

MARVEL SUPER HEROES™

Official Character Roster

CONCRETE JUNGLE

By Jeff Grubb



A Colossal Compendium of Corrupt Criminals and Crusading Characters, Featuring SPIDER-MAN™ and his Amazing Foes!



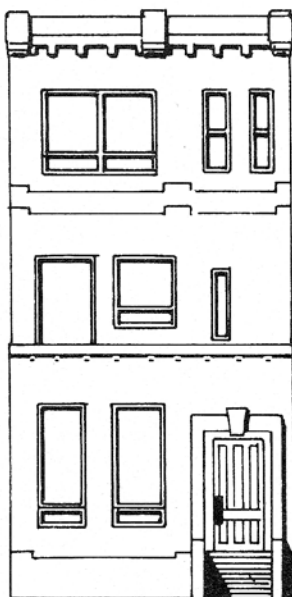
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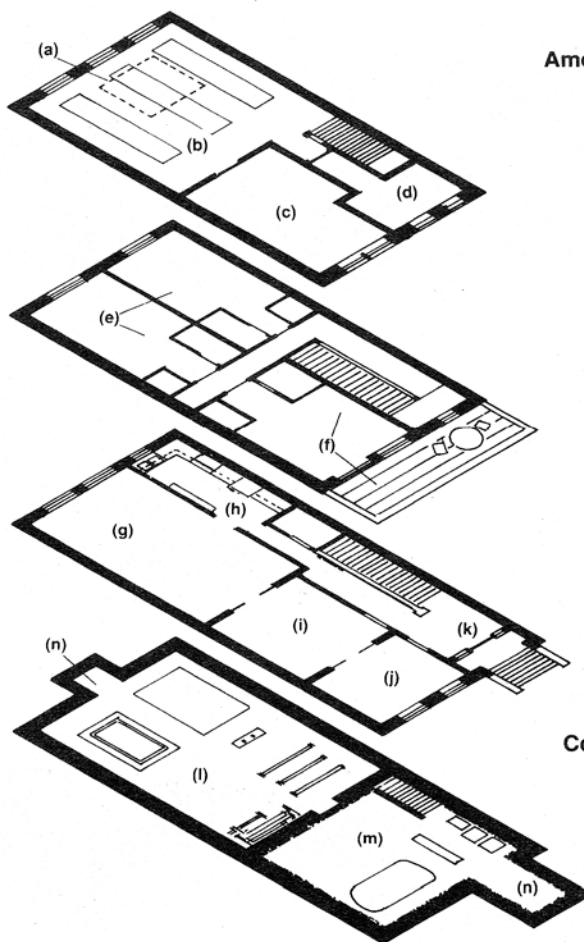
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DAREDEVIL™'S APARTMENT



FACADE

The inconspicuous renovated three-story townhouse located at 448 E. 66th Street is leased to Matthew Murdock, wealthy defense attorney, but is also the private gymnasium and headquarters of Murdock's alter ego, Daredevil.



THIRD FLOOR

Skylight exit (a)
America's fourth largest individually-owned braille library (b)
Study (c)
Sculpture studio/retreat (d)

SECOND FLOOR

Two guest bedrooms (e)
Master bedroom and terrace (f)

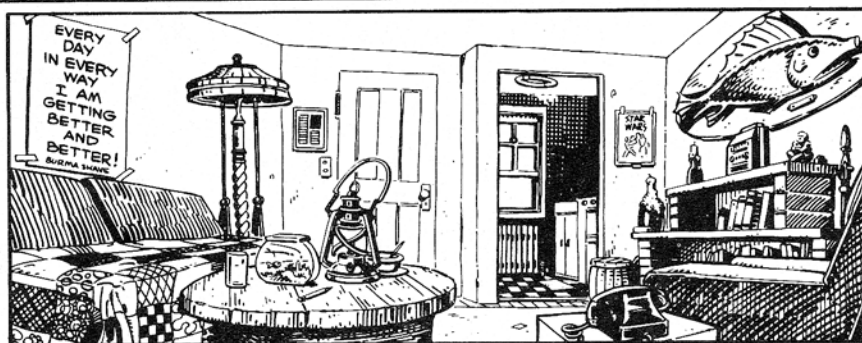
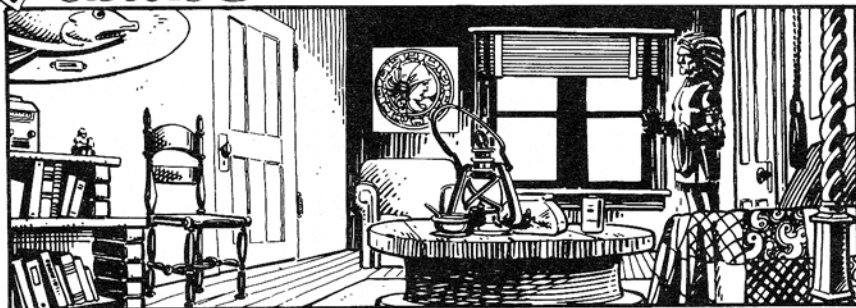
FIRST FLOOR

Dining room (g)
Kitchen (h)
Parlor (i)
Private office (j)
Foyer (k)

BASEMENT

Concealed gymnasium, trampoline, stationary ring apparatus, parallel and uneven bars, weightlifting stand (l)
Laundry room, boiler (m)
Concealed ground level exits (n)

Peter Parker's APARTMENT!



CONCRETE JUNGLE

Concrete Jungle is a roster book of some of the more notable denizens of the city: those who threaten it, those who protect it, and those who seek to profit from it. From KINGPIN™ to SPIDER-MAN™, DAREDEVIL™ to BULLSEYE™ are found within. By using this book along with the MARVEL SUPER HEROES™ game rules, you can create adventures for your own inhabitants of the *Concrete Jungle*.

There are more than 50 different heroes, villains, and other important people in this book. All information is given in the following order:

- Hero's or villain's name
- Real name, if known
- Occupation or title
- Ability ranks and variable Abilities
- Powers and talents
- Background

A hero's or villain's name is the name by which he is known to the public at large. It is usually some catchy handle for quick recognition or notoriety. Tyrone Johnson and Tandy Bowen sound like names of kids you went to school with, but they are known to the underworld as the super-powered vigilantes CLOAK™ and DAGGER™.

A character's secret identity is given when it has been revealed to the readership of the Marvel Universe, even though it may remain a secret to the world at large. If the character's true name is not yet known, the notation "Real name unrevealed" is used.

Occupation or title is a handy reference for the type of work the hero or villain does, whether in or out of costume. Peter Parker is a freelance photographer as well as a freelance adventurer, while DEATH ADDER™ is a professional criminal.



Ability ranks and variable abilities are as defined in the MARVEL SUPER HEROES game, with the exception of negative Popularity. Normal Popularity is a hero's "good will" with the world at large, and measures the willingness of normal people to aid him as a force of good. It is, in effect, the hero's reputation as a hero. Similarly, a villain's negative Popularity is a reflection of his bad guy "rep": how feared he is by others. In the game, negative Popularity is used the same way as positive Popularity, but normal individuals who cooperate with a villain do so out of fear and will seek to get away as soon as possible.

Powers and talents are tailored to the individual. Similar powers are not the result of similar forces. There are many wall-crawlers within, each with his own method of hanging on to sheer surfaces. Both the use of a power or talent and how it operates are explained.

The background section describes the character's origins and contains information on how the character acts and reacts with others. Many of the characters' backgrounds are interwoven as their fates are entwined, like Daredevil and Bullseye, or GREEN GOBLIN™ and Spider-Man.

This is not by any means a complete list of urban bad guys. A goodly number of additional foes may be found within *New York, New York*, MHAC6. We've tried not to repeat villains and heroes found there with two important exceptions; Spider-Man and Kingpin. They have received expanded entries in this text. So make way for a whole slew of bad guys and good guys to challenge your heroes and add life to your campaign.

Cause it's a jungle out there!

Credits:

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ANACONDA™

Blanche Sitznski
Freelance Criminal

Fighting: GOOD
Agility: GOOD
Strength: REMARKABLE
Endurance: INCREDIBLE
Reason: TYPICAL
Intuition: GOOD
Psyche: GOOD

Health: 90
Karma: 26
Resources: TYPICAL
Popularity: -10

Powers:

CONstriction: Anaconda's legs and arms have been bio-engineered to wrap around an opponent and constrict, in a manner similar to her namesake. She receives a one column shift to the right when making grappling attacks, and inflicts Incredible damage with those attacks. Those grappled by Anaconda suffer a shift two columns to the left for their attempts to break the hold.

ELONGATION: Anaconda can extend her arms and legs one-and-a-half times their normal length, allowing her to reach the top of a one-story building without difficulty.

GILLS: Anaconda is a full amphibian and can

survive equally well above and below the surface of the water.

BODY ARMOR: Anaconda's skin has been toughened to withstand great oceanic depths. She has Excellent protection from physical attacks and Good protection from energy attacks.

Background: Blanche Sitznski was an unemployed steelworker from Pittsburgh who was selected by the executives of Roxxon Oil Company to become a special agent. Blanche was biologically mutated by Roxxon's subsidiary, the Brand Corporation, giving her the ability to elongate her arms and legs and use them to constrict her enemies. Anaconda joined SIDEWINDER™, BLACK MAMBA™, and DEATH ADDER™ in a mission to recover the SERPENT CROWN™ from its deep-sea resting place. Sidewinder ditched his allies in the Serpent Squad soon after, but the team has since regrouped, adding new members to form a Serpent Society.



TM



TM

ARNIM ZOLA™

Arnim Zola
Criminal Biochemist

Fighting: GOOD
Agility: TYPICAL
Strength: TYPICAL
Endurance: EXCELLENT
Reason: INCREDIBLE
Intuition: GOOD
Psyche: MONSTROUS

Health: 42
Karma: 125
Resources: EXCELLENT
Popularity: -10

Powers:

BIO-ENGINEERED CREATURES: Arnim Zola can create artificial life which he can program and control. These creatures have Fighting, Agility, Strength, and Endurance ranks, but no Reason, Intuition, or Psyche. Zola constructs them as a normal scientist builds a robot, but with the following limitation: only one ability may be Incredible; others cannot exceed Remarkable, and total Health cannot exceed 100. A typical Zola lackey has the following abilities:

F	A	S	E	Health
Gd	Ex	In	Rm	100

This limitation is due to the weakness of Zola's initial stock. He can manipulate genes

from other donors to create close physical duplicates, but with the above ability ranks.

CONTROL: Zola's creatures answer to his commands, transmitted telepathically up to 10 miles away, by means of the ESP box atop his shoulders. Zola also carries a mental energy prod with a range of five areas that also transmits his orders. Zola may use this as a weapon, inflicting Good damage.

BODY ARMOR: The form that Zola now wears has Excellent body armor, having been tailored to his own specifications.

BODY TRANSFER: Zola has a number of genetically tailored bodies, and can switch his consciousness from one to another through his ESP box. Should a body be reduced to 0 Health, Zola abandons it for a replacement. Heroes defeating a Zola body receive only half normal Karma if he escapes.

Background: As a Swiss biochemist working for the Nazis, Zola discovered secret knowledge dating from the Crusades that allowed him to make startling breakthroughs in genetic engineering. Supported since World War II by the RED SKULL™, Zola has used this knowledge to create monsters under his control and to design alternate bodies for the Skull and the original HATEMONGER™.



BARON ZEMO™
 Helmut Zemo
 Criminal Scientist

Fighting:	GOOD
Agility:	TYPICAL
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	INCREDIBLE
Intuition:	GOOD
Psyche:	GOOD
Health:	46
Karma:	60
Resources:	REMARKABLE
Popularity:	-10

Powers:

ADHESIVE X: Zemo's father, Baron Heinrich Zemo, created the world's most powerful adhesive, Adhesive X, which bonds in a single round with Unearthly strength. Zemo has used the paste in a gun with a three-area range, which can cover one target at a time. A solvent which can dissolve the adhesive has been developed by Peter Petruski (also known as PASTE-POT PETE™ and the TRAPSTER™). This solvent is in the hands of the authorities.

Talents: Zemo is a master of chemistry, biology, and biochemistry. His Reason should be considered one rank higher than is listed above when solving problems in these subjects.

Background: Helmut Zemo is the son of the hated Nazi scientist Heinrich Zemo who was, with Arnim Zola, one of the top scientists of Hitler's Germany. The original Baron Zemo was responsible for the fatal flight that claimed BUCKY'S™ life and placed CAPTAIN AMERICA™ in suspended animation for many years. The first Baron Zemo returned to fight the revived Captain America and the AVENGERS™, but met his end in a landslide during a battle with Captain America.

Helmut held Captain America responsible for his father's death. He rediscovered many of his father's inventions, including Adhesive X. Calling himself the PHOENIX™, Zemo captured Cap and suspended him over a vat of the adhesive. The star-spangled Avenger freed himself and, in the ensuing battle, Zemo fell into the vat. Zemo escaped, but his face was badly scarred by the chemicals. For this reason, he wears a mask similar to his father's.

Baron Zemo maintains a diligent hatred of Captain America. He recently aided his father's old rival, the Red Skull, in the Skull's final battle with the Sentinel of Liberty. In this battle, Zemo was gravely wounded and left for dead by Skull's servants. His present fate is unknown.

BEETLE™

Abner Jenkins
 Professional Criminal

Fighting:	GOOD
Agility:	GOOD
Strength:	TYPICAL (EXCELLENT)
Endurance:	TYPICAL (EXCELLENT)
Reason:	EXCELLENT
Intuition:	REMARKABLE
Psyche:	TYPICAL
Health:	32 (60)
Karma:	56
Resources:	EXCELLENT
Popularity:	-10

Powers:

BODY ARMOR: Jenkins's Beetle costume raises his abilities to the levels in parentheses. The costume also provides Excellent protection from physical damage. All of Beetle's powers derive from the armor, which is powered by ambient microwaves. All microwave transmissions within three areas of Beetle are jammed, and a powerful source of microwaves may increase his Strength to Remarkable.

WALL-CRAWLING: The Beetle suit has suction cup gloves that give its wearer Excellent control on vertical surfaces.

FLIGHT: Beetle can fly at up to Excellent speed

or hover in place by using cybernetically-controlled Mylar wings.

ELECTRO-BITE: Using both hands, Beetle can fire a bolt of electrical energy up to 10 areas away, inflicting Excellent damage.

BATTLE COMPUTER: The Beetle armor is equipped with a programable battle computer capable of guessing an opponent's moves and counteracting them. This raises Beetle's Fighting and Agility ranks to Remarkable and Intuition to Amazing against a single opponent. The opponent must have been studied in advance for the fighting style to be analyzed and programed. Jenkins often has other super-foes fight a hero while he records the battle. The battle computer has fighting programs to battle Spider-Man, Daredevil, IRON MAN™, and Captain America.

Talents: Jenkins has some mechanical ability. His Reason is Remarkable in dealing with motors and small devices.

Background: Abner Jenkins used his mechanical know-how to build a highly advanced suit of body armor and set out on a spree of crime. Working on his own and in the pay of others, Beetle has met and fought Daredevil, Iron Man, Spider-Man, and the collected AVENGERS™. Beetle recently completely remodeled and updated his armor, making him an even more deadly foe.



BLACK CAT™

Felicia Hardy
Former Burglar

Fighting: GOOD
Agility: EXCELLENT
Strength: TYPICAL
Endurance: EXCELLENT
Reason: GOOD
Intuition: GOOD
Psyche: EXCELLENT

Health: 56
Karma: 40
Resources: TYPICAL
Popularity: 2

Powers:

LUCK MANIPULATION: Felicia unconsciously manipulates a probability altering field around her, causing improbable events to occur to those who intend her harm. In game terms, this luck manipulation affects the reading of dice rolls for FEATS that may cause harm to Black Cat. The lower of the two numbers rolled is always read as the tens digit. For example, if a 71 is rolled for an attack against Black Cat, it becomes a 17. Karma may be added to such attacks. Furthermore, any white result for an attack against Black Cat results in spectacular failure; the gun explodes in a crook's hand, an advancing thug falls through loose floorboards, and so on. Such failure can injure but should not kill.

TIGHTROPE: Felicia often carries a length of thin cable which ends in a ball of glue. She can throw the ball three areas or use a launcher with a 10-area range. The cable is made of Excellent material, and Black Cat uses it as a swing line or tightrope.

Talents: Black Cat is a master of the martial arts and may Stun and Slam opponents with higher Endurance than her Strength. She is also an Excellent lockpicker.

Background: Felicia Hardy, daughter of cat burglar Walter Hardy, decided to follow in her father's footsteps in crime. Her early escapades brought her into conflict with Spider-Man. She fell for the adventurous web-slinger and teamed up with him to save New York City from nuclear blackmail in a war between DOCTOR OCTOPUS™ and OWL™. As a result of her heroic actions, she was pardoned for her previous crimes. For some time after that, Black Cat and Spider-Man operated as a team. During this time, Spider-Man was overly protective of Black Cat because she had no super powers. Black Cat set about gaining some power, finally working with Kingpin to expand her latent bad luck ability. Since that time, she and Spider-Man have broken up. Her present whereabouts are unknown.



TM



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BLACK MAMBA™

Tanya Sealy
Professional Criminal

Fighting: TYPICAL
Agility: GOOD
Strength: TYPICAL
Endurance: TYPICAL
Reason: TYPICAL
Intuition: TYPICAL
Psyche: AMAZING

Health: 28
Karma: 62
Resources: TYPICAL
Popularity: -5

Powers:

DARKFORCE MANIPULATION: Black Mamba has the ability to manipulate the extra-dimensional energy known as the Darkforce in a single, precise fashion. She can telepathically scan the minds of those within two areas for a single image, the image of some trusted friend or companion. She then projects an inky cloud of the Darkforce as an illusion of that friend or companion, and directs the illusion to embrace the target. This illusion is of Incredible intensity. Those targets with a Psyche of less than Incredible must make a red FEAT roll, those of Incredible must make a yellow FEAT roll, and those with a higher Psyche must make a green FEAT roll. Succeeding in this FEAT roll lets the character realize that the figure is an illusion. Failure

allows the Darkforce illusion to approach and embrace the character. The Darkforce grips with Excellent Strength, and reduces the character's Psyche by one rank at the end of each round. If the character's Psyche drops below Feeble, he dies. A Psyche FEAT should be rolled each round at the reduced level. Success allows the character realize what is happening and try to break free.

SNAKES: Tanya adorns her garb with with three or four mildly poisonous pet snakes. These serpents have the following stats:

F	A	S	E	Health
Ty	Pr	Fb	Ty	18

The snakes have Good intensity poison, which knocks out for 1 to 10 rounds any target failing to make an Endurance FEAT roll. These serpents only try to protect their mistress if she is surprised, since she can take care of herself otherwise.

Background: A former call girl from Chicago, Tanya Sealy was recruited by the Roxxon Oil Company to be one of the special agents in their new Serpent Squad. The Brand Corporation implanted an electric component in her forebrain that permits her to manipulate the Darkforce in her unique fashion. She joined Anaconda, Death Adder, and Sidewinder to recover the Serpent Crown, and now the four are operating together with other villains in a Serpent Society.



BLACK WIDOW™
Natasha Romanova
Espionage Agent

Fighting: INCREDIBLE
Agility: REMARKABLE
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: INCREDIBLE
Psyche: GOOD

Health: 100
Karma: 60
Resources: TYPICAL
Popularity: 30

Powers:

SUCTION CUPS: Electrostatically charged suction cups on the feet and hands of Black Widow's uniform allow her to climb walls and stick to ceilings with Remarkable ability.

BRACELETS: Natasha occasionally wears a set of multi-function bracelets. The right bracelet contains her Widow's Line, while the left bracelet controls her Widow's Bite.

- 1) The Widow's Line is a thin, wire grappling hook that may be shot up to two areas. Using the line, Black Widow can swing up to four areas a round.
- 2) The Widow's Bite is a high-frequency, short-range electrostatic discharger. It can inflict Excellent damage within a

range of one area.

BELT: Another piece of Black Widow's equipment, this belt is made of metal disks, each disk containing enough plastic explosive to inflict Remarkable damage on any target it hits and Good damage to everything in the same area as the target. The disks are thrown as grenades.

Talents: Black Widow is a master of martial arts. She can Stun and Slam targets that have a higher Endurance than her Strength. She also has Excellent Reason in matters of espionage and lockpicking.

Background: Natasha Romanova enlisted in the KGB following the supposed death of her husband, Alexi Shostakov, who was to become the first RED GUARDIAN™. Assigned to espionage work in America, she completed several successful missions before defecting and working for S.H.I.E.L.D.™ (Supreme Headquarters, International Espionage and Law-Enforcement Division). She has, in the time since her defection, worked as an operative for the United States government, fought as an Avenger and Champion of Los Angeles, and alongside the heroes HAWKEYE™ and Daredevil.

BULLSEYE™

Real Name Unrevealed
Professional Assassin

Fighting: REMARKABLE
Agility: AMAZING
Strength: GOOD
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: POOR

Health: 120
Karma: 30
Resources: POOR
Popularity: -15

Powers:

NATURAL MARKSMAN: Bullseye has Monstrous Agility with any thrown objects. He can turn mundane items into deadly weapons; Any object with an edge that he throws (including common objects such as playing cards) attack on the Hack & Slash column of the Battle Effects Table. His accurate range is two areas with thrown items. Bullseye has also carried guns and crossbows as well. If encountered in an area he has previously prepared, Bullseye will have one to five caches of exotic weapons stashed around the area.

Background: The man who became Bullseye was originally a baseball player who

left the major leagues to join the army. His twisted pleasure in slaying foes lead him to a career as a mercenary after his discharge. Bullseye mastered exotic hand weapons, returned to the states, and set himself up as a freelance assassin. His ruthless methods and devotion to his craft quickly established him as one of the best in his business, and he was soon accepting assignments from the Kingpin of Crime.

Bullseye and the blind hero Daredevil have clashed many times. Following a battle in which Bullseye cruelly murdered Daredevil's love, ELECTRA™, the hero refused to save the assassin from a long fall, a drop which fractured most of Bullseye's bones. A Japanese warlord rescued the crippled Bullseye and restored his abilities. The assassin showed his gratitude by leaving, and after another battle with Daredevil was arrested by the police.

Bullseye is emotionally unstable and is fixated on Daredevil, feeling linked to the hero in some fashion. He does not let this madness keep him from being an efficient, cold-blooded killer.



CLOAK™

Tyrone Johnson
Vigilante

Fighting: TYPICAL
Agility: GOOD
Strength: EXCELLENT
Endurance: INCREDIBLE
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: GOOD

Health: 76
Karma: 36
Resources: POOR
Popularity: 3

Powers:

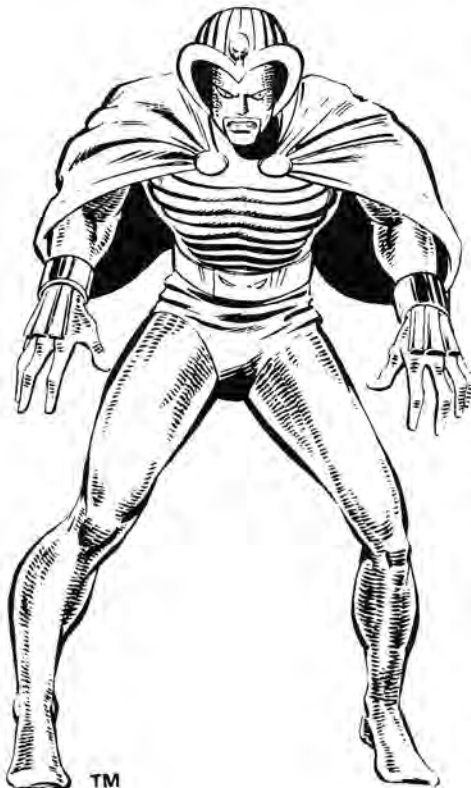
DARK DIMENSION: Cloak's body serves as an opening into the Dark Dimension, an extradimensional space that may or may not be related to the Darkforce. The darkness serves as Amazing body armor and, in addition, lowers all battle effects by one color rank. Cloak may enfold other characters by making a successful wrestling attack. Those trapped within the cloak are subject to the malevolence of the Dark Dimension, a sentience that preys on the deepest fears and secrets of those caught. All those within Cloak's dimension that are not protected by light similar to that generated by Dagger lose one Endurance rank and 5 Health points each round. When Endurance reaches 0, the character is unconscious. When Health reaches 0, the character is dead. The darkness feeds on

the "living light" of victims. Cloak can add the Health points lost by his victims to his own Health point total (but he can't have more than 76 Health points at one time). In order to return someone he has swallowed he must make a Yellow Psyche FEAT roll.

DARKNESS GENERATION: Cloak can release a portion of his darkness, covering up to three areas. While not as terrifying as the confines of his cloak, all those who do not have light-bearing powers shift three columns to the left when performing FEATs.

TELEPORT: Cloak may enter the Dark Dimension and move instantaneously to another area within one-half mile. He may take others with him, but those unprotected by light-bearers such as Dagger will suffer the effects of the Dark Dimension.

Background: Tyrone Johnson was born in South Boston, but ran away after the death of a friend in a shooting incident. Arriving in New York, he encountered another runaway, Tandy Bowen. The two became friends, and were kidnapped for drug experiments conducted by the MAGGIA™ on Ellis Island. The mob was looking for a synthetic version of heroin and used run-aways as guinea pigs. The other kidnapped youths died, but the drug altered Tyrone and Tandy, turning them into Cloak and Dagger. As Cloak, Tyrone has lost his stutter and become more grim and sure in his power and service to the Dark Dimension.

**COBRA™**

Klaus Voorhees
Professional Criminal

Fighting: REMARKABLE
Agility: MONSTROUS
Strength: GOOD
Endurance: REMARKABLE
Reason: GOOD
Intuition: GOOD
Psyche: EXCELLENT

Health: 145
Karma: 40
Resources: EXCELLENT
Popularity: -5

Powers:

MALLEABLE BODY: Cobra's entire body and bone structure are very soft, and the villain has total control over his muscles. While this does not allow him to change form or shape, he can fit into holes as small as 4" in diameter which makes him very difficult to hold. Those attempting to strike or grapple Cobra suffer a three-column penalty to hit, while Cobra's own grappling attacks are at the Amazing level.

BODY ARMOR: Cobra's suit serves as Good body armor, sufficient to protect him from most gunfire.

WALL-CRAWLING: Cobra's suit holds special chemicals that allow him to adhere to vertical

surfaces with Remarkable ability.

WRIST-LAUNCHERS: Cobra wears two small launchers on each wrist, each capable of firing a "cobra-bite" missile. The missiles may contain Amazing intensity poison, smoke (sufficient to cloud one area), Incredible intensity nerve gas (affects all targets in one area, Endurance FEAT failure results in unconsciousness), or a blindness gas (one target, Endurance FEAT failure results in blindness for 1 to 100 rounds). The range of these launchers is three areas, and Cobra uses them with Monstrous Agility.

Background: Klaus Voorhees was a research assistant who murdered his superior and was in turn bitten by an irradiated cobra. The combination of the radiation, snake venom, and experimental anti-toxin used to save Voorhees gave him his cobra-like powers. Engaging in criminal activities alongside MR. HYDE™, the Cobra met defeat at the hands of THOR™ and other powerful heroes, and was imprisoned on Rkyer's Island. There he terminated his partnership with Hyde and became a freelance criminal. Hyde has not forgiven his former ally for deserting him, and carries a violent grudge. Cobra is a member of the recently formed Serpent Society.



CRIMSON DYNAMO™

Dimitri Bukharin
Government Agent

Fighting:	REMARKABLE
Agility:	EXCELLENT (REMARKABLE)
Strength:	GOOD (INCREDIBLE)
Endurance:	EXCELLENT (MONSTROUS)
Reason:	TYPICAL
Intuition:	EXCELLENT
Psyche:	GOOD
Health:	80 (175)
Karma:	36
Resources:	GOOD
Popularity:	5 (25 in Soviet Union)

Powers:

BODY ARMOR: Bukharin gains all his powers from the Crimson Dynamo armor he wears. The armor raises his abilities and Health to the levels in parentheses, provides Amazing protection from physical and energy attacks, and gives Amazing resistance to fire, radiation, and temperature extremes.

FLIGHT: The Crimson Dynamo armor flies up to eight areas per round by means of chemically fueled turbo-fan boot jets.

ELECTRICAL BLASTERS: Each of the Crimson Dynamo's gloves contains an elec-

trical discharge circuit capable of inflicting Good damage at a range of three areas.

Talents: Bukharin is a trained gymnast and espionage agent. His agility is Incredible when dodging, and his Reason is Good in matters of espionage. He is a Good at picking locks.

Background: Dimitri Bukharin is the fifth man to wear the Crimson Dynamo armor. The first was its creator, Anton Vanko, a Soviet inventor who was ordered by his government to challenge the capitalist Iron Man with his invention. Vanko was defeated and defected to the United States. The Soviet government dispatched Boris Turgenov and Natasha Romanova (Black Widow) to slay Vanko and Iron Man. Turgenov took the armor, but he and Vanko were both slain in the resulting battle.

The third Crimson Dynamo, Alex Nevski, was one of Vanko's research assistants who defected to the United States and rebuilt the armor to fight Iron Man and gain vengeance. Nevski was defeated, fled to the Orient, and was later assassinated by Soviet agents. The Russians then gave the armor to Yuri Petrovitch, with orders to return Black Widow to Russia. Petrovitch failed, and the armor was taken from him and given to KGB agent Dimitri Bukharin.

As Crimson Dynamo (Krasni Denamit in his own language), Bukharin served alongside the Soviet Super Soldiers until that team realized he was a KGB plant. He is now a solo government operative.

DAGGER™

Tandy Bowen
Vigilante

Fighting:	EXCELLENT
Agility:	EXCELLENT
Strength:	TYPICAL
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	GOOD
Psyche:	GOOD

Health:	76
Karma:	30
Resources:	POOR
Popularity:	7

Powers:

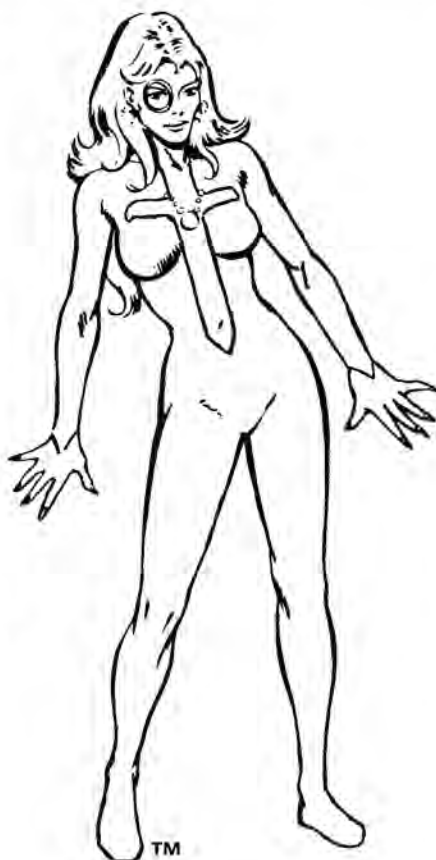
LIGHT GENERATION: Dagger can illuminate up to two areas with a glow radiating from her body. She can use this to Stun her opponents for 1 round; an Endurance FEAT is required of the victim to avoid this effect.

LIGHT DAGGERS: Dagger can hurl daggers of coherent light from her fingertips. These daggers inflict Excellent damage and can penetrate up to Good body armor. Anyone hit by these daggers has his system purged of all foreign substances. The affected person must make an Endurance FEAT roll; failure indicates a loss of three Endurance ranks for one day and paralysis for 1-100 rounds. If Endurance drops below Feeble, the target

dies. A successful FEAT roll results in unconsciousness for 1-10 rounds. Those individuals whose bodies have fully adjusted to external factors such as radiation and supersoldier serums will be unaffected by this purging.

ACROBATICS: Tandy was a student of dance before her transformation and has converted her talents into a unique fighting style. Her ability to dodge is Remarkable.

Background: Tandy Bowen grew up in Shaker Heights, Ohio with her stepfather and actress/model mother. Feeling alone and unloved, she headed for New York City to make it as a dancer. In New York, she met Tyrone Johnson, another runaway who saved her from a robbery. Soon after, the pair were kidnapped and used by the Maggia as guinea pigs in an attempt to create synthetic heroin. Other kidnapped runaways died from the drug, but Tandy and Tyrone were mutated into Cloak and Dagger. As Dagger, Tandy Bowen is a creature of Light and both loves and fears her companion, who seems to be consumed by his own darkness.



DAREDEVIL™

Matt Murdock
Lawyer and adventurer

Fighting: INCREDIBLE
Agility: INCREDIBLE
Strength: GOOD
Endurance: EXCELLENT
Reason: TYPICAL
Intuition: MONSTROUS
Psyche: GOOD

Health: 110
Karma: 91
Resources: GOOD
Popularity: 42

Powers:

SENSES: Matt Murdock has been blind since he was a teenager, but his remaining four senses (hearing, taste, touch, and smell), have been heightened to Monstrous level. These senses are reduced to Incredible if Daredevil is overloaded with sensory information (such in a subway or crowded room). Murdock's sense of smell allows him to track a criminal trail up to an hour old, his touch permits him to read the raised printing of ink, and his hearing can detect the heartbeat of a single man in a crowd at a range of 5 areas. Daredevil uses this ability as a make-shift lie detector. He can detect a lie with Amazing ability, barring forces such as body control, pathological lying, or a pacemaker,

all of which keep the heartbeat steady.

RADAR SENSE: In addition to his powerful senses, Daredevil also has an additional sense that operates as primitive radar. Daredevil can "see" three dimensional objects up to 3 areas away. This sense is not refined enough to determine details, but is sufficient to reveal attackers and nearby building features. Echoes and rapidly moving objects can foul this radar sense, reducing his Intuition to Incredible.

BILLY CLUB: Matt Murdock's cane can be transformed into a fighting baton of Amazing material strength, and be wielded in combat or thrown with a two column shift to the right. The lower part of the club fires a line to any adjacent area. Daredevil can use this line to swing up to three areas a turn.

Talents: Murdock is skilled in gymnastics, boxing, and martial arts. His Agility is Amazing when dodging, and he can Stun and Slam opponents larger than himself. His reason is Excellent in matters of law.

Background: The son of a small-time prize-fighter, Matt Murdock gained his sensory abilities following an accident with radioactive waste. Taught how to deal with his blindness by an old hustler named STICK™, Daredevil mastered his abilities and became a hero, using his blindness as a cover.



TM

**DEATH ADDER™**

Roland Burroughs
Criminal

Fighting: REMARKABLE
Agility: GOOD
Strength: REMARKABLE
Endurance: GOOD
Reason: TYPICAL
Intuition: GOOD
Psyche: TYPICAL

Health: 80
Karma: 22
Resources: POOR
Popularity: -5

Powers:

BODY ARMOR: Death Adder's body has been bolstered by implantation of synthetic tissue, giving him Excellent body armor.

GILLS: Death Adder can breath normally both on land and in water without difficulty. However, an accident in implanting the gills injured his larynx. As a result, Death Adder is mute.

SWIMMING: Aided by a costume that reduces his resistance in water, Death Adder can swim up to 4 areas per round.

BIONIC TAIL: This synthetic, four-foot tail has been grafted directly into Burroughs's

central nervous system and is fully functional as a fifth limb. Burroughs can wield the limb in combat with Incredible ability, inflicting Incredible damage with a single blow.

POISON: Death Adder's gloves contain Amazing intensity poison, injected through the talon-like fingertips (the talons attack on the Hack & Slash column). Those victims of the poison with less than an Amazing Endurance must make a red Endurance FEAT roll or fall unconscious, losing one Endurance rank per round until dead. Victims of Amazing Endurance must make a yellow FEAT roll, while those of better than Amazing Endurance must make a green Endurance FEAT roll. Death Adder keeps the antidote to his poison in his belt.

Background: Roland Burroughs was a small-time criminal chosen by the Roxxon Oil Company to be an special agent in their newly reformed "Serpent Squad." Burroughs underwent extensive surgery to give him his tail and water-breathing ability, but a surgical error damaged his larynx and left him mute. As Death Adder, Burroughs joined Anaconda, Sidewinder, and Black Mamba in an attempt to recover the Serpent Crown. Sidewinder ditched his allies after retrieving the crown, but the four have since regrouped, forming the core of a new "Serpent Society."

DOCTOR OCTOPUS™

Otto Octavius
Criminal mastermind

Fighting:	TYPICAL
Agility:	GOOD
Strength:	REMARKABLE
Endurance:	EXCELLENT
Reason:	EXCELLENT
Intuition:	TYPICAL
Psyche:	EXCELLENT

Health:	66
Karma:	46
Resources:	GOOD
Popularity:	-5

Powers:

TENTACLES: Doctor Octopus mentally controls four metal tentacles attached to a harness about his waist. These tentacles are made of Amazing strength steel, and each tentacle ends in three pincers made of Remarkable strength material.

A lone tentacle attacks with Remarkable strength and inflicts Remarkable damage upon hitting. Two tentacles working together and braced by the other two can wield Incredible strength. These tentacles have a range of 1 area, and Doc Ock may attack individuals he is not adjacent to within these areas without difficulty. Doc Ock may attack twice per round, attacking different targets if he so chooses. He may attack three or four targets

in a single round, though this requires a successful Endurance FEAT roll. Failure cancels all attacks for that round. Multiple attacks upon the same target are resolved by a single die throw, but damage is shifted right one rank for every additional arm used.

Dr. Octopus can use his tentacles to move himself long distances (up to 4 areas per round) and may ignore structures under two stories in height. He can scale sheer surfaces at 3 stories per round, if he can punch handholds in the structure.

Octavius is in constant mental contact with his artificial arms, even if he is separated from them by great distances. He can call the harness, or even arms that have been broken off, to him. The arms do not need to be attached to answer his other commands.

Talents: Octavius' Reason is Incredible in mechanics and robotics. It is Amazing in the field of radiation.

Background: Otto Octavius was a brilliant researcher who in a nuclear accident, developed a psionic link with his tentacle-like arms, originally used to handle radioactive materials. The accident gave him the ability to direct the arms by mental command, but also turned him to a life of crime. Doctor Octopus has been a long-time foe of Spider-Man, with a deep-seated pathological hatred of the web-slinger. Doctor Octopus is currently under therapy at the South Brooklyn Psychiatric Facility.



ELEKTRA™

Elektra Natchios
Former mercenary

Fighting:	INCREDIBLE
Agility:	REMARKABLE
Strength:	GOOD
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	INCREDIBLE
Psyche:	REMARKABLE

Health:	100
Karma:	80
Resources:	TYPICAL
Popularity:	0

Powers:

MARTIAL ARTS: Elektra was a master at martial arts, and could Stun and Slam opponents of greater Endurance than her Strength.

WEAPONS: Elektra was a weapons master, and resolved fights on the Incredible column with most weapons. Her weapon of choice was the sai, a three-pronged dagger, which she wielded with Amazing ability, could throw with Incredible Agility up to 2 rounds away, and which inflicted Good Hack & Slash damage.

Background: Elektra Natchios, daughter of a Greek ambassador, first met law student Matt Murdock at Columbia University in New

York, and the two dated for about a year. Murdock freed her and her father from Greek terrorists, but the ambassador was slain accidentally by police in the ensuing gun battle. Following her father's death, Elektra dropped out of school, returned to Europe, and resumed her studies in martial arts. Murdock continued his studies in law, and later became the hero Daredevil.

After mastering various martial disciplines, Elektra sought to join a secret organization headed by Stick, the man who taught Daredevil to use his radar sense. Stick rejected her, claiming her emotions were flawed and she was driven by her anger. Elektra then joined the HAND™, an organization of assassins dedicated to global control through covert terror. She performed several missions for this group before leaving to become a freelance operative, at one point working for the Kingpin of Crime.

While working freelance, Elektra was cut down by Kingpin's former assassin, Bullseye, who maimed her with a single throw of a playing card and killed her with her own sai. Elektra died in Matt Murdock's arms and left Daredevil shattered emotionally for some time. The Hand disinterred her body and, through a mystic ceremony, sought to return her spirit. The ceremony was finished by Stick's followers, and Elektra's soul was supposedly purified by Daredevil's love and force of will. Murdock is, however, unaware that Elektra lives, and her whereabouts are unknown.



FLY™

Richard Deacon
Professional criminal

Fighting: EXCELLENT
Agility: INCREDIBLE
Strength: REMARKABLE
Endurance: INCREDIBLE
Reason: GOOD
Intuition: MONSTROUS
Psyche: GOOD

Health: 130
Karma: 95
Resources: TYPICAL
Popularity: -10

Powers:

WINGS: The Fly has thin, membranous wings that allow him to fly at 6 areas per round, and are able to support his own body weight plus 150 pounds. In addition, by beating his wings rapidly, the Fly can generate a shock wave of air pressure capable of inflicting Amazing damage up to 1 area away against a single target.

EYES: The Fly's eyes are similar to a common housefly's, allowing him to see in all directions at once. This accounts for his high Intuition. It is almost impossible to sneak up on the Fly.

WALL-CRAWLING: The Fly can adhere with

Amazing ability to walls. He automatically adheres to normal surfaces, and requires a FEAT roll only for wet or slippery surfaces.

Background: Richard Deacon was a small-time criminal. Wounded while escaping the police, he stumbled upon the laboratory of Dr. Harlan Stillwell. Stillwell was a criminal scientist and was coerced into saving the badly wounded Deacon's life in exchange for surgically changing him into a super-powered being. Deacon agreed, and Stillwell began imprinting the genetic code of a common housefly onto Deacon's genes. The criminal gained the equivalent strength of a fly, wings appeared at his shoulders, and his eyes developed into multi-faceted orbs. Deacon repaid Stillwell for the transformation by killing the scientist, and set then out on a life of crime. The Fly has effectively used his powers to battle Spider-Man, MOON KNIGHT™, and Black Cat in the past. Recently, he has been acting increasingly like a fly, showing an attraction to garbage, and slowly losing his grip on humanity.

**GLADIATOR™**

Melvin Potter
Shopkeeper

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: GOOD
Psyche: TYPICAL

Health: 100
Karma: 22
Resources: TYPICAL
Popularity: 0

Powers:

BODY ARMOR: Potter's suit provides him with Good protection from physical damage.

BUZZ SAW BLADES: As Gladiator, Potter wore a large, circular, rotating blade on the back of each wrist. These blades can inflict Remarkable damage on the Hack & Slash column of the Battle Effects Chart and are made of Remarkable material. In addition, Gladiator could fire the whirling blades up to two areas away, for Remarkable damage each.

OTHER WEAPONS: During his career as a criminal, Gladiator used weapons common to the gladiatorial combat of ancient Rome,

including a weighted steel net (Excellent material, grapples with Excellent strength), and a trident (Excellent Hack & Slash damage, Good material).

Background: Melvin Potter was a criminal with the psychotic belief that he was a reincarnated warrior from ancient Rome, and patterned his crimes accordingly. He battled Daredevil on several occasions, at one point trapping the hero in a simulation of the Colosseum and challenging him to combat. Daredevil defeated Potter and saw to it that the criminal sought psychiatric help. Mostly cured of his previous delusions, Potter has returned to society and is now the owner of a costume shop in New York City's Chelsea district. He still keeps a working model of his suit on display, but has rarely needed to use it.



GREEN GOBLIN™

Norman Osborn
Professional criminal

Fighting:	EXCELLENT
Agility:	GOOD
Strength:	GOOD
Endurance:	GOOD
Reason:	REMARKABLE
Intuition:	EXCELLENT
Psyche:	POOR

Health:	50
Karma:	54
Resources:	EXCELLENT
Popularity:	-10

Powers:

BODY ARMOR: The Green Goblin suit provides Good protection from physical attacks.

BLASTERS: Goblin's original gloves projected Remarkable electrical damage up to one area away.

GLIDER: Green Goblin began his career riding a rocket-powered broomstick, but soon developed a lightweight "goblin-glider." This turbo-powered glider has the following stats: Incredible control, Good speed, Good body. It can carry up to 400 pounds, including the weight of its driver. The glider has sharp horns and, used as a weapon, can inflict Excellent damage.

PUMPKIN BOMBS: Goblin usually carried 1-10 charges in the shape of jack-o-lanterns. Goblin could throw them 3 areas, and each bomb had a time delay of up to two rounds. Exploding bombs inflicted Excellent damage and required a green Endurance FEAT roll to avoid being knocked out by the concussion. He also carried smoke bombs and knock-out gas bombs of Incredible potency, and had developed a type of gas that eliminated Spider-Man's spider-sense.

Talents: Osborn's Reason is Incredible in matters of chemistry.

Background: Ruthless businessman Norman Osborn had his partner, Mendel Stromm, arrested for embezzlement and took full control of their company. Going through Stromm's old notes, Osborn found a formula for heightening a person's abilities. Using that formula, Osborn created an unstable chemical mixture which exploded. Osborn received moderately improved abilities from the explosion, but his mind was twisted to criminal activities. As Green Goblin, Osborn attempted to control the gangs of New York and fought Spider-Man on several occasions. In one such battle, the Goblin killed Peter Parker's girlfriend Gwen Stacy. Osborn was slain by his own goblin-glider ramming into him. Two others have taken over the mantle of the Green Goblin: Norman's son Harry and Harry's psychiatrist, Barton Hamilton. HOBGOBLIN™ is now in possession of Green Goblin's equipment.

HAMMERHEAD™

Real name unknown
Criminal mastermind

Fighting:	GOOD
Agility:	REMARKABLE
Strength:	GOOD
Endurance:	GOOD
Reason:	GOOD
Intuition:	GOOD
Psyche:	REMARKABLE

Health:	60
Karma:	50
Resources:	EXCELLENT
Popularity:	-3

Powers:

NATURAL MARKSMAN: Hammerhead has Incredible Agility with guns, and prefers the Thompson submachine gun.

METAL-PLATED SKULL: Hammerhead has had his cranium replaced with unbendable steel, an Amazing strength material that provide Incredible body armor against all physical damage directed at the head. In addition, Hammerhead receives a two column shift to the right to hit and damage when ramming an opponent.

EXOSKELETON: In a recent run-in with the HUMAN TORCH™, Hammerhead wore a strength-boosting exoskeleton. This device

raises Hammerhead's Strength to Remarkable, and provides Incredible protection from physical, electrical, and fire attacks.

Background: The man called Hammerhead is an amnesiac, a small-time gunman beaten by forces unknown and left to die in the Bowery district of New York. He was found by Jonas Harrow, a discredited surgeon, who saved his life by replacing his damaged skull with powerfully strong steel. Hammerhead remembers nothing prior to his beating, except for a movie poster advertising a 1920s gangster film, which he based his personality on. Once healthy enough to resume criminal activities, Hammerhead began equipping his men with advanced technology but old gangland traditions. He has risen to the leadership of his own "family" of the Maggia. While his group uses advanced technology, his operation is filled with Maggia traditionalists who approve of his prohibition-style approach.



HOBGOBLIN™

Real name unrevealed
Professional criminal

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: INCREDIBLE
Endurance: INCREDIBLE
Reason: EXCELLENT
Intuition: GOOD
Psyche: EXCELLENT

Health: 130
Karma: 50
Resources: EXCELLENT
Popularity: -20

Powers:

BODY ARMOR: Hobgoblin's outfit of insulated chainmail provides Excellent protection from physical attacks and Remarkable protection from electrical attacks.

BLASTERS: Hobgoblin has improved the gloves which Norman Osborn wore as Green Goblin so that they inflict Remarkable damage up to one area away.

GLIDER: Hobgoblin rides one of Green Goblin's old gliders, which no longer has sharp points and inflicts slugfest damage in a collision.

BATTLE VAN: Designed by Osborn but never used, the Battle Van has Incredible control, Remarkable speed, and an Incredible body. It

has a full communications setup and can be operated by remote control or autopilot. The van possesses a top-mounted concussion gun which inflicts Remarkable damage at a range of 7 areas, but this and the van were damaged and are still under repair.

THROWING BLADES: These batwinged blades inflict Good damage using the Hack & Slash table. Hobgoblin throws 1-5 blades at a time, but loses one Agility rank to hit for every extra one thrown.

PUMPKIN BOMBS: Hobgoblin packs shaped charges similar to Green Goblin's and has rediscovered Osborn's formula to revitalize Spider-Man's spider-sense. Hobgoblin keeps his smoke and gas bombs in plastic containers that resemble wraiths in flight, otherwise they are the same as Green Goblin's bombs.

Background: The true identity of the Hobgoblin has not yet been revealed. The man who became Hobgoblin was contacted by a small-time bank robber who discovered one of Green Goblin's storage places. The unknown individual killed the robber and, using Osborn's notes and equipments, became the Hobgoblin. He began his career in the same way as the Green Goblin, without super-powers and using technology to move in on other gangs. Refining Osborn's formula, Hobgoblin saturated his body, gaining great strength but sacrificing some of his sanity. He remains a foe at large for Spider-Man.

**HYDRO-MAN™**

Morris Bench
Professional criminal

Fighting: EXCELLENT
Agility: GOOD
Strength: REMARKABLE
Endurance: MONSTROUS
Reason: TYPICAL
Intuition: GOOD
Psyche: REMARKABLE

Health: 135
Karma: 46
Resources: POOR
Popularity: -4

Powers:

WATER TRANSFORMATION: Bench can turn part or all of himself into sentient water, which gives him additional powers. As water, he can seep into enclosed places. He can shoot parts of his body like a fire hose up to 3 areas away, inflicting up to Excellent damage. By transforming part of himself to water, Bench gains Amazing body armor versus physical attack, though he is still subject to energy attacks and takes twice as much damage from heat and flame. A hot day is sufficient to remove 2 points of his Health each round. Sponges, newspapers, and other blotting material can remove up to 4 points per attack. Hydro-Man can regenerate lost Health when he has water available, at 1

point of Health for each gallon of water used. If he successfully grapples an opponent, he inflicts Excellent damage each round until the target escapes or drowns.

Background: Morris Bench was a crew member on the SS Bulldog, a ship hired to test a new power generator operating off oceanic currents. Bench was accidentally knocked overboard by Spider-Man when lowering the generator, and was bathed in strange radiation as a result of that accident. When he regained consciousness, Bench accompanied his shipmates back to land and discovered he could change his form into water.

Blaming humanity in general and Spider-Man in particular for turning him into a freak, Hydro-Man set out to look for the web-slinger, moving through the plumbing of the New York water system with ease. Spider-Man defeated Hydro-Man by battling him in a heat wave. Bench reformed his body soon after in a rain storm and went after Spider-Man again, aided by SANDMAN™. Hydro-Man and Sandman were merged together into a mud-monster for a short time, but after the destruction of the monster they went their separate ways. Hydro-Man headed south to escape super-powered enemies, and Sandman retired.





IRON FIST™ Daniel Rand Hero for hire

Fighting:	INCREDIBLE
Agility:	REMARKABLE
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	GOOD
Intuition:	INCREDIBLE
Psyche:	AMAZING

Health:	100
Karma:	100
Resources:	POOR
Popularity:	20

Powers:

CHI: Danny Rand can channel his psychic energy into either his Fighting, Agility, Strength, or Endurance to raise that ability by one rank. The use of chi requires a Psyche FEAT and 1 round of concentration to complete. The effect lasts for ten rounds. The increased ability does not add to Danny's Health, and in fact the use of chi causes a temporary loss of 25 Health points from exhaustion at the end of the 10 rounds. Should Health drop below 0, Rand merely loses consciousness. He cannot die from exhaustion.

IRON FIST: Once per day, Rand can channel his chi into a single blow of Incredible power. As before, he must spend one round concentrating to deliver this blow and will suffer the resultant

Health loss. He must use the Iron Fist within three rounds of summoning it or lose an additional 25 Health points as it expires. Should the player need to do more damage, make a Psyche FEAT roll. A white or green result indicates Incredible damage, yellow indicates Amazing damage, and red shows Monstrous damage. In the latter cases, 50 Health points are removed, and the last results in loss of 50 Health points and unconsciousness for 1-10 rounds.

MARTIAL ARTS: Iron Fist may Stun and Slam opponents of greater Strength than his Endurance.

Background: Young Daniel Rand and his parents were in the Himalayan mountains, seeking the lost city of K'un-lun, when they were betrayed and attacked by the elder Rand's business partner, Harold Meachum. Danny's father died in a fall, and his mother was slain by snow wolves, but the young boy reached mythical K'un Lun. Rand was accepted by the denizens of the secret city and trained in the ways of the martial arts. Young Rand learned quickly. After facing several challenges, he confronted the fire-breathing serpent, where he gained both his Iron Fist power and the black dragon scar that marks his chest. Rand returned to the United States to seek vengeance on Meachum, but spared his life when he discovered his father's killer was now an invalid. Rand fought a number of costumed foes before joining up with Luke Cage to form **HEROES FOR HIRE™**.

JESTER™

Jonathan Powers
Actor, criminal

Fighting:	EXCELLENT
Agility:	EXCELLENT
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	EXCELLENT
Intuition:	EXCELLENT
Psyche:	GOOD

Health:	70
Karma:	50
Resources:	TYPICAL
Popularity:	0

Powers:

GIMMICKS: Jester packs a number of deadly toys to aid him in his crimes. They include:

1. A specially weighted yo-yo, capable of striking with Excellent slugfest damage. Its steel string may be used as a garrote.
2. A bag of marbles which, if scattered in the path of an opponent, requires an Agility FEAT to avoid falling.
3. Exploding popcorn which detonates on contact (2 area range) to fill a single area with Incredible-potency knockout gas).
4. Explosive balls that can be thrown 3 areas and explode causing Good damage in a single area.
5. Extending hand which scissors out to deliver an Excellent strength electric shock to

anyone it touches. The hand can also be used to deliver a bomb inflicting Excellent damage. The bomb is a black sphere clearly labelled "BOMB." The scissors have a range of two areas.

6. Polymer juggling balls made of steel-hard plastic which inflict Good damage and force an Endurance check to avoid unconsciousness.

Talents: Jester is an expert swordsman and gymnast. His Fighting ability is Remarkable with a sword and his Agility is Remarkable when dodging.

Background: Jonathan Powers was a struggling actor of small talent who got a shot in an off-Broadway version of *Cyrano de Bergerac*. He was panned by the critics, jeered by the audience, and canned after the first performance. After his dismal humiliation, Powers began to develop his abilities in fencing, gymnastics, and body building, but still found no market for his talent except on a kiddie show. After one pie in the face too many, Powers decided to wreak vengeance on the critics and viewers. He became the Jester and terrorized the city more than once before being brought to justice by Daredevil. He recently escaped and, after kidnapping the play's leading man, once again played *Cyrano*, but this time to rave reviews. Now vindicated as an actor, there is some question whether the Jester will return to a life of crime once he is freed.



KINGPIN™

Wilson Fisk
Humble dealer in spices
Criminal mastermind

Fighting:	REMARKABLE
Agility:	GOOD
Strength:	EXCELLENT
Endurance:	INCREDIBLE
Reason:	GOOD
Intuition:	EXCELLENT
Psyche:	GOOD

Health:	100
Karma:	40
Resources:	INCREDIBLE
Popularity:	31

Powers:

BODY ARMOR: Through his fighting disciplines, Fisk has Poor body armor.

MARTIAL ARTS: Fisk is a master of judo and oriental boxing. He can Stun or Slam opponents of higher Endurance than his Strength would normally allow.

WRESTLING: Fisk is also an experienced sumo wrestler and works out daily. Kingpin receives a single shift to the right when grappling.

WALKING STICK: Kingpin's walking stick conceals a three-shot, high-energy laser. This laser has a range of two areas and inflicts Excellent damage. The stick also carries two doses of Amazing-potency sleep gas that induces unconsciousness in a single target for 1-10 hours. The stick is made of Remarkable-strength material.

STICKPIN: Kingpin also packs a dose of his sleep gas in a diamond stickpin. He only uses the stickpin gas against an opponent that he is grappling.

THUGS: Kingpin rarely travels alone and, although his daily fighting regimen makes him superior to most of the bodyguards in his employ, he maintains a small private army of thugs to protect his headquarters and prevent unnecessary interruptions. Kingpin always has 4-13 thugs no more than a door away.

KINGPIN'S OPERATION: Kingpin is the leader of the largest non-Maggia crime organization in America, and his crime operation exceeds that of the individual families of the Maggia. Kingpin will not sully his hands directly in crime, but engages in planning, arranging, and seeing that crimes are executed, and that he gets his fair share of the profits. Small operations are taken care of by a meek gentleman known as The ARRANGER™, while subordinates such as The ROSE™ handle specific operations such as sports gambling.

Kingpin also keeps a super-powered villain as an assassin. Previous occupants of that slot include Bullseye and Electra, but others such as BOOMERANG™, STILT-MAN™, and

the VULTURIONS™ have auditioned for the position. It is currently open. Any super-powered being who tries to trouble Kingpin's operations is reported through channels to Kingpin, who decides if the hero will be permitted to get away with his actions, or that stronger measures are needed.

Background: Little is known of Kingpin's origins. By his own report, he was a pale, fat sickly child who became interested in body building and political theory early in life. From his interest in physical culture, he built himself up to his present powerful state. From his interest in politics, he developed the techniques that allowed him to rapidly rise to power as a master criminal. He is careful not to become directly involved with the criminal activity he promotes, and as therefore has no criminal record.

Kingpin has one weak spot in his powerful armor: his family. His son took on the identity of the villain the SCHEMER™ in order to challenge his power. His wife Vanessa, a member of high society, urged him to retire from his criminal activities. Fisk finally gave in and retired to the Orient with his wife. He then returned to the United States, again on the advice of his wife, to testify against his former criminal comrades. An overzealous follower of Kingpin sought to remove Vanessa from the picture in order to allow Fisk to return as Kingpin. Vanessa was caught in an explosion and believed lost.

With Vanessa's disappearance, Kingpin

did retake the reigns of power (after slaying with his own hands the person responsible for his wife's disappearance). He was soon in control of most of the underworld once again, a king that regarded New York as his fief. Fisk had nearly placed his own puppet-politician in the mayor's office when the hero Daredevil rescued Vanessa from her unknown captors deep inside the New York City sewer system. The hero traded Vanessa for the crooked politician's resignation.

Vanessa returned to Kingpin broken in mind, body, and spirit by her ordeal in the world beneath the city. Kingpin has tried to nurse her back to health, using all the power of his criminal empire, but still he maintains a vigil by her sickbed.

Kingpin controls a criminal empire that ranges up and down the East Coast, with connections worldwide, yet he considers himself an honorable man. He rarely deals in drugs, and discourages his subordinates from doing so. He is a man of his word and will honor that word, letting a dangerous foe go free if that foe has rendered Kingpin a great service. He has battled both Daredevil and Spider-Man over the years and, while he likes neither, he sees them as useful pieces in the games he plays, games that use the city as a board and its people as prizes.





KRAVEN™
Sergei Kravin
Hunter, professional criminal

Fighting: INCREDIBLE
Agility: REMARKABLE
Strength: REMARKABLE
Endurance: INCREDIBLE
Reason: EXCELLENT
Intuition: INCREDIBLE
Psyche: TYPICAL

Health: 140
Karma: 66
Resources: GOOD
Popularity: 33

Powers:

NERVE PUNCH: Kraven can successfully apply a nerve punch any time he receives a red result in slugfest combat. The nerve punch Stuns for 2-20 rounds, and the victim must make a yellow Endurance FEAT roll to avoid the effects of the nerve punch.

RUNNING: Kraven can run 5 areas a round for up to 6 rounds an hour. He must, however, move in a straight line for all 5 areas.

WEAPONS: In addition to his natural hunting abilities, Kraven uses weapons including darts (2-area range, Typical damage), axes (Good damage, thrown for 2 areas), manacles of Remarkable-strength material

(thrown up to 2 areas, bullseye results in binding two limbs together), spears (4-area range, Good damage), and whips (may attack non-adjacent targets in the same area for Typical damage). Kraven sometimes coats these weapons with paralyzing drugs of up to Remarkable potency (Amazing potency if he has prepared the drug for a specific target, such as Spider-Man).

MARTIAL ARTS: Kraven can Stun and Slam opponents of greater Endurance than his Strength.

Talents: Kraven's Reason is Remarkable in chemistry. He is also a master at handling wild animals and often has one or two large cats or similar creatures in his lair.

Background: Sergei Kravin, the orphaned son of a Russian aristocrat, traveled throughout the world in his youth, eventually settling in Africa. There, young Sergei discovered his natural abilities in hunting. He also found an herbal potion that, reacting with his particular metabolism, gave him super-human powers. Sergei soon made a name for himself as one of the greatest hunters of all time. Contacted by the CHAMELEON™, Kraven accepted his greatest challenge: hunting Spider-Man. Defeated by the web-slinger and deported, Kraven has sneaked back into the country on several occasions for a rematch.

LIZARD™
Curtis Connors
Biologist

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: INCREDIBLE
Endurance: AMAZING
Reason: POOR
Intuition: GOOD
Psyche: REMARKABLE

Health: 140
Karma: 44
Resources: GOOD
Popularity: 3

Powers:

BODY ARMOR: Lizard's hide is tougher than a cured alligator skin, and provides him with Good body armor.

TAIL: Lizard may use his 6 1/2-foot-long tail as a weapon, inflicting Amazing damage and attacking on the Remarkable slugfest column.

WALL-CRAWLING: The pads of Lizard's hands and feet are similar to those of a gekko lizard, giving him Incredible ability to climb and adhere to vertical surfaces.

SPEED: Lizard can move up to 4 areas in a single round. He can jump over two-story

buildings without making a FEAT roll.

REPTILE CONTROL: Lizard can communicate telepathically with reptiles and control all reptiles within a mile of himself. His power rank for this control is Amazing.

ALTER EGO: Lizard's human alter ego, Dr. Curtis Connors, has the following abilities:

F	A	S	E	R	I	P
Ty	Ty	Ty	Gd	Re	Gd	Ty
Health: 28				Karma: 46		
Resources: GOOD				Popularity: 8		

Connors in human form is missing his right arm. He is a noted reptile biologist and his Reason is Incredible in that field.

Background: Curt Connors's interest in reptilian regeneration was inspired by the loss of his own arm in the Korean War. Dr. Connors, a noted biologist, isolated the chemical compound responsible for regeneration, but in testing it on himself was transformed into the lethal Lizard, a bestial creature with limited intelligence and great rage. Lizard has battled Spider-Man often and has had his lizard persona cured on several occasions, only to see it resurface later. Lizard persona seems to have been totally removed during the last days of the SECRET WARS™, but may yet return.



MADAME MASQUE™

Countess Guiletta Nefaria
(alias Whitney Frost)
Criminal Mastermind

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: GOOD
Endurance: REMARKABLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 90
Karma: 40
Resources: REMARKABLE
Popularity: -10

Powers:

MARTIAL ARTS: Madame Masque was a master at martial arts, and could Stun and Slam opponents of higher Endurance than her Strength.

NATURAL MARKSMAN: Madame Masque's Agility was Remarkable with missile weapons. Her guns fired both normal bullets and cartridges of Incredible-potency sleeping gas, requiring an Endurance FEAT roll to avoid falling asleep (red if Endurance is less than Incredible, yellow if it is Incredible, and green if Endurance is greater than Incredible).

MAGGIA: Madame Masque was the head of

one of the most powerful branches of the Maggia in America, the Nefaria Family. Known as "Big M" to those within the family, Masque oversaw the Unearthly-class crime family with ruthless efficiency. She normally had 2-20 thugs on hand who were willing to lay down their lives for her. These minions were armed with shoulder lasers (12-area range, Excellent damage) or force blasters (3-area range, Excellent slugfest damage). She could also have a super-powered bodyguard on the order of UNICORN™.

Background: Guiletta Nefaria was the daughter of Count Luchino Nefaria, the powerhouse of a large faction of the criminal organization known as the Maggia. Count Nefaria chose to extend his influence to covert manipulation of government and control of the world, a path of action that led to his imprisonment by the Avengers. With his capture his only daughter, Giuletta, took the reigns of the power and proved a capable leader of the crime cartel.

After an accident in a battle with Iron Man seriously damaged her face, Masque began to wear the golden mask that was her trademark. During this period she also fell in love with Tony Stark, the original Iron Man. Their romance weathered many troubles but finally broke apart when Iron Man slayed the aged Count Nefaria in battle. With this act, Stark became her hated enemy. She teamed up with Obidiah Stane, the man who took over Stark International. Stane and Masque

planned the final defeat of Iron Man, but were thwarted by Stark and his newest armor.



MISTER FEAR™

Alan Fagan
Businessman, criminal



Fighting: TYPICAL
Agility: GOOD
Strength: TYPICAL
Endurance: GOOD
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 32
Karma: 40
Resources: REMARKABLE
Popularity: -5

Powers:

FEAR COMPOUND: Mister Fear's claim to notoriety is the use of a chemical compound that triggers the human reactions of fear and flight. This is an Unearthly-potency drug; the barest whiff of it is sufficient to turn a super-powered hero into a coward, to either cower, or flee in terror. Those of less than Unearthly Endurance must make a red FEAT roll to avoid this effect, while those of Unearthly Endurance must make a yellow FEAT roll and those of higher Endurance must make a green FEAT roll. This compound has no effect on robots, androids, and non-humanoid aliens. Those affected make no attacks, choosing to run as far away as possible from the gas. One pellet is sufficient to cover a single area.

FEAR GUN: Mister Fear fires his pellets from a gun with a range of 5 areas, with Excellent Agility.

FEAR RING: Fagan has a ring capable of injecting a concentrated dose of the fear compound. He must strike an opponent in a slugfest to use the ring. The ring inflicts Poor damage and will not penetrate body armor of Typical or better rank.

GAS MASK: Fagan is protected from his own gas by wearing a fully functional gas mask and total body suit which prevents any contact with the gas.

Background: Four men have worn the uniform of Mister Fear. The first was the inventor of the gas, Zoltan Drago, a sculptor and amateur scientist who discovered the gas while working in a wax museum. He went on a crime spree and was captured by Daredevil. Upon release from prison, Drago was confronted by Samuel Saxon, who took the suit and killed Drago. The exchange was overheard by Larry Cranston, a rival of Matt Murdock. Saxon battled Daredevil and was killed in a fall, but Cranston, posing as a relative, took custody of the suit and chemicals. Cranston used the Mr. Fear costume to fight Murdock in California, only to meet his death in an accident. Cranston's nephew, Alan Fagan, used the suit in a plan to build his own nuclear bomb. He was defeated by Spider-Man and Hawkeye; the suit is currently in police custody.



MISTER HYDE™

Calvin Zabo
Professional criminal

Fighting:	EXCELLENT (REMARKABLE)
Agility:	GOOD (GOOD)
Strength:	TYPICAL (INCREDIBLE)
Endurance:	REMARKABLE (AMAZING)
Reason:	REMARKABLE (POOR)
Intuition:	GOOD (TYPICAL)
Psyche:	GOOD (MONSTROUS)
Health:	66 (130)
Karma:	50
Resources:	GOOD
Popularity:	-30

Powers:

TRANSFORMATION: Zabo discovered a hormonal chemical that unleashes the bestial side of his nature and causes mutagenic changes in his entire body, converting the dapper scientist into a brawling, evil brute. This transformation takes a single round, and the chemicals last for months before finally wearing off. The second statistics are Mr. Hyde's.

BODY ARMOR: As Hyde, Zabo has Incredible body armor against all physical and energy attack forms.

Background: Calvin Zabo, a brilliant research scientist, believed that Robert Louis Stevenson's *Dr. Jekyll and Mr. Hyde* was more than a mere story, and set about searching for the chemical that would unlock the bestial darker side of human nature. Robbing his employers to finance his search, Zabo finally stumbled upon the correct hormonal compound and tried it out on himself. Gaining great power, Zabo felt a burning hatred of humanity and believed himself to be the personification of human evil. He has terrorized New York, both alone and with partners that include BATROC™, the Jester™, SCORPION™, and Cobra™. The last, a long-time partner who battled alongside Hyde against the Mighty Thor, eventually ditched his powerful ally in a jailbreak. Hyde has never forgiven Cobra, and his hate for his former ally outweighs the rage he feels for Spider-Man, Captain America, or any other hero.

MOLTEN MAN™

Mark Raxton
Criminal

Fighting:	EXCELLENT
Agility:	GOOD
Strength:	REMARKABLE
Endurance:	MONSTROUS
Reason:	TYPICAL
Intuition:	GOOD
Psyche:	TYPICAL

Health:	135
Karma:	22
Resources:	POOR
Popularity:	-5

Powers:

BODY ARMOR: Raxton's entire body is permeated with metal, giving him Amazing protection from physical attacks and Excellent protection from energy attacks. Raxton's steel-hard skin allows him to Stun and Slam individuals of up to Monstrous Endurance.

FLAMING FORM: The chemicals of Raxton's body react with the air, turning his body into a flaming inferno which consumes him in the process. The reaction stabilizes, but while in his fiery form Raxton has additional powers. Any character hitting Molten Man in this form without sufficient body armor or protection, takes Excellent damage from heat and fire. Raxton's own attacks inflict Remarkable heat

damage. If grappling, Molten Man can inflict up to Incredible heat and fire damage each round. Combustible materials near Raxton burst into flame; he can melt materials of Remarkable material strength or less. Raxton takes double normal damage from water and water-based attacks, but his abilities are not affected. A garden hose, for instance, inflicts Typical damage on the flaming Molten Man.

Background: Mark Raxton was an assistant to Spencer Smythe, inventor of the Spider-Slayer robots. Smythe and Raxton developed a liquid metal alloy, which Raxton wanted to sell to the highest bidder. As the two fought, Raxton broke the bottle accidentally, covering himself in the alloy while being bathed in strange radiation.

Raxton found that the alloy had been absorbed into his skin, turning him into super-powered Molten Man. He turned his new abilities to crime. After some time, the chemicals began to react with the air, giving Molten Man his fiery form and threatening to consume him. Raxton turned to his step-sister, Liz Allen, and coerced her to steal chemicals to try to cure him. Spider-Man interfered, and Raxton apparently died from his own fire. Years later, Molten Man, his deterioration stabilized, hunted down Liz and her new husband, Harry Osborn. Spider-Man again saved the day, returning Raxton to his non-fiery state.



MOON KNIGHT™

Marc Spector
Adventurer

Fighting:	REMARKABLE (INCREDIBLE)
Agility:	EXCELLENT (REMARKABLE)
Strength:	EXCELLENT (INCREDIBLE)
Endurance:	EXCELLENT (INCREDIBLE)
Reason:	GOOD
Intuition:	EXCELLENT
Psyche:	REMARKABLE
Health:	90 (150)
Karma:	60
Resources:	REMARKABLE
Popularity:	10

Powers:

POWER BOOST: When the moon is in the sky, Spector's abilities and Health are raised to the second levels listed above. This increase occurs as soon as the moon is clear of the horizon, and lasts as long as it is in the sky. As it is the rays of the moon that give him that added power, a new moon or eclipse will not trigger the transformation, but being inside or underground will not prevent its effects.

ANKH: Moon Knight carries a golden ankh symbol that glows if his life is potentially

threatened. Spector's Intuition is Amazing when using the ankh.

WEAPONS: Moon Knight carries the following weapons:

1. Ivory boomerang: range 3 areas, Excellent damage, returns to thrower
2. Scarab darts: range 3 areas, Good Hack and Slash damage, "called shot" can pin an opponent against a vertical surface
3. Throwing irons: range 5 areas, Good Hack & Slash damage
4. Lasso-grapple: range 1 area, Good damage, or Excellent grappling ability versus one foe. Allows Spector to scale walls up to 2 stories a round
5. Bola: range 3 areas, Typical damage, Good grappling damage

Background: Mercenary Marc Spector gave his life trying to prevent another mercenary from robbing an Egyptian archeological dig. Apparently slain, Spector regained his life at the feet of a statue of the Egyptian god of the moon, Khonshu. Attributing his resurrection to that deity, Spector became Moon Knight.

For months afterward, Spector served as a freelance agent, with aliases as cab driver Jake Lockley and millionaire Steven Grant. He used "Grant's" money to fund his crime-fighting career. Tired of juggling several identities, Spector finally retired his other selves and sold the statue of Khonshu. The buyer sought to turn it to his own evil ends. Three ancient priests of Egypt called Spector to res-

cue the statue and retake the mantle of Moon Knight.



MOONSTONE™

Dr. Karla Sofen
Psychiatrist, criminal

Fighting:	GOOD
Agility:	EXCELLENT
Strength:	INCREDIBLE
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	GOOD
Psyche:	EXCELLENT

Health:	100
Karma:	40
Resources:	GOOD
Popularity:	-15

Powers:

PHASING: Moonstone can walk through physical objects with Amazing ability, similar to the mutant SHADOWCAT™. She must concentrate for one round before phasing and may not take any others with her.

LIGHT GENERATION: Moonstone can generate light ranging from infrared to ultraviolet. She can generate an Amazing-intensity flash of light, blinding for 1-10 rounds those failing to make an Endurance FEAT roll.

LIGHT BLASTS: Moonstone can emit blasts of coherent light that inflict up to Amazing damage, but which can Stun and Slam opponents of up to Unearthly Endurance.

FLIGHT: Moonstone can fly up to 4 areas each round by manipulating gravitons.

Talents: Dr. Sofen's Reason is Excellent in psychiatry.

Background: All of Sofen's powers are derived from an alien rock taken from the Blue Area of the Moon, a stone believed to be invested with some of the WATCHER's™ power. The stone was originally wielded by Byron Becton, the first Moonstone. Dr. Sofen, using hallucinogenic gas, convinced Becton the stone was turning him into a monster and made him reject its powers.

Allowing the stone to merge with her own nervous system, Sofen became Moonstone. As a student and associate of the criminal mastermind DOCTOR FAUSTUS™, Sofen follows her mentor in the use of psychology to control others. She worked for the criminal body known as the CORPORATION™ and was later a minion of EGGHEAD's™ Masters of Evil. She is currently in custody following a battle with Spider-Man.



MORBIUS™
Dr. Michael Morbius
Living vampire

Fighting:	EXCELLENT
Agility:	EXCELLENT
Strength:	REMARKABLE
Endurance:	AMAZING
Reason:	REMARKABLE
Intuition:	EXCELLENT
Psyche:	GOOD

Health:	120
Karma:	60
Resources:	TYPICAL
Popularity:	0

The above statistics are for Morbius at the height of his power.

Powers:

PSEUDO-VAMPIRISM: Morbius was the victim of an induced need for human blood, that resembles vampirism, down to the details of fanged teeth and super-human strength. Although not a true vampire, Morbius, at the height of the disease, needed to make a Psyche FEAT once per day or be forced to hunt human prey and drain their blood. Those attacked by Morbius were infected by his disease and became pseudo-vampires themselves (an Amazing-potency disease), though they could be cured by an antidote developed by Morbius himself. As he was not

a true vampire, Morbius was unaffected by holy symbols, garlic, or sunlight, though the latter made him uncomfortable.

GLIDING: As a pseudo-vampire, Morbius could glide up to 4 areas a round, dropping one story for each round glided.

CLAWS: Morbius's claws inflicted Good damage using the Hack & Slash column.

Talents: Morbius is a master of biochemistry. His reason is Incredible in this area.

Background: Michael Morbius was a Nobel Prize-winning biochemist who was dying of a rare disease that dissolved his blood cells. Working with a combination of fluids from vampire bats and with electric therapy, Morbius unintentionally transformed himself into a pseudo-vampire. Driven by his bloodthirsty urges, Morbius battled Spider-Man on numerous occasions. In their final battle, the living vampire was struck by lightning while attempting to drain Spider-Man's blood. The combination of Spider-Man's radioactive blood and the lightning's electrical energy cured Morbius of his disease and pseudo-vampirism, but left him still addicted to fresh blood. While working on a cure for this compulsion, Morbius saved the life of SHE-HULK™, who returned the favor by getting the former pseudo-vampire a light sentence for his crimes on the condition he continues seeking a cure for his compulsion.

MYSTERIO™
Quentin Beck
Professional criminal

Fighting:	EXCELLENT
Agility:	GOOD
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	EXCELLENT
Intuition:	EXCELLENT
Psyche:	REMARKABLE

Health:	60
Karma:	70
Resources:	EXCELLENT
Popularity:	-15

Powers:

ILLUSION GENERATION: Quentin Beck has the ability to generate Amazing illusions. Unlike the mutant MASTERMIND™, Mysterio must plan his illusions carefully and, if outside an area of planned illusion, can cast illusions that affect only himself. He can produce holographic replicas of himself and others, complete with sound (though no scent), and simulate dangerous situations. Those confronted by Mysterio's illusions treat them as real. If disbelief is stated by the player, allow an Intuition FEAT roll (red if Intuition is less than Amazing, yellow is Amazing, and green if greater than Amazing). If the roll is failed, the illusion seems real and will actually inflict damage on the observer. If forced

into combat, Mysterio tries to retreat to one of his specially prepared areas, allowing him to play with his opponent's mind.

GASES: Mysterio uses a number of types of smoke and toxic gas to aid him in his crimes. They include:

1. An opaque gas that reduces visibility to six inches.
2. An Amazing-potency knockout gas.
3. A Monstrous-potency gas which reduces Intuition by four ranks (to a minimum of Feeble). He uses this gas to help establish his illusions' reality.

HYPNOSIS: Mysterio can hypnotise others and implant commands in their minds at the Remarkable level.

Background: Quentin was a stunt man turned special effects designer whose ego demanded still greater challenges. He decided that great fame could be his if he first discredited, then defeated, Spider-Man. Unfortunately, his early illusions did not faze the web-slinger, and Mysterio was easily defeated. Since that time, Mysterio has worked quietly and constantly to improve his abilities, hoping to defeat Spider-Man.



NITRO™

Robert Hunter
Professional criminal

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: EXCELLENT
Reason: GOOD
Intuition: TYPICAL
Psyche: TYPICAL

Health: 46
Karma: 22
Resources: GOOD
Popularity: -10

Powers:

EXPLOSIVE BODY: Nitro can will himself to explode, while remaining unharmed himself, inflicting Amazing damage on everyone in the same area with him and Remarkable damage on those in adjacent areas. Nitro becomes a scattered gaseous cloud in the process. He can reform in a 2 rounds or remain gaseous until he chooses to regain his original form, allowing him to flow into tight areas. If his gaseous body is separated and the parts contained, Nitro cannot reform at all. Nitro may also explode some of the molecules of his hands or feet, allowing him to strike for Remarkable damage, and Stun or Slam opponents of up to Monstrous Endurance.

Talents: Robert Hunter is a ham radio operator and a retired electrical engineer. His Reason in electrical matters is Excellent.

Background: Hunter was chosen by a renegade group of Kree scientists to serve as a super-powered criminal agent. Hunter agreed and was genetically and atomically bio-engineered to explode with devastating force. Known as Nitro, the Exploding Man, Hunter set about to steal a deadly nerve gas known as Compound Thirteen. This brought him into conflict with the original CAPTAIN MARVEL™, who defeated Nitro. Unfortunately, the Captain's exposure to Compound Thirteen caused the cancer that later killed him. Nitro has escaped the authorities on numerous occasions since, and is a continual menace.

**NOMAD™**

Jack Monroe
Adventurer



Fighting: REMARKABLE
Agility: REMARKABLE
Strength: GOOD
Endurance: REMARKABLE
Reason: TYPICAL
Intuition: GOOD
Psyche: TYPICAL

Health: 100
Karma: 26
Resources: POOR
Popularity: 9

Powers:

STUN-DISCS: Nomad wears on his chest two detachable 6-inch-diameter steel alloy discs. Each disc is weighted off-center with spent uranium inserts. Nomad can throw these discs as weapons with a 1 area range. The discs can Stun for 1-10 rounds opponents that fail to make an Endurance FEAT roll. To avoid the Stun, Nomad's opponents must make a red FEAT roll for those of less than Remarkable Endurance, yellow for with Endurance of Remarkable, and green for Endurances of greater than Remarkable. Nomad is a crack shot with these discs and tosses them with Incredible Agility.

Background: Jack Monroe is the third Nomad. The first was Steve Rogers, better known as Captain America, during a period when he forsook his star-spangled Avenger costume due to self-doubt. The second

Nomad was an agent of the Red Skull operating in California to lure Captain America into a trap, and was slain by the Red Skull. Jack received the Nomad costume from S.H.I.E.L.D. on a mission against the VIPER™, who had been defeated by the first Nomad years before.

Jack Monroe was Bucky to the fourth Captain America. Quick recap: Cap I fought in World War II and was frozen in an iceberg. Cap II was THE SPIRIT OF '76™, filling in following Cap I's disappearance. Cap III was the PATRIOT™, who took up the mantle following Cap II's death.

The fourth Captain America hero-worshipped the original Captain America, and used the super-soldier serum with Jack during the 1950's to fight Communism. The super-soldier serum was unstable without vita-rays, and the pair quickly went from being patriots of freedom to fascist vigilantes. The two were captured by the authorities and placed in suspended animation. Once freed, they battled the real Cap and FALCON™, but were then taken over by Doctor Faustus, a criminal mastermind who used the ersatz Captain America as a tool for world domination. Jack was a pawn discarded in this play. Following Faustus' defeat, Jack was turned over to S.H.I.E.L.D., which cured his insanity. Once cured, Jack sought out the original Captain America and, after fighting alongside him as Bucky, took up the costume of Nomad to fight Viper. He has kept that identity ever since.



PALADIN™ Real name unrevealed

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: REMARKABLE
Endurance: REMARKABLE
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 110
Karma: 40
Resources: GOOD
Popularity: 2

Powers:

BODY ARMOR: Paladin wears padded body armor backed by Kevlar cloth armor, providing him with Good protection from physical attacks.

STUN GUN: Paladin carries a gun that fires a signal which scrambles his target's neural system. It has a range of 5 areas and inflicts no damage, but requires the target to make an Endurance FEAT roll (green if Endurance is less than Remarkable, yellow if it is Remarkable, and red if Endurance is greater than Remarkable) or be stunned for 1-10 rounds. This energy attack is unaffected by normal body armor. The gun has a thumb-print safety catch, so that only Paladin may operate it. Paladin uses his weapon with Remarkable Agility.

HELMET: Paladin can seal his helmet, allowing him a one-hour supply of oxygen. He can also slide night-viewer lenses over his visor, allowing him to see in normal darkness up to 4 areas.

MARTIAL ARTS: Paladin is trained in martial arts and can Stun and Slam opponents with higher Endurance than his Strength.

GYMNASTICS: Paladin is an expert at gymnastics as well, and has an Agility of Remarkable when dodging.

Background: Little is known about Paladin's background, including the mystery of his superior strength. Is it the result of a mutation, personal ability, or some kind of exoskeleton? Paladin is a hero-for-hire and mercenary. While preferring to ride with the white-hats, he is not above dealing regularly with shades of gray. He works only for a price and derides those heroes who risk life and limb for free. On a personal note, he has been seeing Janet Van Dyne, the WASP™, though she is aware that any name he gives her is an alias. Whether his interest in Wasp is social, business, or pleasure is currently unknown.

PORCUPINE™

Alex Gentry
Professional criminal

Fighting: EXCELLENT
Agility: GOOD
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: GOOD
Intuition: GOOD
Psyche: TYPICAL

Health: 80
Karma: 26
Resources: EXCELLENT
Popularity: -5

Powers:

BODY ARMOR: All of Porcupine's powers derive from his highly advanced battlesuit. The suit provides Incredible protection from physical attacks, and Remarkable protection from energy attacks. In addition, anyone physically attacking Porcupine without adequate protection (such as body armor of at least Good strength) will automatically be hit for Good damage from the quills. This damage is considered slugfest, not Hack & Slash damage.

HELMET: The weakest spot in Porcupine's armor, Gentry's helmet provides only Remarkable protection, though it is defended by a large number of quills. The helmet may be sealed to provide a six-hour

oxygen supply and is equipped with night vision lenses that allow Gentry to see in the dark as if it were daylight.

STEEL QUILLS: Gentry's suit is decked with razor-sharp quills, so that in slugfest combat Porcupine inflicts Excellent Hack & Slash damage.

CONCUSSION BOMBS: Porcupine can fire quill-shaped concussion bombs up to 3 areas away, inflicting Incredible damage to a single target. He fires them with Remarkable Agility and may fire up to three at a time against different targets. Alternately, Porcupine's quills may be loaded with Amazing-potency knockout gas.

ELECTRICAL ATTACK: Gentry's battlesuit can fire electrical bolts up to three areas away. These bolts inflict up to Incredible damage, and may be fired once per round (the capacitors of the suit must recharge).

FLIGHT: Porcupine can fly up to three areas a round by means of boot jets.

Background: Alex Gentry was a weapons designer for the U.S. Army who turned his talents toward inventing a personal battlesuit to use in criminal activity. As Porcupine, he has run afoul of many heroes in his career, including Captain America, Wasp, and Iron Man. He has redesigned his suit and, despite a defeat by Captain America and Nomad, is as deadly as ever.



POWER MAN™

Luke Cage
Hero for hire

Fighting:	REMARKABLE
Agility:	GOOD
Strength:	INCREDIBLE
Endurance:	AMAZING
Reason:	GOOD
Intuition:	EXCELLENT
Psyche:	TYPICAL

Health:	130
Karma:	36
Resources:	POOR
Popularity:	20

Powers:

BODY ARMOR: Luke Cage's thick hide provides him with Incredible body armor.

MARTIAL ARTS: Luke is an experienced street fighter who works out with his partner, Iron Fist. He can Stun and Slam opponents of greater Endurance than his Strength.

Background: Luke Cage is not Power Man's real name, which has not yet been revealed. The man who was to become Luke Cage grew up in Harlem and engaged in petty crime. He eventually went straight, while his boyhood companion, Willis Stryker, continued on the crooked path and became rich. Luke and Willis were both competing for the

hand of the same young lady, so Stryker took an easy solution: he framed Cage for heroin possession with planted evidence that sent Luke to Seagate Prison. Soon afterward, the woman was slain in an assassination attempt on Stryker.

In prison, Luke learned how to fight to stay alive. Listed as a "bad attitude" prisoner, he was offered a chance to make points with the prison administration by undergoing some experimental tests. During one test, a security guard with a grudge against Cage set the controls to overload, hoping to kill the man. Instead, the experiment altered Cage's skin so that it could withstand incredible punishment and heightened his Strength and Endurance as well. Cage broke out of prison during the resultant explosion and was thought drowned outside Seagate.

He survived and made his way to New York, taking the name Luke Cage at that time to symbolize his former entrapment. He found Stryker, now a local gangster, destroyed his operation and defeated him. During this time he also began advertising his services as a "hero-for-hire." As such, he was once hired by J. Jonah Jameson to battle Spider-Man. Usually, however, Power Man works on the side of good. He has teamed up with Daniel Rand, better known as Iron Fist, and the two have taken on problems together.



PROFESSOR POWER™

Anthony Power
World conqueror

Fighting:	REMARKABLE
Agility:	GOOD
Strength:	INCREDIBLE
Endurance:	INCREDIBLE
Reason:	EXCELLENT
Intuition:	EXCELLENT
Psyche:	EXCELLENT

Health:	120
Karma:	60
Resources:	AMAZING
Popularity:	-10

Powers:

BODY ARMOR: Power wears an exoskeleton at all times that gives him his physical powers. It provides Remarkable protection from physical and energy attacks.

ENERGY WEAPON: Fitted along his right forearm, Power wears an electron beam gun capable of inflicting Monstrous damage at line of sight distance. It may be fired only once each 45 minutes due to the drain on the suit's energy systems.

FLIGHT: Power can fly at 6 areas per round.

SECOND PERSONALITY: The body Anthony Powers occupies is that of his son,

Matthew, whose own personality is overidden by his father's. Those who can reach this second persona (through telepathy, for example) can turn the son against the father and attack him telepathically, using Psyche as a slugfest attack.

SECRET EMPIRE™: Professor Power is the leader of the latest incarnation of the Secret Empire and has a huge amount of funds available to him for his world-beating schemes. He has a private army of ultra-patriots who dress as Roman centurions, have stats as Thugs, and carry laser hand blasters (3-area range, Good damage). Power also maintains as his base a mobile castle capable of moving at high speed between regions.

Background: Professor Anthony Power served as a White House advisor and was a firm believer in democracy until his son, Matthew, had a complete nervous breakdown while fighting in Vietnam. With his son beyond medical help, Power's view of the world became twisted. He became convinced that a single person should control the world and that person was himself. Receiving backing from the ultra-ultra right, Power began to reform the Secret Empire and has attempted world domination on several occasions. In addition, he has placed his mind within Matthew's body and that body in a battlesuit so he can better control his takeover of the world.

PUNISHER™
Real name unrevealed
Vigilante



Fighting: AMAZING
Agility: EXCELLENT
Strength: GOOD
Endurance: EXCELLENT
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: TYPICAL

Health: 100
Karma: 32
Resources: POOR
Popularity: 7

Powers:

WEAPONS: Punisher carries a wide variety of weapons, including:

- * M16 assault rifle (range 7, damage 10)
- * Mark 6 submachine gun (range 7, damage 25)
- * Browning auto-rifle (range 5, damage 10)
- * Smith and Wesson .357 revolver (range 3, damage 6)
- * 4-shot, .223 derringer (range 2, damage 4)
- * Gerber Mark II combat knife inflicting Good Hack & Slash damage.
- * 8 grenades, four high-explosive, four Incredible-potency tear gas

Any of the guns may be loaded with normal bullets, dum-dums (+ 5 damage), and mercy bullets (inflict slugfest damage and Amazing-potency knockout drug).

BATTLE VAN: Punisher travels in a heavily

modified and armored Ford Econoline van disguised as a TV repair truck. The van has Amazing body, Remarkable speed, and Remarkable control. The van has on-board computer and communication links, and carries full scuba gear, light artillery and LAW weapons, and high explosives. The van is equipped with a self-destruct mechanism that can be set for 15 minutes which inflicts Monstrous damage to those within or on the van, and Incredible damage to all in the same area.

Talents: Punisher has no super-human powers but possesses a wide variety of combat talents. He is skilled at martial arts, allowing him to Stun and Slam opponents of greater Endurance than his Strength. He is a natural marksman and has Remarkable Agility when using guns. His Strength when wrestling is Excellent. And finally, he has been trained in underwater combat, use of scuba gear, and underwater demolition.

Background: Punisher was a highly decorated marine whose family was slain after witnessing a gangland killing. Shaken by the slayings, he deserted the corps and, taking the name of Punisher, hunted down the gang and killed them. Having dealt with the gang that murdered his family, Punisher declared war on all crime, leaving a bloody wake behind him. He is currently serving time in prison for his vigilante activities.

RED SKULL™
Johann Schmidt
World conqueror

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: GOOD
Endurance: REMARKABLE
Reason: REMARKABLE
Intuition: EXCELLENT
Psyche: MONSTROUS

Health: 80
Karma: 125
Resources: INCREDIBLE
Popularity: -75

Powers:

MARTIAL ARTS: Red Skull is self-trained in martial arts, and can Slam and Stun opponents of greater Endurance than his Strength.

NATURAL MARKSMAN: Red Skull's Agility is Remarkable when using firearms.

WEAPONS: Red Skull often carries a specially-made handgun with a range of 3 areas. This handgun fires pellets of "dust of death," a Remarkable-potency chemical (one target per pellet) that reduces the face of the victim to a red skull. Those who make an Endurance FEAT roll may avoid the effects of the dust, and Karma may be added to this die roll.

Background: Red Skull was an orphaned child who grew to be a thug and criminal in Germany between the wars. As a young man, he was working in a Berlin hotel when he first encountered Adolf Hitler. Hitler was berating his Gestapo chief for letting a spy escape, claiming that he could teach the bellboy to do a better job. Noticing Schmidt for the first time, the Fuhrer saw the hate in his eyes and declared he would carry out his boast, turning the bellboy into the perfect Nazi. The youth was an apt pupil, and soon the madman dictator gave him the costume and name of Red Skull, using him as his personal agent of evil.

The Red Skull served his master well during the Second World War, the best of Hitler's murderous agents which included Arnim Zola, Baron Strucker, and the first Baron Zemo. Red Skull was foiled on numerous occasions by Captain America, and the two foes battled in Berlin as it fell. The Red Skull was buried in falling timbers but kept alive by an experimental gas of his own creation.

The Red Skull was rescued by agents of a secret organization known as THEM, a branch of Strucker's HYDRA™. In the years that followed, Skull and Captain America clashed frequently. Skull had transcended the evil of Hitler's Nazi dream to become a force in his own right. In their final battle, a dying Red Skull tried to take Captain America with him but failed, claimed by old age at last. He is survived by a daughter, and despite his body being consumed by flames,

it is not positive that the world has seen the last of the Red Skull.



SANDMAN™
William Baker
Former criminal

Fighting: REMARKABLE
Agility: REMARKABLE
Strength: INCREDIBLE
Endurance: MONSTROUS
Reason: TYPICAL
Intuition: GOOD
Psyche: REMARKABLE

Health: 175
Karma: 46
Resources: TYPICAL
Popularity: 0

Powers:

SAND FORM: Baker can transform all or part of his body into animate, sentient sand. As such, Sandman has the following powers:

1. Body Armor: Baker's sand form gives him Amazing protection against physical attacks and Incredible protection from all energy attacks that are not heat-based.

2. Sand Blasting: Baker can project sand up to 2 areas away, inflicting up to Incredible damage. He can also reduce his fist and arm to sand, inflicting Amazing damage with a single blow.

3. Elasticity: Baker's sandy form allows him to stretch up to 2 areas away and to change his shape, allowing him to spread out in a thin film or slip through narrow openings.

In addition, Sandman uses the Amazing column to hit when grappling.

4. Weaknesses: Baker is vulnerable to heat when he is in his sand form. Flame and heat damage hurt him and fuse the sand into glass. Baker can also be affected by winds of more than Incredible Strength, such as those caused by powerful vacuum cleaners.

5. Healing: Baker can regenerate lost Health by incorporating loose bits of sand and dirt into his body. Up to half his damage at any time may be healed in this fashion.

Background: William Baker was a gangland criminal who escaped from Ryker's Island and fled south along the East Coast. Hiding in a nuclear testing site on the Georgia coast, Baker was lying on a beach when an experimental nuclear reactor's steam system exploded, showering him with radiation and giving him his powers. Now wielding greater power and taking the name of Sandman, Baker became a costumed criminal and fought many heroes including Spider-Man and the FANTASTIC FOUR™. Recently, after an incident involving his involuntary merging with Hydro-Man, creating a huge mud-beast, Baker questioned his criminal past and renounced his career as Sandman. Since that time, he has aided Spider-Man in a battle against the ENFORCERS™, and seems interested in leading a law-abiding life.



SCARECROW™
Ebenezer Laughton
Professional criminal

Fighting: EXCELLENT
Agility: REMARKABLE
Strength: GOOD
Endurance: GOOD
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: FEEBLE

Health: 70
Karma: 28
Resources: TYPICAL
Popularity: -10

Powers:

GYMNASTICS: Laughton is extremely limber and trained in acrobatics, at one time billing himself as a contortionist. His Agility is Incredible when dodging, and he can fit through narrow openings with ease.

PET CROWS: Scarecrow manages a flock of up to two dozen pet crows, who have been taught by the madman to kill on command. The crows attack when ordered, or if anyone points a gun at or rushes Laughton, and will carry off gems and jewelry. The crow's stats are:

F A S E
Pr Gd Fb Pr
Health: 20

The crows can fly up to 3 areas per round and inflict Hack & Slash damage with their beaks and claws.

ESCAPE ARTIST: Laughton, in addition to his contortionist abilities, is a Remarkable lockpick and safecracker.

Background: Laughton was a natural contortionist who billed himself as Umberto the Uncanny. During one of his performances, he aided Iron Man in apprehending a criminal in the theater. Suddenly realizing the potential use of his abilities in crime, Laughton stole a scarecrow outfit from a costume shop and a flock of tame crows from a fellow performer, then set about creating a name for himself in crime. After an initial battle with Iron Man, Laughton bounced in and out of prison for some time. During his last stay in prison, Scarecrow's mind finally snapped, a product of his long frustration and many defeats at the hands of crimefighters. He is now a sadistic killer as well as a thief, and will return any small slight with overzealous retribution.

SCORPION™
MacDonald Gargan
Professional criminal



Fighting: REMARKABLE
Agility: INCREDIBLE
Strength: INCREDIBLE
Endurance: INCREDIBLE
Reason: TYPICAL
Intuition: TYPICAL
Psyche: GOOD

Health: 150
Karma: 22
Resources: TYPICAL
Popularity: -15

Powers:

WALL CRAWLING: Gargan has Excellent wall-crawling abilities on any surface he can grip, including concrete and masonry but excluding glass.

BODY ARMOR: Gargan's costume provides Excellent protection from physical attacks and Remarkable protection from electrical damage.

SCORPION'S TAIL: Scorpion's tail is made of Incredible-strength material and inflicts Amazing damage when it hits. It can react to mental commands from Gargan, who can make it coil like a spring to enable him to clear buildings three stories high in a single leap. The tail also contains a plasma projector capable of firing a bolt up to 10 areas away for Remarkable damage.

Background: MacDonald Gargan was a private investigator in the employ of J. Jonah Jameson. Jameson, while casting about for some way of defeating Spider-Man, discovered Dr. Farley Stillwell, a scientist who had made great leaps in mutagenics. Jameson offered Stillwell \$10,000 to change someone into a super-powered challenger for Spider-Man, and offered Gargan \$10,000 to be that subject. Gargan and Stillwell agreed, and Stillwell mutagenically altered Gargan to give him his superhuman powers. Stillwell also provided Gargan with a cybernetically controlled tail to use as a weapon. So armed, Scorpion went out to fight Spider-Man.

During the battle, Stillwell observed that the animals he used in previous experiments showed psychotic behavior. He realized that his modifications would soon destroy Gargan's sanity as well. Gargan went mad, blaming Jameson for his situation, and tried to kill the editor. Farley Stillwell perished in an attempt to administer an antidote, and Spider-Man defeated Scorpion. During the next few years Scorpion escaped incarceration several times to seek revenge on Jameson. Jameson, meanwhile, kept his role in Scorpion's past a secret while quietly paying for Gargan's psychiatric treatment. Finally, Jameson admitted his responsibility for the creation of Scorpion and, though no criminal charges were brought against him, resigned his position as editor of the *Daily Bugle*.

SIDEWINDER™
Seth Voelker
Professional criminal

Fighting: GOOD
Agility: GOOD
Strength: TYPICAL
Endurance: EXCELLENT
Reason: EXCELLENT
Intuition: TYPICAL
Psyche: GOOD

Health: 46
Karma: 36
Resources: GOOD
Popularity: -5

Powers:

TELEPORTATION: Sidewinder can teleport by means of an electronic harness and cape that he controls cybernetically. He can teleport only one area at a time, but can move past walls, opponents, and other hazards with ease. He can view the area he is teleporting to as he moves to it, allowing him to avoid "side-winding" into a solid object. Sidewinder moves through another unknown dimension when using his mechanism, and can manipulate his harness so that he can fall up to 10 stories without taking damage by repeatedly entering and leaving this dimension. Sidewinder can take up to one other man-sized creature with him when teleporting.

Background: Seth Voelker was a college professor and financial analyst from Kenosha, Wisconsin, who volunteered to be a super-powered operative for the Roxxon Oil Company. He was implanted with a cybernetic control unit to master the dimension-spanning harness developed by Roxxon's subsidiary, the Brand Corporation.

As leader of the new Serpent Squad, consisting of Black Mamba, Death Adder, and Anaconda, Sidewinder recovered the Serpent Crown. Ditching his compatriots, Sidewinder operated as a freelance criminal until his former teammates found him. Sidewinder kindly paid his former teammates the money owed them, with interest, and proposed the formation of a "Serpent Society" of snake-powered operatives to act as a super-powered team as well as a union when dealing with criminal employers. As inducement, Sidewinder noted that with his teleporting abilities, any member of the society that was captured by the authorities could be easily and quickly freed. The members of the original squad agreed, and the new society has attracted the attention of other super-powered villains, including CONSTRUCTOR™, Cobra, and PRINCESS PYTHON™.



SHOCKER™

Real name unrevealed
Professional criminal

Fighting: TYPICAL
Agility: EXCELLENT
Strength: TYPICAL
Endurance: EXCELLENT
Reason: TYPICAL
Intuition: TYPICAL
Psyche: TYPICAL

Health: 52
Karma: 18
Resources: TYPICAL
Popularity: -2

Powers:

BODY ARMOR: Shocker's padded armor and boots provide Good protection from physical attacks and Amazing protection from vibration and sonic attacks, such as those generated by his gloves.

VIBRO-SMASHERS: Shocker wears a set of vibrating gloves that inflict Remarkable damage separately, or Amazing damage if both hit the same target (yellow FEAT roll for both to do so). These vibro-smashers can destroy material of up to Incredible strength and can be used to open safes by vibrating their sensitive mechanisms.

Background: Shocker is an unnamed safe-

cracker who was caught once too often practicing his trade. After developing a primitive set of vibro-blasters in the prison workshop, Shocker destroyed the wall of his cell and escaped. Returning to his old life of crime, Shocker has now developed his present set of blasters and the padded suit he wears to protect himself. He has battled Spider-Man on numerous occasions.



SWARM™

Fritz von Meyer
Former scientist



Fighting: TYPICAL
Agility: GOOD
Strength: GOOD
Endurance: MONSTROUS
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: MONSTROUS

Health: 101
Karma: 101
Resources: FEEBLE
Popularity: -5

Powers:

BODY ARMOR: Swarm's body is actually a community of bees covering von Meyer's skeleton. These bees provide a living carpet of protection equivalent to Incredible strength body armor from all physical and energy attacks. Swarm is naturally subject to those attacks that affect bees. Intense cold, for example, harms them, and smoke causes the bees to become sluggish and less aggressive.

BEE CONTROL: Swarm mentally controls a colony of super-bees and can fire swarms of these creatures in "bee-blasts" with a range of 4 areas. The bees normally move up to three areas per round and have the following stats for each swarm attacking:

F A S E
Ex Fb Fb Ex
Health: 44

Each swarm that Swarm controls attacks as a separate creature, under the control of its master. Bees always get the initiative and can inflict up to Excellent damage each round (though bees cannot Stun or Slam except when fired as a bee-blast). If reduced to 0 Health, Swarm disbands.

FLIGHT: The bees can lift what remains of Von Meyer's body up to 3 areas per round, and can hover in place.

Background: Fritz von Meyer was an escaped Nazi scientist in South America who engaged in research on bees. While exploring the jungle, Meyer found a group of super-bees, mutated by the effects of a radioactive meteorite. These bees were extremely intelligent and mostly passive. Meyer thought to control the bees by a psionic ray, but the bees attacked him instead. By the time Meyer succeeded in controlling the queen bee, the super-bees had destroyed Meyer's body. The queen bee and Meyer's will were linked, however, producing Swarm.

Swarm has attacked both Los Angeles and New York. In the first case he was defeated by the CHAMPIONS OF LOS ANGELES™, in the latter by Spider-Man. Spidey succeeded in disbanding the component bees of Swarm's body. Von Meyer's radioactive skeleton is being kept by ESU in a lead vault.

SPIDER-MAN™

Peter Parker
Freelance photographer

Fighting:	REMARKABLE
Agility:	AMAZING
Strength:	INCREDIBLE
Endurance:	INCREDIBLE
Reason:	EXCELLENT
Intuition:	AMAZING
Psyche:	INCREDIBLE

Health:	160
Karma:	110
Resources:	POOR
Popularity:	40

Powers:

WALL CRAWLING: Spider-Man sticks to all normal surfaces automatically, and can walk on walls and ceilings with Amazing ability.

SPIDER SENSE: Parker's spider-sense warns him of potential danger. If placed in immediate danger, a successful Intuition FEAT roll allow him to react in time (dodging a bullet, for example). Failing the FEAT roll indicates that he did not react in time to avoid the danger. No Karma may be added to these rolls. Potentially dangerous persons and situations will also set off the spider-sense which reacts most strongly to the greatest potential danger (figured in damage). An Unearthly danger will spark more of a reaction than a merely Good danger. The spider-sense is omni-directional and does not require any conscious will to operate. If deprived of his spider-sense, Spider-Man's Intuition drops to Good and his Agility to Incredible.

WEB-SHOOTERS: Spider-Man carries a web-shooter on each wrist, each firing Monstrous-strength webbing up to two areas away. The webbing has Incredible material strength in the round it is fired, and hardens to Monstrous strength the round following. Spider-Man uses this webbing to restrain foes, to make swing-lines (moving up to 3 areas per round in city areas), as missiles inflicting up to Excellent damage, and as Monstrous strength shields. The adhesive webbing lasts for an hour, then dissolves.



SPIDER TRACERS: Parker owns several small, spider-shaped homing signals, each cued in on a frequency detected by his spider-sense. The range of these signals is about one mile.

SPIDER BEACON: Along with the automatic camera in the belt of his costume, Spider-Man keeps a beacon that flashes a red spider symbol up to three areas away. Those suddenly caught in the beam must make an Intuition FEAT roll or be startled, giving Spider-Man the initiative.

Background: High school student Peter Parker was attending a public demonstration on the safe use of nuclear power, sponsored by General Tectronics Corporation when he was bitten by a spider that had been exposed to massive radiation. The bite of this spider gave Parker the equivalent Strength and Agility of a spider and, in addition, allowed him to adhere to vertical surfaces. Seeking to benefit from these powers, Parker created a red and blue outfit and developed a powerful adhesive and web-shooter. Billing himself as the Amazing Spider-Man and keeping his identity secret so as not to embarrass himself and his Aunt May and Uncle Ben, Parker was a hit on Variety Time, a national television show.

Following one performance, Parker passed up the opportunity to stop a burglar, saying that he was a professional performer, and that crook chasing was not his job. Sev-

eral days later, Parker's Uncle Ben was murdered by the same burglar. Filled with remorse for his lack of action, Parker realized that with great power comes great responsibility.

Spider-Man's show business career was cut short by strong opposition from the *Daily Bugle* and its editor, J. Jonah Jameson. Parker turned to fighting crime out of his guilt over his Uncle Ben's death, and helped supplement his Aunt May's Social Security checks by selling photos to the *Daily Bugle*. Parker would set his camera up before going into battle as Spider-Man thereby getting "exclusive" shots of him in action.

Spider-Man has guarded the secret of his identity to protect those who know him from the attacks of villains and to avoid overly stressing his Aunt May, who has survived a number of heart attacks. One villain who discovered Spider-Man's identity was the Green Goblin, with the result that Parker's friends and family were under threat of violence and the woman he loved, Gwen Stacy, died. Since that time, Parker has tried to keep his identity secret, though at this time Daredevil, Black Cat, and Mary Jane Watson are all aware of his dual identity.

Spider-Man has fought with or alongside most of the super-powered individuals of the Marvel Universe. Despite the continual bad press from the *Daily Bugle* under Jameson's control (and the attempts on Spidey's life from agents working for Jameson), most of New York's heroes are aware that Spider-Man is one of the good guys.

Spider-Man was kidnapped, along with a good number of other heroes and villains, by the Beyonder™, a powerful extradimensional being. During this period, Spider-Man's familiar red and blue costume was shredded in battle. Using one of the machines available, Parker created another costume. This suit, which was in reality a living symbiote, was apparently destroyed in a sonic attack soon after his return to earth, but Spider-Man's current partner at that time, Black Cat, sewed him a replica. Spider-Man switches between the two suits as his mood takes him.

Parker, while maintaining his career as Spider-Man, has finished high school, graduated from Empire State University with a baccalaureate in chemistry, and worked for some time as a graduate student in biophysics. He has recently taken a leave of absence to work full time as a freelance photographer.

TASKMASTER™

Real name unrevealed
Professional criminal

Fighting: AMAZING
Agility: AMAZING
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: GOOD
Intuition: INCREDIBLE
Psyche: TYPICAL

Health: 150
Karma: 56
Resources: GOOD
Popularity: 30

Powers:

PHOTOGRAPHIC REFLEXES: If Taskmaster sees someone perform a physical action, he gains the ability to perform the same action. This ability is limited to normal human actions only. He can duplicate one of Spider-Man's jumps, but not his ability to walk on walls. He has studied, among others, Spider-Man, Captain America, Iron Fist, Daredevil, Punisher, and the Avengers. Any other hero will have his fighting style studied if a successful Yellow Popularity FEAT roll is made.

PREDICTION ABILITY: This ability only functions against heroes the Taskmaster has studied. Before each round of combat, Taskmaster makes an Intuition FEAT. Success

indicates that the attacking heroes must declare their actions first, and Taskmaster may act accordingly, even if he has initiative. In addition, any such hero is penalized two columns to the left when attacking Taskmaster.

EQUIPMENT: Taskmaster carries a shield of Incredible-strength material, a bow which fires arrows inflicting Excellent damage, an Incredible-material sword, a multi-purpose billy-club similar to Daredevil's, and a .45 caliber handgun. He also carries magnesium flares of Amazing potency.

Talents: Taskmaster is a natural marksman, weapon master, martial artist, wrestler, and pilot. He may adapt any further physical talents he observes.

Background: Taskmaster discovered his photographic reflexes early in life, allowing him to become a football hero after watching one pro game. He thought to turn his abilities to crime, but was put off by the large number of heroes devoted to stopping evil-doers. Taskmaster instead decided to train thugs for other super-powered villains, and set up training centers. He has fought Spider-Man, the Avengers, and Nomad in his career to date, but also maintains an extensive film library of heroes and villains to observe their moves.



TITANIUM MAN™

Boris Bullski
Communist agent

Fighting: GOOD (REMARKABLE)
Agility: EXCELLENT
(REMARKABLE)
Strength: GOOD (AMAZING)
Endurance: REMARKABLE
(MONSTROUS)
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 70 (185)
Karma: 40
Resources: GOOD
Popularity: -30

Powers:

BODY ARMOR: All of Bullski's powers derive from his titanium suit of armor. The second set of numbers above reflect Bullski's abilities in the Titanium Man armor. The suit provides Incredible protection from physical attacks and Monstrous protection from energy attacks, including heat, cold, and radiation.

FLIGHT: Titanium Man can fly up to 20 areas in a single round by means of jet engines in his boots.

BLASTERS: The eyes of Titanium Man's armor fire electron beams that inflict up to

Amazing damage at a range of 10 areas.

Background: Boris Bullski was a high level member of the Soviet Communist party whose unbridled ambition and intimidating tactics placed him in disfavor with his superiors in the Kremlin. He was transferred to an administrative position in a Siberian work camp. Noting that many of the prisoners were the scientists and technicians who helped Anton Vanko develop his original Crimson Dynamo armor, Bullski coerced the captives to produce a set of sophisticated titanium armor. Using this armor, Bullski intended to defeat the champion of western capitalism, Iron Man.

Working with materials on hand, the scientists provided Bullski with an overlarge suit of armor powered by a thermonuclear power supply. With the party's approval, Titanium Man challenged Iron Man to a battle in a neutral location. The Golden Avenger agreed, and defeated Titanium Man on international television.

Out of favor with his superiors to an even greater degree, Bullski fought Iron Man on several other occasions, always meeting with defeat. Finally given a chance by his superiors, Titanium Man oversaw the Green Liberation Front, a group of disaffected Vietnam veterans in powered armor designed by a scientist whose parents were kept prisoner. BETA RAY BILL™ defeated the GLF by revealing Titanium Man for what he was, and the scientist had his revenge by apparently destroying Bullski.



UNICORN™
Milos Masaryk
Super-powered agent

Fighting: REMARKABLE
Agility: EXCELLENT
Strength: INCREDIBLE
Endurance: INCREDIBLE
Reason: TYPICAL
Intuition: EXCELLENT
Psyche: FEEBLE

Health: 130
Karma: 18
Resources: GOOD
Popularity: -15

Powers:

BODY ARMOR: Unicorn's skin and soft tissues are many times tougher than a normal human's and provide Remarkable protection from physical damage.

POWER HORN: Unicorn's main armament consists of an energy projector with variable settings. This power horn can inflict up to Monstrous damage.

FLIGHT: Unicorn can fly up to 8 areas in a single round by means of a rocket belt.

Talents: Unicorn is trained in the martial arts, and he can Stun and Slam opponents of greater Endurance than his Strength. He has

also been trained in espionage and has lock-picking skill of Excellent.

Background: The Czech-born Masaryk was a Soviet intelligence operative assigned to the laboratories of Anton Vanko. Following his development of the Crimson Dynamo armor, Vanko created an energy projector known as the "power horn," which he taught Masaryk to use, with government approval. With Vanko's defection, Masaryk, equipped as Unicorn, was sent the United States to return the fleeing scientist. Unicorn was stopped by the efforts of Iron Man.

Returning to his native Czechoslovakia in disgrace, Masaryk underwent treatment in an experimental "hyper-activator" which increased his abilities to superhuman levels but accelerated cellular deterioration. Again as Unicorn, Masaryk fled the East, seeking a cure for this side affect. Both RED GHOST™ and MANDARIN™ promised cures, but neither delivered. Approached by Titanium Man, the gravely ill Masaryk agreed to defeat Iron Man in exchange for a cure. Iron Man defeated Unicorn and, by placing Masaryk in a cryogenic capsule, arrested his deterioration. Unicorn was accidentally freed months later and, after another battle with Iron Man, walked out to sea, seeking to join up again with Titanium Man.

UNION JACK™

Joseph Chapman
Adventurer and art student

Fighting: EXCELLENT
Agility: EXCELLENT
Strength: GOOD
Endurance: EXCELLENT
Reason: GOOD
Intuition: EXCELLENT
Psyche: GOOD

Health: 70
Karma: 40
Resources: TYPICAL
Popularity: 2 (15 in Great Britain)

Powers:

MARTIAL ARTS: Union Jack can Stun and Slam opponents of greater Endurance than his Strength.

WRESTLING: Union Jack uses the Excellent column when grappling and escaping.

Background: Joey Chapman is the third individual to don the mantle of Union Jack. The original Union Jack was Lord Montgomery Falsworth, a British nobleman who served his country in the First World War as a costumed operative in the group known as Freedom's Five. Union Jack was the symbol of his country in WWI and, while Falsworth retired his costumed identity between the

wars, he took up his identity again to battle his brother, Baron Blood, in the early days of WWII. Blood was defeated, but Falsworth was crippled in the battle.

The second Union Jack was Lord Falsworth's son Brian. A captive of the Nazis in Hamburg, Brian Falsworth befriended a fellow prisoner, German biochemist Eric Schmitt, who had developed his own version of the Super-Soldier formula. Brian drank the formula to prevent it from falling into enemy hands and worked behind enemy lines as a freedom fighter named Destroyer™. At the request of his father he became the second Union Jack and fought alongside the Invaders™. Following the Second World War, Brian retired and was killed in a car crash in the 1950s.

Joseph Chapman, the third Union Jack, was a friend of Brian Falsworth's nephew Kenneth. Battling the resurrected Baron Blood, Kenneth fought alongside Captain America. Blood was killed forever in the battle, but, Lord Falsworth suffered a heart attack and perished as well. Falsworth's heirs gave the costume and title to Joseph Chapman in return for his aid.



VERY IMPORTANT PEOPLE

In addition to the costumed heroes and villains listed in this volume, New York is also the home of some ordinary and not-so-ordinary people. The folks listed here share one special quality: whether they realize it or not, their lives are deeply interwoven with those of the heroes.

MISTY



FOGGY

JONAH



NATHAN



TM

MAY REILLY PARKER™

Retired

F	A	S	E	R	I	P
Fb	Ty	Fb	Fb	Ty	Gd	Ex
Health: 12				Karma: 36		
Resources: Poor				Popularity: 2		

Peter Parker's Aunt May was widowed after a burglar shot her husband, Ben, and has since made ends meet on her social security checks with occasional help from her nephew Peter. She runs a boarding house for senior citizens in Forest Hills, Queens, New York. She is unaware of Peter's identity as Spider-Man, and Peter is afraid of her finding out, fearing the shock would be too much for her weak heart.

NATHAN LUBENSKY™

Retired

F	A	S	E	R	I	P
Pr	Fb	Ty	Gd	Gd	Gd	Ty
Health: 22				Karma: 26		
Resources: Poor				Popularity: 3		

A retired Vaudevillean, the wheelchair-bound Nathan became one of Aunt May's boarders after meeting her in a retirement community. Nathan helps May run the house, and the two have been going together. He is very disappointed in Peter Parker's behavior toward his aunt: making her worry and dropping out of school. He is

unaware that Parker is Spider-Man.

MARY JANE WATSON™

Aspiring actress, model

F	A	S	E	R	I	P
Pr	Ty	Ty	Gd	Ty	Gd	Ty
Health: 26				Karma: 22		
Resources: Poor				Popularity: 4		

Mary Jane Watson is the niece of May's old next-door neighbor, Anna Watson. She has known Peter Parker since high school, but turned him down when he finally proposed to her. After a brief absence, she is back in Parker's life again, having returned to the Big Apple to pursue her career. She knows that Peter Parker is Spider-Man, and he knows that she knows. Their relationship is currently uncertain.

J. JONAH JAMESON™

Publisher, *Daily Bugle*, *NOW* and *Woman* Magazines

F	A	S	E	R	I	P
Pr	Ty	Ty	Ty	Ty	Ty	Ty
Health: 20				Karma: 18		
Resources: Excellent				Popularity: 7		

Jameson began his newspaper career as a reporter for the *Daily Bugle* while still in high school, eventually rising to the position of publisher of the daily newspaper and two magazines. Jameson has maintained a long-running battle with costumed vigilantes in

general and Spider-Man in particular ever since the wall-crawler's first appearance on national television. Gifted with a diehard devotion to news and cursed with a foul temper and mercantile pettiness, Jameson ran a fast, tight operation as editor of the *Bugle* until he resigned following his admission to involvement in the creation of Scorpion. He is currently publisher of the *Daily Bugle*, is married to Dr. Marla Madison, and has a grown son, former astronaut John Jameson.

JOSEPH "ROBBIE" ROBERTSON™

Editor-in-chief, *Daily Bugle*

F	A	S	E	R	I	P
Ty	Ty	Ty	Ty	Ty	Ty	Gd
Health: 24				Karma: 22		
Resources: Good				Popularity: 5		

Joe Robertson was Jameson's city editor when Jameson ran the newsroom, and Robbie took a good deal of the edge off his superior's opinions. Now editor-in-chief, Robertson wants to run a polished, professional newspaper every bit as popular as it was during the Jameson Era. To that end, Robbie has banished Jameson's continual barrage against Spider-Man to the editorial pages and seldom accepts shots of Spider-Man in action. Robertson seems to be a little colder now, due to the added responsibility of his job and the large shoes he must fill. Joe Robertson has a son, Randy. Neither father nor son is aware of Spider-Man's true identity.

MARY JANE

AUNT MAY



ROBBIE



COLLEEN

**BEN URICH™**City reporter, *Daily Bugle*

F	A	S	E	R	I	P
Pr	Ty	Pr	Ty	Gd	Gd	Pr
Health: 20				Karma: 24		
Resources: Good				Popularity: 8		

Ben Urich operates from the city desk and has a nose for the talk on the street and the back stories in the newspaper's "morgue." His Reason is Excellent involving events in the city, particularly in the underworld. Urich has figured out Daredevil's secret identity of blind lawyer Matt Murdock, but is keeping that secret in return for Murdock's saving his life on numerous occasions. Urich is married and should really cut down on his smoking.

FRANKLIN "FOGGY" NELSON™

Attorney-at-law

F	A	S	E	R	I	P
Pr	Ty	Ty	Ty	Gd	Pr	Pr
Health: 22				Karma: 18		
Resources: Typical				Popularity: 2		

Foggy Nelson is Matt Murdock's partner in law, and has a Reason of Excellent in legal matters. While Murdock is the better trial lawyer, Nelson has an incredible eye for detail and legal precedent, making the pair, until recently, one of the top legal teams in the city, engaged by such clients as the Avengers. Outside of the legal arena, Foggy is generally at a loss and

often appears to be a bumbling clown. He is currently separated from his wife, Debbie. He is unaware that Murdock is Daredevil.

BECKY BLAKE™

Legal secretary

F	A	S	E	R	I	P
Fb	Pr	Pr	Gd	Ty	Ty	Gd
Health: 20				Karma: 22		
Resources: Typical				Popularity: 1		

Becky Blake is Nelson and Murdock's legal secretary and, despite her handicap (she is confined to a wheelchair), she competently handles both lawyers' papers. Her handicap often makes her a target for attacks against the law firm. She is unaware that one of her employers is Daredevil.

STICK™

Real name unrevealed

F	A	S	E	R	I	P
Rm	Rm	Gd	Rm	Gd	Mn	Am
Health: 100				Karma: 135		
Resources: Good				Popularity: 0		

Stick appears to a thin, elderly, blind pool hustler. He is, in reality, the leader of a powerful group of oriental warriors who have opposed the Hand for years. Stick is a master of martial arts and oriental weapons and, in addition, has radar sense similar to Daredevil's (indeed, he taught Murdock how to use

his radar sense). He is aware that Murdock is Daredevil and helped bring Elektra back to life, at the apparent cost of his own life.

MISTY KNIGHT™

Private investigator

F	A	S	E	R	I	P
Ex	Gd	Rm	Ex	Gd	Ex	Ex
Health: 80				Karma: 50		
Resources: Good				Popularity: 8		

Misty Knight is half the team of Nightwing Restorations, Ltd. A former policewoman who lost her right arm in an explosion, Misty possesses a bionic replacement that gives her superhuman Strength. The bionic replacement resembles her normal arm and is normally not noticed until she lashes into action. Until recently, Misty has been seeing Danny Rand, Iron Fist of Heroes for Hire.

COLLEEN WING™

Private investigator

F	A	S	E	R	I	P
Rm	Ex	Gd	Ex	Gd	Ex	Ex
Health: 80				Karma: 50		
Resources: Good				Popularity: 8		

Colleen Wing is the other half of Nightwing Restorations, Ltd. Colleen is related to Clan Yoshida, which includes the villainous Silver SAMURAI™ and the mutant SUNFIRE™. Colleen has been trained as a samurai and is a weapons master with oriental weapons as well as master of the martial arts. Together, both Knight and Wing are known as the Daughters of the Dragon.

BERNADETTE ROSENTHAL™

Glassblower

F	A	S	E	R	I	P
Ty	Gd	Ty	Gd	Ty	Ty	Ty
Health: 32				Karma: 18		
Resources: Poor				Popularity: 2		

Bernie Rosenthal is currently an unemployed glassblower in New York. She is also the fiancée of Steve Rogers, better known as Captain America. This has made her a target to such foes as Red Skull and Baron Zemo, but Bernie seems to be taking the excitement in stride, strengthened by the love she feels for her shield-slinger.

WHITE TIGER™

Hector Ayala
College student

Fighting: INCREDIBLE
Agility: REMARKABLE
Strength: EXCELLENT
Endurance: REMARKABLE
Reason: GOOD
Intuition: GOOD
Psyche: EXCELLENT

Health: 120
Karma: 40
Resources: TYPICAL
Popularity: 5

Powers:

MYSTIC AMULET: Hector wore an amulet consisting of two paws and the head of a jade tiger figurine. This amulet raises the wielder's Fighting and Agility to the listed ranks and provides him with the knowledge of martial arts necessary to Stun and Slam opponents of greater Endurance than his Strength. The amulet also raises White Tiger's Strength to Remarkable when involved in wrestling.

In addition, if the head and paws are reunited with the jade statue, the completed jade tiger allows passage into the mystic dimension that housed K'un-Lun. If used by a character of at least Excellent Psyche who is capable of wielding magic, the statue can be

enlarged and brought to life, creating a tiger of the following statistics:

F A S E
Rm Gd Ex Rm Health: 90

The tiger attacks on the Hack & Slash column. If reduced to 0 Health, it returns to statue form.

Finally, the amulet creates a form of addiction in the user. If it is separated from the user for more than 24 hours, the user's Endurance slips by one rank for every day after the first. Endurance falls to Feeble, then increases one rank per day until the character's normal level is regained. If the hero can do without the amulet by that time, he is free of its addictive effect.

Background: The amulet of the White Tiger was originally worn in three parts by the Sons of the Tiger, a team of kung-fu experts. When they disbanded, they threw out the amulets, and Hector Ayala found them. Donning the amulets, he was transformed into the White Tiger, New York's first Puerto-Rican costumed hero.

In a battle alongside Spider-Man against LIGHTMASTER™, Hector changed into White Tiger on television, revealing his identity to the world. A madman named Gideon Mace targeted White Tiger as the first victim in his war on heroes. Mace slayed Hector's family and dumped White Tiger's bullet-ridden body at the *Daily Bugle's* doorstep. Spider-Man battled Mace, who perished at the hands of his own men. Hector recovered

from his wounds, retired from crimefighting, and returned the amulets.



WILL O' THE WISP™

Jackson Arvad
Former scientist

Fighting: GOOD
Agility: EXCELLENT
Strength: INCREDIBLE
Endurance: AMAZING
Reason: EXCELLENT
Intuition: GOOD
Psyche: GOOD

Health: 120
Karma: 40
Resources: POOR
Popularity: 3

Powers:

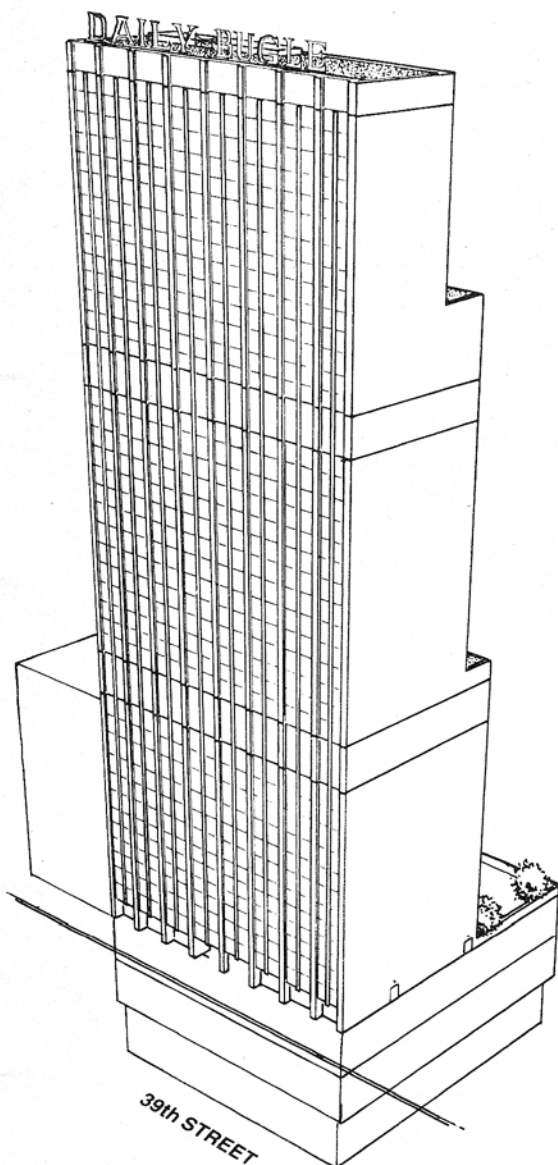
DENSITY CONTROL: Will o'the Wisp can control electromagnetic attraction forces of the molecules of his body, allowing him to shift his density with Amazing ability. He can increase his density to give himself Remarkable body armor or decrease it to intangibility, allowing him to walk through walls. Will o'the Wisp can only attack when solid, but can solidify part of his body while leaving others intangible. He has no form of intangible attack similar to Vision's.

FLIGHT: When at minimum density, Will o'the Wisp can fly at up to 10 areas a round. While doing so, he sparkles from the interaction of his dispersed molecules with the atmosphere.

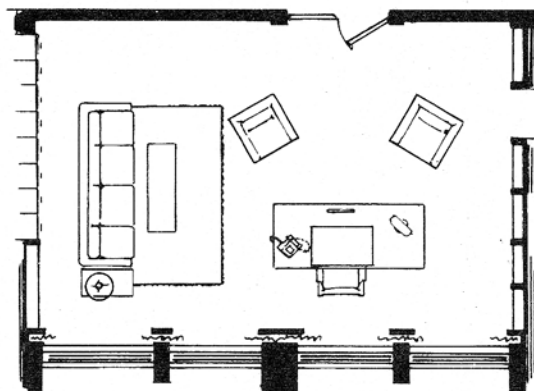
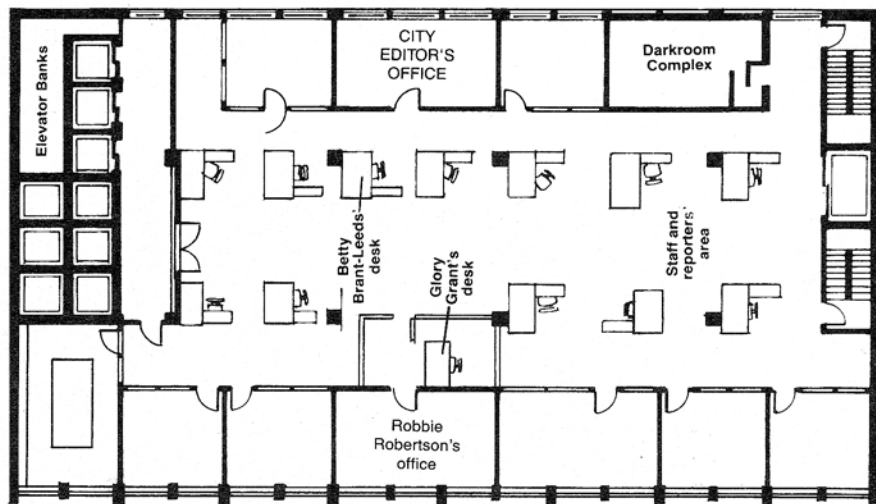
HYPNOSIS: By consciously controlling the sparking light affect, Will o'the Wisp can hypnotize opponents at a Remarkable level of ability (Psyche FEAT roll to avoid hypnosis after one round; red roll if Psyche is less than Remarkable, yellow if Remarkable, and green if greater than Remarkable). While under hypnosis, the target will follow simple orders and answer questions truthfully.

Background: Jackson Arvad was a scientist at Brand Corporation, driven by horrible deadlines. In a laboratory mishap, Arvad was changed into his present form. He sought revenge on his employer and Brand, resulting in the closing of Brand Corporation after he forced his superiors to confess their genetic experimentation.

Will o'the Wisp does not see himself as a criminal as his actions have been directed against the corporation that deprived him of a normal life. While he has not as yet decided the course of his life, he retains a great hatred of Brand and its parent corporation, Roxxon. Now that Brand has been shut down, he has gone into hiding, seeking his purpose in life. His present whereabouts are unknown.



17th Floor CITY ROOM



46th Floor
JAMESON'S
EXECUTIVE SUITE

MARVEL SUPER HEROES™

CONCRETE JUNGLE

By Jeff Grubb

Official Game Accessory

It's called the city, but it's really a concrete jungle filled with dangerous predators like SCORPION™ and HOBGOBLIN™, masterminds like KINGPIN™ and HAMMERHEAD™, and world-beaters like the RED SKULL™ and TITANIUM MAN™. It is also the home of such heroes as SPIDER-MAN™, DAREDEVIL™, and MOON KNIGHT™, plus numerous shadowy figures such as the PUNISHER™ and CLOAK™ and DAGGER™.

Gathered here in one place are the foes you love to hate and the heroes who patrol the urban wasteland. Miss it at your own risk!

This game supplement is designed for use with the MARVEL SUPER HEROES™ role-playing game. This package contains a 32-page book describing the villains that threaten the city, and the heroes that protect it.

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