




























ARMOR

Affiliations	SOLO  BUDDY  TEAM 	PP 
Distinctions	DUTIFUL STUDENT HEROIC AMBITION TECHNOPHILE  +1 PP or 	STRESS / TRAUMA P      M      E      XP 
Power Sets	PSYCHIC EXO-ARMOR SUPERHUMAN DURABILITY  SUPERHUMAN STRENGTH  <i>SFX: Ancestral Boost.</i> Step up or double a PSYCHIC EXO-ARMOR die for that Scene, or spend 1 PP to do both. Take your second-highest rolling die of each subsequent action or reaction as emotional or physical stress. <i>SFX: Memory Surge.</i> Use your current emotional stress die as your effect die, then step up your emotional stress by +1. <i>SFX: Invulnerable.</i> Spend 1 PP to ignore physical stress or trauma results unless caused by light-based attacks. Limit: <i>Conscious Activation.</i> While stressed out, asleep, or unconscious, shutdown PSYCHIC EXO-ARMOR . Recover PSYCHIC EXO-ARMOR when you recover that stress or wake up. If you take emotional trauma, shutdown PSYCHIC EXO-ARMOR until you recover that trauma. Limit: <i>Mutant.</i> Earn 1 PP when affected by mutant-specific Milestones and tech.	
Specialties	COMBAT EXPERT  SCIENCE EXPERT  TECH EXPERT  [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	
Milestones	FOR MY ANCESTORS 1 XP when you first use your <i>Ancestral Boost</i> SFX. 3 XP when you make your Japanese heritage the subject of an argument or confrontation. 10 XP when you either embrace your heritage completely or deny it. ONE OF THE TEAM 1 XP when you give support to another hero. 3 XP when you're given an official place on a team. 10 XP when you either sacrifice something you hold dear for the benefit of your team or walk away from your team to avoid that sacrifice.	

Hisako Ichiki [secret]



History

Growing up in an old-fashioned and patriarchal family, teenager Hisako Ichiki left her native Japan for the United States. There she sought training at the Xavier School for Higher Learning, to master her mutant gift. Although she has been exposed to numerous dangers and emotional trials during her short stint at the school, Ichiki's bravery and tenacity have thus far seen her through. In that time she has won the respect of her peers and even a few of her teachers, including Wolverine. This being the X-Men, however, that respect often translates into new and interesting opportunities to place herself in peril.

Personality

Hisako demonstrates a stubborn courage and steadfast resolve that belie her young age. She is an intelligent, quick learner, determined to absorb everything the X-Men and their school can teach her, regardless of the dangers she might face. She is also remarkably level-headed for her age, managing to keep calm in the face of great stress and violence.

Abilities & Resources

Drawing on the strength of the line of her ancestors, Ichiki's mutant power allows her to manifest a psionic exo-skeleton. This multi-colored, translucent energy shell, resembling a suit of armor, can protect her from substantial physical injury. Although vulnerable to lasers and other light-based attacks (since her shell allows light through), as well as hyper-dense materials such as Adamantium, the shell's psionic protection is proof against most other forms of harm. While the armor is active, Hisako can even survive re-entry into a planetary atmosphere and the terminal-velocity impact following such a descent.

In addition to protection, the exo-skeleton also amplifies her physical strength. While her upper limits are currently unknown, she is capable of tossing vehicles aside with little effort and tearing apart reinforced construction materials.

Ichiki has yet to realize her full potential, and she can exhaust herself if she's not careful. With more training, she may be able to extend the size and shape of her armor, as well as protect against attacks that might otherwise prove impossible to resist.

If given the chance to join the X-Men, Ichiki has her codename picked out: Armor.



BEAST

Affiliations

SOLO **6**

BUDDY **8**

TEAM **10**

PP
☐

Distinctions

GENETIC ACTIVIST
RENAISSANCE BEAST
SMARTEST MAN IN THE ROOM

4 or **8**
+1 PP

Power Sets

BESTIAL MUTANT

ENHANCED DURABILITY **8**

ENHANCED SENSES **8**

ENHANCED STAMINA **8**

SUPERHUMAN REFLEXES **10**

SUPERHUMAN STRENGTH **10**

SFX: *Claws & Fangs.* Add a D6 to your dice pool for an attack action and step back the highest die in your pool by -1. Step up physical stress inflicted by +1.

SFX: *Oh My Stars and Garters!* Spend 1 PP to borrow the highest die in the doom pool as an asset for your next action, then step back and return the doom die.

Limit: *Mutant.* Earn 1 PP when affected by mutant-specific Milestones and tech.

Specialties

ACROBATIC MASTER **10**

COMBAT EXPERT **8**

COSMIC EXPERT **8**

MEDICAL EXPERT **8**

SCIENCE MASTER **10**

TECH MASTER **10**

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

MUTANTS SANS FRONTIÈRES

1 XP when you use your MEDICAL EXPERT to help a mutant recover stress.

3 XP when you choose not to engage in a confrontation in order to rescue or support noncombatant mutants.

10 XP when you either allow a mutant to die or give up your status or reputation to save a mutant.

WORKPLACE ETHICS

1 XP when you reveal a new stunt associated with your MEDICAL, SCIENCE, or TECH Specialties.

3 XP when you engage in a confrontation with another hero regarding your use of your Specialties and your action or reaction total makes you the victor.

10 XP when you use a questionable MEDICAL, SCIENCE, or TECH asset or resource to support a team member or you refrain from supporting a team member with your Specialties at a critical moment.

STRESS / TRAUMA

P

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10

12

XP

☐

History

Born a mutant with ape-like features and limbs, Henry "Hank" McCoy, codenamed Beast, was the founding member of the X-Men. Already mentally gifted, he studied biochemistry and genetics under Professor Xavier and eventually became the X-Men's resident science expert.

Eventually, Hank left the X-Men to work in the private sector. He made great strides in understanding the nature of human mutation while he was employed by the Brand Corporation. This changed when Hank discovered his boss was stealing classified government documents. Determined to stop the espionage himself, he took an experimental formula to augment his abilities and mask his appearance. His heroics succeeded, but the formula permanently changed him.

Now a blue, furry, simian-like mutant, Hank left the private sector. He returned to super heroics first a member of the Avengers, then the Defenders. He eventually rejoined his original X-Men teammates in X-Factor. During this time he briefly regained his more human appearance, though his body suffered frequent mutations, with effects such as a temporary decrease in intellect and increase in strength. Finally, Beast returned to his blue, furry form and his original home with the X-Men. During his later time with the X-Men, Beast eventually mutated again into his current form—one larger, stronger, and more cat-like.

Personality

Beast's personality has changed wildly based on his current state of mutation. In his more human-looking guise, he tended to be bookish and fairly serious. After he turned himself into a blue-furred creature, he started to joke and wisecrack more to cover up his insecurity he felt in looking less human. In his current furry blue feline form he's a combination of the two—prone to academic musings as well as self-deprecating witticisms and bon mots. In any form, Hank McCoy is a dedicated scientist and a loyal friend.

Abilities & Resources






































Beast possesses superhuman strength, durability, endurance, speed, and agility. He is an amazing acrobat and able to use his clawed hands and feet to cling to surfaces and climb walls, though his current cat-like state doesn't possess the same heightened dexterity as his other forms. Beast heals somewhat faster than normal and can emit pheromones attractive to the opposite sex. Beast is also a trained geneticist and biochemist and considered one of the greatest scientific minds in the world.

With the possible exception of Wolverine, no mutant has as diverse a collection of allies as Beast. A founding and long-time member of the X-Men, Beast can count most members of that team as close friends, especially the other founders and their mentor, Professor X. As an Avenger, Beast often found public acceptance even during various periods of anti-mutant hysteria and worked alongside Captain America, Hawkeye, Ms. Marvel, and others. As a Defender, he befriended mystical heroes such as Dr. Strange and the Valkyrie.

Hank's scientific reputation, expertise, and connections allow him access to some of the most advanced laboratories in the world.



BLACK PANTHER

Affiliations	SOLO  10 BUDDY  6 TEAM  8	PP 
Distinctions	KING OF WAKANDA PEERLESS STRATEGIST WORLD-CLASS INTELLECT  4 or  8 +1 PP	STRESS / TRAUMA P  4  6  8  10  12 M  4  6  8  10  12 E  4  6  8  10  12 XP 
Power Sets	WAKANDAN TECHNOLOGY CYBERNETIC SENSES  6 ENHANCED DURABILITY  8 WALL-CRAWLING  6 WEAPON  6 SFX: <i>Energy Absorption.</i> On a successful reaction against an energy-based attack action, convert opponent's effect die into a WAKANDAN TECHNOLOGY stunt or step up a WAKANDAN TECHNOLOGY power by +1 until used in an action. Spend 1 PP to use this stunt if opponent's action succeeded. Limit: <i>Gear.</i> Shutdown a WAKANDAN TECHNOLOGY power and gain 1 PP. Take an action vs. the doom pool to recover.	
	CHOSEN OF THE PANTHER GOD ENHANCED REFLEXES  8 ENHANCED SENSES  8 ENHANCED STAMINA  8 ENHANCED STRENGTH  8 SFX: <i>Focus.</i> In a pool including a CHOSEN OF THE PANTHER GOD die, replace two dice of equal steps with one die of +1 step. SFX: <i>Panther Champion.</i> Before you make an action including a CHOSEN OF THE PANTHER GOD power, move your mental and emotional stress dice to the doom pool and step up the CHOSEN OF THE PANTHER GOD power by +1 for this action. Limit: <i>Fit to Rule.</i> May not spend PP when making reaction rolls during ritual or mystical combat or when facing challenges to your title.	
Specialties	ACROBATIC MASTER  10 COMBAT MASTER  10 COVERT MASTER  10 MENACE EXPERT  8 SCIENCE EXPERT  8 TECH EXPERT  8 VEHICLES EXPERT  8 [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	
Milestones	A KING NEEDS A QUEEN 1 XP when you interact with an appropriate character specifically for the purpose of determining her suitability as your queen. 3 XP when you pursue a potential mate beyond your initial advances. 10 XP when you propose to your chosen queen, regardless of whether she accepts or rejects your proposal.	
	PROTECT MY PEOPLE 1 XP when you declare a character—ally or enemy—as a threat to Wakanda. 3 XP when you take a major step against that threat, such as recruiting a significant ally or joining a team in order to monitor the threat. 10 XP when you eliminate the threat to Wakanda, through diplomacy or force.	



History

Latest in a long line of warrior-statesmen, T'Challa rules the African nation of Wakanda as their champion and king, the Black Panther. His nation's advanced technology and the world's only abundant source of the mysterious metal Vibranium has meant centuries of isolation and secrecy. This changed when opportunistic fortune hunter, Ulysses Klaw, killed T'Chaka, T'Challa's father and then current Black Panther. Swearing to avenge his father and take his place as the new Black Panther, T'Challa studied and trained, eventually passing the trials of leadership and ascending to the throne.

Deciding a more proactive stance on world affairs was needed to protect his people, T'Challa interacted more with the outside world than his predecessors. First, he allied with the Fantastic Four against Klaw. Later, he became a valued member of the Avengers. He often returned to Wakanda to deal with affairs of state, coup attempts, tribal conflicts, and other issues. However, he eventually left again to aid his allies, monitor external threats to his people, and stay connected to the world. Recent pressure from the United States, as well as a failed invasion of his homeland, has prompted T'Challa to once again focus on Wakandan affairs and to think seriously about the need for an heir to carry on the legacy of the Black Panther.

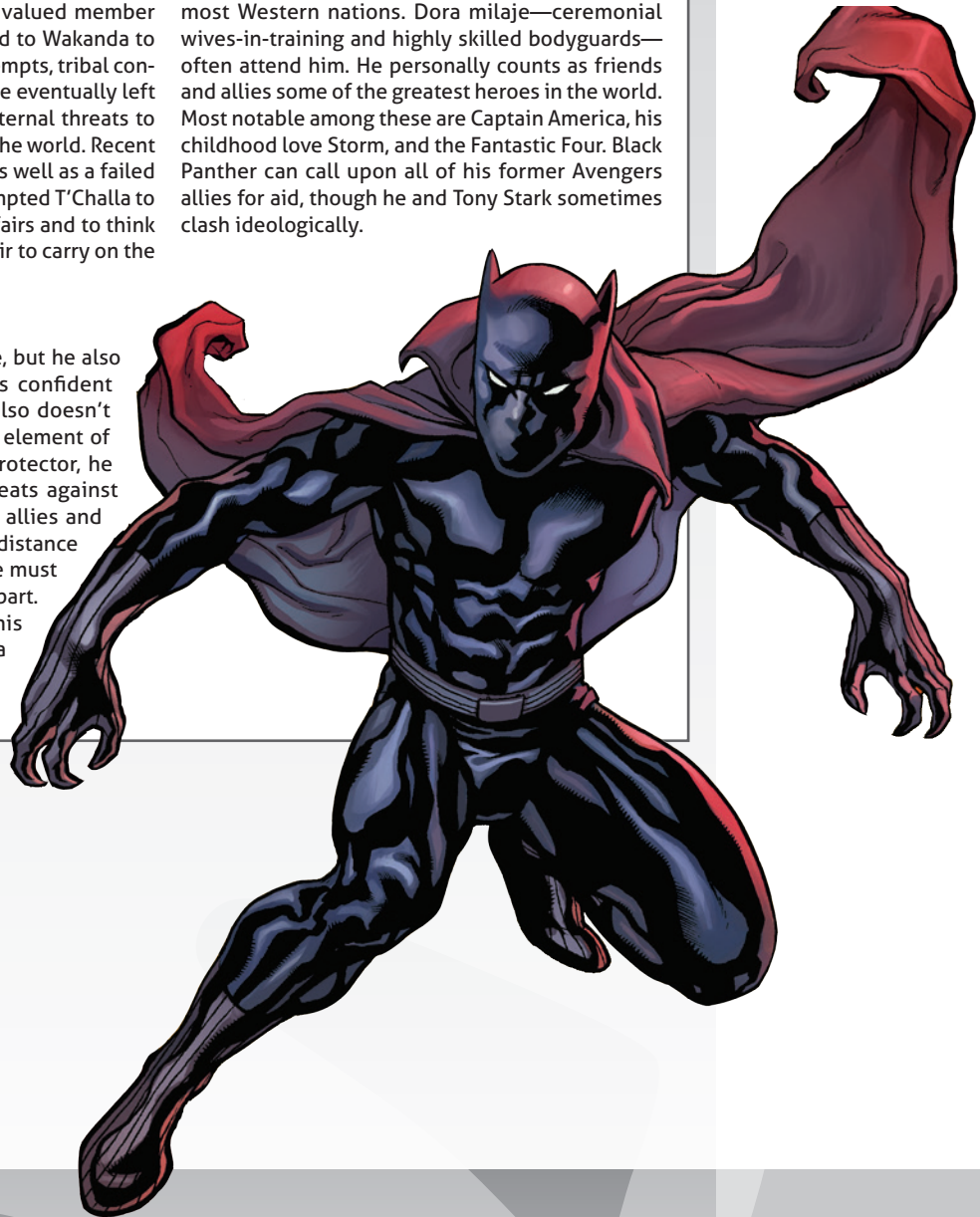
Personality

Black Panther was born to rule, but he also earned that right. As such, he is confident and used to being heeded, but also doesn't see birthright or destiny as a key element of character. His people's chosen protector, he is always aware of potential threats against Wakanda—even from among his allies and teammates. This often creates a distance between himself and others, as he must always stand vigilant and slightly apart. However, once someone earns his trust, he treats them not just as a friend but family, using all his considerable resources to aid them.

































Abilities & Resources

A lifetime of training, as well as the rare herbs involved in the ceremony that made him king, have given Black Panther physical abilities at peak human level. His senses possess animal-like acuity and he is an expert hunter and tracker. T'Challa is a master of various martial arts, an accomplished acrobat, a trained scientist, and a master of stealth and infiltration. He has one of the best tactical minds in the world and is a keen student of human nature. He augments these considerable abilities with numerous weapons and inventions, many using advanced Wakandan technology and Vibranium as key elements.

As King of Wakanda, T'Challa has incredible resources. His people possess vast technological and cultural advancements on par with or exceeding most Western nations. Dora milaje—ceremonial wives-in-training and highly skilled bodyguards—often attend him. He personally counts as friends and allies some of the greatest heroes in the world. Most notable among these are Captain America, his childhood love Storm, and the Fantastic Four. Black Panther can call upon all of his former Avengers allies for aid, though he and Tony Stark sometimes clash ideologically.



BLACK WIDOW

Affiliations	SOLO  BUDDY  TEAM 	PP 
Distinctions	DANGEROUS LIAISONS  or  NATURAL LEADER RUSSIAN SUPERSPY +1 PP	STRESS / TRAUMA P      M      E      XP 
Power Sets	RED ROOM CONDITIONING ENHANCED DURABILITY  ENHANCED REFLEXES  ENHANCED STAMINA  SFX: <i>Focus</i> . In a pool including a RED ROOM CONDITIONING die, replace two dice of equal steps with one die of +1 step. SFX: <i>Immunity</i> . Spend 1 PP to ignore stress, trauma, or complications from aging, disease, or psychic attack. Limit: <i>Deep Programming</i> . Earn 1 PP to step up emotional stress inflicted by intelligence agencies and their directors by +1. Limit: <i>Killswitch</i> . When you take emotional trauma, shutdown any RED ROOM CONDITIONING power and gain 1 PP. Recover power when you recover that emotional trauma.	
	WIDOW'S STING BRACELETS ELECTRIC BLAST  SWINGLINE  SFX: <i>Widow's Bite</i> . Spend 1 PP to step up ELECTRIC BLAST to D10; step back to 2D6 for subsequent actions. Recover power by activating an opportunity or during a Transition Scene. Limit: <i>Gear</i> . Shutdown WIDOW'S STING BRACELETS and gain 1 PP. Take an action vs. the doom pool to recover gear.	
Specialties	ACROBATICS MASTER  COMBAT EXPERT  COVERT MASTER  MENACE EXPERT  VEHICLES EXPERT  [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	
Milestones	BLACK OPS BETRAYAL 1 XP when you first use your COVERT Specialty in an action and succeed. 3 XP when you convince a team member to make a painful or difficult choice. 10 XP when you either betray a team member in a critical moment or sacrifice yourself for them.	
	DEADLY ROMANCE 1 XP when you choose to flirt with another hero. 3 XP when you make a decision or create a circumstance that puts your chosen hero directly in harm's way. 10 XP when you either abandon your chosen hero at a critical moment or sacrifice something you hold dear in order to preserve your chosen relationship.	

Natalia "Natasha" Alianovna Romanova [public]



History

Born in Soviet Russia in the late 1920s, orphan Natalia "Natasha" Romanova joined the USSR's Black Widow Program after WWII. The Program created elite female spies and assassins. Subjected to various experiments and years of rigorous training, Natasha eventually gained the title of Black Widow and undertook a mission to kill defecting scientist Anton Vanko and his new boss, famed American industrialist and weapons designer, Tony Stark. Black Widow failed to kill Stark, but stayed in the United States to harass Stark and his heroic identity, Iron Man. Seducing the hero Hawkeye to assist her, Natasha fell victim to her own game, falling for the handsome archer and cutting her ties with her Soviet spymasters.

Defecting to the United States, Black Widow joined S.H.I.E.L.D. She served with the short-lived West Coast super hero group known as the Champions and partnered with both Hawkeye and Daredevil for a time. Eventually she joined the Avengers and even led the group for a time, leaving after the villain Onslaught killed or severely injured most of the team.

Since then Natasha has alternated between working with her fellow heroes and working in the espionage community again. She has even encountered her replacement in the Black Widow program, Yelena Belova, and the two share a fierce rivalry.

Personality

Years of espionage training and work as a sleeper agent have made Black Widow naturally guarded and careful, even with her friends. She is a consummate professional in the field and can be ruthless if needed. Natasha has a romantic side as well, preferring dangerous but idealistic men such as Daredevil and Hawkeye. She is a capable leader, but due to past losses while leading the Avengers, she is reluctant to step into that role again.



































Abilities & Resources

The Black Widow Program enhanced Natasha's physique and greatly slowed her aging. Despite being born in the first half of the 20th century, she still appears young and vital. The program's Red Room training honed her skills, and Black Widow is a master of armed and unarmed combat, espionage, tactics, and infiltration. She speaks several languages and is familiar with most intelligence, criminal, military, and insurgent organizations worldwide. In addition to the traditional firearms and weapons she sometimes uses, Black Widow usually wears her Widow's Sting—specially designed bracelets that house a built-in swing-line launcher and electric blaster.

Though her relations with Russia are shaky, Natasha still has some contacts in the former USSR. An ex-Avenger and ex-Champion, she has friends and allies that include Angel, Hercules, Wasp, and Iron Man. She maintains good relations with her former lovers, Hawkeye and Daredevil, and can call on them for aid in a pinch. Her work with S.H.I.E.L.D. means the organization is a potent ally that views her as a vital resource. Her personal friendship with longtime S.H.I.E.L.D. director, Nick Fury, and allied heroes such as Wolverine and Captain America only strengthen this relationship.



CAPTAIN AMERICA

Affiliations	SOLO  BUDDY  TEAM 	PP 
Distinctions	LEAD BY EXAMPLE  +1 PP or  MAN OUT OF TIME SENTINEL OF LIBERTY	STRESS / TRAUMA       M      E      XP 
Power Sets	SUPER-SOLDIER PROGRAM ENHANCED DURABILITY  ENHANCED REFLEXES  ENHANCED STAMINA  ENHANCED STRENGTH  <i>SFX: Immunity.</i> Spend 1 PP to ignore stress, trauma, or complications from poison, disease, or fatigue. <i>SFX: Last-Ditch Effort.</i> Step up or double any SUPER-SOLDIER PROGRAM die on your next roll, or spend 1 PP to do both, then shutdown that power. Recover power by activating an opportunity or during a Transition Scene. <i>SFX: Second Wind.</i> Before you make an action including a SUPER-SOLDIER PROGRAM power, you may move your physical stress die to the doom pool and step up the SUPER-SOLDIER PROGRAM power by +1 for this action. <i>Limit: Patriot.</i> Earn 1 PP if you step up emotional stress inflicted by government forces or popular opinion by +1. VIBRANIUM-ALLOY SHIELD GODLIKE DURABILITY  WEAPON  <i>SFX: Area Attack.</i> Target multiple opponents. For every additional target, add D6 to your pool and keep +1 effect die. <i>SFX: Ricochet.</i> Step up or double WEAPON die against a single target. Remove highest-rolling die and add an additional die to your total. <i>Limit: Gear.</i> Shutdown VIBRANIUM-ALLOY SHIELD and gain 1 PP. Take an action vs. the doom pool to recover gear.	
Specialties	ACROBATIC EXPERT  COMBAT MASTER  COVERT EXPERT  PSYCH EXPERT  VEHICLE EXPERT  [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	
Milestones	MENTOR THE HERO 1 XP when you choose to aid a specific hero for the first time. 3 XP when you aid a stressed-out hero in recovery. 10 XP when you either give leadership of the team to your chosen hero or force your chosen hero to resign or step down from the team. AVENGERS ASSEMBLE! 1 XP when you first lead a team. 3 XP when you defeat a foe without any team member becoming stressed out. 10 XP when you either convince a hero to join a new Avengers team or disband your existing team.	



History

Born in the early 20th Century in New York City to poor Irish parents, Steve Rogers grew up sickly. Despite his heartfelt desire to aid his country in its struggle against the Axis powers, his frailties disqualified him from active military service. However, his unyielding determination and moral character resulted in his being chosen for the top-secret Operation: Rebirth project. Dr. Abraham Erskine's Super-Soldier process transformed Rogers into a peerless physical specimen—a success that would never be reproduced thereafter, due to Erskine's subsequent murder at the hands of a Nazi spy. Trained and equipped as a spy-busting propaganda asset to counterbalance Germany's Red Skull, Rogers became Captain America. Accompanied by his partner Bucky Barnes, Captain America fought alongside the Sub-Mariner and the original Human Torch as a member of the Invaders.

While trying to stop a rocket weapon of Baron Zemo's, Barnes apparently died and Rogers was lost to the icy waters of the North Atlantic. The Super-Soldier formula put Rogers into a state of suspended animation, while the world thought him dead for decades. Eventually discovered and revived by the Avengers in more recent times, Captain America has had to adapt to a world half a century different than the one that shaped him.

Personality

Captain America is the moral measure against whom most other heroes compare themselves. He is the hero's hero—fearless, selfless, noble, and unyielding. Rogers lives the ideals he represents—they aren't simply a code he espouses and works to uphold. Equality and fairness, justice and liberty for all—these are fundamental to Cap's basic character, not just words, and his every action demonstrates this.

Abilities & Resources

Operation: Rebirth transformed Rogers into the pinnacle of physical perfection. Captain America's body operates at the maximum of human physical potential, giving him levels of strength, endurance, and agility that would shame world-class athletes. His body also makes him effectively immune to poison, disease, and fatigue. In addition, he is highly trained in all aspects of military and tactical skill, and his close-quarter combat skills combine with his physical abilities to make him one of the single best hand-to-hand fighters alive. Rogers possesses extensive battlefield experience and years working in the intelligence community, and he is a natural leader with virtually unmatched powers of inspiration.

Captain America wears a scale-mail uniform of sophisticated anti-ballistic materials and carries a circular shield. This shield is one-of-kind—the accidental alloying of steel and Vibranium—practically indestructible and known to dampen kinetic energy impact entirely. In addition to using it defensively, Rogers has mastered its use as a throwing weapon.

Steve Rogers is a "champion level" S.H.I.E.L.D. agent with effectively unlimited security clearance and access to S.H.I.E.L.D. facilities, equipment, and personnel surpassed only by Director Nick Fury. He uses customized vehicles such as a high-tech van and a heavily modified motorcycle, both gifts from the Black Panther's people. Rogers is particularly close to fellow hero the Falcon and to S.H.I.E.L.D. agent Sharon Carter. Cap's reputation, particularly among the superhuman community, is unmatched—no other figure commands the degree of respect and loyalty among heroes that he does.



COLOSSUS

Affiliations

SOLO **6**

BUDDY **8**

TEAM **10**

PP
☐

Distinctions

IRONCLAD LOYALTY
QUICK TO ANGER
RUSSIAN FARMBOY

4 or **8**
+1 PP

Power Sets

ORGANIC STEEL TRANSFORMATION

GODLIKE DURABILITY **12**

GODLIKE STRENGTH **12**

SUPERHUMAN STAMINA **10**

SFX: *Area Attack*. Target multiple opponents. For every additional target, add **D6** and keep +1 effect die.

SFX: *Invulnerable*. Spend 1 PP to ignore physical stress or trauma results unless caused by electromagnetic attacks.

SFX: *Take the Hit*. Spend 1 PP to take physical stress intended for a nearby ally or friend.

Limit: *Conscious Activation*. While stressed out, asleep, or unconscious, shutdown **ORGANIC STEEL TRANSFORMATION**. Recover **ORGANIC STEEL TRANSFORMATION** when you recover that stress or wake up. If you take physical trauma, shutdown **ORGANIC STEEL TRANSFORMATION** until you recover that trauma.

Limit: *Heavy Metal*. On a magnetic or Vibranium attack, or while swimming, change any **ORGANIC STEEL TRANSFORMATION** power into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power.

Limit: *Mutant*. Earn 1 PP when affected by mutant-specific Milestones and tech.

Specialties

COMBAT EXPERT **8**

MENACE EXPERT **8**

PSYCH EXPERT **8**

[You may convert Expert **D8** to **2D6**, or Master **D10** to **2D8** or **3D6**]

Milestones

HEROIC SELF-SACRIFICE

1 XP when you first use your *Take the Hit* SFX.

3 XP when you allow another hero to talk you out of a dangerous course of action.

10 XP when you either sacrifice yourself for your allies or find you're the last hero standing.

RETURN TO THE MOTHERLAND

1 XP when you first draw on your Russian heritage.

3 XP when you make your Russian heritage the central issue of a confrontation or conflict.

10 XP when you either deny your Russian heritage completely or abandon your friends for Russia.

STRESS / TRAUMA

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10

12

XP

☐



History

Born on the Ust-Ordynski Collective in Russia, Piotr Rasputin grew up a dutiful son and a responsible worker on his family's farm. His mutant abilities manifested when he rescued his younger sister Illyana from a runaway tractor. Soon after, Charles Xavier recruited him to join the second generation of X-Men, whose first mission was rescuing the previous team from the living island of Krakoa.

His tenure with the X-Men taught Rasputin how to control his powers and introduced him to many good friends and his long-time love, Kitty Pryde. It also pushed him into a life where he has lost many loved ones and discovered uncomfortable truths about his family, his brother, and his homeland.

After his sister died from the mutant-targeted Legacy Virus, Colossus sacrificed his own life in order to disseminate the cure. Denizens of the alien Breakworld secretly stole his body and resurrected him during their experimentation. His friends have only recently discovered that he is alive, after spending the last couple of years believing him dead.

Personality

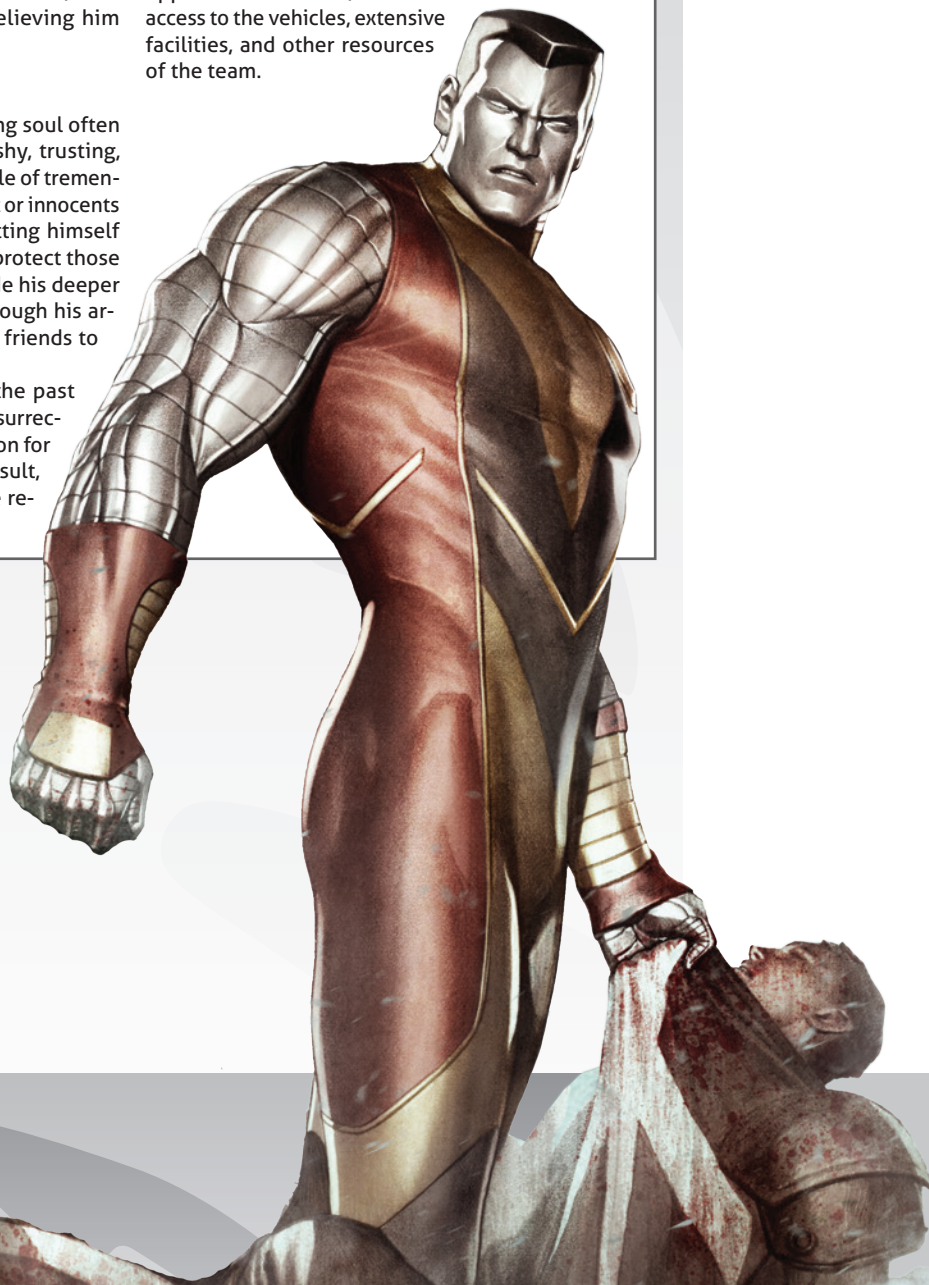
Piotr Rasputin is a simple and caring soul often forced into violent situations. He is shy, trusting, and somewhat guileless, though capable of tremendous rage when he sees his friends hurt or innocents suffer. He is also selfless, bravely putting himself in harm's way time and time again to protect those weaker than himself. He prefers to hide his deeper emotions behind a stoic exterior, although his artistic talents provide an outlet for his friends to appreciate.

Given the tumultuous events of the past few years, particularly his death and resurrection, he has an even greater appreciation for the fragile joys of love and life. As a result, he has recently resumed his one-time relationship with Kitty Pryde.

Abilities & Resources

Colossus possesses the ability to transform his body into a form of organic steel of immense density and toughness. This adds height to his already prodigious frame and more than doubles his weight. While in metal form he has tremendous superhuman strength and is almost invulnerable. Environmental conditions seem to have little effect in this form, though rapid shifts between extreme heat and cold can harm him. He neither appreciably tires nor needs to breathe, eat, or drink, until he returns to mere flesh. The presence of the "anti-metal" variation of Vibranium causes Colossus to revert to his human form.

As a member of the X-Men, Rasputin has received significant training in combat and teamwork. He normally takes a front-line position in any team action and works especially well alongside Wolverine, with whom he has mastered the "Fastball Special," which involves bodily throwing Wolverine at an opponent. Of course, he also has access to the vehicles, extensive facilities, and other resources of the team.



CYCLOPS

Affiliations

SOLO **6**

BUDDY **8**

TEAM **10**

PP
☐

Distinctions

**I DON'T HAVE TIME FOR THIS
TACTICAL GENIUS
UNCOMPROMISING**

4 or **8**
+1 PP

STRESS / TRAUMA

P
4
6
8
10
12

M
4
6
8
10
12

E
4
6
8
10
12

XP
☐

Power Sets

OPTIC BEAM

FORCE BLAST **10**

SFX: *Area Attack.* Target multiple opponents. For every additional target, add **D6** and keep +1 effect die.

SFX: *Energy Absorption.* On a successful reaction against an energy-based attack action, convert opponent's effect die into an **OPTIC BEAM** stunt or step up **FORCE BLAST** by +1 until used in an action. Spend 1 PP to use this stunt if opponent's action succeeded.

SFX: *Ricochet.* Step up or double **FORCE BLAST** die against a single target. Remove highest-rolling die and add an additional die to your total.

SFX: *Versatile.* Replace **FORCE BLAST** die with **2D8** or **3D6** on your next roll.

Limit: *Ruby-Quartz Visor.* Earn 1 PP and either change **FORCE BLAST** into a complication or shutdown **FORCE BLAST**. Take an action vs. the doom pool to recover.

Limit: *Mutant.* Earn 1 PP when affected by mutant-specific Milestones and tech.

Specialties

COMBAT EXPERT **8**

COSMIC EXPERT **8**

COVERT EXPERT **8**

TECH EXPERT **8**

VEHICLE MASTER **10**

[You may convert Expert **D8** to **2D6**, or Master **D10** to **2D8** or **3D6**]

Milestones

TO ME, MY X-MEN

1 XP when you first lead a team including more mutants than non-mutants.

3 XP when you defeat a foe without any team member becoming stressed out.

10 XP when you either lead your team to victory over mutant issues or disband them in the face of persecution.

ROMANTIC TRAGEDY

1 XP when you choose to express your affection for another mutant hero.

3 XP when you turn down aid in order to be alone with your chosen hero in a perilous situation.

10 XP when you either watch your chosen hero take **d10** or more trauma or break off your relationship in order to save them.



History

Oldest son of USAF Major Christopher Summers, young Scott Summers barely survived the Shi'ar attack that took his parents from him. Attempting to save his life, his mother strapped him into the only parachute onboard and pushed him and his younger brother Alex from their father's burning plane. Orphaned and hospitalized, Scott became a ward of the state, which separated him from his brother and shuttled him from home to home. As he grew older, Summers' mutant abilities emerged and caused him trouble until Professor Charles Xavier rescued him and became the boy's teacher and father figure.

As "Cyclops," Scott Summers was a member of the first class of X-Men trained by Xavier. He has remained loyal to Xavier's dream, if not the man himself, at great cost over the years, through two marriages and a revolving roster of X-Men. Eventually he emerged from Xavier's shadow to take a leadership position, in charge not only of the X-Men but also of the school bearing Xavier's name.

Personality

Cyclops behaves like the stern and no-nonsense leader he believes he needs to be. He has no real life outside of his responsibilities, sacrificing his personal needs to his perceived duties time and again. Selfless, he is devoted to safeguarding mutantkind from all threats and proving they can coexist with mankind.

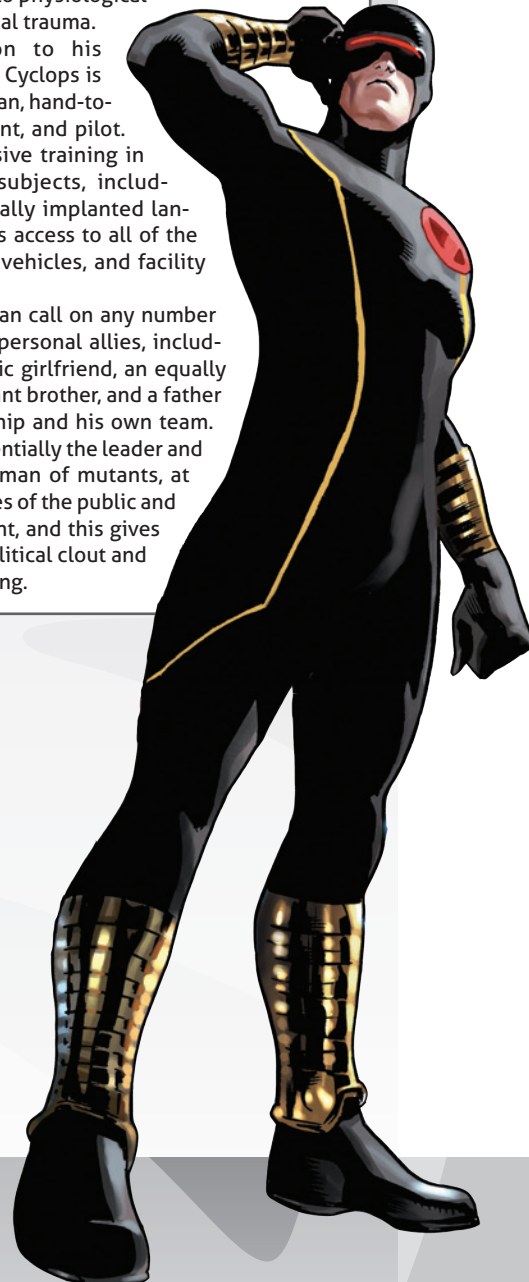
Summers has lost the love of his life, Jean Grey, more than once, he has developed an antagonistic relationship with his former mentor, and he's seen enemies become friends and friends become enemies. Even his current girlfriend, Emma Frost, used to be a mortal foe. Fostering his sense of self-reliance has left him with serious trust issues, and on an emotional level, he is very, very alone. Worse, he sees even this condition as necessary for his situation.

Abilities & Resources



































Scott Summers is an alpha-level mutant whose eyes act as apertures to an extra-dimensional source of energy. This energy emits in beam form whenever his eyes are open and can only be filtered safely by ruby quartz lenses. Powerful enough to blast easily through reinforced materials and knock aside heavy vehicles, the beam manifests as concussive force rather than heat or radiation. The visor Summers wears gives him precise control over the beam's size, intensity, and scatter—and he is an expert marksman with his innate attack. Cyclops is immune to the effects of his own blast—even his closed eyelids are sufficient to block its release—and the energy powers of his brother Alex, AKA Havok. However, he cannot control the energy itself; without the visor it bursts from his eyes. It's unclear whether this lack of control is due to physiological or psychological trauma.

In addition to his mutant power, Cyclops is a gifted tactician, hand-to-hand combatant, and pilot. He has extensive training in a variety of subjects, including telepathically implanted languages. He has access to all of the X-Men's tech, vehicles, and facility resources.

Summers can call on any number of teams and personal allies, including a telepathic girlfriend, an equally powerful mutant brother, and a father with a spaceship and his own team. Cyclops is essentially the leader and public spokesman of mutants, at least in the eyes of the public and the government, and this gives him certain political clout and cultural standing.



DAREDEVIL

Affiliations	SOLO  BUDDY  TEAM 	PP 	
Distinctions	BLIND JUSTICE MAN WITHOUT FEAR PROTECTOR OF HELL'S KITCHEN	 +1 PP or 	STRESS / TRAUMA P      M      E      XP 
Power Sets	BILLY CLUB ENHANCED DURABILITY  SWINGLINE  WEAPON  SFX: <i>Rebound.</i> Step up or double WEAPON die against a single target. Remove highest-rolling die and add an additional die to your total. SFX: <i>Grapple.</i> Add D6 and step up effect die +1 when inflicting a complication on a target. Limit: <i>Gear.</i> Shutdown BILLY CLUB and gain 1 PP. Take an action vs. the doom pool to recover gear.		
	HYPERSENSES ENHANCED REFLEXES  ENHANCED STAMINA  SUPERHUMAN SENSES  SFX: <i>Focus.</i> In a pool including a HYPERSENSES die, replace two dice of equal steps with one die of +1 step. SFX: <i>Immunity.</i> Spend 1 PP to ignore stress, trauma, or complications from attacks targeting sight or vision. SFX: <i>Radar Sense.</i> Spend 1 PP to add SUPERHUMAN SENSES (or step up by +1 if already in your pool) and reroll all dice when taking an action. Limit: <i>Overstim.</i> Shutdown a HYPERSENSES power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.		
Specialties	ACROBATIC MASTER  COMBAT EXPERT  COVERT EXPERT  CRIME MASTER  MENACE EXPERT  PSYCH EXPERT  [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]		
Milestones	OUT IN THE OPEN 1 XP when you first tell a hero that you're not Daredevil. 3 XP when you go into action as Daredevil without your mask. 10 XP when you either join a team in spite of your identity crisis or refuse to join a team because of it.		
	DEVIL IN THE DARK 1 XP when you first inflict stress on a foe who cannot see you. 3 XP when your allies first confront you about your methods or you challenge another ally's methods. 10 XP when you choose to inflict physical trauma on a foe who has inflicted stress on you and at least one ally, or you choose to redirect stress from that foe as emotional stress and allow yourself to be stressed out.		

History

Young Matt Murdock's life changed forever the day he pushed a blind man out of the way of a speeding truck. A container filled with radioactive liquid from that truck struck Matt, destroying his sight but enhancing his other senses to superhuman levels. Growing up blind in New York City's crime-ridden Hell's Kitchen, he was determined not to let his situation hinder him. He trained his body at the gym and his mind in the classroom. The blind martial artist, Stick, taught Matt to master his enhanced senses and hone his fighting skills.

Eventually, Matt became a top law student, and his future looked bright, until the mob murdered Matt's father, prizefighter "Battlin' Jack" Murdock, for refusing to throw a fight. Unable to get justice in the courts, Matt donned a costume and took down the killers as "Daredevil, the Man Without Fear." After this tragedy, Matt devoted his life to the pursuit of justice, both in the courtroom and on the streets of Hell's Kitchen. As Daredevil he has fought numerous criminals and killers, chief among them the Kingpin's mob, the master assassin Bullseye, and the villainous ninja cult known as the Hand. As Matt Murdock, he has become a crusading attorney aiding the defenseless.

Daredevil's life has been full of trials and tragedy. He has loved and lost many times, most notably ex-secretary Karen Page and the Greek assassin Elektra. The Kingpin has targeted him and his loved ones several times, nearly destroying the hero's sanity and reputation. More recently, Daredevil's true identity has leaked to the press, endangering the lives of everyone Matt Murdock holds dear.

Personality

Daredevil's confidence and calm, even when faced with overwhelming odds, fuels his reputation as the Man Without Fear. In truth, Murdock does feel fear but refuses to be ruled by it. In either identity, he is a passionate defender of the weak and enemy of the corrupt. He is more stoic and less wordy than most, preferring to let his reputation and abilities speak for him.

Abilities & Resources

Daredevil is blind, but compensates with superhumanly heightened senses of smell, touch, hearing, and taste. He also possesses a radar sense that lets him detect objects and people. His senses are acute enough that he can read newsprint by touching it and detect lies by listening to someone's heartbeat. Daredevil is a master hand-to-hand combatant, trained in boxing, ninjitsu, and various other martial arts. He is an incredible acrobat and uses a specially designed billy club equipped with a swingline. As Matt Murdock, he is one of the world's most gifted defense attorneys.

Daredevil is not a great team player, but has many friends. He has worked closely with Spider-Man, Moon Knight, Captain America, and even the Punisher. At different times in his life, he has been a partner, romantically and otherwise, to Elektra and the Black Widow. He is also close to his law partner, Franklin "Foggy" Nelson, and reporter Ben Urich. Daredevil is a licensed attorney in the State of New York and a respected member of that profession.



EMMA FROST

Affiliations

SOLO 8

BUDDY 6

TEAM 10

PP
☐

Distinctions

CRIMINAL PAST
ICY CONFIDENCE
ONE STEP AHEAD OF YOU

4 or 8
+1 PP

STRESS / TRAUMA

P
4

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12

XP
☐

Power Sets

OMEGA-CLASS TELEPATH

MIND CONTROL 10

PSYCHIC BLAST 10

PSYCHIC RESISTANCE 10

TELEPATHY 10

SFX: *Area Attack*. Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

SFX: *Multipower*. Use two or more OMEGA-CLASS TELEPATH powers in your dice pool, at -1 step for each additional power.

SFX: *Psychic Healing*. Add TELEPATHY die to your pool when helping others to recover stress. Spend 1 PP to recover your own or another's mental stress or step back your own or another's mental trauma by -1.

Limit: *Mutant*. Earn 1 PP when affected by mutant-specific Milestones and tech.

DIAMOND BODY

ENHANCED STRENGTH 8

GODLIKE STAMINA 12

SUPERHUMAN DURABILITY 10

SFX: *Invulnerable*. Spend 1 PP to ignore physical stress or trauma results unless caused by mystical attacks.

Limit: *Mutually Exclusive*. Shutdown OMEGA-CLASS TELEPATH to activate DIAMOND BODY. Shutdown DIAMOND BODY to recover OMEGA-CLASS TELEPATH.

Limit: *Mutant*. Earn 1 PP when affected by mutant-specific Milestones and tech.

Specialties

BUSINESS MASTER 10

CRIME EXPERT 8

PSYCH MASTER 10

SCIENCE EXPERT 8

TECH EXPERT 8

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

HELLFIRE LEGACY

1 XP when you give a hero or villain your word.

3 XP when you either break your word to that hero or keep your word to that villain.

10 XP when you either prove to that hero that breaking your word helped them or prove to that villain that keeping your word hurt them.

PEDAGOGUE

1 XP each time you aid a chosen student in using their powers.

3 XP when your chosen student betrays or inflicts stress on you.

10 XP when you sacrifice or shutdown your powers, wealth, or reputation for a student, or vice versa.



History

The Frost family does not reward weaklings. Emma Frost's father raised strong-willed and ruthless daughters, but a disappointingly fragile son. Seeing the brother she loved cruelly used as yet another of her father's object lessons, Emma finally walked away from her family, determined to make her way alone. On her own she learned hard lessons about life that honed her native aggression and ruthlessness even further. Combined with her mutant telepathic abilities, her brutal and ambitious nature eventually earned her a seat as the White Queen, helping Sebastian Shaw seize control of the Hellfire Club from their murderously anti-mutant predecessors. As a member of the Club's ruling council, she fought against the X-Men on numerous occasions.

Emma also channeled her ambition into molding and teaching new generations of mutants. After watching too many of her charges die—first in her own school and later on Genosha—she experienced a change in her attitudes and eventually came to Xavier's school for a second chance and emotional sanctuary. In her time teaching at the school, she's proven a valuable asset to the X-Men; she's also developed a strong romantic relationship with the widowed Scott Summers (Cyclops).

Personality

Emma Frost is not a nice person. She is domineering, manipulative, ruthless, sometimes cruel, and far less encumbered by the moral scruples she perceives as hampering her teammates. Frost carries a monumental case of survivor's guilt—not only has she watched most of the students she's been responsible for die, she also helplessly witnessed first-hand the death of millions in Genosha. This changed her in ways she doesn't yet have the emotional tools to accept fully. While she has come a lot closer to the side of the angels while working with the X-Men, she retains most of the ice queen persona that helped her survive in her life before Xavier's school. She is still trying to find a stable equilibrium between her own nature and the role she's chosen to play in her new environment, and there have been a few stumbles along the way.

The deep love she has developed for Summers is a new feeling for her, and one she's exploring with great caution. Emma is not a woman to accept second place gracefully, and living in the shadow of the (currently) deceased Jean Grey rankles her tremendously. Frost also remains quite aware that Kitty Pryde and a number of her other teammates are a long way from trusting her, regardless of her bond with Summers or her actions with the team thus far.

Abilities & Resources

Frost is a powerful and highly skilled telepath. She can read minds, project her own thoughts, manipulate perceptions, induce pain, control thoughts and actions, and so on. She developed a secondary mutation during the annihilation of Genosha: the ability to transform her body mass into organic diamond. In her diamond form, she gains immense strength and durability with no loss in mobility or flexibility, but she loses access to her telepathic powers while in that form.

Even without her mutant abilities, Emma is a master manipulator. She's fully aware of her great beauty and shameless in exploiting it and any emotional weaknesses her insight into human psychology might reveal. Emma is also an electronics expert and capable businesswoman.

As a member of the X-Men, and one in a leadership position, she has full access to all of the team's resources. She also has her own substantial personal wealth. Emma maintains the many contacts she cultivated before joining the X-Men, including a former intimate relationship with Tony Stark.



HUMAN TORCH

Affiliations

SOLO **6**

BUDDY **8**

TEAM **10**

PP
☐

Distinctions

HOTHEADED HERO
NEVER GROWS UP
SHAMELESS FLIRT

4 or **8**
+1 PP

STRESS / TRAUMA

Power Sets

FLAME ON!

FIRE MASTERY **10**

FLAME BLAST **10**

SUPERSONIC FLIGHT **10**

SFX: *Area Attack.* Target multiple opponents. For every additional target, add **d6** to your pool and keep +1 effect die.

SFX: *Fiery Body.* On a successful reaction against a physical attack action, inflict physical stress with your effect die at no PP cost or step up +1 for 1 PP.

SFX: *Immunity.* Spend 1 PP to ignore stress or trauma from fire, heat, or cold.

SFX: *Multipower.* Use two or more **FLAME ON!** powers in your dice pool, at -1 step for each additional power.

SFX: *Nova Flame.* Step up or double your **FLAME ON!** powers for that Scene, or spend 1 PP to do both. Take second-highest rolling die of each subsequent action or reaction as physical stress.

Limit: *Extinguished.* Shutdown all **FLAME ON!** powers vs. flame-retardant attack and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specialties

COSMIC EXPERT **8**

TECH EXPERT **8**

VEHICLES EXPERT **8**

[You may convert Expert **d8** to **2D6**, or Master **D10** to **2D8** or **3D6**]

Milestones

DANGEROUS LOVE

1 XP when you choose to flirt with a non-heroic Watcher character.

3 XP when your heroic activities put your chosen character in danger, or your commitment to your chosen character puts your team in danger.

10 XP when your involvement with your chosen character changes them irreversibly, or you break off your relationship in order to protect your chosen character.

CELEBRITY DISTRACTIONS

1 XP when you take up an activity that involves significant time away from the rest of your team.

3 XP when the demands of your chosen activity conflicts with your team responsibilities.

10 XP when you either abandon your team for your chosen activity at a critical moment or abandon your chosen activity in order to help your team at a critical moment.

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XP
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History

Joining his big sister Sue on an experimental space flight, young Johnny Storm gained fantastic powers after cosmic rays bombarded their ship. The four crewmembers became the Fantastic Four, with Johnny's fire-based powers leading him to take the name "The Human Torch." The Fantastic Four became one of Earth's most prominent super hero teams and the Human Torch one of Earth's most famous heroes.

Johnny's life since becoming a hero has been full of adventure and opportunity. He's traveled the cosmos with the Fantastic Four, been a race car driver for a time, and watched his girlfriend Frankie Raye become Nova, the Herald of Galactus. He worked briefly as an actor and a firefighter, finished college, engaged in various solo heroics, and even married the Skrull Lyja while she was disguised as the Thing's then ex-girlfriend, Alicia Masters. Through it all, Johnny has kept his cheerful attitude, though his impulsive nature and penchant for practical jokes have sometimes annoyed his teammates. Despite often seeming immature and irresponsible, the Human Torch has helped save the world many times over and is a beloved member of the Fantastic Four.

Personality

The Human Torch loves being a super hero. He dates supermodels, pals around with various costumed heroes, and fights evil with a daredevil attitude and youthful exuberance. Recently confronted about his tendency to shirk "boring" responsibilities, he is slowly becoming more mature and adult. He still loves pranks and jokes, with teammate the Thing a favorite target. Johnny loves his sister Sue and the other members of the Fantastic Four dearly, and would do anything to aid them.














Abilities & Resources

The Human Torch can project fire from any part of his body. He can use this power to hurl fiery blasts, engulf his entire body in flames, and make shapes composed of fire. He can even "sculpt" flames, allowing him to form decoys of himself. His fiery aura protects him from projectiles and allows him to fly. He can extinguish part of it in order to safely carry passengers or objects and still fly. He can control fire as well, using it to create cages, rings, and other shapes. His body is fireproof, and he can absorb nearby fire and heat at will. The Human Torch can even voluntarily overload himself, creating a "Nova Flame" that is much hotter and more powerful than Johnny normally projects, but doing this exhausts him quickly. In addition to his powers, Human Torch is an experienced race car driver and mechanic.

As a member of one of Earth's most famous super hero teams, Johnny Storm has a lot of friends and allies. Chief among them are his teammates and family. He is especially close to his sister Sue Storm, the Invisible Woman, and he and the Thing have a brotherly rivalry going back years. Johnny has also become good friends with Iceman and Spider-Man—heroes close to his own age—who better understand his attitudes and impulsive behavior than most. Despite his well-deserved reputation as a hothead, the Human Torch can still call on many heroes for assistance, especially fellow New York-based ones such as previous members of the currently defunct Avengers.



INVISIBLE WOMAN

Affiliations	SOLO  BUDDY  TEAM 
Distinctions	COMPASSIONATE IMPLACABLE WILL SOUL OF THE TEAM  +1 PP or 
Power Sets	FORCE PROJECTION <div> FLIGHT  FORCE BLAST  </div> <div> GODLIKE DURABILITY  INVISIBILITY  </div> <p>SFX: <i>Area Attack.</i> Target multiple opponents. For every additional target, add D6 to your pool and keep +1 effect die.</p> <p>SFX: <i>Force Constructs.</i> When using FORCE PROJECTION to create assets, add D6 and step up effect die by +1.</p> <p>SFX: <i>Multipower.</i> Use two or more FORCE PROJECTION powers in your dice pool, at -1 step for each additional power.</p> <p>SFX: <i>Reactive Power.</i> Spend 1 PP to add a FORCE PROJECTION power to another character's dice pool before they roll a reaction. If that character takes physical stress, take D6 mental stress.</p> <p>SFX: <i>Force of Will.</i> When using GODLIKE DURABILITY in your dice pool, redirect physical stress to mental stress at no cost. Redirect effect dice targeting your FORCE PROJECTION assets to yourself as mental stress. Spend 1 PP to step back either redirected stress by -1.</p> <p>Limit: <i>Conscious Activation.</i> While stressed out, asleep, or unconscious, shutdown FORCE PROJECTION. Recover FORCE PROJECTION when you recover that stress or wake up. If you take mental trauma, shutdown FORCE PROJECTION until you recover that trauma.</p>
Specialties	<div> COSMIC EXPERT  COVERT EXPERT  </div> <div> PSYCH MASTER  SCIENCE EXPERT  </div> <p>[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]</p>
Milestones	INDEPENDENT <p>1 XP when you stand up to another hero.</p> <p>3 XP when you prove one of your decisions was best for your team.</p> <p>10 XP when you stress out the last foe in an Action Scene, or another character acknowledges your assistance was essential in saving the day.</p> EMOTIONAL CENTER <p>1 XP when you first use your <i>Reactive Power</i> SFX in a Scene.</p> <p>3 XP when you help another hero recover stress inflicted in a Scene in which you were present.</p> <p>10 XP when you either accept membership on a team that includes a hero you have helped recover or turn down an offer of membership unless that hero is excluded.</p>

PP


STRESS / TRAUMA

P











M











E











XP


History

The children of a successful Long Island physician, Susan Storm and her brother Johnny lost their parents to a car accident. Their mother died from her crash injuries, and their father spiraled into guilt-fueled self-destruction after failing to save his wife. Moving to California to live with her aunt, Sue met Reed Richards when he stayed as one of her aunt's boarders. She would meet him again years later and start a relationship with him. That relationship was strong enough that she was able to convince Richards to allow her and her brother on board on the fateful spaceflight that gave all of them superhuman abilities.

As a member of the Fantastic Four, Sue initially proved a convenient hostage or stumbling block. Over time, as her powers and confidence grew, that changed dramatically. By the time Susan Storm became a happily married Susan Richards and mother to young son Franklin, she was a vital member of the team. After an emotionally grueling experience under Psycho-Man's control, a newly confident Sue, now aware that the extent of her powers was much greater than previously thought, changed her codename from "Invisible Girl" to "Invisible Woman."

Susan is the mother of two extraordinary children, Franklin and Valeria. She is unique among her peers for the additional distinction of juggling active motherhood alongside her responsibilities as a costumed hero.

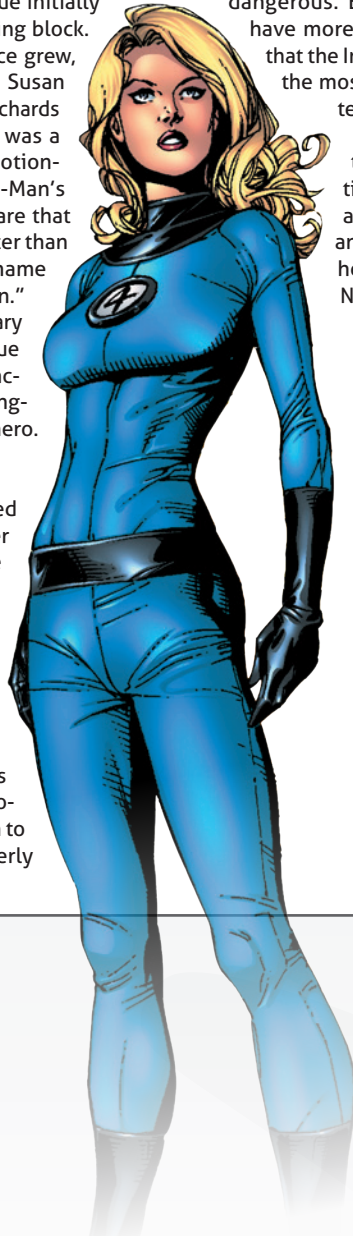
Personality

The Invisible Woman is often referred to as the soul of the Fantastic Four. Her strong will and immutable emotional core anchors the team through practically any challenge. Over time she has grown from a shy young girl to a powerful and self-confident woman with established leadership abilities and the respect of the super hero community. She also acts as the conscience and voice of wisdom to her husband when his motives or actions are buried under blind logic and over-rationalization. Despite a long-held attraction to Namor the Sub-Mariner, Sue remains utterly loyal to her husband and her family.

Abilities & Resources

In the early years of the Fantastic Four, Susan's abilities seemed limited to bending light around her or others, making her or her targets invisible to the naked eye. As time passed, it became apparent that this was only one aspect of her power to generate a force-field malleable to her will. This field can protect her from attack, expand outward in domes or spheres to protect others, or simply be formed into a number of crude—but practically indestructible—geometric shapes for uses ranging from ramps and movable platforms to bludgeoning ranged attacks. Given her level of control, this force-field projection is highly versatile and potentially quite dangerous. Even the team's enemies have more than once acknowledged that the Invisible Woman is probably the most powerful member of her team.

Sue has access to all of the Fantastic Four's facilities and equipment, as well as the significant goodwill and reputation bestowed on her and her teammates by New York City and the world.



IRON FIST

Affiliations

SOLO

8

BUDDY

10

TEAM

6

Distinctions

INDIFFERENT BILLIONAIRE
LIVING WEAPON OF K'UN-LUN
YOUNG DRAGON

4
+1 PP

or

8

Power Sets

HEART OF SHOU-LAO

ENHANCED REFLEXES

8

ENHANCED SPEED

8

ENHANCED STAMINA

8

ENHANCED STRENGTH

8

SFX: *Iron Fist.* Double or step up **ENHANCED STRENGTH** for one action. If that action fails, shutdown **ENHANCED STRENGTH**. Recover power by activating an opportunity or during a Transition Scene.

SFX: *Chi Focus.* In a pool including a **HEART OF SHOU-LAO** die, replace two dice of equal steps with one die of +1 step.

SFX: *Chi Healing.* Add **ENHANCED STAMINA** to your dice pool when helping others to recover stress. Spend 1 PP to recover your own or another's physical stress or step back your own or another's physical trauma by -1.

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown **HEART OF SHOU-LAO**. Recover **HEART OF SHOU-LAO** when you recover that stress or wake up. If you take mental trauma, shutdown **HEART OF SHOU-LAO** until you recover that trauma.

Specialties

ACROBATIC MASTER

10

BUSINESS EXPERT

8

COMBAT MASTER

10

COVERT EXPERT

8

MYSTIC EXPERT

8

PSYCH EXPERT

8

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

IMMORTAL WEAPON

1 XP when you use your **COMBAT** or **MYSTIC** Specialties to aid another hero.

3 XP when you first defeat an opponent in a **BUDDY** situation using your *Iron Fist* SFX.

10 XP when you either nominate another hero as your replacement and give up your title or defeat another hero to prove your status as the true Iron Fist.

HOSTILE TAKEOVER

1 XP when you use your **BUSINESS EXPERT** in a conflict.

3 XP when you exploit another character's business holdings or resources.

10 XP when you choose to either seize another character's business assets or surrender your own to them.

PP
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STRESS / TRAUMA

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XP
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History

Years ago, Daniel Rand's father found the legendary city of K'un-Lun. Saving the life of the city's ruler, Wendell Rand stayed in K'un-Lun for a time before desiring to return to the United States. Years later, Wendell took his son Daniel, his wife Heather, and his friend and business partner, Harold Meachum, on a journey back to K'un-Lun. When Meachum betrayed them, Daniel's parents died and he survived only due to the timely intervention of agents of K'un-Lun. Seeing the boy's need for focus and desire for vengeance, the city's ruler Yü-Ti directed the famed martial arts master Lei Kung the Thunderer to train the boy.

Danny Rand trained in K'un Lun, eventually defeating the dragon Shou-Lao and gaining the power of the Iron Fist, the city's protector and champion. Returning to the United States, Iron Fist avenged his father and took over the family business, Rand International. He also met hero-for-hire Luke Cage, AKA Power Man. The two became unlikely friends and partners, working together as freelance super heroes for years. Eventually the two dissolved their business partnership but not their friendship. Danny then wandered the world, seeking enlightenment and resolving various issues with his troubled past.

Recently, Iron Fist has returned to the United States once more. When the identity of Daredevil, Danny's long-time friend and fellow hero, leaked to the public, Iron Fist stepped into the vigilante's identity for a time to help out.

Personality

Iron Fist is disciplined, motivated, and idealistic. He seeks an enlightened existence through meditation, spiritual exploration, and the study of martial arts. Not that he doesn't like to have fun—he has a romantic streak, and though somewhat stiff and naïve in his early days, years spent hanging with Luke Cage have given Danny street smarts and a sharp sense of humor.


































Abilities & Resources

Trained to be the current Immortal Weapon for the fabled city of K'un-Lun, Iron Fist is one of the world's greatest martial artists. He has mastery over his body's internal energies, or chi. Danny can channel this energy to heal, augment his physical and mental abilities, and transform each hand "like unto a thing of iron," making them capable of delivering devastating blows. His abilities also extend his life and grant him exceptional resistance to disease and toxins, though these can still affect him and weaken his chi. Danny is also a shrewd businessman, accomplished acrobat, and trained investigator.

As the current Immortal Weapon of K'un-Lun, Iron Fist can draw upon the resources and secret knowledge of that fabled hidden city. Danny also runs his family's multinational corporation, Rand International, though its fortunes rise and fall. Iron Fist is a long-time partner and best friend of Luke Cage and has many connections in the super hero community. Chief among these allies are Daredevil and the Daughters of the Dragon, Colleen Wing and Misty Knight. Misty and Danny have a long romantic history, though the two are currently not together.



IRON MAN

Affiliations	SOLO  BUDDY  TEAM 	PP 
Distinctions	BILLIONAIRE PLAYBOY CUTTING EDGE TECH HARDHEADED FUTURIST  or  +1 PP	STRESS / TRAUMA P      M      E      XP 
Power Sets	POWERED ARMOR CYBERNETIC SENSES  ENHANCED REFLEXES  SUPERHUMAN DURABILITY  SUPERHUMAN STRENGTH  SFX: <i>Boost.</i> Shutdown highest-rated WEAPONS PLATFORM or POWERED ARMOR power to step up another POWERED ARMOR power by +1. Recover power by activating an opportunity or during a Transition Scene. Limit: <i>Power Surge.</i> Shutdown highest-rated power to gain 1 PP. Take an action vs. the doom pool to recover.	
	WEAPONS PLATFORM MISSILES  REPULSORS  SUPERSONIC FLIGHT  SFX: <i>Area Attack.</i> Target multiple opponents. For every additional target, add d6 to your pool and keep +1 effect die. SFX: <i>EMP.</i> Target multiple tech-based opponents. Add a d6 or step up the lowest die in the doom pool by +1 for each target and add them to a dice pool including REPULSORS . Return added dice to doom pool and shutdown WEAPONS PLATFORM . Recover power by activating an opportunity or during a Transition Scene. SFX: <i>Unibeam.</i> Step up or double REPULSORS on your next roll, or spend 1 PP to do both, then shutdown REPULSORS . Recover power by activating an opportunity or during a Transition Scene. Limit: <i>Charged System.</i> Shutdown highest-rated power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.	
Specialties	BUSINESS MASTER  SCIENCE EXPERT  TECH MASTER  VEHICLE EXPERT  [You may convert Expert d8 to 2D6, or Master d10 to 2D8 or 3D6]	
Milestones	DEMON IN THE BOTTLE 1 XP when you are in a situation where you are expected to consume alcohol. 3 XP when you lie to a teammate about your drinking or when you give a teammate good reason to believe you've been drinking again. 10 XP when you drink yourself into a stupor or check yourself into rehab.	
	BLEEDING EDGE TECH 1 XP when you first shutdown a power. 3 XP when you've shutdown all the powers in the POWERED ARMOR power set, or you recover your WEAPONS PLATFORM power set after using your EMP SFX. 10 XP when you choose to abandon your armor or defeat a villain with all powers shutdown.	



History

Much like his father before him, Tony Stark was born into privilege and wealth that shaped him into both a jaded, cynical playboy and a successful industrialist. His worldview changed when he was grievously wounded and taken captive while touring a war-torn area where Stark Industry weapons were being tested. From parts his captors wanted made into weapons, Tony cobbled together the first Iron Man suit and used it to escape. His eyes now opened by his first-hand knowledge of the bloody and violent legacy behind his family's wealth, as well as by witnessing the death of the man who helped him build the suit, Stark had a change of soul. He turned the same focus he had previously used to build his family's business toward helping humanity directly with the same technology.

As Iron Man, Stark was a founding member of the Avengers. He has helped support the team either personally or financially during its many incarnations. Though his personal problems have occasionally forced him from the team, as well as cost him multiple businesses and multiple fortunes, he has always rebuilt and eventually returned to his allies in the good fight.

Personality

Tony Stark is a dichotomy. On the one hand, he is a caring humanitarian, a brave and philanthropic soul who works tirelessly for a better world; on the other, he is a womanizer and recovering alcoholic who tries to bury his insecurities and fears in an endless parade of meaningless relationships or at the bottom of a bottle. Stark's towering intellect carries with it a degree of arrogance, and Stark sometimes has trouble grasping why people don't simply see the world as he does. This makes him self-assured in his conclusions, but also hard-headed and more than a bit self-righteous.

Abilities & Resources

A brilliant futurist and engineer, Tony Stark has few intellectual peers, even in a world with minds like Reed Richards and Henry Pym.

As Iron Man he wears a sophisticated suit of powered armor that he constantly upgrades and redesigns to keep at the cutting edge. The full capabilities change over time, but the suit always boasts a combination of force-field reinforced armor, sophisticated sensor suites, flight systems, strength-augmentation, and an array of energy-based weapons such as repulsor blasts fired from its palms and a broad EM-spectrum unibeam unleashed from the suit's chestplate. Custom modifications to specific models include space-worthy suits, stealth suits with advanced EM cloaking abilities, and a large model focused on strength and durability designed to go toe-to-toe with the Hulk.

The Stark fortune is legendary, and Tony's periods of insolvency brief. Whatever their current form, his businesses always give him access to brilliant minds other than his own and usually substantial manufacturing capabilities on a global scale. He also has a loyal circle of friends who have

braved terrible challenges for him—James Rhodes, his former pilot and sometimes bodyguard who wears the War Machine armor; Virginia "Pepper" Potts, his former assistant and lasting close friend; and Harold "Happy" Hogan, his former chauffeur, sometimes bodyguard, and constant confidante.



LUKE CAGE

Affiliations

SOLO

8

BUDDY

10

TEAM

6

PP
□

Distinctions

COME GET SOME!
HERO FOR HIRE
STREET SMART

4
+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

10

12

12

M

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6

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10

12

12

E

4

6

8

10

12

12

12

XP
□

Power Sets

UNBREAKABLE

SUPERHUMAN DURABILITY

10

SUPERHUMAN STRENGTH

10

SUPERHUMAN STAMINA

10

SFX: *Area Attack.* Target multiple opponents. For every additional target, add D6 and keep +1 effect die.

SFX: *Second Wind.* Before you make an action including an UNBREAKABLE power, you may move your physical stress die to the doom pool and step up the UNBREAKABLE power by +1 for this action.

SFX: *Versatile.* Replace any UNBREAKABLE power with 2D8 or 3D6 on your next roll.

Limit: *Difficult Recovery.* Add SUPERHUMAN DURABILITY die to the opposing roll when others try to recover your physical stress.

Specialties

BUSINESS EXPERT

8

COMBAT EXPERT

8

COVERT EXPERT

8

CRIME EXPERT

8

MENACE MASTER

10

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

ON THE JOB

1 XP when you start a Scene working for another hero as an employee.

3XP when you engage with a foe and your employer becomes stressed out.

10 XP when you either quit working for your employer to join a team as an equal or decline to work with a team in favor of staying in the pay of your employer.

SETTLE THE SCORE

1 XP when you declare a villain as an old foe.

3 XP when you inflict trauma on your chosen foe.

10 XP when you forgive your chosen foe, or they beg for your forgiveness and you let them go.

History

Framed and imprisoned for a crime he didn't commit, ex-gang member Carl Lucas hoped for a chance at escape or parole. When Lucas volunteered for an experiment in cell regeneration and disease control, a vengeful racist prison guard sabotaged the experiment. Instead of death or injury, the experiment transformed Lucas, giving him superhuman strength and resistance to injury. Using his new-found powers to escape, he changed his name to Luke Cage and became the "hero for hire" known as Power Man. Later, he found a lifelong friend and long-term business partner in fellow hero Iron Fist.

Eventually, Luke cleared his name but chose to put his old life as Carl Lucas behind him and remain Luke Cage. For years, he and Iron Fist worked as partners, often doing heroic jobs for mundane pay. Luke also joined super hero groups such as the Defenders and the Fantastic Four, though usually preferring to assist such teams as needed instead of staying a long-term member.

Over the years, Luke has become a respected member of the super hero community. He's expecting a child with his girlfriend, former super hero Jessica Jones. He now stands shoulder to shoulder with the Earth's mightiest heroes without missing a beat. He rarely goes by Power Man anymore, preferring to face foes as the man he was forced to become and chose to remain, Luke Cage. He's been working as a bodyguard for Matt Murdock since the story broke about the lawyer being the hero Daredevil.

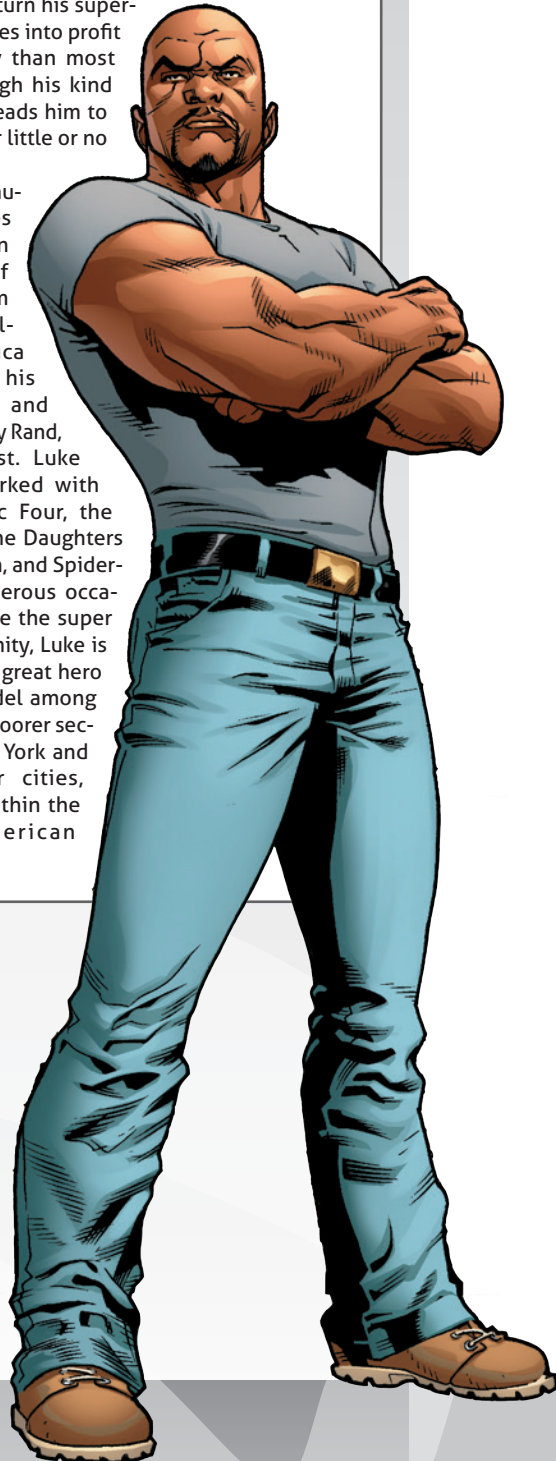
Personality

Luke is an honest, often blunt, strong-willed man. He has the instincts of a street hustler and the heart of a hero. He is extremely devoted to his friends and family, but also cares for his community. He loves "sticking it to The Man" and will go out of his way to fight, embarrass, or confront those who think their power and privilege lets them cheat or abuse others. After all, this is the guy who once flew all the way to Latveria to confront Dr. Doom about an unpaid bill.

Abilities & Resources

Luke Cage is superhumanly strong, and his body tissues have the density and strength of steel, making him highly resistant to injury. He also recovers from injury more quickly and completely than a normal human. Cage is a trained combatant, using a mix of street brawling and martial arts training learned from his friend Iron Fist and others. Cage is also an experienced businessman, able to turn his superhuman abilities into profit more readily than most heroes, though his kind heart often leads him to take cases for little or no money.

Luke has numerous allies he can call on for aid. Chief among them are his girlfriend, Jessica Jones, and his best friend and partner, Danny Rand, AKA Iron Fist. Luke has also worked with the Fantastic Four, the Defenders, the Daughters of the Dragon, and Spider-Man on numerous occasions. Outside the super hero community, Luke is considered a great hero and role model among many of the poorer sections of New York and other major cities, as well as within the African-American community.



MISTER FANTASTIC

Affiliations

SOLO 6

BUDDY 8

TEAM 10

PP
☐

Distinctions

ABSENT-MINDED PROFESSOR
 BOUNDLESS CURIOSITY
 FAMILY MAN

4 or 8
 +1 PP

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP
☐

Power Sets

HYPERELASTICITY

ENHANCED REFLEXES 8

ENHANCED SPEED 8

STRETCHING 10

SUPERHUMAN DURABILITY 10

SFX: *Area Attack*. Target multiple opponents. For every additional target, add D6 to your pool and keep +1 effect die.

SFX: *Grapple*. Add D6 and step up effect die +1 when inflicting a complication on a target.

SFX: *Rebound*. Step up or double STRETCHING die against a single target. Remove highest-rolling die and add an additional die to your total.

SFX: *Versatile*. Replace STRETCHING die with 2D8 or 3D6 on your next roll.

Limit: *Exhausted*. Shutdown any HYPERELASTICITY power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specialties

COSMIC MASTER 10

MEDICAL EXPERT 8

SCIENCE MASTER 10

TECH MASTER 10

VEHICLES EXPERT 8

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

FOR SCIENCE!

1 XP when you reveal a new stunt associated with your MEDICAL, SCIENCE, or TECH Specialties.

3 XP when you successfully eliminate a threat by targeting it with your MEDICAL, SCIENCE, or TECH Specialties.

10 XP when you either ignore a critical situation in order to finish a project or abandon a critical project in order to help a family member or teammate.

GUILT-RIDDEN

1 XP the first time an ally takes stress from a Watcher character in a Scene that you are in.

3 XP when your recovery of your emotional stress involves your admission of your own guilt.

10 XP when you either quit a team in order to save them or your team is defeated by a foe you have brought to them.

History

Brilliance runs in the Richards family. Before he mysteriously disappeared, Nathaniel Richards amassed a fortune through his scientific expertise and patents. He left that fortune to his son Reed, a genius who showed himself his father's worthy successor at a young age. After accumulating numerous degrees and academic distinctions, Reed ultimately turned the family fortune toward his dream of advancing humanity's spaceflight capabilities. When the government threatened to shut down the program, Reed took reckless action. Alongside his college friend and pilot, Ben Grimm, and with the Storm siblings, Sue and Johnny, rounding out a minimal crew, Richards launched a prototype spacecraft employing an experimental drive and shielding. Fate intervened and the ship's crew experienced high levels of unidentified exotic cosmic rays. Crash landing back on Earth, Reed discovered that their exposure to those energies had changed all four of them. They were now superhuman, and his best friend was trapped within a monstrous form.

Rather than risk them being considered as freaks and outcasts from humanity, Richards instead worked to brand them as heroes in the public eye. Their open identities, philanthropic works, and, above all, their exciting adventures and explorations as the "Fantastic Four" cemented that image firmly in the world's awareness.

Over the years, Reed has taken the fruits of his genius and turned them into a business enterprise with deep enough pockets to fund the Fantastic Four's most exotic explorations and adventures. He divides his time between going on these adventures, representing his team and family to the world as the most commonly seen "face" of the Fantastic Four, and performing the research and invention that ultimately finances the team. Reed has one other set of responsibilities—he and Susan Storm eventually married and had children, so Reed is unusual among his peers as he

must also juggle marriage and fatherhood alongside his other roles.

Personality

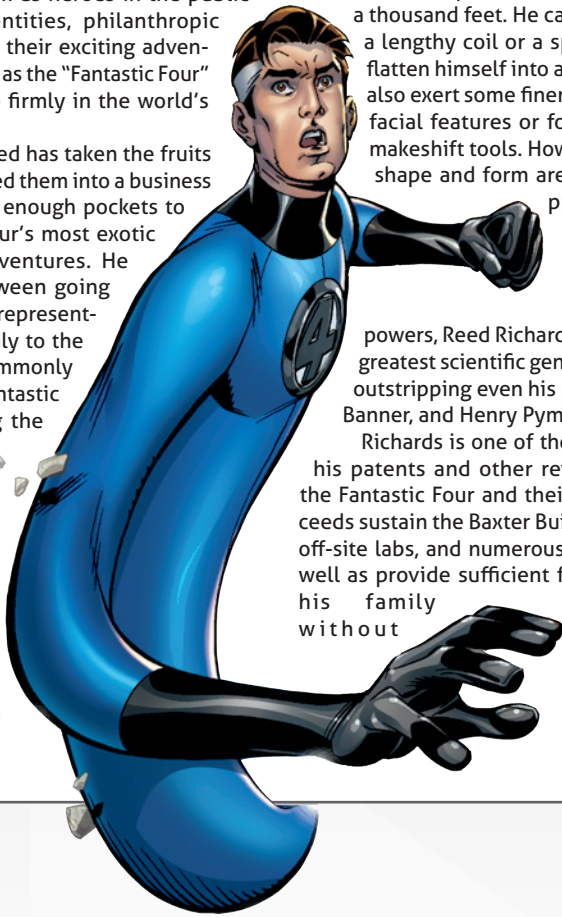
Reed Richards is driven by a limitless scientific curiosity—he is always learning, always inventing, always exploring new avenues of research. Richards is unaccustomed to failure, so the results of Reed's spaceflight experiments, which stripped his loved ones of a normal life and condemned his best friend to carry a monster's face, haunt Richards constantly. That guilt makes him overly protective of his family and pushes him harder into tireless scientific exploration, to expand his knowledge of *everything*—just so he never makes such a mistake again. Reed wants to be a loving husband, a doting father, and a faithful friend, but his obsessive scientific pursuits sometimes cause him to neglect the very family and friends he is trying to protect.

Abilities & Resources

































Mr. Fantastic possesses an elastic form down to the cellular level. He can reshape his body mass into numerous shapes and stretch his extremities over a thousand feet. He can contort his body into a lengthy coil or a springy sphere, or even flatten himself into a kite-like shape. He can also exert some finer control, distending his facial features or forming his fingers into makeshift tools. However, these changes to shape and form are limited to gross morphology, making it difficult to adapt for disguise or other precise or cosmetic uses.

Even without his powers, Reed Richards is arguably the single greatest scientific genius on Earth, noticeably outstripping even his peers Tony Stark, Bruce Banner, and Henry Pym.

Richards is one of the four shareholders for his patents and other revenue sources tied to the Fantastic Four and their discoveries. The proceeds sustain the Baxter Building facilities, various off-site labs, and numerous advanced vehicles, as well as provide sufficient funds for Richards and his family to live comfortably without outside assistance or normal employment.



MS. MARVEL

Affiliations	SOLO  8 BUDDY  6 TEAM  10	PP 
Distinctions	HOMELAND SECURITY HERO STRUGGLING IDENTITY TAKE-CHARGE ATTITUDE  4 or  8 +1 PP	STRESS / TRAUMA P  4  6  8  10  12 M  4  6  8  10  12 E  4  6  8  10  12 XP 
Power Sets	KREE GENETICS ENERGY BLAST  8 SUPERHUMAN DURABILITY  10 SUBSONIC FLIGHT  8 SUPERHUMAN STAMINA  10 SUPERHUMAN STRENGTH  10 SFX: <i>Energy Absorption</i> . On a successful reaction against an energy-based attack action, convert your opponent's effect die into a KREE GENETICS stunt or step up a KREE GENETICS power by +1 for your next action. Spend 1 PP to use this stunt if opponent's action succeeded. SFX: <i>Multipower</i> . Use two or more KREE GENETICS powers in your dice pool, at -1 step for each additional power. SFX: <i>Second Wind</i> . Before you make an action including a KREE GENETICS power, you may move your physical stress die to the doom pool and step up the KREE GENETICS power by +1 for this action. Limit: <i>Overload</i> . Shutdown a KREE GENETICS power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.	
Specialties	COMBAT EXPERT  8 COSMIC EXPERT  8 COVERT EXPERT  8 PSYCH EXPERT  8 VEHICLES EXPERT  8 [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	
Milestones	BINARY ACTIVATION 1 XP when you first use your <i>Energy Absorption</i> SFX in a Scene. 3 XP when you use your <i>Energy Absorption</i> SFX to aid another hero followed by activating your Limit. 10 XP when you choose to either defeat an opponent using a D12 asset created by <i>Energy Absorption</i> SFX and <i>Multipower</i> SFX, or defeat an opponent with all KREE GENETICS powers shutdown. IDENTITY CRISIS 1 XP when you first take mental or emotional stress. 3 XP when you either ask to join a new team or turn down an offer to join one. 10 XP when you either abandon your heroic identity to return to civilian life or when you leave your current occupation to be a full-time hero.	



History

Born the daughter of a father that wouldn't accept women as the equal of men, Carol Danvers worked hard to change his attitude. She dreamed of becoming an astronaut one day, traveling from world to world. Finally fed up with her father's blindness regarding her abilities, she left home after high school and joined the Air Force, ready to prove herself to the world. She became an accomplished pilot and eventually joined military intelligence, where she also excelled as a spy, working on missions alongside people like Ben Grimm and Logan.

She left the USAF to take a job as security head for NASA. There she became involved in one of the many covert fronts for the Kree-Skrull War, allying herself with the Kree hero Mar-Vell. Exposed to a Kree device designed to alter reality, Carol found her body modified into a half-Kree superhuman form and took the name "Ms. Marvel." Continuing encounters with superhumans and aliens made her job untenable. Finally forced to leave NASA, she wrote a tell-all book that propelled her into the world of journalism. As Ms. Marvel, she worked alongside a number of heroes and teams, eventually joining the Avengers after helping them fight Ultron. Later, circumstances pushed her to distance herself from the Avengers, and the mutant Rogue stole Carol's powers and memories, leaving Ms. Marvel for dead. Working with the X-Men to regain what she had lost, she fell victim to the alien Brood, who mutated her into a cosmic-level energy channeler. After a stint as "Binary," wandering the cosmos alongside the Starjammers, she returned to Earth, exhausting her cosmic powers to save Earth's sun.

Without her Binary powers, Carol was back to being *merely* superhuman, and she operated for a time under the name "Warbird." She returned to the Avengers for a while, fighting her way through a bout with alcoholism brought on by her many emotional traumas. She left the team to take a position in Homeland Security, but again returned to fight the Scarlet Witch, whose assault resulted in the team disbanding.

Personality

Ms. Marvel has spent a good portion of her life fighting through a series of insecurities. She tends to overcompensate, and while she doesn't grandstand unnecessarily, she may take unwise risks or impulsive actions to prove herself to those around her. The victim of multiple emotional and psychic violations, she also tends to lead with her fists, projecting a buffer of violence between her and anything she perceives as a threat. When in doubt in a situation, she will generally default to her military training and the mindset it conditioned.

Abilities & Resources

Danvers has gone through more than one set of superhuman abilities during her career. Currently, she possesses a respectable degree of superhuman strength and durability. She can also fly, emit powerful energy discharges, and both absorb and channel ambient electromagnetic energy to amplify her other abilities.

Aside from her powers, Ms. Marvel is a highly trained combatant and an accomplished military officer, spy, and pilot. Also, Carol has friends, associates, and contacts everywhere—she has worked with the Avengers, the Defenders, the X-Men, S.H.I.E.L.D., alongside a number of individual heroes, and at varying times has been a member of the military, the intelligence community, and Homeland Security.



SENTRY

Affiliations

SOLO 10

BUDDY 6

TEAM 8

PP
□

Distinctions

FORGOTTEN HISTORY
GOLDEN GUARDIAN OF GOOD
PHOBIC

4 or 8
+1 PP

STRESS / TRAUMA

Power Sets

POWER OF A MILLION EXPLODING SUNS

LIGHT MASTERY 10 SUPERHUMAN DURABILITY 10

SUPERHUMAN SENSES 10 SUPERHUMAN SPEED 10

SUPERHUMAN STRENGTH 10 SUPERSONIC FLIGHT 10

SFX: *Multipower.* Use two or more **POWER OF A MILLION EXPLODING SUNS** powers in your dice pool, at -1 step for each additional power.

SFX: *Unleashed.* Step up or double any **POWER OF A MILLION EXPLODING SUNS** power for one action. If that action fails, add a die to the doom pool equal to the power die you unleashed.

Limit: *Growing Dread.* Count 1s and 2s on dice as opportunities when using a **POWER OF A MILLION EXPLODING SUNS** power.

Limit: *Evil Rises.* When the doom pool includes at least 2D12 or when Sentry takes emotional or mental trauma, activate **THE VOID**.

THE VOID

The Void is Bob's monstrous alter ego. It uses the doom pool for all actions and opposes the heroes and other characters, preying on their darkest fears and shapeshifting rapidly into dark and terrible forms. While manifested, the Void's dice may be targeted like a mob's dice; the Void does not take stress, but successful actions against it may reduce the doom pool. The Void may use any of Bob's SFX but does not use any of his Affiliation, Distinction, or Specialty traits. The Void continues to grow in power if the doom pool also grows. If the doom pool is reduced to two dice, the Void dissipates, but is not truly destroyed.

Specialties

COMBAT EXPERT 8

COSMIC EXPERT 8

PSYCH EXPERT 8

TECH EXPERT 8

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

HOW THE MIGHTY HAVE FALLEN

- 1 XP when you first use your powers again.
- 3 XP when you refrain from using your powers when another hero asks for your help.
- 10 XP when you either leave the battlefield to avoid activating the Void or accept an offer to join a team after activating the Void.

WHEN YOU GAZE INTO THE VOID...

- 1 XP when you first fail an action using your *Unleashed* SFX.
- 3 XP when your *Growing Dread* Limit first adds a D10 or larger to the doom pool.
- 10 XP when you either first activate the Void and aid in defeating it or you activate the Void and sacrifice yourself to prevent it from harming others.

P
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M
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10
12
XP
□

History

Robert Reynolds is the greatest hero nobody knows. Transformed into the super-powered Sentry by an experimental serum, Reynolds worked with the greatest heroes of Earth as friends and equals for years. He was Mr. Fantastic's best friend, calmed the Hulk's rampages, and helped make Peter Parker a famous photographer. All of these wonderful things he did while constantly on guard against his archenemy, a terrifyingly powerful being known as the Void.

Then it all went wrong. The Sentry discovered the Void was actually the dark part of his own psyche, and as the hero grew in power and popularity, his enemy grew along with him. Eventually the Void threatened to destroy the whole world and the Sentry's powers could only make him stronger. So to save the world, he forced everyone to forget him and all of his deeds. Robert Reynolds went from the beloved hero of an age to an overweight, depowered, troubled, everyday guy who could not remember his own glorious achievements. Deprived of power due to the Sentry's sacrifice, the Void stood defeated.

Years later, Reynolds began to remember. He became a hero again. However, as fellow heroes and the public remembered him, the Void began to return. Rediscovering his own connection to his archnemesis, the Sentry and the heroes of Earth were able to defeat the Void once more. This time, Reynolds stayed the Sentry, though he remained unknown to the world at large. Recently, the Sentry has come to believe he has murdered his wife and asked S.H.I.E.L.D. to imprison him on the Raft. Today he sits in his cell, wallowing in guilt and afraid to use even a sliver of his powers.

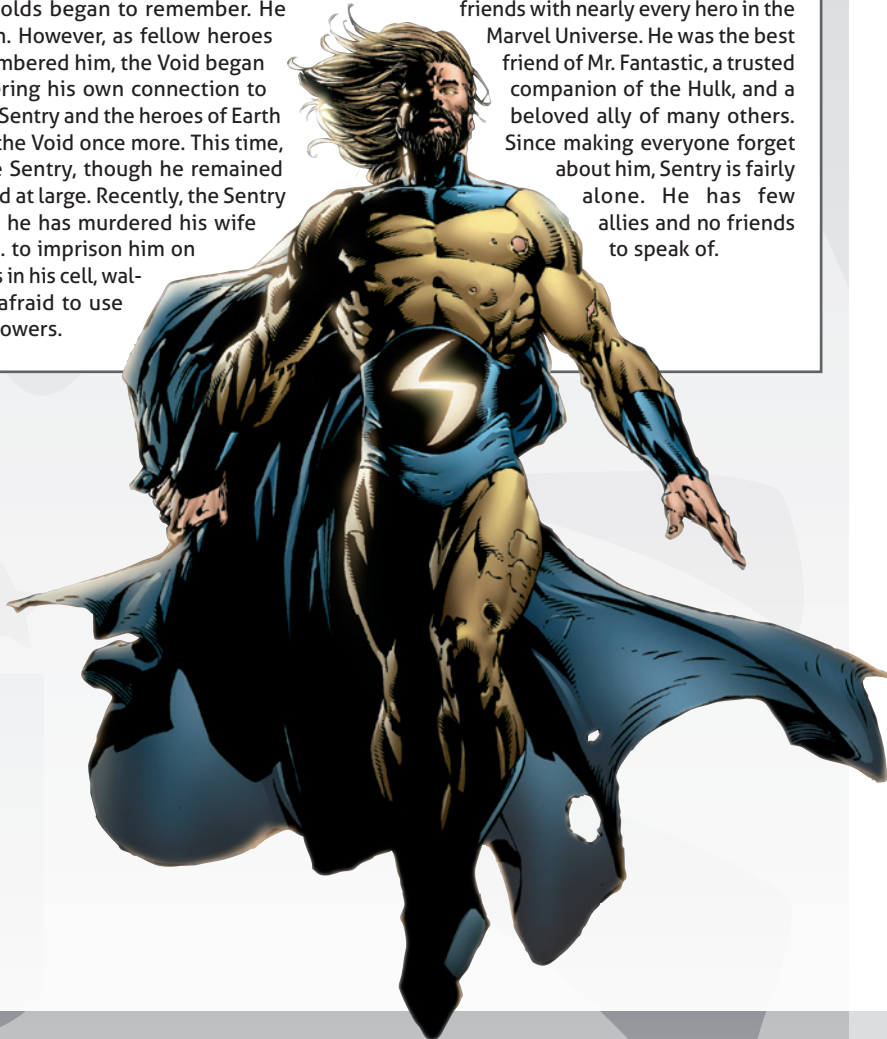
Personality

The Sentry is a self-sacrificing, stalwart hero trapped by his own fears, anxieties, and the crippling realization that his powers fuel a monster inside him. He is trapped between a desire to do good and the fear of unleashing the Void on the world. As a result he is often nearly catatonic and suffers from periodic but crippling agoraphobia. He is very careful about using his powers, often staying out of fights or exercising only a fraction of his might.

Abilities & Resources

The Sentry's potential power is almost unlimited, being described as "equal to that of a million exploding suns." He is superhumanly strong and fast, and nearly invulnerable. He can fly, raise the dead, read minds, rearrange matter, and project powerful energy blasts. He can elevate these powers to nearly unimaginable levels at will, though doing so runs the risk of empowering the Void and creating a menace even the Sentry cannot stop. Without his powers, the Sentry is nothing special. In fact, he's kind of a mess.

The Sentry used to be known by and friends with nearly every hero in the Marvel Universe. He was the best friend of Mr. Fantastic, a trusted companion of the Hulk, and a beloved ally of many others. Since making everyone forget about him, Sentry is fairly alone. He has few allies and no friends to speak of.



SHADOWCAT

Affiliations	SOLO 6 BUDDY 10 TEAM 8	PP	
Distinctions	GIRL NEXT DOOR SPIRITED WHIZKID	4 or 8 +1 PP	STRESS / TRAUMA P 4 6 8 10 12 M 4 6 8 10 12 E 4 6 8 10 12 XP
Power Sets	PHASING AIRWALKING 6 INTANGIBILITY 10 SFX: <i>Disruption</i> . When including INTANGIBILITY as part of an attack action against tech-related targets, add D6 and step up effect die +1. SFX: <i>Reactive Power</i> . Spend 1 PP to add a PHASING power to another character's dice pool before rolling. If that character takes physical stress, take D6 mental stress. SFX: <i>Versatile</i> . Replace INTANGIBILITY die with 2D8 or 3D6 on your next roll. Limit: <i>Phantom</i> . Earn 1 PP and change INTANGIBILITY into a complication when you take physical trauma. Recover that trauma to recover power. Limit: <i>Mutant</i> . Earn 1 PP when affected by mutant-specific Milestones and tech.		
	LOCKHEED THE DRAGON FIRE BLAST 8 FLIGHT 6 SFX: <i>Hot Hot Hot!</i> Step up or double FIRE BLAST for one action, then step back to 2D6. Recover power by activating an opportunity or during a Transition Scene. SFX: <i>To the Rescue</i> . If Kitty is stressed out, spend 1 PP to have Lockheed remove her from the Scene. Limit: <i>Unexplainable Absence</i> . Earn 1 PP if you have LOCKHEED THE DRAGON shutdown for the remainder of the Scene.		
Specialties	ACROBATICS EXPERT 8 COMBAT EXPERT 8 COSMIC EXPERT 8 COVERT EXPERT 8 SCIENCE EXPERT 8 TECH EXPERT 8 VEHICLES EXPERT 8 [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]		
Milestones	IN OVER YOUR HEAD 1 XP when you first use your <i>Reactive Power</i> SFX. 3 XP when you first add one of your own stress dice to one of your own action rolls. 10 XP when you stress out a villain on an action roll not using your INTANGIBILITY power die. HEAD OVER HEART 1 XP when you profess your interest in a chosen hero. 3 XP when you talk your chosen hero out of a dangerous course of action. 10 XP when you either break off your relationship because your chosen hero risked their life (or others) for yours, or you convince your partner to break it off with you.		



History

A genius and computer prodigy whose mutant abilities manifested when she was thirteen years old, Katherine "Kitty" Pryde joined the X-Men despite interference from Emma Frost and the Hellfire Club. The youngest member admitted to the team, she has grown up in a world of costumed heroes, fantastic battles, and travels to alien locales. During those trying years she has matured greatly, adapting to the many extreme and exotic experiences with great aplomb.

She helped S.H.I.E.L.D. and worked with the New Mutants while proving to Professor Xavier she should retain her place in the X-Men proper. During a period of time when she thought the X-Men were dead, Kitty joined another group of heroes, Excalibur.

At Emma Frost's request, Kitty returned to the Xavier school as a teacher and potential safeguard against Frost returning to her villainous old ways. Early in her new tenure, she discovered her on-again, off-again boyfriend Colossus alive again, after believing him to be dead for the previous two years. They are exploring a return to their previous relationship.

Personality

Kitty is strong-willed to the point of occasionally being headstrong. Her natural self-confidence has grown through surviving multiple near-death experiences, enduring possession by ninja ghosts, resisting attempted demonic corruption from an inherited soulword, and facing the loss of friends and loved ones. She is precocious, witty, and charming, though her exuberant and snarky sense of humor can grate occasionally on her teammates. Kitty is also extremely loyal to those people she considers her friends, regardless of circumstances or practical demands.





































Abilities & Resources

Shadowcat can render her body intangible, phasing out of synch with physical matter around her. This lets her walk through walls and even slowly walk on air itself. She can extend this effect to those she touches, rendering them intangible while she remains in contact with them. When passing through objects with active electrical fields, her phasing interferes destructively, shorting out electrical devices with often pyrotechnic side-effects. While phased, she is immune to most violence directed at her, with the exception of some disruptive energy emissions. On occasions where her abilities have been pushed beyond her normal limits, or when her normal control has been interfered with (by magic or other phasing powers), she has remained trapped in an intangible state for a period of time.

Even without her powers, Kitty is an impressive individual. A genius-level intellect, she has exceptional aptitude in computer science, mechanics, and electronics. Her combat training is extensive, including a considerable background in Japanese martial arts, thanks to previous possession by the ghost of the ninja master Ogun. She speaks several languages, has professional-level dance training, and shares an empathic connection with her "pet," the miniature alien dragon Lockheed.



SPIDER-MAN

Affiliations	SOLO  BUDDY  TEAM 	PP 
Distinctions	FRIENDLY NEIGHBORHOOD HERO?  or  WISECRACKER WITH GREAT POWER COMES GREAT RESPONSIBILITY +1 PP	STRESS / TRAUMA P      M      E      XP 
Power Sets	SPIDER-POWERS ENHANCED SENSES  ENHANCED STAMINA  SUPERHUMAN REFLEXES  SUPERHUMAN STRENGTH  WALL-CRAWLING  SFX: <i>Spider-Sense</i> . Spend 1 PP to add ENHANCED SENSES (or step up by +1 if already in your pool) and reroll all dice on a reaction. SFX: <i>Second Wind</i> . Before you make an action including a SPIDER-POWERS power, you may move your physical stress die to the doom pool and step up the SPIDER-POWERS power by +1 for this action. SFX: <i>Spider-Tracer</i> . Spend 1 PP or use an effect die to create a TRACED complication for a target. You may track that target anywhere until the complication is removed or ENHANCED SENSES is shutdown. Limit: <i>Exhausted</i> . Shutdown any SPIDER-POWERS power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.	
	WEB-SLINGING ENHANCED DURABILITY  SWINGLINE  WEAPON  SFX: <i>Grapple</i> . Add d6 and step up effect die by +1 when inflicting a web-related complication on a target. SFX: <i>Web Constructs</i> . When creating web-related assets, add d6 and step up effect die by +1. Limit: <i>Exhausted</i> . Shutdown WEB-SLINGING to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.	
Specialties	ACROBATIC MASTER  COMBAT EXPERT  COVERT EXPERT  PSYCH EXPERT  SCIENCE EXPERT  TECH EXPERT  [You may convert Expert d8 to 2D6, or Master d10 to 2D8 or 3D6]	
Milestones	TEAM PLAYER 1 XP when you give support to another hero not already on your team. 3 XP when you confront a team member about your place on the team. 10 XP when you either walk away from your team or join it at a cost to your family. DEADLY FOES OF SPIDER-MAN 1 XP when you declare a villain as an old foe. 3 XP when you take trauma from your chosen foe. 10 XP when you forgive your chosen foe, or they beg for your forgiveness and you let them go.	

History

Raised by his Uncle Ben and Aunt May, science prodigy Peter Parker grew up shy and bookish. He had trouble making friends and was something of a social outsider in his school. When he was fifteen years old, Peter went on a school field trip, during which an irradiated spider bit him. The radioactive venom somehow caused a series of mutations that gave the boy superhuman abilities.

Attempting to earn money to help his financially struggling family, Parker donned a costume and tried his hand as a small-time television celebrity. Thinking himself too important because of his newfound fame, Peter ignored the chance to stop a thief escaping the studio one day, only to return home later to find that a burglar had murdered Uncle Ben. Hunting the burglar down, Parker discovered the killer was the man he had chosen to ignore earlier. Consumed by guilt, and having his future celebrity career curtailed by a set of critical editorials published by J. Jonah Jameson's *Daily Bugle*, Peter began a checkered career as the costumed vigilante Spider-Man. He eventually put Jameson's animosity to good use by making a living as a news photographer selling to the *Bugle* and specializing in photos of his alter ego.

Peter eventually graduated college and developed a strong relationship with girlfriend Mary Jane Watson, a romance that evolved into a happy, if problematic, marriage. Leaving his work with Jameson behind him, Parker used his science credentials to become a teacher, while continuing to fight the good fight as Spider-Man, no matter the personal cost.

Personality

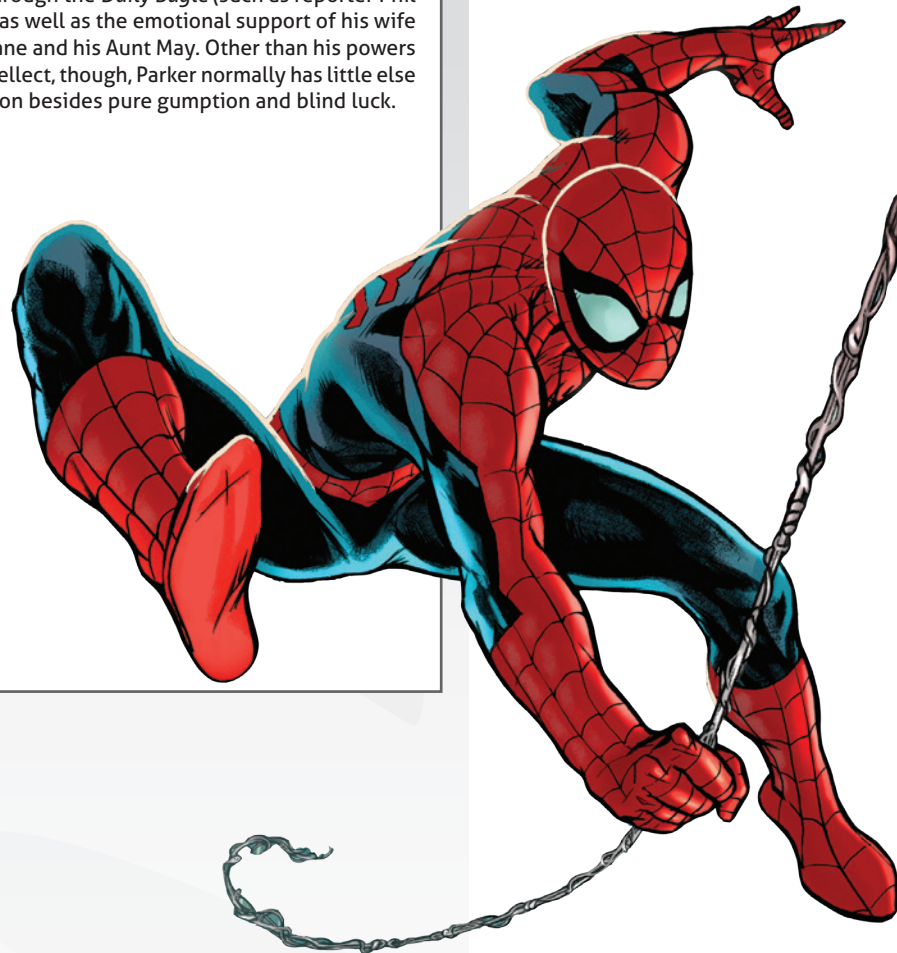
Peter Parker is a courageous and good-hearted man driven by crushing guilt and an unshakeable moral core. The death of Uncle Ben taught him that with great power comes great responsibility. He is the everyman—mortal, fallible, and often subject to the cruel whims of fortune—who nevertheless gives his all to fight and bleed for his conscience. Spider-Man hides his fears and uncertainty in battle under an incessant torrent of wisecracks and taunts.

Abilities & Resources

Spider-Man possesses superhuman strength, agility, and reflexes, as well as a sixth sense attuned to danger. An attraction field based around his palms and the soles of his feet enables him to cling to most surfaces and even climb them.

Despite having extraordinary powers, Peter frequently has to rely on his exceptional scientific acumen. Among other applications, Parker has used his innate genius to fashion a pair of "web-shooters" that spray a short-duration chemical adhesive of his own devising. He has learned to use this so-called "webbing" to form swing lines or nets, and even to spin together solid structures, such as small barriers or parachutes.

Spider-Man notably lacks the wealth of material resources many other heroes have, though he does have the respect of a number of those he's worked alongside. Parker has a small circle of contacts through the *Daily Bugle* (such as reporter Phil Urich), as well as the emotional support of his wife Mary Jane and his Aunt May. Other than his powers and intellect, though, Parker normally has little else to rely on besides pure gumption and blind luck.



SPIDER-WOMAN

Affiliations

SOLO 8

BUDDY 6

TEAM 10

PP
□

Distinctions

ALLURING
PRIVATE INVESTIGATOR
S.H.I.E.L.D. SUPER-AGENT

4 or 8
+1 PP

STRESS / TRAUMA

P

4

6

8

10

12

M

4

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10

12

E

4

6

8

10

12

XP
□

Power Sets

BIO-ELECTRIC METABOLISM

FLIGHT 6 SUPERHUMAN STAMINA 10

VENOM BLAST 8

SFX: *Immunity*. Spend 1 PP to ignore stress, trauma, or complications from toxins, radiation, or disease.

SFX: *Pheromones*. Add D6 and step up effect die by +1 when using any powers to inflict mental stress.

Limit: *Uncontrollable*. Change any BIO-ELECTRIC METABOLISM power into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power.

SPIDER-POWERS

ENHANCED SENSES 8 SUPERHUMAN REFLEXES 10

SUPERHUMAN STRENGTH 10 WALL-CRAWLING 6

SFX: *Second Chance*. Spend 1 PP to reroll when using any SPIDER-POWERS power.

Limit: *Exhausted*. Shutdown any SPIDER-POWERS power to gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specialties

ACROBATIC EXPERT 8

COMBAT EXPERT 8

COVERT MASTER 10

MENACE EXPERT 8

MYSTIC EXPERT 8

PSYCH EXPERT 8

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

BETRAYAL OF TRUST

1 XP when you convince another hero to buddy up with you.

3 XP when you abandon that buddy in the middle of a fight.

10 XP when you either choose to betray your buddy to keep S.H.I.E.L.D status or give up your S.H.I.E.L.D. status in order to rescue your buddy.

BLAST FROM THE PAST

1 XP when you declare a hero or villain to be an old foe or flame.

3 XP when you either deal emotional stress to your old flame or deal physical stress to your old foe.

10 XP when you either give up something important to be with your old flame or forgive your old foe.



History

To save his daughter's life from uranium poisoning, Jonathan Drew transformed her. He conducted experiments that super-charged young Jessica Drew's metabolism, giving her a variety of superhuman powers. Jessica grew up on Wundagore Mountain among the High Evolutionary's New Men, until Hydra recruited and brainwashed her to be a living weapon and assassin codenamed Arachne. Hydra sent her to attack S.H.I.E.L.D. and its director, Nick Fury. Fury managed to break Jessica's conditioning and turn the confused young woman against her villainous masters. Seeking redemption and her own destiny, Jessica became the sensational Spider-Woman.

As Spider-Woman, Jessica has had many strange adventures, highs, and lows. She has encountered monsters, murderous madmen, and magicians. She has worked with everyone from Captain America to the Thing. A run-in with the sorceress Morgan Le Fay resulted in Jessica's apparent death, but her spirit and body were later reunited. After her resurrection, her powers became erratic and unreliable, and she gave up her costumed identity, instead working with her friend Lindsay McCabe as a private investigator. During this time, various others took up the mantle of Spider-Woman, but Jessica eventually regained her abilities and took up her heroic identity once again.

Since then, Spider-Woman has struggled to find a place, both in her normal life and in the superhuman community. She recently rejoined S.H.I.E.L.D. She also rejoined Hydra, who actually restored her powers, and is now working as a personal double agent for S.H.I.E.L.D.'s spy-master, Nick Fury.

Personality

Spider-Woman is a mix of strength and confusion. Her willpower, intellect, and compassion make her a good teammate and companion. However, complications with her powers and her unusual history make it hard for her to get close to others and form meaningful attachments. She is particularly guarded when first meeting people, concerned that any strong feelings are the result of her pheromone-based powers. This makes Spider-Woman seem mysterious and unapproachable, but those who gain her trust and friendship quickly find a devoted hero and loyal friend.

Abilities & Resources

Spider-Woman possesses superhuman strength, agility, and stamina. Her enhanced metabolism makes her immune to poisons and disease, as well as giving her the ability to build up and generate bio-electric "venom blasts" and cling to walls. These powers also super-charge her pheromones, making reactions to her—positive and negative—much more intense than usual. Spider-Woman is a skilled covert operative, investigator, and hand-to-hand combatant, having received training from both S.H.I.E.L.D. and Hydra. Her costume and enhanced physique allow her to glide on air currents.

Spider-Woman has an eclectic mix of allies. She has worked closely with the Shroud, Tigra, Werewolf by Night, and several heroes with ties to the espionage community like Ms. Marvel, Wolverine, and Nick Fury. Her friend and ex-partner, Lindsay McCabe, is one of the few relatively normal people she knows. As both a S.H.I.E.L.D. and Hydra agent she has access to the resources of those organization, subject to authorization from her superiors.



STORM

Affiliations

SOLO **8**

BUDDY **6**

TEAM **10**

PP
☐

Distinctions

CLAUSTROPHOBIC
MERCURIAL
STRONG-WILLED LEADER

4 or **8**
+1 PP

Power Sets

GODDESS OF THE STORM

ELECTRICAL BLAST **10**

ENHANCED REFLEXES **8**

ENHANCED SENSES **8**

ENHANCED STAMINA **8**

PSYCHIC RESISTANCE **8**

SUBSONIC FLIGHT **8**

WEATHER SUPREMACY **12**

SFX: *Area Attack*. Target multiple opponents. For every additional target, add D6 to your pool and keep +1 effect die.

SFX: *Emotional Link*. Add a die to the doom pool equal to your current emotional stress to add that emotional stress die to a pool including a **GODDESS OF THE STORM** power.

SFX: *Immunity*. Spend 1 PP to ignore stress or trauma from extremes of temperature or electricity.

SFX: *Multipower*. Use two or more **GODDESS OF THE STORM** powers in your dice pool, at -1 step for each additional power.

Limit: *Emotional Tempest*. Change any **GODDESS OF THE STORM** power into a complication and recover emotional stress equal to that power's die size. Activate an opportunity or remove the complication to recover the power.

Limit: *Mutant*. Earn 1 PP when affected by mutant-specific Milestones and tech.

Specialties

COMBAT EXPERT **8**

COSMIC EXPERT **8**

COVERT EXPERT **8**

CRIME EXPERT **8**

MYSTIC EXPERT **8**

PSYCH EXPERT **8**

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

MY PLACE IN THE WORLD

1 XP when you aid a hero for the first time.

3 XP when you either ask to join a new team or turn down an offer to join one.

10 XP when you either accept leadership of a team or leave your current team.

WHIRLWIND OF EMOTIONS

1 XP when you first use your *Emotional Link* SFX.

3 XP when you first activate your *Emotional Tempest* Limit.

10 XP when you either apologize for injuring a teammate with your powers or leave the battlefield rather than apologize.

STRESS / TRAUMA

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12

M

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12

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4

6

8

10

12

XP
☐



History

Descended from a line of African priestesses but born in New York City, Ororo Munroe moved with her parents to Cairo when she was just an infant. After a building collapse killed her parents and left her trapped in the rubble for days, the young girl found herself alone on the streets at the age of five. Surviving as a thief and pickpocket for many years, she left the city and traveled into the African wilderness at the age of twelve.

On her journey she met, saved, and romanced the young Wakandan Prince, T'Challa. Harsh elements and harsher people nearly meant her death on several occasions. During this time her mutant abilities surfaced, and young Ororo discovered she could control the weather. She eventually reached her ancestral home in Kenya, where her mother's tribe took her in and, due to her powers, worshipped her as a living goddess.

Years later, Professor Xavier recruited Ororo for a new team of X-Men. Given the codename "Storm," the young mutant at first was distant and struggled to fit in. However, over the years, Storm became a valued member of the X-Men and eventually leader of multiple incarnations of the team. Shaped by tragedies such as temporarily losing her powers and encountering terrible foes such as the Brood and the Shadow King, Storm has emerged triumphant, a regal leader of Earth's most prominent band of mutant heroes.

Personality

Once shy and naïve, Storm has grown into a confident, witty, and strong-willed leader. She loves and respects nature, finding solace and comfort in the wilderness during dark times. She values her friends and teammates highly, seeing them as her family and fiercely defending them from all threats. However, being worshipped as a goddess during her youth left an impression, and Storm does not take challenges to her authority well. Due to the childhood trauma surrounding her parents' death, Storm suffers from severe claustrophobia.

Abilities & Resources

Storm has the mutant ability to control the weather. She can create storms, call down lightning, and even fly by summoning strong winds to carry her. Heightened emotional states can cause her powers to run rampant, meaning she must be careful to control her feelings. Storm also has latent mystical potential, inherited through her mother and going back generations.

Storm is an experienced adventurer, gymnast, and thief. She speaks multiple African dialects and is surprisingly skilled in hand-to-hand combat, particularly knife-fighting.

Storm is a veteran member of the X-Men and can call on the team for aid, particularly her close friends Shadowcat, Wolverine, Nightcrawler, and Colossus. She was romantically involved with the mutant super-inventor Forge and once led the subterranean mutants known as the Morlocks—she can still count both as allies, despite some tensions. Storm's Wakandan prince, T'Challa, grew up to become the Black Panther, hero and king of Wakanda. The two still hold a special place in each other's hearts, though only time will tell what will come of their longstanding attraction.



THING

Affiliations

SOLO **6**

BUDDY **10**

TEAM **8**

PP
☐

Distinctions

**IT'S CLOBBERIN' TIME!
I'M A MONSTER!
WOTTA REVOLTIN' DEVELOPMENT**

4 or **8**
+1 PP

STRESS / TRAUMA

Power Sets

ROCKY ORANGE HIDE

GODLIKE DURABILITY **12**

GODLIKE STRENGTH **12**

ENHANCED STAMINA **8**

SFX: *Area Attack.* Target multiple opponents. For every additional target, add **D6** to your pool and keep +1 effect die.

SFX: *Collateral Damage.* Instead of spending 1 PP, add **D6** to the doom pool to create a **ROCKY ORANGE HIDE** stunt.

SFX: *Haymaker.* Double **GODLIKE STRENGTH** for an action, then add second-highest rolling die from that action to the doom pool.

SFX: *Invulnerable.* Spend 1 PP to ignore physical stress or trauma unless caused by mystical attacks.

Limit: *Moody.* Earn 1 PP and step up emotional stress caused by doubt, guilt, or self-worth by +1.

P
4
6
8
10
12

Specialties

COMBAT EXPERT **8**

COSMIC EXPERT **8**

PSYCH EXPERT **8**

VEHICLES MASTER **10**

[You may convert Expert **D8** to **2D6**, or Master **D10** to **2D8** or **3D6**]

M
4
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8
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12

Milestones

THE HEART OF A PRINCE

1 XP when you first use your powers to give a support asset to an ally.

3 XP when you either take trauma to save a non-combatant or convince an opponent to attack you rather than a non-combatant.

10 XP when you either sacrifice yourself for your allies or fight until you're the last hero to fall.

FEET OF CLAY

1 XP when you activate your *Moody* Limit.

3 XP when you take offense when none is offered.

10 XP when you either leave your team due to your monstrous appearance or allow others to convince you to join a team in spite of your appearance.

E
4
6
8
10
12

XP
☐

History

A street tough turned ace pilot, Ben served as pilot on the famous space flight that bombarded its crew with cosmic rays and created the super-team known as the Fantastic Four. The most physically altered by the accident, Ben became a being of orange rocky skin and amazing might. Calling himself "the Thing," Ben became one of the world's most recognizable super heroes.

Ben has been "cured" of his inhuman appearance before, but he always reverts back to it out of necessity or some twist of fate. He's traveled the cosmos, worked with numerous heroes, and even found love a few times. He's left the Fantastic Four periodically, only to return to the team he sees as his true family. The Thing's brawls with various villains and powerful menaces are legendary. He's gone toe-to-toe with everyone from the Hulk to the Champion of the Universe. In the latter matchup, the Thing's dogged determination and refusal to quit saved the whole planet from destruction. The hero's battle cry of "It's Clobberin' Time!" is welcomed by allies and feared by enemies. No one ever forgets Ben Grimm, the ever-lovin' blue-eyed Thing.

Personality

Underneath the Thing's rocky orange hide and gruff attitude is a hero's heart and adventurer's spirit. He's loyal and brave, and refuses to quit even in the face of impossible odds. Despite his inherent goodness, the Thing's own disgust at his inhuman appearance is his key weakness. On some level he cannot bring himself to believe he isn't the monster he appears to be. This makes him try even harder to be a good and decent person, but it often makes him angry and deeply wounded by any rejection, real or imagined.

Abilities & Resources

The Thing's orange rocky skin is incredibly durable. He is capable of withstanding amazing punishment, such as being knocked through several buildings by a devastating blow, only to emerge slightly woozy and very annoyed. He's one of the stronger heroes in the Marvel Universe, capable of lifting great weights and slugging it out with giant monsters and other menaces.

The Thing is an experienced brawler and pilot. He can fly nearly anything and is at home in the middle of a scrap. No scientist, he has nevertheless become familiar with many alien races and strange phenomena from his adventures with the Fantastic Four.

The Fantastic Four aren't just the Thing's friends—they're his family. The Thing has teamed up with nearly every hero on Earth—and beyond—at some time or another. He's worked closely with the likes of Spider-Man, Ms. Marvel, Captain America, and also with little-known heroes such as the Aquarian and Skull the Slayer. His good reputation means he can even call upon resources from organizations like S.H.I.E.L.D. occasionally. He has a longstanding and sometimes troubled romance with blind sculptor Alicia Masters, whom he loves dearly. The Thing is surprisingly wealthy, having gained a share of the Fantastic Four's patents over the years, but he's done little with this wealth.



WOLVERINE

Affiliations	SOLO 10		BUDDY 6	TEAM 8
Distinctions	I'M THE BEST THERE IS AT WHAT I DO MASTERLESS SAMURAI MYSTERIOUS PAST 4 or 8 +1 PP			
Power Sets	FERAL MUTANT ENHANCED REFLEXES 8 ENHANCED STRENGTH 8 GODLIKE STAMINA 12 SUPERHUMAN SENSES 10 SFX: Berserk. Borrow a die from the doom pool for an attack action. Step up the doom die by +1 and return to the doom pool. SFX: Focus. In a pool including a FERAL MUTANT die, replace two dice of equal steps with one die of +1 step. SFX: Healing Factor. Spend 1 PP to recover your physical stress and step back your physical trauma by -1. Limit: Mutant. Earn 1 PP when affected by mutant-specific Milestones and tech. WEAPON X PROGRAM ADAMANTIUM CLAWS 10 PSYCHIC RESISTANCE 10 SFX: Adamantium Skeleton. On a successful reaction against an edged or blunt attack action, either convert opponent's effect die into a WEAPON X PROGRAM stunt or step back effect die by -1 and inflict as physical stress. Spend 1 PP to use this stunt if opponent's action succeeded. SFX: Fearsome. Add D6 and step up effect die by +1 when using WEAPON X PROGRAM powers to inflict emotional stress. SFX: Immunity. Spend 1 PP to ignore telepathy or mind control. Limit: Heavy Metal. On a magnetic attack or while swimming, change any WEAPON X PROGRAM power into a complication and gain 1 PP. Activate an opportunity or remove the complication to recover the power. Limit: Toxic Metal. If GODLIKE STAMINA is shutdown, take D10 physical stress at the beginning and end of every Action Scene.			
Specialties	COMBAT MASTER 10 COVERT MASTER 10 CRIME EXPERT 8 MENACE MASTER 10 VEHICLE EXPERT 8 [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]			
Milestones	...AND WHAT I DO ISN'T VERY NICE 1 XP when you first choose to inflict physical stress in a Scene. 3 XP when another hero rebukes you for your violence or you threaten another hero with violence. 10 XP when you kill someone in front of innocents or recover from your berserker rage in front of innocents without having inflicted trauma on anyone. OLD FRIENDS, OLD ENEMIES 1 XP when you declare someone an old ally or foe. 3 XP when you aid your old ally in a buddy situation or deal trauma to your old foe. 10 XP when you declare your old ally is now an enemy or vice versa.			

PP

STRESS / TRAUMA

P

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E

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10

12

XP



History

James Howlett was born sickly to wealthy parents in late 19th Century Canada. Abuse, betrayal, lost love, murder, and the manifestation of his mutant abilities led young James to flee his ruined home with his first love, a girl named Rose. Eventually he lost Rose as well and fled into the wilderness to live with a pack of wolves.

Leaving the forest after a time, James spent decades having a series of strange and half-remembered adventures. Under the name Logan, he fought in World War II, met Captain America, and worked for various intelligence services. Later he came to the attention of the Weapon X program, which was attempting to make the perfect assassin and killing machine. The program bonded Adamantium to Logan's skeleton and bone claws, making them unbreakable. The process also broke Logan's mind, causing his memories to fragment and reverting him to an animal state. He wandered the Canadian wilderness until Heather and James MacDonald Hudson found him. The couple helped restore his sanity and recruited him for Canada's Department H.

As Department H's operative, Logan took the name Wolverine. He fought the Hulk, worked with Alpha Flight, and went on various missions until Charles Xavier recruited him for the X-Men. Wolverine stayed with the X-Men for years, leaving periodically in attempts to find peace or put together the fractured memories of his past. He is currently with the X-Men, but becoming a bit restless working only with one team.

Personality

Wolverine is gruff, blunt, but extremely loyal and passionate. He combines the code of a samurai warrior with the instincts and impulses of a predator. Wolverine is often protective of younger, less experienced heroes and teammates, but he never coddles them, preferring to help them grow and advance through "tough love." Wolverine isn't proud of his berserker rages and past activities as an assassin and killer, but he isn't drowning in shame either. Instead, he accepts what he is, expects others to do the same, and tries to use those skills and experiences for good.

Abilities & Resources

Wolverine possesses uncanny stamina and recuperative abilities. This healing factor allows him to recover from terrible wounds, rendering him functionally immune to poisons and diseases, and greatly retarding his aging. His skeleton and natural bone claws are bonded with Adamantium; this makes them unbreakable and the claws hyper-sharp, capable of cutting through nearly anything. Wolverine also has enhanced physical abilities and heightened senses.

In addition to his powers, Wolverine has several lifetimes of training and experience. He speaks multiple languages and is a trained spy, soldier, and assassin. He has mastered various forms of combat, particularly unarmed ones and those using bladed weapons. He is an expert woodsman and tracker—skills augmented by his mutant senses.

Though he can't remember all of it, Wolverine has been there and done that. There are few superhumans in the Marvel Universe he hasn't fought with or against—often both. In particular, he has worked closely with Spider-Man, Nick Fury, Captain America, and Spider-Woman. He is surprisingly close to fellow X-Men member Shadowcat and spent years in love with teammate Jean Grey and in rivalry with her longtime beau, Cyclops. He has numerous contacts in the intelligence community and extensive criminal contacts centered around the Southeast Asian island of Madripoor.



Name:

Affiliations

SOLO ☐

BUDDY ☐

TEAM ☐

Distinctions

4
+1 PP

or

8

Power Sets

SFX/Limits:

SFX/Limits:

Specialties

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]

Milestones

1 XP when...

3 XP when...

10 XP when...

1 XP when...

3 XP when...

10 XP when...

PP
☐

STRESS / TRAUMA

P

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XP

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○

Abilities & Resources

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