

ABOMINATION

INITIATIVE

+3



HEALTH

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, 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.

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 **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.

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

 Brawling  Mighty 3  Sturdy 3 

 Jump 3 

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.

Flames of the Faltine

Action: Standard | **Duration:** Instant | **Range:** 10 sp.
Effect: Make an Ego check vs target's Agility defense.

■ **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 Valtorr

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 Cyttrakk

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 + 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.

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).

Memory Blip

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.

Mists Of Munpor

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:** 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

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 Watooomb

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.

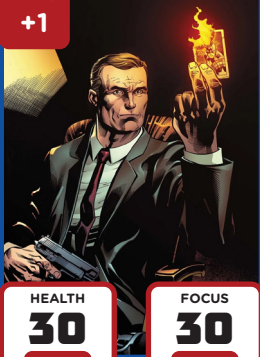
OTHER POWERS

- 1 Discipline 2 0 Flight 1 0
- 1 Astral Form 0 Summer Portal 0
- 1 Telepathic Network 0

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 ½ 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 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.

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.

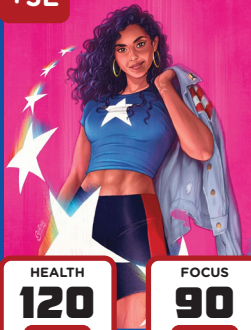
OTHER POWERS

 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

Action: Standard/Reaction | **Duration:** 1 round

Trigger: The character is attacked.

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

Multiversal Travel Together

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

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

Action: Passive | **Duration:** Permanent

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

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.

Speed Run 2

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: -

MELEE

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x1

AGILITY

1

DEFENSE

11

NON-COMBAT

+2

MULTIPLIER

x2

RESILIENCE

0

DEFENSE

10

NON-COMBAT

+0

VIGILANCE

1

DEFENSE

11

NON-COMBAT

+1

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x1

LOGIC

3

DEFENSE

13

NON-COMBAT

+4

MULTIPLIER

x2

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)



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 **10**, Brilliance **10**.

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)

50

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)

10

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

10

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

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.

Shrink 4

1

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

MELEE

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x1

AGILITY

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x1

RESILIENCE

0

DEFENSE

10

NON-COMBAT

+0

VIGILANCE

0

DEFENSE

10

NON-COMBAT

+0

EGO

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x1

LOGIC

0

DEFENSE

10

NON-COMBAT

+0

MULTIPLIER

x1

POWERS

REACTIONS



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 1/2 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 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.

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 Ikonn

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 1/2 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 1/2 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 Watomb

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.

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.

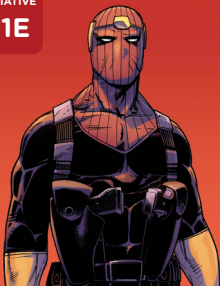
OTHER POWERS

Discipline 3 0, Flight 1 0.

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 ½ 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 ½ 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

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).

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.

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 

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, Kraoan, 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 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.

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.

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.

OTHER POWERS

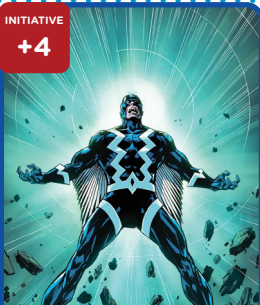
 Brilliance 1  Mighty 2  Sturdy 1  Uncanny 1

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

Elemental Blast (Sound) 30

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

ACTIVE

Elemental Barrier (Sound) 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 (**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  Mighty 2  Sturdy 2  Uncanny 3 

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.

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.

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 ½ their regular damage to themselves.

PASSIVE

Always Ready

Action: Passive | **Duration:** Permanent

Effect: Gain one additional reaction per round (used only to activate a Martial Arts power).

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

Electrified Vibranium Claws.

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

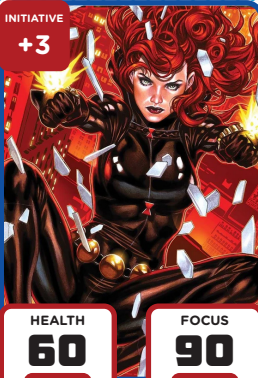
OTHER POWERS

 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

0

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

5

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

Attack Stance

0

Action: Standard | **Duration:** Concentration

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

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.

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 + 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

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.

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 ½ 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

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**.

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 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).

Headshot

Action: Standard | **Duration:** Instant
Effect: Make a ranged attack with **trouble** on an enemy within the weapon's range.
Success: Target suffers double damage + Stunned (1 rnd).
Success: Target suffers triple damage + Stunned (1 rnd).

Snap Shooting

Action: Standard | **Duration:** Instant
Effect: Make a single ranged Agility check vs the Agility defenses of two targets.
Success: Affected targets suffer ½ damage.
Success: Affected targets suffer damage + Bleeding.

Stopping Power

Action: Standard | **Duration:** Instant
Effect: The character makes a ranged attack on an enemy.
Success: Target suffers damage.
Success: Target suffers double damage + character makes another ranged attack on the target.

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).

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

Accuracy 1, Mighty 1, Sturdy 2

BLUE MARVEL

INITIATIVE

+3E



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: Target 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 1/2 damage.

Success: Affected targets suffer double 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 1/2 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 2 Flight 2 2 Mighty 4 2 Sturdy 4 2

BRAWN

INITIATIVE

+2



HEALTH

120

DR: -2

FOCUS

60

DR: -

MELEE

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x6

AGILITY

3

DEFENSE

13

NON-COMBAT

+3

MULTIPLIER

x4

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x4

LOGIC

5

DEFENSE

15

NON-COMBAT

+7

MULTIPLIER

x6

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

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

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

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 **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.

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.

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

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 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 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

 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

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

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

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

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

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

Action: Standard/Reaction | **Duration:** Concentration

Trigger: The character is attacked.

Effect: The character gains Health DR 4.

Shield Deflection

Action: Reaction | **Duration:** Instant

Trigger: Enemy attacks character's Agility Def.

Effect: The attack has **trouble**.

PASSIVE

Iconic Weapon

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 10

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) 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. 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).

Elemental Blast (Energy) 50

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) 1

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).

Supernova (Energy) 15+

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

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) 5

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).

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

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 1 (Energy) 60

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) 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.

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  Discipline 3  Flight 2  Mighty 4  Sturdy 3 

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:** Concentration | **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.

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 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.

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 Watoomb

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

- 1 Discipline 4 2 Flight 2 2
- 3 Astral Form 2 Summon Portal 2
- 5 Memory Bli 2 Telepathic Link 2 Telepathic Network 2

COLOSSUS

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, Krakoaan, Linguist (English, Japanese, Russian), Public Identity, X-Genie.

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

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.

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

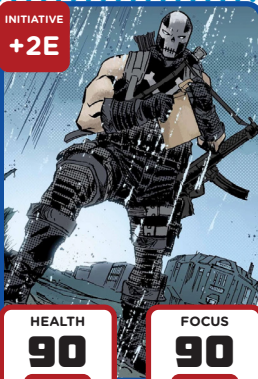
 Mighty 3  Sturdy 4 

 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 1/2 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 1/2 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 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.

Weapons Blazing

Action: Standard | **Duration:** Instant

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

Success: Affected targets suffers 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



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  Study 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, Krakoaan, Linguist (Chinese, English, Russian), Public Identity, X-Gene.

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 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).

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 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.

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 ½ 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

5

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

1

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

5

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

1

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



PASSIVE

Heightened Senses 2

1

Action: Passive | **Duration:** Permanent

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.

Iconic Weapon

1

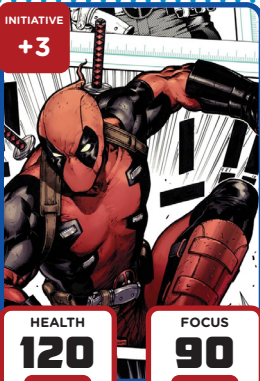
Daredevil's Billy Club.

- Add +1 damage multiplier
- Grants swingline movement equal to triple Run Speed.
- Can be thrown and instantly retrieved.
- Range/Reach = Swingline Speed.

DEADPOOL

INITIATIVE

+3



HEALTH

120

DR: -

FOCUS

90

DR: -2

MELEE

5

DEFENSE

15

NON-COMBAT

+6

MULTIPLIER

x5

AGILITY

4

DEFENSE

14

NON-COMBAT

+5

MULTIPLIER

x5

RESILIENCE

4

DEFENSE

14

NON-COMBAT

+4

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 / 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

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)

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.

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 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

Grow 1

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 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

 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, Latvian, Romanian), Powerful, Public Identity, Sorcerous, Supernatural, Villainous.

POWERS

ATTACK

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.

Success: Target is Paralyzed + Pinned.

Elemental Blast (Energy)

50

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).

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.

Success: Target suffers double damage + Ablaze.

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 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.

Success: Target's concentration is broken entirely.

Elemental Barrier (Energy)

5

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

Effect: The character forms 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: 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 10, Discipline 20, Flight 10, Mighty 10, Sturdy 20, Uncanny 20

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 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**.

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 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

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 1

Action: Passive | **Duration:** Permanent

Effect: Reach is x 4 normal.

OTHER POWERS

Brilliance 2, **Mighty 2**

Wallcrawling

Jump 1

DOCTOR STRANGE

INITIATIVE

+7



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

RUN / CLIMB / SWIM / JUMP

5

3

3

30

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.

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

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 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.

Mists Of Morpheus

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.
Success: Target falls asleep instead.

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.

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.

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.

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.

Do This All Day

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

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.

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.

Winds of Watomb

Action: Standard/Reaction | **Duration:** Concentration
Trigger: Damage penetrates Shield of the Seraphim
Effect: All movement by a foe within 50 spaces is cut in ½. 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

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

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 ½ 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 ½ Run Speed for free.

Success: Target suffers double damage + Weapon Effect (Sharp: Target is bleeding) + character can move ½ 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

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 suffer 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).

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

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.

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

Clobber

1

Action: Standard | **Duration:** Instant

Effect: Make a close Melee attack vs an enemy.

Success: Target suffers damage.

Success: Target suffers double damage + Prone.

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.

Success: Target suffers double damage + Ablaze.

Ground-Shaking Stomp

10

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.

Hellfire Chains

5

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.

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

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).

Sense Sins

1

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

1

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

1

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



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

6

3

3

3

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 1/2 run move for free.

Success: Target suffers double damage + weapon effect + attacker moves 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 **trouble** (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 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).

Immovable

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

1 Mighty 2 **2** Sturdy 2 **2**

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

5

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

0

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

5

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

0

Action: Standard | **Duration:** Concentration

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

Clone Moves

5+

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

0

Action: Standard | **Duration:** Concentration

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

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.

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.

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

0

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

0

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

5

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)

0

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

0

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 check 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:** 100 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.

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 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.

Success: 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 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 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.

Shut Down 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

- Discipline 2 0 Flight 2 0 Mighty 1 0 Uncanny 2 0
- Telepathic Link 0

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-kooan, 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

1 Accuracy 2 0, Brilliance 2 0, Discipline 1 0, Sturdy 1 0

GAMORA

INITIATIVE

+4E



HEALTH

150

DR: -1

FOCUS

150

DR: -

MELEE

8

DEFENSE

18

NON-COMBAT

+10

MULTIPLIER

x7

AGILITY

6

DEFENSE

16

NON-COMBAT

+8

MULTIPLIER

x7

RESILIENCE

5

DEFENSE

15

NON-COMBAT

+5

VIGILANCE

4

DEFENSE

14

NON-COMBAT

+4

EGO

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x5

LOGIC

1

DEFENSE

11

NON-COMBAT

+1

MULTIPLIER

x5

RUN / CLIMB / SWIM / JUMP

30 15 15 15

RANK

5

TAGS & TRAITS

Combat Expert

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

Combat Reflexes

Gain one additional reaction each turn.

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)

5

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).

Hit & Run (Sharp)

0

Action: Standard | **Duration:** Instant

Effect: Make 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)

0

Action: Standard | **Duration:** Instant

Effect: Make a close attack.

Success: Full damage.

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

Sniping

5

Action: Standard & Movement | **Duration:** Instant

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

Success: Agility damage.

Success: Triple Agility damage.

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

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

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



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

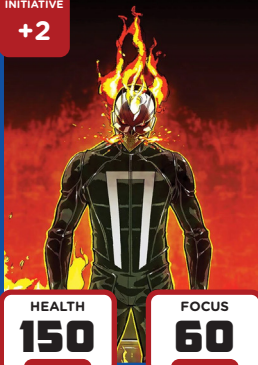
 Accuracy 2  Mighty 2  Reinforced Skeleton  Sturdy 3  Speed Run 1  Sturdy 3

 Speed Run 1  Sturdy 3

GHOST RIDER

INITIATIVE

+2



HEALTH

150

DR: -

FOCUS

60

DR: -

MELEE

7

DEFENSE

17

NON-COMBAT

+11

MULTIPLIER

x9

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x5

RESILIENCE

5

DEFENSE

15

NON-COMBAT

+5

VIGILANCE

2

DEFENSE

12

NON-COMBAT

+2

EGO

7

DEFENSE

17

NON-COMBAT

+7

MULTIPLIER

x5

LOGIC

2

DEFENSE

12

NON-COMBAT

+2

MULTIPLIER

x5

RUN / CLIMB / SWIM / JUMP

5

3

3

3

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.

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 Shift.

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 ½ 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 ½ 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.

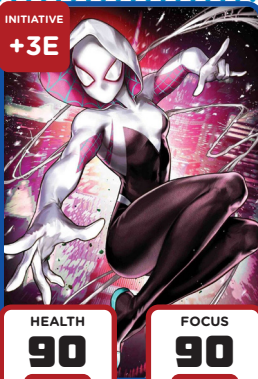
OTHER POWERS

 Mighty 4 

GHOST-SPIDER

INITIATIVE

+3E



HEALTH

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 **roll** (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  Mighty1 

 Jump1  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 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**.

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.

0

5+

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 4

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.

1

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.

5

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.

10

OTHER POWERS

 Brilliance 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 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).

Ground-Shaking Stomp

Action: Standard | **Duration:** Instant

Effect: Make a Melee check vs Agility Defense of every target within reach, plus 1 per rank (5) 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.

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

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 repairing 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.

Success: Targets suffers damage + Prone.

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).

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 **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.

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.

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.

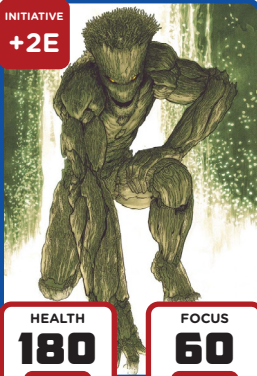
OTHER POWERS

Accuracy 1, Flight 2, Mighty 2, Sturdy 1

GROOT

INITIATIVE

+2E



HEALTH

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

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.

Extended Reach 2

Action: Passive | **Duration:** Permanent

Effect: Reach is 10 instead of 1.

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.

OTHER POWERS

 Mighty 20

 Silt Steps 0

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

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.

Snap Shooting

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 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.

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 

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 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.

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.

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 check vs Melee Defense of all enemies in reach.

Success: Target suffers ½ damage.

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

This character may then move up to ½ 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).

Time Travel

Action: Standard/Movement | **Duration:** Instant

Effect: Instantly moves between universes.

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.

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 ½ 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

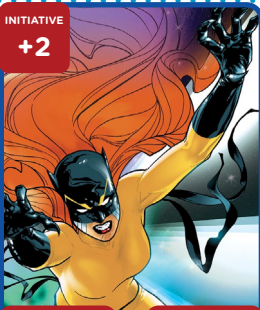
■ Flight 2 ● Mighty 4 ● Sturdy 2 ●

■ 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.

Sharp: 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.

Sharp: 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.

Sharp: 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.

Sharp: 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.

Sharp: 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.

Sharp: 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.

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

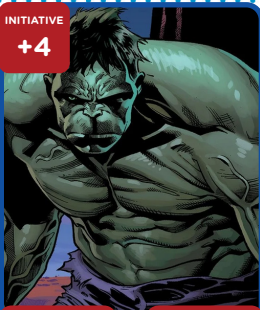
OTHER POWERS

 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 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

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



HEALTH

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) 15

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).

Elemental Blast (Fire) 50

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).

Elemental Burst (Fire) 10

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).

Elemental Push (Ice) 10

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 (**Fire:** Sets target ablaze).

Supernova (Fire) 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 spent.

Success: Affected target/s suffer ½ total damage.

 **Success:** Affected target/s suffer total damage + element's special effect (**Fire:** Sets target ablaze).


ACTIVE

Elemental Barrier (Fire) 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 (**Fire:** Sets target ablaze).


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).

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) 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 (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) 10+


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 1  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


Double Tap

1

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

0

Action: Standard | **Duration:** Instant

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

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

 **Success:** Affected targets suffer damage + Bleeding.


Suppressive Fire

0

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

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.

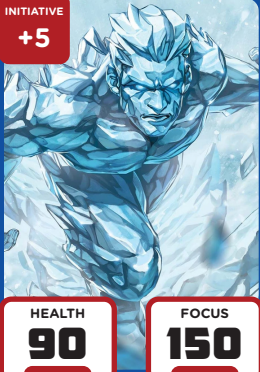
REACTIONS



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, Kra-koan, Secret Identity, X-Gen.

POWERS

ATTACK

Elemental Blast (Ice)

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 (**Ice:** Paralyzes target for one round).

Elemental Burst (Ice)

1

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).

Elemental Push (Ice)

10

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).

ACTIVE

Elemental Barrier (Ice)

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 (**Ice:** Paralyzes target for one round).

Elemental Grab (Ice)

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 (**Ice:** Paralyzes target for one round).

Elemental Prison (Ice)

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

Elemental Protection 3 (Ice)

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 (Ice)

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 (Ice)

10

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).

Elemental Suffocation

15

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).

OTHER POWERS

 Accuracy 1  Discipline 2  Flight 1

 Elemental Form 

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

EGO

5

DEFENSE

15

NON-COMBAT

+6

MULTIPLIER

x6

LOGIC

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) 10

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 1

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 1

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 1

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 1

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 10, 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 + Prone + 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

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

 Accuracy 1  Discipline 3

IRON FIST

INITIATIVE

+3



HEALTH

60

DR: -

FOCUS

90

DR: -

MELEE

4

DEFENSE

14

NON-COMBAT

+6

MULTIPLIER

x5

AGILITY

2

DEFENSE

12

NON-COMBAT

+2

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

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 ½ 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

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

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: 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.

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**.

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

 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 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 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

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.

Slow-Motion Dodge 1

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

Action: Passive | **Duration:** Instant

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

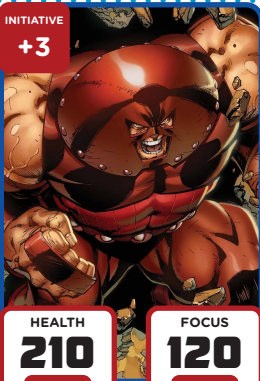
OTHER POWERS

 Brilliance 1  Flight 2  Mighty 2  Sturdy 1  Uncanny 2 

JUGGERNAUT

INITIATIVE

+3



HEALTH

210

DR: -4

FOCUS

120

DR: -

MELEE

7

DEFENSE

16

NON-COMBAT

+11

MULTIPLIER

x8

AGILITY

2

DEFENSE

11

NON-COMBAT

+2

MULTIPLIER

x4

RESILIENCE

7

DEFENSE

17

NON-COMBAT

+7

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

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 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

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 (16) 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.

Iconic Weapon

Crimson Gem of Cytoraak

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

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, Skrull), 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 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.

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 (☐ × 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 ½ 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 ½ 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 ½ 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).

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

 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  (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 ½ 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 

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

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

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

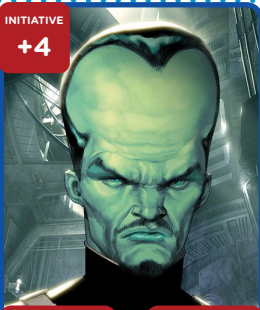
 Mighty 1 

 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: 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

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 magic 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 10, Brilliance 10, Discipline 10, Mighty 10

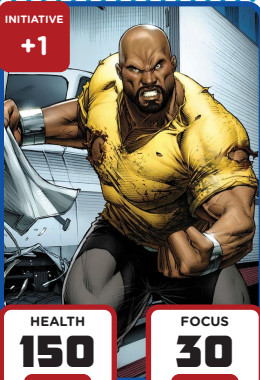
Astral Form 0, Summon Portal 0

Telepathic Network 0

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

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.

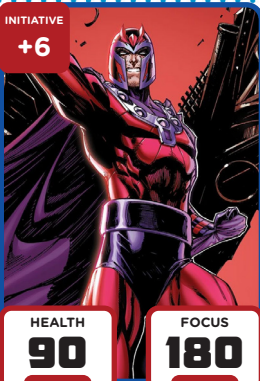
OTHER POWERS

 Mighty 2  Sturdy 3 

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

EGO

9

DEFENSE

19

NON-COMBAT

+13

MULTIPLIER

x10

LOGIC

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, Krakoa, Linguist (Arabic, English, French, German, Hebrew, Polish, Russian, Ukrainian, Yiddish), Public Identity, X-Gene.

POWERS

ATTACK

Elemental Blast (Iron) 50

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).

Elemental Burst (Iron) 10

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).

Elemental Grab (Iron) 5

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).

Elemental Push (Iron) 10

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).

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.

Elemental Barrier (Iron) 5

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).

Inspiration 10

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.

Elemental Protection 4 (Iron) 20

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.

Elemental Reinforcement (Iron) 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 (Iron) 100

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).

Elemental Suffocation (Iron) 15

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.

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

 Brilliance 20, Discipline 40, Flight 20, Uncanny 40

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 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).

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

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

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.

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

Fast Attacks (Sharp)

1

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.

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.

Success: 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.

Success: Target suffers double damage + Paralyzed.

Vicious Attack (Sharp)

1

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

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.

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

Whirling Frenzy (Sharp)

5

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

Disguise

1

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

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

Winds of Watomb

10

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 ½. 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

1

Action: Passive | **Duration:** Instant

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

OTHER POWERS

1 Discipline 3 0, Flight 2 0

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 the character's 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.

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.

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).

Fast Strikes

Action: Standard | **Duration:** Instant

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

Success: Target/s suffer 1/2 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.

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.

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.

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.

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.

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.

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.

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).

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.

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**.

OTHER POWERS

Discipline 3

Mists Of Munroop Winds Of Watoomb

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 ● Uncanny 2 ●

MIRAGE

INITIATIVE

+3E



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, Kraoan, Public Identity, X-Gen.

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: 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.

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

PASSIVE

13 Brilliance 2 20 Uncanny 2 20

MISTER FANTASTIC

INITIATIVE

+2



HEALTH

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 **d20** (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 x 10 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.

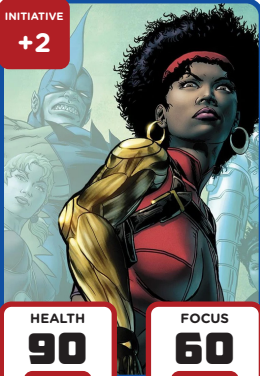
OTHER POWERS

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

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

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.

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).

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).

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.

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.

Telekinetic Barrier

Action: Standard | **Duration:** Concentration | **Range:** 40 sp.

Effect: Create 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.

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 | **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.

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.

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

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.

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.

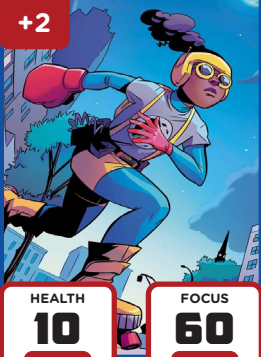
OTHER POWERS

 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.

Success: Target cannot shut the character out for the rest of the day.

OTHER POWERS

 Brilliance 3  Uncanny 1 

MOON KNIGHT

INITIATIVE

+2E



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

RUN / CLIMB / SWIM / JUMP

6

3

3

3

RANK

4

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 + 1 round | **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.

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.

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).

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.

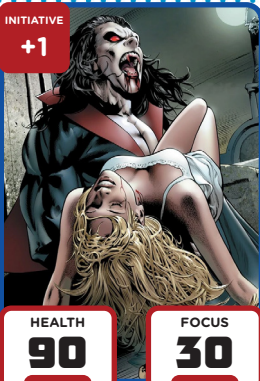
OTHER POWERS

 Accuracy 2  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

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

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

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 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

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

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

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

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 x 10 normal.

Flexible Bones 2

Action: Passive | **Duration:** Permanent

Effect: Gain Health Damage Reduction 2 and **double edge** on Agility checks for contortion and escape.

MYSTERIO

INITIATIVE

+2



HEALTH

30

DR: -

FOCUS

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 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.

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.
Discipline: Success: Target suffers damage + Blinded for 1 turn.
If the attack is a success, the enemy is blinded for 1 turn.

5

REACTIONS

OTHER POWERS

Discipline 1

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.

5

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.

10

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.

0

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.

10

Static Illusion

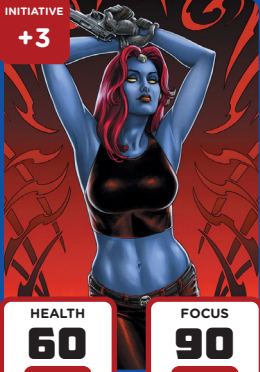
Action: Standard | **Duration:** Concentration
Effect: The character creates a visual-only illusion anywhere in line of sight, within 50 spaces. The illusion can be of anything up to three sizes larger than the character, but it must be static. The character breaks concentration if they move beyond 50 spaces from the illusion or lose line of sight of it.

5

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-Gen.

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.

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.

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

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.

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

 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 ½ 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 1

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 0,  Mighty 2 0,  Sturdy 2 0

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) 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

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

PASSIVE

Iconic Weapon 0

Iron Man's Gloves.

- Provides access to the Elemental Burst power.

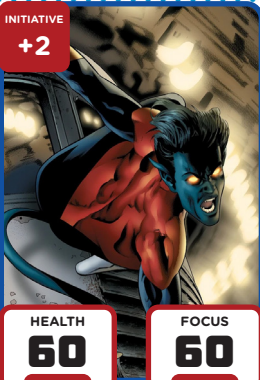
OTHER POWERS

 Integrity 0

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 1/2 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.

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 1

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.

Blink 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, someplace safe.

 **Success:** The attack is turned against the attacker, using the Ego check just made as the attack check.

PASSIVE

Always Ready

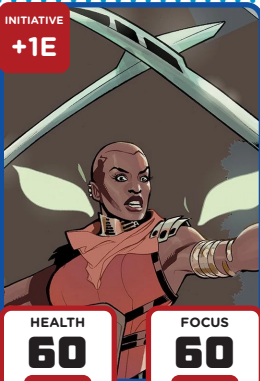
Action: Passive | **Duration:** Permanent

Effect: Gain one additional reaction per round (used only to activate a Martial Arts power).

OKOYE

INITIATIVE

+1E



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

RUN / CLIMB / SWIM / JUMP

5

3

3

3

RANK

2

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 1/2 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)

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

Action: Reaction | **Duration:** Instant

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

Effect: The demoralized or stunned condition ends.

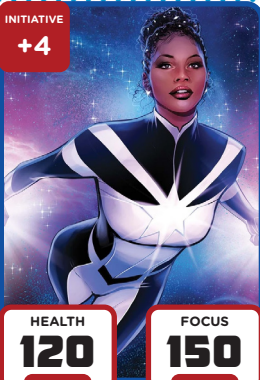
OTHER POWERS

 Discipline 1  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) 50

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).

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**.

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).

REACTIONS

Elemental Protection 3 (Energy) 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 (Energy) 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.

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.

Grow 2 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.

Shrink 1 0

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.

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.

Elemental Form (Energy) 0

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.

OTHER POWERS

 Discipline 4  Flight 2  Mighty 3 

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

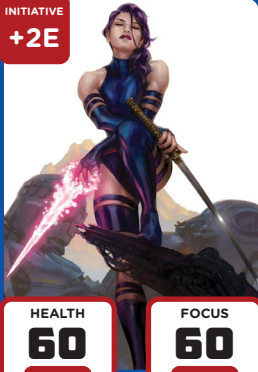
13 Brilliance 4 0, Uncanny 3 0

3 Astral Form 0, Domination 0, Edit Memory 0, Information Upload 0, Memory Blip 0, Telepathic Link 0, Telepathic Network 0, Telepathic Possession 0

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-Gen.

POWERS

ATTACK

③ 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

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

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.

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

15

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

5

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

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



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.

Instant Replay

10

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.

Time-Out

15+

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.

PASSIVE

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.

Run on Water

0

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

0

Action: Passive | **Duration:** Permanent

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

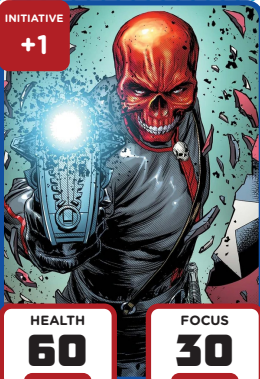
OTHER POWERS

 Accuracy 1  Evasion 0  Mighty 1  Sturdy 1

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

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

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.

Slow-Motion Dodge

Action: Reaction | **Duration:** Instant
Trigger: Enemy makes an attack vs this character's Agility defense.

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.

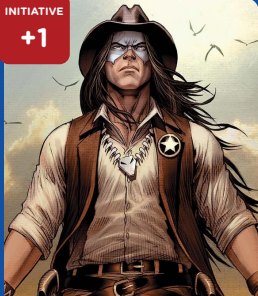
OTHER POWERS

- Accuracy 1, 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 ½ 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 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.

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 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.

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 

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.

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).

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).

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).

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.

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

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.

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).

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

Immovable

Action: Reaction | **Duration:** Instant

Trigger: Character is knocked back/prone.

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

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

 Flight 2  Mighty 2  Sturdy 2

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 **trouble** (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 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

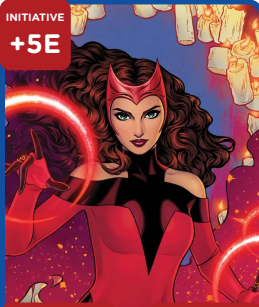
 Brawling  Mighty 1  Reinforced Skeleton 

 Jump 1 

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

60

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

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.

Success: Target is Paralyzed + Pinned.

Flames of the Faltine

5

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.

Hex Bolt

5

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

5

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

10

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

100

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 affects a damage multiplier, add 1. Any effects that normally happen with a Fantastic successes automatically happen on any success. If the target's powers have costs, pay the highest of them or a minimum of 15 Focus.

Dampen Power

V

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.

Dispel Spell

10

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.

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).

Powerful Hex

60

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.

Protection Hex

10

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.

REACTIONS

Probability Hex

10

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.

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 Watooomb

10

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 1/2. 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.

OTHER POWERS

L3 Discipline 20, Flight 20

Astral Form 10, Summon Portal 10

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 ½ 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.

Regain Focus

Action: Standard | **Duration:** Instant

Effect: Recover Focus equal to Vigilance.

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 ½ 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.

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.

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

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**.

Untouchable Position

Action: Passive | **Duration:** Permanent

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

Other Powers

 Brawling 

SHE-HULK

INITIATIVE

+3



HEALTH

90

DR: -2

FOCUS

90

DR: -

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

VIGILANCE

3

DEFENSE

13

NON-COMBAT

+3

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 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


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.

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

 Accuracy 1  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

0

Action: Standard | **Duration:** Instant

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

Success: Affected targets suffer 1/2 damage.

Success: Affected targets suffer damage + Bleeding.

Suppressive Fire

0

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.

REACTIONS



PASSIVE

 Accuracy 10.

ACTIVE

Attack Stance

0

Action: Standard | **Duration:** Concentration

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

SHURI

INITIATIVE

+2



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 ½ 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 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.

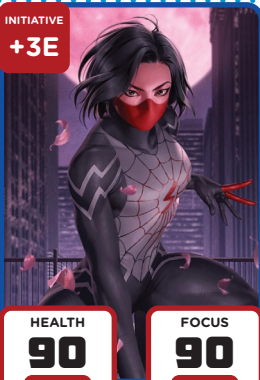
OTHER POWERS

 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 ½ 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 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.

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).

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 **Success** (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

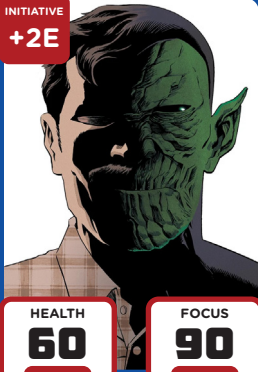
 Mighty 1  Evasion  Integrity

 Jump 1  Wallcrawling  Webgliding  Webslinging

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 x 10 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 0

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).

Venom Blast 0

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 0

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 5

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 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.

Webtrapping 10

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 0

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 0

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

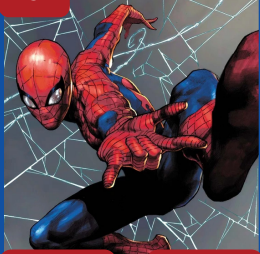
 Evasion  Mighty 

 Jump  1  Wallcrawling  Webslinging 

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 1

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 regular damage.

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

Webcasting 1

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 1

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

Effect: Make a ranged attack.

Success: Target is grabbed.

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

ACTIVE

Inspiration 1

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 10

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

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.

Wisecracker 1

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

Spider-Sense 1

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 Brilliance 1, Evasion 1, Integrity 1, Mighty 1

1 Jump 1, Wallcrawling 1, Webgliding 1, Webslinging 1

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 ½ 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 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).

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 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  (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  Mighty 1 

 Jump 1  Wallcrawling  Webgliding  Webslinging 

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

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

Animal Bond

0

Action: Standard | **Duration:** Concentration

Effect: The character can communicate telepathically with one animal (Tippy-Toe the Squirrel).

Animal Communication

0

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

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



PASSIVE

Heightened Senses 1

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.

PASSIVE

 Mighty 2 

 Jump 1  Walkcrawling 

STAR-LORD

INITIATIVE

+4



HEALTH

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) 10

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) 10

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) 10

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 10

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 10

Action: Standard | **Duration:** Concentration

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

Do This All Day 10

Action: Standard | **Duration:** Instant

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

Illumination 10

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 10

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 10

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 10

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.


Wisecracker 10

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 10

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 10

Action: Passive | **Duration:** Instant

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

Heightened Senses 10

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 10

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 10

Action: Passive | **Duration:** Permanent

Effect: The character can move through the air in any direction at their Run Speed.

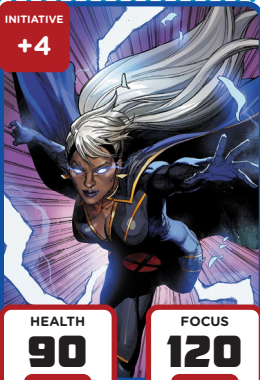
OTHER POWERS

 Accuracy 1  Sturdy 10

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

EGO

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, Krakoon, Powerful, Public Identity, Street-wise, X-Gene.

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) 50

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 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 ½. 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 ½ the character's.

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.

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

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, Krakoa, 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 ½ 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

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 I

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



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

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.

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 (Askani, English, Portuguese, Spanish), Public Identity, Rich, X-Gen.

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 ½ damage.

Success: Affected targets suffer damage + element 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 ½ 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

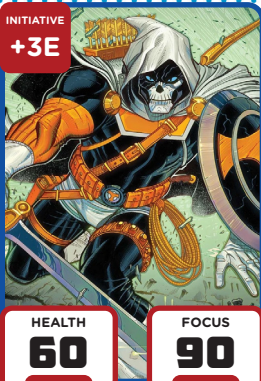
 Discipline 1  Flight 2  Mighty 2 

 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)

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

 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 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 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 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

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

Accuracy 2  **Brilliance** 2  **Discipline** 2  **Flight** 2 
Mighty 4  **Sturdy** 4  **Uncanny** 3 

THING

INITIATIVE

+4



HEALTH

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 **trouble** (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

 Brawling 0, Mighty 3 0, Sturdy 4 0, Wisdom 0

 Jump 3 0.

THOR (JANE FOSTER)

INITIATIVE

+3



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

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 50

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 25

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

PASSIVE

Iconic Weapon 1

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 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.

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.

0

0

5+

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

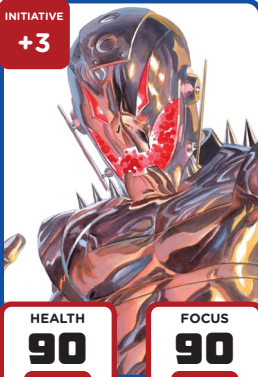
13

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) 30

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.

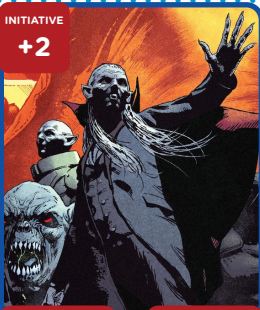
PASSIVE

 Brilliance 2  Flight 2  Mighty 3  Sturdy 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: 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

0

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

5

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

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



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 1/2 that much Health for themselves.

 **Success:** Target suffers damage, and the character heals that much Health for themselves.

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.

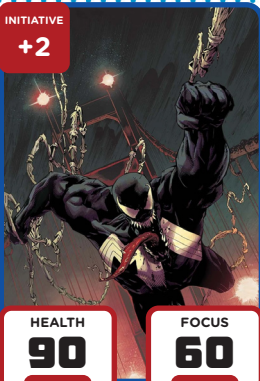
OTHER POWERS

 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 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**.

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 

 Jump  Walkcrawling  Webgliding  Webslinging 

VISION

INITIATIVE

+3



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

5

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

10

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)

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 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, Street-wise, 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 1/2 damage.

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

③ 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  (cannot be affected by **trouble**). If attacking multiple targets, all the targets must be of equal or higher rank.

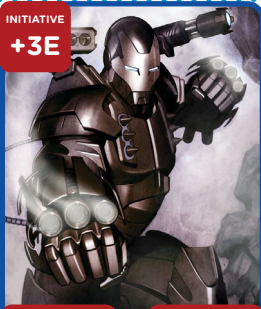
PASSIVE

 Flight 1  Mighty 1  Sturdy 1 

WAR MACHINE

INITIATIVE

+3E



HEALTH

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 (1 rnd).

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 ½ damage.
Success: Affected targets suffer damage + Bleeding.

Stopping Power

Action: Standard | **Duration:** Instant
Effect: The character makes a ranged attack on an enemy.
Success: Target suffers damage.
Success: Target suffers double damage + character makes another ranged attack on the target.

Suppressive Fire

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

Weapons Blazing

Action: Standard | **Duration:** Instant
Effect: Make a single Agility check vs Agility defense of two separate targets.
Success: Affected targets suffers ½ damage.
Success: Affected targets suffers damage and character makes a bonus attack with this power against any available target, with the same effect.

REACTIONS

Covering Fire

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.
Success: Target suffers double 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.

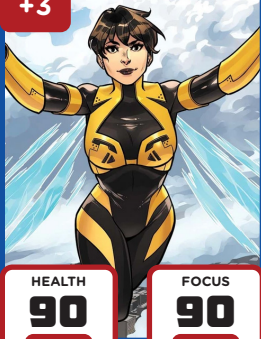
OTHER POWERS

Accuracy 2 0, Flight 2 0, Mighty 1 0, Sturdy 2 0

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 ½ damage.

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

Elemental Blast (Electricity) 50

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 2 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 0

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 1/2 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  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 single close Melee check against 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 

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 weapons and remain conscious with 1 Health.

Other Traits and Tags

Traits: Connections: Super Heroes.

Tags: Black Market Access, Heroic, Hounded, Kraoan. 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  (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 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

Adamantium Claws

- +1 Melee damage modifier
- Ignore one level of DR.

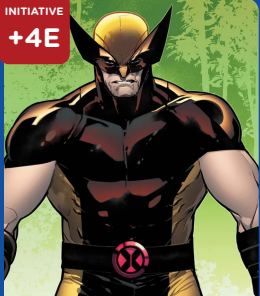
OTHER POWERS

 Brawling  Reinforced Skeleton  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

5

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)

0

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)

5+

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)

10+

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)

0

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)

15

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)

0

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)

5

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

0

Action: Standard | **Duration:** Concentration

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

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

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).

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).

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

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.

Iconic Weapon

0

Adamantium Claws

- +1 Melee damage modifier
- Ignore one level of DR.

Other Powers

 Brawling  Reinforced Skeleton  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.

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 1/2 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.

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.

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.

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

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.

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.

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

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 Watomb

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