the Seraphim  
**Effect:** All movement by a foe within 50 spaces is cut in 1/2. Can use spell to push away smoke, mist or fog which if created by a power, is opposed by making an Ego check with an **edge** vs Ego defense of opposing controller.  
**Success:** Controller's power ends.  
**Failure:** As success + controller knocked prone.  
Can use to reinforce Shield of the Seraphim where any Health damage that gets through the Shield of the Seraphim's protection can be transferred to their Focus instead, leaving the Shield of the Seraphim intact.

## OTHER POWERS

- Accuracy 10, Brilliance 10, Discipline 4, Flight 2
- Summon Portal
- Telepathic Link 1, Telepathic Network 1

# DORA MILAJE WARRIOR



INITIATIVE

+1E

HEALTH  
**60**

DR: -2

FOCUS  
**60**

DR: -

MELEE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x2**

AGILITY  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x2**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

EGO  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+2**

MULTIPLIER  
**x3**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x2**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**2**

## 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.

### 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

- Spear (Range: Reach)  
Melee Damage Multiplier Bonus +1.
- Vibranium Armor  
Provides **Sturdy 2**.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military (Dora Milaje), Extraordinary Origin.

**Tags:** Heroic, Hounded, Public Identity.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

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

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

### Hit & Run (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack with **edge**.

Success: Target suffers damage + character can move  $\frac{1}{2}$  Run Speed for free.

Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move  $\frac{1}{2}$  Run Speed for free.

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

### 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

### Exploit (Sharp)

5

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+

damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

Success: Target suffer double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

### Riposte (Sharp)

0

Action: Reaction | Duration: Instant

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

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

## OTHER POWERS

Discipline 1 Sturdy 2

# DORMAMMU



INITIATIVE

+5

HEALTH  
**150**

DR: -

FOCUS

**180**

DR: -

MELEE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+8**

MULTIPLIER  
**x10**

AGILITY  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

MULTIPLIER  
**x6**

RESILIENCE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

VIGILANCE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

EGO  
**9**

DEFENSE  
**19**

NON-COMBAT  
**+11**

MULTIPLIER  
**x8**

LOGIC  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x6**

RUN / CLIMB / SWIM / FLY

**6 3 3 36**

RANK

**6**

## TAGS & TRAITS

### Abrasive

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

### Bloodthirsty

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

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Fearless

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

### Leverage

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Traits:** Battle Ready.

**Tags:** Authority, Cursed, Powerful, Sorcerous, Supernatural, Villainous.

# POWERS

## ATTACK

### Bolts of Balthakk

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.  
**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for 1 round.

**5+**

### Clobber

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack vs an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

**0**

### Flames of the Faltine

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Ablaze.

**5**

### 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 ½ damage.  
**Success:** Target suffers damage + Prone.

**10**

### Hellfire Chains

**Action:** Standard | **Duration:** Concentration | **Range:** 60 sp.  
**Effect:** Make an Ego attack vs target's Ego Defense. If grabbed by the hellfire chains, on each subsequent round, make an Ego check vs target's Resilience defense to cause them to suffer damage to both Health and Focus. Breaking free requires a Melee check with TN20.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage + Grabbed + Paralyzed.

**5**

### 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.

**6+**

## ACTIVE

### Images of Ikon

**Action:** Standard | **Duration:** Concentration  
**Effect:** Create five (5) duplicates of themselves that starts in the same space as the character and instantly moves into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

**5**

### Sense Sins

**0**

**Action:** Standard | **Duration:** Instant  
**Effect:** The character looks into a target's eyes and makes an Ego check vs target's Ego defense.  
**Success:** Can sense what sorts of horrible things the target has done.  
**Success:** As success but can also see what sorts of horrible things the target intends to do in the immediate future.

### Sense Supernatural

**0**

**Action:** Standard | **Duration:** Concentration | **Range:** 600 sp.  
**Effect:** The character can reach out with their mind to sense the presence of supernatural people, places or things within range. This tells them the location of the supernatural thing and its general status. If the target wishes to conceal themselves, make an Ego check vs each target's Vigilance defense.  
**Success:** Character senses the target.  
**Success:** As success but character can also identify if the target is cursed or demonic.

### Summon Portal

**15**

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

## REACTIONS

### Crushing Grip

**5**

**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.

### Grow 3

**0**

**Action:** Standard/Reaction | **Duration:** Permanent  
**Trigger:** The character is attacked.  
**Effect:** The character can grow up to titanic size. They can return to their normal size at will.

### Growing Attack

**5**

**Action:** Reaction | **Duration:** Instant  
**Trigger:** The character grows.  
**Effect:** Makes a close attack with **edge**.  
**Success:** Target suffers damage for size character grows to.  
**Success:** Target suffers damage for size character grows to + Stunned.

### Shield Of The Seraphim

**10**

**Action:** Standard/Reaction | **Duration:** Concentration  
**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

## OTHER POWERS

Discipline 2 Flight 2 Mighty 4

# DRAX



INITIATIVE

+3

TITANIC FIGHT CLUB

TITANIC

HEALTH

**210**

DR: -2

FOCUS

**90**

DR: -

MELEE

**8**

DEFENSE

**17**

NON-COMBAT

**+10**

MULTIPLIER

**x7**

AGILITY

**4**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x5**

RESILIENCE

**7**

DEFENSE

**17**

NON-COMBAT

**+7**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x5**

LOGIC

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / JUMP

RANK

**5**

## TAGS & TRAITS

### Abrasive

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

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Combat Expert

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

### Fearless

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

### Honest

Gain **trouble** when making an Ego check that involves telling a lie. However, gain an **edge** on any friendly Ego (persuasion) checks in which they're truthful.

### Stranger

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

### Other Traits and Tags

**Traits:** Connections: Super Heroes

**Tags:** Alien Heritage, Black Market Access, Enemy: Thanos, Extreme Appearance, Heroic, Public Identity.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If attack fails against either target, it fails entirely.

Success: Both character and target suffer damage.

Success: Both character and target suffer damage + prone.

### Clobber

Action: Standard | Duration: Instant

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

Success: Target suffers damage.

Success: Target suffers double damage + prone.

### Focused Fury (Sharp)

Action: Standard | Duration: Instant

Effect: Make a Melee attack vs Melee Defense of a target with edge. Add +1 Melee damage bonus per 2 Focus spent.

Success: Target suffers damage.

Success: Target suffers double damage + weapon effect (Sharp: Target is bleeding).

### Grappling Technique

Action: Standard | Duration: Instant

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

Success: Target suffers damage + Grabbed.

Success: Target suffers double Melee damage + Grabbed + Pinned.

### Hit & Run (Sharp)

Action: Standard | Duration: Instant

Effect: Make a Melee attack vs Melee Defense of a target with edge.

Success: Target suffers damage + attacker may take  $\frac{1}{3}$  run move for free.

Success: Target suffers double damage + weapon effect + attacker moves  $\frac{1}{2}$  run for free.

### Smash

Action: Standard | Duration: Instant

Effect: Make a Melee attack vs Melee Defense of a target with edge. Add +1 to Melee damage bonus per 2 Focus spent.

Success: Target suffers total damage.

Success: Target suffers double total damage + stunned for 1 round.

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

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

Success: Target suffers damage.

Success: Target suffers double damage + weapon effect (Sharp: Target is bleeding).

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

## 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  $\square$  (Cannot be affected by trouble). If attacking multiple targets, all the targets must be of equal or higher rank.

### Counterstrike Technique

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against the character does damage.

Effect: The attacker also causes  $\frac{1}{2}$  their regular damage to themselves.

### Crushing Grip

Action: Reaction | Duration: Instant

Trigger: Target is grabbed.

Effect: Make a Melee attack vs Resilience Defense of the grabbed target.

Success: Melee damage.

Success: Double Melee damage + pinned.

### Exploit (Sharp)

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min +1 damage.

Effect: Make a Melee attack vs Resilience Defense of a target.

Success: Target suffers damage + ignore Health DR.

Success: Target suffers double damage + ignores Health DR + weapon effect (Sharp: Target is bleeding).

### Immoveable

Action: Reaction | Duration: Instant

Trigger: Target is knocked back or prone.

Effect: For every point of Melee defense the character has, they can reduce knockback by 1 space.

## PASSIVE

### Environmental Protection

Action: Passive | Duration: Permanent

Effect: The character is not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses 2

Action: Passive | Duration: Permanent

Trigger: Target is grabbed.

Effect: can sense things roughly four times as far away as normal. Gain double edge on Vigilance checks to perceive things, and enemies have double trouble on checks they make to sneak past the character.

### Untouchable Position

Action: Passive | Duration: Permanent

Effect: If character attacked, all other close attacks against them gain trouble until start of their next turn.

## OTHER POWERS

$\square$  Mighty 2  $\blacksquare$  Sturdy 2  $\square$

DRAK

# ECHO



INITIATIVE

+2

HEALTH

**30**

DR: -

FOCUS

**60**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x2**

AGILITY  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x2**

RESILIENCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x2**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

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.

### Famous

Gain an edge when making an Ego check to persuade someone who thinks favorably of them or trouble against someone who dislikes them.

### Presence

Gain an edge on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### Gear & Weapons

- **Billy Clubs (Range: Reach)**  
Melee Damage Multiplier Bonus +1.
- **Pistols (Range: 10)**  
Agility Damage Multiplier Bonus +1.

### Other Traits and Tags

**Traits:** Surprising Power; Clone Moves.

**Tags:** Auditory Issues, Heroic, Public Identity.

# POWERS

## ATTACK

### Chain Strikes

Action: Standard | Duration: Instant

Effect: Make a Melee Attack with **edge** vs a target's Melee Defense.

**Success:** Target suffers damage.

**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Fast Strikes

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense against 2 targets.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage.

### Leg Sweep

Action: Standard | Duration: Instant

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

**Success:** Target suffers damage + Prone.

**Success:** Target suffers damage + Prone + Stunned for one round.

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

5

### Clone Moves

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

Effect: Pick another character within range and line of sight. Duplicate all their powers selectable with the Special Training origin and use them as if they were always yours. If the copied powers have costs, you must pay the highest of them, or a minimum of 5 Focus. When using a copied power, you must pay any cost normally as well.

0

5+

### Defense Stance

0

Action: Standard | Duration: Concentration

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

## REACTIONS



5

### 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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

0

5

### Counterstrike Technique

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against this character does damage.

Effect: The attacker also causes ½ their regular damage to themselves.

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# ELEKTRA



INITIATIVE

+1

HEALTH  
**60**

DR: -

FOCUS  
**30**

DR: -

MELEE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x2**

AGILITY  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x2**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

EGO  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x2**

LOGIC  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

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.

### Fearless

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

### Signature Attack

**Fast Attacks:** Gain an edge when making attacks using this ability or power.

### Gear & Weapons

- **Sai (Range: Reach)**  
Melee Damage Multiplier Bonus +1  
Gain edge when attempting to disarm.
- **Sai (Thrown) (Range: 5 spaces)**  
Agility Damage Multiplier Bonus +1

### Other Traits and Tags

Traits: Connections: Criminal.

Tags: Hunted, Secret Identity, Signature Weapon: Sai, Streetwise.

# POWERS

## ATTACK

### Fast Strikes

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense against 2 targets.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage.

### Fast Attacks

Action: Standard | Duration: Instant

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

Success: Affected target/s suffer half damage.

Success: Affected target/s suffer damage and this character may make a bonus attack vs another target within reach. (Sharp: Target is bleeding).

### Leg Sweep

Action: Standard | Duration: Instant

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

Success: Target suffers damage + Prone.

Success: Target suffers damage + Prone + Stunned for one round.

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

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).

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

## REACTIONS



### Counterstrike Technique

5

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against this character does damage.

Effect: The attacker also causes ½ their regular damage to themselves.

### Exploit (Sharp)

5

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min +1 damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

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

# EMMA FROST



INITIATIVE

+6

HEALTH

**120**

DR: -/-2

FOCUS

**180**

DR: -2

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2/+3**

MULTIPLIER  
**x5/6**

AGILITY  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x5**

RESILIENCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

VIGILANCE  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

EGO  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x5**

LOGIC  
**8**

DEFENSE  
**18**

NON-COMBAT  
**+9/+8**

MULTIPLIER  
**x6/5**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**5**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Expert

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

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or trouble against someone who dislikes them.

### Gearhead

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

### Piloting

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Traits:** Connections: Celebrities

**Tags:** Alternate Form (Crystalline Form), Extreme Appearance (in Alternate Form), Heroic, Hounded, Krakoa, Rich, X-Gene.

### Alternate Form

Frost underwent a secondary mutation that allows her to transform into crystalline form. This grants her the Mighty 1 and Sturdy 2 powers. She cannot use her Brilliance 1, Telepathy and Power Control powers when in that form. She can use her Uncanny 2 power in either form. The numbers shown are for her regular human form.

# POWERS

## ATTACK

### Telepathic Blast

Action: Standard | Duration: Instant

Effect: Make a Logic attack vs target in line of sight.

Success: Target suffers damage to Focus.

Failure: Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Cloak

Action: Standard | Duration: Concentration | Range: 100 sp.

Effect: Use a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Command

Action: Standard | Duration: 1 round

Effect: Gives an order to a target with whom they've established a Telepathic Link. Make a Logic check vs target's Logic defense. The command must be something that can be completed in a single action. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character has double trouble on the check.

Success: The target complies with the order.

Failure: As success + gains an edge the next time they use this power against this same target.

### Dampen Power

Action: Standard | Duration: Concentration | Range: 20 sp.

Effect: Choose one power from another character within range. Make an Ego attack against them.

Success: Tamp the power down. If the power has ranges or effective areas or durations, these are halved. If the power affects a damage multiplier, subtract 1 from the effect. The power can no longer enjoy Fantastic successes. If the power has a Focus cost, the character must also pay that cost to dampen it.

### Domination

Action: Standard | Duration: Permanent

Effect: Dominate a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check with trouble vs target's Logic defense. The result of the check is the TN needed to break the domination. If any order involves harming someone, target makes a Logic check to end. If target has a Heroic tag, they get an edge on the check. If the order would cause the target to harm themselves, target gains edge on the check. If they have the Heroic tag, they get a double edge.

Success: Target completely dominated and follows character's orders.

Failure: As success + gains an edge the next time they use this power against this same target.

### Information Upload

Action: Standard | Duration: Concentration

Effect: Transmit a tag, trait, or any information of their own to a target with whom they have a Telepathic Link—willing or not. The label lasts until the target sleeps.

### Memory Clip

Action: Standard | Duration: Permanent

Effect: Causes a target with whom they've established a Telepathic Link to forget something that's happened in the past hour. This gap can be up to an hour in length. Makes a Logic check vs target's Logic defense. The result of the check is the TN needed for a Logic check to recall the altered memory.

Success: The memories are forgotten.

Failure: As success + target has trouble on checks to recover such memories in the future.

### Mind Interrogation

Action: Standard | Duration: 1 round

Effect: Delve into the mind of a single person with whom they have established a Telepathic Link. This requires a Logic check vs target's Logic defense.

Success: Can ask a single simple question and get the answer from the target's mind.

Failure: As success but information more complex.

### Mind Reading

Action: Standard | Duration: 1 round

Effect: Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

Success: Can read the target's surface thoughts.

Failure: As success but can ask a single simple question and get the answer from the target's mind.

### Mirage

Action: Standard | Duration: Concentration

Effect: Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Orders

Action: Standard | Duration: Permanent

Effect: Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character has double trouble on the check.

Success: Target complies with the orders.

Failure: As success + character gains an edge the next time they use this power against this same target.

### Shutdown Powers

Action: Standard | Duration: Concentration | Range: 20 sp.

Effect: Make an Ego Attack vs a target's Ego Defense in range.

Success: Remove all of a target's powers. If the target's powers have costs, the character must pay the highest of them, or a minimum of 15 Focus.

## REACTIONS

## OTHER POWERS

Brilliance 1 , Mighty 1 , Sturdy 2 , Uncanny 2

Astral Form , Edit Memory , Telepathic Link , Telepathic Network

# ENCHANTRESS



INITIATIVE

+3

HEALTH

90

DR: -

FOCUS

90

DR: -2

MELEE

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x6

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x5

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

7

DEFENSE

17

NON-COMBAT

+9

MULTIPLIER

x7

LOGIC

5

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x5

RUN / CLIMB / SWIM / FLY

5 3 3 25

RANK

5

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fresh Eyes

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### God Heritage

Gain an **edge** when dealing with something that they are the god of.

### 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.

### Stranger

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

### Other Traits and Tags

**Traits:** Connections: Outsiders, Extraordinary Origin.

**Tags:** Public Identity, Sorcerous, Supernatural, Worshipped, Villainous.

# POWERS

## ATTACK

### Flames of the Faltine

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success+** Target suffers double damage + Ablaze.

### Hex Bolt

**Action:** Standard | **Duration:** Instant  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success+** Target suffers double damage + gains trouble for 1 round.

### Jinx

**Action:** Standard | **Duration:** Concentration  
**Effect:** Make an Ego check vs target's Ego defense.  
**Success:** Target has trouble on all actions.  
**Success+** Target loses their next standard action.

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration  
**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = Run Speed x rank.

### Command

**Action:** Standard | **Duration:** 1 round  
**Effect:** Gives an order to a target with whom they've established a Telepathic Link. Make a Logic check vs target's Logic defense. The command must be something that can be completed in a single action. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character 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.

### Domination

**Action:** Standard | **Duration:** Permanent  
**Effect:** Dominate a Telepathically Linked target who has no Focus left. Make a Logic check with trouble vs target's Logic defense. The result of the check is the TN needed to break the domination. If any order involves harming someone, target makes a Logic check to end. If target has Heroic tag, they get an edge on the check. If the order would cause the target to harm themselves, target gains edge on the check. If they have the Heroic tag, they get a double edge.  
**Success:** Target dominated and follows character's orders.  
**Success+** As success + gains an edge the next time they use this power against this same target.

### ESP

**Action:** Standard | **Duration:** Concentration | **Range:** 500 sp.  
**Effect:** Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.  
**Success:** Target sensed.  
**Success+** Target sensed+ can identify the source of any powers the target has.

### Images of Ikonn

**Action:** Standard | **Duration:** Concentration  
**Effect:** Create five (5) duplicates of themselves that starts in the same space as the character and instantly moves into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a double edge on their Ego check).

### Mental Shelter

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Extend mental defenses to protect any chosen people within range. The protected targets gain Focus DR equal to character's Uncanny power.

### Mind Reading

**Action:** Standard | **Duration:** 1 round  
**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.  
**Success:** Can read the target's surface thoughts.  
**Success+** As success but can ask a single simple question and get the answer from the target's mind.

### Orders

**Action:** Standard | **Duration:** Permanent  
**Effect:** Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character has double trouble on the check.

### Summon Portal

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.  
**Success:** Target complies with the orders.  
**Success+** As success + character gains an edge the next time they use this power against this same target.

### Telepathic Possession

**Action:** Standard | **Duration:** Concentration  
**Effect:** Possess a Telepathically Linked target with no Focus left. Make a Logic check with trouble vs target's Logic defense. The result of the character's check is the target number for any attempts by the target to end the possession. If the character attempts to harm someone with the possessed body, the target gets to make a Logic check to end the possession. If the target has the Heroic tag, they get an edge on the check. If the character attempts to harm the possessed body, the target gets an edge on the check. If the target has the Heroic tag, they get a double edge.  
**Success:** Takes over the target's body completely.

## REACTIONS

### Shield Of The Seraphim

**Action:** Standard/Reaction | **Duration:** Concentration  
**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

## OTHER POWERS

1 Discipline 2 Flight 2 Mighty 1 Uncanny 2

3 Telepathic Link

# FORGE



INITIATIVE

+3

HEALTH

**120**

DR: -1

FOCUS

**90**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

AGILITY  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+4**

MULTIPLIER  
**x6**

RESILIENCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+6**

MULTIPLIER  
**x5**

LOGIC  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+6**

MULTIPLIER  
**x6**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**4**

## TAGS & TRAITS

### Combat Expert

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

### 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.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Tech Reliance

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

### Other Traits and Tags

Traits: Extraordinary Origin (2).

Tags: Extreme Appearance, Heroic, Hounded, Kra-kaoan, Lab Access, Public Identity, Sorcerous, Supernatural, X-Gene.

# POWERS

## ATTACK

### Bolts of Balthakk

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.  
**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for 1 round.

### Elemental Barrage (Energy)

**Action:** Standard | **Duration:** Instant  
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer ½ damage.  
**Success:** Affected targets suffer damage + elemental type's special effect (**Energy:** Blinds target for one round).

### Elemental Blast (Energy)

**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 (Energy)

**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).

### Elemental Push (Energy)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make an Ego attack vs target's Agility defense.  
**Success:** Move the target in any direction, up to 4 spaces.  
**Success:** As success + target suffers damage + Prone + element's special effect (**Energy:** Blinds target for one round).

### Elemental Ricochet (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 40 sp.  
**Effect:** Make a ranged attack vs target in line of sight.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

### Icy Tendrils of Ikthalon

**Action:** Standard | **Duration:** Instant | **Range:** 10 spaces  
**Effect:** Make an Ego check vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Paralyzed.

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Conc.  
**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = Run Speed x rank.

### Elemental Barrier (Energy)

**Action:** Standard | **Duration:** Concentration | **Range:** 40 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 (**Energy:** Blinds target for one round).

### Summon Portal

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

## REACTIONS

### Elemental Protection 1 (Energy)

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** The character protects themselves with their element. Any attacks against them that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection.

### Elemental Sphere (Energy)

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 20 sp.  
**Trigger:** The character is attacked or otherwise in danger.  
**Cost:** Same as the character's Elemental Protection power.  
**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs. Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.  
**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.  
**Success:** As success but also suffer damage + elements special effect (**Energy:** Blinds target for one round).

## OTHER POWERS

Accuracy 2, Brilliance 2, Discipline 1, Sturdy 1.

# GAMORA



INITIATIVE

+4E

150

DR: -1

FOCUS

150

DR: -

MELEE  
8DEFENSE  
18NON-COMBAT  
+10MULTIPLIER  
x7AGILITY  
6DEFENSE  
16NON-COMBAT  
+8MULTIPLIER  
x7RESILIENCE  
5DEFENSE  
15NON-COMBAT  
+5VIGILANCE  
4DEFENSE  
14NON-COMBAT  
+4EGO  
1DEFENSE  
11NON-COMBAT  
+1MULTIPLIER  
x5LOGIC  
1DEFENSE  
11NON-COMBAT  
+1MULTIPLIER  
x5RUN / CLIMB / SWIM / JUMP  
30 15 15 15RANK  
5

## TAGS & TRAITS

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Fearless

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

### Situational Awareness

Gain an **edge** on initiative checks.

### Gear & Weapons

#### █ Sword (Range: Reach)

Melee Damage Multiplier Bonus +2.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Super Heroes.

**Tags:** Alien Heritage, Black Market Access, Enemy: Nebula, Extreme Appearance, Heroic, Public Identity.

# POWERS

## ATTACK

### Focused Fury (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close attack with **edge**. Add +1 Melee damage bonus per 2 Focus spent.

Success: Melee damage.

Success: Double Melee damage + weapon effect. (Sharp: Target is bleeding).

5+

### Hit & Run (Sharp)

Action: Standard | Duration: Instant

Effect: Makes a close attack with **edge**.

Success: Melee damage + attacker may take ½ run move for free.

Success: Double Melee damage + weapon effect. (Sharp: Target is bleeding) + attacker moves ½ run for free.

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close attack.

Success: Full damage.

Success: Double full damage + (Sharp: Target is bleeding).

### Sniping

Action: Standard & Movement | Duration: Instant

Effect: Make a ranged attack (min 20 spaces away).

Success: Agility damage.

Success: Triple Agility damage.

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Battle Plan

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Focus Fire

Action: Standard | Duration: Concentration against the character does damage.

Effect: Nominate an enemy in line of sight. Inspires one or more allies, up to the character's Vigilance, within earshot. They gain an **edge** on all action checks against that enemy.

### 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



### Counterstrike Technique

5

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against the character does damage.

Effect: The attacker also causes ½ their regular damage to themselves.

### Exploit (Sharp)

5

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+ damage.

Effect: Make a Melee attack vs target's Resilience Def.

Success: Melee damage + ignore Health DR.

Success: Double Melee damage + ignores Health DR + (Sharp: Target is bleeding).

### Keep Moving

0

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.

## PASSIVE

### Environmental Protection

0

Action: Passive | Duration: Permanent

Effect: The character is not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Healing Factor

0

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### Untouchable Position

0

Action: Passive | Duration: Permanent

Effect: If character attacked, all other close attacks against them gain **trouble** until start of their next turn.

## OTHER POWERS

④ Accuracy 2 ④ Mighty 2 ④ Reinforced Skeleton ④

④ Sturdy 3 ④

④ Speed Run 1 ④

# HOST RIDER



## 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.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Gearhead

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

### Interrogation

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

### Inventor

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

### Piloting

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

### Other Traits and Tags

**Traits:** Surprising Power: Partial Phase, Surprising Power Phase Self.

**Tags:** Alternate Form (Ghost Rider Form), Cursed, Extreme Appearance (in Alternate Form), Lab Access, Obligation: Gabe Reyes, Secret Identity, Supernatural.

# POWERS

## ATTACK

### Elemental Barrage (Hellfire)

Action: Standard | Duration: Instant

Effect: The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

Success: Affected targets suffer 1/4 damage.

Success: Affected targets suffer damage + elemental type's special effect. (Hellfire: Splits damage equally between Health and Focus).

### Elemental Blast (Hellfire)

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. (Hellfire: Splits damage equally between Health and Focus).

### Elemental Burst (Hellfire)

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. (Hellfire: Splits damage equally between Health and Focus).

### Elemental Infusion (Hellfire)

Action: Standard | Duration: Concentration

Effect: The character infuses their energy into a handheld weapon in their grasp. When the character gets a Fantastic success attacking with the weapon, add the energy's special effect. (Hellfire: Splits damage equally between Health and Focus).

### Hellfire Chains

Action: Standard | Duration: Concentration | Range: 50 sp

Effect: Make an Ego attack vs target's Ego Defense. If grabbed by the hellfire chains, on each subsequent round, make an Ego check vs target's Resilience defense to cause them to suffer damage to both Health and Focus. Breaking free requires a Melee check with TN20.

Success: Target suffers damage.

Success: Target suffers damage + Grabbed + Paralyzed.

### Penance Stare

Action: Standard | Duration: Instant | Range: 15 spaces

Effect: Make an Ego attack vs target within range. Characters with the Heroic tag suffer 1/2 the listed damage from this power. If a target is shattered by the power, see full power description for narrative effects.

Success: Target suffers damage to Focus.

Success: Target suffers double damage to Focus + Paralyzed for one round.

## ACTIVE

### Elemental Barrier (Hellfire)

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. (Hellfire: Splits damage equally between Health and Focus).

### Possess Vehicle

Action: Standard | Duration: Concentration | Range: 100 sp

Effect: The character takes magical control of a vehicle they are inside of or touching. Hellfire engulfs the outside of the vehicle, but it does no damage to it. Anyone that comes into contact with it, suffers damage with a damage multiplier equal to the character's rank. On a Fantastic success, it inflicts regular Health damage and regular Focus damage instead. The character controls the vehicle by will, as long as it is within range. They use their Ego for all checks to operate it, and they get an edge on all such checks. The vehicle's speed doubles. It can climb walls at this speed and can even make jumps at that same speed.

### Sense Sins

Action: Standard | Duration: Instant

Effect: The character looks into a target's eyes and makes an Ego check vs target's Ego defense.

Success: Sense what sorts of horrible things the target has done.

Success: As success but can also see what sorts of horrible things the target intends to do in the immediate future.

### Partial Phase

Action: Standard | Duration: Concentration

Effect: The character has greater control over their phasing ability. They can make any portion of their body and clothing tangible or intangible, as they like.

### Phase Self

Action: Standard | Duration: Concentration

Effect: The character (and their clothing) becomes intangible and can move through anything as if it wasn't there. Nothing can physically affect them, nor can they affect anything else that is not phasing along with them.

## REACTIONS

### Elemental Protection 3 (Hellfire)

Action: Standard/Reaction | Duration: Concentration

Trigger: The character is attacked or otherwise in danger.

Effect: Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection.

## PASSIVE

### Environmental Protection

Action: Passive | Duration: Permanent

Effect: Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Healing Factor

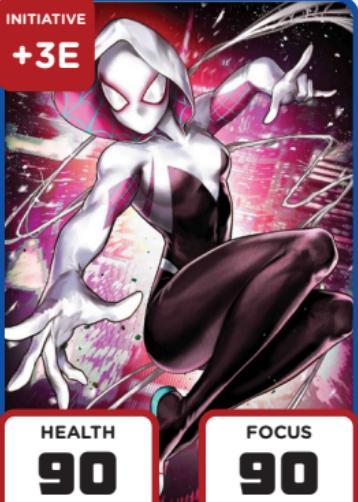
Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

Mighty 4

# HOST-SPIDER



INITIATIVE

**90**

DR: -

FOCUS

**90**

DR: -

MELEE  
**4**

DEFENSE  
**18**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

AGILITY  
**6**

DEFENSE  
**18**

NON-COMBAT  
**+6**

MULTIPLIER  
**x4**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

LOGIC  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / SWING

**6 6 3 18**

RANK

**4**

## TAGS & TRAITS

### Audience

By making an Ego check, the character can persuade their audience to provide help in the form of information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

### Free Running

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

### 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.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Tech Reliance

Instead of falling unconscious due to damage, lose tech powers and remain conscious with 1 Health. This refers to the sentient suit (Ticket to the Multiverse).

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Tags:** Heroic, Mentor: George Stacy, Obligation: School, Public Identity (Earth-65), Secret Identity (Earth-616).

# 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 1/2 speed for free.

Success: Target/s suffers 1/2 damage.

Success: Target/s suffers 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 + Pinned (TN 20 to break free).

### Webgrabbing

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

Effect: Make a ranged attack.

Success: Target Grabbed.

Success: Target Grabbed + Pinned (TN 20 to break free).

## 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.

### Inspiration

Action: Standard | Duration: 1 round

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

### Multiversal Portal

Action: Standard | Duration: Concentration

Effect: Open a portal adjacent that moves anything entering it between that space and its destination in another universe. Close at will.

### Multiversal Travel

Action: Standard/Movement | Duration: Instant

Effect: Instantly moves between universes.

### Webtrapping

Action: Standard | Duration: 20 minutes

Effect: Create a web 5 spaces in size. Area considered difficult terrain. Affected target must make a TN 20 Agility check or be 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.

### Multiversal Travel Together

Action: Standard/Movement/Reaction | Duration: Instant

Effect: Instantly move to a different universe, taking any person touching with them. If target unwilling, must be grabbed first.

### Spider-Dodge

Action: Reaction | Duration: Instant

Trigger: Someone makes an Agility attack against the character.

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

## PASSIVE

### Environmental Protection

Action: Passive | Duration: Permanent

Effect: Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Spider-Sense

Action: Passive | Duration: Permanent

Effect: Gain an edge on initiative, and Vigilance checks to perceive danger. Enemies have trouble on Agility checks against the character's Vigilance defense. Also gains +2 to Agility defense.

## OTHER POWERS

Evasion Mighty

Jump Wallcrawling Webslinging

# GIANT-MAN



INITIATIVE

+3

HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+6**

MULTIPLIER  
**x5**

AGILITY  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x3**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x3**

LOGIC  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Fearless

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

### Gearhead

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Inventor

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

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Tech Reliance

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

### Other Traits and Tags

Tags: Heroic, Lab Access, Secret Identity.

# 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.

### Smash

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a Melee attack with **edge** vs a target's Melee Defense. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for 1 round.

## 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.

5+

### Grow

**Action:** Standard/Reaction | **Duration:** Permanent  
**Trigger:** The character is attacked.  
**Effect:** The character can grow up to gargantuan size. They can return to their normal size at will.

### Growing Attack

**Action:** Reaction | **Duration:** Instant  
**Trigger:** The character grows.  
**Effect:** Makes a close attack with **edge**.  
**Success:** Target suffers damage for size character grows to.  
**Success:** Target suffers damage for size character grows to + Stunned.

### 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.

## OTHER POWERS

1 Brillance 10, Mighty 20.

# GORR THE GOD BUTCHER



INITIATIVE  
**+4E**

HEALTH  
**240**

DR: -4

FOCUS  
**120**

DR: -

MELEE  
**9**

DEFENSE  
**19**

NON-COMBAT  
**+13**

MULTIPLIER  
**x10**

AGILITY  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

MULTIPLIER  
**x6**

RESILIENCE  
**8**

DEFENSE  
**18**

NON-COMBAT  
**+8**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x6**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x6**

RUN / CLIMB / SWIM / FLY  
**6 3 3 36**

RANK  
**6**

## TAGS & TRAITS

### Anathema

Suffers direct harm when exposed to Extreme Heat/Extreme Sonics. Cannot voluntarily enter the same space with it. If touched by it, instantly suffer damage of a Rank 3 attack roll that automatically succeeds. This continues each turn until separated from the substance, killed, or destroyed. Damage caused in this way ignores all damage reduction the character has and cannot be healed by their Healing Factor.

### 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 Expert

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

### Determination

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

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fresh Eyes

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

### Situational Awareness

Gain an **edge** on initiative checks.

### Stranger

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

### Other Traits and Tags

**Traits:** Connections: Outsiders, Extraordinary Origin.

**Tags:** Alien Heritage, Extreme Appearance, Public Identity, Villainous.

# 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.

### 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.

### Focused Fury (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack with **edge**. Add +1 Melee damage bonus per 2 Focus spent.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Furious Attacks (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets. Add +1 to Melee damage bonus per 2 Focus spent.  
**Success:** Target/s suffer  $\frac{1}{2}$  damage.  
**Success:** Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Ground-Shaking Stomp

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a Melee check vs Agility Defense of every target within reach, plus 1 per rank (6) 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 Attack vs Melee Defense of all enemies in reach. If successful, this character may then move up to  $\frac{1}{2}$  speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.  
**Success:** Target suffers  $\frac{1}{2}$  damage.  
**Success:** Target suffers damage + Prone.

### Unstoppable Assault (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a Melee Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to  $\frac{1}{2}$  speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.  
**Success:** Target suffers  $\frac{1}{2}$  damage.  
**Success:** Target suffers damage + Weapon Effect (Sharp: Target is bleeding).

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## 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

### 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.

### Exploit (Sharp)

**Action:** Reaction | **Duration:** Instant  
**Trigger:** Fantastic Success with Melee and causes a min +1 damage.  
**Effect:** Make a Melee attack vs target's Resilience Defense.  
**Success:** Target suffers damage + ignore Health DR.  
**Success:** Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

### Immovable

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

### Riposte (Sharp)

**Action:** Reaction | **Duration:** Instant  
**Trigger:** An enemy makes a close attack against the character that fails.  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## PASSIVE

### Environmental Protection

**Action:** Passive | **Duration:** Permanent  
**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Healing Factor

**Action:** Passive | **Duration:** Instant  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

### Iconic Weapon

**All-Black the Necrosword**  
Without All-Black, Gorr is powerless.

## OTHER POWERS

Flight 2 • Mighty 4 • Sturdy 4 •

# GREEN GOBLIN



INITIATIVE

+2

HEALTH

**120**

DR: -1

FOCUS

**60**

DR: -

MELEE

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x6**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x4**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**6 3 3 24**

RANK

**4**

## TAGS & TRAITS

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Inventor

Gain an **edge** on Logic checks when creating or re-pairing things.

### Tech Reliance

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Gear & Weapons

#### ■ Pumpkin Bombs (Range: 10)

Agility Damage Multiplier Bonus x2.

Affects all characters within 2 spaces of where it lands.

### Other Traits and Tags

**Traits:** Connections: Celebrities, Connections: Criminal, Extra Occupation.

**Tags:** Black Market Access, Enemy: Spider-Man, Headquarters, Rich, Secret Identity, Streetwise, Villainous, Signature Weapon: Pumpkin Bombs (frag grenades).

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Failure: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs a target's Melee Defense.

Success: Target suffers damage.

Failure: Target suffers double damage + Prone.

### Elemental Blast (Energy)

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.

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

### Elemental Burst (Energy)

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

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

Success: Target suffers damage.

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

## ACTIVE

### Battle Plan

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### 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

### 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 **dice** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### 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.

Failure: Target suffers double damage + Pinned.

### 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.

Failure: Target also suffers damage + Prone.

## PASSIVE

### Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### 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.

## OTHER POWERS

**dice** Accuracy 10, Flight 2, Mighty 2, Sturdy 1.

# GROOT



INITIATIVE

+2E

180

DR: -2

FOCUS

60

DR: -

MELEE

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x6

AGILITY

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x4

RESILIENCE

6

DEFENSE

16

NON-COMBAT

+6

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x4

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

RUN / CLIMB / SWIM / JUMP  
10 5 5 10

RANK

4

## TAGS & TRAITS

### Combat Expert

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

### Fearless

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

### Fresh Eyes

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

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Situational Awareness

Gain an **edge** on initiative checks.

### Stranger

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

### Other Traits and Tags

Traits: Connections: Outsiders.

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

# 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.

### Reverse Punch

Action: Standard | Duration: Instant

Effect: Make a Melee attack with **edge** vs a target's Melee Defense.

Success: Target suffers damage.

Success: Target suffers double damage + Stunned for 1 round.

## REACTIONS

### Body Sheet

Action: Standard/Reaction | Duration: Instant

Trigger: The character falls or is the target of an attack.

Effect: Gain Health Damage Reduction 3, but cannot make attacks. Gain Glide Speed equal to double Run Speed.

### Body Sphere

Action: Standard/Reaction | Duration: Concentration.

Trigger: The character/ally target of an attack.

Effect: Form into a sphere and protect up to one ally per rank. Those inside gain Health Damage Reduction 3 against outside attacks, but cannot move until released. Alternatively, if attacker within reach, make Agility check vs. target's Agility defense.

Success: Target is Grabbed.

Success: Target is Grabbed + Pinned.

### Crushing Grip

Action: Reaction | Duration: Instant

Trigger: Target is grabbed.

Effect: Make a Melee attack against the Resilience Defense of the grabbed target.

Success: Target suffers damage.

Success: Target suffers double damage + Pinned.

### Immovable

Action: Reaction | Duration: Instant

Trigger: This character is knocked back/prone.

Effect: Reduce the knockback distance (equal to their Melee Defense) in spaces.

### Rubberneck

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.

### 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

### Environmental Protection

0

Action: Passive | Duration: Permanent

Effect: The character is not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Healing Factor

0

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### Extended Reach 2

0

Action: Passive | Duration: Permanent

Effect: Reach is 10 instead of 1.

### 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.

## OTHER POWERS

### Mighty 2

0

Stilt Steps

1

# HAND NINJA



INITIATIVE

+1

HEALTH  
**10**

DR: -

FOCUS  
**30**

DR: -

MELEE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x1**

AGILITY  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

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  
**0**

DEFENSE  
**10**

NON-COMBAT  
**+0**

MULTIPLIER  
**x1**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**1**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain trouble on all actions.

### Signature Attack

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

### Gear & Weapons

- **Sword (Range: Reach)**  
Melee Damage Multiplier Bonus +2.
- **Throwing Stars (Range: 5 spaces)**  
Agility Damage Multiplier Bonus +1.

### Other Traits and Tags

Traits: Connections: Criminal

Tags: Secret Identity, Streetwise, Villainous.

# POWERS

## ATTACK

## REACTIONS



### Fast Strikes

0

Action: Standard | Duration: Instant

Effect: Make a single Melee Attack vs Melee Defence of 2 targets.

Success: Target/s takes ½ damage.

Success: Target/s take damage.

### Fast Attacks (Sharp)

0

Action: Standard | Duration: Instant

Effect: Make a single Melee Attack vs Melee Defence of 2 targets.

Success: Target/s suffer ½ damage.

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

### Snapshotting

0

Action: Standard | Duration: Instant

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

Success: Affected targets suffer ½ damage.

Success: Affected targets suffer damage + Bleeding.

## ACTIVE

### Attack Stance

0

Action: Standard | Duration: Concentration

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

# HAWKEYE



INITIATIVE

+2

HEALTH  
**30**

DR: -

FOCUS

**60**

DR: -

MELEE  
**2**DEFENSE  
**12**NON-COMBAT  
**+2**MULTIPLIER  
**x2**AGILITY  
**4**DEFENSE  
**14**NON-COMBAT  
**+6**MULTIPLIER  
**x4**RESILIENCE  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**VIGILANCE  
**2**DEFENSE  
**12**NON-COMBAT  
**+2**EGO  
**0**DEFENSE  
**10**NON-COMBAT  
**+0**MULTIPLIER  
**x2**LOGIC  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**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.

### Famous

Gain an edge when making an Ego check to persuade someone who thinks favorably of them or trouble against someone who dislikes them.

### Fearless

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

### Presence

Gain an edge on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### Gear & Weapons

■ Bow and Arrow (Range: 15 spaces)  
Melee Damage Multiplier Bonus +1.

### Other Traits and Tags

**Tags:** Auditory Issues, Heroic, Public Identity, Signature Weapon: Bow and Arrow, 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.

### Fast Strikes

Action: Standard | Duration: Instant  
Effect: Make a single close Melee check against 2 targets.  
Success: Target/s suffer ½ damage.  
Success: Target/s suffer damage.

### Leg Sweep

Action: Standard | Duration: Instant  
Effect: Make a close Melee attack.  
Success: Target suffers damage + Prone.  
Success: Target suffers damage + Prone + Stunned for one round.

### 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.

### Stopping Power

Action: Standard | Duration: Instant  
Effect: Make a ranged attack on an enemy.  
Success: Target suffers damage.  
Success: Target suffers double damage + character makes another ranged attack on the target.

## ACTIVE

### Sniping

Action: Standard and Movement  
Duration: Instant  
Effect: Make a ranged attack vs enemy 20+ spaces away.  
Success: Target suffers damage.  
Success: Target suffers triple damage.

## REACTIONS

### 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

### Accuracy 2

0

0

5

5

# HELA



INITIATIVE  
**+3E**

HEALTH  
**180**

DR: -2

FOCUS  
**90**

DR: -

MELEE  
**9**

DEFENSE  
**18**

NON-COMBAT  
**+13**

MULTIPLIER  
**x10**

AGILITY  
**4**

DEFENSE  
**13**

NON-COMBAT  
**+4**

MULTIPLIER  
**x6**

RESILIENCE  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

MULTIPLIER  
**x6**

LOGIC  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x6**

RUN / CLIMB / SWIM / FLY  
**6 3 3 36**

RANK  
**6**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fresh Eyes

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

### God Heritage

Gain an **edge** when dealing with something that they are the god of.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Stranger

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

### Other Traits and Tags

**Traits:** Connections: Outsiders, Extra Occupation,

**Tags:** Authority, Cursed, Extreme Appearance, Powerful, Public Identity, Sorcerous, Supernatural, Worshipped, Villainous.

# POWERS

## ATTACK

### Clobber

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack vs an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### Hit & Run (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack with **edge**.  
**Success:** Target suffer damage + character can move  $\frac{1}{2}$  their Run Speed for free.  
**Success:** Target suffers double damage + Weapon Effect (**Sharp**: Target is bleeding) + character can move  $\frac{1}{2}$  their Run Speed for free.

### Icy Tendrils of Ithalon

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Paralyzed.

### 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.

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (**Sharp**: Target is bleeding).

## ACTIVE

### Astral Form

**Action:** Standard | **Duration:** Concentration  
**Effect:** Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. Can take on a transparent form visible in the real world. Flight Speed: 36 (on Astral).

### Images of ikonn

**Action:** Standard | **Duration:** Concentration  
**Effect:** Create five (5) duplicates that start in the same space as the character and instantly move into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

## REACTIONS

### Time Travel

**Action:** Standard/Movement | **Duration:** Instant  
**Effect:** Instantly moves between universes.

### 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.

### Exploit (Sharp)

**Action:** Reaction | **Duration:** Instant  
**Trigger:** Fantastic Success with Melee and causes a min 1+ damage.  
**Effect:** Make a Melee attack vs target's Resilience Defense.  
**Success:** Target suffers damage + ignore Health DR.  
**Success:** Target suffers double damage + ignores Health DR + Weapon Effect (**Sharp**: Target is bleeding).

### Immovable

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

### Leech Life

**Action:** Reaction | **Duration:** Instant  
**Trigger:** Target is grabbed.  
**Effect:** Make an Ego attack vs target's Resilience defense.  
**Success:** Target suffers damage, and the character heals  $\frac{1}{2}$  that much Health for themselves.  
**Success:** Target suffers damage, and the character heals that much Health for themselves.

### 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

### Healing Factor

**Action:** Passive | **Duration:** Instant  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

**Flight 2** **Mighty 4** **Sturdy 2**

**Summon Portal**

# HELLCAT



INITIATIVE

+2

HEALTH  
**90**

DR: -1

FOCUS  
**60**

DR: -1

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+3**

MULTIPLIER  
**x3**

AGILITY  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x3**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x3**

LOGIC  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x3**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain trouble on all actions.

### Famous

Gain an edge when making an Ego check to persuade someone who thinks favorably of them or trouble against someone who dislikes them.

### Fearless

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

### Public Speaking

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

### Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Cursed, Heroic, Public Identity.

# POWERS

## ATTACK

### Grappling Technique

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage + Grabbed.

Success: Target suffers double damage + Grabbed + Pinned.

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

Success: Affected target/s suffer ½ damage.

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

### Furious Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

Add +1 to Melee damage bonus per 2 Focus spent.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

### Whirling Frenzy (Sharp)

Action: Standard | Duration: Instant

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

Success: Target suffers ½ damage.

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

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Defense Stance

Action: Standard | Duration: Concentration

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

### Do This All Day

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

## REACTIONS

### Exploit (Sharp)

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+ damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

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

### Reverse Momentum Throw

Action: Reaction | Duration: Instant

Trigger: While Defense Stance is active, a close attack against the character misses.

Effect: Attacker knocked prone and suffers ½ the damage their attack would have inflicted if it had succeeded.

### Riposte (Sharp)

Action: Reaction | Duration: Instant

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

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

## OTHER POWERS

Sturdy 1, Uncanny 1

# HULK



INITIATIVE

+4

HEALTH

**270**

DR: -3

FOCUS

**150**

DR: -2

MELEE

**9**

DEFENSE

**18**

NON-COMBAT

**+13**

MULTIPLIER

**x10**

AGILITY

**3**

DEFENSE

**12**

NON-COMBAT

**+3**

MULTIPLIER

**x6**

RESILIENCE

**9**

DEFENSE

**19**

NON-COMBAT

**+9**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x6**

LOGIC

**8**

DEFENSE

**18**

NON-COMBAT

**+10**

MULTIPLIER

**x8**

RUN / CLIMB / SWIM / JUMP

**6 3 3 36**

RANK

**6**

## TAGS & TRAITS

### Berserker

After taking Health damage, make an Ego check with TN = Health damage taken. Failure = charge towards attacker. If enemy is defeated, must charge/attack next closest foe. If Berserk, gain **edge** on 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.

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Inventor

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

### Loner

The character cannot be given an **edge** via assistance by someone who is not a teammate.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Battle Ready.

**Tags:** Alternate Form (Gamma Forms), Enemy: Abomination, Enemy: Leader, Extreme Appearance (in Alternate Forms), Green Door, Immunity: Gamma Radiation, Lab Access, Public Identity, Radioactive.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

Success: Target suffers damage.

Success: Target suffers double damage + Pinned.

### 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 Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to  $\frac{1}{2}$  speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.

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

Success: Target suffers damage + Prone.

## REACTIONS

### Anger

Action: Standard/Reaction | Duration: Concentration

Trigger: The character is harmed by an attack.

Effect: For every 10 points of Focus spent, add +15 to Melee damage bonus and lose -2 from Logic and Logic defense. While using this power, cannot use any other powers that require concentration.

### Crushing Grip

Action: Reaction | Duration: Instant

Trigger: Target is grabbed.

Effect: Make a Melee attack vs Resilience defense of grabbed target.

### 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

### Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

Brilliance 2, Mighty 4, Sturdy 3, Uncanny 2.

Jump 3.

# HUMAN TORCH



INITIATIVE  
**+4**

**90**

DR: -

FOCUS  
**120**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

AGILITY  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+7**

MULTIPLIER  
**x6**

LOGIC  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / FLY  
**5 3 3 20**

RANK  
**4**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

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

### Gearhead

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

### Piloting

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Enemy: Doctor Doom, Public Identity, Headquarters: 4 Yancy Street, Heroic, Lab Access.

# POWERS

## ATTACK

### Elemental Barrage (Fire)

Action: Standard | Duration: Instant

**Effect:** Designate a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect. (Fire: Sets target ablaze).

15

### Elemental Blast (Fire)

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. (Fire: Sets target ablaze).

5 +

### 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).

0

### Elemental Push (Ice)

Action: Standard | Duration: Instant

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

**Success:** Character moves the target in any direction, up to 4 sp.

**Success:** As success + target suffers damage + Prowl + element's special effect. (Fire: Sets target ablaze).

10

### Supernova (Fire)

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

**Effect:** Make an Ego check vs Resilience defense of every enemy within range. Add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.

**Success:** Affected target/s suffer ½ total damage.

**Success:** Affected target/s suffer total damage + element's special effect. (Fire: Sets target ablaze).

15 +

## ACTIVE

### Elemental Barrier (Fire)

Action: Standard | Duration: Concentration | Range: 40 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).

5

## Elemental Prison (Fire)

V

**Action:** Standard | **Duration:** Concentration | **Range:** LOS.

**Cost:** Same as the character's Elemental Protection power  
**Effect:** Pick a point within range and trap any chosen targets within up to 20 spaces in a prison comprised of their element. When formed, make an Ego vs Agility defense of targets inside the enclosed spaces. Attacks against the prison are against the character's Ego defense. Any attacks against the prison are absorbed as if made against the character's Elemental Protection power.

**Success:** Traps the target within the prison's perimeter.

**Success:** Traps the target within the prison's perimeter + suffer damage + element's special effect. (Fire: Sets target ablaze).

15

## REACTIONS



### Combat Trickery

5

**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.

### Elemental Protection 3 (Fire)

V

**Action:** Standard/Reaction | **Duration:** Concentration

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection.

### Elemental Reinforcement (Fire)

V

**Action:** Reaction | **Duration:** Instant

**Trigger:** Damage gets through an elemental power

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### Elemental Sphere (Fire)

0 +

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 20 sp.

**Trigger:** The character is attacked or otherwise in danger.

**Cost:** Same as the character's Elemental Protection power  
**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.

**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.

**Success:** As success but also suffer damage + elements special effect. (Fire: Sets target ablaze).

## OTHER POWERS

Accuracy 10, Discipline 2, Flight 2,

Elemental Form (Fire)

# HYDRA AGENT



INITIATIVE  
+1E

HEALTH  
**30**

DR: -

FOCUS  
**60**

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

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

When demoralized, do not gain trouble on all actions.

### Situational Awareness

Gain an edge on initiative checks.

### Gear & Weapons

#### Hydra Rifle (Range: 20 spaces)

Melee Damage Multiplier Bonus +1. Can attack up to three targets in adjacent spaces to which the attacker can draw a line of sight. Make a single attack roll and compare it to the Agility defense scores of the targets. Split the damage from that roll equally. Attacks with this weapon against targets 5 spaces away or fewer have trouble.

#### Hydra Pistol (Range: 10 spaces)

Melee Damage Multiplier Bonus +1.

### Other Traits and Tags

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

Tags: Secret Identity, Villainous.

# POWERS

## ATTACK

## REACTIONS



### 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.

0

### 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.

0

### 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.

0

### 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.

# ICEMAN



INITIATIVE

+5

HEALTH  
**90**

DR: -

FOCUS  
**150**

DR: -

MELEE  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x4**AGILITY  
**5**DEFENSE  
**15**NON-COMBAT  
**+6**MULTIPLIER  
**x5**RESILIENCE  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**VIGILANCE  
**5**DEFENSE  
**15**NON-COMBAT  
**+5**EGO  
**6**DEFENSE  
**16**NON-COMBAT  
**+8**MULTIPLIER  
**x6**LOGIC  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / FLY

**6 3 3 24**

RANK

**4**

## TAGS & TRAITS

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

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

### Free Running

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Krakoa, Secret Identity, X-Gene.

# POWERS

## ATTACK

### Elemental Blast (Ice)

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 (**Ice:** Paralyzes target for one round).

5+

### Elemental Burst (Ice)

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 (**Ice:** Paralyzes target for one round).

0

### Elemental Push (Ice)

Action: Standard | Duration: Instant

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

**Success:** Character moves the target in any direction, up to 4 sp.

**Success:** As success + target suffers damage + Prone + element's special effect (**Ice:** Paralyzes target for one round).

10

## ACTIVE

### Elemental Barrier (Ice)

Action: Standard | Duration: Concentration | Range: 40 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 (**Ice:** Paralyzes target for one round).

5

### Elemental Grab (Ice)

Action: Standard | Duration: Concentration | Range: 20 sp.

**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.

**Success:** Character grabs the target with their element.

**Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect (**Ice:** Paralyzes target for one round).

5

### Elemental Prison (Ice)

Action: Standard | Duration: Concentration | Range: LOS.

**Cost:** Same as the character's Elemental Protection power

**Effect:** Pick a point within range and trap any chosen targets within up to 20 spaces in a prison comprised of their element. When formed, make an Ego vs Agility defense of targets inside the enclosed spaces. Attacks against the prison are against the character's Ego defense. Any attacks against the prison are absorbed as if made against the character's Elemental Protection power.

**Success:** Traps the target within the prison's perimeter.

**Success:** Traps the target within the prison's perimeter + suffer damage + element's special effect (**Ice:** Paralyzes target for one round).

V

## 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 **2** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

5

### Elemental Protection 3 (Ice)

Action: Standard/Reaction | Duration: Concentration

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection.

15

### Elemental Reinforcement (Ice)

Action: Reaction | Duration: Instant

**Trigger:** Damage gets through an elemental power

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

V

### Elemental Sphere (Ice)

Action: Standard/Reaction | Duration: Conc. | Range: 20 sp.

**Trigger:** The character is attacked or otherwise in danger.

**Cost:** Same as the character's Elemental Protection power

**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs. Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.

**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.

**Success:** As success but also suffer damage + elements special effect (**Ice:** Paralyzes target for one round).

00

### Elemental Suffocation

Action: Standard/Reaction | Duration: Instant | Range: Varies

**Trigger:** The target is grabbed with Elemental Grab.

**Effect:** Make an Ego attack vs grabbed target's Resilience defense.

**Success:** Target suffers damage.

**Success:** Target suffers damage + Pinned + element's special effect (**Ice:** Paralyzes target for one round).

15

## OTHER POWERS

Accuracy 1, Discipline 2, Flight 1.

Elemental Form 1.

# IKARIS



INITIATIVE

+4E

HEALTH

**150**

DR: -3

FOCUS

**120**

DR: -

MELEE

**6**

DEFENSE

**16**

NON-COMBAT

**+7**

MULTIPLIER

**x6**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+4**

MULTIPLIER

**x7**

RESILIENCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x6**

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / FLY

**5 3 3 25**

RANK

**5**

## TAGS & TRAITS

### Combat Expert

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

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fearless

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

### Fresh Eyes

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Situational Awareness

Gain an **edge** on initiative checks.

### Stranger

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

### Other Traits and Tags

**Traits:** Extra Occupation, Connections: Outsiders.

**Tags:** Authority, Eternally Immortal, Heroic, Powerful, Public Identity, Mahd Wy'ry.

# POWERS

## ATTACK

### Elemental Barrage (Energy) 15

Action: Standard | Duration: Instant

**Effect:** Designates a space within line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (Energy: Blinds target for one round).

### Elemental Blast (Energy) 5+

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 (Energy) 0

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).

### Elemental Ricochet (Energy) 10

Action: Standard | Duration: Instant | Range: 50 sp.

**Effect:** Make a ranged attack vs target in line of sight.

**Success:** Target suffers damage.

**Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

### Supernova (Energy) 15+

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

**Effect:** Make an Ego check vs Resilience defense of every enemy within range. Add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.

**Success:** Affected target/s suffer ½ total damage.

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

### Telepathic Blast 5

Action: Standard | Duration: Instant

**Effect:** Make a Logic attack vs target in line of sight.

**Success:** Target suffers damage to Focus.

**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Command 5

Action: Standard | Duration: 1 round

**Effect:** Make a Logic check vs Logic defense of a "linked" target. Gives an order to the target that must be something that can be completed in a single action. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character 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.

### Mind Reading 0

Action: Standard | Duration: 1 round

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind

### Telekinetic Grab 5

Action: Standard | Duration: Concentration | Range: 25 sp.

**Effect:** Makes a Logic attack vs Melee defense of a target within range. Breaking free requires TN20 Melee check.

**Success:** Target is grabbed with the character's mind.

**Success:** Target is grabbed with the character's mind + Pinned.

### Telekinetic Manipulation 0

Action: Standard | Duration: Concentration | Range: 25 sp.

**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Telepathic Link 0

Action: Standard | Duration: Concentration

**Effect:** As long as the character and the target are in the same dimension, the character can communicate telepathically with one person at a time, and they must have met or seen the other person before. There is no limit to range. If 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.

## REACTIONS

## PASSIVE

### Healing Factor 0

Action: Passive | Duration: Instant

**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses 1

Action: Passive | Duration: Permanent

**Effect:** Can sense 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

Accuracy 2, Discipline 1, Flight 2, Mighty 1, Sturdy 3.

# INVISIBLE WOMAN

INITIATIVE

+5E



HEALTH

60

DR: -

FOCUS

150

DR: -

MELEE

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x4

AGILITY

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x5

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

5

DEFENSE

15

NON-COMBAT

+5

EGO

6

DEFENSE

16

NON-COMBAT

+9

MULTIPLIER

x7

LOGIC

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x4

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

4

## TAGS & TRAITS

### Fearless

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

### 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.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### 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.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Enemy: Doctor Doom, Headquarters: 4 Yancy Street, Heroic, Lab Access, Public Identity.

# POWERS

## ATTACK

### Elemental Blast (Force)

5+

**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 (**Force:** Target has **trouble** on all actions for one round).

### Elemental Burst (Force)

0

**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).

### Elemental Push (Force)

10

**Action:** Standard | **Duration:** Instant  
**Effect:** Make an Ego attack vs target's Agility defense.  
**Success:** Move the target in any direction up to 4 spaces.  
**Success:** As success + target suffers damage + Prowe + element's special effect (**Force:** Target has **trouble** on all actions for one round).

## ACTIVE

### Elemental Barrier (Force)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 40 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 (**Force:** Target has **trouble** on all actions for one round).

### Elemental Grab (Force)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.  
**Success:** Character grabs the target with their element.  
**Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect (**Force:** Target has **trouble** on all actions for one round).

### Extend Invisibility

10

**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.

### Illumination

0

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character illuminates one object or point in line of sight, within 50 spaces, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

### Invisibility

5

**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.

### Group Invisibility

15

**Action:** Standard | **Duration:** Concentration

**Effect:** For every point of Ego defense the character has, they can make one person or thing invisible, including themselves. Each of these can be one size bigger than them for every rank they have.

## REACTIONS

### Elemental Protection 3 (Force)

15

**Action:** Standard/Reaction | **Duration:** Concentration

**Trigger:** The character is attacked or otherwise in danger.

**Effect:** The character protects themselves with their element. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection.

### Elemental Reinforcement (Force)

V

**Action:** Reaction | **Duration:** Instant

**Trigger:** Damage gets through an elemental power

**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### Elemental Sphere (Force)

0+0

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 20 sp.

**Trigger:** The character is attacked or otherwise in danger.

**Cost:** Same as the character's Elemental Protection power  
**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs. Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.

**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.

**Success:** As success but also suffer damage + elements special effect (**Force:** Target has **trouble** on all actions for one round).

## OTHER POWERS

1 Accuracy 10 Discipline 3 0

# IRON FIST



INITIATIVE

+3

HEALTH

60

DR: -

FOCUS

90

DR: -

MELEE  
4DEFENSE  
14NON-COMBAT  
+6MULTIPLIER  
x5AGILITY  
2DEFENSE  
12NON-COMBAT  
+2MULTIPLIER  
x3RESILIENCE  
2DEFENSE  
12NON-COMBAT  
+2VIGILANCE  
3DEFENSE  
13NON-COMBAT  
+3EGO  
3DEFENSE  
13NON-COMBAT  
+3MULTIPLIER  
x3LOGIC  
1DEFENSE  
11NON-COMBAT  
+1MULTIPLIER  
x3

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

3

## TAGS & TRAITS

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

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

### Fearless

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

### Signature Attack

**Focused Strike:** Gain an **edge** when making attacks using this ability or power.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extraordinary Origin.

**Tags:** Black Market Access, Heroic, Public Identity, Supernatural.

# POWERS

## ATTACK

### Chain Strikes

Action: Standard | Duration: Instant

Effect: Make a close attack with **edge**.

**Success:** Target suffers damage.

**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Fast Strikes

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

**Success:** Target/s suffer  $\frac{1}{2}$  damage.

**Success:** Target/s suffer damage.

### Flying Double Kick

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Prone.

### Focused Strike

Action: Standard | Duration: Instant

Effect: Makes a close Melee attack. Add +1 to Melee damage bonus per 2 Focus spent.

**Success:** Target suffers total damage.

**Success:** Target suffers double total damage + Stunned for one round.

### Leg Sweep

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

**Success:** Target suffers damage + Prone.

**Success:** Target suffers damage + Prone + Stunned for one round.

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

0

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

### Defense Stance

Action: Standard | Duration: Concentration

0

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

## REACTIONS



### Counterstrike Technique

5

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against this character does damage.

Effect: The attacker also suffers  $\frac{1}{2}$  their regular damage to themselves.

### Reverse Momentum Throw

5

Action: Reaction | Duration: Instant

Trigger: While Defense Stance is active, a close attack against the character misses.

Effect: Attacker knocked prone and suffers  $\frac{1}{2}$  the damage their attack would have inflicted if it had succeeded.

## PASSIVE

### Unflappable Poise

0

Action: Passive | Duration: Permanent

Effect: Any close attacks against this character gain **trouble**. While they use Defense Stance, such attacks have **double trouble**.

### Untouchable Position

0

Action: Passive | Duration: Permanent

Effect: If character attacked, all other close attacks against them gain **trouble** until start of their next turn.

## OTHER POWERS

Mighty 2 0.

# IRON MAN



INITIATIVE

+3

HEALTH

90

DR: -2

FOCUS

90

DR: -

MELEE

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x5

AGILITY

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x4

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

5

DEFENSE

15

NON-COMBAT

+6

MULTIPLIER

x5

LOGIC

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x6

RUN / CLIMB / SWIM / FLY

5 3 3 20

RANK

4

## TAGS & TRAITS

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Gearhead

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Inventor

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

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Tech Reliance

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

### Other Traits and Tags

**Traits:** Connections: Celebrities, Extra Occupation.

**Tags:** Enemy: Mandarin, Extreme appearance (in battle suit), Headquarters (Stark Tower), Heroic, Lab Access, Linguist (Chinese [Mandarin], English, French, Japanese, Russian, Korean, Urdu), Public Identity, Rich.

# POWERS

## ATTACK

### Elemental Barrage (Energy)

15

**Action:** Standard | **Duration:** Instant**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.**Success:** Affected targets suffer 1/2 damage.**Success:** Affected targets suffer damage + elemental type's special effect (**Energy**: Blinds target for one round).

### Elemental Blast (Energy)

5+

**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 (Energy)

0

**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).

### Elemental Push (Energy)

10

**Action:** Standard | **Duration:** Instant**Effect:** Make an Ego attack vs target's Agility defense.**Success:** Move the target in any direction, up to 4 spaces.**Success:** As success + target suffers damage + Prone + element's special effect (**Energy**: Blinds target for one round).

## ACTIVE

### Elemental Barrier (Energy)

5

**Action:** Standard | **Duration:** Concentration | **Range:** 40 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 (**Energy**: Blinds target for one round).

## REACTIONS



5

### Combat Trickery

0

**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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Slow-Motion Dodge

0

**Action:** Reaction | **Duration:** Instant**Trigger:** Enemy makes an attack vs this character's Agility defense.**Effect:** The enemy gains **trouble** on the attack.

## PASSIVE

### Environmental Protection

0

**Action:** Passive | **Duration:** Permanent**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

## OTHER POWERS

 Brilliance 2  Discipline 1  Flight 2  Mighty 1  Sturdy 2 

# JESSICA JONES

INITIATIVE

+2



HEALTH

**90**

DR: -1

FOCUS

**60**

DR: -2

MELEE

**3**

DEFENSE

**13**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**5 3 3 15**

RANK

**3**

## TAGS & TRAITS

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### 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.

### 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.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Police, Enhanced Physique, Glibness, Interrogation, Investigation, Iron Will, Weird.

**Tags:** Headquarters: Harlem Apartment, Heroic, Public Identity, Streetwise.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

## 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 13 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

### Healing Factor

0

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

Brilliance 1, Flight 2, Mighty 2, Sturdy 1, Uncanny 2.

# JUGGERNAUT



INITIATIVE  
**+3**

HEALTH  
**210**

FOCUS  
**120**

DR: -4 DR: -

MELEE	<b>7</b>	DEFENSE	<b>16</b>	NON-COMBAT	<b>+11</b>	MULTIPLIER	<b>x8</b>
AGILITY	<b>2</b>	DEFENSE	<b>11</b>	NON-COMBAT	<b>+2</b>	MULTIPLIER	<b>x4</b>
RESILIENCE	<b>7</b>	DEFENSE	<b>17</b>	NON-COMBAT	<b>+7</b>		
VIGILANCE	<b>3</b>	DEFENSE	<b>13</b>	NON-COMBAT	<b>+3</b>		
EGO	<b>1</b>	DEFENSE	<b>11</b>	NON-COMBAT	<b>+1</b>	MULTIPLIER	<b>x4</b>
LOGIC	<b>1</b>	DEFENSE	<b>11</b>	NON-COMBAT	<b>+1</b>	MULTIPLIER	<b>x4</b>

RUN / CLIMB / SWIM / JUMP

**6 3 3 3**

RANK  
**4**

## 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.

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Fearless

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

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Super Heroes, Surprising Power: Sturdy 4.

**Tags:** Black Market Access, Extreme Appearance, Public Identity, Supernatural.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

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

5+

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

15

Effect: Make a Melee Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to  $\frac{1}{2}$  speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.

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

Success: Target suffers damage + Prone.

## REACTIONS

### Crushing Grip

5

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

0

Action: Reaction | Duration: Instant

Trigger: Character is knocked back/prone.

Effect: Reduce the knockback distance equal to their Melee Defense (16) in spaces.

### Quick Toss

10

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

### Healing Factor

0

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### Iconic Weapon

0

Crimson Gem of Cytorak.

- Any attack which deals less than 30 points of damage to the user of the Crimson Gem is instantly negated.

## OTHER POWERS

Mighty 4, Sturdy 4

# KATE PRYDE



INITIATIVE

+3

HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Weakness

Any attack made with Magical Attacks ignores all damage reduction. Damage caused cannot be healed by their Healing Factor.

### Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Heroic, Hounded, Linguist (English, Japanese, Russian, Shi'ar, Skrullos), Public Identity, X-Gene.

# POWERS

## ATTACK

### Fast Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target/s suffer  $\frac{1}{2}$  damage.  
**Success:** Target/s suffer damage.

### Leg Sweep

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage + Prone.  
**Success:** Target suffers damage + Prone + Stunned for one round.

### Disrupt Nerves

**Action:** Standard | **Duration:** Instant  
**Effect:** When phasing through a person, the character can attempt to scramble their nervous system. Make an Ego check vs target's Resilience defense.  
**Success:** Target is Stunned for 1 round.  
**Success:** As success + Prone.

### Disrupt Person

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close attack.  
**Success:** Target suffers damage (ignoring DR).  
**Success:** Target suffers double damage (ignoring DR) + Stunned for 1 round.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### Defense Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Any close attacks made against the character have trouble until this character is successfully attacked.

### Disrupt Electronics

**Action:** Standard | **Duration:** Instant  
**Effect:** When phasing through electronics, the character can scramble them, causing them to either shut down or crash. In the case of powers that are Tech Reliant (and feature electronics), they are unusable for one turn while they reboot.

### Partial Phase

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character has greater control over their phasing ability. They can make any portion of their body and clothing tangible or intangible, as they like.

### Phase Object

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character can make any object they are touching intangible. The object (and things attached to or inside of it) can be up to their rank in sizes bigger than them.

### Phase Self

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character (and their clothing) becomes intangible and can move through anything as if it wasn't there. Nothing can physically affect them, nor can they affect anything else that is not phasing along with them.

## REACTIONS

### Phase Other

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** The target is grabbed.  
**Effect:** The character can make any person (and their clothing) they are touching intangible. The character can also phase any people the initial person is touching or grabbing. People the character has phased remain tangible to each other. If unwilling, the target must be grabbed first. When contact is broken, the phasing for those no longer in contact with the character (even indirectly) ends. If inside something when phasing ends, they are automatically pushed out of it and suffer damage (x 1 for every space they must move to reach a clear area). If this kills them, their body is trapped inside the material they were phased into.

### Quick Phase

**Action:** Reaction | **Duration:** Concentration  
**Trigger:** The character is attacked.  
**Effect:** The character and their clothing can instantly become intangible.

## PASSIVE

### Phase Walk

**Action:** Passive | **Duration:** Concentration  
**Effect:** When phasing, the character can move freely in any direction through anything—not just air, but also water, buildings and so on—at their Run Speed. The character can take anything or anyone they are phasing along with them.

# KILLMONGER



INITIATIVE

+3

HEALTH  
**90**

DR: -2

FOCUS

**90**

DR: -

MELEE  
**7**DEFENSE  
**17**NON-COMBAT  
**+9**MULTIPLIER  
**x6**AGILITY  
**4**DEFENSE  
**14**NON-COMBAT  
**+4**MULTIPLIER  
**x4**RESILIENCE  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**VIGILANCE  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**EGO  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x4**LOGIC  
**2**DEFENSE  
**12**NON-COMBAT  
**+2**MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**4**

## 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.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### Tech Reliance

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

### Other Traits and Tags

**Traits:** Extraordinary Origin.

**Tags:** Authority, Hunted, Powerful, Public Identity, Supernatural.

# POWERS

## ATTACK

### Chain Strikes

Action: Standard | Duration: Instant

Effect: Make a close attack with **edge**.

Success: Target suffers damage.

Success: Target suffers damage and character may attempt an additional Chain Strike attack.

### Fast Strikes

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

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

Success: Target/s suffer damage.

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Battle Plan

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Do This All Day

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

### Focus Fire

Action: Standard | Duration: Concentration

Effect: The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

### 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.

### Rally on Me

Action: Standard | Duration: Instant

Effect: Any allies in earshot can be affected, up to a number equal to the character's Vigilance. Each affected ally can move toward the character at  $\frac{1}{2}$  speed. If they are within the character's reach at the end of this move, they recover lost Focus equal to 5 times the character's rank. The character can use this power once per battle.

## REACTIONS



### Brace for Impact

Action: Reaction | Duration: Instant

Trigger: Enemy deals physical damage to the character.

Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

### Counterstrike Technique

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against this character does damage.

Effect: The attacker also suffers  $\frac{1}{2}$  their regular damage to themselves.

### Keep Moving

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.

### On Your Feet

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is knocked prone.

Effect: All prone allies within earshot, who are able to, can immediately stand up for free. Allies currently unable to stand up for any reason are not affected.

## PASSIVE

5 +

### Always Ready

Action: Passive | Duration: Permanent

Effect: Gain one additional reaction per round (used only to activate a Martial Arts power).

10

### Heightened Senses

Action: Passive | Duration: Permanent

Effect: Can sense 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

Mighty 2 Sturdy 2

Always Ready

# KINGPIN

INITIATIVE

+2



HEALTH

**90**

DR: -

FOCUS

**60**

DR: -

MELEE

**5**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x3**

AGILITY

**1**

DEFENSE

**14**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**6 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Determination

When demoralized, do not gain trouble on all actions.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Leverage

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

### Other Traits and Tags

Traits: Connections: Criminal.

Tags: Black Market Access, Powerful, Public Identity, Rich, Streetwise, Villainous.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If this attack fails against either target, it fails entirely.

Success: Both suffer damage.

Success: Both suffer damage + prone.

### Grappling Technique

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage + Grabbed.

Success: Target suffers double damage + Grabbed + Pinned.

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Do This All Day

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

### 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

### Brace for Impact

Action: Reaction | Duration: Instant

Trigger: Enemy deals physical damage to the character.

Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

### 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 **W** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Counterstrike Technique

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against this character does damage.

Effect: The attacker also suffers  $\frac{1}{2}$  their regular damage to themselves.

### Crushing Grip

Action: Reaction | Duration: Instant

Trigger: Target is grabbed.

Effect: Make a Melee attack vs Resilience Defense of the grabbed target.

Success: Target suffers damage.

Success: Target suffers double damage + Pinned.

### Spin & Throw

Action: Reaction | Duration: Instant

Trigger: An enemy the character can pick up is grabbed.

Effect: Make a Melee attack against the grabbed foe. If successful, can move enemy to any open space within reach.

Success: Target suffers damage + Prone.

Success: Target suffers double damage + Prone + Pinned + Stunned for 1 round.

## PASSIVE

### Always Ready

Action: Passive | Duration: Permanent

Effect: Gain one additional reaction per round (used only to activate a Martial Arts power).

### Untouchable Position

Action: Passive | Duration: Permanent

Effect: If character attacked, all other close attacks against them gain **trouble** until start of their next turn.

## OTHER POWERS

 Brawling 0

# KRAVEN THE HUNTER



INITIATIVE

+2

HEALTH

90

DR: -

FOCUS

60

DR: -

MELEE

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x4

AGILITY

5

DEFENSE

15

NON-COMBAT

+5

MULTIPLIER

x3

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x3

LOGIC

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x3

RUN / CLIMB / SWIM / JUMP

6

6

3

6

RANK

3

## TAGS & TRAITS

### Combat Expert

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

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fearless

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

### Free Running

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

### Other Traits and Tags

**Traits:** Connections: Super Villains.

**Tags:** Black Market Access, Public Identity, Supernatural, Villainous.

# POWERS

## ATTACK

### Clobber

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack vs an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### 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.

### 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.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### Battle Plan

**Action:** Standard | **Duration:** 1 round  
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Defense Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### 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

### Crushing Grip

**⑤**  
**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.

### Spider-Dodge

**①**  
**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

### Mighty 1

**①**  
**Jump 1** Wallcrawling

# LEADER



INITIATIVE  
+4

HEALTH  
**90**

DR: -

FOCUS  
**120**

DR: -3

MELEE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

AGILITY  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

LOGIC  
**7**

DEFENSE  
**17**

NON-COMBAT  
**+11**

MULTIPLIER  
**x8**

RUN / CLIMB / SWIM / JUMP  
**5 3 3 3**

RANK  
**4**

## TAGS & TRAITS

### Abrasive

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

### Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Criminal.

**Tags:** Black Market Access, Extreme Appearance, Green Door, Immunity: Gamma Radiation, Public Identity, Radioactive, Streetwise, Villainous.

# POWERS

## ATTACK

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Makes a Logic attack vs target's Melee defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

### Telepathic Blast

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a Logic attack vs target in line of sight.  
**Success:** Target suffers damage to Focus.  
**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Command

**Action:** Standard | **Duration:** 1 round  
**Effect:** Gives an order to a target with whom they've established a Telepathic Link. Make a Logic check vs target's Logic defense. The command must be something that can be completed in a single action. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character 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.

### ESP

**Action:** Standard | **Duration:** Concentration | **Range:** 400 sp.  
**Effect:** Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.  
**Success:** Target sensed.  
**Success:** Target sensed+ can identify the source of any powers the target has.

### Fool

**Action:** Standard | **Duration:** Concentration | **Range:** 80 sp.  
**Effect:** The character uses a mirage to alter their appearance in the minds of anyone within range. The TN to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an edge.

### Mind Interrogation

**Action:** Standard | **Duration:** 1 round  
**Effect:** Dive into the mind of a single person with whom they have established a Telepathic Link. This requires a Logic check vs target's Logic defense.  
**Success:** Can ask a single simple question and get the answer from the target's mind.  
**Success:** As success but information more complex.

### Mind Reading

**Action:** Standard | **Duration:** 1 round  
**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.  
**Success:** Can read the target's surface thoughts.  
**Success:** As success but can ask a single simple question and get the answer from the target's mind.

### Orders

**Action:** Standard | **Duration:** Permanent  
**Effect:** Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character has double trouble on the check.  
**Success:** Target complies with the orders.  
**Success:** As success + character gains an edge the next time they use this power against this same target.

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### Telepathic Link

**Action:** Standard | **Duration:** Concentration  
**Effect:** As long as the character and the target are in the same dimension, the character can communicate telepathically with one person at a time, and they must have met or seen the other person before. There is no limit to range. If 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.

### Telepathic Network

**Action:** Standard | **Duration:** Concentration  
**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## REACTIONS

## OTHER POWERS

Brilliance 4 , Uncanny 3 

# LOKI



INITIATIVE

+4

HEALTH

90

DR: -

FOCUS

120

DR: -

MELEE

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x6

AGILITY

2

DEFENSE

12

NON-COMBAT

+3

MULTIPLIER

x6

RESILIENCE

3

DEFENSE

13

NON-COMBAT

+3

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

8

DEFENSE

18

NON-COMBAT

+9

MULTIPLIER

x6

LOGIC

5

DEFENSE

15

NON-COMBAT

+6

MULTIPLIER

x6

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

5

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Fresh Eyes

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### God Heritage

Gain an **edge** when dealing with something that they are the god of.

### Leverage

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

### Stranger

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

### Other Traits and Tags

**Traits:** Connections: Outsiders, Enhanced Physique.

**Tags:** Public Identity, Sorcerous, Supernatural, Worshipped.

# POWERS

## ATTACK

### Bolts of Balthakk

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.

**Success:** Target suffers total damage.

**Success:** Target suffers double total damage + Stunned for 1 round.

### Icy Tendrils of Ikthalon

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility Defense.  
**Success:** Target suffers damage.

**Success:** Target suffers double damage + Paralyzed.

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Makes a Logic attack vs target's Melee defense.  
**Success:** Target suffers damage.

**Success:** Target suffers double damage + Stunned for 1 round.

### Telepathic Blast

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a Logic attack vs target in line of sight.  
**Success:** Target suffers damage to Focus.

**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Command

**Action:** Standard | **Duration:** 1 round  
**Effect:** Gives an order to a target with whom they've established a Telepathic Link. Make a Logic check vs target's Logic defense. The command must be something that can be completed in a single action. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character 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**.

### Dispel Spell

**Action:** Standard | **Duration:** Instant  
**Effect:** Make an Ego check vs target's Ego defense who uses a magical power that requires concentration.  
**Success:** Target's concentration on that power is broken.

**Success:** Target's concentration is broken entirely.

### ESP

**Action:** Standard | **Duration:** Concentration | **Range:** 500 sp.  
**Effect:** Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.  
**Success:** Target sensed.

**Success:** Target sensed+ can identify the source of any powers the target has.

### Images of Ikonn

**Action:** Standard | **Duration:** Concentration  
**Effect:** Create five (5) duplicates of themselves that starts in the same space as the character and instantly moves into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

### Mind Reading

**Action:** Standard | **Duration:** 1 round  
**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.  
**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind.

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

### 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.

## REACTIONS

### Shape Shift

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

### Shield Of The Seraphim

**Action:** Standard/Reaction | **Duration:** Concentration  
**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

## PASSIVE

### Healing Factor

**Action:** Passive | **Duration:** Instant  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

- Accuracy 1
- Brilliance 1
- Discipline 1
- Mighty 1
- Astral Form
- Summon Portal
- Telepathic Network

# LUKE CAGE



INITIATIVE

+1

HEALTH

**150**

DR: -3

FOCUS

**30**

DR: -

MELEE

**4**

DEFENSE

**14**

NON-COMBAT

**+6**

MULTIPLIER

**x5**

AGILITY

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RESILIENCE

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Fearless

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extra Occupation, Surprising Power: Sturdy 3.

**Tags:** Authority, Black Market Access, Headquarters: Harlem, Apartment, Heroic, Hounded, Powerful, Public Identity.

# POWERS

## ATTACK

### Banging Heads

0

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

0

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

## ACTIVE

### Attack Stance

0

Action: Standard | Duration: Concentration

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

### Do This All Day

5+

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

## REACTIONS



### Crushing Grip

5

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.

## OTHER POWERS

1: Mighty 2 0: Sturdy 3 0

# MAGNETO

INITIATIVE

+6



HEALTH

**90**

DR: -

FOCUS

**180**

DR: -4

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x6**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x6**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**6**

DEFENSE

**16**

NON-COMBAT

**+6**

**9**

DEFENSE

**19**

NON-COMBAT

**+13**

MULTIPLIER

**x10**

**7**

DEFENSE

**17**

NON-COMBAT

**+9**

MULTIPLIER

**x8**

RUN / CLIMB / SWIM / FLY

**5 3 3 30**

RANK  
**6**

## 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.

### Fearless

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

### 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.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Tech Reliance

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

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Hounded, Krakoan, Linguist (Arabic, English, French, German, Hebrew, Polish, Russian, Ukrainian, Yiddish), Public Identity, X-Gene.

# POWERS

## ATTACK

### Elemental Blast (Iron)

**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. (Iron: Pins target for one round).

5+

### Elemental Burst (Iron)

**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. (Iron: Pins target for one round).

0

### Elemental Grab (Iron)

**Action:** Standard | **Duration:** Concentration | **Range:** 30 sp.  
**Effect:** Make a ranged Ego attack vs target's Melee defense. Breaking free requires a successful Melee check against target number 20.  
**Success:** Character grabs the target with their element.  
**Success:** Character grabs the target with their element + Pinned + Suffer the element's special effect. (Iron: Pins target for one round).

5

### Elemental Push (Iron)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make an Ego attack vs target's Agility defense.  
**Success:** Move the target in any direction, up to 6 spaces.  
**Success:** As success + target suffers damage + Prone + element's special effect. (Iron: Pins target for one round).

10

## ACTIVE

### Battle Plan

**Action:** Standard | **Duration:** 1 round  
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

10

### Elemental Barrier (Iron)

**Action:** Standard | **Duration:** Concentration | **Range:** 60 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. (Iron: Pins target for one round).

5

### 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.

0

## 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.

5

### Elemental Protection 4 (Iron)

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** The character protects themselves with their element. Any attacks against them that do 40 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 40 points of damage, it destroys the protection.

2

### Elemental Reinforcement (Iron)

**Action:** Reaction | **Duration:** Instant  
**Trigger:** Damage gets through an elemental power  
**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

V

### Elemental Sphere (Iron)

**Action:** Standard/Reaction | **Duration:** Concentration | **Range:** 30 sp.  
**Trigger:** The character is attacked or otherwise in danger.  
**Cost:** Same as the character's Elemental Protection power  
**Effect:** The character envelops themselves—and any chosen people—in a protective sphere comprised of their element. When formed, make an Ego check vs Agility defense of unwanted characters in the enclosed space. Attacks on the sphere are against the character's Ego defense and acts as character's Elemental Protection power.  
**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.  
**Success:** As success but also suffer damage + elements special effect. (Iron: Pins target for one round).

0+

### Elemental Suffocation (Iron)

**Action:** Standard/Reaction | **Duration:** Instant | **Range:** Varies  
**Trigger:** The target is grabbed with Elemental Grab.  
**Effect:** Make an Ego attack vs grabbed target's Resilience defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage + Pinned + element's special effect. With elements that aren't suited to suffocation, this power chokes the target instead.

15

### Keep Moving

**Action:** Reaction | **Duration:** Instant  
**Trigger:** An ally in line of sight and earshot is demoralized or stunned.  
**Effect:** The demoralized or stunned condition ends.

10

## OTHER POWERS

Brilliance 2 0, Discipline 4 0, Flight 2 0, Uncanny 4 0.

# MAGNITRON



INITIATIVE

+3E

HEALTH

120

DR: -3

FOCUS

120

DR: -

MELEE  
4

DEFENSE  
14

NON-COMBAT  
+6

MULTIPLIER  
x6

AGILITY  
3

DEFENSE  
13

NON-COMBAT  
+5

MULTIPLIER  
x6

RESILIENCE  
4

DEFENSE  
14

NON-COMBAT  
+4

VIGILANCE  
3

DEFENSE  
13

NON-COMBAT  
+3

EGO  
5

DEFENSE  
15

NON-COMBAT  
+6

MULTIPLIER  
x5

LOGIC  
1

DEFENSE  
11

NON-COMBAT  
+1

MULTIPLIER  
x4

RUN / CLIMB / SWIM / FLY

5 3 3 20

RANK

4

## TAGS & TRAITS

### Breathe Different

The character cannot breathe Earth's air for long. They lose 1 point of Health for every minute they do not have some sort of assistance to allow them to breathe properly.

### Combat Expert

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

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fearless

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

### Fresh Eyes

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

### 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.

### Stranger

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

### Other Traits and Tags

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

**Tags:** Alien Heritage, Extreme Appearance, Public Identity, Villainous.

# POWERS

## ATTACK

### Banging Heads

**Action:** Standard | **Duration:** Instant

**Effect:** Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

**Success:** Targets suffers damage.

**Success:** Targets suffers damage + Prone.

### Clobber

**Action:** Standard | **Duration:** Instant

**Effect:** Make a close Melee attack vs an enemy.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Prone.

### Elemental Barrage (Energy)

**Action:** Standard | **Duration:** Instant

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

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

**Success:** Affected targets suffer damage + elemental type's special effect (Energy: Blinds target for one round).

### Elemental Blast (Energy)

5+

**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 (Energy)

0

**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).

### Smash

5+

**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.

## REACTIONS

### Crushing Grip

5

**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

0

**Action:** Reaction | **Duration:** Instant

**Trigger:** Character is knocked back/prone.

**Effect:** Reduce the knockback distance (equal to their Melee Defense) in spaces.

## OTHER POWERS

1 Accuracy 2, Discipline 1, Flight 2, Mighty 2, Sturdy 3.

# MALEKITH



INITIATIVE  
**+4**

HEALTH  
**90**

DR: -

FOCUS  
**120**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

AGILITY  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+9**

MULTIPLIER  
**x7**

LOGIC  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / FLY  
**5 3 3 20**

RANK  
**4**

## TAGS & TRAITS

### Abrasive

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

### 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.

### Fresh Eyes

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

### Stranger

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

### Weakness

Any attack made with Iron ignores all damage reduction. Damage caused cannot be healed by their Healing Factor.

### Other Traits and Tags

**Traits:** Connections: Outsiders.

**Tags:** Alternate Form (Mist), Extreme Appearance, Public Identity, Sorcerous, Supernatural, Villainous.

# POWERS

## ATTACK

### Bolts of Balthakk

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.  
**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for 1 round.

### Fast Attacks (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Split Melee attack between 2 close targets.  
**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.

### Flames of the Faltine

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Ablaze.

### Icy Tendrils of Ikthalon

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Paralyzed.

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

### Vapors of Valtorr

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character creates an inky mist for up to 25 spaces per round around them that blocks all line of sight beyond 5 spaces. On later turns, the character can have the mist attack one target at a time. Make an Ego check against the target's Vigilance defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Blinded for 1 round.

### 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).

## 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**.

### Images of Ikonn

**Action:** Standard | **Duration:** Concentration  
**Effect:** Create five (5) duplicates of themselves that starts in the same space as the character and instantly moves into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

### Mists Of Munnopor

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character creates a thick fog for up to 500 spaces around them that blocks all line of sight beyond 10 spaces and keeps people or creatures inside it from flying, gliding or webslinging.

### Summon Portal

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

## REACTIONS

### Winds of Watoomb

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** Damage gets through the Shield of the Seraphim  
**Effect:** All movement by a foe within 50 spaces is cut in  $\frac{1}{2}$ . Can use spell to push away smoke, mist or fog which if created by a power, is opposed by making an Ego check with an **edge** vs Ego defense of opposing controller.  
**Success:** Controller's power ends.  
**Success:** As success + controller knocked prone.  
 Can use to reinforce Shield of the Seraphim where any Health damage that gets through the Shield of the Seraphim's protection can be transferred to their Focus instead, leaving the Shield of the Seraphim intact.

## PASSIVE

### Healing Factor

**Action:** Passive | **Duration:** Instant  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

Discipline 3 Flight 2

# MANDARIN



INITIATIVE

+5

HEALTH  
**90**

DR: -

FOCUS  
**150**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x5**

AGILITY  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x5**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

EGO  
**7**

DEFENSE  
**17**

NON-COMBAT  
**+10**

MULTIPLIER  
**x8**

LOGIC  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / JUMP

**5 3 3 5**

RANK

**5**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second** **edge**.

### Other Traits and Tags

**Traits:** Connections: Celebrities.

**Tags:** Headquarters: Mandarin City, Public Identity, Rich, Sorcerous, Supernatural, Villainous.

# POWERS

## ATTACK

### Bolts of Balthakk

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.  
**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for 1 round.

30

### Chain Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close attack with **edge**.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

3

### Elemental Blast (Energy)

**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).

30

### Elemental Burst (Energy)

**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).

3

### Fast Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target/s suffer ½ damage.  
**Success:** Target/s suffer damage.

3

### Flames of the Faltine

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Ablaze.

3

### Icy Tendrils of Ikthalon

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make an Ego check vs target's Agility Defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Paralyzed.

3

### Leg Sweep

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage + Prone.  
**Success:** Target suffers damage + Prone + Stunned for one round.

3

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Makes a Logic attack vs target's Melee defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Stunned for 1 round.

3

### Telekinetic Grab

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Makes a Logic attack vs Melee defense of a target within range. Breaking free requires TN20 Melee check.  
**Success:** Target is grabbed with the character's mind.  
**Success:** Target is grabbed with the character's mind + Pinned.

3

### Vapors of Valtorr

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character creates an inky mist for up to 25 spaces per rank around them that blocks all line of sight beyond 5 spaces. On later turns, the character can have the mist attack one target at a time. Make an Ego check against the target's Vigilance defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Blinded for 1 round.

3

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

3

### Defense Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

3

### Images of Ikkon

**Action:** Standard | **Duration:** Concentration  
**Effect:** Create five (5) duplicates of themselves that starts in the same space as the character and instantly moves into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

3

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 25 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

3

## REACTIONS



## PASSIVE

### Unflappable Poise

**Action:** Passive | **Duration:** Permanent  
**Effect:** Any close attacks against this character gain **trouble**. While they use Defense Stance, such attacks have **double trouble**.

3

## OTHER POWERS

3 Discipline 3

3 Mists Of Munopor 3, Winds Of Watoomb 3

# MAXIMUS



INITIATIVE

+3

HEALTH  
**30**

DR: -

FOCUS  
**90**

DR: -2

MELEE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x3**

AGILITY  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x3**

RESILIENCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x3**

LOGIC  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+9**

MULTIPLIER  
**x6**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Inventor

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

### Leverage

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Other Traits and Tags

**Tags:** Authority, Hunted, Inhuman Genes, Powerful, Public Identity, Villainous.

# POWERS

## ATTACK

### Telepathic Blast

Action: Standard | Duration: Instant

Effect: Make a Logic attack vs target in line of sight.

Success: Target suffers damage to Focus.

Success: Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Cloak

Action: Standard | Duration: Concentration | Range: 60 sp.

Effect: Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Command

Action: Standard | Duration: 1 round

Effect: Gives an order to a target with whom they've established a Telepathic Link. Make a Logic check vs target's Logic defense. The command must be something that can be completed in a single action. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character 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.

### Fool

Action: Standard | Duration: Concentration | Range: 60 sp.

Effect: The character uses a mirage to alter their appearance in the minds of anyone within range. The TN to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an **edge**.

### Memory Blip

Action: Standard | Duration: Permanent

Effect: Causes a target with whom they've established a Telepathic Link to forget something that's happened in the past hour. This gap can be up to an hour in length. Makes a Logic check vs target's Logic defense. The result of the check is the TN needed for a Logic check to recall the altered memory.

Success: The memories are forgotten.

Success: As success + target has **trouble** on checks to recover such memories in the future.

### Mind Reading

Action: Standard | Duration: 1 round

Effect: Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

Success: Can read the target's surface thoughts.

Success: As success but can ask a single simple question and get the answer from the target's mind.

### Mirage

Action: Standard | Duration: Concentration

Effect: Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Telepathic Link

Action: Standard | Duration: Concentration

Effect: As long as the character and the target are in the same dimension, the character can communicate telepathically with one person at a time, and they must have met or seen the other person before. There is no limit to range. If 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.

### Telepathic Network

Action: Standard | Duration: Concentration

Effect: Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## REACTIONS

## OTHER POWERS

Brilliance 3 0, Uncanny 2 0.

# MIRAGE

**HEALTH****60**

DR: -

**FOCUS****90**

DR: -2

MELEE  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x3**AGILITY  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**MULTIPLIER  
**x3**RESILIENCE  
**2**DEFENSE  
**12**NON-COMBAT  
**+2**VIGILANCE  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**EGO  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x3**LOGIC  
**5**DEFENSE  
**15**NON-COMBAT  
**+7**MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

**Fearless**

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

**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.

**Situational Awareness**

Gain an **edge** on initiative checks.

**Other Traits and Tags**

**Traits:** Connections: Super Heroes, Surprising Power (Grand Mirage).

**Tags:** Black Market Access, Heroic, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK

### Telepathic Blast

**Action:** Standard | **Duration:** Instant

**Effect:** Make a Logic attack vs target in line of sight.

**Success:** Target suffers damage to Focus.

**Success:** Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Animal Bond

**Action:** Standard | **Duration:** Concentration

**Effect:** The character can communicate telepathically with one animal of their choice (Brightwind), and they must have befriended the animal before.

### Animal Communication

**Action:** Standard | **Duration:** Concentration

**Effect:** Can communicate telepathically with mammals. They can call out to them as a group up to 500 spaces per rank away, and they can communicate specifically with ones they have met or at least seen.

### ESP

**Action:** Standard | **Duration:** Concentration | **Range:** 300 sp.

**Effect:** Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.

**Success:** Target sensed.

**Success:** Target sensed+ can identify the source of any powers the target has.

### Grand Mirage

**Action:** Standard | **Duration:** Concentration

**Effect:** The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

### Mind Interrogation

**Action:** Standard | **Duration:** 1 round

**Effect:** Dive into the mind of a single person with whom they have established a Telepathic Link. This requires a Logic check vs target's Logic defense.

**Success:** Can ask a single simple question and get the answer from the target's mind.

**Success:** As success but information more complex.

### Mind Reading

**Action:** Standard | **Duration:** 1 round

**Effect:** Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

**Success:** Can read the target's surface thoughts.

**Success:** As success but can ask a single simple question and get the answer from the target's mind

### Mirage

**Action:** Standard | **Duration:** Concentration

**Effect:** Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

10

### Telepathic Link

**Action:** Standard | **Duration:** Concentration

**Effect:** As long as the character and the target are in the same dimension, the character can communicate telepathically with one person at a time, and they must have met or seen the other person before. There is no limit to range. If 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.

0

**Success:** Can communicate with the target for one round.

**Success:** Target cannot shut the character out for the rest of the day.

### Telepathic Network

**Action:** Standard | **Duration:** Concentration

**Effect:** Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

5

## REACTIONS

## PASSIVE

0: Brilliance 2 0: Uncanny 2 0

MIRAGE

# MISTER FANTASTIC



INITIATIVE  
**+2**

**120**

DR: -2

FOCUS  
**60**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

AGILITY  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

RESILIENCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

LOGIC  
**7**

DEFENSE  
**17**

NON-COMBAT  
**+11**

MULTIPLIER  
**x8**

RUN / CLIMB / SWIM / GLIDE  
**10 5 5 20**

RANK  
**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### 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.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Tags:** Enemy: Doctor Doom, Headquarters: 4 Yancy Street, Heroic, Lab Access, Public Identity.

# POWERS

## ATTACK

### Reverse Punch

**Action:** Standard | **Duration:** Instant.  
**Effect:** Makes a close attack with edge.

**Success:** Full damage.  
**Success:** Double full damage + stunned for 1 round.

## MOVEMENT

### Stilt Steps

**Action:** Movement | **Duration:** Concentration  
**Effect:** The character's Run Speed doubles, as does their Climb Speed.

## REACTIONS

### Body Sheet

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** The character falls or is the target of an attack.  
**Effect:** Gain Health Damage Reduction 3, but cannot make attacks. Gain Glide Speed equal to double Run Speed.

### Body Sphere

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** The character/ally target of an attack.  
**Effect:** Form into a sphere and protect up to one ally per rank. Those inside gain Health Damage Reduction 3 against outside attacks, but cannot move until released. Alternatively, if attacker within reach, make Agility check vs. target's Agility defense.  
**Success:** Target is Grabbed.  
**Success:** Target is Grabbed + Pinned.

### Bounce Back

**Action:** Reaction | **Duration:** Instant  
**Trigger:** The character suffers damage from a fall or is knocked prone.  
**Effect:** The fall doesn't damage the character. If they are prone, they stand up. If they'd like, they can also jump a number of spaces, up to their Run Speed.

### Coiling Crush

**Action:** Reaction | **Duration:** Instant  
**Trigger:** The character grabs an enemy.  
**Effect:** Make a Melee attack. During the character's subsequent turns, they can spend their movement action to make a Melee check against the enemy's Resilience. If this succeeds, they inflict damage. On a Fantastic success, they do double damage instead. Paralyzed enemies may attempt to break free (Melee check vs Melee defense).  
**Success:** Target is Paralyzed.  
**Success:** Target suffers damage + Paralyzed.

### 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.

### 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.

### 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.

### Rubberneck

**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.

## OTHER POWERS

### Brilliance 4

# MISTY KNIGHT



INITIATIVE

+2

HEALTH

**90**

DR: -

FOCUS

**60**

DR: -

MELEE

**5**

DEFENSE

**15**

NON-COMBAT

**+7**

MULTIPLIER

**x5**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x3**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5**

**3**

**3**

**3**

RANK

**3**

## 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.

### 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.

### 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 Bonus +1.

### Other Traits and Tags

**Traits:** Connections: Police, Extra Occupation, Extraordinary Origin.

**Tags:** Authority, Backup, Extreme Appearance, Heroic, Public Identity.

# 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 Blast (Energy)

**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 (Energy)

**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).

### 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

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### Defense Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Any close attacks made against the character have **trouble** until this character is successfully attacked.

### Do This All Day

**Action:** Standard | **Duration:** Instant  
**Effect:** Heal 2 points of Health for every point of Focus spent.

## REACTIONS

### Brace for Impact

**0**  
**Action:** Reaction | **Duration:** Instant  
**Trigger:** Enemy deals physical damage to the character.  
**Effect:** For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

### Crushing Grip

**5**  
**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.

### Quick Toss

**10**  
**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.

## OTHER POWERS

### Mighty 2

# M.O.D.O.K.



INITIATIVE

+3

HEALTH

**60**

DR: -

FOCUS

**120**

DR: -2

MELEE

**0**

DEFENSE

**9**

NON-COMBAT

**+0**

MULTIPLIER

**x4**

AGILITY

**2**

DEFENSE

**11**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

LOGIC

**7**

DEFENSE

**17**

NON-COMBAT

**+9**

MULTIPLIER

**x6**

RUN / CLIMB / SWIM / FLY

**6 3 3 24**

RANK

**4**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Bloodthirsty

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

### Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

### Inventor

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

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Tech Reliance

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Extraordinary Origin.

**Tags:** Backup, Extreme Appearance, Hunted, Lab Access, Public Identity, Villainous.

# POWERS

## ATTACK

### Elemental Blast (Energy)

**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).

**3**

### Elemental Burst (Energy)

**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).

**3**

### Telekinetic Attack

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Makes a Logic attack vs target's Melee defense.  
**Success:** Target suffers damage.

**3**

### Telekinetic Grab

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Makes a Logic attack vs Melee defense of a target within range. Breaking free requires TN20 Melee check.  
**Success:** Target is grabbed with the character's mind.  
**Success:** Target is grabbed with the character's mind + Pinned.

**3**

## ACTIVE

### Command

**Action:** Standard | **Duration:** 1 round  
**Effect:** Gives an order to a target with whom they've established a Telepathic Link. Make a Logic check vs target's Logic defense. The command must be something that can be completed in a single action. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character 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.

**3**

### Orders

**Action:** Standard | **Duration:** Permanent  
**Effect:** Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.  
**Success:** Target complies with the orders.  
**Success:** As success + character gains an **edge** the next time they use this power against this same target.

**15**

### Telekinetic Barrier

**Action:** Standard | **Duration:** Concentration | **Range:** 40 sp.  
**Effect:** Creates invisible barrier covering up to 8 spaces across (vertically/horizontally). Makes a Logic check vs Agility defense of any target in the affected spaces. Failure allows target to choose which side of the barrier they end up on. Attacks on the barrier are against the character's Logic defense. Any attacks on it that do 10 points of damage or less are instantly absorbed, and the barrier continues. If an attack does more than 10 points of damage, it destroys the barrier. Either way, the attack leaves those behind the barrier unharmed.  
**Success:** Chooses which side of the barrier the target winds up on.  
**Success:** Character chooses which side of the barrier the target winds up on + target Paralyzed for 1 round.

**3**

### Telekinetic Manipulation

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

**3**

### 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.

**3**

## REACTIONS

### Telekinetic Protection 2

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** Form a telekinetic field. Any attacks < 20 damage are absorbed. If an attack > 20 damage, destroys the protection but character remains unharmed.

**10**

### Telekinetic Sphere

**Action:** Standard/Reaction | **Duration:** Conc. | **Range:** 20 sp. (radius)  
**Trigger:** The character is attacked or otherwise in danger.  
**Cost:** As character's Telekinetic Protection power  
**Effect:** The character envelops themselves—and any chosen people—in a protective telekinetic sphere. When formed, make a Logic check vs Agility defense of unwanted characters in the enclosed spaces. Attacks on the sphere are against the character's Logic defense and acts as character's Telekinetic Protection power.  
**Success:** Move any unwanted people within the sphere's perimeter to spaces outside of the sphere.  
**Success:** As success but also suffer damage.

**5**

## OTHER POWERS

 Brilliance 2  Flight 1  Uncanny 2 

# MOON GIRL



INITIATIVE

+2

HEALTH  
**10**

DR: -

FOCUS  
**60**

DR: -1

MELEE  
**0**

DEFENSE  
**11**

NON-COMBAT  
**+0**

MULTIPLIER  
**x2**

AGILITY  
**1**

DEFENSE  
**12**

NON-COMBAT  
**+1**

MULTIPLIER  
**x2**

RESILIENCE  
**0**

DEFENSE  
**10**

NON-COMBAT  
**+0**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x2**

LOGIC  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+8**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / JUMP

**4 2 2 2**

RANK

**2**

## TAGS & TRAITS

### Inventor

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

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Small

Add +1 to Melee and Agility defenses and -1 from Run Speed.

### Other Traits and Tags

**Traits:** Extra Occupation, Surprising Power: Brilliance 3.

**Tags:** Heroic, Inhuman Genes, Lab Access, Mentor, Devil Dinosaur, Obligation: School, Public Identity, Vision Issues, Young.

# POWERS

## ACTIVE

### Animal Bond



0

**Action:** Standard | **Duration:** Concentration

**Effect:** The character can communicate telepathically with one animal (Devil Dinosaur), and they must have befriended the animal before.

### Borrow Senses



5

**Action:** Standard | **Duration:** Concentration

**Effect:** The character can use the full senses of someone or something with whom they have established a Telepathic Link or bond. While they do, they retain the use of their own senses too.

### Information Upload



5

**Action:** Standard | **Duration:** Concentration

**Effect:** Transmit a tag, trait, or any information of their own to a target with whom they have a Telepathic Link—willing or not. The label lasts until the target sleeps.

### Telepathic Link



0

**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.

**Failure:** Target cannot shut the character out for the rest of the day.

## OTHER POWERS

1 Brilliance 3 Uncanny 1

# MOON KNIGHT



INITIATIVE  
**+2E**

RUN / CLIMB / SWIM / JUMP  
**6 3 3 3**

RANK  
**4**

HEALTH  
**90**

DR: -

FOCUS  
**90**

DR: -1

MELEE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+6**

MULTIPLIER  
**x6**

AGILITY  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+7**

MULTIPLIER  
**x6**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

LOGIC  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### 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.

### 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.

### 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.

### Gear & Weapons

■ **Crescent-Darts (Sharp)** (Range: 5 spaces)

Agility Damage Multiplier Bonus +1.

■ **Truncheon (Blunt)** (Range: Reach)

Melee Damage Multiplier Bonus +1.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military, Connections: Police, Extra Occupation.

**Tags:** Heroic, Poor, Public Identity, Signature Weapon: Crescent-Darts (knife or thrown knife), Signature Weapon: Truncheon (club), Supernatural.

# POWERS

## ATTACK

### Chain Strikes

**Action:** Standard | **Duration:** Instant

**Effect:** Make a close attack with **edge**.

**Success:** Target suffers damage.

**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Double Tap

**Action:** Standard | **Duration:** Instant | **Range:** As Weapon

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

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Bleeding.

### Fast Attacks (Blunt)

**Action:** Standard | **Duration:** Instant

**Effect:** Make a single Melee Attack vs Melee Defense of two targets within reach.

**Success:** Affected target/s suffer ½ damage.

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

### Fast Strikes

**Action:** Standard | **Duration:** Instant

**Effect:** Make a single Melee Attack vs Melee Defense of two targets within reach.

**Success:** Target/s suffer ½ damage.

**Success:** Target/s suffer damage.

### Slow-Motion Shoot Dodge

**Action:** Standard | **Duration:** Instant + 1round | **Range:** As Weapon

**Effect:** Make a single Agility Attack vs Agility Defense of two targets.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + character can use this power again against any available target. When this character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility Defense have **trouble**.

### Snap Shooting

**Action:** Standard | **Duration:** Instant | **Range:** As Weapon

**Effect:** Make a single Agility Attack vs Agility Defense of two targets.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + Bleeding.

### Vicious Attack (Blunt)

**Action:** Standard | **Duration:** Instant

**Effect:** Make a Melee Attack vs target's Melee Defence.

**Success:** Target suffers damage.

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

### Weapons Blazing

**Action:** Standard | **Duration:** Instant | **Range:** As Weapon

**Effect:** Make a single Agility Attack vs Agility Defense of two 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.

### Whirling Frenzy (Blunt)

**Action:** Standard | **Duration:** Instant

**Effect:** Make a single Melee Attack vs Melee Defense of every target within reach.

5

**Success:** Target suffers ½ damage.

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

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration

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

0

## REACTIONS

### Exploit (Blunt)

**Action:** Reaction | **Duration:** Instant

**Trigger:** Fantastic Success with Melee and causes a min 1+ damage.

**Effect:** Make a Melee Attack vs target's Resilience Defence.

**Success:** Target suffers damage + ignore Health DR.

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

5

### 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.

0

## OTHER POWERS

1 Accuracy 2 Mighty 2 Uncanny 1

# MORBIUS



INITIATIVE

+1

HEALTH

**90**

DR: -2

FOCUS

**30**

DR: -

MELEE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+5**

MULTIPLIER  
**x4**

AGILITY  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x3**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

EGO  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x3**

LOGIC  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / FLY

**5 3 3 15**

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.

### Inventor

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

### Monster

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

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Tags:** Extreme Appearance, Hunted, Lab Access, Public Identity.

# POWERS

## ATTACK

### Clobber

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack vs an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

## ACTIVE

### Command

**Action:** Standard | **Duration:** 1 round  
**Effect:** Gives an order to a target with whom they've established a Telepathic Link. Make a Logic check vs target's Logic defense. The command must be something that can be completed in a single action. If it involves harming someone, the character has trouble on the check. If it would cause the target to harm themselves, the character 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.

### 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.

## REACTIONS

### Crushing Grip

**⑤**  
**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.

### Leech Life

**⑤**  
**Action:** Reaction | **Duration:** Instant  
**Trigger:** Target is grabbed.  
**Effect:** Make an Ego attack vs target's Resilience defense.  
**Success:** Target suffers damage, and the character heals ½ that much Health for themselves.  
**Success:** Target suffers damage, and the character heals that much Health for themselves.

### Quick Toss

**⑩**  
**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

### Healing Factor

**①**  
**Action:** Passive | **Duration:** Instant  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

 Brilliance 1, Flight 1, Mighty 1, Sturdy 2.

# MS. MARVEL



INITIATIVE

+1

HEALTH

**120**

DR: -2

FOCUS

**30**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

AGILITY

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**10 5 5 5**

RANK

**3**

## TAGS & TRAITS

### Determination

When demoralized, do not gain trouble on all actions.

### Glibness

Gain an edge on Ego checks to persuade characters they are speaking to for the first time.

### Honest

Gain trouble when making an Ego check that involves telling a lie. However, gain an edge on any friendly Ego (persuasion) checks in which they're truthful.

### Quick Learner

If the character fails an action check, they gain an edge on the check if they try the same action again on their next turn.

### Other Traits and Tags

Tags: Heroic, Inhuman Genes, Mentor: Captain Marvel (Carol Danvers), Obligation: School, Secret Identity, Young.

# POWERS

## ATTACK

### Reverse Punch

**Action:** Standard | **Duration:** Instant.  
**Effect:** Makes a close attack with **edge**.  
**Success:** Full damage.  
**Success:** Double full damage + 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:** The character's Run Speed doubles, as does their Climb Speed.

## REACTIONS

### Bounce Back

**⑤**  
**Action:** Reaction | **Duration:** Instant  
**Trigger:** The character suffers damage from a fall or is knocked prone.  
**Effect:** The fall doesn't damage the character. If they are prone, they stand up. If they'd like, they can also jump a number of spaces, up to their Run Speed.

### Grow 2

**①**  
**Action:** Standard/Reaction | **Duration:** Permanent  
**Trigger:** The character is attacked.  
**Effect:** The character can grow up to gigantic size. They can return to their normal size at will.

### Shrink 2

**①**  
**Action:** Standard/Reaction | **Duration:** Permanent  
**Trigger:** The character is attacked.  
**Effect:** The character can shrink down to tiny size. They can return to their normal size at will.

### Slip Free

**①**  
**Action:** Reaction | **Duration:** Instant  
**Trigger:** The character is grabbed or pinned.  
**Effect:** The character is not grabbed or pinned.

## PASSIVE

### Extended Reach 2

**①**  
**Action:** Passive | **Duration:** Permanent  
**Effect:** Reach is x10 normal.

### Flexible Bones 2

**①**  
**Action:** Passive | **Duration:** Permanent  
**Effect:** Gain Health Damage Reduction 2 and **double edge** on Agility checks for contortion and escape.

# MYSTERIO

**INITIATIVE****+2****30**

DR: -

**60**

DR: -

**MELEE**  
0**DEFENSE**  
10**NON-COMBAT**  
+0**MULTIPLIER**  
**x2****AGILITY**  
0**DEFENSE**  
10**NON-COMBAT**  
+0**MULTIPLIER**  
**x2****RESILIENCE**  
**1****DEFENSE**  
11**NON-COMBAT**  
+1**VIGILANCE**  
**2****DEFENSE**  
12**NON-COMBAT**  
+2**EGO**  
**5****DEFENSE**  
15**NON-COMBAT**  
+6**MULTIPLIER**  
**x3****LOGIC**  
**2****DEFENSE**  
12**NON-COMBAT**  
+2**MULTIPLIER**  
**x2**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**2**

## TAGS & TRAITS

**Famous**

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

**Inventor**

Gain an **edge** on Logic checks when creating or re-pairing things.

**Presence**

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

**Public Speaking**

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

**Tech Reliance**

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

**Other Traits and Tags**

**Traits:** Connections: Super Villains, Surprising Power (2) (Grand Illusion, Mirror Images).

**Tags:** Black Market Access, Public Identity, Villainous.

# POWERS

## ATTACK

### Dazzle

Action: Standard | Duration: Instant | Range: 20 sp.

**Effect:** Make an Ego check vs target's Vigilance defense.

**Success:** Target is Blinded for 1 turn.

**Success:** Target suffers damage + Blinded for 1 turn.

If the attack is a success, the enemy is blinded for 1 turn.

## REACTIONS

## OTHER POWERS

## ACTIVE

### Animated Illusion

Action: Standard | Duration: Concentration | Range: 50 sp.

**Effect:** The character creates a visual-only illusion anywhere in line of sight up to four sizes larger than the character, and can move freely within its limits. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight to it.

### Grand Illusion

Action: Standard | Duration: Concentration | Range: 50 sp.

**Effect:** Creates a sound and sight illusion anywhere in line of sight, within range. The illusion can be of anything up to five sizes larger than the character, and it can move freely within its limits. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight of it.

### Illumination

Action: Standard | Duration: Concentration

**Effect:** The character illuminates one object or point in line of sight, within 50 spaces, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

### Mirror Images

Action: Standard | Duration: Concentration

**Effect:** Create one sound and sight illusory duplicate of themselves per rank. The duplicates look and sound exactly like them and are under their complete control. They start in the same space as the character and instantly move into any open space around them, up to 2 spaces away, during which time the character can swap places with any of the duplicates. Duplicates can move up to 10 spaces away from the character, and they can pretend to attack (and miss) opponents. Any successful attack destroys a duplicate.

### Static Illusion

Action: Standard | Duration: Concentration

**Effect:** The character creates a visual-only illusion anywhere in line of sight, within 50 spaces. The illusion can be of anything up to three sizes larger than the character, but it must be static. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight of it.

# MYSTIQUE



INITIATIVE

+3

HEALTH

**60**

DR: -

FOCUS

**90**

DR: -

MELEE

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Expert

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

### Leverage

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Traits:** Connections: Espionage.

**Tags:** Black Market Access, Extreme Appearance (in true form), Hounded, Krakoa, Linguist (Czech, English, Farsi, French, German, Korean, Portuguese, Spanish, Swedish), X-Gene.

# POWERS

## ATTACK

### Fast Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target/s suffer  $\frac{1}{2}$  damage.  
**Success:** Target/s suffer damage.

### 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  $\frac{1}{2}$  damage.  
**Success:** Affected targets suffer damage + Bleeding.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### Defense Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Any close attacks made against the character have trouble until this character is successfully attacked.

### 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

### Counterstrike Technique

**0** **Action:** Reaction | **Duration:** Instant  
**Trigger:** While Attack Stance is active, a close attack against this character does damage.  
**Effect:** The attacker also suffers  $\frac{1}{2}$  their regular damage to themselves.

### Slow-Motion Dodge

**0** **Action:** Reaction | **Duration:** Instant  
**Trigger:** Enemy makes an attack vs this character's Agility defense.  
**Effect:** The enemy gains trouble on the attack.

## PASSIVE

### Healing Factor

**0** **Action:** Passive | **Duration:** Instant  
**Effect:** At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

Accuracy 1, Mighty 1, Uncanny 1.

# NEBULA



INITIATIVE

+3

HEALTH

120

DR: -2

FOCUS

120

DR: -

MELEE

6

DEFENSE

16

NON-COMBAT

+8

MULTIPLIER

x6

AGILITY

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x6

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

RUN / CLIMB / SWIM / JUMP

6 3 3 3

RANK

4

## TAGS & TRAITS

### Abrasive

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

### Fearless

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

### 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.

### 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: Super Heroes.

**Tags:** Alien Heritage, Black Market Access, Extreme Appearance.

# POWERS

## ATTACK

### Elemental Blast (Energy)

5+

**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).

## ACTIVE

### Attack Stance

0

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### Battle Plan

10

**Action:** Standard | **Duration:** 1 round  
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Focus Fire

10

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

### Inspiration

0

**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.

## MOVEMENT

### Sniping

5

**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

### Counterstrike Technique

5

**Action:** Reaction | **Duration:** Instant  
**Trigger:** While Attack Stance is active, a close attack against this character does damage.  
**Effect:** The attacker also suffers 1/2 their regular damage to themselves.

### Keep Moving

10

**Action:** Reaction | **Duration:** Instant  
**Trigger:** An ally in line of sight and earshot is demoralized or stunned.  
**Effect:** The demoralized or stunned condition ends.

## PASSIVE

### Environmental Protection

0

**Action:** Passive | **Duration:** Permanent  
**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Heightened Senses

0

**Action:** Passive | **Duration:** Permanent  
**Effect:** Can sense 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

 Accuracy 2  Mighty 2  Sturdy 2 

# NICK FURY JR.



INITIATIVE

+2

HEALTH

**60**

DR: -

FOCUS

**60**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x2**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

LOGIC

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x2**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**2**

## 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.

### 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.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

Traits: Connections: Espionage.

Tags: Authority, Backup, Heroic, Public Identity.

# 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.

### 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.

## 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.

## 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

### 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.

### Keep Moving

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.

## PASSIVE

 Accuracy 10.

# NIGHT NURSE



INITIATIVE  
+1

HEALTH  
**30**  
DR: -

FOCUS  
**30**  
DR: -

MELEE	0	DEFENSE	10	NON-COMBAT	+0	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	0	DEFENSE	13	NON-COMBAT	+0	MULTIPLIER	x1
LOGIC	3	DEFENSE	13	NON-COMBAT	+3	MULTIPLIER	x1

RUN / CLIMB / SWIM / JUMP  
**5 3 3 3**

RANK  
**1**

## TAGS & TRAITS

### Clinician

Gain an **edge** on Logic checks to determine what is medically wrong with someone they examine.

### Determination

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

### First Aid

Gain an **edge** on Logic checks to stop bleeding.

### Tech Reliance

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

### Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Heroic, Lab Access, Secret Identity.

# POWERS

## ATTACK

### Elemental Burst (Energy)

Action: Standard | Duration: Instant | Range: 10 sp.  
Effect: Make a ranged Agility Attack vs target's Agility Defense.  
Success: Target suffers damage.  
Failure: Target suffers double damage + element's special effect (Energy: Blinds target for one round).

## 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

## PASSIVE

### Iconic Weapon

Iron Man's Gloves  
• Provides access to the Elemental Burst power.

## OTHER POWERS

### Integrity

# NIGHTCRAWLER



INITIATIVE

+2

HEALTH

**60**

DR: -

FOCUS

**60**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK

**3**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### 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.

### Other Traits and Tags

**Tags:** Extreme Appearance, Heroic, Hounded, Kra-koon, Linguist (English, German, Japanese, Russian, Spanish), Public Identity, X-Gene.

# POWERS

## ATTACK

### Banging Heads

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a Melee Attack vs Melee Defense of two enemies within reach. If this attack fails against either target, it fails entirely.  
**Success:** Both suffer damage.  
**Success:** Both suffer damage + prone.

### Chain Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close attack with **edge**.  
**Success:** Target suffers damage.  
**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Fast Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target/s suffer 1/4 damage.  
**Success:** Target/s suffer damage.

### Flying Double Kick

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### Grappling Technique

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage + Grabbed.  
**Success:** Target suffers double damage + Grabbed + Pinned.

### Leg Sweep

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage + Prone.  
**Success:** Target suffers damage + Prone + Stunned for one round.

## ACTIVE

### Do This All Day

**Action:** Standard | **Duration:** Instant  
**Effect:** Heal 2 points of Health for every point of Focus spent.

### Teleport Object

**Action:** Standard | **Duration:** Permanent  
**Effect:** The character can teleport along with them an object within reach as far away as their Teleport power normally allows them. The object (and things attached to or inside of it) can be up to their rank in sizes bigger than them.

## MOVEMENT

### Blink Barrage

**Action:** Standard/Movement | **Duration:** Instant  
**Effect:** The character teleports several times in quick succession and winds up in a clear space they can see or have been to, up to their rank in spaces away. Any attacks have **trouble** against them for one round.

### Teleport

**Action:** Standard/Movement | **Duration:** Instant  
**Effect:** The character teleports into a clear space they can see or have been to, up to 10 times their rank in spaces away. Outside of combat, they can teleport up to 100 times their rank in spaces away.

## REACTIONS

### Blink

**Action:** Standard/Movement/Reaction | **Duration:** Instant  
**Trigger:** The character is attacked.  
**Effect:** The character teleports into a clear space they can see or have been to, up to their rank in spaces away. If someone was about to attack them and they are now out of reach or line of sight, the attack automatically fails. If they are still within reach or line of sight, the attack has **trouble** instead.

### Blind Defense

**Action:** Reaction | **Duration:** Instant  
**Trigger:** The character or an ally within reach is the subject of a ranged attack.  
**Effect:** Make an Ego check with an **edge** vs attacker's Agility check result.  
**Success:** The projectile from the attack is teleported away, somewhere safe.  
**Success:** The attack is turned against the attacker, using the Ego check just made as the attack check.

## PASSIVE

### Always Ready

**Action:** Passive | **Duration:** Permanent  
**Effect:** Gain one additional reaction per round (used only to activate a Martial Arts power).

# OKOYE



INITIATIVE  
+1E

RUN / CLIMB / SWIM / JUMP

RANK  
2

HEALTH

60

DR: -2

FOCUS

60

DR: -

MELEE

4

DEFENSE

14

NON-COMBAT

+4

MULTIPLIER

x2

AGILITY

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

RESILIENCE

2

DEFENSE

12

NON-COMBAT

+2

VIGILANCE

1

DEFENSE

11

NON-COMBAT

+1

EGO

1

DEFENSE

11

NON-COMBAT

+2

MULTIPLIER

x3

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x2

## TAGS & TRAITS

### Determination

When demoralized, do not gain trouble on all actions.

### Presence

Gain an edge on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### 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 (Dora Milaje), Extraordinary Origin.

**Tags:** Backup (Dora Milaje), Heroic, Public Identity.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

Success: Affected target/s suffer ½ damage.

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

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

## 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

### Exploit (Sharp)

5

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+

damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

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

### Keep Moving

10

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.

## OTHER POWERS

0

Discipline 1 Sturdy 2

# PHOTON

INITIATIVE

+4



HEALTH

**120**

DR: -

FOCUS

**150**

DR: -

MELEE

**7**

DEFENSE

**17**

NON-COMBAT

**+10**

MULTIPLIER

**x8**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

RESILIENCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+8**

MULTIPLIER

**x9**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / FLY

**6 3 3 30**

RANK

**5**

## TAGS & TRAITS

### Combat Expert

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

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Fearless

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

### 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.

### Piloting

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Battle Ready.

**Tags:** Authority, Backup, Heroic, Public Identity.

# POWERS

## ATTACK

### Elemental Blast (Energy)

**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).

**5+**

### Elemental Burst (Energy)

**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).

**0**

## 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**.

**0**

### Elemental Barrier (Energy)

**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 (**Energy:** Blinds target for one round).

**5**

## REACTIONS

### Elemental Protection 3 (Energy)

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** The character protects themselves with their element. Any attacks against them that do 30 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 30 points of damage, it destroys the protection.

**15**

### Elemental Reinforcement (Energy)

**Action:** Reaction | **Duration:** Instant  
**Trigger:** Damage gets through an elemental power  
**Effect:** The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

**V**

### Energy Absorption

**Action:** Reaction | **Duration:** Instant  
**Trigger:** The character suffers Health damage.  
**Effect:** Ignore any Health damage done to them (after applying any DR), and add it to Focus instead. May increase Focus up to double their regular maximum Focus. After combat, any extra Focus gained fades away.

**15**

### Grow 2

**Action:** Standard/Reaction | **Duration:** Permanent  
**Trigger:** The character is attacked.  
**Effect:** The character can grow up to gigantic size. They can return to their normal size at will.

**0**

### Shrink 1

**Action:** Standard/Reaction | **Duration:** Permanent  
**Trigger:** The character is attacked.  
**Effect:** The character can shrink down to little size. They can return to their normal size at will.

**0**

## PASSIVE

### Environmental Protection

**Action:** Passive | **Duration:** Permanent  
**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

**0**

### Elemental Form (Energy)

**Action:** Passive | **Duration:** Permanent  
**Effect:** The character's body is made entirely of their element, which gives them a steady supply of their element to use and makes them essentially unkillable. When they lose all their Health, their form loses its cohesion and falls apart. When they have at least 1 Health—which they can gain back over time, normally—they can re-form.

**0**

## OTHER POWERS

**1** Discipline 4 **2** Flight 2 **3** Mighty 3 **4**

# PROFESSOR X



INITIATIVE

+9

HEALTH  
**60**

DR: -

FOCUS

**300**

DR: -3

MELEE  
**0**DEFENSE  
**10**NON-COMBAT  
**+0**MULTIPLIER  
**x6**AGILITY  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x6**RESILIENCE  
**2**DEFENSE  
**12**NON-COMBAT  
**+2**VIGILANCE  
**9**DEFENSE  
**19**NON-COMBAT  
**+9**EGO  
**9**DEFENSE  
**19**NON-COMBAT  
**+9**MULTIPLIER  
**x6**LOGIC  
**9**DEFENSE  
**19**NON-COMBAT  
**+13**MULTIPLIER  
**x10**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**6**

## TAGS & TRAITS

### Abrasive

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

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Inventor

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

### 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.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Community.

**Tags:** Backup, Heroic, Hounded, Krakoa, Lab Access, Public Identity, X-Gene.

# POWERS

## ATTACK

### Telepathic Blast

Action: Standard | Duration: Instant

Effect: Make a Logic attack vs target in line of sight.

Success: Target suffers damage to Focus.

Success: Target suffers double damage to Focus + Stunned for 1 round.

## ACTIVE

### Borrow Senses

Action: Standard | Duration: Concentration

Effect: The character can use the full senses of someone or something with whom they have established a Telepathic Link or bond. While they do, they retain the use of their own senses too.

### Cloak

Action: Standard | Duration: Concentration | Range: 120 sp.

Effect: Uses a mirage to block their presence from the minds of people in range. TN to detect the character is the character's Logic defense.

### Cloak Group

Action: Standard | Duration: Concentration | Range: 120 sp.

Effect: Uses a mirage to block their presence—and the presence of up to one other person per rank, within 10 spaces—with range. TN to detect the character is the character's Logic defense.

### Command

Action: Standard | Duration: 1 round

Effect: Gives an order to a target with whom they've established a Telepathic Link. Make a Logic check vs target's Logic defense. The command must be something that can be completed in a single action. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character 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.

### ESP

Action: Standard | Duration: Concentration | Range: 600 sp.

Effect: Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.

Success: Target sensed.

Success: Target sensed + can identify the source of any powers the target has.

### Fool

Action: Standard | Duration: Concentration | Range: 120 sp.

Effect: The character uses a mirage to alter their appearance in the minds of anyone within range. The TN to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an **edge**.

### Grand Fool

Action: Standard | Duration: Concentration | Range: 120 sp.

Effect: The character uses a mirage to alter their appearance—and the appearance of up to one other person per rank, within 10 spaces—in the minds of people within range. The TN to see through the mirage is the character's Logic defense. If the character is impersonating someone known to the other person, that person has an **edge**.

### Grand Mirage

Action: Standard | Duration: Concentration

Effect: The character creates a full-sensory mirage that affects everyone in a Telepathic Network they set up who is also in the same locale. The mirage can be of anything the character desires, and it can move freely.

### Mental Shelter

Action: Standard | Duration: Concentration | Range: 30 sp.

Effect: Extend mental defenses to protect any chosen people within range. The protected targets gain Focus DR equal to character's Uncanny power.

### Mind Interrogation

Action: Standard | Duration: 1 round

Effect: Delve into the mind of a single person with whom they have established a Telepathic Link. This requires a Logic check vs target's Logic defense.

Success: Can ask a single simple question and get the answer from the target's mind.

Success: As success but information more complex.

### Mind Reading

Action: Standard | Duration: 1 round

Effect: Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

Success: Can read the target's surface thoughts.

Success: As success but can ask a single simple question and get the answer from the target's mind

### Mirage

Action: Standard | Duration: Concentration

Effect: Creates a full-sensory mirage that affects any target with whom they have established a Telepathic Link. The mirage can be of anything the character desires, and it can move freely.

### Orders

Action: Standard | Duration: Permanent

Effect: Gives an order to a target with whom they've established a Telepathic Link and who has no Focus left. Make a Logic check vs target's Logic defense. The command must be to do something that can be completed in an hour or less. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character has **double trouble** on the check.

Success: Target complies with the orders.

Success: As success + character gains an **edge** the next time they use this power against this same target.

## REACTIONS

## OTHER POWERS

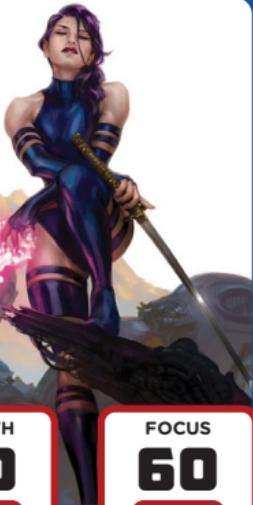
Brilliance 4  Uncanny 3 

Astral Form  Domination  Edit Memory  Information Upload  Memory Blip  Telepathic Link  Telepathic Network  Telepathic Possession 

# PSYLOCKE

INITIATIVE

+2E



HEALTH

**60**

DR: -

FOCUS

**60**

DR: -

MELEE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

LOGIC

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / FLY

**5 3 3 15**

RANK

**3**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Free Running

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

### Signature Attack

**Mental Punch:** Gain an **edge** when making attacks using this ability or power.

### Situational Awareness

Gain an **edge** on initiative checks.

### Other Traits and Tags

**Traits:** Connections: Criminal.

**Tags:** Hounded, Krakoa, Secret Identity, Streetwise, X-Gene.

# POWERS

## ATTACK

### • Mental Punch

Action: Standard | Duration: Instant

Effect: Makes a Melee attack against a target.

Success: Target suffers damage to Focus.

Success: Target suffers double damage to Focus + Stunned for 1 round.

### • Telekinetic Attack

Action: Standard | Duration: Concentration

Range: 5 spaces x rank

Effect: Makes a Logic attack vs target's Melee defense.

Success: Target suffers damage.

Success: Target suffers double damage + Stunned for 1 round.

## ACTIVE

### • Attack Stance

Action: Standard | Duration: Concentration

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

### • Defense Stance

Action: Standard | Duration: Concentration

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

### • ESP

Action: Standard | Duration: Concentration

Range: 100 spaces x rank

Effect: Can sense the presence of others within range. This tells them the person's location and general status. It can also identify if they have super-powers or not. If unwilling to be detected, make a Logic check vs each target's Vigilance defense.

Success: Target sensed.

Success: Target sensed + can identify the source of any powers the target has.

### • Mind Reading

Action: Standard | Duration: 1 round

Effect: Can read the thoughts of a single person with whom they have established a Telepathic Link. Make a Logic check vs target's Logic defense.

Success: Can read the target's surface thoughts.

Success: As success but can ask a single simple question and get the answer from the target's mind.

### • Telekinetic Manipulation

Action: Standard | Duration: Concentration

Range: 5 spaces x rank

Effect: Character can manipulate objects in their line of sight with their mind. The size of the object is determined using the number of ranks the character has in the Brilliance power (see Mighty). If opposed, make a Logic check vs opponent's Agility defense.

## Telepathic Link

0

Action: Standard | Duration: Concentration

Effect: As long as the character and the target are in the same dimension, the character can communicate telepathically with one person at a time, and they must have met or seen the other person before. There is no limit to range. If 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.

## Telepathic Network

5

Action: Standard | Duration: Concentration

Effect: Can communicate telepathically with a group of willing, linked people, each of whom they have met or seen before. The group can number up to five people per rank. There is no limit to the distance of the communication, as long as everyone involved is in the same dimension.

## REACTIONS



### Counterstrike Technique

5

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against this character does damage.

Effect: The attacker also suffers 1/2 their regular damage to themselves.

## OTHER POWERS

• Flight 2

# QUICKSILVER



INITIATIVE

+4E

HEALTH

90

DR: -1

FOCUS

120

DR: -

MELEE  
3

DEFENSE  
17

NON-COMBAT  
+4

MULTIPLIER  
x5

AGILITY  
7

DEFENSE  
17

NON-COMBAT  
+8

MULTIPLIER  
x5

RESILIENCE  
3

DEFENSE  
13

NON-COMBAT  
+3

VIGILANCE  
4

DEFENSE  
14

NON-COMBAT  
+4

EGO  
1

DEFENSE  
11

NON-COMBAT  
+1

MULTIPLIER  
x4

LOGIC  
2

DEFENSE  
12

NON-COMBAT  
+2

MULTIPLIER  
x4

RUN / CLIMB / SWIM / JUMP

24 12 12 12

RANK

4

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

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

### Free Running

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Situational Awareness

Gain an **edge** on initiative checks.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Public Identity.

# POWERS

## ATTACK

### Molecular Destabilization

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close attack vs object their size or smaller.  
**Success:** The object explodes. All targets within 2 spaces of the object (except the character) suffer damage.  
**Success:** As success, but all targets suffer double damage ignoring Health DR.

### Speed Blast

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged attack.  
**Success:** Target is stunned for 1 round.  
**Success:** Target is stunned for 1 round + Prone.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### Do This All Day

**Action:** Standard | **Duration:** Instant  
**Effect:** Heal 2 points of Health for every point of Focus spent.

15

**Blur**   
**Action:** Standard/Reaction | **Duration:** 1 round  
**Trigger:** The character is attacked.  
**Effect:** Any attacks against the character have trouble.

### Catch Bullets

**Action:** Reaction | **Duration:** Instant  
**Trigger:** A ranged attack using physical projectiles (arrows, bullets, and so on) is made against the character—or a character within their character's reach.  
**Effect:** Makes an Agility check, using the attacker's attack result as the target number.  
**Success:** Attack is nullified.  
**Success:** Attack is nullified + regain reaction.

### Instant Replay

**Action:** Standard/Movement/Reaction | **Duration:** Instant  
**Trigger:** The character fails a check.  
**Effect:** Once per battle, the character can make a second attempt at a check that they just failed.

5+

### Time-Out

**Action:** Standard/Reaction | **Duration:** 1 round per rank.  
**Trigger:** The character or an ally is attacked.  
**Effect:** The character freezes time for everyone but themselves. During this period, they can act normally while everyone else seems to be frozen in place. Cost is per round.

5

10

10

15+

## PASSIVE

### Blazing-Fast Fists

**Action:** Passive | **Duration:** Permanent  
**Effect:** The character has an edge on all Melee attacks.

### Lightning Actions

**Action:** Passive | **Duration:** Permanent  
**Effect:** The character has one extra standard action and one extra reaction each turn. Additionally, they can turn their Marvel die to a Fantastic success when making an initiative check.

### Run on Water

**Action:** Passive | **Duration:** Permanent  
**Effect:** The character can run so that their feet skip across the surface of water. As long as they keep running (even in place), they do not sink.

### Speed Run 2

**Action:** Passive | **Duration:** Permanent  
**Effect:** Outside of combat, the character can move up to 50 times as fast as their increased Run Speed.

0

0

0

0

## OTHER POWERS

Accuracy 10, Evasion 0, Mighty 10, Sturdy 10.

# RED SKULL



INITIATIVE

+1

HEALTH

**60**

DR: -

FOCUS

**30**

DR: -

MELEE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**3**

## 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.

### Inventor

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### Other Traits and Tags

**Tags:** Authority, Backup, Black Market Access, Extreme Appearance, Hunted, Powerful, Public 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.

### 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.

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### 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

### Covering Fire

**0** **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.

### Keep Moving

**0** **Action:** Reaction | **Duration:** Instant  
**Trigger:** An ally in line of sight and earshot is demoralized or stunned.  
**Effect:** The demoralized or stunned condition ends.

### On Your Feet

**5** **Action:** Reaction | **Duration:** Instant  
**Trigger:** An ally in line of sight and earshot is knocked prone.  
**Effect:** All prone allies within earshot, who are able to, can immediately stand up for free. Allies currently unable to stand up for any reason are not affected.

### Slow-Motion Dodge

**0** **Action:** Reaction | **Duration:** Instant  
**Trigger:** Enemy makes an attack vs this character's Agility defense.

### Return Fire

**0** **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 10, Mighty 3, Sturdy 3.

Jump 3.

# RED WOLF



INITIATIVE

+1

HEALTH

**60**

DR: -

FOCUS

**30**

DR: -

MELEE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x3**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x2**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**2**

## 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.

### 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.

### Other Traits and Tags

Traits: Surprising Power (Animal Communication).

Tags: Authority, Backup, Heroic, Public Identity.

# 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.

### Fast Attacks (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Split Melee attack between 2 close targets.  
**Success:** Affected target/s suffers  $\frac{1}{2}$  damage.  
**Success:** Affected target/s suffers full damage and this character may make a bonus attack vs another target within reach.

### 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.

### 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.

## ACTIVE

### Animal Communication

**Action:** Standard | **Duration:** Concentration  
**Effect:** Can communicate telepathically with wolves. They can call out to them as a group up to 500 spaces per rank away, and they can communicate specifically with ones they have met or at least seen.

## 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.

### Riposte (Sharp)

**Action:** Reaction | **Duration:** Instant  
**Trigger:** An enemy makes a close attack against the character that fails.  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect  
**Sharp:** Target is bleeding.

## OTHER POWERS

Accuracy 10

# REPTIL

**INITIATIVE****+2****HEALTH****150****DR: -****FOCUS****60****DR: -****MELEE****4****DEFENSE****14****NON-COMBAT****+6****MULTIPLIER****x5****AGILITY****2****DEFENSE****12****NON-COMBAT****+2****MULTIPLIER****x3****RESILIENCE****5****DEFENSE****15****NON-COMBAT****+5****VIGILANCE****2****DEFENSE****12****NON-COMBAT****+2****EGO****1****DEFENSE****11****NON-COMBAT****+1****MULTIPLIER****x3****LOGIC****1****DEFENSE****11****NON-COMBAT****+1****MULTIPLIER****x3****RUN / CLIMB / SWIM / JUMP****5****3****3****5****RANK****3**

## 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.

### Fearless

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

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Tech Reliance

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

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extraordinary Origin.

**Tags:** Alternate Form (Dinosaur Forms), Black Market Access, Extreme Appearance (in Alternate Forms), Heroic, Mentor: Vicente Lopez, Obligation: Family, Secret Identity, Supernatural, Young.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

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.

## 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.

### Grow 2

Action: Standard/Reaction

Duration: Permanent

Trigger: The character is attacked.

Effect: The character can grow up to gigantic size. They can return to their normal size at will.

### Immovable

Action: Reaction | Duration: Instant

Trigger: Character is knocked back/prone.

Effect: Reduce the knockback distance (equal to their Melee Defense) in spaces.

### Shrink 2

Action: Standard/Reaction

Duration: Permanent

Trigger: The character is attacked.

Effect: The character can shrink down to tiny size. They can return to their normal size at will.

## OTHER POWERS

 Mighty 2 

 Jump 1 

# ROCKET RACCOON

INITIATIVE

+4



HEALTH  
**90**

DR: -1

FOCUS  
**120**

DR: -

MELEE  
**3**

DEFENSE  
**14**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

AGILITY  
**5**

DEFENSE  
**16**

NON-COMBAT  
**+6**

MULTIPLIER  
**x5**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

LOGIC  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Fresh Eyes

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

### Small

Add +1 to Melee and Agility defenses and -1 from Run Speed.

### Stranger

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

### Weapons & Gear

- **Two Pistols** (Range: 10)  
Melee Damage Multiplier Bonus +1.
- **Rifle** (Range: 20)  
Agility Damage Multiplier Bonus +1.

### Other Traits and Tags

**Traits:** Connections: Criminal, Connections: Outsiders, Extra Occupation.

**Tags:** Alien Heritage, Black Market Access, Extreme Appearance, Heroic, Public Identity, Streetwise, Signature Weapon: 2 Pistols, Signature Weapon: Rifle.

# POWERS

## ATTACK

### Dance of Death

Action: Standard | Duration: Instant

Range: 5 spaces

Effect: Makes an Agility check vs Agility defense of every enemy within range and in line of sight.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage + Bleeding.

### 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.

### Slow-Motion Shoot Dodge

Action: Standard | Duration: Instant + 1 round

Effect: Make a single ranged Agility check vs the Agility defenses of two targets. When this character moves, is moved, or starts their next turn, they instantly fall prone. Until that happens, all attacks against their Agility defense have trouble.

Success: Affected targets suffer ½ damage.

Success: Affected targets suffer damage + character can use this power again against any available target.

### 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.

## ACTIVE

### Battle Plan

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an edge on all action checks until the start of the character's next turn.

### Combat Support

Action: Standard | Duration: 1 round

Effect: Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble.

### Focus Fire

Action: Standard | Duration: Concentration

Effect: The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an edge on all action checks against that enemy.

### 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.

## 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

### 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.

## PASSIVE

### 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.

## OTHER POWERS

Accuracy 1, Brilliance 1, Reinforced Skeleton 1

# RONAN THE ACCUSER



INITIATIVE

+2

HEALTH

**120**

DR: -2

FOCUS

**90**

DR: -

MELEE  
**5**

DEFENSE  
**14**

NON-COMBAT  
**+7**

MULTIPLIER  
**x6**

AGILITY  
**2**

DEFENSE  
**11**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

RESILIENCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

MULTIPLIER  
**x4**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / FLY

**6 3 3 24**

RANK

**4**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Breathe Different

The character cannot breathe Earth's air for long. They lose 1 point of Health for every minute they do not have some sort of assistance to allow them to breathe properly.

### Combat Expert

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

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### Other Traits and Tags

**Trait:** Battle Ready.

**Tags:** Alien Heritage, Authority, Extreme Appearance, Powerful, Public Identity, Villainous.

# POWERS

## ATTACK

### Clobber

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack vs an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

①

### Elemental Barrage (Energy)

**Action:** Standard | **Duration:** Instant  
**Effect:** Designate a space within line of sight. The attack can affect every enemy within 10 spaces of that point. Makes a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer ½ damage.  
**Success:** Affected targets suffer damage + elemental type's special effect (Energy: Blinds target for 1 round).

⑯

### Elemental Blast (Energy)

**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 1 round).

5+

### Elemental Burst (Energy)

**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 1 round).

①

### Focus Fire

**Action:** Standard | **Duration:** Concentration  
**Effect:** The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

⑩

### 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.

6+

## ACTIVE

### Battle Plan

**Action:** Standard | **Duration:** 1 round  
**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

⑩

### Elemental Barrier (Energy)

**Action:** Standard | **Duration:** Concentration | **Range:** 40 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 (Energy: Blinds target for 1 round).

⑤

### 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.

①

## REACTIONS

### Immovable

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

①

### Keep Moving

**Action:** Reaction | **Duration:** Instant  
**Trigger:** An ally in line of sight or earshot is demoralized or stunned.  
**Effect:** The demoralized or stunned condition ends.

⑩

## OTHER POWERS

④ Flight 2 ④ Mighty 2 ④ Sturdy 2 ④

# SABRETOOTH

INITIATIVE

+4E



HEALTH

180

DR: -1

FOCUS

150

DR: -

MELEE  
7

DEFENSE  
17

NON-COMBAT  
+8

MULTIPLIER  
x5

AGILITY  
4

DEFENSE  
14

NON-COMBAT  
+4

MULTIPLIER  
x4

RESILIENCE  
6

DEFENSE  
16

NON-COMBAT  
+6

VIGILANCE  
4

DEFENSE  
14

NON-COMBAT  
+4

EGO  
0

DEFENSE  
10

NON-COMBAT  
+0

MULTIPLIER  
x4

LOGIC  
0

DEFENSE  
10

NON-COMBAT  
+0

MULTIPLIER  
x4

RUN / CLIMB / SWIM / JUMP

5 3 3 5

RANK

4

## 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 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.

### 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.

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Military, Extraordinary Origin.

**Tags:** Extreme Appearance, Hounded, Krakoa, Villainous, X-Gene.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

Success: Affected target/s suffer ½ damage.

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

### Focused Fury (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack with **edge**. Add +1 Melee damage bonus per 2 Focus spent.

Success: Target suffers damage.

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

### Furious Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets. Add +1 to Melee damage bonus per 2 Focus spent.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Hit & Run (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack with **edge**.

Success: Target suffer damage + character can move ½ their Run Speed for free.

Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run Speed for free.

### Unstoppable Assault (Sharp)

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to ½ speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.

Success: Target suffers ½ damage.

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

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

### Whirling Frenzy (Sharp)

Action: Standard | Duration: Instant

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

Success: Target suffers ½ 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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Exploit (Sharp)

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+ damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

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

### Riposte (Sharp)

Action: Reaction | Duration: Instant

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

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

## PASSIVE

### Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses

Action: Passive | Duration: Permanent

Effect: Can sense 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

Brawling Mighty Reinforced Skeleton

Jump

# SCARLET WITCH



INITIATIVE

+5E

HEALTH  
**90**

DR: -

FOCUS  
**150**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x5**

AGILITY  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x5**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

EGO  
**8**

DEFENSE  
**18**

NON-COMBAT  
**+10**

MULTIPLIER  
**x7**

LOGIC  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / FLY

**5 3 3 25**

RANK

**5**

## TAGS & TRAITS

### Combat Expert

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

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Fearless

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

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Situational Awareness

Gain an **edge** on initiative checks.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extraordinary Origin.

**Tags:** Black Market Access, Chaotic, Heroic, Hounded, Public Identity, Sorcerous, Supernatural.

# POWERS

## ATTACK

### Bolts of Balthakk

**Action:** Standard | **Duration:** Instant | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.  
**Success:** Target suffers total damage.  
**Success:** Target suffers double total damage + Stunned for 1 round.



10

### Crimson Bands of Cyttorak

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Make an Ego check with an **edge** vs target's Melee defense in line of sight. Breaking free requires a Melee check with target number 20.  
**Success:** Target is Paralyzed.  
**Success:** Target is Paralyzed + Pinned.



5

### Flames of the Faltine

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp (LOS).  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Ablaze.



10

### Hex Bolt

**Action:** Standard | **Duration:** Instant  
**Effect:** Make an Ego check vs target's Agility defense.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + gains **trouble** for 1 round.

### Jinx

**Action:** Standard | **Duration:** Concentration  
**Effect:** Make an Ego check vs target's Ego defense.  
**Success:** Target has **trouble** on all actions.  
**Success:** Target loses their next standard action.

### Mists Of Morpheus

**Action:** Standard | **Duration:** Concentration  
**Effect:** Makes an Ego check vs target's Vigilance defense.  
**Success:** Target is Stunned and remains that way until concentration ends.  
**Success:** Target falls asleep instead.

## ACTIVE

### Boost Powers

**Action:** Standard | **Duration:** Concentration | **Range:** 5 sp.  
**Effect:** Pick one character within range and boost all their powers. Power ranges, effective areas, or durations are doubled. If power affect a damage multiplier, add 1. Any effects that normally happen with a Fantastic success automatically happen on any success. If the target's powers have costs, pay the highest of them or a minimum of 15 Focus.



10

### Dampen Power

**Action:** Standard | **Duration:** Concentration | **Range:** 20 sp.  
**Effect:** Choose one power from another character within range. Makes an Ego attack against them.  
**Success:** Tamp the power down. If power has ranges, effective areas, or durations, halve them. If power affects damage multiplier, subtract 1 from the effect. The power can no longer enjoy Fantastic successes. If power has a Focus cost, the character must also pay that cost to dampen it.



10

## DISPEL SPELL

### Dispel Spell

**Action:** Standard | **Duration:** Instant  
**Effect:** Make an Ego check vs target's Ego defense who uses a magical power that requires concentration.  
**Success:** Target's concentration on that power is broken.  
**Success:** Target's concentration is broken entirely.

10

## IMAGES OF IKONN

### Images of Ikonn

**Action:** Standard | **Duration:** Concentration  
**Effect:** Create five (5) duplicates of themselves that starts in the same space as the character and instantly moves into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

5

## POWERFUL HEX

### Powerful Hex

**Action:** Standard | **Duration:** Varies  
**Effect:** Use any other power the character has the rank to use (even if they don't meet the power's prerequisites). Focus cost is 5 plus power's actual cost. If duration of power is permanent, change to concentration instead. If power is numbered (i.e. Mighty 3), the Focus cost is 5 times that number instead.

10

## PROTECTION HEX

### Protection Hex

**Action:** Standard | **Duration:** Concentration  
**Effect:** Make an Ego check.  
**Success:** The result is now the character's defense against any attack. If the result isn't as high as the character would like, they can end the hex and try again later.  
**Success:** As success + gain Health DR 1 for duration.

5

## REACTIONS

## REACTIONS

### Probability Hex

**Action:** Standard/Reaction | **Duration:** Concentration  
**Effect:** When an ally within 5 spaces times the character's rank attempts a check on which they have **trouble**, this hex eliminates all **trouble** and gives them an **edge** instead.

10

### Shield Of The Seraphim

**Action:** Standard/Reaction | **Duration:** Concentration  
**Effect:** Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destroys the protection.

10

### Winds Of Watooma

**Action:** Standard/Reaction | **Duration:** Concentration  
**Trigger:** Damage gets through the Shield of the Seraphim  
**Effect:** All movement by a foe within 50 spaces is cut in 1/4. Can use spell to push away smoke, mist or fog which if created by a power, is opposed by making an Ego check with an **edge** vs Ego defense of opposing controller.  
**Success:** Controller's power ends.  
**Success:** As success + controller knocked prone.

10

Can use to reinforce Shield of the Seraphim where any Health damage that gets through the Shield of the Seraphim's protection can be transferred to their Focus instead, leaving the Shield of the Seraphim intact.

## OTHER POWERS

### Discipline 2

### Flight 2

### Astral Form

### Summon Portal

# SHANG-CHI



INITIATIVE  
**+5E**

HEALTH  
**90**

DR: -

FOCUS  
**150**

DR: -

MELEE  
**7**

DEFENSE  
**17**

NON-COMBAT  
**+7**

MULTIPLIER  
**x4**

AGILITY  
**3**

DEFENSE  
**17**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

EGO  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP  
**5 3 3 3**

RANK  
**4**

## TAGS & TRAITS

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Determination

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

### Free Running

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

### 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:** Connections: Espionage.

**Tags:** Black Market Access, Heroic, Linguist (Chinese [Cantonese, Mandarin and other dialects], English), Public Identity.

# POWERS

## ATTACK

### Chain Strikes

Action: Standard | Duration: Instant  
Effect: Make a close attack with **edge**.

**Success:** Target suffers damage.

**Success:** Target suffers damage and character may attempt an additional Chain Strike attack.

### Fast Strikes

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

**Success:** Target/s suffer  $\frac{1}{2}$  damage.

**Success:** Target/s suffer damage.

### Flying Double Kick

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Prone.

### Focused Strike

Action: Standard | Duration: Instant

Effect: Makes a close Melee attack. Add +1 to Melee damage bonus per 2 Focus spent.

**Success:** Target suffers total damage.

**Success:** Target suffers double total damage + Stunned for one round.

### Grappling Technique

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

**Success:** Target suffers damage + Grabbed.

**Success:** Target suffers double damage + Grabbed + Pinned.

### Leaping Leglock

Action: Standard | Duration: Instant

Effect: Make a close Melee attack. Both character and enemy are knocked prone.

**Success:** Target suffers damage + Grabbed.

**Success:** Target suffers double damage + Grabbed + Stunned for one round.

### Leg Sweep

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

**Success:** Target suffers damage + Prone.

**Success:** Target suffers damage + Prone + Stunned for one round.

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Defense Stance

Action: Standard | Duration: Concentration

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

### Do This All Day

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

5

### Regain Focus

Action: Standard | Duration: Instant

Effect: Recover Focus equal to Vigilance.

6+  
0

## REACTIONS

0

### Brace for Impact

Action: Reaction | Duration: Instant

Trigger: Enemy deals physical damage to the character.

Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

10

### Counterstrike Technique

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against this character does damage.

Effect: The attacker also suffers  $\frac{1}{2}$  their regular damage to themselves.

10+

### Crushing Grip

Action: Reaction | Duration: Instant

Trigger: Target is grabbed.

Effect: Make a Melee attack vs Resilience Defense of the grabbed target.

5

**Success:** Target suffers damage.

**Success:** Target suffers double damage + Pinned.

5

### Reverse Momentum Throw

Action: Reaction | Duration: Instant

Trigger: While Defense Stance is active, a close attack against the character misses.

Effect: Attacker knocked prone and suffers  $\frac{1}{2}$  the damage their attack would have inflicted if it had succeeded.

15

### Spin & Throw

Action: Reaction | Duration: Instant

Trigger: An enemy the character can pick up is grabbed.

Effect: Make a Melee attack against the grabbed foe. If successful, can move enemy to any open space within reach.

5

**Success:** Target suffers damage + Prone.

**Success:** Target suffers double damage + Prone + Pinned + Stunned for 1 round.

5

## PASSIVE

### Unflappable Poise

Action: Passive | Duration: Permanent

Effect: Any close attacks against this character gain **trouble**. While they use Defense Stance, such attacks have **double trouble**.

0

### Untouchable Position

Action: Passive | Duration: Permanent

Effect: If attacked, all other close attacks against them gain **trouble** until start of their next turn.

0

### Other Powers

1 Brawling 0

# SHE-HULK



INITIATIVE	+3
HEALTH	90

MELEE	5
DEFENSE	14

NON-COMBAT	+9
MULTIPLIER	x8

AGILITY	4
DEFENSE	13

NON-COMBAT	+5
MULTIPLIER	x5

RESILIENCE	3
DEFENSE	13

NON-COMBAT	+3
MULTIPLIER	x4

EGO	1
DEFENSE	11

NON-COMBAT	+1
MULTIPLIER	x4

LOGIC	6
DEFENSE	16

NON-COMBAT	+6
MULTIPLIER	x4

RUN	/	CLIMB	/	SWIM	/	JUMP
6		3		3		24

RANK  
4

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Combat Expert

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

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Fearless

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

### Interrogation

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

### Legal Eagle

Gain an **edge** on Logic checks when dealing with legalities.

### Public Speaking

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Tags:** Alternate Form (Gamma Forms), Extreme Appearance (in Alternate Forms), Green Door, Immunity: Gamma Radiation, Heroic, Public Identity, Radioactive.

# POWERS

## ATTACK

### Clobber

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack vs an enemy.  
**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 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 Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to 1/2 speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.  
**Success:** Target suffers 1/2 damage.  
**Success:** Target suffers damage + Prone.

## REACTIONS

### Crushing Grip

**⑤**  
**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.

### Quick Toss

**⑩**  
**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

### Environmental Protection

**①**  
**Action:** Passive | **Duration:** Permanent  
**Effect:** Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

## OTHER POWERS

Accuracy 10, Mighty 4, Sturdy 2  
 Jump 3

# S.H.I.E.L.D. AGENT



INITIATIVE

+1

HEALTH  
**30**

DR: -

FOCUS  
**30**

DR: -

MELEE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x1**

AGILITY  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+2**

MULTIPLIER  
**x2**

RESILIENCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

VIGILANCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

EGO  
**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.

### 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.

### Suppressive Fire

**Action:** Standard | **Duration:** Instant  
**Effect:** Make 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

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

## REACTIONS

## PASSIVE

Accuracy 100

# SHURI



HEALTH  
**90**

DR: -2

FOCUS  
**60**

DR: -

MELEE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+6**

MULTIPLIER  
**x5**

AGILITY  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

LOGIC  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**4**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Free Running

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

### Inventor

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Tech Reliance

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

### Other Traits and Tags

Traits: Extra Occupation, Extraordinary Origin.

Tags: Authority, Backup, Black Market Access, Headquarters: Wakanda, Heroic, Lab Access, Obligation: Wakanda, Powerful, Public Identity, Supernatural.

# POWERS

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Battle Plan

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Combat Support

Action: Standard | Duration: 1 round

Effect: Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by **trouble**.

### Do This All Day

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

### Focus Fire

Action: Standard | Duration: Concentration

Effect: The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

### 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.

### Operations Center

Action: Standard | Duration: Concentration

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance defense. Affected allies gain an **edge** on all action checks until the start of their next turn. The character breaks concentration on this power if they use a movement action.

## REACTIONS



### Brace for Impact

Action: Reaction | Duration: Instant

Trigger: Enemy deals physical damage to the character.

Effect: For every point of Focus spent, the character can ignore 1 point of Health damage dealt by the attack.

### Counterstrike Technique

Action: Reaction | Duration: Instant

Trigger: While Attack Stance is active, a close attack against this character does damage.

Effect: The attacker also suffers  $\frac{1}{2}$  their regular damage to themselves.

### Keep Moving

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.

### On Your Feet

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is knocked prone.

Effect: All prone allies within earshot, who are able to, can immediately stand up for free. Allies currently unable to stand up for any reason are not affected.

## PASSIVE

### Always Ready

Action: Passive | Duration: Permanent

Effect: Gain one additional reaction per round (used only to activate a Martial Arts power).

### 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.

### Heightened Senses

Action: Passive | Duration: Permanent

Effect: Can sense 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

Brilliance 1, Mighty 1, Sturdy 2

# SILK



INITIATIVE

+3E

HEALTH

**90**

DR: -

FOCUS

**90**

DR: -

MELEE  
**5**

DEFENSE  
**18**

NON-COMBAT  
**+6**

MULTIPLIER  
**x5**

AGILITY  
**6**

DEFENSE  
**18**

NON-COMBAT  
**+6**

MULTIPLIER  
**x4**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**0**

DEFENSE  
**13**

NON-COMBAT  
**+0**

MULTIPLIER  
**x4**

LOGIC  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP

**6 6 3 18**

RANK

**4**

## TAGS & TRAITS

### Audience

By making an Ego check, the character can persuade their audience to provide help in the form of information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

### Combat Reflexes

Gain one additional reaction each turn.

### Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

### Free Running

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

### Pundit

Gain an **edge** on Ego or Logic checks made when giving their opinion via media.

### Situational Awareness

Gain an **edge** on initiative checks.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections, Sources.

**Tags:** Heroic, Secret Identity, Streetwise.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

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.

### Hit & Run (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack with **edge**.

Success: Target suffer damage + character can move  $\frac{1}{2}$  their Run Speed for free.

Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move  $\frac{1}{2}$  their Run Speed for free.

### 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).

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

### Webcasting

Action: Standard | Duration: Instant | Range: 10 spaces

Effect: Make a ranged attack.

Success: Target paralyzed.

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

### Webgrabbing

Action: Standard | Duration: Instant | Range: 10 spaces

Effect: Make a ranged attack.

Success: Target is grabbed.

Success: Target is grabbed + Pinned (TN 20 to 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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### 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.

### Spider-pheromones

Action: Standard | Duration: Concentration | Range: 5 sp.

Effect: The character has an **edge** on Ego (Intimidation) checks against people who are not attracted to their gender. They also have an **edge** on Ego (persuasion) checks against people who are attracted to their gender.

## PASSIVE

### Spider-Sense

Action: Passive | Duration: Permanent

Effect: Gain an **edge** on initiative, and Vigilance checks to perceive danger. Enemies have **trouble** on Agility checks against the character's Vigilance defense. Also gains +2 to Agility defense.

## OTHER POWERS

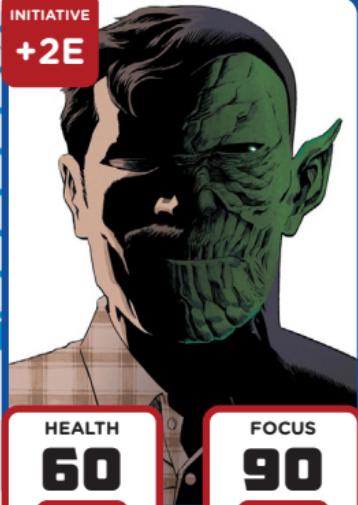
1 Mighty 10, Evasion 1, Integrity 1

1 Jump 10, Wallcrawling 1, Webgliding 1, Webslinging 1

# SKRULL

INITIATIVE

+2E



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.

### 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:** The character's Run Speed doubles, as does their Climb Speed.

## REACTIONS

### Shape Shift

**Action:** Standard/Reaction | **Duration:** Permanent  
**Trigger:** The character is attacked or otherwise in danger.  
**Effect:** Can change into another form no more than one size bigger or smaller than their regular form. Character has access to the 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.

### 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.

### Rubberneck

**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.

# SPIDER-MAN



INITIATIVE

+2E

HEALTH

**90**

DR: -

FOCUS

**60**

DR: -

MELEE

**3**

DEFENSE

**17**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

AGILITY

**5**

DEFENSE

**17**

NON-COMBAT

**+5**

MULTIPLIER

**x3**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / SWING

**6 6 3 18**

RANK

**3**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Free Running

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

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

Traits: Surprising Power: Invisibility.

Tags: Heroic, Mentor, Peter Parker, Obligation: School, Secret Identity, Young.

# 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 1 speed for free.

Success: Target/s suffers 1/2 regular damage.

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

### Venom Blast

Action: Standard | Duration: Instant | Range: 5 sp.

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

Success: Target suffers damage.

Success: Target suffers double damage + if the target actually takes damage, Stunned for 1 round.

### 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).

### Webgrabbing

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

Effect: Make a ranged attack.

Success: Target is grabbed.

Success: Target is grabbed + Pinned (TN 20 to free).

## ACTIVE

### 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.

### Webtrapping

Action: Standard | Duration: 15 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

### 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.

## PASSIVE

### Spider-Sense

Action: Passive | Duration: Permanent

Effect: Gain an edge on initiative, and Vigilance checks to perceive danger. Enemies have trouble on Agility checks against the character's Vigilance defense. Also gains +2 to Agility defense.

## OTHER POWERS

### Evasion

Mighty 1

### Jump

Wallcrawling 1, Webslinging 1

# SPIDER-MAN



INITIATIVE

+3E

HEALTH

**90**

DR: -

FOCUS

**90**

DR: -

MELEE  
**5**

DEFENSE  
**19**

NON-COMBAT  
**+6**

MULTIPLIER  
**x5**

AGILITY  
**7**

DEFENSE  
**19**

NON-COMBAT  
**+7**

MULTIPLIER  
**x4**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**0**

DEFENSE  
**14**

NON-COMBAT  
**+0**

MULTIPLIER  
**x4**

LOGIC  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / SWING

**6 6 3 18**

RANK

**4**

## TAGS & TRAITS

### Audience

By making an Ego check, the character can persuade their audience to provide help in the form of information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

### Combat Reflexes

Gain one additional reaction each turn.

### Free Running

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

### Inventor

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

### Pundit

Gain an **edge** on Ego or Logic checks made when giving their opinion via media.

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Sources.

**Tags:** Heroic, Obligation: Aunt May, Poor, Secret Identity.

# 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).

### Webgrabbing

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

Effect: Make a ranged attack.

Success: Target is grabbed.

Success: Target is grabbed + Pinned (TN 20 to free).

## 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.

### 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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### 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.

### Wisecracker

Action: Reaction | Duration: Instant

Trigger: Successes in an attack on an enemy in earshot, or an enemy in earshot fails an attack on them.

Effect: Make an Ego attack.

Success: Target suffers damage to Focus.

Success: Target suffers double damage to Focus + Stunned for 1 round.

## PASSIVE

### Spider-Sense

Action: Passive | Duration: Permanent

Effect: Gain an **edge** on initiative, and Vigilance checks to perceive danger. Enemies have **trouble** on Agility checks against the character's Vigilance defense. Also gains +2 to Agility defense.

## OTHER POWERS

Brilliance 10, Evasion 9, Integrity 9, Mighty 10

Jump 10, Wallcrawling 9, Webgliding 9, Webslinging 9

# SPIDER-MAN 2099



INITIATIVE  
**+2E**

HEALTH  
**90**

DR: -

FOCUS  
**60**

DR: -

MELEE  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+7**

MULTIPLIER  
**x5**

AGILITY  
**5**

DEFENSE  
**17**

NON-COMBAT  
**+5**

MULTIPLIER  
**x4**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**0**

DEFENSE  
**14**

NON-COMBAT  
**+0**

MULTIPLIER  
**x4**

LOGIC  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / SWING  
**6 6 3 18**

RANK  
**4**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Reflexes

Gain one additional reaction each turn.

### Free Running

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

### Inventor

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

### Scientific Expertise

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

### Situational Awareness

Gain an **edge** on initiative checks.

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Tags:** Extreme Appearance, Heroic, Hounded, Lab Access, Public Identity.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

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.

### Hit & Run (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack with **edge**.

Success: Target suffer damage + character can move  $\frac{1}{2}$  their Run Speed for free.

Success: Target suffers double damage + Weapon Effect (**Sharp**: Target is bleeding) + character can move  $\frac{1}{2}$  their Run Speed for free.

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

### 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).

### Webgrabbing

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

Effect: Make a ranged attack.

Success: Target is grabbed.

Success: Target is grabbed + pinned (TN 20 to 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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Exploit (Sharp)

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+ damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

Success: Target suffers double damage + ignores Health DR + Weapon Effect (**Sharp**: Target is bleeding).

### 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.

## PASSIVE

### Heightened Senses

Action: Passive | Duration: Permanent

Effect: Can sense 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.

### Spider-Sense

Action: Passive | Duration: Permanent

Effect: Gain an **edge** on Initiative, and Vigilance checks to perceive danger. Enemies have **trouble** on Agility checks against the character's Vigilance defense. Also gains +2 to Agility defense.

## OTHER POWERS

Integrity **0**, Mighty **1**

Jump **1** Wallcrawling **0** Webgliding **0** Webslinging **0**

# SQUIRREL GIRL



INITIATIVE

+2

HEALTH

**60**

DR: -

FOCUS

**60**

DR: -

MELEE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+5**

MULTIPLIER  
**x5**

AGILITY  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x3**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

EGO  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

MULTIPLIER  
**x3**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x3**

RUN / CLIMB / SWIM / JUMP

**5 5 3 5**

RANK

**3**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Honest

Gain **trouble** when making an Ego check that involves telling a lie. However, gain an **edge** on any friendly Ego (persuasion) checks in which they're truthful.

### Quick Learner

If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.

### Other Traits and Tags

**Tags:** Extreme Appearance, Heroic, Mentor: Nancy Whitehead, Mysterious, Obligation: School, Public Identity.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

## ACTIVE

### Animal Bond

Action: Standard | Duration: Concentration

Effect: The character can communicate telepathically with one animal (Tippy-Toe the Squirrel).

### Animal Communication

Action: Standard | Duration: Concentration

Effect: Can communicate telepathically with Squirrels. They can call out to them as a group up to 500 spaces per rank away, and they can communicate specifically with ones they have met or at least seen.

### 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

## PASSIVE

### Heightened Senses

Action: Passive | Duration: Permanent

Effect: Can sense 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.

## PASSIVE

 Mighty 2 

 Jump 1  Wallcrawling 

# STAR-LORD



INITIATIVE  
**+4**

**150**

DR: -1

FOCUS  
**120**

DR: -

MELEE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x5**

AGILITY  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+7**

MULTIPLIER  
**x6**

RESILIENCE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x5**

LOGIC  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / LEVITATE

**6 3 3 6**

RANK

**5**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

### Fearless

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

### 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.

### Piloting

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

### Tech Reliance

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

### Gear & Weapons

- Element Gun (Range: See powers)
- Space Helmet (See powers)

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Alien Heritage, Black Market Access, Heroic, Linguist (translator implant), Public Identity, Streetwise.

# POWERS

## ATTACK

### Elemental Barrage (Element Gun)

Action: Standard | Duration: Instant

Effect: The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

Success: Affected targets suffer ½ damage.

Success: Affected targets suffer damage + elemental type's special effect (See Iconic Weapon power).

### Elemental Blast (Element Gun)

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

Effect: Make a ranged attack with an **edge** at an enemy in line of sight. 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 (See Iconic Weapon power).

### Elemental Burst (Element Gun)

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 (See Iconic Weapon power).

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Battle Plan

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Combat Support

Action: Standard | Duration: 1 round

Effect: Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by **trouble**.

### Defense Stance

Action: Standard | Duration: Concentration

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

### Do This All Day

Action: Standard | Duration: Instant

Effect: Heal 2 points of Health for every point of Focus spent.

### Illumination

Action: Standard | Duration: Concentration

Effect: The character illuminates one object or point in line of sight, within 50 spaces, with bright light. The character can maintain concentration on the effect even if they move out of range or line of sight.

### 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.

### 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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Wisecracker

Action: Reaction | Duration: Instant

Trigger: Succeeds in an attack on an enemy in earshot, or an enemy in earshot fails an attack on them.

Effect: Make an Ego attack.

Success: Target suffers damage to Focus.

Success: Target suffers double damage to Focus + Stunned for 1 round.

## PASSIVE

### Environmental Protection

Action: Passive | Duration: Permanent

Effect: Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses 1

Action: Passive | Duration: Permanent

Effect: Can sense 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

Element Gun.

- Can pick elemental effect from Air (target is knocked prone for one round), Earth (target moves at ½ speed for one round), Fire (sets target ablaze), Water (surprises target until the end of the next round), or Energy (blinds target for one round).
- Returns when summoned.

### Levitation

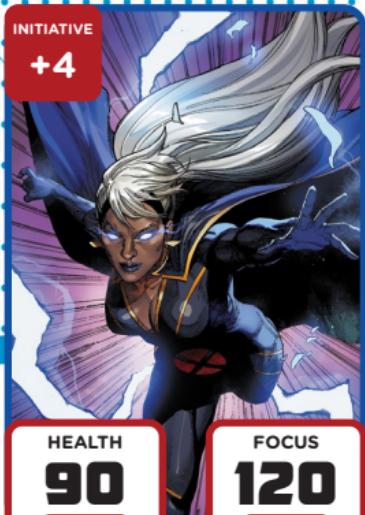
Action: Passive | Duration: Permanent

Effect: The character can move through the air in any direction at their Run Speed.

## OTHER POWERS

Accuracy 1 Sturdy 1

# STORM



INITIATIVE

+4

HEALTH

**90**

DR: -

FOCUS

**120**

DR: -2

MELEE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

**4**

DEFENSE

**14**

NON-COMBAT

**+5**

MULTIPLIER

**x5**

LOGIC

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / FLY

**5 3 3 20**

RANK

**4**

## TAGS & TRAITS

### Beguiling

The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Fearless

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Extra Occupation.

**Tags:** Authority, Black Market Access, Heroic, Hounded, Krakoan, Powerful, Public Identity, Streetwise, X-Gene.

# POWERS

## ATTACK

### Elemental Barrage (Electricity)

Action: Standard | Duration: Instant

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

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

**Success:** Affected targets suffer damage + elemental type's special effect (**Electricity**: Stuns target for one round).

15

### 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.

0

### Thunder

Action: Standard | Duration: Instant

**Effect:** The character makes an Ego check and compares that against the Resilience defense of every character within 10 spaces. Any character the attack succeeds against is deafened. On a Fantastic success, the character is also stunned for one round.

0

### Elemental Blast (Electricity)

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

5+

**Effect:** Make a ranged attack with an **edge** at an enemy in line of sight. 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 (**Electricity**: Stuns target for one round).

### Elemental Burst (Electricity)

0

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 (**Electricity**: Stuns target for one round).

### Elemental Ricochet (Electricity)

10

Action: Standard | Duration: Instant | Range: 40 sp.

**Effect:** Make a ranged attack vs target in line of sight.

**Success:** Target suffers damage.

**Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

## ACTIVE

### Control Fog

0

Action: Standard | Duration: Concentration

**Effect:** Create a thick fog for up to 50 spaces per rank around them that blocks all line of sight beyond 10 spaces. They can also dispel any fog in a similar area.

### Control Weather 3

15

Action: Standard | Duration: Concentration

**Effect:** It starts to storm in an area up to 5 miles across times the character's rank, centered on the character. All ranges and all speeds are cut in  $\frac{1}{2}$ . If the character also has the Elemental Blast (Electricity) power, they can use it as a reaction when attacked while this power is active.

### Group Flight

5

Action: Standard | Duration: Concentration

**Effect:** For every point of Ego the character has, they can hoist one ally into the air with them. The Flight Speed of the group is  $\frac{1}{2}$  the character's.

## REACTIONS

## OTHER POWERS

 Discipline 1  Flight 2  Uncanny 2 

# SUB-MARINER



INITIATIVE

+3

HEALTH  
**90**

DR: -2

FOCUS

**90**

DR: -

MELEE  
**6**DEFENSE  
**16**NON-COMBAT  
**+9**MULTIPLIER  
**x7**AGILITY  
**4**DEFENSE  
**14**NON-COMBAT  
**+4**MULTIPLIER  
**x4**RESILIENCE  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**VIGILANCE  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**EGO  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**MULTIPLIER  
**x4**LOGIC  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / FLY

**5 3 12 20**

RANK

**4**

## TAGS & TRAITS

### Anathema

Suffers direct harm when exposed to Extreme Heat/ Flame. Cannot voluntarily enter the same space with it. If touched by it, instantly suffer damage of a Rank 3 attack roll that automatically succeeds. This continues each turn until separated from the substance, killed, or destroyed. Damage caused in this way ignores all damage reduction the character has and cannot be healed by their Healing Factor.

### Combat Expert

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

### Fresh Eyes

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

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### Stranger

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

### Other Traits and Tags

**Traits:** Connections: Outsiders, Extra Occupation, Extraordinary Origin.

**Tags:** Amphibious, Authority, Headquarters: Atlantis, Krakoan, Powerful, Public Identity, X-Gene.

# POWERS

## ATTACK

### Clobber

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack vs an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### Elemental Barrage (Water)

**Action:** Standard | **Duration:** Instant  
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer  $\frac{1}{2}$  damage.  
**Success:** Affected targets suffer damage + elemental type's special effect (Water: Surprises target until the end of the next round).

### Elemental Blast (Water)

**Action:** Standard | **Duration:** Instant | **Range:** 10 spaces  
**Effect:** Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Water: Surprises target until the end of the next round).

### Elemental Burst (Water)

**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 (Water: Surprises target until the end of the next round).

### 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

### Animal Communication

**Action:** Standard | **Duration:** Concentration  
**Effect:** Can communicate telepathically with fish. They can call out to them as a group up to 500 spaces per rank away, and they can communicate specifically with ones they have met or at least seen.

## REACTIONS

### Crushing Grip

**0** **5**  
**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.

## PASSIVE

### Heightened Senses

**0**  
**Action:** Passive | **Duration:** Permanent  
**Effect:** Can sense 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

-  Flight 2  Mighty 3  Sturdy 2  Speed
-  Swim

# SUNSPOT



INITIATIVE

+3

RUN / CLIMB / SWIM / FLY

6 3 3 30

RANK

5

HEALTH

**90**

DR: -

FOCUS

**90**

DR: -

MELEE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+5**

MULTIPLIER  
**x7**

AGILITY  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+6**

MULTIPLIER  
**x5**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**8**

DEFENSE  
**18**

NON-COMBAT  
**+9**

MULTIPLIER  
**x6**

LOGIC  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x5**

## TAGS & TRAITS

### Combat Expert

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

### Dealmaker

Gain an **edge** on action checks that have to do with making deals.

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Public Speaking

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

### Other Traits and Tags

**Traits:** Connections: Celebrities.

**Tags:** Extreme Appearance (when using powers), Heroic, Hounded, Krakoa, Linguist (Askan, English, Portuguese, Spanish), Public Identity, Rich, X-Gene.

# POWERS

## ATTACK

### Elemental Barrage (Energy)

Action: Standard | Duration: Instant

Effect: The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

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

Success: Affected targets suffer damage + elemental type's special effect (Energy: Blinds target for one round).

### Elemental Blast (Energy)

Action: Standard | Duration: Instant | Range: 50 sp.

Effect: Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Energy)

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

Effect: Make a ranged 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).

### Elemental Push (Energy)

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 (Energy: Blinds target for one round).

### Elemental Ricochet (Energy)

Action: Standard | Duration: Instant | Range: 50 sp.

Effect: Make a ranged attack vs target in line of sight.

Success: Target suffers damage.

Success: Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

### Supernova (Energy)

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

Effect: Make an Ego check vs Resilience Defense of every target within range. Add +1 to the character's Ego damage bonus for every 2 points of Focus they spend.

Success: Target/s suffer  $\frac{1}{2}$  total damage.

Success: Target/s suffer total damage + element's special effect (Energy: Blinds target for one round).

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Battle Plan

Action: Standard | Duration: 1 round

Effect: The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Combat Support

Action: Standard | Duration: 1 round

Effect: Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by trouble.

### Defense Stance

Action: Standard | Duration: Concentration

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

### Elemental Barrier (Energy)

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 (Energy: Blinds target for one round).

### 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.

### Elemental Protection 1

Action: Standard/Reaction | Duration: Concentration

Trigger: The character is attacked or otherwise in danger.

Effect: Any attacks against that do 10 points of damage or less are instantly absorbed, and the protection continues. If an attack does more than 10 points of damage, it destroys the protection.

### Elemental Reinforcement

Action: Reaction | Duration: Instant

Trigger: Damage gets through an elemental power

Effect: The character can transfer any Health damage that gets through an elemental power that grants damage protection to their Focus instead, leaving the protection intact.

### Keep Moving

Action: Reaction | Duration: Instant

Trigger: An ally in line of sight and earshot is demoralized or stunned.

Effect: The demoralized or stunned condition ends.

## OTHER POWERS

Discipline 1 , Flight 2 , Mighty 2 

Elemental Form 

# TASKMASTER



INITIATIVE

+3E

HEALTH

**60**

DR: -1

FOCUS

**90**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x3**

LOGIC

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x3**

RUN / CLIMB / SWIM / JUMP

**6 3 3 3**

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.

### Situational Awareness

Gain an edge on initiative checks.

### Gear & Weapons

- Bow (Range: 15 spaces)  
Melee Damage Multiplier +1.
- Sword (Range: Reach)  
Melee Damage Multiplier +2.

### Other Traits and Tags

Traits: Connections: Criminal.

Tags: Black Market Access, Hunted, Mysterious, Secret Identity, Streetwise, 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.

### Fast Strikes

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a single close Melee check against 2 targets.  
**Success:** Target/s suffer ½ damage.  
**Success:** Target/s suffer damage.

### 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.

### 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.

### Vicious Attack (Sharp)

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Weapon Effect (Sharp: Target is bleeding).

## ACTIVE

### Attack Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Double the character's Melee ability bonus to damage.

### Clone Moves

**Action:** Standard | **Duration:** Concentration | **Range:** 10 sp.  
**Effect:** Pick another character within range and line of sight. Duplicate all their powers selectable with the Special Training origin and use them as if they were always yours. If the copied powers have costs, you must pay the highest of them, or a minimum of 5 Focus. When using a copied power, you must pay any cost normally as well.

### Defense Stance

**Action:** Standard | **Duration:** Concentration  
**Effect:** Any close attacks made against the character have trouble until this character is successfully attacked.

### Do This All Day

**Action:** Standard | **Duration:** Instant  
**Effect:** The character heals 2 points of Health for every point of Focus they spend.

## REACTIONS

### Exploit (Sharp)

5

**Action:** Reaction | **Duration:** Instant  
**Trigger:** Fantastic Success with Melee and causes a min 1+ damage.  
**Effect:** Make a Melee attack vs target's Resilience Defense.  
**Success:** Target suffers damage + ignore Health DR.  
**Success:** Target suffers double damage + ignores Health DR + Weapon Effect (Sharp: Target is bleeding).

## OTHER POWERS

0

 Accuracy 1  
 Shield 1

# THANOS



INITIATIVE

+3

HEALTH  
**210**

DR: -4

FOCUS  
**120**

DR: -3

MELEE  
**9**

DEFENSE  
**18**

NON-COMBAT  
**+13**

MULTIPLIER  
**x10**

AGILITY  
**4**

DEFENSE  
**13**

NON-COMBAT  
**+6**

MULTIPLIER  
**x8**

RESILIENCE  
**7**

DEFENSE  
**17**

NON-COMBAT  
**+7**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+7**

MULTIPLIER  
**x8**

LOGIC  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+5**

MULTIPLIER  
**x8**

RUN / CLIMB / SWIM / FLY

**6 3 3 36**

RANK

**6**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### 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 Expert

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

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fresh Eyes

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

### 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.

### Stranger

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

### Other Traits and Tags

**Traits:** Battle Ready, Connections: Outsiders.

**Tags:** Eternally Immortal, Extreme Appearance, Mahd Wy'ry, Public Identity, Villainous.

# POWERS

## ATTACK

### Clobber

**Action:** Standard | **Duration:** Instant  
**Effect:** Make a close Melee attack vs an enemy.  
**Success:** Target suffers damage.  
**Success:** Target suffers double damage + Prone.

### Elemental Barrage (Energy)

**Action:** Standard | **Duration:** Instant  
**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.  
**Success:** Affected targets suffer  $\frac{1}{2}$  damage.  
**Success:** Affected targets suffer damage + elemental type's special effect (**Energy:** Blinds target for one round).

### Elemental Blast (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Energy)

**Action:** Standard | **Duration:** Instant | **Range:** 10 sp.  
**Effect:** Make a ranged 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).

### 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 Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to  $\frac{1}{2}$  speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.  
**Success:** Target suffers  $\frac{1}{2}$  damage.  
**Success:** Target suffers damage + Prone.

## REACTIONS

### Immovable

**0**  
**Action:** Reaction | **Duration:** Instant  
**Trigger:** Character is knocked back/prone.  
**Effect:** Reduce the knockback distance (equal to their Melee Defense) in spaces.

## OTHER POWERS

**14** Accuracy 2 , Brilliance 2 , Discipline 2 , Flight 2 , Mighty 4 , Sturdy 4 , Uncanny 3

# THING



INITIATIVE  
**+4**

**240**

DR: -4

FOCUS  
**120**

DR: -

MELEE  
**8**

DEFENSE  
**17**

NON-COMBAT  
**+11**

MULTIPLIER  
**x8**

AGILITY  
**3**

DEFENSE  
**17**

NON-COMBAT  
**+3**

MULTIPLIER  
**x5**

RESILIENCE  
**8**

DEFENSE  
**18**

NON-COMBAT  
**+8**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x5**

LOGIC  
**1**

DEFENSE  
**14**

NON-COMBAT  
**+1**

MULTIPLIER  
**x5**

RUN / CLIMB / SWIM / JUMP  
**6 3 3 30**

RANK  
**5**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Combat Expert

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

### Fearless

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

### 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.

### Piloting

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Super Heroes, Surprising Power: Sturdy 4.

**Tags:** Black Market Access, Enemy: Doctor Doom, Extreme Appearance, Headquarters: 4 Yancy Street, Heroic, Lab Access, Public Identity.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

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 ½ 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 Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to ½ speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.

Success: Target suffers ½ damage.

Success: Target suffers damage + Prone.

## 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 **W** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### 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.

## OTHER POWERS

**W** Brawling 0, Mighty 3 **W** Sturdy 4 **W** Wisdom 0.

**W** Jump 3 **W**.

# THOR (JANE FOSTER)

**HEALTH****120**

DR: -2

**FOCUS****120**

DR: -

**MELEE**  
**7****DEFENSE**  
**17****NON-COMBAT**  
**+11****MULTIPLIER**  
**x9****AGILITY**  
**4****DEFENSE**  
**14****NON-COMBAT**  
**+4****MULTIPLIER**  
**x6****RESILIENCE**  
**4****DEFENSE**  
**14****NON-COMBAT**  
**+4****VIGILANCE**  
**3****DEFENSE**  
**13****NON-COMBAT**  
**+3****EGO**  
**3****DEFENSE**  
**13****NON-COMBAT**  
**+5****MULTIPLIER**  
**x7****LOGIC**  
**4****DEFENSE**  
**14****NON-COMBAT**  
**+4****MULTIPLIER**  
**x5****INITIATIVE****+3****RUN / CLIMB / SWIM / FLY****5 3 3 25****RANK****5**

## TAGS & TRAITS

**Clinician**

Gain an **edge** on Logic checks to determine what is medically wrong with someone they examine.

**Combat Reflexes**

Gain one additional reaction each turn.

**Determination**

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

**Enhanced Physique**

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

**Fearless**

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

**First Aid**

Gain an **edge** on Logic checks to stop bleeding.

**God Heritage (via Mjolnir)**

Gain an **edge** when dealing with something that they are the god of.

**Presence**

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

**Other Traits and Tags**

**Traits:** Battle Ready, Extraordinary Origin.

**Tags:** Enemy: Gorr the God Butcher, Heroic, Secret Identity, Supernatural, Worshipped (as Thor).

# POWERS

## ATTACK

### Elemental Barrage (Electricity) 15

Action: Standard | Duration: Instant

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (Electricity: Stuns target for one round).

### Elemental Blast 5+

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

**Effect:** Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Electricity: Stuns target for one round).

### Elemental Push (Electricity) 10

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 (Electricity: Stuns target for one round).

### Elemental Ricochet (Electricity) 10

Action: Standard | Duration: Instant | Range: 50 sp.

**Effect:** Make a ranged attack vs target in line of sight.

**Success:** Target suffers damage.

**Success:** Target suffers damage + character selects a new target in line of sight and makes a new attack vs that target, adding the new range to the previous attack's range. This can be repeated until an attack is not fantastic or runs out of range.

## ACTIVE

### Control Fog 0

Action: Standard | Duration: Concentration

**Effect:** Create a thick fog for up to 50 spaces per rank around them that blocks all line of sight beyond 10 spaces. They can also dispel any fog in a similar area.

### Control Weather 4 20

Action: Standard | Duration: Concentration

**Effect:** It starts to storm in an area up to 5 miles across times the character's rank, centered on the character. All ranges and all speeds are cut to one quarter normal, and flying is impossible. If the character also has the Elemental Barrage (Electricity) power, they can use it as a reaction when attacked while this power is active.

### Thunder 0

Action: Standard | Duration: Instant

**Effect:** The character makes an Ego check and compares that against the Resilience defense of every character within 10 spaces. Any character the attack succeeds against is deafened. On a Fantastic success, the character is also stunned for one round.

## REACTIONS

### Combat Trickery 5

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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

## PASSIVE

### Iconic Weapon 0

Mjolnir

- +1 Melee and Agility damage multiplier.
- Returns to thrower.
- Can only be wielded by the worthy.

## OTHER POWERS

Discipline 2, Flight 2, Mighty 4, Sturdy 2.

# THOR (THOR ODINSON)



INITIATIVE

+2

HEALTH

**240**

DR: -2

FOCUS

**60**

DR: -

MELEE

**8**

DEFENSE

**17**

NON-COMBAT

**+12**

MULTIPLIER

**x9**

AGILITY

**4**

DEFENSE

**13**

NON-COMBAT

**+4**

MULTIPLIER

**x6**

RESILIENCE

**8**

DEFENSE

**18**

NON-COMBAT

**+8**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**5**

DEFENSE

**15**

NON-COMBAT

**+6**

MULTIPLIER

**x6**

LOGIC

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x5**

RUN / CLIMB / SWIM / FLY

**6 3 3 30**

RANK

**5**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Clueless

Gain **trouble** on any Vigilance checks to spot hidden or invisible things. Enemies have an **edge** on Agility checks to sneak near or past them.

### Combat Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### Fresh Eyes

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

### God Heritage

Gain an **edge** when dealing with something that they are the god of.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Stranger

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

### Other Traits and Tags

**Traits:** Connections: Outsiders, Extra Occupation.

**Tags:** Authority, Enemy, Gorr the God Butcher, Heroic, Powerful, Public Identity, Supernatural, Worshipped.

# POWERS

## ATTACK

### Elemental Barrage (Electricity)

15

**Action:** Standard | **Duration:** Instant

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer ½ damage.

**Success:** Affected targets suffer damage + elemental type's special effect (Electricity: Stuns target for one round).

### Elemental Blast

5+

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

**Effect:** Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Electricity: Stuns target for one round).

### Elemental Push (Electricity)

10

**Action:** Standard | **Duration:** Instant

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

**Success:** Character can move the target in any direction, up to 1 space x character's rank.

**Success:** As success + target suffers damage + Prone + element's special effect (Electricity: Stuns target for one round).

## ACTIVE

### Control Weather 4

0

**Action:** Standard | **Duration:** Concentration

**Effect:** It starts to storm in an area up to 5 miles across times the character's rank, centered on the character. All ranges and all speeds are cut to one quarter normal, and flying is impossible. If the character also has the Elemental Barrage (Electricity) power, they can use it as a reaction when attacked while this power is active.

### Thunder

0

**Action:** Standard | **Duration:** Instant

**Effect:** The character makes an Ego check and compares that against the Resilience defense of every character within 10 spaces. Any character the attack succeeds against is deafened. On a Fantastic success, the character is also stunned for one round.

### Weather Chill

0

**Action:** Standard | **Duration:** Concentration

**Effect:** The temperature in an area roughly a mile across falls as low as 0°F.

### Weather Warm

0

**Action:** Standard | **Duration:** Concentration

**Effect:** The temperature in an area roughly a mile across climbs as high as 100°F.

## REACTIONS



## PASSIVE

### Iconic Weapon

0

**Mjolnir**

- +1 Melee and Agility damage multiplier.
- Returns to thrower.
- Can only be wielded by the worthy.

## OTHER POWERS

 Discipline 1  Flight 2  Mighty 4  Sturdy 2 

# TITANIA

INITIATIVE

+1



HEALTH

**90**

DR: -2

FOCUS

**30**

DR: -

MELEE

**4**

DEFENSE

**13**

NON-COMBAT

**+6**

MULTIPLIER

**x4**

AGILITY

**1**

DEFENSE

**10**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

MULTIPLIER

**x2**

LOGIC

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x2**

RUN / CLIMB / SWIM / JUMP

**6**

**3**

**3**

**3**

RANK  
**2**

## TAGS & TRAITS

### Big (Reach 2)

Gain -1 to Melee and Agility defenses, add +1 to Run Speed, and increases reach to 2.

### Combat Expert

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

### Fearless

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

Traits: Connections: Super Villains.

Tags: Black Market Access, Hunted, Public Identity, Rich.

# POWERS

## ATTACK

### Banging Heads

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee Defense of two enemies within reach. If either attack fails, both fail entirely.

Success: Targets suffers damage.

Success: Targets suffers damage + Prone.

### Clobber

Action: Standard | Duration: Instant

Effect: Make a close Melee attack vs an enemy.

Success: Target suffers damage.

Success: Target suffers double 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.

## 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.

## OTHER POWERS

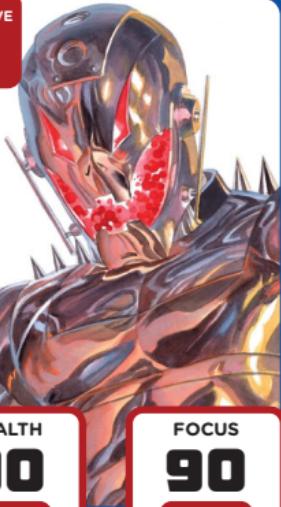
5+

1 Mighty 2 0, Sturdy 2 0

# ULTRON

INITIATIVE

+3



HEALTH

**90**

DR: -4

FOCUS

**90**

DR: -

MELEE

**6**

DEFENSE

**16**

NON-COMBAT

**+9**

MULTIPLIER

**x8**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x5**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x5**

LOGIC

**6**

DEFENSE

**16**

NON-COMBAT

**+8**

MULTIPLIER

**x7**

RUN / CLIMB / SWIM / FLY

**5 3 3 25**

RANK

**5**

## 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 Expert

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

### Eidetic Memory

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

### Fearless

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

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Fresh Eyes

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

### Stranger

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

### Tech Reliance

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

### Other Traits and Tags

**Traits:** Connections: Outsiders, Surprising Power; Sturdy 4.

**Tags:** A.I., Backup, Extreme Appearance, Public Identity, Villainous.

# POWERS

## ATTACK

### Elemental Barrage (Electricity)

15

Action: Standard | Duration: Instant

Effect: The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

Success: Affected targets suffer ½ damage.

Success: Affected targets suffer damage + elemental type's special effect (Electricity: Stuns target for one round).

### Elemental Blast (Electricity)

5+

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

Effect: Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Electricity: Stuns target for one round).

### Elemental Burst (Electricity)

0

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

Effect: Make a ranged attack vs target's Agility defense.

Success: Target suffers damage.

Success: Target suffers double damage + element's special effect (Electricity: Stuns target for one round).

## ACTIVE

### Microdimensional Travel

15

Action: Standard | Duration: Instant

Effect: The character can shrink enough to travel into subatomic realms. They can return to their normal size at will.

## REACTIONS



### Grow 3

0

Action: Standard/Reaction | Duration: Permanent

Trigger: The character is attacked.

Effect: The character can grow up to titanic size. They can return to their normal size at will.

### Shrink 4

0

Action: Standard/Reaction | Duration: Permanent

Trigger: The character is attacked.

Effect: The character can shrink down to microscopic size. They can return to their normal size at will.

## PASSIVE

④ Brilliance 2 ④ Flight 2 ④ Mighty 3 ④ Sturdy 4 ④

# VAMPIRE



INITIATIVE

+2

HEALTH

60

DR: -2

FOCUS

60

DR: -

MELEE	2	DEFENSE	12	NON-COMBAT	+3	MULTIPLIER	x3
AGILITY	2	DEFENSE	12	NON-COMBAT	+2	MULTIPLIER	x3
RESILIENCE	2	DEFENSE	12	NON-COMBAT	+2		
VIGILANCE	2	DEFENSE	12	NON-COMBAT	+2		
EGO	1	DEFENSE	11	NON-COMBAT	+1	MULTIPLIER	x2
LOGIC	1	DEFENSE	11	NON-COMBAT	+1	MULTIPLIER	x2

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

2

## TAGS & TRAITS

### Anathema

Suffers direct harm when exposed to Garlic/Holy Symbols (including Holy Water)/Sunshine. Cannot voluntarily enter the same space with it. If touched by it, instantly suffer damage of a Rank 3 attack roll that automatically succeeds. This continues each turn until separated from the substance, killed, or destroyed. Damage caused in this way ignores all damage reduction the character has and cannot be healed by their Healing Factor.

### Bloodthirsty

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

### Enduring Constitution

May function for up to 48 hours without sleep and gain an **edge** on Resilience checks to overcome fatigue or weariness.

### Enhanced Physique

Treat character as one size bigger for lifting, carrying, swinging and throwing things.

### 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.

### Monster

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

### Weakness

Any attack made with Silver/Wood ignores all damage reduction. Damage caused cannot be healed by their Healing Factor.

### Other Traits and Tags

**Traits:** Connections: Criminal.

**Tags:** Alternate Form (Bat/Mist/Wolf), Black Market Access, Deceased, Extreme Appearance (in Alternate Forms), Imageless, Secret Identity, Streetwise, Villainous.

# POWERS

## ACTIVE

### Animal Communication

Action: Standard | Duration: Concentration

Effect: Can communicate telepathically with bats and rodents. They can call out to them as a group up to 500 spaces per rank away, and they can communicate specifically with ones they have met or at least seen.

### Command

Action: Standard | Duration: 1 round

Effect: Gives an order to a target with whom they've established a Telepathic Link. Make a Logic check vs target's Logic defense. The command must be something that can be completed in a single action. If it involves harming someone, the character has **trouble** on the check. If it would cause the target to harm themselves, the character 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.

### Telepathic Link

Action: Standard | Duration: Concentration

Effect: As long as the character and the target are in the same dimension, the character can communicate telepathically with one person at a time, and they must have met or seen the other person before. There is no limit to range. If 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.

## REACTIONS

### Leech Life

Action: Reaction | Duration: Instant

Trigger: Target is grabbed.

Effect: Make an Ego attack vs target's Resilience defense.

Success: Target suffers damage, and the character heals  $\frac{1}{2}$  that much Health for themselves.

Success: Target suffers damage, and the character heals that much Health for themselves.

## PASSIVE

### Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

## OTHER POWERS

Mighty 1  Sturdy 2 

# VENOM



INITIATIVE

+2

HEALTH

**90**

DR: -

FOCUS

**60**

DR: -

MELEE

**6**

DEFENSE

**16**

NON-COMBAT

**+8**

MULTIPLIER

**x6**

AGILITY

**5**

DEFENSE

**15**

NON-COMBAT

**+5**

MULTIPLIER

**x4**

RESILIENCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

VIGILANCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

EGO

**4**

DEFENSE

**14**

NON-COMBAT

**+4**

MULTIPLIER

**x4**

LOGIC

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / SWING

**6 6 3 18**

RANK

**4**

## TAGS & TRAITS

### Anathema

Suffers direct harm when exposed to Extreme Heat/Extreme Sonics. Cannot voluntarily enter the same space with it. If touched by it, instantly suffer damage of a Rank 3 attack roll that automatically succeeds. This continues each turn until separated from the substance, killed, or destroyed. Damage caused in this way ignores all damage reduction the character has and cannot be healed by their Healing Factor.

### Audience

By making an Ego check, the character can persuade their audience to provide help in the form of information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

### 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.

### Loner

The character cannot be given an **edge** via assistance by someone who is not a teammate.

### Pundit

Gain an **edge** on Ego or Logic checks made when giving their opinion via media.

### Other Traits and Tags

**Traits:** Connections: Sources.

**Tags:** Black Market Access, Poor, Public Identity, Streetwise.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

Success: Affected target/s suffer ½ damage.

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

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

### Whirling Frenzy (Sharp)

Action: Standard | Duration: Instant

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

Success: Target suffers ½ damage.

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

### 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 ½ speed for free.

Success: Target/s suffers ½ regular damage.

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

### Webcasting

Action: Standard | Duration: Instant | Range: 10 spaces

Effect: Make a ranged attack.

Success: Target paralyzed.

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

### Webgrabbing

Action: Standard | Duration: Instant | Range: 10 spaces

Effect: Make a ranged attack.

Success: Target is grabbed.

Success: Target is grabbed + Pinned (TN 20 to free).

## 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.

### Webtrapping

Action: Standard | Duration: 20 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

### 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.

## PASSIVE

### Environmental Protection

Action: Passive | Duration: Permanent

Effect: Not harmed by intense cold or heat, the pressure of the deep seas or the intense radiation and vacuum of space.

### Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses

Action: Passive | Duration: Permanent

Effect: Can sense 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

### Mighty 2

Jump 1, Wallcrawling 1, Webgliding 1, Webslinging 1.

# VISION

**HEALTH****90**

DR: -3

**FOCUS****90**

DR: -

**MELEE**  
**4****DEFENSE**  
**14****NON-COMBAT**  
**+6****MULTIPLIER**  
**x6****AGILITY**  
**4****DEFENSE**  
**14****NON-COMBAT**  
**+4****MULTIPLIER**  
**x4****RESILIENCE**  
**3****DEFENSE**  
**13****NON-COMBAT**  
**+3****VIGILANCE**  
**3****DEFENSE**  
**13****NON-COMBAT**  
**+3****EGO**  
**1****DEFENSE**  
**11****NON-COMBAT**  
**+1****MULTIPLIER**  
**x4****LOGIC**  
**5****DEFENSE**  
**15****NON-COMBAT**  
**+7****MULTIPLIER**  
**x6**

RUN / CLIMB / SWIM / FLY

**5    3    3    20**

RANK

**4**

## TAGS & TRAITS

**Eidetic Memory**

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

**Fearless**

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

**Font of Information**

Gain an **edge** on Logic checks having to do with knowledge.

**Gearhead**

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

**Scientific Expertise**

Gain an **edge** on Logic checks made when dealing with scientific research. If they have Lab Access at the time, gain a **second edge**.

**Tech Reliance**

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

**Other Traits and Tags**

**Traits:** Connections: Super Heroes.

**Tags:** A.I., Black Market Access, Extreme Appearance, Heroic, Public Identity.

# POWERS

## ATTACK

### Disrupt Nerves

**Action:** Standard | **Duration:** Instant

**Effect:** When phasing through a person, the character can attempt to scramble their nervous system. Make an Ego check vs target's Resilience defense.

**Success:** Target is Stunned for 1 round.

**Success:** As success + Prone.

### Disrupt Person

**Action:** Standard | **Duration:** Instant

**Effect:** Make a close attack.

**Success:** Target suffers damage (ignoring DR).

**Success:** Target suffers double damage (ignoring DR) + Stunned for 1 round.

### Elemental Barrage (Energy)

**Action:** Standard | **Duration:** Instant

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

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

**Success:** Affected targets suffer damage + elemental type's special effect (Energy: Blinds target for one round).

### Elemental Blast (Energy)

5+

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

**Effect:** Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Energy)

0

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

**Effect:** Make a ranged 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).

## ACTIVE

### Disguise

0

**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**.

### Disrupt Electronics

5

**Action:** Standard | **Duration:** Instant

**Effect:** When phasing through electronics, the character can scramble them, causing them to either shut down or crash. In the case of powers that are Tech Reliant (and feature electronics), they are unusable for one turn while they reboot.

### Partial Phase

5

**Action:** Standard | **Duration:** Concentration

**Effect:** The character has greater control over their phasing ability. They can make any portion of their body and clothing tangible or intangible, as they like.

### Phase Self

0

**Action:** Standard | **Duration:** Concentration

**Effect:** The character (and their clothing) becomes intangible and can move through anything as if it wasn't there. Nothing can physically affect them, nor can they affect anything else that is not phasing along with them.

## REACTIONS

## OTHER POWERS

Brilliance 2, Flight 2, Mighty 2, Sturdy 3.

# VULTURE



INITIATIVE

+1

HEALTH

**60**

DR: -1

FOCUS

**30**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+3**

MULTIPLIER

**x3**

AGILITY

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x2**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**1**

DEFENSE

**11**

NON-COMBAT

**+1**

EGO

**0**

DEFENSE

**10**

NON-COMBAT

**+0**

MULTIPLIER

**x2**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x2**

RUN / CLIMB / SWIM / FLY

**5 3 3 10**

RANK

**2**

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Inventor

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

### Signature Attack

**Grappling Technique (While Flying):** 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.

### Other Traits and Tags

**Traits:** Connections: Criminal.

**Tags:** Black Market Access, Public Identity, Streetwise, Villainous.

# POWERS

## ATTACK

### Chain Strikes

Action: Standard | Duration: Instant

Effect: Make a close attack with **edge**.

Success: Target suffers damage.

Success: Target suffers damage and character may attempt an additional Chain Strike attack.

### Fast Strikes

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

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

Success: Target/s suffer damage.

### Grappling Technique

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage + Grabbed.

Success: Target suffers double damage + Grabbed + Pinned.

## 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



### 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 **dice** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

## PASSIVE

 Flight 1  Mighty 1  Sturdy 1

⑤



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# WAR MACHINE



INITIATIVE  
**+3E**

**90**

DR: -2

FOCUS  
**120**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+3**

MULTIPLIER  
**x5**

AGILITY  
**6**

DEFENSE  
**16**

NON-COMBAT  
**+8**

MULTIPLIER  
**x6**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

LOGIC  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / FLY  
**6 3 3 24**

RANK  
**4**

## TAGS & TRAITS

### Combat Expert

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

### Gearhead

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

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### 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.

**Tags:** Extreme Appearance (in battle suit), Headquarters: Stark Tower, Heroic, Lab Access, Public Identity.

# 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.

### 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 (1rnd).

### Elemental Blast (Energy)

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

Effect: Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Energy)

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

Effect: Make a ranged 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).

### 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.

### 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  $\frac{1}{2}$  damage.

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

## REACTIONS

### Covering Fire

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

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

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 2, Flight 2, Mighty 1, Sturdy 2.

# WASP

INITIATIVE

+3



HEALTH

**90**

DR: -

FOCUS

**90**

DR: -

MELEE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x4**

AGILITY  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

MULTIPLIER  
**x4**

RESILIENCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

VIGILANCE  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

EGO  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

MULTIPLIER  
**x4**

LOGIC  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / FLY

**5 3 3 20**

RANK

**4**

## TAGS & TRAITS

### Combat Expert

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

### Famous

Gain an **edge** when making an Ego check to persuade someone who thinks favorably of them or **trouble** against someone who dislikes them.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Presence

Gain an **edge** on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.

### Public Speaking

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

### Tech Reliance

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

### Other Traits and Tags

**Traits:** Connections: Celebrities.

**Tags:** Heroic, Public Identity, Linguist (English, French, Hungarian, Italian, Spanish), Rich.

# POWERS

## ATTACK

### Elemental Barrage (Electricity) 15

Action: Standard | Duration: Instant

**Effect:** The character designates a space within their line of sight. The attack can affect every enemy within 10 spaces of that. Makes a single Ego check vs each target's Resilience defense.

**Success:** Affected targets suffer 1/2 damage.

**Success:** Affected targets suffer damage + elemental type's special effect (Electricity: Stuns target for one round).

### Elemental Blast (Electricity) 5+

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

**Effect:** Make a ranged attack with an **edge** at an enemy in line of sight. 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 (Electricity: Stuns target for one round).

### Elemental Burst (Electricity) 0

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

**Effect:** Make a ranged attack vs target's Agility defense.

**Success:** Target suffers damage.

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

## ACTIVE

### Battle Plan 10

Action: Standard | Duration: 1 round

**Effect:** The character inspires one or more allies of their choice in earshot, up to the character's Vigilance. Inspired allies gain an **edge** on all action checks until the start of the character's next turn.

### Combat Support 10

Action: Standard | Duration: 1 round

**Effect:** Once per battle, the character chooses an ally in earshot. If the ally makes an action check before the start of the character's next turn, the ally automatically rolls a 1 on their Marvel die, and that die cannot be affected by **trouble**.

### Focus Fire 10

Action: Standard | Duration: Concentration

**Effect:** The character calls out an enemy in line of sight and inspires one or more allies of their choice in earshot, up to the character's Vigilance. They gain an **edge** on all action checks against that enemy.

### Inspiration 0

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

### Grow 0

Action: Standard/Reaction

Duration: Permanent

**Trigger:** The character is attacked.

**Effect:** The character can grow up to gigantic size. They can return to their normal size at will.

### Growing Attack 5

Action: Reaction | Duration: Instant

**Trigger:** The character grows.

**Effect:** Makes a close attack with **edge**.

**Success:** Target suffers damage for size character grows to.

**Success:** Target suffers damage for size character grows to + Stunned.

### Keep Moving 10

Action: Reaction | Duration: Instant

**Trigger:** An ally in line of sight and earshot is demoralized or stunned.

**Effect:** The demoralized or stunned condition ends.

### Shrink 3

Action: Standard/Reaction

Duration: Permanent

**Trigger:** The character is attacked.

**Effect:** The character can shrink down to miniature size. They can return to their normal size at will.

### Shrinking Dodge 5

Action: Reaction | Duration: Instant

**Trigger:** The character is attacked.

**Effect:** The attacker has trouble on the attack.

## PASSIVE

### Change of Plans 5

Action: Reaction | Duration: 1 round

**Trigger:** An ally has trouble on an action check.

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

## OTHER POWERS

### Flight 10

# WHITE TIGER



INITIATIVE

+1

HEALTH  
**60**

DR: -

FOCUS  
**30**

DR: -

MELEE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

MULTIPLIER  
**x2**

AGILITY  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x2**

RESILIENCE  
**2**

DEFENSE  
**12**

NON-COMBAT  
**+2**

VIGILANCE  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

EGO  
**3**

DEFENSE  
**13**

NON-COMBAT  
**+3**

MULTIPLIER  
**x2**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

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.

### Fearless

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

### Free Running

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

### Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Heroic, Public Identity.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

Success: Affected target/s suffer ½ damage.

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

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

### Defense Stance

Action: Standard | Duration: Concentration

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

## 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.

### Exploit (Sharp)

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+ damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

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

## OTHER POWERS

 Brawling 1, Mighty 3  Sturdy 3 

 Jump 3 

# WINTER SOLDIER



INITIATIVE

+2

HEALTH

90

DR: -

FOCUS

60

DR: -

MELEE  
4

DEFENSE  
14

NON-COMBAT  
+5

MULTIPLIER  
x4

AGILITY  
3

DEFENSE  
13

NON-COMBAT  
+3

MULTIPLIER  
x3

RESILIENCE  
3

DEFENSE  
13

NON-COMBAT  
+3

VIGILANCE  
2

DEFENSE  
12

NON-COMBAT  
+2

EGO  
1

DEFENSE  
11

NON-COMBAT  
+1

MULTIPLIER  
x3

LOGIC  
2

DEFENSE  
12

NON-COMBAT  
+2

MULTIPLIER  
x3

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

3

## 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.

### Extraordinary Origin (x2)

The character has an additional origin.

### Leverage

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

### 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.

### Tech Reliance

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

### Weird

Gain an **edge** on all Ego checks to persuade people inclined to like them and **trouble** on all Ego checks against people inclined to dislike them.

### Other Traits and Tags

**Traits:** Connections: Espionage

**Tags:** Black Market Access, Extreme Appearance, Heroic, Linguist [Chinese (Mandarin), English, German, Japanese, Russian], Public Identity.

# 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.

### Fast Strikes

Action: Standard | Duration: Instant  
Effect: Make a single close Melee check against 2 targets.  
Success: Target/s suffer ½ damage.  
Success: Target/s suffer damage.

### Leg Sweep

Action: Standard | Duration: Instant  
Effect: Make a close Melee attack.  
Success: Target suffers damage + Prone.  
Success: Target suffers damage + Prone + Stunned for one round.

### 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.

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration  
Effect: Double the character's Melee ability bonus to damage.

### Defense Stance

Action: Standard | Duration: Concentration  
Effect: Any close attacks made against the character have trouble until this character is successfully attacked.

### Do This All Day

Action: Standard | Duration: Instant  
Effect: Heal 2 points of Health for every point of Focus spent.

### 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

## PASSIVE

### Always Ready

Action: Passive | Duration: Permanent  
Effect: Gain one additional reaction per round (used only to activate a Martial Arts power).

## OTHER POWERS

### Mighty 1

5

# WOLVERINE



INITIATIVE

+2

HEALTH  
**90**

DR: -1

FOCUS  
**60**

DR: -1

MELEE  
**6**DEFENSE  
**16**NON-COMBAT  
**+6**MULTIPLIER  
**x4**AGILITY  
**3**DEFENSE  
**16**NON-COMBAT  
**+3**MULTIPLIER  
**x3**RESILIENCE  
**3**DEFENSE  
**13**NON-COMBAT  
**+3**VIGILANCE  
**2**DEFENSE  
**12**NON-COMBAT  
**+2**EGO  
**0**DEFENSE  
**10**NON-COMBAT  
**+0**MULTIPLIER  
**x3**LOGIC  
**1**DEFENSE  
**11**NON-COMBAT  
**+1**MULTIPLIER  
**x3**

RUN / CLIMB / SWIM / JUMP

5 3 3 3

RANK

3

## TAGS & TRAITS

### Combat Reflexes

Gain one additional reaction each turn.

### Extraordinary Origin

The character has an additional origin.

### Fearless

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

### 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.

### Tech Reliance

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

### Other Traits and Tags

**Traits:** Connections: Super Heroes.

**Tags:** Black Market Access, Heroic, Hounded, Kra-konian, Public Identity, X-Gene.

# POWERS

## ATTACK

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

Success: Affected target/s suffer ½ damage.

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

### Focused Fury (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack with **edge**. Add +1 Melee damage bonus per 2 Focus spent.

Success: Target suffers damage.

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

### Furious Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

Add +1 to Melee damage bonus per 2 Focus spent.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Hit & Run (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack with **edge**.

Success: Target suffer damage + character can move ½ their Run speed for free.

Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ their Run speed for free.

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

### Whirling Frenzy (Sharp)

Action: Standard | Duration: Instant

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

Success: Target suffers ½ 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 **edge** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Exploit (Sharp)

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+ damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

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

## PASSIVE

### Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses

Action: Passive | Duration: Permanent

Effect: Can sense 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

Adamantium Claws

- +1 Melee damage modifier
- Ignore one level of DR.

## OTHER POWERS

Brawling 0, Reinforced Skeleton 0, Uncanny 1

# WOLVERINE



INITIATIVE +4E

HEALTH  
**150**

DR: -1

FOCUS  
**150**

DR: -1

MELEE  
**7**

DEFENSE  
**17**

NON-COMBAT  
**+7**

MULTIPLIER  
**x5**

AGILITY  
**2**

DEFENSE  
**17**

NON-COMBAT  
**+2**

MULTIPLIER  
**x4**

RESILIENCE  
**5**

DEFENSE  
**15**

NON-COMBAT  
**+5**

VIGILANCE  
**4**

DEFENSE  
**14**

NON-COMBAT  
**+4**

EGO  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

LOGIC  
**1**

DEFENSE  
**11**

NON-COMBAT  
**+1**

MULTIPLIER  
**x4**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**4**

## 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 Expert

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

### Combat Reflexes

Gain one additional reaction each turn.

### Extraordinary Origin

The character has an additional origin.

### 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, Extraordinary Origin.

**Tags:** Extreme Appearance, Enemy: Sabretooth, Heroic, Hounded, Krakoa, Public Identity, X-Gene.

# POWERS

## ATTACK

### Grappling Technique

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage + Grabbed.

Success: Target suffers double damage + Grabbed + Pinned.

### Fast Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Split Melee attack between 2 close targets.

Success: Affected target/s suffer ½ damage.

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

### Focused Fury (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack with **edge**. Add +1 Melee damage bonus per 2 Focus spent.

Success: Target suffers damage.

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

### Furious Attacks (Sharp)

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

Add +1 to Melee damage bonus per 2 Focus spent.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage + Weapon Effect (Sharp: Target is bleeding).

### Hit & Run (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack with **edge**.

Success: Target suffer damage + character can move ½ their Run Speed for free.

Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + can move ½ Run Speed for free.

### Unstoppable Assault (Sharp)

Action: Standard | Duration: Instant

Effect: Make a Melee Attack vs Melee defense of all enemies in reach. If successful, this character may then move up to ½ speed by paying 15 Focus to perform attack again until they run out of speed or Focus. Targets can only be affected once.

Success: Target suffers ½ damage.

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

### Vicious Attack (Sharp)

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

### Whirling Frenzy (Sharp)

Action: Standard | Duration: Instant

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

Success: Target suffers ½ damage.

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

## ACTIVE

### Attack Stance

Action: Standard | Duration: Concentration

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

## 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 **W** (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

### Exploit (Sharp)

Action: Reaction | Duration: Instant

Trigger: Fantastic Success with Melee and causes a min 1+ damage.

Effect: Make a Melee attack vs target's Resilience Defense.

Success: Target suffers damage + ignore Health DR.

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

### Riposte (Sharp)

Action: Reaction | Duration: Instant

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

Effect: Make a close Melee attack.

Success: Target suffers damage.

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

## PASSIVE

### Healing Factor

Action: Passive | Duration: Instant

Effect: At the end of this character's turn, they regain Health equal to their Resilience Score.

### Heightened Senses

Action: Passive | Duration: Permanent

Effect: Can sense 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

Adamantium Claws

- +1 Melee damage modifier
- Ignore one level of DR.

### Other Powers

Brawling 1, Reinforced Skeleton 1, Uncanny 1.

Jump 3.

# WONG



INITIATIVE

+3

HEALTH

**60**

DR: -

FOCUS

**120**

DR: -

MELEE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

MULTIPLIER

**x4**

AGILITY

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RESILIENCE

**2**

DEFENSE

**12**

NON-COMBAT

**+2**

VIGILANCE

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

EGO

**7**

DEFENSE

**17**

NON-COMBAT

**+10**

MULTIPLIER

**x7**

LOGIC

**3**

DEFENSE

**13**

NON-COMBAT

**+3**

MULTIPLIER

**x4**

RUN / CLIMB / SWIM / JUMP

**5 3 3 3**

RANK

**4**

## TAGS & TRAITS

### Combat Expert

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

### Fearless

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

### Font of Information

Gain an **edge** on Logic checks having to do with knowledge.

### Glibness

Gain an **edge** on Ego checks to persuade characters they are speaking to for the first time.

### Other Traits and Tags

Traits: Battle Ready, Connections: Super Heroes.

Tags: Black Market Access, Heroic, Public Identity, Sorcerous, Supernatural.

# POWERS

## ATTACK

### Bolts of Balthakk

Action: Standard | Duration: Instant | Range: 20 sp.

Effect: Make an Ego check with an **edge** vs target's Agility defense in line of sight. Add +1 to Agility damage bonus for every 2 points of Focus spent.

Success: Target suffers total damage.

Success: Target suffers double total damage + Stunned for 1 round.

5+

0

### Chain Strikes

Action: Standard | Duration: Instant

Effect: Make a close attack with **edge**.

Success: Target suffers damage.

Success: Target suffers damage and character may attempt an additional Chain Strike attack.

5

5

### Fast Strikes

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

Success: Target/s suffer ½ damage.

Success: Target/s suffer damage.

0

5

### Flames of the Faltine

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

Effect: Make an Ego check vs target's Agility defense.

Success: Target suffers damage.

Success: Target suffers double damage + Ablaze.

5

15

### Flying Double Kick

Action: Standard | Duration: Instant

Effect: Make a single close Melee check against 2 targets.

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

0

10

### Icy Tendrils of Ikthalon

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

Effect: Make an Ego check vs target's Agility Defense.

Success: Target suffers damage.

Success: Target suffers double damage + Paralyzed.

5

10

### Leg Sweep

Action: Standard | Duration: Instant

Effect: Make a close Melee attack.

Success: Target suffers damage + Prone.

Success: Target suffers damage + Prone + Stunned for one round.

5

5

## ACTIVE

### Astral Form

Action: Standard | Duration: Concentration

Effect: Can project an avatar into the Astral Plane, leaving their physical body in a deep trance in the real world. If Rank 4+, can take on a transparent form visible in the real world. Flight Speed on Astral Plane = Run Speed x rank.

5

0

### Attack Stance

Action: Standard | Duration: Concentration

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

0

0

## Defense Stance

0

Action: Standard | Duration: Concentration

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

## Images of Ikonn

5

Action: Standard | Duration: Concentration

Effect: Create five (5) duplicates of themselves that starts in the same space as the character and instantly moves into any open space up to 2 spaces away. Duplicates can move up to 10 spaces away from the character. Any successful attack destroys a duplicate. Can use power to see through someone else's illusion (gives the character a **double edge** on their Ego check).

## Mists Of Munnopor

5

Action: Standard | Duration: Concentration

Effect: The character creates a thick fog for up to 500 spaces around them that blocks all line of sight beyond 10 spaces and keeps people or creatures inside it from flying, gliding or webslinging.

## Summon Portal

15

Action: Standard | Duration: Concentration

Effect: The character opens a glowing portal in a space next to them that teleports anything that enters it between that space and its destination. The character can close it at will.

## REACTIONS



### Shield Of The Seraphim

10

Action: Standard/Reaction | Duration: Concentration

Effect: Produce a magical shield that provides complete protection from physical damage that does 20 points of damage or less. If attack does more than 20 points of damage, it destrys the protection.

### Winds of Watoomb

10

Action: Standard/Reaction | Duration: Concentration

Trigger: Damage gets through the Shield of the Seraphim

Effect: All movement by foes within 50 spaces is halved. Can use spell to push away smoke, mist or fog which if created by a power, is opposed by making an Ego check with an **edge** vs Ego defense of opposing controller.

Success: Controller's power ends.

Success: As success + controller knocked prone.

Can use to reinforce Shield of the Seraphim where any Health damage that gets through the Shield of the Seraphim's protection can be transferred to their Focus instead, leaving the Shield of the Seraphim intact.

## OTHER POWERS

Discipline 3