

# MALICE

"Lets not do anything rash shall we"?



**Power Level:** 19 **Concept:** Possessing Energy Being **Occupation:** Assassin

Str	Dex	Con	Int	Wis	Cha	Melee
--	--	--	18	20	20	+5
--	--	--	+4	+5	+5	Atk Bonus

DMG	FORT	REF	WILL	Speed	Ranged
--	+19	--	+17	30/95	+5
Save	Save	Save	Save	Walk/Fly	Atk Bonus

## SKILLS

Bluff (Cha) +22, Diplomacy (Cha) +22, Intimidate (Cha) +22, Listen (Wis) +20, Spot (Wis) +20, Sense Motive (Wis) +22

## Initiative

+4

## DEX

## Dma Bonus

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## Fists and Feet

## DEFENSE

10/10

## Flat Footed

## CHARACTERISTICS

**Real Name:** Unknown  
**Height:** As per host  
**Weight:** As per host  
**Eyes:** As per host **Hair:** As per host  
**Birthplace:** Unknown  
**Group Affiliation:** Leader of Marauders  
**Headquarters:** Old Lair  
**Relatives:** Unknown  
**Other Aliases:** Alison Blaire (the Dazzler), Wolverine, Rogue, Ororo (Storm), Lorna Dane (Polaris), Beatrice Connors, Alex Summers (Havok), and Sue Richards (the Invisible Woman).  
**Marital Status:** Single, as per host  
**First Appeared:** X Factor #???

## HISTORY

Malice's true name, background, and even sex are unknown. A faithful servant of Mister Sinister, Malice first gained prominence by possessing Alison Blaire, the Dazzler, but in a later fight took control of Rogue and Wolverine, but when she attempted to take control of Storm, the x-men's willpower proved to be the stronger of the two and drove Malice out. Malice was driven away but promptly possessed Lorna Dane and took up the guise of Polaris and was appointed the leader of the mutant killing group, the Marauders, by Mr Sinister.

Malice is very cunning in how she possesses people and generally appears in a mirror or similar receptacle and gets the subject to believe they are insane or that life would be easier if they just gave in to evil, she plays upon their doubts and fears until they no longer resist her and she takes over their mind and body without opposition.

## FEATS

Immunity to Starvation, Suffocation, Exhaustion, Aging, Improved Initiative, Assessment, Iron Will, Indomitable Will

## POWERS

**Alternate Form—Energy (Spirit) +19:** Malice's natural form is that of a spiritual energy being, she does not assume this form it is what her form is. In this form she can pass harmlessly through normal matter. She cannot affect physical objects. She can even pass through a force field but this requires an Incorporeal check with a DC 10 + force fields rank. She is immune to all physical attacks, but energy attacks still affect her. In this form Malice can fly at 5 .ft per power rank, double this as a Full action, four times that as a sprint [*Flaws:* Limited—No energy field, Permanent; *Source:* Psionic; *Cost:* 3 pp].

**Amazing Fortitude Save +19:** Malice adds her power rank to all Fortitude saves [*Source:* Alien; *Cost:* 1 pp].

**Super Wisdom +10:** Malice has extremely acute awareness and self control, adding her rank to Will saving throws and Wisdom based skill checks [*Source:* Alien; *Cost:* 3 pp].

## WEAKNESSES

**No Physical Form:** Malice exists purely as an energy being she has no physical form and hence no physical characteristics of her own, she can interact with the physical world only through the possession of others. There she has no Str, Dex or Con score and no Fortitude or Reflex saves of her own always rolling "just" a D20 for these unless she has possessed someone in which case she uses the hosts Fort and Ref saves. Vulnerable to her own energy: Malice has no defence against her own "Spiritual" type of energy, making any saving throws against attacks of that type with "just" a D20 no modifiers allowed. Malice is also susceptible to other forms of spirit eviction such as Exorcisms and the like.

## PERSONALITY

Malice is a sadistic entity who lives from the suffering created while possessing a victim. Unlike the other Marauders, she prefers not to kill her targets; that would be too quick, too painless. She is currently possessing the mind of Lorna Dane and using her to torment Havok.

## MORE HISTORY

## VEHICLE

Vehicle Type:                      Size:                      Movement:                      Hardness:  
 Armour Bonus:                      Cost:                      Features:

## MORE POWERS

**Super Charisma +10:** Malice has a strong emotional affect on people, far beyond that of normal people and adds her rank to Char checks, Cha based skill checks and her loyalty score [*Source: Alien; Cost: 2 pp*].

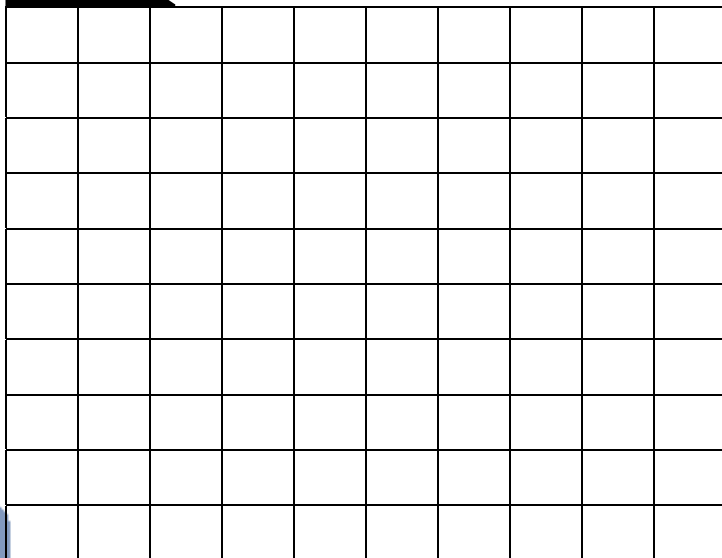
**Possession +19:** Malice can enter and take over a targets body and mind possessing them. To dot his she makes a Possession power check versus the targets Will save, if successful she merges with the subject disappearing as she takes control of them. She retains all mental ability scores, skills and powers, but gains the targets physical ability scores, skills and powers. The target gets an additional Will save against your original Possession power check result any time their body is forced to perform an action to which they would ordinarily be strongly opposed to, success breaks Malice's control. She can choose to re-roll her possession power check in order to get a higher result as a half action, but each re-roll grants the target a new Will save. [*Source: Psionic; Cost: 3 pp*].

**Telepathy +10:** Malice can read minds and project her own thoughts into the minds of others. To use her Telepathy make a power check, with a DC based on the desired level of contact (see table .pg 87) unwilling subjects add their Will saving throw bonus to the DC and can force you out of their mind immediately after you make contact, She can choose to re-roll her possession power check in order to get a higher result as a half action, but each re-roll grants the target a new Will save. [*Source: Psionic; Cost: 2 pp*].

## DEVICES

What Gadgets or Gizmo's do I own?

## MAP



## MAP FEATURES

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## HEADQUARTERS

What is my Headquarters like?

## NOTES

Any other notes I wish to add

## HERO POINTS

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