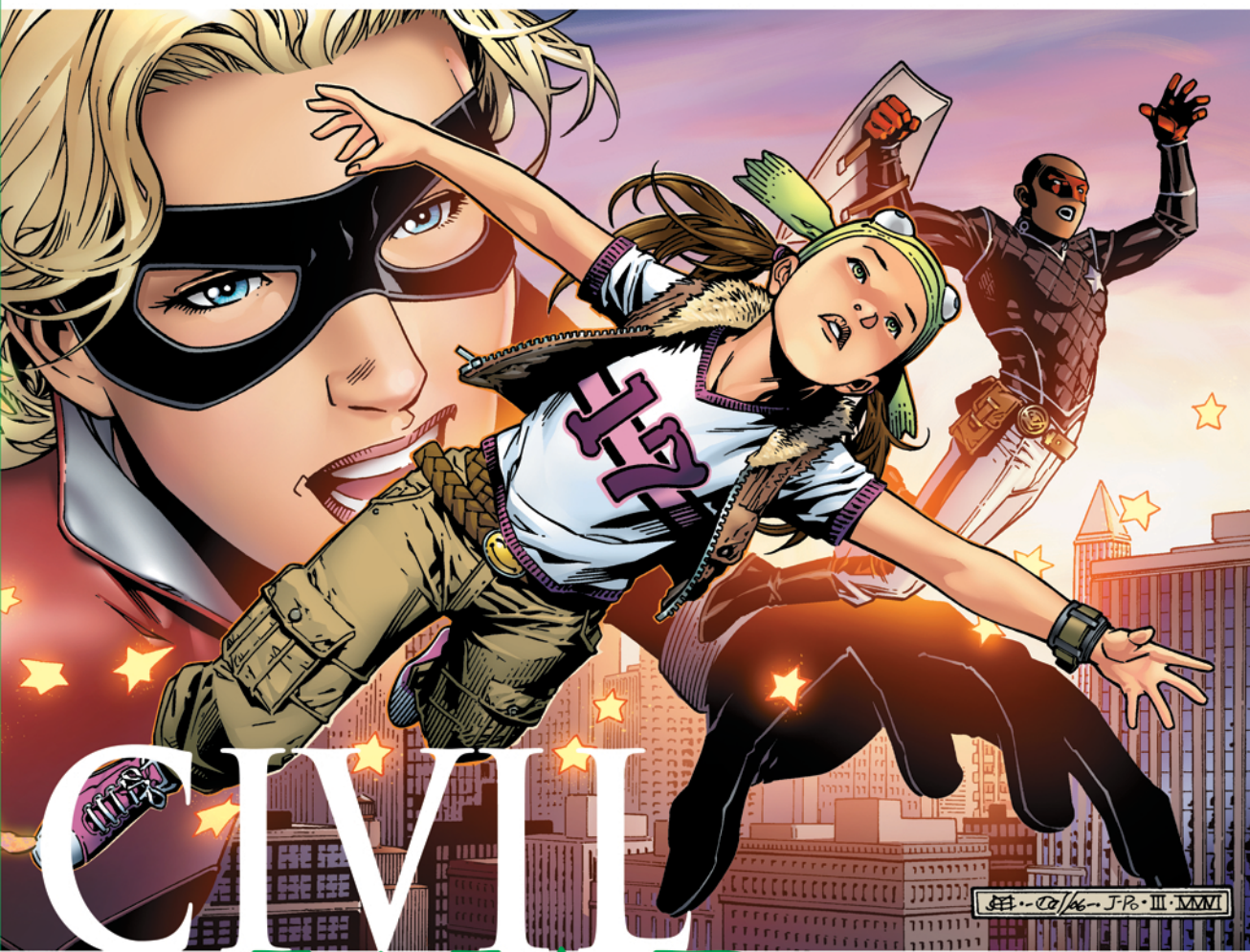


MARVEL



CIVIL WAR

YOUNG
AVENGERS/
RUNAWAYS

**HEROIC
ROLEPLAYING**

EVENT SUPPLEMENT



THE NEXT GENERATION OF HEROES

One team comes together to live up to the heroic ideals of the classic Avengers, while another struggles against the legacy of a syndicate of super villains. Both teams are teens with the weight of the world on their shoulders. See how the *Civil War* affects this next generation of heroes and what their perspective is on the ongoing conflict, and get an insight into the teen heroes who started it all in Stamford—the New Warriors.

STEP UP THE ACTION

MARVEL HEROIC ROLEPLAYING EVENT SUPPLEMENTS add new options, characters, and story content to the core **MARVEL HEROIC ROLEPLAYING EVENT BOOKS**. Expand your heroic roster, uncover new adventures, and unleash deadly new threats!

For two to eight players, ages 13 and up. Requires game dice and **MARVEL HEROIC ROLEPLAYING OPERATIONS MANUAL** (included in **BASIC GAME** or Premium Event Books).

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This Event Supplement includes:

- **Young Avengers / Runaways:** Spinning out of the Civil War storyline, this supplement shines a light on the next generation of super heroes who rise up against the Superhuman Registration Act, as well as the team whose tragic end set alight the fires of war. Be a part of the teenage rebellion or explore the worlds of What If? with this guide to the youthful heroes of the Civil War.
- **Hero Datafiles:** Game play sheets for many of the Marvel Universe's young heroes, from the Young Avengers and Runaways to the New Warriors and Power Pack!

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HEROICTM ROLEPLAYING

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To get the most out of this **CIVIL WAR EVENT SUPPLEMENT**, you need the **CIVIL WAR EVENT BOOK** and a copy of the **OPERATIONS MANUAL** (Included with the **MARVEL HEROIC ROLEPLAYING BASIC GAME** or Premium Edition Event Books).



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EVENT SUPPLEMENT

YR04 The New Warriors

YR24 The Runaways

YR34 The Young Avengers

Based on

Civil War: Young Avengers/Runaways by
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New Warriors vol. 3 by
Zeb Wells and
Skottie Young
New Warriors vol. 4 by
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TENT

Y O U N G AVENGERS/ RUNAWAYS

MARVEL HEROIC ROLEPLAYING Event Supplements provide additional character datafiles, story content, and background material for Event Books. Each Supplement works in tandem with the core Event Book to broaden the play experience and give you, the Watcher, and your players even more options and ideas.

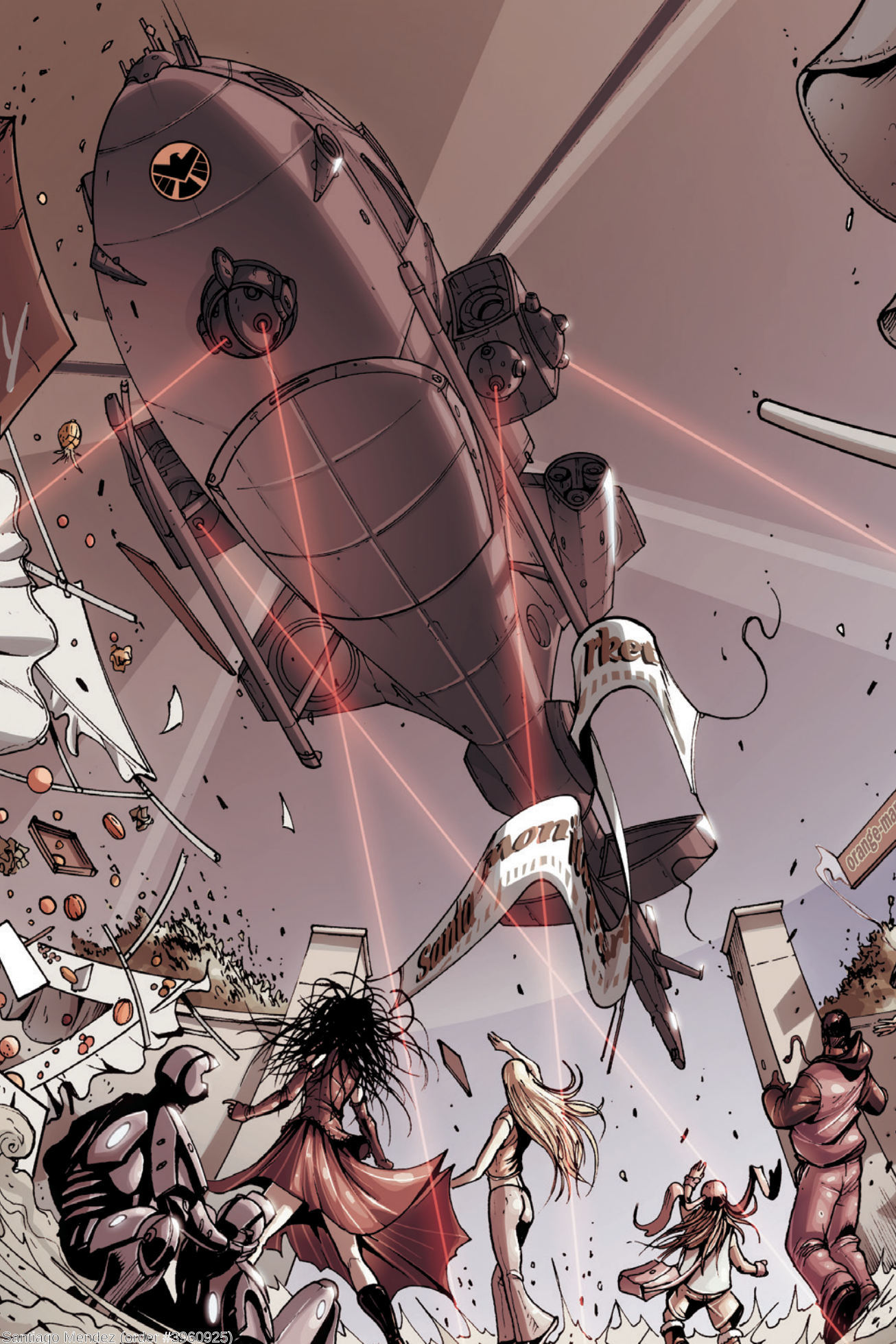
This Event Supplement for the **CIVIL WAR EVENT Book** focuses on the young teams that are caught up in the conflict surrounding the Superhuman Registration Act. The **Young Avengers** represent the next generation of heroes modeled after the classic Avengers team. The **Runaways** are, conversely, the children of a cabal of super villains from Los Angeles. The **New Warriors** are youthful heroes who inadvertently trigger the passage of the SHRA as a result of their on-air battle with super villains in Stamford, CT. This supplement builds mostly on the first and second Acts of the Civil War Event, but offers the most value as a guide to the younger outlook of the superhuman community and the burdens they have inherited.

Even if your Civil War Event didn't turn out the same as the comic book storyline, this Event Supplement is packed with useful information and datafiles for you to incorporate into your game. From new hero datafiles to a large assortment of Watcher characters—both heroic and villainous—and dozens of story seeds and lots background material, this book can be a springboard for an entirely original Event of your own, dealing with a next-generation perspective on one of Marvel's most contentious crossovers!

STRUCTURE OF THE EVENT SUPPLEMENT

This book presents various teams and organizations for you to use as you see fit. Each chapter serves as both an expansion of the *Civil War Sourcebook* chapter of the **CIVIL WAR EVENT BOOK** and as a supplement to the storyline presented in the three Acts of that book.

- ▶ **The New Warriors** is a long-running group of teens and young adults whose membership has grown and changed over the years. Recently, they've embraced the reality TV craze and let millions of viewers follow their escapades. This section examines what might have happened had things been different...or why things had to happen the way they did.
- ▶ **The Runaways** introduces a West Coast group of children and teenagers whose parents were all members of a criminal syndicate known as the Pride. Raised without knowledge of their parents' true natures, they only recently learned of their true inheritance and their superhuman powers.
- ▶ **The Young Avengers** brings the spotlight on those young heroes who have modeled their costumes and abilities on the classic Avengers. Neither sidekicks nor sophomore second-raters, the Young Avengers face challenges of maturity and morality in the Civil War.
- ▶ **The Cube** is a mini-Event that ties into the Civil War storyline and pits young heroes against Noh-Varr, the genetically advanced Kree soldier known as Marvel Boy.
- ▶ **Heroic Datafiles** includes thirty new characters ready to play, including full game statistics and Milestones. This list includes the members of the New Warriors, the Young Avengers, the Runaways, and a number of other rebellious, youthful, or roguish heroes perfectly suited for this perspective of the conflict, including the four siblings of Power Pack.



THE NEW WARRIORS

A team of young heroes with mostly unspectacular solo careers, the New Warriors were formed by **Night Thrasher** to help him in his quest for vengeance against criminals. Despite their successes, the New Warriors were hampered by their youthfulness—most were teens when the New Warriors were founded—and were seen by the public as unproven amateur heroes. Their own immaturity led to the heroes clamoring for validation. At the beginning of Civil War, the New Warriors are **Microbe** (Zachary Smith Jr.), **Namorita** (Namorita “Nita” Prentiss), **Night Thrasher** (Dwayne Taylor), and **Speedball** (Robert “Robbie” Baldwin).



A BRIEF HISTORY OF THE NEW WARRIORS

Founded by wealthy heir Dwayne Taylor to fulfill his dreams of being a hero, the original New Warriors team was supposed to only consist of Night Thrasher, **Nova** (Richard Rider), **Marvel Boy** (Vance Astrovik), and **Firestar** (Angelica Jones), but Speedball and Namorita showed up the first time they fought a villain, Terrax the Tamer, and immediately joined the team. Although they fought and defeated numerous powerful foes in their early career (including Juggernaut, Proteus, and the Sphinx), the New Warriors had to fight for respect as super heroes, often being labeled as just a junior team of street-level heroes.

Early in the New Warriors' career, Night Thrasher discovered that his company, the Taylor Foundation, was engaged in illegal activities. The team's investigations led to the revelation that Night Thrasher's guardians, Andrew Chord and Tai, were villains intent on taking over the world. After their defeat, Night Thrasher left the team to put his business in order, leaving Namorita in charge. When the team member's personal information was stolen from her and their families were attacked, a guilt-ridden Namorita fled the team for a time. She travelled back to Atlantis where cellular degradation from her clonal origins made her mutate into her current, blue-skinned form.

As a team of young heroes, the New Warriors had a highly variable membership with many heroes leaving and joining over time. The most significant additions to the team (aside from Microbe) were **Dagger** (Tandy Bowen), **Hindsight Lad** (Carlton LaFroyge), **Powerpax** (Alex Power), **Rage** (Elvin Haliday), **Scarlet Spider** (Ben Reilly), and **Silhouette** (Silhouette "Sil" Chord).

Trying to find their place as a young team of heroes, the New Warriors became stars of their own reality TV show, hunting villains across small-town America. This, of course, eventually culminated in the tragedy at Stamford.



REALITY TV HEROES

Many of the New Warriors were inexperienced heroes when they joined the team. Due to their age and, in some cases, immaturity, the New Warriors were never treated as equals to the more established teams, no matter how often they managed to save the world or defeat exceedingly powerful foes.

Despite the lack of respect it received, Night Thrasher reformed the team after small towns were hit by a super-powered crime wave. With his finances drained, Night Thrasher cut a deal with the WTNH production company to film their exploits as a reality TV show, funding their crime-fighting across Middle America. Ratings, needed to keep their funding, also became a personal draw as they flirted with fame.

Many reality TV heroes find themselves, possibly unwillingly, addicted to stardom and craving the validation brought by popularity. This can lead them to perform obviously foolish actions to get better ratings, especially if a producer has their ear at the time.

REALITY TV MILESTONES

Characters associated with a reality TV show may choose from one or both of these Milestones in addition to those on their datafiles or those related to the Event.

It's All About the Ratings!

If there aren't a lot more viewers we could be cancelled!

- 1 XP** when your colorful comments to the camera put your actions into perspective.
- 3 XP** when you take an action to defend your production crew and equipment.
- 10 XP** when you take on a villain, or villains, too powerful for you "for the ratings" or when you change your identity to avoid the publicity you've generated.

Survivor's Guilt

Everyone knows who I am, and they hate me for it.

- 1 XP** when you fight villains in a heavily populated area.
- 3 XP** when you voluntarily let villains escape to avoid endangering innocents.
- 10 XP** when you intentionally injure yourself as penance or when you publicly disclaim any responsibility for major collateral damages.



BANDIT

Affiliations
SOLO 6
BUDDY 8
TEAM 4

Distinctions
INFERIORITY COMPLEX
LADIES MAN
RESENTFUL BASTARD

BIOELECTRICAL CONDUCTOR

ELECTRIC BLAST 10

SFX: *Dangerous.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

Limit: *Mutant.* When affected by mutant-specific complication or tech, step up the lowest die in the doom pool or add a D6 doom die.

BANDIT BOW

WEAPON 6

SFX: *Burst.* Against a single target, step up or double WEAPON die. Remove the highest rolling die and use three dice for the total.

Limit: *Gear.* Shutdown BANDIT BOW to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover BANDIT BOW.

Specs
COMBAT MASTER 10

TECH EXPERT 8

Donyell Taylor

Bandit is the illegitimate brother of Night Thrasher. Resenting his brother Dwayne's "easy" and "coddled" life-style, Donyell sought to prove himself the better man. To that end, he romanced Night Thrasher's ex-girlfriend, Silhouette, to needle his brother. Bandit sought out Night Thrasher's old foes and bested them to prove his mettle. He even antagonized his half-brother into fights to prove he was superior to Night Thrasher. They've since come to a level of understanding, but some of their enmity continues.

NOTE: Bandit later becomes Night Thrasher II. See page YR18 for his updated datafile post-Civil War.



BOLT

Affiliations
SOLO 6
BUDDY 4
TEAM 8

Distinctions
BRUTAL METHODS
HEIR TO MAVERICK
LEGACY VIRUS SURVIVOR

ELECTROKINESIS

ELECTRIC BLAST 8

ELECTRIC SHIELD 8

SFX: *Live Wire.* On a successful reaction against a close-combat attack action, inflict physical stress with the effect die. Spend a doom die to step it up.

SFX: *Recharge.* On a successful reaction against an electrical attack action, convert opponent's effect die into an ELECTROKINESIS stunt or step up an ELECTROKINESIS power until used in an action. If opponent's action succeeds, spend a doom die to use this SFX.

Limit: *Mutant.* When affected by mutant-specific complication or tech, step up the lowest die in the doom pool or add a D6 doom die.

Specs
COMBAT EXPERT 8

INTIMIDATION EXPERT 8

Chris Bradley

Discovered and trained by the X-Men, Chris Bradley learned he was afflicted with the Legacy Virus. Rising anti-mutant sentiment caused his parents to remove him from the Xavier School for the Gifted. When the mutant-hating Friends of Humanity abducted Chris, the mutant mercenary Maverick saved him. The next time Bolt ran afoul of anti-mutant forces, he sought Maverick's help. Bolt later joined the New Warriors. Eventually, Bolt died at the hands of Maverick—now Agent Zero—in a tragic case of mistaken identities.

NOTE: Although Bolt is dead at the time of Civil War, you might bring him back in any number of ways, or simply assume he didn't die as reported for your version of the Event.

DEBRII

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

NATURAL ANTAGONIST
REALITY STAR
SNIDE

Power Sets

MUTANT TELEKINESIS

AIRWALKING 6 **DEBRIS BLAST** 6

TELEKINETIC CONTROL 8

SFX: *Clouds of Clutter.* When using a **MUTANT TELEKINESIS** power to create assets, add a D6 and step up the effect die.

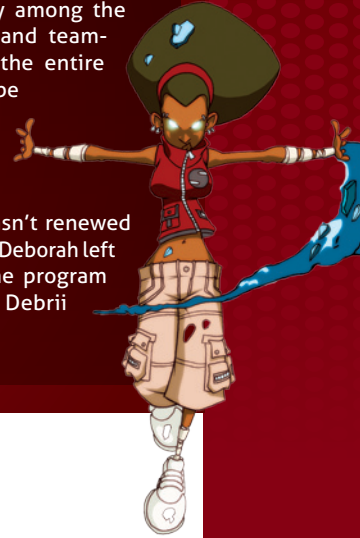
Limit: *Mutant.* When affected by mutant-specific complication or tech, step up the lowest die in the doom pool or add a D6 doom die.

Specs

PSYCH EXPERT 8

Deborah Fields

Television producers added Debrii, a low-level telekinetic able to manipulate masses of lightweight objects, to the New Warriors reality show to stir up controversy among the long-time friends and teammates. She upset the entire team, teased Microbe for his "useless" powers, and frequently clashed with Namorita. When the show wasn't renewed for a second season, Deborah left the team. When the program was brought back, Debrii opted not to return.



FIRESTAR

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

CONCERNED ABOUT HER POWERS
PART-TIME HEROINE
SEEKING PURPOSE

Power Sets

MICROWAVE GENERATION

ENHANCED SENSES 8 **MICROWAVE BLAST** 10

MICROWAVE CONTROL 8 **SUBSONIC FLIGHT** 8

SFX: *Absorption.* On a successful reaction against a heat or radiation-based attack action, convert opponent's effect die into a **MICROWAVE GENERATION** stunt or step up a **MICROWAVE GENERATION** power until used in an action. If opponent's action succeeds, spend a doom die to use this SFX.

SFX: *Heat Aura.* On a successful reaction against a close combat attack action, spend a doom die to inflict physical stress with the effect die.

SFX: *Versatile.* Split **MICROWAVE BLAST** into 2D8 or 3D6.

Limit: *Mutant.* When affected by mutant-specific complication or tech, step up the lowest die in the doom pool or add a D6 doom die.

Limit: *Health Risks.* Shutdown **MICROWAVE GENERATION** power and take physical stress equal to the power die rating. Add a die to the doom pool equal to stress taken. Remove stress or use opportunity to recover power.

Specs

PSYCH EXPERT 8

Angelic Jones

An unwitting pawn of the Hellfire Club's White Queen, young mutant Angelica Jones quickly discovered her would-be mentor Emma Frost didn't have her best interests at heart. Joining the New Warriors and later the Avengers as Firestar, she met and almost married her teammate Justice, but the couple eventually split. Firestar also suffers various health problems due to an imperfect immunity to her own powers. She's currently in college and only puts on her costume occasionally.



HELIX

Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

AMNESIAC
CARRION VIRUS CREATION
SOLE SURVIVOR

Power Sets

REACTIVE ADAPTOID

ENHANCED STRENGTH 8

MIMIC 8

SUPERHUMAN DURABILITY 10

SFX: *Adaptable.* On a successful reaction against an attack action, convert opponent's effect die into a REACTIVE ADAPTOID stunt or step up a REACTIVE ADAPTOID power. If opponent's action succeeds, spend a doom die to use this SFX.

Limit: *External Stimuli.* MIMIC power begins play shutdown. After a reaction roll against an attack action, recover MIMIC.

Limit: *Amnesia.* Step up emotional stress involving amnesia to step up the lowest die in the doom pool or add a D6 doom die.

Specs

MENACE EXPERT 8

Rafael Carago

Helix was the only survivor when Spidercide and the Jackal attacked Springville, Pennsylvania, with the Carrion Virus. The New Warriors arrived to investigate and subdued the raging Helix. The Jackal kidnapped Helix from the authorities and experimented on him further, revealing his adaptoid abilities. After the New Warriors again subdued and calmed him, he joined them for a time but eventually left to explore his past.



HINDSIGHT

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

HERO WORSHIP
INTERNET SAVVY
STRATEGIC INSIGHT

Power Sets

UNCANNY HINDSIGHT

SENSES 6

SFX: *Second Chance.* If a pool includes an UNCANNY HINDSIGHT power, spend a doom die to reroll.

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown UNCANNY HINDSIGHT. Recover that stress or wake up to recover UNCANNY HINDSIGHT. If mental trauma received, shutdown UNCANNY HINDSIGHT until trauma recovered.

Specs

TECH EXPERT 8

Carlton LaFroyge

When Carlton LaFroyge learned his neighbor Robbie Baldwin was Speedball, LaFroyge blackmailed his way onto the team as an assistant, taking the name Hindsight Lad. He was generally ignored. When the time-travelling Sphinx displaced the core team members through time, Carlton gathered new teammates to help save those who'd been lost. After his role in that crisis, he took the name Hindsight and gained acceptance from the team.



JUSTICE

Affiliations

SOLO 6
BUDDY 8
TEAM 10

Distinctions

BRAVE NEW WARRIOR
LEADERSHIP POTENTIAL
STRUGGLING IDEALIST

Power Sets

PSYCHOKINESIS

FORCE BLAST 10
SUPERHUMAN DURABILITY 10
SUBSONIC FLIGHT 8
TELEKINETIC MASTERY 10

SFX: *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Multipower.* Add more than one PSYCHOKINESIS power die to a pool. Step back each PSYCHOKINESIS power die in that pool once for each die beyond the first.

SFX: *Telekinetic Grab.* When using a PSYCHOKINESIS power to inflict immobilizing complication on a target, add a D6 and step up the effect die.

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

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown PSYCHOKINESIS. Recover that stress or wake up to recover PSYCHOKINESIS. If mental trauma received, shutdown PSYCHOKINESIS until trauma recovered.

Limit: *Mutant.* When affected by mutant-specific complications or tech, step up the lowest die in the doom pool or add a D6 doom die.

Specs

COMBAT EXPERT 8
PSYCH EXPERT 8

CRIME EXPERT 8

Vance Astrovik

Young Vance Astrovik encountered an alternate future version of himself who aided him in developing his mutant telekinetic powers. Vance became Marvel Boy and joined the original New Warriors. Assaulted by his abusive father while injured, Vance lost control of his powers and unintentionally killed his father. After being convicted of negligent homicide and serving his sentence in the Vault, Astrovik reemerged as Justice. Long a stalwart New Warrior and Avenger, he recently ended a long-term relationship with fellow teammate Firestar.



SILHOUETTE

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

FOLDING CIRCLE LEGACY
PARALYZED BUT POWERFUL
TORRID AFFAIRS

Power Sets

COMBAT CRUTCHES

ELECTRIC BLAST 6

WEAPON 6

SFX: *Paralyzing Needle.* When inflicting a paralyzing complication on a target, add a D6 and step up the effect die.

Limit: *Gear.* Shutdown COMBAT CRUTCHES to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover COMBAT CRUTCHES.

DARKFORCE MANIPULATION

INVISIBILITY 8

TELEPORT 10

SFX: *Teleport Other.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

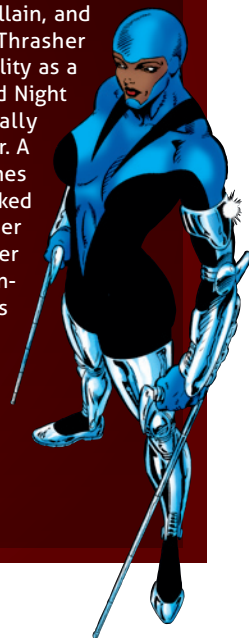
Limit: *Mutant.* When affected by mutant-specific complication or tech, step up the lowest die in the doom pool or add a D6 doom die.

Specs

COMBAT EXPERT 8

Silhouette Chord

Although the villainous Folding Circle orchestrated her birth and her life, Silhouette Chord became a hero. Early in Silhouette's career, one mistake resulted in her partial paralysis, her brother Midnight's Fire becoming a villain, and her lover Night Thrasher questioning his ability as a super hero. She and Night Thrasher eventually stopped her brother. A New Warrior at times and romantically linked with Night Thrasher and his half-brother Bandit, Silhouette inadvertently proves a source of conflict between the siblings.



TIMESLIP

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

INDIAN HERITAGE
UNSTUCK IN TIME
VISIONS

Power Sets

AUTOCHRONOKINETIC PSYCHOMETRY

ENHANCED SENSES 8

ENHANCED SPEED 8

SFX: *Consciousness Sending.* If a pool includes an AUTOCHRONOKINETIC PSYCHOMETRY power, spend a doom die to reroll.

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown AUTOCHRONOKINETIC PSYCHOMETRY. Recover that stress or wake up to recover AUTOCHRONOKINETIC PSYCHOMETRY. If mental trauma received, shutdown AUTOCHRONOKINETIC PSYCHOMETRY until trauma recovered.

Limit: *Mutant.* When affected by mutant-specific complication or tech, step up the lowest die in the doom pool or add a D6 doom die.

Rina Patel

From a young age, Rina Patel experienced visions of the future. She eventually discovered that she was actually swapping consciousness with herself at another point in the future. After experiencing a vision where she was a New Warrior, Rina sought out Hindsight and demonstrated the veracity of her powers and her own sincerity. She joined the team, and her visions were instrumental in both defeating the villain Advent—who sought to destroy time—and rescuing her teammate Speedball.





WHAT IF? STAMFORD, SURVIVORS, AND ALTERNATIVES

On Earth-616 the only survivors of the Stamford tragedy were Speedball and Nitro, but this need not be the case in your game. If one of the players wants to play one of the New Warriors who died at Stamford, or if the Watcher would just like to shake things up a bit, the following alternatives offer some interesting possibilities that alter the game in constant and pervasive ways.

- ▶ **Microbe.** In this alternative, when the New Warriors are spotted by Coldheart, they barge in and Speedfreak attacks Microbe. Due to his enhanced speed, Speedfreak's blades critically injure Microbe as he tries to escape. Microbe's panicked call for help to the bacteria around him is primal and aimless, causing all the bacteria within range to berserk, consuming whatever they can find. Within minutes hundreds of people are dead, devoured from the inside out by their own intestinal bacteria. Microbe survives, but he's arrested and quarantined as soon as he's found. The Superhuman Registration Act in this reality gains even more traction since an inexperienced hero is directly responsible for killing a vast swathe of people.
- ▶ **Namorita.** Instead of Namorita attacking Nitro, what if Speedball had? Speedball's kinetic powers will partially contain Nitro's explosion—not enough to save Speedball or most of the hundreds of others killed—but enough to shrink the blast zone, and enough to save a hero with the powers of the Sub-Mariner. As the sole survivor of the Stamford tragedy Namorita is so consumed with guilt that she willingly surrenders for arrest. Prince Namor, however, is enraged that his cousin has been arrested and insists upon diplomatic immunity. Namorita is willing to submit to American justice, but Namor will not allow that and may well complicate the Civil War by threatening an Atlantean invasion if she is not released.
- ▶ **They Called For Help.** The New Warriors knew how dangerous Nitro was and realized they were out of their league. In this option, they call the Avengers for help before being spotted, but nobody answers. The rest of the scene unfolds as in Earth-616, but the public reaction changes: the New Warriors were irresponsible, but they had called for help in vain. The public asks: where were the Avengers? Shouldn't some professionals be on call for such emergencies? The focus changes on organization and official responsibility, and most of the blame is being placed on the Avengers. In this alternative the focus of registration is placed on more powerful and experienced heroes.

COBALT MAN

Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

NUCLEAR-POWERED
PRESUMED DEAD IS NOT DEAD
UNSTABLE ARMOR

Power Sets

COBALT ARMOR

FLIGHT 6 **RADIATION BLASTS** 8

SUPERHUMAN DURABILITY 10 **SUPERHUMAN STRENGTH** 10

SFX: *Boost.* Shutdown the highest-rated COBALT ARMOR power to step up another COBALT ARMOR power. Spend a doom die to recover that power.

Limit: *Uncontrollable.* Change any COBALT ARMOR power into a complication to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity or remove the complication to recover that power.

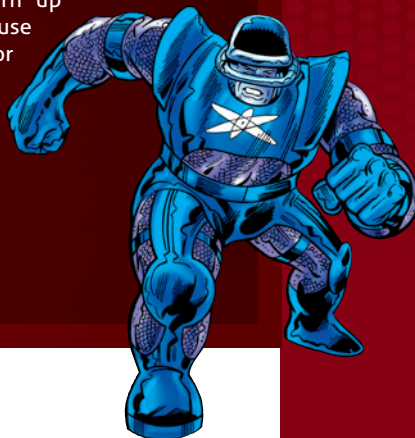
Limit: *Growing Dread.* If a pool includes a COBALT ARMOR power, both 1s and 2s on those dice count as opportunities, but only 1s are excluded from being used for totals or effect dice.

Specs

SCIENCE EXPERT 8 **TECH EXPERT** 8

Ralph Roberts

Ralph Roberts sought to emulate Tony Stark's armor by building his own cobalt-powered nuclear model. He donned the armor after suffering a concussion, and the armor's instability and his injury caused extreme emotional volatility, transforming him into a villain. At one point, Cobalt Man temporarily developed mutant powers to replace his armor. Assumed dead a number of times, Roberts always manages to turn up again to cause problems for heroes.



COLDHEART

Affiliations

SOLO 8
BUDDY 6
TEAM 4

Distinctions

GOVERNMENT TRAINING
HEROES ARE THE VILLAINS
MEMORIAL VENGEANCE

Power Sets

GOVERNMENT-ISSUE ARSENAL

COLD BLAST 8 **ENHANCED DURABILITY** 8

WEAPON 8

SFX: *Cold Blade.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

SFX: *Paralytic Blade.* When inflicting a paralyzing complication on a target, add a D6 and step up the effect die.

Limit: *Gear.* Shutdown a GOVERNMENT ISSUE ARSENAL power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs

COMBAT EXPERT 8

Kateri Deseronto

Kateri Deseronto was a government agent codenamed Coldheart before her son's death during a battle between Hobgoblin and Spider-Man caused her to suffer a breakdown. Discharged as unfit for duty and blaming super heroes for the loss of her son, she attacked the wall-crawler during another battle with Hobgoblin. When Hobgoblin sent his own son falling to his doom, Spider-Man saved him, but not before Coldheart paralyzed the hero. Only the pleas of Hobgoblin's son persuaded her to leave Spider-Man alive.



SPEEDFREAK

Affiliations

SOLO 8
BUDDY 6
TEAM 4

Distinctions

REMORSELESS KILLER
SNAP ADDICT
TRAGIC FAMILY

Power Sets

STOLEN BATTLESUIT

ADAMANTIUM WEAPONRY 10 **ENHANCED DURABILITY** 8

ENHANCED SPEED 8

SFX: *Dangerous.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

Limit: *Gear.* Shutdown STOLEN BATTLESUIT to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover STOLEN BATTLESUIT.

Specs

COMBAT EXPERT 8

Leon Shappe

Leon Shappe was a murderer and "snap" addict before he found and murdered the inventor of the battlesuit he uses. His sister was the serial killer known as Crazy Eight and executed for her crimes. Shappe hired himself out for gruesome and terrible work. Later he sought vengeance against the individual responsible for accidentally killing his daughter, only to be thwarted by the Hulk.





THE NEW NEW WARRIORS

In the aftermath of M-Day, when most of the world's mutants were depowered by three words from the Scarlet Witch ("No more mutants"), several young mutant heroes found themselves living ordinary lives. When the SHRA forced the issue of registration, these heroes recognized the language and the paranoia from their own time as X-Men. At the close of the Civil War, a number of them are recruited by a mysterious benefactor with the promise of technology that allows them to return to a life of heroism, this time in opposition to the oppressive authority represented by Tony Stark's Initiative. The benefactor is revealed as Night Thrasher, former leader of the New Warriors, believed to have died at Stamford!

SECRETS AND LIES

In truth, this Night Thrasher is Dwayne Taylor's half-brother, Donyell, who was once a member of the team (and before that, one of their foes) under the name of Bandit. Donyell seeks to take back the New Warriors name and prove to the nation that they are not killers or clueless teenagers, but highly trained soldiers in a war against tyranny and crime. He has yet to reveal his true identity to his new team members, however; he's choosing to keep his cards close to his chest and trust that his money and resources keep the New Warriors from asking too many questions.

In his civilian identity, Donyell operates under the pretense that he is a wheelchair bound philanthropist, one who maintains control over the Taylor Foundation after his brother's death, using his money to feed and house the homeless and other humanitarian acts. Some of the youths he rescues from the streets have become New Warriors support staff: Kaz, Aja, and Grace, each of them Tech Experts.

HIGH-TECH RESOURCES

Donyell Taylor's New Warriors are all depowered mutants who use retrofitted gadgets and technology recovered by Taylor when the Avengers Mansion was left in ruins. Much of the tech comes from super villains like Stilt-Man, the Shocker, or Constrictor, though Donyell has managed to create working copies of Spider-Man's web-shooters and even some of Iron Man's older powered armor.

The New Warriors have ready access to other forms of black market or non-standard tech. The image inducer Donyell uses to maintain his cover story of having lost the use of his legs is one example. When new members are recruited, Night Thrasher offers them their choice of how to replace their former powers, either mimicking those they used to have or exploring new and different options.

USING THE NEW NEW WARRIORS

Donyell Taylor's New Warriors are provided here as a team of well trained, technically savvy, anti-authoritarian heroes who operate as a strike force. You might offer hero datafile versions of these characters, or the team could serve as allies in a fight against the Fifty State Initiative.

- ▶ For Milestones, refer to the Anti-Registration flavored examples provided in the **CIVIL WAR EVENT BOOK**. Many of these still work well for a post-Civil War game.
- ▶ If you're using the *Fifty State Initiative* Supplement as the basis of your game, your players might confront the New Warriors in the course of their crime-fighting operations. This is especially poignant if the players were members of the New Warriors in the past: Justice, Firestar, even Penance (AKA Speedball) won't let "Night Thrasher" make things even worse... or will they join the new team, convinced of its mission?
- ▶ If you're using the *X-Men* Supplement with your game, you might want to use these New Warriors as potential allies or opposition, depending on the heroes in play. All of them were once mutants, with established bonds with the X-Men. Where do those alliances stand now?

NIGHT THRASHER II

Donyell Taylor

Older half-brother to the original Night Thrasher, Donyell Taylor operated for some time as Bandit, a renegade hero and rival to his brother. Now, after his brother's death, he's reassembled the New Warriors using fellow de-powered mutants and seeks to honor his brother's memory. Despite his good intentions and genuine concern for his team, Donyell's secrecy, sudden absences, and private agendas sometimes cause trouble for the group.



Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

DRIVEN HERO
SECRETIVE LEADER
VENGEFUL BROTHER

Power Sets

BATTLE ARMOR

ENHANCED DURABILITY 8 **ENHANCED SENSES** 8
ENHANCED STRENGTH 8 **LEAPING** 6
WEAPON 6

SFX: *Gadgets.* Spend a d6 from the doom pool to step up a COMBAT or TECH asset or resource.

Limit: *Gear.* Shutdown a BATTLE ARMOR power to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover that power.

INTENSE TRAINING

ENHANCED REFLEXES 8 **ENHANCED STAMINA** 8

SFX: *Focus.* If a pool includes an INTENSE TRAINING power, replace two dice of equal size with one stepped-up die.

SFX: *Second Wind.* Before making an action including an INTENSE TRAINING power, spend a doom die the same size or larger than current physical stress to recover it and step up the INTENSE TRAINING power for this action.

Limit: *Too Many Secrets.* Move any of Night Thrasher's active assets or resources to the doom pool to remove him mysteriously from an action scene. Reappear during the next Transition scene or by spending a doom die.

Specs

ACROBATICS EXPERT 8 **BUSINESS EXPERT** 8
COMBAT EXPERT 8 **COVERT EXPERT** 8
MENACE EXPERT 8 **TECH EXPERT** 8

BLACKWING

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

EX-MUTANT
FAMILY MAN
LOYAL

Power Sets

FLIGHT HARNESS

ENERGY BLAST 8 **ENHANCED STRENGTH** 8

SUBSONIC FLIGHT 8 **SUPERHUMAN DURABILITY** 10

SFX: *Flyby.* Against a single target, step up or double a FLIGHT HARNESS die. Remove the highest rolling die and use three dice for the total.

SFX: *Multipower.* Add more than one FLIGHT HARNESS power die to a pool. Step back each FLIGHT HARNESS power die in that pool once for each die beyond the first.

Limit: *System Failure.* Shutdown a FLIGHT HARNESS power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

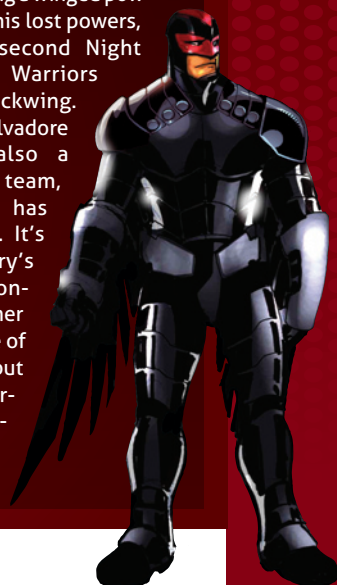
Specs

ACROBATICS EXPERT 8

PSYCH EXPERT 8

Barnell "Barry" Bohusk

Once the mutant bird-man known as Beak, Barry Bohusk lost his powers during M-Day. Using a winged powersuit to replace his lost powers, he joined the second Night Thrasher's New Warriors and became Blackwing. His wife, Angel Salvadore (Tempest), is also a member of the team, and the couple has several children. It's unknown if Barry's technology is connected to the former New Warrior's foe of the same name, but given both use armored flying harnesses, it seems likely.



DECIBEL

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

BLOOD OF APOCALYPSE
CREATE NOT DESTROY
EX-MUTANT

Power Sets

SONIC HARNESS

ENHANCED DURABILITY 8 **ENHANCED STAMINA** 8

SONIC BLAST 8 **SONIC CONTROL** 8

SUBSONIC FLIGHT 8

SFX: *Multipower.* Add more than one SONIC HARNESS power die to a pool. Step back each SONIC HARNESS power die in that pool once for each die beyond the first.

SFX: *Reactive Power.* Spend a doom die to add a SONIC HARNESS power to another character's dice pool before rolling. If that character takes physical stress, step back that power. Activate an opportunity to recover power.

SFX: *Sonic Constructs.* When inflicting a sonic-related complication on a target, add D6 and step up the effect die.

Limit: *Gear.* Shutdown SONIC HARNESS to step up the lowest die in the doom pool or add a D6 doom die. Take an action vs. the doom pool to recover SONIC HARNESS.

Specs

MENACE EXPERT 8

TECH EXPERT 8

Jonothon "Jono" Starsmore

Formerly the mutant known as Chamber, British-born Jonothon "Jono" Starsmore lost his powers along with most other mutants due to the actions of the Scarlet Witch on M-Day. This left Jono comatose, as his mutant abilities had previously destroyed much of his face and chest cavity. Clan Akkaba—who selected him because of his ancestral connection to the mutant tyrant Apocalypse—rebuilt him. Possessing technology-based sonic powers, Jono joined the New Warriors as Decibel.



LONGSTRIKE

Affiliations	SOLO	4
	BUDDY	8
	TEAM	6
Distinctions	EX-GANG MEMBER	
	EX-MUTANT	
	REDEMPTION SEEKER	

Power Sets	EXTENSION HARNESS	
	ENHANCED STRENGTH	8
	STRETCHING	8
	SUPERHUMAN DURABILITY	10
	WEAPON	6
	SFX: <i>Long-Distance Slam.</i> Against a single target, step up or double an EXTENSION HARNESS die. Remove the highest rolling die and use three dice for the total.	
	SFX: <i>Multipower.</i> Add more than one EXTENSION HARNESS power die to a pool. Step back each FLIGHT HARNESS power die in that pool once for each die beyond the first.	
	Limit: <i>System Failure.</i> Shutdown an EXTENSION HARNESS power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.	

Specs	COMBAT EXPERT	8
	CRIME EXPERT	8
	MENACE EXPERT	8

Christine Cord

Formerly the mutant known as Tattoo, Christine Cord lost her powers on M-Day and joined the New Warriors, along with her brother Christian (Phaser). Gaining a suit based on the C-list villain Stilt-Man's armor, she became Longstrike. Like her brother, Longstrike wants to redeem herself for criminal acts she committed as part of the mutant Omega Gang.



PHASER

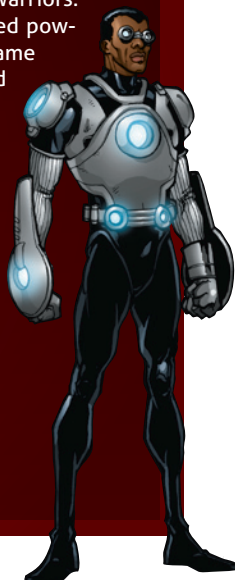
Affiliations	SOLO	4
	BUDDY	8
	TEAM	6
Distinctions	EX-GANG MEMBER	
	EX-MUTANT	
	PROTECTIVE BROTHER	

Power Sets	BLASTER SUIT	
	LIGHT BLAST	8
	LIGHT CONTROL	8
	SUPERHUMAN DURABILITY	10
	SFX: <i>Area Attack.</i> Against multiple targets, for each additional target add a D6 and keep an additional effect die.	
	SFX: <i>Blinding Burst.</i> When inflicting vision-impairing complications on a target, add a D6 and step up effect die.	
	SFX: <i>Deflect.</i> On a reaction against an energy-based attack action, inflict physical stress with the effect die. Spend a doom die to step it up.	
	Limit: <i>System Failure.</i> Shutdown a Blaster Suit power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.	

Specs	CRIME EXPERT	8
	MENACE EXPERT	8

Christian Cord

Former mutant member of the criminal Omega Gang, Christian Cord lost his powers during M-Day, much like most of his fellow members of this version of the New Warriors. Acquiring a light-based powersuit, he took the name Phaser. He's devoted to redeeming himself as a member of the team, along with his sister Christine (Longstrike).



RENASCENCE

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

EX-NEW MUTANT
SEEKS PURPOSE
SYMBOLIC DREAMS

Power Sets

ELECTRO-TENTACLE HARNESS

ELECTRIC BLAST 8 **ENHANCED DURABILITY** 8
STRETCHING 8 **WEAPON** 8

SFX: *Boost.* Shutdown the highest-rated ELECTRO-TENTACLE HARNESS power to step up another ELECTRO-TENTACLE HARNESS power. Spend a doom die to recover that power.

SFX: *Grapple.* When creating immobilization-based complications, add a d6 and step up effect die.

SFX: *Tentacle Barrage.* Against a single target, step up or double an ELECTRO-TENTACLE HARNESS die. Remove the highest rolling die and use three dice for the total.

Limit: *System Failure.* Shutdown an ELECTRO-TENTACLE HARNESS power to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover that power.

Specs

ACROBATICS EXPERT 8 **PSYCH EXPERT** 8

Sofia Mantega

Formerly the New Mutant known as Wind Dancer, Sofia Montega was among those de-powered during M-Day. The loss of her mother at a young age, coupled with her recent loss of powers, caused her to wander directionless until she joined the New Warriors as Renascence ("rebirth"). Sofia seeks a new purpose to go along with her new identity and powers.



RIPCORD

Affiliations

SOLO 8
BUDDY 6
TEAM 4

Distinctions

EX-MUTANT
FORMER ESCORT
SEDUCTIVE

Power Sets

COILS & SPRINGS

ENHANCED DURABILITY 8 **ENHANCED SPEED** 8
LEAPING 8 **STRETCHING** 8
WEAPON 8

SFX: *Dual Coils.* Against a single target, step up or double WEAPON. Remove the highest rolling die and use three dice for the total.

SFX: *Frictionless.* Spend a doom die to ignore restraint or grapple-based complications and effects.

SFX: *Grapple.* When inflicting a grappling complication on a target, add d6 and step up the effect die.

SFX: *Versatile.* Replace a COILS & SPRINGS die with 2d6 on next roll.

Limit: *Feedback.* Step up stress from electricity or shutdown COILS & SPRINGS to step up the lowest die in the doom pool or add a d6 doom die.

Specs

COMBAT EXPERT 8 **CRIME EXPERT** 8
PSYCH EXPERT 8

Miranda Leevald

Formerly the semi-reptilian X-Man and mutant escort known as Stacy X, Miranda Leevald lost her powers on M-Day like most of mutantkind. Joining the New Warriors, she shed the trappings of her old life and now uses the moniker Ripcord. Miranda is trying to open a new chapter on her life; she hopes the New Warriors will allow her to do that.



SKYBOLT

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

CALLOUS TOUGH GUY
EX-MUTANT
LOYAL TO THE CAUSE

Power Sets

WEAPONS PLATFORM

SUPERHUMAN DURABILITY 10 **SUPERSONIC FLIGHT** 10

WEAPONS SYSTEMS 8

SFX: *Burst.* Against a single target, step up or double a WEAPONS PLATFORM die. Remove the highest rolling die and use three dice for the total.

SFX: *Multipower.* Add more than one WEAPONS PLATFORM power die to a pool. Step back each WEAPONS PLATFORM power die in that pool once for each die beyond the first.

Limit: *System Failure.* Shutdown a WEAPONS PLATFORM power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power

Specs

COMBAT EXPERT 8
TECH EXPERT 8

MENACE EXPERT 8

Vincent Stewart

Hardened from growing up amidst human and mutant violence in Arkansas, Vincent Stewart joined Professor Xavier's school for mutants with the codename Redneck and fell in with the Omega Gang. De-powered after M-Day, he joined the New Warriors along with many fellow ex-mutants. Calling himself Skybolt, he wears a suit based on technology used by ex-New Warrior Turbo and the former super villain the Beetle.



TEMPEST

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

EX-MUTANT
HOT-TEMPERED
MOTHER OF SIX

Power Sets

ELEMENTAL HARNESS

AIR CONTROL 8

COLD CONTROL 8

ELEMENTAL BLAST 8

ENHANCED DURABILITY 8

FIRE CONTROL 8

SUBSONIC FLIGHT 8

SFX: *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Boost.* Shutdown the highest-rated ELEMENTAL HARNESS power to step up another ELEMENTAL HARNESS power. Spend a doom die to recover that power.

SFX: *Elemental Constructs.* When inflicting elemental-based complications on a target, add a D6 and step up the effect die.

Limit: *System Failure.* Shutdown an ELEMENTAL HARNESS power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs

ACROBATICS EXPERT 8

PSYCH EXPERT 8

Angel Salvadore Bohusk

Formerly the insect-winged mutant Angel, Angel Salvadore Bohusk lost her powers on M-Day along with her husband and all but one of their six children. Using a special powersuit that gives her elemental powers, she joined the New Warriors as Tempest. Angel has a rocky past, even briefly joining the Brotherhood of Evil Mutants. However, she's committed to making her new de-powered life with her family work.



WONDRA

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

COLORFUL PAST
FORMER X-MAN
LEADERSHIP POTENTIAL

Power Sets

MIGHTY HARNESS

ENHANCED STAMINA 8 **FLIGHT** 6

SUPERHUMAN DURABILITY 10 **SUPERHUMAN STRENGTH** 10

SFX: *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Strength Boost.* Spend a D6 from the doom pool to step up or double **SUPERHUMAN STRENGTH** for a roll.

SFX: *Versatile.* Replace **SUPERHUMAN DURABILITY** or **SUPERHUMAN STRENGTH** with 2D8 or 3D6 on next roll.

Limit: *System Failure.* Shutdown a **MIGHTY HARNESS** power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs

ACROBATICS EXPERT 8 **COMBAT EXPERT** 8
CRIME EXPERT 8 **PSYCH EXPERT** 8

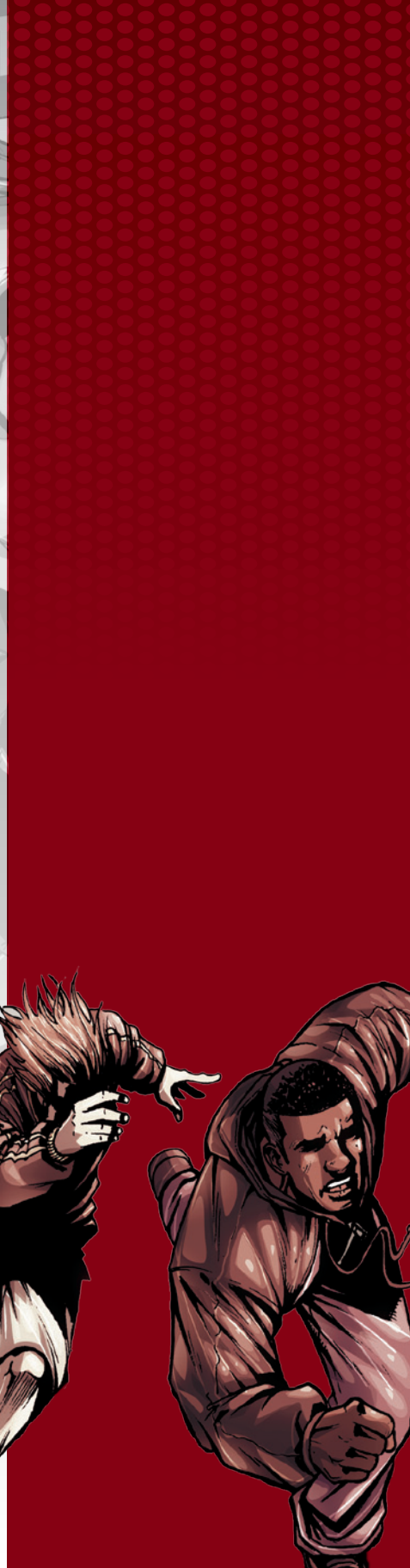
Jubilation Lee

Beverly Hills-born Chinese-American Jubilation "Jubilee" Lee lost her powers during M-Day like most of mutantkind. Prior to this, she was an orphan runaway who rose to become a member of the X-Men, X-Corps, and Generation X. Lee is particularly close to Wolverine, who she helped escape the cybernetic mercenary Reavers early in her career. Now de-powered, Lee has joined the New Warriors as Wondra and acts as Night Thrasher's second-in-command for the team.



THE RUNAWAYS

When most teenagers fight with their parents, it doesn't involve throwing spells and cars at each other. Meet the Runaways. They discovered that their parents were an organization known as the Pride, secretly in charge of crime in Los Angeles. Since the defeat of the Pride at the hands of their children, Los Angeles has had a steady stream of villains hoping to fill the void. The Runaways have made it their job to stop them. The current membership of the Runaways includes **Sister Grimm** (Nico Minoru), **Talkback** (Chase Stein), **Lucy in the Sky** (Karolina Dean), **Bruiser** (Molly Hayes), **Xavin, Victor** (Victor Mancha), and **Old Lace** (a genetically modified dromaeosaurid dinosaur). Past members have included **Alex Wilder** and **Arsenic** (Gertrude Yorkes).



THE RUNAWAYS

YR25

A BRIEF HISTORY OF THE RUNAWAYS

A boring yearly get-together turned far too interesting for a group of kids who discovered that their parents were a super villain cabal known as the Pride. The gatherings were really a front for human sacrifices their parents conducted as part of a deal with an ancient race of giants, the **Gibborim**, in exchange for control of Los Angeles for 25 years and immortality for 6 members—a gift originally intended for their children. Alex was the first to discover the truth, including a plot by the Hayes and the Deans parents to betray the rest of the group.

The kids ran away, uncovering more secrets. They were the children of aliens, mutants, time travelers, mad scientists, criminal masterminds, and mystics. Magic-adept Nico became Sister Grimm, extraterrestrial Karolina adopted the alias Lucy in the Sky, mutant Molly was dubbed Bruiser, tech-equipped Chase became Talkback, and Gertrude and her psychically linked dinosaur became Arsenic and Old Lace, respectively. Alex Wilder, super genius, kept his original name and led the Runaways even as he manipulated them for the Pride.

In the climactic battle between parents and children, Alex Wilder and all the members of the Pride were killed by the Gibborim, leaving a power vacuum in L.A. The surviving Runaways vowed to make amends for their parents' evil deeds.

Victor, a cybernetic/human hybrid created by Ultron, and Xavin, a young Skrull prince betrothed to Karolina, joined later. In light of Karolina's preferences, Xavin often assumes a female form. Karolina and Xavin initially left to try to bring peace to their warring home worlds, but returned when the violence escalated. Later, Arsenic sacrificed herself to save Talkback. Before dying, she transferred her psychic link with Old Lace to him.

GIBBORIM

Affiliations	SOLO	8 8 8
	BUDDY	6 6
	TEAM	10

Distinctions	ELDER GODS
	IN LIMBO
	SOULS FOR SUSTENANCE

Power Sets	UNTHINKABLE MIGHT
	ELDRITCH FIRE 12 SUPREME SORCERY 12
	SFX: <i>Invulnerability.</i> Spend a doom die to ignore physical stress or trauma unless caused by other extradimensional beings or antideluvian artifacts.
	Limit: <i>Haughty.</i> If a pool includes an UNTHINKABLE MIGHT power, both 1s and 2s on those dice count as opportunities, but only 1s are excluded from being used for totals or effect dice.

CYCLOPEAN

SUPERHUMAN DURABILITY	10	SUPERHUMAN STAMINA	10
SUPERHUMAN STRENGTH	10		
	SFX: <i>Area Attack.</i> Against multiple targets, for each additional target add a d6 and keep an additional effect die.		
	Limit: <i>Clumsy.</i> Change any CYCLOPEAN power into a complication to step up the lowest die in the doom pool or add a d6 doom die. Activate an opportunity or remove the complication to recover that power.		

Specs	COMBAT EXPERT	8	MENACE MASTER	10
	MYSTIC MASTER	10	PSYCH EXPERT	8

The Gibborim are ancient giants from a past age of the Earth. Confined to a splinter dimension, they plan to return to Earth and annihilate the race responsible for their imprisonment—humanity. The Gibborim made a bargain with the Pride, exchanging power and the promise of a place in their new world order for the sacrifice of innocent human souls each year, to fuel their return. Internal betrayal within the Pride and opposition by the Pride's children, the Runaways, thwarted the Gibborim's bid to reenter the world and wreak their revenge.



ARSENIC

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

ACID TONGUE
BOOK SMART
THE FUTURE IS WHAT WE MAKE IT

Power Sets

MY OWN PET DEINONYCHUS

ENHANCED DURABILITY 8 **ENHANCED STRENGTH** 8

SFX: *Claws & Fangs.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

SFX: *Psychic Link.* Physical stress received may be converted into mental stress instead.

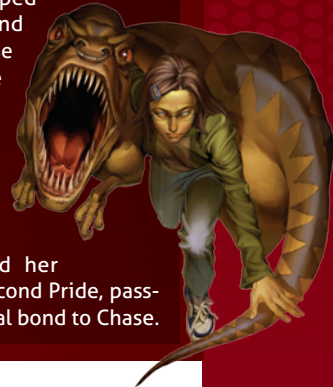
Limit: *Old Lace!* Shutdown MY OWN PET DEINONYCHUS to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover MY OWN PET DEINONYCHUS.

Specs

PSYCH EXPERT 8 **SCIENCE EXPERT** 8

Gertrude Yorkes

Gertrude Yorkes was one of the original Runaways who fled when they discovered their parents were part of the evil Pride. In her parents' basement, Gert found a genetically engineered dinosaur from the future and named her new protector Old Lace. Gert helped defeat the Pride and fell in love with Chase Stein. Although she learned of a future where she led a team of Avengers who died at the hands of the villainous Victorious, Gertrude sacrificed her life stopping the second Pride, passing Old Lace's mental bond to Chase.



ALEX WILDER

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

EMOTIONALLY GUARDED
KEEN INTELLECT
TOO MANY SECRETS

Power Sets

STRATEGIC PRODIGY

ENHANCED SENSES 8 **MIMIC** 8

SFX: *Master Plan.* Borrow a die from the doom pool for a STRATEGIC PRODIGY roll. If the roll succeeds, return the die to the doom pool. If roll fails, take mental stress equal to the doom die, then step it back and return it to the doom pool.

SFX: *Natural Leader.* When an ally uses an asset you created, spend a D6 from the doom pool to step up or double that asset for the next roll.

SFX: *One Step Ahead.* Spend a D6 from the doom pool to use mental stress in a roll, then step back mental stress and move it to the doom pool.

Limit: *Just Borrowing It.* MIMIC can only be used to duplicate tech or companion-based resources and powers that are currently shutdown by their original character.

Limit: *Untrustworthy.* Step up SOLO Affiliation and step back TEAM and BUDDY Affiliations to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover that power.

Specs

COSMIC EXPERT 8 **CRIME EXPERT** 8
PSYCH EXPERT 8 **SCIENCE EXPERT** 8
TECH EXPERT 8

Alex Wilder

Son of Geoffrey and Catherine Wilder of the villainous Pride super-syndicate, Alex grew up idolizing super heroes. This changed when he discovered his parents' true nature and their pact to aid the demonic Gibborim in exchange for a handful of the Pride and their children being allowed to survive a coming apocalypse. Under the guise of running away, Alex manipulated the other children of the Pride, attempting to save his parents and his girlfriend, Nico Minoru. Alex's scheme failed, and he was trapped with the Gibborim in their extra-dimensional prison.



THE LEGACY OF THE PRIDE: TEENAGE REBELLION



What would *you* do if your parents were on a path that would destroy the human race? What if rebelling meant actually following the law for once? As if being a teenager wasn't tough enough. Fear, anger, self-loathing, distrust—these are the least of the legacy villainous parents leave for their children. After discovering such secrets, it's a struggle to trust adults; after all, if you can't trust your parents, who can you trust?

With villainous ties, young heroes need to work twice as hard to prove themselves, both to the public and to those little voices inside their heads that wonder if they, too, are rotten to the core. The children of villains are usually met with suspicion and distrust, and even heroic actions may be held under a microscope as skeptics search for a hidden motive. Young rebels face public scrutiny and the efforts of well-meaning, and possibly paranoid, adults to place them in a safe, positive environment.

Who your parents were and how much they lied to you will shape your point of view. Here are some sample perspectives for the children of super villains:

Child of a Mutant

In a world where the X-Men are being watched by Sentinels, young mutants already have a strike against them and face prejudice and suspicion even before parentage is factored in. Being captured and thrown into a mutant school is just like being thrown into jail for the crimes of their parents.

Child of an Alien

The children of villainous aliens find themselves alone on a world with no civil rights. They must attempt to hide what they truly are, masquerading as a normal human at best, a mutant at worst. Hiding who their parents were is just another layer of subterfuge, as these heroes work hard to deceive those who will surely judge them. But would that far off home world that shunned their villainous parents be more welcoming?

Child of a Time Traveler

Their parents weren't who they thought they were and now they don't know if they are even in the right century. Are they heroes out of time, like Captain America? How much did their parents steal from other eras and what kinds of time traveling enemies may be hunting for them, all of them, right now?

TEENAGE REBELLION MILESTONES

Heroes that are a super villain's offspring may choose from one or both of these Milestones in addition to those on their datafiles or those related to the Event.

The Sins of the Parent

When I walk in a room, I can see everyone looking. They're trying to figure out if the apple falls far from the tree.

- 1 XP** when your actions demonstrate that you don't stand for what your parents believed in.
- 3 XP** when you successfully use your parent's reputation to achieve what you want (whether intentionally or not).
- 10 XP** when you defeat a member of your family in front of the media or when you publically take responsibility for your family's criminal acts to protect them.

Born Free

You're not listening! My super hero team is my family now.

- 1 XP** when you break any kind of rule for the benefit of your team.
- 3 XP** when you escape from the scrutiny of adult authority or imprisonment.
- 10 XP** when you put your own freedom in dire peril to protect a teammate or when you sacrifice a teammate's freedom to save yourself.





EXPANDING CIVIL WAR: SCENES WITH THE RUNAWAYS

Use the following optional hooks and story ideas when integrating the Runaways (or young heroes like them) into the overall Civil War Event.

ACT ONE OPTIONS

In *Act One: Road to Civil War*, the players have several opportunities to involve the Runaways or the children of other villains in the action.

- ▶ In Action: What About Stamford (page CW61), the Runaways may go about their business, fighting crime. Imagine their surprise when they're confronted by **ANGRY BYSTANDERS** who demand to know who they are and what they think they're doing. If the heroes are recognized as villain spawn, they'll meet with **HOSTILITY** and **RISING TENSION**. It's possible that a crowd may even launch a **CIVILIAN ATTACK**, demanding to know why the heroes think they have the right to beat up non-powered people. Things can rapidly degenerate into a **RAGING MOB** if left unchecked.
- ▶ The Runaways may stumble upon Action: The Rally (page CW63) while trying to navigate the streets during normal errands. When they intervene to do a little **CROWD CONTROL**, they may be faced with **ANGRY CITIZENS** seeking answers for questions the heroes don't understand, or a **SUPER VILLAIN** looking to stir up a little trouble and make the heroes look bad in front of the **PRESS**.
- ▶ The Runaways aren't avid news watchers. Keep in mind that they, or other young heroes, may be spending most of their time reading comic books and playing video games. Given that the young heroes may stumble into situations with no idea of what's going on because they're ignoring news sites and 24 hour news channels, the Watcher may add to the confusion by juggling the order of the Scenes so the players have a hard time figuring out what's going on and what's going to happen next.

ACT TWO OPTIONS

In *Act Two: Registration*, there are several ways to involve the young heroes, starting with an additional Action Scene that can be added into the overall Civil War Event.

ACTION: FLAG SMASHER ATTACK

OTHER ACT TWO OPTIONS FOR THE RUNAWAYS

- In Action: Hunt Down or Elude a Friend (page CW80), the Runaways may choose to search for other young heroes, in the hope of joining forces in a world where adults seem to have gone mad. Being out of touch with the news and having no time to research, they may find themselves in an explosive situation. Understanding the issues at stake may be a bigger challenge than expected for them.
- Much like in Transition: Find One of Nick Fury's Safehouses (page CW76), the young heroes need a new place to hide. Old bases have been compromised and may be monitored by adults who were previously content to leave them alone as long as they could keep an eye on them.
- Given their family ties with organized crime, it's likely that a criminal organization like Hydra will approach the Runaways and try to convince them to fight on the same side. The villains will offer something the heroes desperately need in an attempt to gain their trust.

This Scene happens sometime after Registration Day. The military has stepped up its presence to make civilians feel safer, and S.H.I.E.L.D.'s Cape-Killers are working hard to round up heroes who have gone rogue or refuse to register.

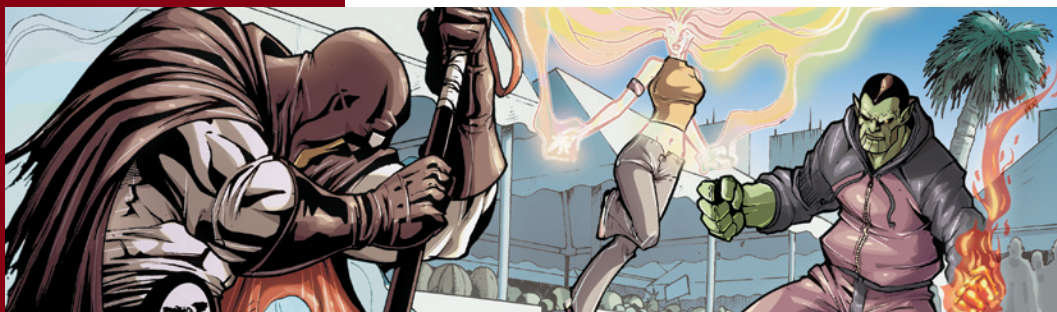
The heroes are on edge after seeing so much security at a simple farmers market (or county fair) and have separated to accomplish their tasks quicker. Flag Smasher, in civilian disguise, is questioned at the gate by S.H.I.E.L.D. agents and decides this is a good time to once again throw off the shackles of American oppression.

Things degenerate quickly and the fight threatens to spill into the crowd of onlookers. Although not aiming for **INJURED BYSTANDERS**, Flag Smasher is more than happy to stick it to the man by causing **PROPERTY DAMAGE**.

The Scene ends when the heroes defeat Flag Smasher, run away from the S.H.I.E.L.D. forces, or end up captured by them. Being captured could gain them the attention of Anti-Registration heroes or sympathetic super villains who knew their parents, with either or both groups working to free them.

OPTIONS WITH FLAG SMASHER ATTACKS

- ▶ If the heroes don't pull out of the situation quickly, they may be attacked by a **TEAM OF CAPE-KILLERS (TEAM 3D8)**, intent on neutralizing them. Any robotic/cybernetic/alien heroes not protected by American laws will face potentially lethal attacks.
- ▶ Flag Smasher may decide against fighting with unregistered heroes, figuring that they're all on the same side. He may choose to flee the scene of the crime. The longer the heroes give chase, the more **COLLATERAL DAMAGE** and **NEGATIVE PUBLICITY** the heroes may accrue. This also gives the S.H.I.E.L.D. forces more time to gather a larger attack force. If the heroes pursue Flag Smasher off of the fair grounds, the Watcher may add **1D6** to the doom pool each time the heroes or Flag Smasher use Scene Distinctions based around **PROPERTY DAMAGE** or **INJURED BYSTANDERS**.



FLAG-SMASHER

Affiliations

SOLO 10
BUDDY 8
TEAM 6

Distinctions

ANTI-NATIONALIST RHETORIC
DOESN'T QUITE GET IT
LIBERTY FOR ALL

Power Sets

ALLOY EXOSKELETON

ENHANCED DURABILITY 8 **ENHANCED STRENGTH** 8
FLIGHT 6

SFX: *Dangerous.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

Limit: *Vulnerable Systems.* Step up physical stress inflicted by electrical or magnetic attacks to step up the lowest die in the doom pool or add a D6 doom die.

SMASHER ARSENAL

WEAPON 6

SFX: *Counterattack.* On a successful reaction against a physical attack action, inflict physical stress with the effect die. Spend a doom die to step it up.

Limit: *Gear.* Shutdown SMASHER ARSENAL to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover SMASHER ARSENAL.

Specs

COMBAT EXPERT 8 **MENACE EXPERT** 8
PSYCH EXPERT 8

Guy Theirrault

Guy Theirrault is the second Flag-Smasher. Formerly a Canadian citizen, he took up the Flag-Smasher mantle to express his ardent opposition to flags and nationalist trappings. He opposes oppression and infringement on liberty. Despite this seemingly benign goal, his tactics are unheroic and lack respect for the safety of innocents. Flag-Smasher hopes to stir up popular sentiment through acts of protest, though it's unclear if his hopes have any basis in reality.



CAPE-KILLER UNIT

Affiliations

TEAM 8 8 8

Distinctions

LOYAL TO S.H.I.E.L.D.
TRAINED TO FIGHT SUPERHUMANS

Power Sets

UNIT TRAITS

BODY ARMOR 8 **COMMS** 6
SUBSONIC FLIGHT 6 **TRANQUILIZER GUN** 8

SFX: *Area Attack.* Against multiple targets, for every additional target add a D6 and keep an additional effect die.

Limit: *Unit Cohesion.* Defeat TEAM dice (with D10 stress) to reduce mob.

THE YOUNG AVENGERS

Though the Avengers are considered to be among Earth's mightiest heroes, they won't be around forever. To ensure there would be another generation of heroes, the Vision created a failsafe program. After the Avengers disbanded, this program led to the creation of the Young Avengers, a group with powers similar to the classic Avengers, but younger, more rash, and less experienced.

Only begrudgingly accepted by the former Avengers, the current members of the Young Avengers are **Hawkeye** (Katherine "Kate" Elizabeth Bishop), **Hulkling** (Dorrek VIII, or Theodore "Teddy" Altman), **Patriot** (Elijah "Eli" Bradley), **Speed** (Thomas "Tommy" Shepherd), **Stature** (Cassandra "Cassie" Eleanor Lang), the **Vision** (Victor Shade), and **Wiccan** (William "Billy" Kaplan, formerly **Asgardian**).



A BRIEF HISTORY OF THE YOUNG AVENGERS

Horried by a future in which he becomes Kang the Conqueror, Nathaniel Richards sought out the Avengers for assistance, using a special time-traveling suit given to him by Kang. He found them disbanded, but also discovered the Vision's failsafe program. He used this program to assemble the first Young Avengers team: himself (as Iron Lad), Patriot, Hulkling, and Asgardian. Though based on former Avengers (Iron Man, Captain America, the Hulk, and Thor respectively), their primary objective was to train and be ready for their eventual showdown with Kang.

This activity naturally drew attention. Captain America and Iron Man sought out the Young Avengers to ask them to disband, only to encounter Kang soon after. Though Kang was defeated, the Young Avengers ended up losing Iron Lad, whose armor formed the reactivated body of the Vision. The team was rounded out by the addition of the Pym Particle enhanced Cassie Lang (Ant-Man's daughter) and Kate Bishop, an unpowered but resourceful archer.

Losing a teammate wasn't the only challenge this group faced. They learned that Patriot had lied about his powers and was taking Mutant Growth Hormone. They also discovered that Hulkling isn't a human shapeshifter; he's actually a Kree-Skrull hybrid, wanted by both sides, nearly triggering another Kree-Skrull war.

The team recruited Tommy Shepherd after Hulkling was attacked by a Super-Skrull. During the Kree-Skrull conflict, an unenhanced Patriot used his body to block an attack directed at Captain America. Eli was seriously wounded and got a blood transfusion from his grandfather, the original Captain America, gaining the super soldier powers he previously pretended to possess.

The team had earned Captain America's respect. Cap gave Hawkeye's bow and quiver to Kate and named her "Hawkeye." In turn, she named Tommy Shepherd "Speed" when he joined. Patriot became the team's official leader, Asgardian changed his name to "Wiccan," and the Vision formally joined the team.

IRON LAD

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

FUTURE TECH
NATURAL LEADER
THE BOY WHO WOULD BE KANG

Power Sets

NEUROKINETIC ARMOR

CYBERNETIC SENSES 8 **SUPERHUMAN DURABILITY** 10
SUPERHUMAN STRENGTH 10 **SUPERSONIC FLIGHT** 10

SFX: *Boost.* Shutdown the highest-rated NEUROKINETIC ARMOR or WEAPONS SYSTEMS power to step up another NEUROKINETIC ARMOR or WEAPONS SYSTEMS power. Spend a doom die to recover that power.

SFX: *Energy Absorbers.* On a successful reaction against an energy-based attack action, convert opponent's effect die into a NEUROKINETIC ARMOR or WEAPONS SYSTEMS stunt or step up a WEAPONS SYSTEMS power until used in an action. If opponent's action succeeds, spend a doom die to use this SFX.

Limit: *Power Surge.* Shutdown a NEUROKINETIC ARMOR power to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover that power.

WEAPONS SYSTEMS

ENERGY BLAST 8 **MAGNETIC CONTROL** 8
TELEPORT 10

SFX: *Area Attack.* Against multiple targets, for each additional target add a d6 and keep an additional effect die.

SFX: *Overcharge.* Step up or double any WEAPONS SYSTEMS power for one action or spend a doom die to do both. Then step back that power. Spend a doom die to recover.

Limit: *Temporal Circuits.* TELEPORT is only usable to travel through time and requires spending a d6 from the doom pool.

Limit: *Timeline Disruption.* Add a d6 to the doom pool or step up lowest doom die. Count 1s and 2s as generating opportunities for the rest of the scene, but only 1s are excluded from being used for totals or effect dice.

Specs

COSMIC EXPERT 8 **PSYCH EXPERT** 8
SCIENCE EXPERT 8 **TECH EXPERT** 8

Nathaniel Richards

Centuries from now, young Nathaniel "Nate" Richards is visited by his older self, the time-traveling warlord Kang. Seeking to avoid this fate, Nate travels back in time to the present day and to change history. Unable to secure help from the then-defunct Avengers, he assembles the Young Avengers team and uses his version of Kang's armor to become Iron Lad. When Kang's defeat and apparent death nearly destroys the timeline, Iron Lad returns to the future to assume his destiny and repair the damage.



THE LEGACY OF THE AVENGERS: PLAYING SECOND- GENERATION HEROES

Understanding their motivations and desires is key to playing younger heroes as they struggle to emerge from the shadows of their predecessors and their pasts. Some major challenges include establishing their identities, defying authority figures, and making impulsive decisions. Their hearts are in the right place, though, and it's often their inexperience that causes the most trouble.

Living up to the legacy of the world's greatest heroes, like Captain America, Iron Man, Hulk, and Thor isn't easy for the Young Avengers. Instead of encouraging the young heroes, their mentors often try to shelter them, which the teens see as overprotective, unnecessary, and holding them back from their full potential. The young heroes must balance between finding their place in the world and meeting the expectations of the adult heroes, all while reconciling their complicated, often secret, pasts.



SECOND-GENERATION MILESTONES

Characters who are second-generation heroes may choose from one or both of these Milestones in addition to those on their datafiles or those related to the Event.

Hidden Legacy

My grandfather was bashing super villains when heroic ages were still associated with precious metals.

- 1 XP** when you mention a heroic legacy, secret past, or secret ability.
- 3 XP** when you use a heroic legacy, secret ability, or your secret past to aid an ally.
- 10 XP** when you either embrace your link to a heroic legacy or deny all ties to the victories and shortcomings of the past generation and sever your connection to this legacy.

Passionate Heart

It's just not fair! Why should we always listen to you? You keep telling us we should follow our hearts!

- 1 XP** whenever you voice your disagreement with an adult hero.
- 3 XP** when you directly disobey an adult hero to do what you think is right when lives are at stake.
- 10 XP** when you either go against orders given by an adult hero in an Action Scene where allies take stress or when someone suffers or dies because you followed orders.

SECOND-GENERATION UNLOCKABLES

These unlockables are available to any hero following one of the Second-Generation Milestones presented above.

- ▶ **[5 XP/10 XP] The Ties That Bind.** The past has a way of catching up with you, but that can sometimes be to your advantage. For 5 XP, you can convince someone from your past to help you. For 10 XP, you can gain access to a resource previously limited to the Kree, the Skrull, the Avengers, or other related groups from your past for your next Action Scene.
- ▶ **[5 XP/10 XP] Teacher's Pet.** An impressed adult hero has decided to help train you and help you improve your heroic skills. For 5 XP, your mentor takes your side on an issue and assists you even if you disobey the orders of another adult hero. For 10 XP, your mentor shares a resource for your next Action Scene.

EXPANDING CIVIL WAR: SCENES WITH THE YOUNG AVENGERS

You can use the following optional hooks and story ideas when integrating the Young Avengers (or heroes like them) into the overall Civil War Event.

ACT ONE OPTIONS

In *Act One: Road to Civil War*, the players have several opportunities to involve the Young Avengers or other second-generation heroes.

- ▶ In Action: *Crusader Hijacks an Airplane* (page CW54), the Young Avengers might choose to go after Crusader. If the heroes can teleport, they could surprise the Crusader and his cultists aboard the airplane. If the rescue attempt fails, the heroes might decide the consequences of allowing unchecked superhumans to roam free aren't worth the cost, resulting in a decision to register. This would drastically change the dynamic of the Event for the Young Avengers. If the rescue attempt succeeds, it might reinforce the idea they don't want to get involved in "adult" politics.
- ▶ In Transition: *Where Is Nitro?* (page CW62), additional resources, better suited to second-generation heroes, might be available. For example: a **MYSTIC** resource, where a magically-inclined hero could use a spell in lieu of journalism resources to either read a criminal's mind or convince that criminal to clue them in on Nitro's whereabouts. If Patriot or another hero who has used Mutant Growth Hormone in the past utilizes a **CRIME** resource, it might turn out that Bobbie the Mooch and/or his elusive partner Frank were that hero's MGH suppliers.
- ▶ Rather than join the Anti-Registration camp, the Young Avengers might decide to register, but try to join Anti-Registration forces as undercover agents. This would put them in a position to spy for the Pro-Registration side or perhaps commit even deeper acts of betrayal.

ACT TWO OPTIONS

In *Act Two: Registration*, the players have several ways to involve teen heroes, starting with an additional Action Scene that can be added into the overall Civil War Event.



ACTION: CAPTURED BY SHRA

This Scene happens around midnight on Registration Day. S.H.I.E.L.D. special forces, known as Cape-Killers, attempt to capture the Young Avengers for not registering.

The young heroes could be in the middle of attempting to stop a robbery when the S.H.I.E.L.D. forces descend on them. The robbers flee when they see the Cape-Killers.

An extended fight could overflow into the crowd of onlookers who stopped to gawk at the robbery. As a **MOB OF CAPE-KILLERS** (TEAM 5DB) descends on the heroes, the Scene may feature **PANICKING PEDESTRIANS**, **FLEEING ROBBERS**, and **DISRUPTED TRAFFIC** with **GLASS STOREFRONTS** nearby. Cape-Killers use **TRANQUILIZER DARTS** to avoid permanent harm. The last thing S.H.I.E.L.D. wants is to turn minors into martyrs and find that **PUBLIC SYMPATHY** sways against them.

The Scene ends when the heroes defeat or elude the S.H.I.E.L.D. forces or get captured by them. Being captured could gain them the attention of other Anti-Registration heroes, who will likely work to free the young heroes.

OPTIONS WITH CAPTURED BY SHRA

► If the team of young heroes has already registered, replace the opposition with other young heroes, such as the Runaways, or all-together different forces.

► The young heroes might be attacked by some **FURIOUS ATLANTIAN** forces who have confused them with Nitro's accomplices. The Atlanteans are hunting Nitro for Namorita's death and won't hesitate to take out accomplices. The heroes can try to convince the Atlanteans that they weren't involved in the Stamford incident.

OTHER ACT TWO OPTIONS FOR THE YOUNG AVENGERS

- In *Action: Nitro at Big Sur* (page CW88), the Young Avengers might choose to lead Atlantean forces to the hidden cabin to gain Atlantean favor or **OVERWHELMING NUMBERS** to go up against Nitro.
- In *Transition: Investigate Atlantean Sleeper Agent Activity* (page CW90), a **MYSTIC** resource can be substituted for a **PSYCH** resource, where the hero uses magic to get information from Bobbie the Mooch.
- If the teen heroes have access to a team vehicle, such as an **AVENGERS QUINJET** or a **LEAP-FROG**, they might use the **VEHICLE** resource to search for Atlantean sleeper agent activity, starting at the aquarium shop. They end up following an Atlantean to the warehouse district in New York.

CAPE-KILLER UNIT

Affiliations
TEAM
8 8 8 8 8

Distinctions
LOYAL TO S.H.I.E.L.D.
TRAINED TO FIGHT SUPERHUMANS

UNIT TRAITS

Power Sets
BODY ARMOR 8
SUBSONIC FLIGHT 6
COMMS 6
TRANQUILIZER GUN 8

SFX: *Area Attack.* Against multiple targets, for every additional target add a D6 and keep an additional effect die.

Limit: *Unit Cohesion.* Defeat TEAM dice (with D10 stress) to reduce mob.

MINI EVENT

Based on

*Civil War: Young Avengers/
Runaways* by
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and Stefano Caselli

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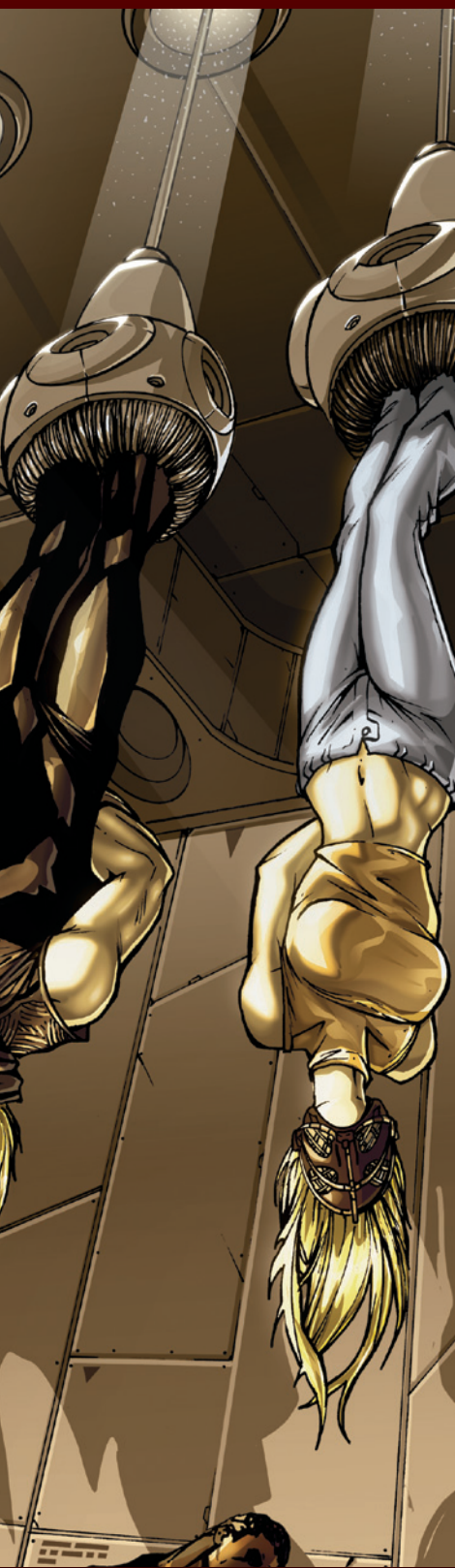
THE CUBE

A team of teen heroes is attacked by a Kree Super-Soldier and may have to rescue their teammates from a top secret S.H.I.E.L.D. prison known as the Cube.

This Mini-Event should be played by a group of young unregistered heroes in Los Angeles and takes place sometime during Act Two of the main Civil War Event. Your players may choose to play **Young Avengers**, **Runaways**, and/or **New Warriors** team members, although any second-generation heroes will work.

With her resources already stretched thin near New York, S.H.I.E.L.D. director **Maria Hill** enlists the **Warden, a sadistic xenophobe, to hunt down and capture** unregistered and Anti-Registration teens.

If the teens are Pro-Registration, the Warden's interest in the heroes might be purely personal. The Warden looks to capture any heroes who are extraterrestrial or otherwise not protected by U.S. law—such as robots, artificial intelligences, or non-humans operating in the large West Coast cities—so he can turn them into new science experiments.





SETTING: THE CUBE

In an undisclosed location (about halfway between Los Angeles and New York) lies one of four known S.H.I.E.L.D. prisons—the Cube. This maximum-security penitentiary consists of a large building, **HIGH SECURITY WALLS**, and a **PERIMETER FENCE**. The structure is surrounded by a **WIDE OPEN SPACE**, which is then encircled by **SMALL MOUNTAINS**. Within the core of the Cube, whose structure runs deep underground, super villains are held and experimented on by a person known as the Warden. These experiments include brainwashing through the Villain Rehabilitation Program, extraterrestrial experimentation, gamma-radiation exposure testing, and much more. The Cube, which is classified as an Infinite Security Facility, was originally built to contain **PSYCHOPATHIC** super villains.



PROMINENT LOCATIONS

While the Cube's location itself is undisclosed, there are many locations within its structure. It's filled with many prison cells, a control room, scientific laboratories, employee quarters, **EXPERIMENTAL LABS**, operating rooms, **REINFORCED GUARD POSTS**, **VAULT-LIKE DOORS**, **LONG HALLWAYS**, **EXPRESS ELEVATORS**, and interrogation rooms. S.H.I.E.L.D. agents and **EXPERT SCIENTISTS** staff the prison. The penitentiary features **ADVANCED MONITORING TECHNOLOGY**, a **FULL COMMUNICATIONS NETWORK** and a **HIGH-TECH SECURITY GRID**.

The following are some of the key locations useful for framing a Scene within the Cube.

Underground Levels

Beneath the administration building and Control Room are a cluster of holding cells. The **FEATURELESS PRISON CELLS** offer little maneuverability due to the **ENCLOSED SPACE**, though a **MAZE OF LONG HALLWAYS** connect the cells.

Elevator Shafts & Air Ducts

There are numerous elevator shafts and air ducts connecting the underground levels to the surface and its holding cells with one another. None offer useful escape routes, but they may be **GOOD PLACES TO HIDE** or make things challenging due to the **ENCLOSED SPACE**.

Interrogation Rooms

The walls of these rooms have **WALL SHACKLES** and other restraints for prisoners, including **HANGING CEILING SHACKLES** that hang inmates by their feet. Some also contain **ROLLING MEDICAL TABLES**, used when captives are undergoing deep interrogations or torture.

Control Room

The Control Room features a **LARGE OPEN AREA** with **HUGE DISPLAYS** and other **COMPUTER TERMINALS**. S.H.I.E.L.D. agents and **EXPERT** technicians operate the controls. The facility's **NETWORK** can be accessed here. The room also features a set of **STAIRS** and an **OVERLOOKING BALCONY**. Upstairs, there are also a few **COMMAND TERMINALS**.



ACTION: NOH-VARR ATTACKS

The following Action Scene takes place near where the teens are stationed, not long after the young heroes have fled from a confrontation with either Cape-Killers or Anti-Registration heroes. The Warden, acting on orders from S.H.I.E.L.D. director Maria Hill or out of sheer curiosity, has ordered the mind-controlled Noh-Varr to attack the young heroes.

Noh-Varr, once known as Marvel Boy, is a genetically engineered Kree Super-Soldier. He’s been brainwashed at the Cube and is under the Warden’s direct mental control. Noh-Varr is sent to engage the teens and disable them so they can be brought back to the Cube. The Warden has fanned his deep-seated hatred for the Skrulls, so he may attempt to kill any heroes with Skrull ancestry, making this conflict very personal and intense.

Should Noh-Varr defeat one or more heroes, the Watcher can spend dice equivalent to the downed heroes’ highest Affiliation dice from the doom pool to separate them from the conflict as **HIGHLY TRAINED** Cube personnel extract them. The victims are then brought aboard the Warden’s aircraft and restrained while the Kree continues to fight. Heroes with flight powers might try to interfere and will have to face a mob of jet-pack equipped Cube agents and the aircraft’s **PROXIMITY DEFENSE SYSTEM**.

If it becomes apparent that Noh-Varr will be unable to defeat a hero, the Watcher may have Cube personnel assist. Alternatively, if no heroes get captured, the Watcher may reveal that a Watcher-controlled hero of interest to the team is a prisoner of the Cube after the Scene.

The Scene ends when either Noh-Varr is stressed out or the Warden has captured at least one hero. The Warden orders his extraction from combat via a clawed cable. They then retreat to the Cube.

CUBE AGENTS

Affiliations	TEAM 8 8 8	Distinctions	OFF THE RECORD S.H.I.E.L.D. IN NAME ONLY You Got It Boss
Power Sets	REPURPOSED S.H.I.E.L.D. TECH		
	BLASTERS 8 COMMS 8	BODY ARMOR 8	
	SFX: <i>Area Attack.</i> Against multiple targets, for every additional target add a D6 and keep an additional effect die.		
	SFX: <i>Focus Fire.</i> Against a single target, step up or double BLASTERS. Remove the highest rolling die and use three dice for the total.		
	Limit: <i>Squad Cohesion.</i> Defeat TEAM dice (with D10 stress) to reduce squad.		

MARVEL BOY

Affiliations

SOLO 10
BUDDY 8
TEAM 6

Distinctions

ARROGANT ALIEN
EXTRADIMENSIONAL EXILE
KREE IMPERIALIST

Power Sets

KREE SUPER-SOLDIER

ENHANCED DURABILITY 8 **ENHANCED SENSES** 8
ENHANCED SPEED 8 **SUPERHUMAN REFLEXES** 10
SUPERHUMAN STAMINA 10 **SUPERHUMAN STRENGTH** 10
WALL-CRAWLING 6

SFX: *Focus.* If a pool includes a KREE SUPER-SOLDIER power, replace two dice of equal size with one stepped-up die.

SFX: *Insect DNA Augmentation.* Before making an action including a KREE SUPER-SOLDIER power, spend a doom die the same size or larger than current physical stress to recover it and step up the KREE SUPER-SOLDIER power for this action.

SFX: *White Run.* Spend the largest doom die in the doom pool to replace Noh-Varr's Affiliation die with the remaining doom pool for one action. While using this SFX, spend a doom die to remove any sense-based or distraction-based complication. If the action fails, take mental stress equal to the doom die spent to activate this SFX.

Limit: *Exhausted.* Shutdown any KREE SUPER-SOLDIER power to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover that power.

KREE WEAPONRY

TELEPATHY 6 **WEAPON** 8

SFX: *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Pocket Battlefield.* Spend a D6 doom die to step up a COMBAT or COVERT Resource.

Limit: *Gear.* Shutdown a KREE WEAPONRY power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs

ACROBATICS EXPERT 8 **COMBAT EXPERT** 8
COSMIC EXPERT 8 **COVERT EXPERT** 8
VEHICLES EXPERT 8

Noh-Varr

A Kree warrior from another dimension augmented with insect DNA, Noh-Varr was only on Earth for a short time before running afoul of covert government operatives such as Dr. Midas and his daughter Oubliette—the assassin known as Exterminatrix. Converting Oubliette to his cause, he defeated Midas and set out to bring Kree ideology and technology to the "primitive" people of Earth. Recently, Noh-Varr was transferred to the Cube for imprisonment and reconditioning. He's currently the brainwashed pawn of the Cube's Warden.





OPTIONS WITH NOH-VARR ATTACKS

- ▶ The Warden may not want to play his Ace in the Hole so quickly. Instead, he might test the heroes' mettle with a squad of Cube agents or a minor villain. For example, a thought-controlled, recently captured **Titanium Man** (page CW48), could be sent to knock out as many heroes as possible, with Noh-Varr sent to mop up any standing heroes afterward. This increases the chances that at least one hero is sent to the Cube.
- ▶ Noh-Varr's conditioning might not be as well implanted as the Warden hopes. The Scene may start with Noh-Varr having **CREEPING DOUBTS** or **CLEAR HESITATIONS** about his objectives. However, his **DEEP SEATED SKRULL HATRED** likely remains at the forefront of his **MUDDLED MIND**.
- ▶ Maybe other Watcher-controlled heroes or organizations have taken an interest in Noh-Varr or the player heroes. They may decide to reveal themselves and interfere in the conflict. Perhaps a team of heroes trying to find Marvel Boy intervenes once he's about to be brought down, to tear him from the Warden's grasp. Similarly, a lone wolf hero like Wolverine might have tracked the heroes, keeping an eye on them. Such a hero intervenes to help if the youngsters are about to be thoroughly beaten up.

TRANSITION:

FINDING NOH-VARR

This Scene takes place after Noh-Varr's attack on the heroes. The heroes have a little time to rest as they attempt to locate their kidnapped team member(s).

In order to find their lost teammates, the heroes may have to be pretty creative. The Cube is **VERY HARD TO FIND** and only a small handful of **HIGH-RANKING** S.H.I.E.L.D. officials know its location. The team can either head back to the underground facility to rest, and possibly do some research, or they can start traveling if they have a vehicle and some idea of the Cube's location.

If the heroes managed to capture any Cube personnel in the last Scene, that could come in extremely handy when trying to find the whereabouts of the elusive super prison.

Players may choose to utilize some of these resources:

- ▶ **BUSINESS Resource:** The hero speaks to some business contacts and finds something suspicious. One supplier ends up giving up the Cube's location in exchange for some bit of interesting technology the heroes can glean from the Cube.
- ▶ **COVERT Resource:** If the heroes managed to capture any Cube personnel in the last Scene, the hero finds a communication device on them and uses it to contact the Cube. She pretends to be part of the Cube personnel requesting transport back to the penitentiary. Either she traces the signal to discover its source location or—in disguise—she's picked up by Cube personnel and transported. At the destination, she can contact the rest of her team with the coordinates.
- ▶ **MENACE Resource:** If the heroes managed to capture any Cube personnel in the last Scene, the hero threatens them until they reveal the Cube's location.
- ▶ **PSYCH Resource:** Just like in the **MENACE** Resource but without the threats and probably involving a vague promise for a commendation.
- ▶ **TECH Resource:** Hacking into a **HIGH SECURITY** S.H.I.E.L.D. mainframe isn't easy, but the hero manages to find a backdoor to another backdoor and slips in. Although the system doesn't give an exact location for the Cube, there are some suspicious receipt entries for unspecified deliveries to an unspecified location. Tracing that back to the supplier, the hero finds out where those deliveries went—the Cube—and gets a location.
- ▶ **VEHICLE Resource:** A hero can tap into this Specialty to get access to an official transport, such as an **AVENGERS QUINJET** or **S.H.I.E.L.D. FLYING CAR**, that makes occasional trips to the Cube's secret location. They can hitch a ride on it in secret or follow it under their own power.

ACTION: GLEAMING THE CUBE

This Scene takes place after the heroes have located the Cube and are attempting to rescue their kidnapped teammate(s).

The young heroes have decided to brave the horrors of the Cube in order to free captured team members or potentially friendly heroes, knowing that failure might force them to spend the rest of their lives locked away deep within its darkened bowels.

Getting inside undetected is only part of the challenge. Finding the heroes is another. Frame this Scene as a series of Actions in which the heroes will face the doom pool and whatever Scene Distinction they must defeat to get to the next stage. Ask the heroes to plan their entry and set the challenge accordingly. For example, you could set things up like this:

- ▶ To gain entry undetected, the heroes need to defeat one (or several) of the Cube's many security systems like **PERIMETER FENCES**, **HIGH SECURITY WALLS**, the Cube's **MONITORING TECHNOLOGY**, and its **HIGH-TECH SECURITY GRID**.
- ▶ Finding the missing heroes might require tapping into the prison's **NETWORK** or sneaking up through its **MAZE OF LONG HALLWAYS** to locate heroes through their **TRACKING BEACONS**.
- ▶ The heroes need to disable the Cube's many defense and security systems by finding the Control Room and hacking into the **NETWORK**.
- ▶ The heroes may face the Warden in his **SEALED OFF** dungeon-like laboratory placed under **SURVEILLANCE BLACKOUT**.

Noh-Varr is shackled in one of the **MEDICAL EXPERIMENTATION** rooms. He remains there until **ALARMS** are triggered, the mainframe is breached, or the Warden summons him. At that time, as the Cube's Mobile Defense Unit 564, he breaks free and heads to the source of the disturbance. Spend a **d10** from the doom pool to add him to the Scene at the point where heroes start getting into trouble.



WARDEN

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

RUTHLESS OVERSEER
SHAMELESSLY DRACONIAN
XENOPHOBIC

Power Sets

WARDEN OF THE CUBE

MIND CONTROL 8 **WEAPON** 8

SFX: *Guards!* Spend D6 from the doom pool to step up a COVERT MASTER stunt or resource and recover mental or emotional stress.

SFX: *We Must Break Them.* When inflicting mental or emotional stress, add a D6 and step up the effect die.

Limit: *Gear.* Shutdown a WARDEN OF THE CUBE power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Limit: *I am in Charge!* Step up emotional stress inflicted by aliens or loss of control to step up the lowest die in the doom pool or add a D6 doom die.

Specs

COSMIC EXPERT 8 **COVERT MASTER** 10
MENACE MASTER 10 **PSYCH EXPERT** 8
SCIENCE EXPERT 8

Twisted and hateful, the man known only as the Warden runs the super-secret government prison for renegade aliens known as the Cube. He has a vocal distaste for his charges, laws against inhumane treatment, and just about everything else except for brainwashing, torture, and the sound of his own voice. The Warden's current pet project is Marvel Boy whom he has broken, brainwashed, and turned into his own personal hunter-killer.



The captured heroes might have suffered significant trauma and may even be under some complications, like **CONSTANTLY IN PAIN**, **CONFUSED**, **MUTE**, or **DEAFENED**. Feel free to activate a few Limits to represent the Warden's gleeful experimentation on the poor heroes. If he gets into too much trouble, he summons Noh-Varr to his side, or some other non-human super villain if Noh-Varr is otherwise busy or no longer loyal to him.

The heroes can help their freed comrades recover faster by using the **MEDICAL EQUIPMENT** found in the Cube's many **OPERATING ROOMS**. Any hero can spend a PP to gain a **MEDICAL EMERGENCY PACK D8** asset for recovery actions on heroes who suffered trauma. If created with an opportunity, the pack becomes **D10**.

It's unlikely the heroes know that Noh-Varr has been brainwashed, unless some are Kree. They might discover this information if they choose to hack the **NETWORK**. With that knowledge, they may decide to help him break free of the brainwashing—especially if there are any Kree among the teenagers.

The Scene ends when the Warden and Noh-Varr are defeated, or a contingent of S.H.I.E.L.D. agents arrives at the Cube to investigate the Warden's recent actions. The heroes should be able to escape during the confusion. The Scene also ends when all heroes are captured. If that's the case, you can play a vignette follow-up Scene where they play other heroes to spring them out of prison. Alternatively, the arrival of S.H.I.E.L.D. saves them from the Warden's sick games, but the heroes, possibly all Anti-Registration, have another set of problems to deal with.

OPTIONS WITH GLEAMING THE CUBE

- ▶ To vastly complicate this Scene, the Watcher may choose for some or all of the prisoners to be released during the confrontation. Either a mastermind-type villain inside coordinates an escape or the heroes' hacking the mainframe accidentally releases prisoners. Under this variant, the **MAZE OF LONG HALLWAYS** are filled with **SCREAMING** and **INJURED** scientists or other personnel, as well as **IRRADIATED** or **PSYCHOPATHIC** criminals.
- ▶ Mobile Defense Unit 564 might—instead of Noh-Varr—be the designation for one of the super villains contained within the Cube. If your campaign uses a variation of the Cube filled with **IRRADIATED** criminals, choices like **Radioactive Man** fit in well. Otherwise, you can choose an appropriate super villain to square off with the heroes. This option is useful if the heroes had too easy of a time with Noh-Varr during the first confrontation. Either replace him with a more powerful villain or use this opportunity to bring an additional villain into the mix.





ANTI-SHRA HEROES

The following heroes are all opposed in principle to the Superhuman Registration Act and make great allies or foils for rebellious young heroes such as the Runaways or Young Avengers. Some are even suitable for conversion to full-fledged hero datafiles with only a little work.

COLDBLOOD

Affiliations	SOLO	8	Distinctions	COMMANDO TRAINING	
	BUDDY	6		FREELANCE MERCENARY	
	TEAM	4		MORE MACHINE THAN MAN?	
Power Sets	ULTRA-TECH CYBORG				
	ENHANCED DURABILITY	8	ENHANCED SENSES	8	
	ENHANCED STAMINA	8	ENHANCED STRENGTH	8	
	MACHINE INFLUENCE	6	WEAPONS	6	
Specs	SFX: <i>Multipower</i> . Add more than one ULTRA-TECH CYBORG power die to a pool. Step back each ULTRA-TECH CYBORG power die in that pool once for each die beyond the first.				
	Limit: <i>Machine Takeover</i> . Change any ULTRA-TECH CYBORG power into a complication to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity or remove the complication to recover that power.				
	COMBAT EXPERT	8	COVERT EXPERT	8	
	MENACE EXPERT	8			

Eric Savin

After Eric Savin died from a landmine planted by a corrupt employer, his former lover used experimental technology to revive him and replace the failed parts of his body with cybernetic enhancements. Savin became Coldblood and took down the corrupt facility that killed and rebuilt him. He became a mercenary and tangled with Deathlok, first as an enemy but later as an ally. He's also worked with Silver Sable and Excalibur; he's typically seen as a hero.



CYBERMANCER

Affiliations	SOLO	8	Distinctions	ARMORED DESTINY	
	BUDDY	4		LEAD RESEARCHER	
	TEAM	6		STARK INDUSTRIES EMPLOYEE	
Power Sets	CYBER ARMOR				
	ENHANCED DURABILITY	8	ENHANCED SENSES	8	
	ENHANCED STRENGTH	8	WEAPONS	10	
Specs	SFX: <i>Boost.</i> Shutdown the highest-rated CYBER ARMOR power to step up another CYBER ARMOR power. Spend a doom die to recover that power.				
	Limit: <i>Gear.</i> Shutdown CYBER ARMOR to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover CYBER ARMOR.				
	TECH MASTER			10	

Suzi Endo

Suzi Endo ran Stark Industries' Far Eastern research division and later took a position in Los Angeles. A future version of Suzi—calling herself Cybermancer and possessing high tech armor—replaced the original after arriving in the present. Along with a possessed Tony Stark, she ran amok before Stark's allies put a stop to them both. The original Suzi used a piece of Cybermancer's armor to end the crisis—she couldn't resist reverse engineering her own armored suit.



DIGITEK

Affiliations

SOLO 8
BUDDY 6
TEAM 4

Distinctions

CPU CORE
ENERGY BEING
ONCE A MAN

Power Sets

PROTOSILICON DIGITAL FORM

ENERGY BLAST 8 **ENHANCED DURABILITY** 8
ENHANCED STRENGTH 8 **MACHINE INFLUENCE** 6
SHAPESHIFTING 8 **TELEPORT** 10

SFX: *Constructs.* When using a PROTOSILICON DIGITAL FORM power to create assets for personal use, add a D6 and step up the effect die.

SFX: *Immunity.* Spend a doom die to ignore stress, trauma, or complications from suffocation, fatigue, or hunger.

Limit: *Digital Form.* Step up stress inflicted by attacks targeting technology to step up the lowest die in the doom pool or add a D6 doom die.

Specs

SCIENCE EXPERT 8 **TECH MASTER** 10

Jonathan Bryant

Believed killed in an explosion instigated by his boss, Jonathan Bryant instead combined with an experimental computer to form an artificial being patterned on Jonathan's old body—Digitek. With his new powers, Digitek investigated his former employer and discovered foul play, rectifying the situation with the help of Deathlok. Although Bryant appeared to die in the struggle, he's demonstrated he no longer needs a corporeal body, functioning as a being of pure energy.



LIGHTBRIGHT

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

ANTI-AUTHORITARIAN
LOOKING FOR A CAUSE
SOMALI HERITAGE

Power Sets

MUTANT HEAT MANIPULATION

FLIGHT 6 **HEAT BLAST** 8
LIGHT INFLUENCE 6

SFX: *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Hypnotic Waves.* Add LIGHT INFLUENCE to a dice pool when helping others recover mental or emotional stress. Spend a doom die to recover another's mental or emotional stress or step back another's mental or emotional trauma.

Limit: *Mutant.* When affected by mutant-specific complication or tech, step up the lowest die in the doom pool or add a D6 doom die.

Specs

COMBAT EXPERT 8

Obax Majid

Obax Majid was a Somali rebel involved with the Bio-Genes terrorist group. After Silver Sable and her Wild Pack defeated the Bio-Genes, they offered Lightbright a role on their team. She served eagerly until the Wild Pack disbanded. During her time on the team, Lightbright had a relationship with another member, Battlestar. After M-Day, she retained her powers.



LIVING MUMMY

Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

ANCIENT SWARILI WARRIOR-CHIEF
HEROIC MONSTER
INCOHERENT

Power Sets

CURSE OF THE UNLIVING

ENHANCED SENSES 8 **GODLIKE STAMINA** 12
SUPERHUMAN DURABILITY 10 **SUPERHUMAN STRENGTH** 10

SFX: *The Mummy's Grasp!* When inflicting a grab-based complication on a target, add a D6 and step up the effect die.

SFX: *The Mummy Lives!* Spend a doom die to ignore physical stress or trauma unless caused by magic, fire, or heat.

SFX: *The Mummy Rises!* Spend a doom die before a roll including a CURSE OF THE UNLIVING power to recover N'Kantu's physical stress or trauma, and step up or double CURSE OF THE UNLIVING die for the roll.

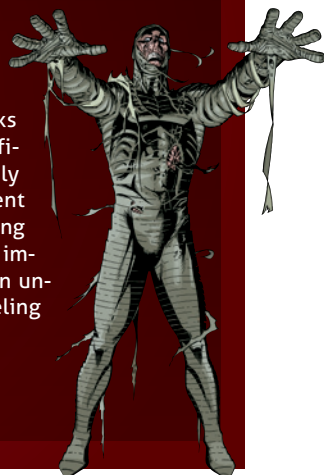
Limit: *No! The Flames!* Step up fire- and heat-based stress or complications to step up the lowest die in the doom pool or add a D6 doom die.

Specs

COMBAT EXPERT 8 **MENACE MASTER** 10
MYSTIC EXPERT 8

N'Kantu

Proud warrior-chief of the ancient Swarili tribe, N'Kantu was cursed to be a living mummy by the evil Egyptian priest Nephros. Awakening in the modern day, the monster has found himself both hunted by and occasionally helping humans. Though still maintaining his intellect, N'Kantu speaks with great difficulty and is only somewhat fluent in English, giving many the false impression he's an unthinking, unfeeling brute.



PROWLER

Affiliations

SOLO 6
BUDDY 8
TEAM 4

Distinctions

INTUITIVE INVENTOR
REFORMED VILLAIN
SPIDER-FRIEND

Power Sets

PNEUMATIC GAUNTLETS

WALL-CRAWLING 6 **WEAPON** 6

SFX: *Fog Pellets.* When creating obscuring assets or complications, add a D6 and step up the effect die.

SFX: *Knockout Gas.* Spend a D6 from the doom pool to step up physical stress inflicted by a successful attack action including WEAPON. If target is stressed out by this attack, they take no trauma.

Limit: *Misfire.* Shutdown WEAPON to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover WEAPON.

PROWLER COSTUME

ENHANCED DURABILITY 8 **FLIGHT** 6
LEAPING 6

SFX: *Naturally Innovative.* When creating TECH-related assets, add a D6 and step up the effect die.

Limit: *Gear.* Shutdown a PROWLER COSTUME power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs

ACROBATIC EXPERT 8 **COVERT EXPERT** 8
TECH EXPERT 8

Hobie Brown

A naturally inventive young man, Hobie Brown grew embittered when his gifts were ignored. Donning a costume and special gauntlets, he had a brief career as the super villain Prowler before Spider-Man befriended him. Convinced to reform, Hobie aided Spider-Man on several occasions and even had a few solo adventures. Mostly retired, he now only dons his Prowler garb when necessary. Hobie is married and his brother Abe is one of the martial arts heroes, the Sons of the Tiger.



THE LONERS

Once known as Excelsior, the Loners are a group of former teen heroes who meet together as a support group. Despite agreeing never again to use their powers or high-tech gear to fight crime, the members of the group inevitably don their costumes or get caught up in the chaos of the super hero life. They were based in Los Angeles for a time, where they clashed with the Runaways. They've since relocated to New York and continue to deal with internal as well as external challenges.

PHIL URICH

Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

ADDICTED TO SUPERPOWERS
GOBLIN LEGACY
JOURNALIST

Specs

COMBAT EXPERT 8
PSYCH EXPERT 8

CRIME EXPERT 8

While on assignment with his journalist uncle Ben Urich, Phil stumbled upon a stash of old Green Goblin equipment and serum. He became a heroic Green Goblin, but sacrificed his equipment to defeat a Sentinel during the Onslaught crisis. Phil retired and became part the Loners, a support group for former heroes tasked with finding the Runaways. Suffering a nervous breakdown when his teammate Turbo spurned him, he clashed with the team. The resulting conflict left him de-powered, but still on the loose.



RICOCCHET

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

HAND-ME-DOWN COSTUME
OBSURE HERO
PAINFUL MEMORIES

Power Sets

HEROIC ARSENAL

THROWING DISCS 6

SFX: *Explosive Discs.* Against a single opponent, double THROWING DISCS and add three dice for the total.

Limit: *Gear.* Shutdown HEROIC ARSENAL to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover HEROIC ARSENAL.

MUTANT AGILITY

ENHANCED SENSES 8

LEAPING 6

SUPERHUMAN REFLEXES 10

SFX: *Danger Sense.* Spend a doom die to add ENHANCED SENSES (or step it up if already in a pool) and reroll all dice on a reaction.

Limit: *Mutant.* When affected by mutant-specific complication or tech, step up the lowest die in the doom pool or add a D6 doom die.

Specs

ACROBATIC MASTER 10

Johnathon "Johnny" Gallo

Johnny Gallo developed mutant powers, but with an unsupportive father and dead mother, he had to cope with them alone. While attending Empire State College, he accepted an offer from the former hero Black Marvel to join the teen supergroup the Slingers. When the team discovered Black Marvel had sold his soul to Mephisto to form the team, they reluctantly rescued him. Afterwards, Johnny retired and joined the Loners, a support group for former heroes tasked with finding the Runaways.



RICK JONES

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

BEEN THERE, DONE THAT
NEVER GIVES UP
REBELLIOUS STREAK

Power Sets

SIDEKICK SUPREME

PSYCHIC RESISTANCE 8

SFX: *Best Pal.* In a roll including TEAM or BUDDY, double or step up that Affiliation die. If the roll fails, remove a D6 from the doom pool or step back the highest doom die.

SFX: *Helping Hand.* In a support action, add a D6 and step up the effect die.

Limit: "I'm Just in the Way." Step up emotional stress based on feelings of guilt or inadequacy to step up the lowest die in the doom pool or add a D6 doom die.

Specs

ACROBATICS EXPERT 8
COMBAT EXPERT 8

BUSINESS EXPERT 8
PSYCH MASTER 10

Richard Milhouse Jones

Former teen-rebel-turned-folk-rock-star and super hero sidekick, Rick Jones has palled around with the Hulk, the Avengers, Captain America, and the Spaceknights. He was briefly in training to replace Cap's sidekick, Bucky; was instrumental in ending the Kree-Skrull war; and has been the human anchor for two Captain Mar-Vells. Recently, Rick reunited with his wife, Marlo, and he's been funding the Loners, a group to help troubled side-kicks and super-powered teens.



VILLAINS

These nefarious characters have clashed with the Heroes for Hire and other SHRA-sanctioned teams, making them Anti-Registration by default. They make equally dangerous foes for teams of young heroes or—as a twist—unlikely allies against the SHRA forces.

BLOODSHED

Wyndell Dickinson

Wyndell and Ricky Dickinson were caught by Spider-Man trying to break into a car. Fleeing his trial, Wyndell traveled the Far East as a mercenary and received artificial treatments that increased his physical prowess. He took the name Bloodshed and began running drugs. After a smuggling operation went wrong, he harassed his now reformed brother Ricky to take him in. Ricky turned to Spider-Man for help, and together they defeated Bloodshed.



Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

FAR-EASTERN EXPERIENCE
LIFE OF CRIME
SIBLING DIFFERENCES

Power Sets

EXPERIMENTAL AUGMENTATION

ENHANCED DURABILITY 8 **SUPERHUMAN STRENGTH** 10

SFX: *Berserk.* Add a doom die to an attack action. After that action, step back the doom die and return it to the doom pool.

Limit: *Exhausted.* Shutdown any EXPERIMENTAL AUGMENTATION power to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover that power.

Specs

CRIME EXPERT 8

GHOST-MAKER

Grigori Sovchencko

Trained from adolescence by his KGB father, Ghost-Maker learned the arts of intrigue and combat. As a right of passage he successfully killed ten of the top Western agents in the Soviet Bloc. During a mission he fought Shang-Chi and seemingly died when exposed to rain laced with death-dust. Resurrected, Ghost-Maker again clashed with Shang-Chi and his allies, only to be seemingly slain a second time. Afterwards, the clandestine Hand resurrected him to serve as their pawn.



Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

BORN AGAIN & AGAIN
HAND OPERATIVE
KGB TRAINED

Power Sets

MARTIAL ARTS MASTER

ENHANCED REFLEXES 8 **ENHANCED STAMINA** 8

SFX: *Dangerous.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

Limit: *Exhausted.* Shutdown any MARTIAL ARTS MASTER power to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover that power.

OPERATIVE ARSENAL

MARTIAL ARTS WEAPONRY 6

SFX: *Dangerous.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

Limit: *Gear.* Shutdown OPERATIVE ARSENAL to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover OPERATIVE ARSENAL.

Specs

COMBAT MASTER 10

COVERT MASTER 10

HAMMERHEAD

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

CRIME BOSS
THICK SKULL
UNDERWORLD LONGEVITY

Power Sets

REINFORCED SKULL

SUPERHUMAN DURABILITY 10

SFX: *Headbutt.* On a successful reaction against a close-combat attack action, inflict physical stress with the effect die. Spend a doom die to step it up.

Limit: *It's Just My Head.* While stressed out, asleep, or unconscious, shutdown REINFORCED SKULL. Recover that stress or wake up to recover REINFORCED SKULL. If physical trauma received, shutdown REINFORCED SKULL until trauma recovered.

TOMMY GUN

WEAPON 6

SFX: *Hail of Bullets.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Top of the World, Ma!* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.

Limit: *Gear.* Shutdown TOMMY GUN to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover TOMMY GUN.

Specs

COMBAT EXPERT 8
MENACE EXPERT 8

CRIME MASTER 10

Hammerhead was a normal thug until a deranged doctor saved him from death by replacing the mobster's shattered skull with steel plating. Waking with no memories but a Mafia-themed movie poster, he chose to adopt a 1920s gangster persona. Hammerhead has been a major player in the New York crime scene ever since. Although he's been humiliated by rivals Doctor Octopus, Tombstone, and Kingpin; been defeated handily by Spider-Man; and even seemingly died, Hammerhead shows remarkable staying power as a crime boss.



SHOCKWAVE

Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

CARNY PAST
MI-6 VETERAN
SHIFTING LOYALTIES

Power Sets

ADVANCED EXOSKELETON

ELECTRIC BLAST 8 **ENHANCED DURABILITY** 8
ENHANCED SPEED 8 **ENHANCED STRENGTH** 8

SFX: *Unleashed.* Step up or double any ADVANCED EXOSKELETON power for one action. If the action fails, shutdown ADVANCED EXOSKELETON. Activate an opportunity to recover that power.

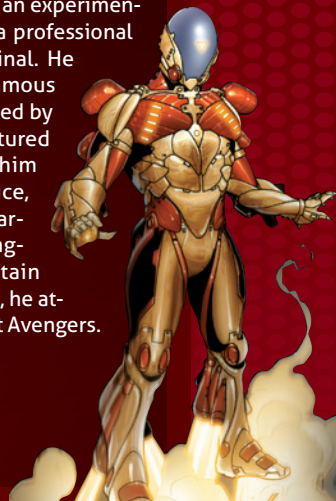
Limit: *Gear.* Shutdown ADVANCED EXOSKELETON to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover ADVANCED EXOSKELETON.

Specs

COMBAT EXPERT 8 **COVERT EXPERT** 8
CRIME EXPERT 8

Lancaster Sneed

Lancaster Sneed began life in the carnival before joining British Intelligence. He stole an experimental suit and became a professional mercenary and criminal. He plotted to kill his famous uncle, but was thwarted by Shang-Chi. MI-6 captured and brainwashed him back into their service, and he even temporarily allied with Shang-Chi. Alongside certain S.H.I.E.L.D. operatives, he attacked the West Coast Avengers.



SLYDE

Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

CHEMICAL ENGINEER
CORPORATE GRUDGE
STILL GOT IT

Power Sets

FRICTIONLESS COSTUME

ENHANCED REFLEXES 8 **ENHANCED SPEED** 8

SFX: *Can't Touch This.* On a successful reaction against a close-combat action, convert opponent's effect die into a FRICTIONLESS COSTUME stunt or step up a FRICTIONLESS COSTUME power until used in an action. If opponent's action succeeds, spend a doom die to use this SFX.

Limit: *Gear.* Shutdown FRICTIONLESS COSTUME to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover FRICTIONLESS COSTUME.

Specs

SCIENCE EXPERT 8

Jalome Beacher

Jalome Beacher was on the verge of a scientific breakthrough, but a corporate buyout deprived him of his funding. As Slyde, he created a costume utilizing his frictionless treatment, robbed banks to fund his research, and drew Spider-Man's attention. Slyde obtained incriminating corporate documents and contacted the DA to set up a sting, but he would have been double-crossed if not for the wall-crawler's warning. He fled with a suitcase of money and continued his life of crime.



STILT-MAN

Affiliations
SOLO 4
BUDDY 8
TEAM 6

Distinctions
CHRONIC LOSER
GREEDY INVENTOR
PERSISTENT

STILT SUIT

Power Sets
ENHANCED STRENGTH 8

STRETCHING 8

SUPERHUMAN DURABILITY 10

WEAPON 6

SFX: *Hydraulic Slam.* Step up or double any STILT SUIT power for one attack action. If the action fails, step back that power. Activate an opportunity to recover that power.

SFX: *Versatile.* Replace STRETCHING with 2D6 on next roll.

Limit: *Overload.* Shutdown a STILT SUIT power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs
CRIME EXPERT 8

TECH EXPERT 8

Wilbur Day

A skilled inventor and terrible super villain, Wilbur Day used his stilt-themed battle-suit to fight and lose to various heroes, especially Daredevil and Spider-Man. Refusing to give up for years, the villain redesigned his suit, teamed with other villains, and tried anything short of picking a better gimmick; he was consistently defeated. Eventually, he gave up and retired but has since returned to work with the government to enforce super hero registration.



VIENNA

Affiliations
SOLO 8
BUDDY 6
TEAM 4

Distinctions
MYSTERY WOMAN
OFFICIALLY DOESN'T EXIST
SPY FOR HIRE

SPY GEAR

Power Sets
ENHANCED DURABILITY 8

WEAPON 6

SFX: *Master Spy.* Spend D6 from the doom pool to step up a COVERT MASTER stunt or resource and recover mental or emotional stress.

SFX: *Nice Try.* Step up COVERT MASTER asset used in a reaction roll. If the roll fails, step back the highest die in the doom pool.

SFX: *Seductive.* When using PSYCH MASTER or COVERT MASTER in a roll to inflict persuasion-based complications or emotional stress, add a D6 and step up the effect die.

Limit: *Gear.* Shutdown a SPY GEAR power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Specs
BUSINESS EXPERT 8

COMBAT EXPERT 8

COVERT MASTER 10

CRIME EXPERT 8

PSYCH MASTER 10

VEHICLES EXPERT 8

Not even S.H.I.E.L.D. knows much about the spy-for-hire known as Vienna. She's a well trained and extremely talented spy, though no one seems to know her true identity or where she received this training. She worked extensively with Shang-Chi for a time but then went off the grid for years. When Vienna last surfaced she was helping the Heroes for Hire run a sting operation to catch unregistered superhumans.



HEADMEN

The Headmen are a bizarre group of mad scientists and crazed geniuses who seek nothing less than world domination—once they sort out their own personal agendas, of course. Gathered together by Dr. Arthur Nagan—whose head was transplanted to the body of a gorilla—the Headmen have opposed such heroes in the past as She-Hulk and the Defenders. They make formidable, albeit freakish, foes for any hero group.

CHONDU THE MYSTIC

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

EMBITTERED HALF-MAN
INSANE MAGICIAN
WANTS YOUR BODY

Power Sets

SPIDER ROBOT BODY

ENHANCED DURABILITY 8 **WALL-CRAWLING** 6

SFX: *Body Swap.* Spend D12 from the doom pool to transfer Chondu's head onto the body of a stressed-out character during the next Transition scene. Shutdown SPIDER ROBOT BODY and replace with a non-mental- or mystic-based Power Set of the character. The character remains stressed out and Chondu keeps these powers until he is stressed out and the procedure is reversed during another Transition scene.

Limit: *Malfunction.* Shutdown a SPIDER ROBOT BODY power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

YOGI MAGIC

ADEPT SORCERY 8 **ENHANCED SENSES** 8
MIND CONTROL 8 **TELEPATHY** 6
TELEPORT 10

SFX: *Your Mind is Mine!* When creating mind-altering or possession complications, add a D6 and step up the effect die.

Limit: *Dimensional Travel.* Teleport is only usable to travel across dimensions.

Limit: *Exhausted.* Shutdown any YOGI MAGIC power to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover that power.

Specs

MENACE EXPERT 8 **MYSTIC EXPERT** 8
PSYCH EXPERT 8

Harvey Schlemmerman

A former lecturer and mystic practicing the arts of the ancient yogi, Harvey Schlemmerman grew tired of the lack of respect and the outright mockery his abilities garnered. Joining the villainous Headmen, he fought the Defenders and She-Hulk. Since the destruction of his original body, Chondu seeks a suitable form to house his consciousness. So far his mind has occupied a tentacled winged mutate, the super hero Nighthawk, a clone of She-Hulk, and a baby deer. Who knows what he'll try next.



GORILLA-MAN

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

EVIL GENIUS HEAD
POWERFUL GORILLA BODY
SOCIOPATHIC SURGEON

Power Sets

HUMAN-APE SURGICAL FUSION

ENHANCED DURABILITY 8 **ENHANCED STAMINA** 8

ENHANCED STRENGTH 8

SFX: *Grab*. When creating immobilizing complications, add a D6 and step up the effect die.

SFX: *Mighty Blow*. Spend a D6 from the doom pool to step up or double **ENHANCED STRENGTH** for next roll.

SFX: *Sinister Surgery*. Spend a D6 from the doom pool to step up a **MEDICAL** resource.

Limit: *Simian Problems*. Step up emotional stress based on his freakish ape-like appearance to step up the lowest die in the doom pool or add a D6 doom die.

Specs

MEDICAL MASTER 10

MENACE EXPERT 8

SCIENCE EXPERT 8

Arthur Nagan

A brilliant but startlingly unethical surgeon, Arthur Nagan's work transplanting and grafting animal tissue to human beings eventually ended with a troop of vengeful gorillas grafting his head to the body of one of their own kind. Losing what was left of his mind after this, Nagan formed the Headmen and devoted himself to using their twisted genius to attempt to rule the world and change society forever, whether people like it or not.

RUBY THURSDAY

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

AMBITIOUS SCIENTIST
CRAZED TRANSHUMANIST
UNNATURAL REDHEAD

Power Sets

ORGANIC COMPUTER HEAD

CYBERNETIC SENSES 8 **FORCE BLAST** 8

SHAPESHIFTING 6 **STRETCHING** 6

SFX: *Constructs*. When using **ORGANIC COMPUTER HEAD** to create assets, add a D6 and step up the effect die.

SFX: *Overclock*. Shutdown the highest-rated **ORGANIC COMPUTER HEAD** power to step up another **ORGANIC COMPUTER HEAD** power. Spend a doom die to recover that power.

Limit: *Red Ring of Death*. Step back **ORGANIC COMPUTER HEAD** power after taking physical stress to step up the lowest die in the doom pool or add a D6 doom die. Recover the stress or spend a D6 doom die to recover that power.

Limit: *Top Heavy*. Ruby can only use **SHAPESHIFTING** on her head.

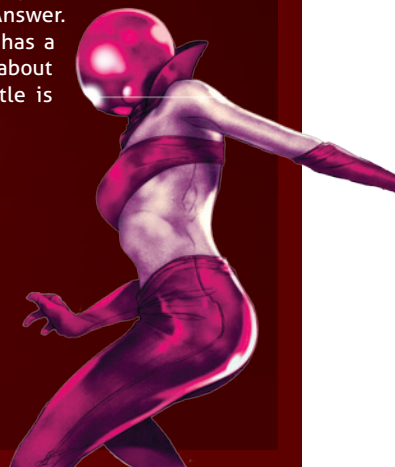
Specs

CRIME EXPERT 8 **PSYCH EXPERT** 8

SCIENCE EXPERT 8 **TECH MASTER** 10

Thursday Rubinstein

Replacing her own head with a shapeshifting organic computer, Thursday Rubinstein attempted to seize political office and was foiled by the Defenders. Joining the Headmen, she returned to menace the super team and others. In addition to working with the Headmen, Ruby has occasionally been romantically involved with the super villain the Answer. She also has a daughter about whom little is known.



SHRUNKEN BONES

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

CONQUEST THROUGH SCIENCE
GENIUS BIOCHEMIST
SELF-INFLICTED DEFORMITY

Power Sets

MASTER OF ORGANIC SCIENCE SHRINKING 6

SFX: *Dangerous Inspiration.* Step up or double a SCIENCE asset or stunt for Shrunk Bone's next action. If the roll fails, turn the asset into a complication.

SFX: *Twisted Genius.* Spend a D6 from the doom pool to step up a SCIENCE or MEDICAL resource.

Limit: *Shrunk Skeleton.* Change SHRINKING into a complication to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity or remove the complication to recover that power.

Specs

MEDICAL EXPERT 8
TECH EXPERT 8

SCIENCE MASTER 10

Jerold "Jerry" Morgan

After shrinking his skeleton—and only his skeleton—trying to duplicate Hank Pym's size-reduction experiments, Dr. Jerold "Shrunk Bones" Morgan teamed up with fellow scientist and scientific monstrosity Arthur Nagan (Gorilla-Man) to found the Headmen. A master biologist, chemist, and biochemist, Jerold seeks to use his scientific expertise to gain power and respect.



RICADONNA'S ROGUES

This gang of criminals and thieves is lead by former beauty queen and media darling Celia Ricadonna. They've traded blows with the Daughters of the Dragon—and thus, Heroes for Hire—in the past and have recently enjoyed the benefits of genetic upgrades via Skrull DNA implants. Their shadowy employer, the Corporation, ensures that they have all the resources they need to conduct themselves with distinction in the criminal underworld.

BLUE STREAK

Affiliations

SOLO 4
BUDDY 6
TEAM 8

Distinctions

RISK-TAKER
ROOKIE VILLAIN
SKILLED SKATER

Power Sets

SKATE SUIT

ENHANCED DURABILITY 8

LASER BLAST 8

SUPERHUMAN SPEED 10

WALL-CRAWLING 6

SFX: *Rocket-Powered.* Against a single target, step up or double a SKATE SUIT die. Remove the highest rolling die and use three dice for the total.

Limit: *Gear.* Shutdown a SKATE SUIT power to step up the lowest die in the doom pool or add a D6 doom die. Spend a doom die to recover that power.

Limit: *Wipeout.* If taken out of the fight from an immobilizing, friction-based, or powerset-negating complication, add a D6 to the doom pool or step up the lowest doom die and have Blue Streak suffer physical trauma as if he was stressed out.

SKRULL IMPLANTS

SHAPESHIFTING 8

STRETCHING 6

SFX: *Shifting Assault.* Step up or double any SKRULL IMPLANTS power for one action. If the action fails, shutdown SKRULL IMPLANT power. Spend a doom die to recover that power.

Limit: *Genetic Instability.* Change any SKRULL IMPLANTS power into a complication to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity or remove the complication to recover that power.

Specs

ACROBATICS EXPERT 8

VEHICLE EXPERT 8

Jonathan Swift

Obtaining the armor of Don Thomas—the original Blue Streak—Jonathan Swift became the second villain to use the rocket-powered skate suit. He's one quarter of Ricadonna's Rogues team. It's unknown what prior ties Swift has to the villainous Corporation, but it's likely he's familiar, given that his predecessor was an agent for them as well.



FEROCIA

Affiliations	SOLO	6
	BUDDY	4
	TEAM	8
Distinctions	FERAL INSTINCTS	
	K'UN-LUN TRAINING	
	MUTATED SHE-WOLF	

Power Sets	WERE-WOMAN	
	ENHANCED DURABILITY	8
	ENHANCED SPEED	8
	ENHANCED STRENGTH	8
	ENHANCED REFLEXES	8
	ENHANCED STAMINA	8
	SUPERHUMAN SENSES	10

- SFX:** *Claws & Fangs.* Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.
- SFX:** *Feral Fury.* Add a doom die to an attack action. After that action, step back the doom die and return it to the doom pool.
- SFX:** *Focus.* If a pool includes a WERE-WOMAN power, replace two dice of equal size with one stepped-up die.
- Limit:** *Exhausted.* Shutdown any WERE-WOMAN power to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity to recover that power.

SKRULL IMPLANTS

SHAPESHIFTING	8	STRETCHING	6
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- SFX:** *Shifting Assault.* Step up or double any SKRULL IMPLANTS power for one action. If the action fails, shutdown SKRULL IMPLANT power. Spend a doom die to recover that power.
- Limit:** *Genetic Instability.* Change any SKRULL IMPLANTS power into a complication to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity or remove the complication to recover that power.

Specs	ACROBATICS EXPERT	8	COMBAT EXPERT	8
	COVERT EXPERT	8	MENACE EXPERT	8

Fera

Fera was one of the wolves who killed Iron Fist's mother; she was mutated into a half-human form by the villain Master Khan in order to torment Danny Rand. Serving Khan, she fought Iron Fist, Luke Cage, Colleen Wing, and El Aguila. Freed from Khan's control, she joined Superia's Femizons, fighting Captain America and Paladin. She was severely wounded in another battle with Captain America involving various mutated wolf creatures. She has since joined Ricadonna's Rogues.



FLAME

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

MERCENARY VILLAIN
PRIDEFUL PYROPHILE
VENGEFUL

Power Sets

ARSONIST'S ARSENAL

ENHANCED DURABILITY 8 **FIRE BLAST** 8
WEAPON 8

SFX: *Immunity.* Spend a doom die to ignore stress, trauma, or complications from heat and fire.

SFX: *Make it Burn.* When using **ARSONIST'S ARSENAL** to create fire-based assets and complications, add a d6 and step up the effect die.

Limit: *Gear Shutdown.* Shutdown an **ARSONIST'S ARSENAL** power to step up the lowest die in the doom pool or add a d6 doom die. Spend a doom die to recover that power.

SKRULL IMPLANTS

SHAPESHIFTING 8 **STRETCHING** 6

SFX: *Shifting Assault.* Step up or double any **SKRULL IMPLANTS** power for one action. If the action fails, shutdown **SKRULL IMPLANT** power. Spend a doom die to recover that power.

Limit: *Genetic Instability.* Change any **SKRULL IMPLANTS** power into a complication to step up the lowest die in the doom pool or add a d6 doom die. Activate an opportunity or remove the complication to recover that power.

Specs

CRIME EXPERT 8 **MENACE EXPERT** 8
VEHICLE EXPERT 8

Daniel Springer

An arsonist-for-hire, Daniel Springer's criminal career took a hit when he encountered the light-wielding singing sensation Dazzler. Blaming her for fouling up one of his jobs, he captured the mutant rock star but was quickly defeated by her. After that encounter he disappeared for some time. Recently, he's reappeared as a member of Ricadonna's Rogues.

KING SIZE

Affiliations

SOLO 8
BUDDY 4
TEAM 6

Distinctions

CROOK FOR HIRE
THE MAN WON'T KEEP ME DOWN
REBELLIOUS GIANT

Power Sets

GIANT HERITAGE

ENHANCED STAMINA 8 **GROWTH** 8
SUPERHUMAN DURABILITY 10 **SUPERHUMAN STRENGTH** 10

SFX: *Area Attack.* Against multiple targets, for each additional target add a d6 and keep an additional effect die.

SFX: *Multipower.* Add more than one **GIANT HERITAGE** power die to a pool. Step back each **GIANT HERITAGE** power die in that pool once for each die beyond the first.

Limit: *Big Problem.* Change any **GIANT HERITAGE** power into a complication to step up the lowest die in the doom pool or add a d6 doom die. Activate an opportunity or remove the complication to recover that power.

SKRULL IMPLANTS

SHAPESHIFTING 8 **STRETCHING** 6

SFX: *Shifting Assault.* Step up or double any **SKRULL IMPLANTS** power for one action. If the action fails, shutdown **SKRULL IMPLANT** power. Spend a doom die to recover that power.

Limit: *Genetic Instability.* Change any **SKRULL IMPLANTS** power into a complication to step up the lowest die in the doom pool or add a d6 doom die. Activate an opportunity or remove the complication to recover that power.

Specs

COMBAT EXPERT 8 **MENACE EXPERT** 8

Not much is known about the villain calling himself King Size. When he fought Wasp and the adventurous private eye Dakota North, he claimed to be a giant who was tired of human oppression. What sort of giant he is and the origins and whereabouts of others of his kind are unknown. Since his earlier defeat, he's appeared as one of Celia Ricadonna's hired villains, the Rogues.



RICADONNA

Affiliations

- SOLO** 8
BUDDY 4
TEAM 6

Distinctions

- DEADLY BEAUTY**
FASHION-CONSCIOUS
VICIOUS CRIME LORD

Power Sets

FABULOUSLY DANGEROUS

- ENHANCED REFLEXES** 8 **ENHANCED STAMINA** 8

- SFX:** *Criminal Empire.* Spend a D6 from the doom pool to step up a Crime Master resource and recover mental or emotional stress.
- SFX:** *Weapons Mastery.* In a roll including a COMBAT MASTER resource, step up one other die in that roll.
- Limit:** *Vain.* Step up emotional stress from humiliation or insult to step up the lowest die in the doom pool or add a D6 doom die.

I LOOK KILLER IN GREEN

- BIOELECTRIC BLAST** 8 **ENHANCED STRENGTH** 8
FLIGHT 6 **SHAPESHIFTING** 8
STRETCHING 6

- SFX:** *Bio-Electric Punch.* Against a single target, step up or double ENHANCED STRENGTH. Remove the highest rolling die and use three dice for the total.
- SFX:** *Didn't Even Break a Nail.* Before making an action including an I LOOK KILLER IN GREEN power, spend a doom die the same size or larger than current physical stress to recover it and step up the I LOOK KILLER IN GREEN power for this action.
- Limit:** *Genetic Instability.* Change any I LOOK KILLER IN GREEN power into a complication to step up the lowest die in the doom pool or add a D6 doom die. Activate an opportunity or remove the complication to recover that power.

Specs

- ACROBATICS EXPERT** 8 **BUSINESS MASTER** 10
COMBAT MASTER 10 **COVERT EXPERT** 8
CRIME MASTER 10 **MENACE EXPERT** 8
PSYCH EXPERT 8

Celia Ricadonna

Publicly a legitimate media and fashion mogul, Celia Ricadonna is actually a rising star of the criminal underworld. Running afoul of the Daughters of the Dragon, she beat Misty Knight severely in their first encounter. She also flirted aggressively with Colleen Wing, though whether this was honest attraction or tactical distraction is unknown. Ricadonna and her Rogues were recently implanted with Skrull genetic material by her allies in the nefarious Corporation. All gained additional powers, though Ricadonna's are exceptionally potent.



WITCHES

Three women with mystic powers were drawn together by Dr. Strange to battle the evils of the Hellphyr, a demonic force conjured up from the Tome of Zhered-Na. These women—sorceress Jennifer Kale, psychic empath Topaz, and half-demon Satana—overcame the Hellphyr and thwarted the plans of Satana’s hellish father, the demon Marduk Kurios. After their success, the three mystics agreed to team up again to battle other sorcerous threats to Earth and its dimension. During the time of the Superhuman Civil War, these young adventurers may pursue their own agendas; but they could easily be reunited to serve as either registered heroes or in opposition to the SHRA.

SATANA

Affiliations

SOLO 6
BUDDY 4
TEAM 8

Distinctions

DEVIL’S DAUGHTER
SUCCUBUS
UNPREDICTABLE ALLY

Power Sets

HALF-DEMON

ENHANCED DURABILITY 8 **ENHANCED STRENGTH** 8
SUPERHUMAN STAMINA 10

SFX: *Immunity.* Spend a D6 from the doom pool to ignore any stress, trauma, or complications from aging, fatigue, disease, or poison.

Limit: *Demonic Heritage.* Step up any stress taken from holy relics and divine powers to step up the lowest die in the doom pool or add a D6 doom die.

INFERNAL POWERS

EXPERT SORCERY 8 **FLIGHT** 6
HELLFIRE BLAST 8 **MIND CONTROL** 8
TELEPORT 8

SFX: *Raise Hell.* Step up or double any INFERNAL POWERS power for one action. If the action fails, step back that power. Spend a doom die to recover that power.

SFX: *Soul Siphon.* After inflicting stress with an INFERNAL POWERS power in an attack action, spend a doom die to create an INFERNAL POWERS stunt equal to the stress inflicted or step up an INFERNAL POWERS or HALF-DEMON power until used in an action.

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown INFERNAL POWERS. Recover that stress or wake up to recover INFERNAL POWERS. If mental trauma received, shutdown INFERNAL POWERS until trauma recovered

Specs

MYSTIC EXPERT 8 **MENACE EXPERT** 8
PSYCH EXPERT 8

Satana Hellstrom

Daughter of the ancient demon lord, Marduk Kurios, and sister to the demonic super hero, Daimon Hellstrom, Satana has a complex family life. A half-demon succubus who owes part of her soul to her infernal father, she often shifts between heroic and villainous behavior. During one of her recent heroic phases she met up with Jennifer Kale and Topaz to prevent various mystic threats to Earth.



JENNIFER KALE

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

DISCIPLE OF DAKIMH
MAGICAL HERITAGE
SASSY WITCH

Power Sets

ATLANTEAN MAGIC

FLIGHT 6 **MASTER SORCERY** 10
MIND CONTROL 8 **MYSTIC BLAST** 8
SUPERHUMAN DURABILITY 10 **TELEPORT** 8

SFX: *Boost.* Shutdown the highest-rated ATLANTEAN MAGIC power to step up another ATLANTEAN MAGIC power. Spend a doom die to recover that power.

SFX: *Multipower.* Add more than one ATLANTEAN MAGIC power die to a pool. Step back each ATLANTEAN MAGIC power die in that pool once for each die beyond the first.

SFX: *Tome of Zhered-Na.* Step up or double a MYSTIC resource or asset for a roll. If the roll fails, turn the resource or asset into a complication.

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown ATLANTEAN MAGIC. Recover that stress or wake up to recover ATLANTEAN MAGIC. If mental trauma received, shutdown ATLANTEAN MAGIC until trauma recovered.

Specs

MYSTIC EXPERT 8 **PSYCH EXPERT** 8

Jennifer Kale

Latest in a long line of mystics, Jennifer Kale became the pupil of the ancient Atlantean wizard Dakimh the Enchanter. When her mentor died, Kale inherited his mystic power as well as the responsibility of safeguarding the Tome of Zhered-Na, her family's grimoire of forbidden knowledge. Jennifer is close to Man-Thing and Dr. Strange, though her relationship with Strange is strained since she refuses to entrust the Tome to him.



TOPAZ

Affiliations

SOLO 4
BUDDY 8
TEAM 6

Distinctions

BEAUTIFUL EMPATH
FORMER PUPIL OF DR. STRANGE
MYSTERIOUS PAST

Power Sets

PSYCHIC MAGIC

ENHANCED SENSES 8 **KINETIC CONTROL** 8
NOVICE SORCERY 6 **SHAPESHIFT** 6
TELEPATHY 10

SFX: *Amplify Magic.* When using a support action on an ally with magical powers, add a ps and step up Topaz's effect die. Spend a doom die to double the asset Topaz creates when the ally includes it in a dice pool.

SFX: *Empathic Healing.* When helping others recover stress, add TELEPATHY to a dice pool. Spend a doom die to recover Topaz's or another's physical or emotional stress or step back Topaz's or another's physical or emotional trauma.

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown PSYCHIC MAGIC. Recover that stress or wake up to recover PSYCHIC MAGIC. If emotional trauma received, shutdown PSYCHIC MAGIC until trauma recovered.

Specs

MYSTIC EXPERT 8 **PSYCH MASTER** 10

A mysterious psychic, Topaz is herself unsure of her origins. She's worked with various mystic heroes, especially her ex-boyfriend Jack Russell—the hero known as Werewolf By Night. She was even Dr. Strange's pupil, but that relationship ended when she sided with Jennifer Kale and Satana instead of him regarding the Tome of Zhered-Na. Topaz rarely uses her shape-shifting powers, but she's appeared as both a pale blonde and a dark-skinned brunette. Whether either of these is her true form is unknown.



HERO DATAFILES

YR74	Aegis
YR76	Alex Power
YR78	Amadeus Cho
YR80	Chase Stein
YR82	Darkhawk
YR84	Hawkeye
YR86	Hulkling
YR88	Jack Power
YR90	Julie Power
YR92	Karolina Dean
YR94	Katie Power
YR96	Microbe
YR98	Molly Hayes
YR100	Nico Minoru
YR102	Namorita
YR104	Night Thrasher
YR106	Patriot
YR108	Rage
YR110	Slapstick
YR112	Speed
YR114	Speedball
YR116	Stature
YR118	Thor Girl
YR120	Turbo
YR122	Ultra Girl
YR124	Victor Mancha
YR126	Vision
YR128	Wiccan
YR130	Xavin





The **CIVIL WAR EVENT BOOK** included dozens of playable Marvel characters complete with Milestones and background information. This Event Supplement includes even more heroes ready to play. The lineup covers the heroic Young Avengers, the teenage Runaways, the adventurous siblings of Power Pack, and the ill-fated members of the New Warriors.

Note that for the sake of continuity, most of these datafiles reflect the characters as they are at the start of the Civil War, shortly before the passage of the Superhuman Registration Act. They may be chosen as player heroes from the beginning of Act One or used for new adventures after the main **CIVIL WAR** Event. The New Warriors, having died in the “official” storyline, are provided for those players who wish to take part in a What If? storyline as described on page YR14. As always, each hero datafile may be tweaked or adjusted to suit the needs of your players. Refer to Chapter Four of the **OPERATIONS MANUAL** for definitions, guidelines, and rules for doing so.

Hero datafiles that are not chosen by players may be converted into Watcher characters for use as antagonists or occasional allies. Remember to switch their SFX and Limits to reflect using doom dice instead of Plot Points. Even if the players don’t use them, these heroes remain major characters and should keep their Affiliations at their listed ratings.

AEGIS

Affiliations	SOLO 10		BUDDY 6		TEAM 8		PP
Distinctions	ATHENA'S CHOSEN BROOKLYN'S CHAMPION STUDENT OF CLASSICS		4 +1 PP		or 8		STRESS / TRAUMA
Power Sets	AEGIS OF ATHENA						
	FORCE BLAST 8 SFX: <i>Absorption.</i> On a successful reaction against a kinetic, energy, or force attack action, convert your opponent's effect die into an AEGIS OF ATHENA stunt or step up an AEGIS OF ATHENA power until used in an action. If your opponent's action succeeds, spend 1 PP to use this SFX. SFX: <i>Reactive Power.</i> Spend 1 PP to add an AEGIS OF ATHENA power to another character's dice pool before they roll a reaction. If that character takes physical stress, take D6 mental stress. Limit: <i>Conscious Activation.</i> While stressed out, asleep, or unconscious, shutdown AEGIS OF ATHENA. Recover AEGIS OF ATHENA when you recover that stress or wake up. If you take mental trauma, shutdown AEGIS OF ATHENA until you recover that trauma.						
Specialties	COMBAT EXPERT 8		CRIME EXPERT 8				
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]						
Milestones	CHEST DEEP IN MYTH						
	1 XP when you talk to a mythical figure or talk about your experience with him or her.						
	3 XP when you deal stress to or take stress from a mythical figure.						
	10 XP when you either declare yourself a demi-god or wed a monster or deity, or you abandon the Aegis and heroism to focus on your studies.						
	PROTECTOR						
	1 XP when you ask an ally to allow you to take a risk on their behalf.						
	3 XP when you take stress meant for an ally or bystander.						
	10 XP when you either take trauma trying to protect a teammate or train a teammate who you have taken stress for in the ways of Athena, so that they can protect themselves.						

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XP

History

Trey Rollins was a teen in Brooklyn with a passion for mythology and the classics. One day, he stumbled upon an ancient golden breastplate that he recognized as the Aegis of Greek legend. Taking its name, he protected his Brooklyn neighborhood from criminals and gang violence. During this time, Aegis encountered, assisted, and ultimately joined the New Warriors.

Aegis was the only New Warrior to keep his identity secret from his teammates. When the New Warriors confronted gangs touting A.I.M. weaponry from Trey's neighborhood, he repeatedly went out of his way to protect his old friend, James, exposing his teammates to extraordinary and unnecessary danger. The New Warriors discovered and stopped the arms dealer behind the advanced weaponry, but not before James went into hiding as a murderer. Distraught at this turn of events, Trey revealed his identity to his teammates in order to explain his actions. With his identity no longer secret and his actions given context, Aegis' relationship with his teammates blossomed.

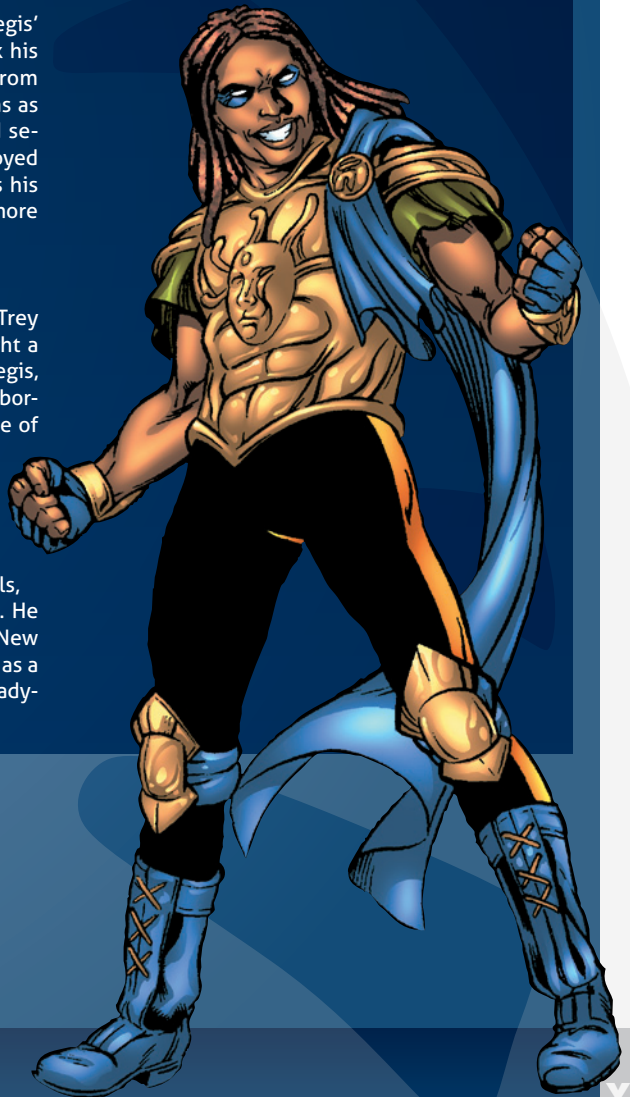
The Greek demigod Hercules discovered Aegis' use of the legendary breastplate and mistook his possession of the ancient armor as a theft from Athena. Taking Aegis to Olympus, Hercules was as surprised as Trey to discover that Athena had selected the teenager as her next champion. Buoyed by her faith in him and Hercules' new role as his mentor, Aegis stands poised to enter a new, more confident phase of his heroic career.

Personality

As an adolescent high school student, Trey Rollins is studious and hardworking. He sought a better life for himself through education. As Aegis, his own time dealing with the gangs of his neighborhood gave him a harder edge and harsher code of personal justice. His time with the New Warriors taught him to respect even the lives of his foes. Aegis was unsure of himself as a hero, but experience and the blessing of Athena instilled confidence in him. Perhaps due to growing up around powerful gangs and their reprisals, Aegis is very protective of his secret identity. He isn't part of the most recent iteration of the New Warriors. In fact, he's recently been less active as a hero, presumably focusing on his studies and readying himself for college.

Abilities & Resources

Aegis has no superhuman abilities. His powers derive solely from the Aegis of Athena. The breastplate protects him from harm, allows him to fire energy blasts, and absorbs and redirects energy directed towards him. Although it seemed like the Aegis became Trey's by luck, Athena implied that it was her desire for him to take up the artifact. His patron goddess, Athena, and the Greek pantheon have taken an interest in him and his future, but who knows if the scrutiny of the gods is a blessing or a curse? Hercules, at least, might respond to a call for aid. Aegis is no longer an active New Warrior, but his old teammates would likely help him out if needed, as he would do for them.



ALEX POWER

Affiliations

SOLO

8

BUDDY

6

TEAM

10

PP
[]

Distinctions

BIG BROTHER
EX-NEW WARRIOR
GIFTED YOUNG MAN

4
+1 PP

or

8

STRESS / TRAUMA

Power Sets

GRAVITY MANIPULATION

ENHANCED STAMINA

8

FLIGHT

6

GRAVITY MASTERY

10

SFX: *Gee Force.* When creating gravity-based complications, add a D6 and step up your effect die.

SFX: *Heavy Hitter.* Step back the highest die in an attack action pool including GRAVITY MASTERY to add a D6 and step up physical stress inflicted.

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

Limit: *Exhausted.* Shutdown any GRAVITY MANIPULATION power to gain 1 PP. Activate an opportunity or participate in a Transition Scene to recover that power.

Specialties

COSMIC EXPERT

8

PSYCH EXPERT

8

SCIENCE EXPERT

8

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

Milestones

GREW UP FIGHTING ALIENS

1 XP when you mention something crazy that happened in your childhood with Power Pack.

3 XP when you use your experience as a super hero to aid an ally during a Transition Scene.

10 XP when you either start a romantic relationship with an alien, try to have a normal teenage romance with someone from another world, or bring someone who has not had a heroic upbringing into your life, clinging to them for some sense of normalcy.

NEW WARRIOR

1 XP when you discuss how things in the New Warriors are different than how they were in Power Pack.

3 XP when you use GRAVITY MANIPULATION to make an asset for one of your New Warrior teammates.

10 XP when you either leave the New Warriors, in order to start up the Power Pack again, or lead the New Warriors, using your Power Pack experience to the team's benefit.

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XP
[]

Alexander Power [secret]

History

The eldest child in the Power family, Alex became the super hero, Gee, when he gained gravity manipulation abilities from a dying Kymellian alien. Using these powers against the tyrannical Snark Empire and other threats, Alex led his siblings in the super-group, Power Pack. Power Pack operated through most of Alex's mid-teens, eventually going into semi-retirement.

Alex didn't stay as inactive as his siblings, however. Taking his sibling's powers into himself, he joined the New Warriors. First calling himself Powerpax and later Powerhouse, he even refused to return his brother and sister's abilities to them for a time, believing he was keeping them safe. Eventually, Alex returned his powers to the rest of the team and rejoined them. Power Pack was active for a short time until all four siblings mostly retired from heroics and returned to a relatively normal life with their parents.

After Stamford, Alex has been wrestling with what to do next. He mourns the loss of his fellow New Warriors, and he's uncertain where best to use his powers and talents.

Personality

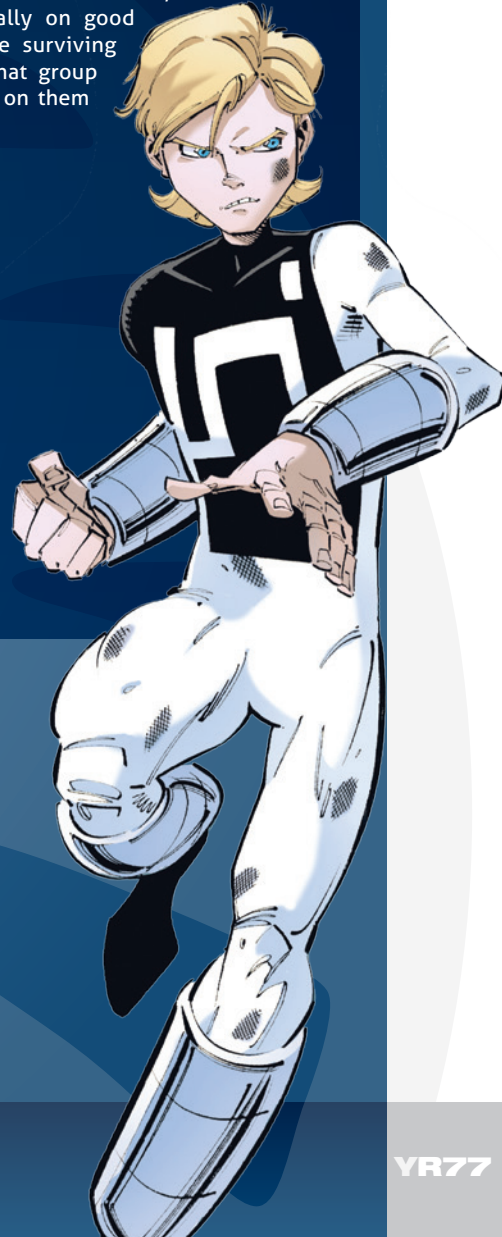
Alex is a highly intelligent, compassionate young man who prefers discovery and adventure to fighting. He's highly protective of his siblings, even to the point of not respecting their wishes if he feels his actions will keep them safe. Since the Stamford incident and his sister Julie's recent anti-teen heroics leanings, he's more worried than ever about protecting his siblings, dealing with having super-powers, and what sort of future Power Pack has.

A great admirer of both Captain America and Mr. Fantastic, Alex believes in equality and personal freedom but also in the idea that power needs to be used responsibly and that super humans need protection and training lest they hurt themselves or someone else. During events such as the conflict over the SHRA, these ideals often find themselves at odds.

Abilities & Resources

Alex can manipulate gravity, completely negating it or increasing it exponentially. When he first became a super hero, he could only affect things he could touch and he could float but not propel himself. After a mix of training and studying scientific principles involving gravity he's greatly expanded his powers. He can affect gravity at a distance, provide both lift and propulsion in flight, and even increase the gravity around himself to land punishing blows. Alex also possesses heightened healing abilities and shows an extraordinary talent for science. Through various adventures, he's become familiar with alien phenomena and technology. As the eldest member of Power Pack, Alex has notable leadership and strong protective instincts.

Alex is close to his family and former Power Pack member Franklin Richards. He's also well thought of by Franklin's parents, Mr. Fantastic and the Invisible Woman. As a former New Warrior, Alex is generally on good terms with the surviving members of that group and could call on them for assistance.



AMADEUS CHO

Affiliations	SOLO 8BUDDY 10TEAM 6		
Distinctions	HYPER-FOCUSED MASTERMIND EXCELLO SEVENTH SMARTEST PERSON ON EARTH4 +1 PP or 8		
Power Sets	QUANTUM PROBABILITY AWARENESS SUPERHUMAN SENSES 10 SFX: <i>Best Pal</i> . Spend 1 PP to step up or double your Affiliation die when making a support action. SFX: <i>Brilliant Troublemaker</i> . When creating complications, add a D6 and step up your effect die. SFX: <i>I Know I'm Right</i> . If your pool includes HYPER-FOCUSED, step up or double any die in that roll. If your action generates an opportunity, add an additional die to the doom pool equal to your effect die. SFX: <i>Not a Problem</i> . If your pool includes QUANTUM PROBABILITY AWARENESS, spend 1 PP to borrow a die from the doom pool for that roll. Then step back that doom die and return it to the doom pool. Limit: <i>Gotta Feed the Brain</i> . Shutdown QUANTUM PROBABILITY AWARENESS to gain 1 PP. Activate an opportunity to recover QUANTUM PROBABILITY AWARENESS. Limit: <i>Kirby, the Coyote</i> . Change SUPERHUMAN SENSES into a complication to gain 1 PP. Activate an opportunity or remove the complication to recover the power.		
Specialties	COSMIC EXPERT 8PSYCH EXPERT 8 SCIENCE MASTER 10TECH MASTER 10 [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]		
Milestones	SEVENTH AND CLIMBING 1 XP when you discuss super science. 3 XP when you use SCIENCE MASTERY to aid an ally during a Transition Scene. 10 XP when you create something that will leave a lasting mark on the world through super science or find a mentor among one of the top six smartest people in the world so that you can learn to be a better scientist. WORLD'S SMARTEST ASSISTANT 1 XP when you give smart advice to an older super hero. 3 XP when you use SCIENCE MASTER, TECH MASTER, or COSMIC EXPERT to create an asset for an older super hero. 10 XP when you either take up a super hero identity so that you can officially be a side-kick or realize that you are too smart to be an assistant and gather a team of like-minded teen geniuses.		

PP

STRESS / TRAUMA

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XP

Amadeus Cho [public]

History

Shortly after winning the Excello Soap contest to find the next promising young genius, Amadeus Cho's life changed forever—his house was bombed and his parents were killed by the twisted mastermind, Pythagoras Dupree. Unsure of whom to trust, the brilliant Korean American orphan hit the road on his own.

While fleeing Dupree's agents, Cho encountered the Hulk. The monster accidentally saved the boy, which convinced Amadeus that Hulk is truly a great hero. He's decided to aid the Hulk however he can—though, given that the monster's currently off-planet due to the actions of the Illuminati, he's unable to do much about it. Seeking a purpose, he travels on his trusty Vespa scooter with his adopted coyote pup, Kirby.

Personality

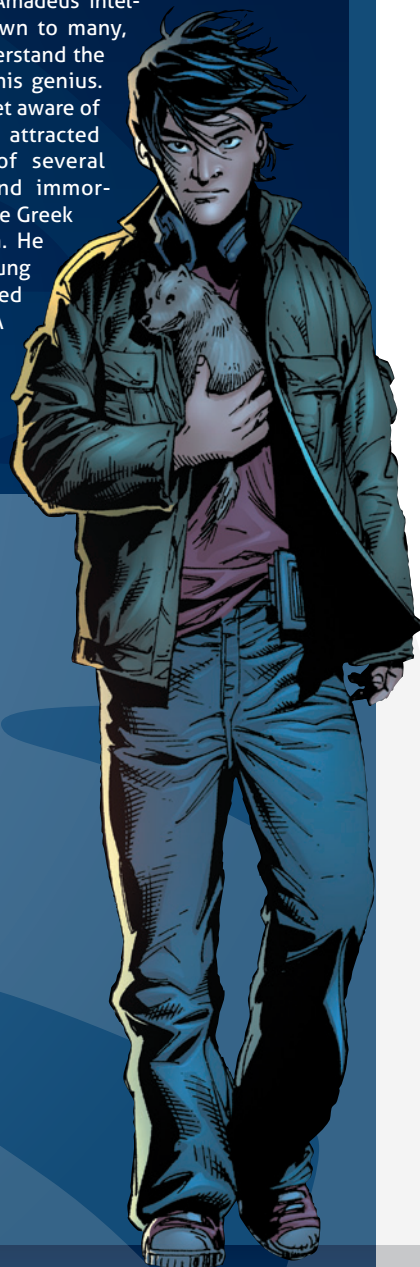
Amadeus is brilliant, idealistic, and well-meaning. He's also immature, obsessive, and overconfident. The former traits make him a potential force for great good, but the latter mean he's also capable of screwing up royally by refusing to listen to others and deciding he's got everything figured out.

Cho is still emotionally coping with the deaths of his parents; because of this he has a tendency to attach himself quickly to others such as the Hulk and his pet, Kirby. He tends to distrust authority, which can blind him to times when the government and organizations like the FBI or S.H.I.E.L.D. are actually trying to help him and others.

Abilities & Resources

Amadeus Cho is the seventh smartest person on Earth and is capable of instinctively analyzing probabilities and advanced quantum mechanics. This allows him to accomplish seemingly impossible tasks, like redirecting a laser-guided missile with a car's side mirror or instantly tracking people by trajectory and speed. Amadeus understands and processes patterns better than 99.99999993% of Earth's population, though his youth and single-minded focus can sometimes blind him.

Though Amadeus considers the Hulk a great hero, it's unclear how the gamma-powered brute feels about him. As winner of Excello Soap's "young genius" contest, Amadeus' intellect is well-known to many, though few understand the true depths of his genius. While he's not yet aware of it, Amadeus has attracted the attention of several masterminds and immortals, including the Greek goddess Athena. He travels with a young coyote pup named Kerebos (AKA Kirby), for whom he cares deeply.



CHASE STEIN

Affiliations	Solo 	Buddy 	Team 
Distinctions	GETAWAY GUY MOURNING GERT TROUBLEMAKER		
	 +1 PP or 		
Power Sets	LEAPFROG		
	Enhanced Durability 	Enhanced Strength 	
	Invisibility 	Lasers 	
	Leaping 		
	SFX: <i>Boost.</i> Shutdown your highest-rated LEAPFROG power to step up another LEAPFROG power. Activate an opportunity or participate in a Transition Scene to recover the power.		
	SFX: <i>Room for Everybody!</i> Spend 1 PP point to remove you and one other character from the Scene. Other characters may tag along for 1 PP from each of them.		
	Limit: <i>It's Big!</i> Shutdown LEAPFROG to gain 1 PP. Take an action vs. the doom pool to recover LEAPFROG.		
	Limit: <i>Mutually Exclusive.</i> Shutdown OLD LACE to activate LEAPFROG. Shutdown LEAPFROG to recover OLD LACE.		
	OLD LACE		
	Enhanced Durability 	Enhanced Strength 	
	SFX: <i>Claws & Fangs.</i> Step back the highest die in an attack action pool to add a D6 and step up physical stress inflicted.		
	SFX: <i>Psychic Link.</i> Physical stress received may be converted into mental stress instead.		
	Limit: <i>Mutually Exclusive.</i> Shutdown OLD LACE to activate LEAPFROG. Shutdown LEAPFROG to recover OLD LACE.		
Specialties	Tech Expert 	Vehicle Expert 	
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]		
Milestones	THE DRIVER		
	1 XP when you talk about cool places you've been in the Leapfrog or cool maneuvers you've piloted during aerial dogfights.		
	3 XP when you bail out on the Leapfrog in order to get away from trouble or deal out stress piloting her in an aerial battle.		
	10 XP when you either pilot the Leapfrog to its own destruction once and for all and get a new ship, or make a technical change to the Leapfrog's specs that changes the way it works forever.		
	PET DINOSAUR		
	1 XP when you talk to Old Lace as someone might talk to his cat or dog.		
	3 XP when you explain to an ally or enemy that you have a pet dinosaur in order to either threaten them or to ease their fears.		
	10 XP when you either use TECH EXPERT so Old Lace can talk for herself or hand control of Old Lace over to someone else who will take good care of her.		

PP


STRESS / TRAUMA

- 




M





E






XP


Chase Stein [secret]

History

Chase's parents were inventors and members of the villainous Pride. After witnessing the Pride sacrifice an innocent teen in a dark ritual, he fled along with the Pride's other children and formed the Runaways. The Runaways sought to stop their parents and help undo the evil they had done. When the team confronted their parents, Chase drowned fighting the Pride's guardians, but Gertrude Yorkes revived him. The final confrontation led to both Alex Wilder's and the Pride's demise at the hands of their masters, the Gibborim. Chase saved his friends by stealing his parents' amphibious vehicle, the Leapfrog.

While the other Runaways went to foster homes after the fall of the Pride, Chase lied to authorities and spent the time on his own searching for Gert's dinosaur, Old Lace. After the Runaways reformed, Chase's relationship with Gert blossomed into romance. When Geoffrey Wilder returned with a new Pride, he sought to kill Chase as an innocent sacrifice. Chase continued to goad Wilder into the move, believing he lacked innocence, but Gert interceded. Wilder managed to kill her instead before being defeated. Knowing she was dying, she gave Chase psychic command over Old Lace as one final gift.

Personality

Chase has an anti-authoritarian streak and frequently disobeyed his parents, even at the expense of a beating. He earned his codename, Talkback, because of his quick-thinking, loudmouth attitude. Chase is athletic and popular, in stark contrast with his genius-inventor parents. He is quick to judge and rash in his decisions. However, as the oldest Runaway, he developed a camaraderie with the group's youngest member, Molly. Chase became very invested in the group's health, welfare, and well-being. Chase often clashes with the team's leader—whether Nico or Alex—due more to his nature rather than a personal problem with them. He opposed admitting Victor, because of the young man's potentially dark future. Part of his dislike turned out to be Chase's envy of Victor's natural aptitudes, a reminder of his own failings in his parent's eyes. After Chase's girlfriend Gertrude died, his mischievous heart hardened; he's become inconsiderate and reckless.

Abilities & Resources

Chase possesses no superhuman powers. Early on, he possessed no ability or affinity for technology, but as he defined himself by more than a contrast to his parents, he's demonstrated an innate understanding of their devices and is able to make his own repairs. He's the pilot of the Stein's old vehicle, the Leapfrog, and has psychic control of Gertrude's dinosaur, Old Lace. Although he also offered his personal place of solitude as the Runaway's first hideout, they've since moved on to the La Brea Tar Pits in Los Angeles. He and the other Runaways are extremely loyal to one another. Since most of them are minors without guardians—and given their prior experiences with heroes—they fear aid from any adult, whether hero or villain.



DARKHAWK

Affiliations

SOLO

8

BUDDY

10

TEAM

6

PP



Distinctions

EDGE AGAINST CRIME
HEROIC REHAB
ONE MIND IN TWO BODIES

4
+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP



Power Sets

ANDROID AMULET

CONCUSSIVE BLAST

8

ENHANCED DURABILITY

8

ENHANCED REFLEXES

8

ENHANCED SENSES

8

ENHANCED STAMINA

8

ENHANCED STRENGTH

8

SUBSONIC FLIGHT

8

SWINGLINE

6

WEAPON

8

SFX: *Swap Places.* Shutdown ANDROID AMULET Power Set to remove physical stress or trauma. Participate in a Transition Scene to recover ANDROID AMULET.

SFX: *Unleashed.* Step up or double any ANDROID AMULET power for one action. If that action fails, add a die to doom pool equal to the normal rating of that power die.

Limit: *Uncertain Origin.* Step up emotional stress inflicted by tales about the origins of your powers or your powers' effect on you to gain 1 PP.

Specialties

COMBAT EXPERT

8

COSMIC EXPERT

8

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

Milestones

THE AMULET'S TOLL

1 XP when you discuss difficulties dealing with the amulet.

3 XP when you spend a Transition Scene with a teammate and bring up how difficult the amulet makes your life.

10 XP when you either uncover the true origin and purpose of your amulet so that you can gain mastery over it or get rid of the amulet forever and find a new way to be a super hero.

HARD-NOSED WITH CRIMINALS

1 XP when you threaten a criminal or discuss the best way to bring down a criminal.

3 XP when you inflict physical stress on a criminal.

10 XP when you either bring down a mob with a super villain leader or take over a mob and become its super villain mob boss.

Christopher Powell [secret]

History

As a young man, Christopher Powell encountered his policeman father taking a bribe from a notorious crime boss. As Christopher fled in despair and disbelief, chased by henchmen, he stumbled upon a powerful amulet that allowed him to switch places with a mighty armored android that he controlled telepathically. Taking on the name Darkhawk, he swore a war on crime.

Darkhawk often teamed up with other heroes, including Spider-Man, the New Warriors, and the West Coast Avengers, and fought a number of powerful foes including Hobgoblin, the Brotherhood of Evil Mutants, and the U-Foes. Powell learned that an alien mob boss had commissioned his android—along with five others—and stored them on a sentient vessel floating in Nullspace. However, this explanation of the origin of his powers has since come into question. This mystery surrounding the android's true purpose and the exertion required to use the amulet began to cause Christopher extreme mental stress.

Powell began having problems coping with his powers and the mental toll they took on him. He joined a support group of former teen heroes called Excelsior—later the Loners—and was eventually persuaded to help track down another group of teen heroes, the Runaways. His erratic actions during this mission forced him to admit he'd suffered a nervous breakdown; he resolved to stop using his powers. Ultron's attack on the Runaways forced Darkhawk back into action, where he demonstrated remarkable prowess.

Personality

Powell gained his powers as a young man and had to cope with the burden of great power. His approach to heroics and treatment of criminals is hard-nosed and gritty. Unbeknownst to him, the amulet and the android it controlled may not be designed for a human to use. Use of his amulet causes him to suffer emotional imbalance, particularly trouble with anger management. Because of these effects, Chris questions whether his continued use of the amulet is actually an addiction. With the help of the Loners, Darkhawk is coping with his powers and emotions more maturely, but unanswered questions about their origin make Powell vigilant against losing control again.

Abilities & Resources

Darkhawk's android possesses a wide array of powers including enhanced physical abilities, wings for gliding or flying, dark energy blasts, and claws useful in combat and as a grapnel. To use these powers, Christopher must call upon his amulet, which then switches him and the android he telepathically controls. If he's denied the ability to change places, Christopher is a normal human. Moreover, damage done to Darkhawk doesn't affect Christopher's normal body. He can revert back to his normal body and remain unharmed by any physical damage suffered by Darkhawk. Over time the android body repairs itself. These days, Darkhawk has the Loners to call on if he gets into trouble; they help keep him from relapsing into super-powered addiction.



HERO DA

HAWKEYE

Affiliations

SOLO

8

BUDDY

6

TEAM

10

PP
[]

Distinctions

CHIP ON HER SHOULDER
DANGEROUSLY BRAVE
SOCIETY GIRL

4
+1 PP

or

8

STRESS / TRAUMA

P
4
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8
10
12

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4
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12

E
4
6
8
10
12

XP
[]

Power Sets

EXCEPTIONAL TRAINING

ENHANCED REFLEXES 8

SFX: *Versatile.* Replace ENHANCED REFLEXES with 2D6 on your next roll.

Limit: *Exhausted.* Shut down an EXCEPTIONAL TRAINING power to gain 1 PP. Activate an opportunity to recover that power.

SPECIAL EQUIPMENT

ENHANCED DURABILITY 8

WEAPON 6

SFX: *Blades and Broadheads.* Step back the highest die in a pool including WEAPON to add a D6 and step up physical stress inflicted.

SFX: *Trick Arrows.* When inflicting a trick arrow complication on a target, add D6 and step up WEAPON die.

Limit: *Gear.* Shutdown SPECIAL EQUIPMENT to gain 1 PP. Take an action vs. the doom pool to recover SPECIAL EQUIPMENT.

Specialties

ACROBATICS EXPERT 8

COMBAT EXPERT 8

MENACE EXPERT 8

PSYCH EXPERT 8

VEHICLES EXPERT 8

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

Milestones

HAWKEYE TRADITION

1 XP when you talk about a parallel between your current situation and something Clint Barton went through when he was Hawkeye.

3 XP when you use SPECIAL EQUIPMENT to create a complication for a foe.

10 XP when you either confront Clint Barton about your claim on his title or choose a new name, beginning your own tradition.

WELL-TRAINED DAME WITH A BOW

1 XP when you plan how to take down a powerful villain with your teammates.

3 XP when you inflict stress or put a complication on a super villain who has a D12 in their Power Set.

10 XP when you either gain a super power, or seek out further training so that you can continue to save the world from super villains.

Kate Bishop [secret]

History

Daughter of the wealthy Bishop family, Katherine "Kate" Bishop followed her mother's example of charity and philanthropy. After a vicious attack in New York's Central Park, Kate embarked on an aggressive regimen of self-defense classes, weapons training, and physical conditioning to ensure she was never victimized again. When armed gunmen stormed her sister's wedding, Kate assisted the Young Avengers in bringing down the criminals. Kate subdued the final gunman using one of Patriot's throwing stars while wearing a bridesmaid dress and being held at gunpoint. Her heroism made the news, prompting Cassie Lang—the heroine known as Stature—to seek her out in hopes of locating the Young Avengers. Together the two young women located the team and joined. Using an assortment of weapons and costume pieces taken from the ruins of Avenger's Mansion, Kate created a costume and small arsenal for herself. While at first unsure of a code name, she eventually took the name Hawkeye to honor the thought-deceased Clint Barton.

Kate has been with the Young Avengers since, serving as second-in-command and source for both romantic tension and professional rivalry for their leader, Patriot. She also replaced him as leader during his absence from the team.

Personality

Kate is shaped by two things—privilege and past tragedy. She realizes she's lucky to have so much due to her family's wealth and she wants to give back to society and the community. On the other hand, being assaulted also now drives her to take a more active role in fighting crime and evil.

Her focus on not allowing herself to be hurt makes it harder for her to get close to some people. This is especially true of her teammate, Patriot. The pair share obvious attraction and chemistry, but their personal issues often lead them to challenge each other, fight, and avoid expressing how they really feel. Still, she cares deeply for the Young Avenger and he for her.

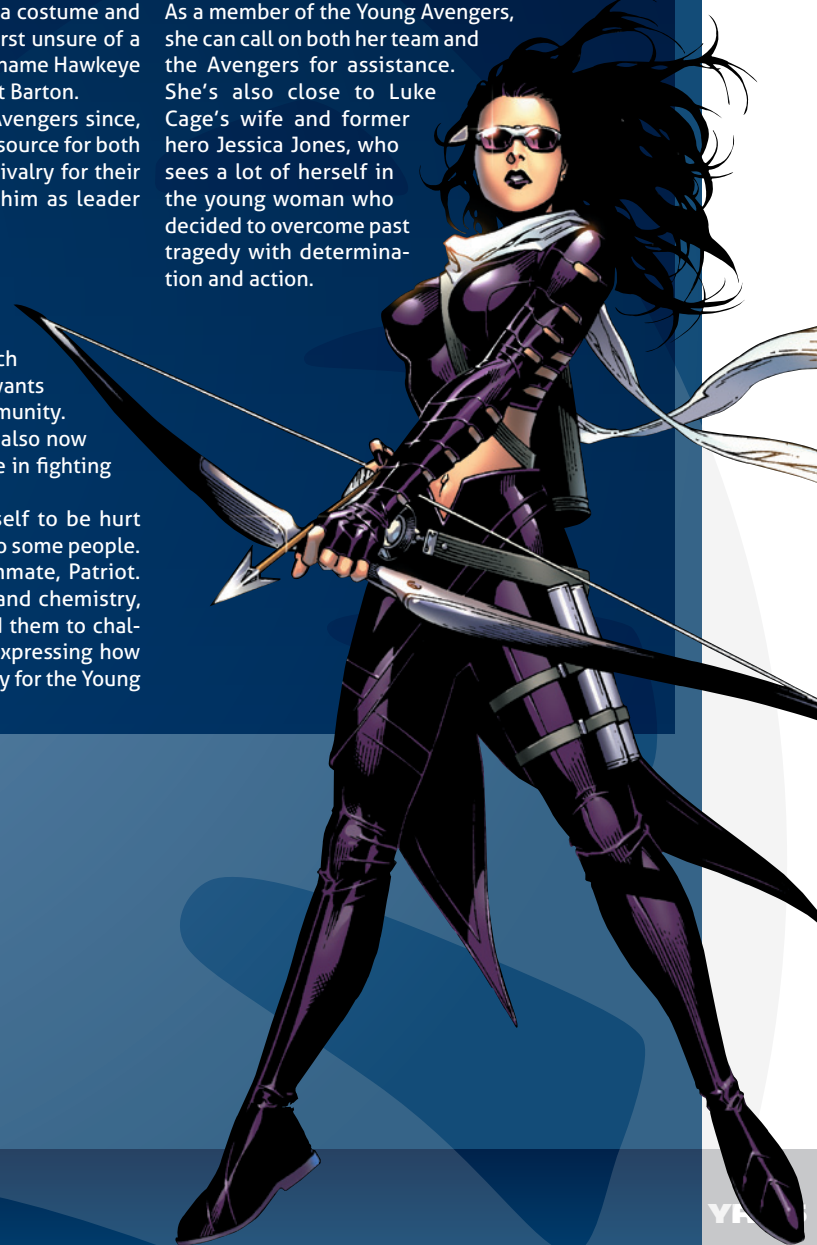
Abilities & Resources

Hawkeye has no superhuman powers, but she's intelligent, well-educated, and highly trained. She's studied fencing, martial arts, kickboxing, archery, gymnastics, and other physical disciplines. She supplements her considerable skills with a variety of weapons, including a sword, duplicates of Mockingbird's battle staves, and a set of the original Hawkeye's bows and arrows. The latter was given to her by Captain America, who after some reluctance has determined she and her fellow Young Avengers are worthy successors to his own team. These arrows have a number of heads, from target points and broadheads to explosive-tipped and knockout gas.

Kate's family is incredibly wealthy and well connected. She has access to many of these financial resources, though her father Derek Bishop could presumably hamper her spending if he desired.

As a member of the Young Avengers, she can call on both her team and the Avengers for assistance.

She's also close to Luke Cage's wife and former hero Jessica Jones, who sees a lot of herself in the young woman who decided to overcome past tragedy with determination and action.



HULKLING

Affiliations

Solo

6

Buddy

10

Team

8

PP

1

Distinctions

LEVELHEADED
MORE HUMAN THAN ALIEN
PRINCE OF TWO WORLDS

4
+1 PP

or

8

STRESS / TRAUMA

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XP

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11

12

Power Sets

KREE/SKRULL HYBRID

FLIGHT

6

GROWTH

6

SHAPESHIFTING

10

SHRINKING

6

SUPERHUMAN DURABILITY

10

SUPERHUMAN STAMINA

10

SUPERHUMAN STRENGTH

10

SFX: *Claws and Spines.* Step back the highest die in your attack action pool to add a d6 and step up physical stress inflicted.

SFX: *Resilient Body.* Spend 1 PP to ignore physical stress or trauma.

Limit: *Exhausted.* Shut down KREE/SKRULL HYBRID power to gain 1 PP. Activate an opportunity or participate in a Transition Scene to recover that power.

Specialties

COSMIC EXPERT

8

PSYCH EXPERT

8

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

Milestones

BETWEEN A KREE AND A SKRULL PLACE

1 XP when you discuss your hybrid ancestry.

3 XP when you deal out stress to a foe with a Kree, Skrull, or cosmic background.

10 XP when you either choose between your ancestries or declare yourself a bridge between the two warring worlds and devote yourself to peace between them.

CONFIDENCE SMASH

1 XP when you talk about your limitations.

3 XP when you use your KREE/SKRULL HYBRID to create complications for your foes or assets for your allies.

10 XP when you either declare yourself above your limitations and change one of your Distinctions to show it or give in to your self-doubt and change one of your Distinctions to illustrate your lack of confidence.

Teddy Altman [secret]

History

Theodore "Teddy" Altman discovered his ability to change shape as a teen. He initially used it for teenage pranks; he was brought into the Young Avengers by Iron Lad, thanks to the Vision's failsafe program. Teddy joined the group as Hulkling and faced down Kang the Conqueror. During Hulkling's time with the Young Avengers, he developed romantic feelings for his teammate, Wiccan, and they began dating.

After Patriot quit the group, K'l'rt the Super-Skrull appeared and claimed Teddy was a Skrull. The Young Avenger fled to his home, where the Super-Skrull followed—with a kidnapped Patriot in tow to use as a hostage—and demanded Teddy return to Skrull territory with him. K'l'rt used a device meant to prove Hulkling's heritage; instead it revealed Teddy's mother was a Skrull. When she fired an alien weapon at the Super-Skrull, his counterattack accidentally killed her. K'l'rt captured Teddy and revealed the young man was heir to the Skrull throne. The Young Avengers caught up to them just as the Kree appeared and claimed Teddy for themselves. They told him he was the son of the Kree Captain Mar-Vell and by law had to join the Kree Army. Teddy refused and a battle ensued.

He eventually agreed to surrender himself to stop the mayhem, with the understanding that he would spend six months with each empire before declaring his allegiance. In fact, it was the Super-Skrull who left with the aliens, impersonating Teddy and leaving the boy on Earth.

Personality

Hulkling initially used his powers to compensate for his own lack of confidence in high school, but his confidence has grown along with his control. Although he modeled his initial super hero look on the Hulk, he soon began to mirror his actual non-powered appearance more. His dual alien origin leaves him without any idea or real guidance for how to master his powers, so much of his development is impromptu. In addition to his unique background, Teddy is homosexual, and both contribute to his worries about fitting in. His budding relationship with Wiccan and Wiccan's parents' acceptance of Teddy have helped him embrace himself for who he is. His role in two alien empires concerns him, but hasn't changed his outlook.

Abilities & Resources

Hulkling is a Kree-Skrull hybrid and possesses powers befitting both. As a Skrull he has full shape-shifting abilities—he can change his appearance and modify his body to create extra appendages—including wings—or protect him from harm. He also has superhuman strength, in excess of a normal Kree. Teddy's heritage makes him an important figure in both the Kree and Skrull empires. Although he lacks any official position at this time, his connections could be parleyed into assistance from either group. Furthermore, with the Kree and Skrull's longstanding animosity, Hulkling represents a unique opportunity to bridge the gap of mistrust between both peoples. Teddy's Young Avenger teammates are loyal to him and he to them. They've demonstrated that they would risk their lives to aid him.



JACK POWER

Affiliations	Solo  Buddy  Team 		
Distinctions	ANGRY MIDDLE CHILD COMBATIVE STALWART TWEEN  +1 PP or 		
Power Sets	DECREASE DENSITY ENHANCED STAMINA  FLIGHT  INTANGIBILITY  SFX: <i>Envelop</i>. Against a single target, step up or double a DECREASE DENSITY die. Remove the highest rolling die and use three dice for your total. SFX: <i>Go Cloudy</i>. Spend 1 PP to ignore physical stress or trauma unless caused by magic or air-based attacks. Limit: <i>Mutually Exclusive</i>. Shutdown DECREASE DENSITY to activate INCREASE DENSITY. Shutdown DECREASE DENSITY to recover INCREASE DENSITY. INCREASE DENSITY ENHANCED STAMINA  ENHANCED STRENGTH  SHRINKING  SUPERHUMAN DURABILITY  SFX: <i>Jack Hammer</i>. Add a D6 to the doom pool to step up or double an INCREASE DENSITY power for an attack action. SFX: <i>Multipower</i>. Add more than one INCREASE DENSITY power die to your pool. Step back each INCREASE DENSITY power die in your pool once for each die beyond the first. Limit: <i>Compact Molecules</i>. If SHRINKING is shutdown or becomes a complication, shutdown ENHANCED STRENGTH and step back SUPERHUMAN DURABILITY. Recover when SHRINKING recovers or you remove the complication. Limit: <i>Small Fry</i>. Change SHRINKING into a complication to gain 1 PP. Take an action vs. the doom pool to recover SHRINKING.		
Specialties	COSMIC EXPERT  MENACE EXPERT  [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]		
Milestones	MIDDLE CHILD 1 XP when you point out something unfair to a sibling or ally. 3 XP when you create an asset for an older or younger sibling to use in an Action Scene. 10 XP when you find peace with your place in the family, or tell your siblings off and leave Power Pack to join a different super hero team. SUPER HERO FAN 1 XP when you talk to a super hero and ask them questions about their most famous exploits. 3 XP when you aid a super hero you adore in a Transition Scene. 10 XP when you either realize that you are just like the super heroes you idolize, or see the faults in those you idolize and stop putting them on a pedestal.		

PP


STRESS / TRAUMA

P











M











E











XP


Jonathan “Jack” Power [secret]

History

Along with his siblings, young tough guy and super hero fan Jack Power gained powers from a dying alien, Aelfire Whitemane. Together, the kids became Power Pack. Taking the name Mass Master, Jack aided his family in rescuing their kidnapped parents, stopping various alien invasions, and helping kids and others stuck in bad situations.

Over the past few years, Power Pack has worked with various heroes and helped stop super-powered threats, including repeated attacks by the nefarious aliens, the Snarks. Jack in particular loves working with Spider-Man and other heroes he sees as his idols.

Despite previously switching powers with his siblings, Jack has regained his density control abilities. He lives with his parents and family in semi-retirement, but he’s among the most likely of Power Pack to put on his costume in signs of trouble.

Personality

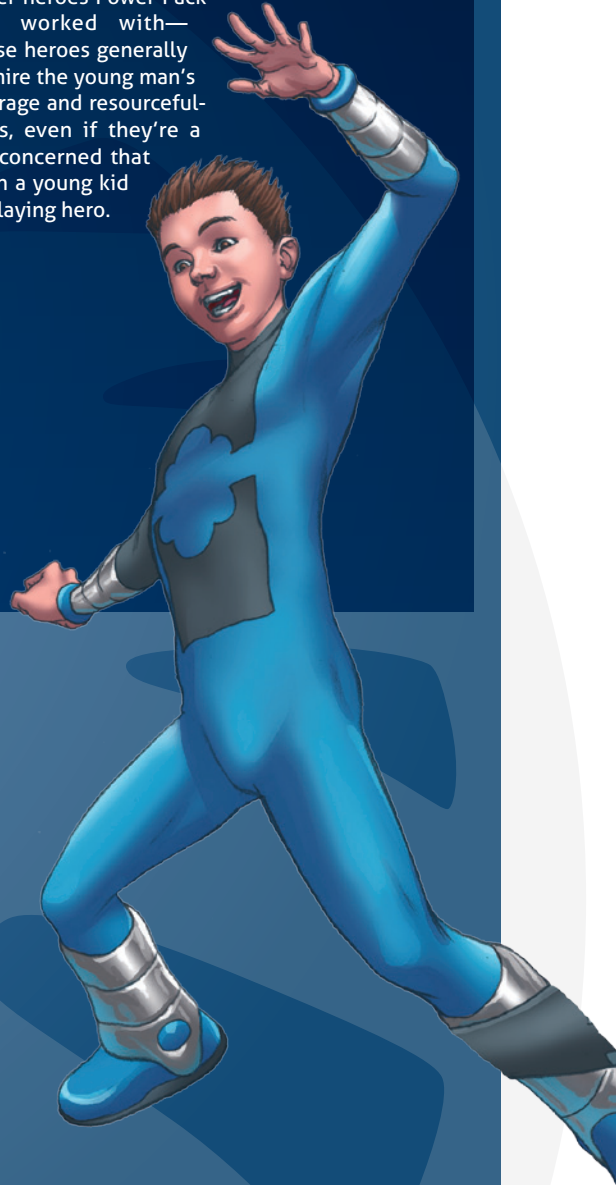
The brash, sometimes irritable middle Power child, Jack is tough and not afraid to fight. He’s also fond of making sure no one forgets this; he often taunts foes and is quick to dive into a brawl. This impulsive attitude sometimes causes trouble, but it also means Jack’s quick to defend his family and innocent bystanders. His enthusiasm has kept his team active and together at times when the others wanted to give up.

As he’s grown up, his aggression has been tempered a bit, but he’s still the member of Power Pack who most enjoys costumed heroic brawls. Jack loves super heroes and being a super hero; he highly values the opinions and relationships with older heroes. This means he’ll often listen more to heroes like Spider-Man or Captain America over other adults, as long as they aren’t telling him to go home, take off his costume, and stay out of things.

Abilities & Resources

Jack possesses the ability to control his body’s density. He can expand his molecules to become a cloud capable of floating on air and immune to many physical attacks. He can also compact his molecules to shrink in size while gaining impressive physical might and resistance. Like the rest of Power Pack, he recovers more quickly from injuries. Driven by his desire to be a “real” super hero, Jack has more practice with his powers than the rest of his family. He’s also familiar with his sibling’s powers, having gained his kid sister Katie’s and brother Alex’s in the past.

Jack is close to his siblings, even if he doesn’t always agree with them. He’s also a close friend of Franklin Richards, son of Mr. Fantastic and the Invisible Woman. He looks up to Spider-Man and other heroes Power Pack has worked with—these heroes generally admire the young man’s courage and resourcefulness, even if they’re a bit concerned that such a young kid is playing hero.



JULIE POWER

Affiliations	Solo 6	Buddy 8	Team 10
Distinctions	BIG SISTER SMARTER THAN SHE ACTS TRYING TO FIT IN		
Power Sets	RAINBOW LIGHT ACCELERATION		
Specialties	ACROBATICS EXPERT 8		
Milestones	SECOND IN COMMAND		
	WORLD'S PRESSURE ON A YOUNG GIRL		



STRESS / TRAUMA

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12



Julie Power [secret]

History

The second oldest Power sibling, Julie gained powers from a dying alien at the same time as her sister Katie and brothers, Alex and Jack. Forming Power Pack, Julie acted as the second-in-command under the older Alex. Taking the name Lightspeed, she quickly learned to expand both her powers and those of her siblings during periods when their abilities were swapped.

After several years of adventuring, Power Pack settled down to a more normal family life. Julie is willing to use her powers when necessary, but even during Power Pack's strangest adventures she always tried to find time for mundane teenage endeavors.

Recently, Julie has taken to meeting with other retired and semi-retired teen super heroes in a support group. The group includes such heroes as Turbo, AKA Mickey Musashi, and Ricochet, AKA Johnny Gallo; like them, Julie has been using the meetings to determine what role she wants powers, costumes, and adventure to play in her future. Only time will tell if Julie decides to stay with this group or once again head into action with her super-family.

Personality

Without her powers, Julie's a typical teenager. Or more accurately, she really wants to be a typical teenager and hopes she can do that with a background involving aliens and superpowers. Lately she's even been discouraging other young people from becoming super heroes. Julie does this because she's acutely aware of the dangers of putting on a costume—an understanding reinforced by recent events like Stamford—even if it comes off as a little self-righteous.

Julie seriously contemplates what she wants to do with her life. Recently, Julie downplayed being an avid reader and quick-witted young lady in favor of fitting in with her friends and trying to be more outgoing. She's also accepted her attraction to both women and men. All these major changes in such a short time have somewhat overwhelmed the seventeen-year-old, requiring her to depend even more on her support group and family.

Abilities & Resources

After absorbing part of the powers of a dying Kymellian alien, Julie can emit an energy that allows her to fly at incredible speeds, leaving a rainbow-like light trail in her wake. She's learned to manipulate the rainbow energy to allow her to hover, shield herself while in flight, and even teleport. Like all of Power Pack, she also heals more quickly than most humans. Julie has honed her skill at flying over the years and is now capable of impressive aerial maneuvers. Recent time in therapy combined with years caring for the younger members of Power Pack give her exceptional insight into helping people deal with stress and emotional problems.

Julie is close to her fellow siblings and teammates, as well as the members of the Losers, her support group. She's also fond of Franklin Richards—son of Mr. Fantastic and the Invisible Woman—whom she helped look after during his time as Power Pack member, Tattletale. Despite an antagonistic encounter with the Runaways, Julie and Karolina Dean share a mutual attraction.



KAROLINA DEAN

Affiliations

Solo

6

Buddy

10

Team

8

PP



Distinctions

ALIEN AMONG US
BETROTHED TO XAVIN
TEEN INSECURITY

4
+1 PP

or

8

Power Sets

MAJESDANIAN HERITAGE

ENHANCED DURABILITY

8

FLIGHT

8

SOLAR BLAST

8

SFX: *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Sunburst.* Against a single target, step up or double a SOLAR BLAST die. Remove the highest rolling die and use three dice for your total.

SFX: *With a Little Help for My Friends.* Spend 1 PP to add a MAJESDANIAN HERITAGE power to another character's dice pool before rolling. If that character takes physical stress, take D6 mental stress.

Limit: *Lost My Charge.* Shutdown any MAJESDANIAN HERITAGE power to gain 1 PP. Bathe yourself in sunlight for an extended period to recover the power.

Specialties

COSMIC EXPERT

8

PSYCH EXPERT

8

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

Milestones

GETTING BETTER

1 XP when you hide your feelings for someone from the rest of your team, or rebuff the advances of an unwanted suitor.

3 XP when you confess your feelings to your crush, or ask for another's advice and acceptance about your feelings.

10 XP when you either accept another's feelings for you, regardless of what your parents might have thought of the relationship, or leave your team rather than accept the rejection of your crush.

PEACEMAKER

1 XP when you talk to a teammate in an effort to head off conflict before it occurs.

3 XP when you aid a teammate during a Transition Scene.

10 XP when you either explode at your teammates, dealing out stress because you're unable to handle the pressure of keeping the peace, or take trauma as a result of maintaining the peace among your teammates.

STRESS / TRAUMA

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XP



History

Karolina Dean is the daughter of two famous actors who were secretly aliens and members of the villainous Pride. While other children of the Pride witnessed their parents commit murder, Karolina was elsewhere and therefore slower to accept their villainy. She eventually realized the truth and joined the rest of the Pride's children to form the Runaways, taking the name Lucy in the Sky with Diamonds. The Runaways sought to stop their parents and help undo the evil they had done. When a vampire tricked his way onto the team, it was Karolina's solar-powered blood that slew the evil creature.

During the confrontation with the Pride, Karolina's parents—as the only non-humans—attempted to betray the rest of the Pride and their children. The ensuing chaos—and Alex Wilder's own betrayal—unleashed a chain of events that resulted in the demise of Alex and the Pride.

After all the Runaways were sent to foster homes, Karolina organized a reunion at the very James Dean statue where they first met; there the Runaways decided to leave home all over again. Soon after, a Super-Skrull cadet named Xavin arrived, revealing that Karolina had been betrothed to him. After an initial misunderstanding, Karolina decided to leave with him, hoping that their marriage would stop the years of bloodshed orchestrated by her parents. She and Xavin returned to the team after hostile relations once again broke out between the Majesdanians and the Skrulls, ruining their off-world wedding.

Personality

Karolina was the last Runaway to accept her parents' evil nature. Karolina also had trouble accepting both her origins as an alien and her emerging homosexuality. She mistook Nico's statement that she was "done with men" to be an opening for Karolina's own affections, suffering embarrassment when Nico rejected her. However, her betrothed Xavin—a shape-shifter—has embraced Karolina's sexual preference by adopting a female form, though his propensity to switch genders still leaves her confused. Her desire to do good for both her people and the Skrulls motivated Karolina to leave the team. Upon her return from space, she was distraught by the team's turmoil and adopted a peacemaking role.

Abilities & Resources

As a Majesdanian, Karolina has light-based solar powers. Her natural form is the same human shape but shines like a scintillating rainbow. She used to need an heirloom from her parents to look human, but she's since mastered switching between Majesdanian and human appearance without assistance. Karolina can project both precise and broad beams of light as attacks, extend her glowing nimbus as a shield to herself and others, and fly. Her parents were exiled from their home planet as criminals, but her background does give her a certain amount of prestige on her home planet. Karolina is engaged to Xavin, a Super-Skrull in training with political and military connections. Finally, like all of the Runaways, she's loyal to her teammates, as they are loyal to her, and they'll assist one another even in the direst circumstances.



KATIE POWER

Affiliations

Solo

6

Buddy

8

Team

10

PP
[]

Distinctions

CHILD PRODIGY
HATES BULLIES
KID SISTER

4
+1 PP

or

8

STRESS / TRAUMA

P

4

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M

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4

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12

XP
[]

Power Sets

MATTER-ENERGY CONVERSION

ENERGY BLAST

10

ENHANCED STAMINA

8

TRANSMUTATION

8

SFX: *Energizer.* Include TRANSMUTATION in an attack action using ENERGY BLAST at no extra cost. If the attack succeeds, step up your effect die. If the roll fails, add a die equal to your effect die to the doom pool.

SFX: *Destroyer.* Step back the highest die in your attack action pool to add a D6 and step up physical stress inflicted.

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

Limit: *Disintegrate.* TRANSMUTATION can only be used to disintegrate matter, not change its form.

Limit: *Exhausted.* Shutdown any MATTER-ENERGY CONVERSION power to gain 1 PP. Activate an opportunity or participate in a Transition Scene to recover that power.

Specialties

COSMIC EXPERT

8

PSYCH EXPERT

8

TECH EXPERT

8

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

Milestones

BRAINY BABY OF THE FAMILY

1 XP when you give sound advice to an older sibling.

3 XP when you use COSMIC EXPERT, PSYCH EXPERT, or TECH EXPERT to create an asset for your siblings or allies to use.

10 XP when you show that you've grown up by either leaving the team or becoming the leader of Power Pack.

HOW TO HANDLE BULLIES

1 XP when you warn a bully to stop their behavior.

3 XP when you inflict physical stress on a bully.

10 XP when you either stop someone trying to bully the world, or realize that beating up bullies is part of a cycle of violence and seek out new ways to protect the bullied.

History

Like her siblings, Katie Power gained superhuman powers from a dying member of the Kymellian alien race. The alien—the horse-like Aelfire Whitemane—was trying to stop Kate's father Alex from performing an experiment that could have destroyed the Earth. Whitemane was killed by his race's enemies, the Snarks, and in his dying moments he gifted the Powers children with a portion of his alien powers.

Katie gained the alien's ability to convert matter to energy. Donning a costume and taking the name Energizer, Katie, along with her siblings, became Power Pack. Over the past several years the Power children have fought aliens, saved their parents from alien abduction, dealt with various social issues such as child abduction, and worked alongside several older super heroes. The group even helped end a galactic war between the Kymellians and Snarks.

At various times the children have swapped powers among themselves, with Katie briefly gaining her brother Alex's gravity and sister Julie's flight powers. During these times she called herself Counterweight and Starstreak, respectively. Currently Katie and the rest of Power Pack are in semi-retirement and living happily with their parents.

Personality

Katie's a sweet kid. She's mature for her age and highly intelligent, learning new concepts and ideas quickly. However, she's still ten years old and doesn't handle mockery, goading, or bullying well. Her powers have made her somewhat more cautious in this regard, but if pushed she can still lose her temper with destructive side effects. When this happens, she always feels bad afterwards, all too aware of the dangers of using her powers unchecked.

As the youngest of the Power family, Katie is used to being treated like the baby of the group. Her feelings on this are mixed. She wants to be respected and treated as an equal, but she also likes the attention and protection being the "baby" gets her.

Abilities & Resources

Katie's powers allow her to disintegrate matter and use it to fuel powerful energy blasts. Since she can affect gases, solids, and liquids she usually has access to at least some energy. Her powers are dangerous and potentially deadly, and because of this Katie has had to learn more restraint and control than your average kid. Like all of Power Pack, she also possesses some superhuman recuperative powers. In addition to her powers, Katie is very intelligent and familiar with alien cultures from her adventures.

As a member of the Power family, Katie can rely on her parents, big brothers, and sister for protection and support. She is very close friends with Franklin Richards, a former Power Pack member and son of the Invisible Woman and Mr. Fantastic. She's also met several super heroes, including Spider-Man and the X-Men. Wolverine—or, as they call him, Mr. Logan—is particularly fond of the pre-teen powerhouse.



MICROBE

Affiliations

Solo

6

Buddy

8

Team

10

PP



Distinctions

GENTLE GIANT
INEXPERIENCED HERO
POWERED BY SCIENCE

4
+1 PP

or

8

STRESS / TRAUMA

Power Sets

NOSOKINESIS

BACTERIA BOMB

6

ENHANCED SENSES

8

MICROORGANISM CONTROL

8

TRANSMUTATION

6

SFX: *Healing.* Add MICROORGANISM CONTROL to your dice pool when helping others recover stress. Spend 1 PP to recover your own or another's physical stress or step back your own or another's physical trauma.

Limit: *Mutant.* When affected by mutant-specific complications or tech, earn 1 PP.

Limit: *Rookie.* Step up emotional stress inflicted by doubts about your experience or the usefulness of your powers to gain 1 PP.

Specialties

SCIENCE EXPERT

8

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

Milestones

NEW NEW WARRIOR

1 XP when you ask a teammate or elder super hero for advice.

3 XP when you create an asset for a teammate.

10 XP when you either take your confidence earned during your tenure on the New Warriors and join another team or take over leadership of the New Warriors.

YOUNG MUTANT

1 XP when you ask an older mutant about your mutant heritage.

3 XP when you deal out stress protecting a mutant.

10 XP when you either reject your mutant heritage or join an X-team to be with your fellow mutants.

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XP



Zachary Smith, Jr. [secret]

History

Zachary worked at his father's microbiology lab. His father—sponsored by Night Thrasher's Taylor Foundation—seemingly developed a revolutionary cure for cancer with bacteria that attacked the cancer itself. However, tests on human patients outside of lab conditions proved to be fatal. Zachary had unconsciously used his burgeoning mutant powers to "convince" the bacteria to perform as his father wished. Enraged, Zachary's father fled to a small lab to prove his "treatment" worked. Instead, without Zachary's mutant power, the bacteria killed him. Night Thrasher, Chairman of the Taylor Foundation, legally adopted Zachary and trained him to use his mutant powers. Zachary became Microbe and a member of the New Warriors.

This incarnation of the New Warriors adventured as super heroes on a reality-television show. Microbe's relative shyness and inexperience initially caused the television executives to demand he be cut from the roster, but Night Thrasher leveraged his contract language against the networks to keep him on the team. As a newcomer, Microbe felt left out because he was new to both the group and being a super hero. As a New Warrior, Microbe consistently found clever ways to use his powers. He discovered an enemy's personal problems and ailments by communicating with the bacteria on him, fixed the team's flat tire with his powers, developed bacterial bombs to use in combat, tracked down missing teammates through their bacteria, and used his own immunities to befriend a friendless villain, thus defeating him.

Personality

Microbe is gentle and soft-spoken. On a team of personalities that has adventured together for years, he has a habit of fading into the background. In contrast to his large size, his powers are subtle and often lack obvious combat applications. He still mourns his father's death, and it affects his belief in himself. Coupled with his inexperience, Microbe lacks confidence as a New Warrior. Despite powers that lack obvious combat applications, he consistently finds ways to contribute to his team's endeavors. Still a minor, he appreciates all that Night Thrasher has done for him. He's eager to make himself useful and maybe find a new family among his New Warrior teammates. He's aware that the network wanted to replace him on the team and is often the target of barbs from the network's handpicked troublemaker, Debrii.

Abilities & Resources

Microbe spent his youth in a lab, assisting his microbiologist father and learning a great deal about science. His mutant power allows him to control microorganisms including germs, viruses, and bacteria. His understanding of science can directly aid him in his ability to know and understand what particular microorganisms can do for him. Microbe mentally processes this as a type of anthropomorphic communication between himself and the microorganisms he seeks to manipulate. Microbe has shown the ability to use the presence of microorganisms to better perceive things, cause sickness or damage to foes, cultivate bacterial weapons, and assist in healing wounds. Microbe is the newest and youngest member of the New Warriors and can ask them for assistance if need be. His guardian, Night Thrasher, runs the powerful, but struggling, Taylor Foundation.



MOLLY HAYES

Affiliations

Solo

6

Buddy

10

Team

8

PP



Distinctions

ADOLESCENT BRUISER
ADORABLY ANNOYING
PRINCESS POWERFUL!

4
+1 PP

or

8

Power Sets

PRETEEN MUTANT POWERHOUSE

SUPERHUMAN DURABILITY

10

SUPERHUMAN STRENGTH

10

SFX: *Molly Smash!* Spend 1 PP to step up and double SUPERHUMAN STRENGTH for one action. Then step back SUPERHUMAN STRENGTH. Recover during a Transition Scene or with an opportunity.

SFX: *Versatile.* Split a PRETEEN MUTANT POWERHOUSE power into a 2D8 or 3D6.

Limit: *Nap Time.* Leave the current scene by falling asleep to gain 1 PP. Wake up during the next Transition Scene.

Limit: *Mutant.* When affected by mutant-specific complications or tech, earn 1 PP.

Specialties

PSYCH EXPERT

8

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

Milestones

EVERYONE'S LITTLE SIS

1 XP when you ask an older super hero for advice, or inform them that they are gross for their romantic activity.

3 XP when you ask an older super hero to aid you during a Transition Scene.

10 XP when you either buddy up with an older super hero and declare yourself their sidekick, or take a younger super hero under your wing and act as their older sibling.

PUNCH FIRST, THINK LATER

1 XP when you either warn someone that you're going to punch them, or talk about other super heroes and villains you've punched in the past.

3 XP when you inflict physical stress on a foe by punching them through something else.

10 XP when you either save the world by punching out a global level threat with a D12 in a Power Set, or use PRETEEN MUTANT POWERHOUSE to create an asset so an ally can take down said global level threat.

STRESS / TRAUMA

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XP



Molly Hayes [secret]

History

Discovering that her parents were mutant members of the super villain group, The Pride, Molly Hayes and the other children of the Pride's members ran away from home. The youths then discovered their parents had long ago made a pact with the creatures known as the Gibborim to save their children at the cost of all other human life. Fleeing their parents and trying to come to terms with these revelations, these "Runaways" formed a tight knit group more like a family than a gang of wayward kids. Like all the other members of the Pride, Molly's parents were lost in the final battle. Since then, Molly has encountered various heroes and villains. Both have found themselves surprised by the cute little girl who can punch a hole in a battleship. For her part, Molly enjoys her role as the unlikely bruiser for the team.

Personality

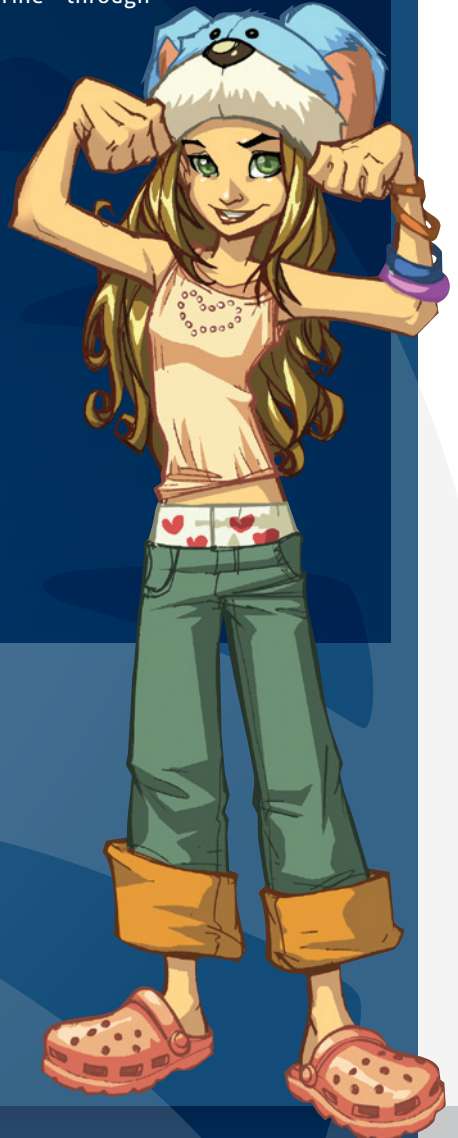
Molly is a precocious, spunky, twelve year old girl trying very hard not dwell on the fact her parents were super villains who tried to destroy the world for their own ends. She sees her teammates as older siblings except for Victor—because he joined the team after her, she's decided he's the "baby" instead of her. She's a good kid at heart, secretly very concerned about becoming like her folks. She's also a mutant hero "fangirl," loving high-profile mutant heroes like Dazzler. She used to have a huge crush on Wolverine, but she's less certain about their inevitable future marriage since punching him into the street when they first met.

Perhaps more than anything, Molly hates being treated like "a baby." She expects inclusion in whatever her fellow Runaways are doing and has no patience for being laughed at for her age or apparent helplessness. Such actions tend to result in Molly showing off just what makes her more capable than your average preteen girl. That said, Molly is a preteen girl, and often acts the part. It's just sometimes that part involves dinosaurs, killer robots, and punching super villains through walls.

Abilities & Resources

Despite her age, Molly's mutation makes her one of the strongest females on Earth. She's also very resistant to damage. Unfortunately, she doesn't possess more endurance or energy than your average kid. Early in her powers' manifestation, that meant she'd often fall asleep quickly after exercising her strength. Recently she's been able to use her powers for longer periods, though overexertion is still an issue. She's a cute kid whose only real skill is making friends. She also has an astonishing array of funny hats.

Other than her fellow Runaways, Molly doesn't know a lot of folks who haven't tried to kill, kidnap, or imprison her. Also, none of the Runaways trust adult heroes much, who too often seem to want to split them up or turn them over to child services. Of course as a young mutant she could likely count on the X-Men's help, assuming she stops punching Wolverine through buildings...



NICO MINORU

Affiliations	SOLO 6		BUDDY 8		TEAM 10	
Distinctions	GOTH SORCERESS I GUESS I'M IN CHARGE TIRED OF LOSING PEOPLE				4 or 8 +1 PP	
Power Sets	MYSTIC POTENTIAL					
	MAGIC RESISTANCE 8		MYSTIC SENSES 6			
	NOVICE SORCERY 6					
	SFX: Rally. Before you take an action including a MYSTIC POTENTIAL or STAFF OF ONE power, you may move your emotional or mental stress die to the doom pool and step up the MYSTIC POTENTIAL or STAFF OF ONE power for this action.					
	Limit: Conscious Activation. While stressed out, asleep, or unconscious, shutdown MYSTIC POTENTIAL. Recover MYSTIC POTENTIAL when you recover that stress or wake up. If you take mental trauma, shutdown MYSTICAL POTENTIAL until you recover that trauma.					
	STAFF OF ONE					
	ENHANCED DURABILITY 8		EXPERT SORCERY 8			
	FLIGHT 6		MAGIC BLAST 8			
	TRANSMUTATION 8		TELEPORT 8			
	SFX: Blessings and Hexes. When creating magic assets or complications, add a D6 and step up your effect die.					
	SFX: Power with a Price. Step up or double any STAFF OF ONE power for one action. If the action fails, add a die to the doom pool or create a magic-based complication on yourself or an ally equal to the normal rating of that power die.					
	Limit: Unique. Any roll including a STAFF OF ONE power may not create the same effect as any previous effect.					
	Limit: "When Blood Is Shed, Let the Staff of One Emerge." While stressed out, asleep, unconscious or suffering from emotional or mental trauma, shutdown STAFF OF ONE. Take or self-inflict at least D6 physical stress to recover STAFF OF ONE.					
Specialties	MYSTIC EXPERT 8		PSYCH EXPERT 8			
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]					
Milestones	BAD ROMANCE					
	1 XP when you flirt with a young super hero or villain.					
	3 XP when you aid someone you're attracted to during a Transition Scene.					
	10 XP when you either start a relationship with a dangerous teammate, or realize they're a threat to the team and take action to kick them out.					
	RUNAWAY LEADER					
	1 XP when you give orders to a member of the Runaways.					
	3 XP when you aid someone in a Transition Scene who took stress taking your orders.					
	10 XP when you either accept responsibility for the trauma or death of a teammate, or hand the role of leader off to another young super hero on the run.					

PP

STRESS / TRAUMA

P

4

6

8

10

12

M

4

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8

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12

E

4

6

8

10

12

XP

Nico Minoru [secret]

History

Nico Minoru's parents, mystical super villains Robert and Tina, were part of the criminal super-syndicate the Pride. Believing her parents to be upstanding but boring Japanese Americans, she discovered their secret at the same time as the other children of the Pride. Running away from their families, Nico and her friends became the super-group known as the Runaways. Sometimes known as Sister Grimm, Nico used the mystic Staff of One to protect her friends and fight the Pride.

Nico began a romantic relationship with Runaway leader, Alex Wilder, while on the run from the Pride. She loved Alex, but she turned against him when he revealed his plan to sacrifice the rest of the group to save Nico, himself, and their parents. This resulted in the deaths of Alex and the Pride. Since then, Nico has become the group's leader.

Under Nico's direction, the Runaways have dealt with a number of threats from vampires to super villains. She shows a real talent for leadership, though her age and past traumas make her sometimes uncertain. She's also begun to learn more about the mystic arts. She's begun a romantic relationship with recent Runaways recruit Victor Mancha.

Personality

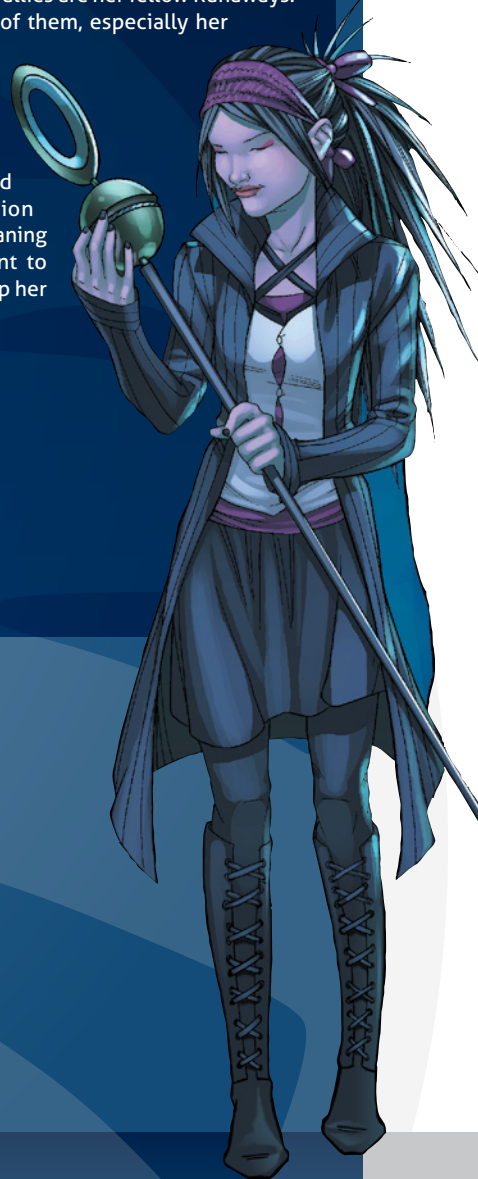
Nico is a bright but emotionally volatile and often fatalistic young woman. This is reflected in everything from her leadership style to her goth fashion sense. She's protective of her friends and teammates and is more than willing to fight anyone who threatens them, though Nico prefers avoidance to confrontation. She often uses her powers to help her teammates escape or to remove a threat from the area. However, if this doesn't work, she fights like a cornered animal.

Despite her often gloomy attitude, Nico is very romantic. She loved Alex Wilder very much despite his betrayals and she forgave and tried to resurrect him. She's particularly attracted to dynamic, confident, and courageous young men.

Abilities & Resources

Nico is the latest in a long line of mystics and witches. She has great mystical potential, though her training and powers are currently very limited. Her main power is her connection to the fabled Staff of One, an arcane artifact capable of incredible feats of magic. Using the staff, she can summon objects and creatures, affect people's minds, control elements, and nearly anything else she can imagine. However, this power comes with two limitations. First, she can't use the staff to cast the same spell twice—trying will cause random and often disruptive effects. Second, the Staff of One can't raise the dead. When not in use, the artifact is bonded to Nico's body and soul. To summon the staff, Nico has to shed blood. This causes it to burst forth from her chest with enough force to drive itself through a vampire's heart.

Nico's greatest allies are her fellow Runaways. She's close to all of them, especially her best friend Karolina Dean. Nico's relationships with those outside her team are erratic, tinged with the suspicion that even well-meaning super heroes want to control and split up her surrogate family.



NAMORITA

Affiliations	Solo 6			Buddy 8			Team 10								
Distinctions	HEADSTRONG PRINCESS OF ATLANTIS RAISED BY SURFACE-DWELLERS						4 +1 PP			or			8		
Power Sets	AQUATIC MUTANT														
	ENHANCED DURABILITY 8				ENHANCED REFLEXES 8										
	ENHANCED STAMINA 8				FLIGHT 6										
	SUPERHUMAN STRENGTH 8				SWIMMING 8										
	SFX: <i>In Her Element.</i> Before you make an action including an AQUATIC MUTANT power while underwater, you may move your physical stress die to the doom pool and step up the AQUATIC MUTANT die for this action.														
	SFX: <i>Mighty Fortitude.</i> Spend 1 PP to ignore stress, trauma, or complications caused by aging, disease, poison, radiation, or vacuum.														
	Limit: <i>Mutant.</i> When affected by mutant-specific complications or tech, earn 1 PP.														
	Limit: <i>Need...Water...Now.</i> Shutdown any AQUATIC MUTANT power other than SWIMMING to gain 1 PP. Immerse yourself in water to recover the power.														
Specialties	COMBAT EXPERT 8				PSYCH EXPERT 8										
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]														
Milestones	ONE FOOT ON LAND, ONE IN THE SEA														
	1 XP when you talk about your time in Atlantis or your normal upbringing.														
	3 XP when you deal stress to someone threatening Atlantis or young surface-dwelling bystanders.														
	10 XP when you either renounce the surface world for Atlantis, or accept your unique upbringing and declare yourself the Ambassador of Atlantis to the surface world.														
	TROUBLED LEADER														
	1 XP when you give a teammate an order.														
	3 XP when you create an asset for a teammate to use.														
	10 XP when you either promote someone else to leader so that you can accept leadership on a different team, or step down as leader because of your shortcomings.														

PP

STRESS / TRAUMA

P

4

6

8

10

12

M

4

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10

12

E

4

6

8

10

12

XP

Namorita "Nita" Prentiss [public]

History

Namorita was created by the Atlantean scientist Vyrra as a clone of Prince Namor's half-cousin, Namora, combined with the DNA of Atlantis' greatest warriors. Namora bore Namorita but never told her of her true genetic makeup. After the death of Namorita's parents, she came into the care of Namor's surface friend, Betty Prentiss. She attended high school and college like a normal surface-dweller. However, when Namorita sprang to action alongside a group of young heroes against Terrax, she consequently became a founding member of the New Warriors.

During her time on the team, Namorita had her share of successes and difficulties. During a mission to Trans-Sabal, Namorita had the opportunity to save an enemy combatant, but the complexity of the situation caused her to freeze and a life to be lost. Later, while Namorita led the New Warriors, a drunken night caused her to fall prey to the charms of an enemy agent. That agent used his access to Namorita to find out the team's personal information and kidnap their family members. Although Namorita left the original New Warriors as a result of that incident, she's returned to its current, reality-television show incarnation.

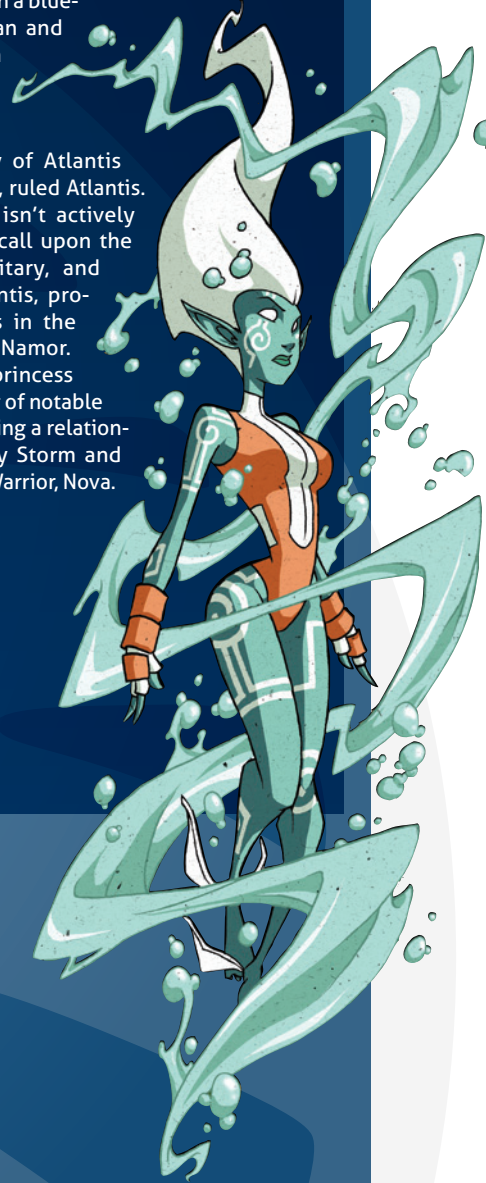
Personality

Though she may be royalty—and spent time ruling an underwater nation—Namorita's surface-world upbringing has rounded out her personality. She's confident, perhaps even cocky, but her time on the surface as a "normal" teenager allows her to fit in and enjoy human society. Her first experience as a true super hero came in a team setting, which is her most comfortable role. However, she's had her share of setbacks in the role of team leader and is leery of accepting such responsibility again. Passionate and headstrong, Namorita has no qualms about expressing herself in public or private. Her friendships and relationships are long-lasting, meaningful, and important to her. Although she's proud of her royal heritage, her pride comes across as less imperious than that of her royal cousin, Namor.

Abilities & Resources

Namorita's unique combination of human and Atlantean DNA grant her physical abilities that far exceed that of a normal human, including the power of flight. In addition, she can swim at enhanced speeds and breath underwater. All of her abilities diminish with prolonged time out of the water. Her unique genetic background has, at times, made her appearance and powers fluctuate. On occasion, she's shown the ability to secrete paralytic toxins and acid from her skin, along with the ability to camouflage herself to the point of invisibility; but for now, those powers seem to have gone into remission. Her appearance has changed back and forth between a blue-skinned Atlantean and a more human appearance.

Namorita is a member of the royal family of Atlantis and has, at times, ruled Atlantis. Even when she isn't actively ruling, she may call upon the technology, military, and treasure of Atlantis, provided that she's in the good graces of Namor. The Atlantean princess has had a number of notable romances, including a relationship with Johnny Storm and the former New Warrior, Nova.



NIGHT THRASHER

Affiliations

SOLO

8

BUDDY

6

TEAM

10

PP
[]

Distinctions

JUSTICE ABOVE ALL
MENTOR AND GUARDIAN
TAYLOR FOUNDATION CHAIRMAN

4
+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP
[]

Power Sets

MARK II BATTLE ARMOR

CYBERNETIC SENSES

6

ENHANCED DURABILITY

8

ENHANCED SENSES

8

SWINGLINE

6

WEAPON

6

SFX: *Battle Staves.* Against a single target, step up or double a WEAPON die. Remove the highest rolling die and use three dice for your total.

SFX: *Dangerous.* Step back the highest die in your attack action pool to add a D6 and step up physical stress inflicted.

SFX: *The Right Tool for the Job.* When using TECH MASTER to create assets or resources, add a D6 and step up your effect die.

Limit: *Gear.* Shutdown MARK II BATTLE ARMOR to gain 1 PP. Take an action vs. the doom pool to recover MARK II BATTLE ARMOR.

Specialties

ACROBATIC EXPERT

8

BUSINESS EXPERT

8

COMBAT MASTER

10

CRIME EXPERT

8

PSYCH EXPERT

8

TECH MASTER

10

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

Milestones

MENTOR

1 XP when you give advice to younger super heroes.

3 XP when you aid a younger super hero during a Transition Scene.

10 XP when you either put a younger super hero in charge so that they can learn how to lead, or renounce your role as mentor and change your MENTOR AND GUARDIAN Distinction to something more fitting.

THRASH THE NIGHT

1 XP when you discuss the apprehension of a criminal.

3 XP when you deal stress to a villain who victimizes the weak and the helpless.

10 XP when you either bring in a major villain to the authorities, or decide to take justice into your own hands.

Dwayne Taylor [secret]

History

Dwayne Taylor's parents were killed when he was young. His memory of the events is hazy, but he swore to make all criminals pay for their actions. With the assistance of his guardians, Chord and Tai—and his parent's considerable fortune—he trained to fight crime. He became Night Thrasher and teamed with Silhouette and Midnight's Fire. One of their mission's went bad, resulting in Silhouette's paralysis and Midnight's Fire turn to villainy. He dated Silhouette at various times during his life, before she abandoned him for his half-brother, Bandit. Dwayne decided to train harder, upgrade his equipment, and recruit a new team modeled after the Fantastic Four. When Night Thrasher led his handpicked teammates of Justice, Firestar, and Nova on their first mission, they met Speedball and Namorita. This core group formed the original New Warriors.

Night Thrasher discovered that Tai murdered his parents as part of a mystical gambit on behalf of the Folding Circle organization. Although he thwarted that group—by joining it without the New Warriors knowledge—Dwayne grew distant from the New Warriors and left the team to focus on running the Taylor Foundation. At different times during his career as a super hero, Night Thrasher served as legal guardian of two young heroes—Microbe and Rage. Although he returned periodically to being a hero, he came out of retirement when the Taylor Foundation became financially imperiled, and reformed the New Warriors as a super hero reality-television show.

Personality

Night Thrasher is obsessed with justice. He's vowed to make criminals pay for their misdeeds at any price. His moral code allows for few gray areas. Learning his parents were killed by the hand of the person that raised him has made him more hardened and jaded.

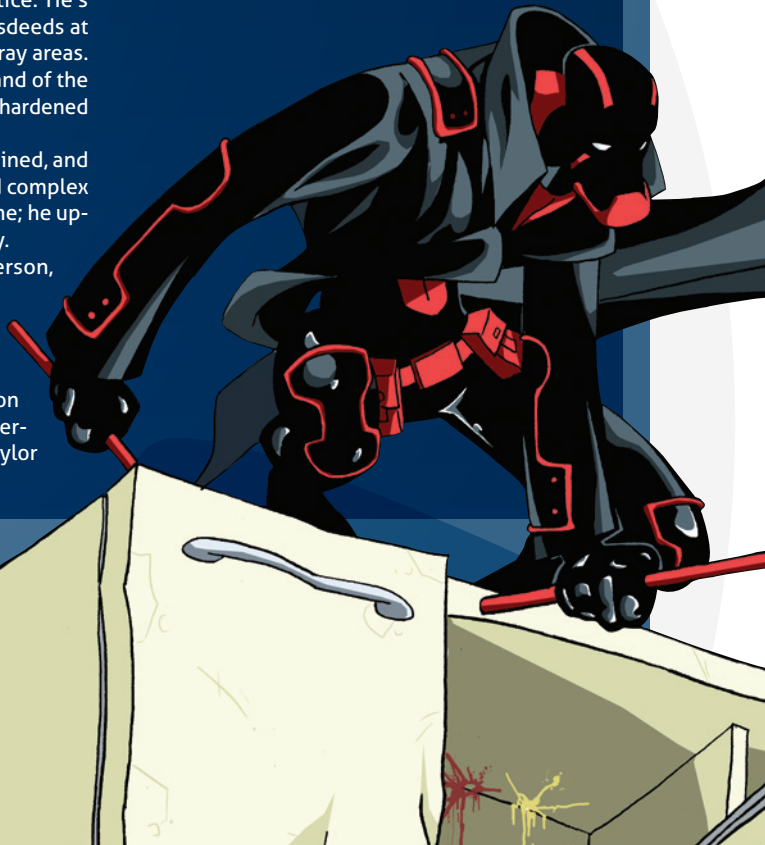
Night Thrasher is hardworking, determined, and brilliant. He developed his own armor and complex systems to aid him in his fight against crime; he upgrades and improves his armor frequently.

Dwayne Taylor is a "big picture" person, which led him to cut down on costumed crime fighting in favor of doing bigger things by running the Taylor Foundation. He believed that justice could be done bigger and better in the boardroom than on the streets. Night Thrasher takes his leadership of both the New Warriors and the Taylor Foundation seriously.

Abilities & Resources

Dwayne has trained since his youth to combat crime. He has no innate powers, but his training, coupled with his versatile armor, allows him to participate in conflicts that would make most humans without powers balk. His armor contains a wide variety of gadgets, defenses, and enhancements that give him versatility in a variety of situations. He periodically upgrades his armor to improve his edge against criminals.

Night Thrasher has led the New Warriors often throughout its existence. As such, he has the current team and its alumni to call upon as allies. Furthermore, Night Thrasher is the head of the powerful Taylor Foundation. Although it has fallen on hard times, it still has resources and a reputation to draw on.



PATRIOT

Affiliations

Solo

6

Buddy

8

Team

10

PP



Distinctions

LEGACY OF LIBERTY
NATURAL LEADER
YOUNG AVENGER

4

+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

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10

12

E

4

6

8

10

12

XP



Power Sets

BLOOD OF THE SUPER-SOLDIER

ENHANCED DURABILITY

8

ENHANCED REFLEXES

8

ENHANCED STAMINA

8

ENHANCED STRENGTH

8

SFX: Immunity. Spend 1 PP to ignore stress, trauma, or complications from poison, disease, or fatigue.

SFX: Second Wind. Before you take an action including a BLOOD OF THE SUPER-SOLDIER power, you may move your physical stress die to the doom pool and step up the BLOOD OF THE SUPER-SOLDIER power for this action.

Limit: Patriotic Legacy. Step up emotional stress inflicted by government forces, popular opinion, or personal heroes to gain 1 PP.

STAR-SPANGLED ARSENAL

SUPERHUMAN DURABILITY

10

WEAPON

6

SFX: Throwing Stars. Against a single target, step up or double a WEAPON die. Remove the highest rolling die and use three dice for your total.

Limit: Gear. Shutdown STAR-SPANGLED ARSENAL power to gain 1 PP. Take an action vs. the doom pool to recover STAR-SPANGLED ARSENAL.

Specialties

ACROBATICS EXPERT

8

COMBAT EXPERT

8

PSYCH EXPERT

8

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

Milestones

LIVING UP TO THE LEGEND

1 XP when you discuss what you think your grandfather would have done in a given situation.

3 XP when you inflict stress on an enemy who's making a mockery of the American Way.

10 XP when you either take over as the new Captain America, or find a way to link yourself even more intimately with your grandfather's heroic legacy.

TRUE PATRIOT

1 XP when you question authority.

3 XP when you inflict stress on an authority figure who you see as abusing their power.

10 XP when you either take down an authority figure who was abusing their power, or join the government and try to make it better from the inside.

Elijah Bradley [secret]

History

Grandson of Isaiah Brady, the only African-American to survive an experiment to replicate the Super-Soldier serum during WWII, Elijah "Eli" Brady grew up with tales of his grandfather's heroism and the racism and difficulties he overcame. These stories, as well as the exploits of Steve Rogers and Eli's Uncle Josiah gave the young man a strong sense of patriotism and desire to prove himself. When Iron Lad appeared looking for Josiah to help battle Kang, Eli immediately offered to assist. Explaining he received his grandfather's abilities from a blood transfusion after a drive-by shooting, he donned a costume modeled after both Bucky's and Isaiah's Captain America costumes and became Patriot. Along with Iron Lad and others, he formed the Young Avengers and helped defeat Kang. After Iron Lad's departure, the team turned to Eli as their new leader.

When the group discovered that Eli had lied about how he got his powers—he'd taken Mutant Growth Hormone—he left the group, ashamed of his actions. However, that wasn't the end of Patriot. Coming to the aid of his team even without his powers, Eli was seriously wounded. Hearing of this, Captain America raced to the hospital to give Eli a transfusion that would save his life and allow him to recover from his injuries only to find Isaiah had already done so. Thus Patriot's alleged origin came true after a fashion, and Eli rejoined his team.

Personality

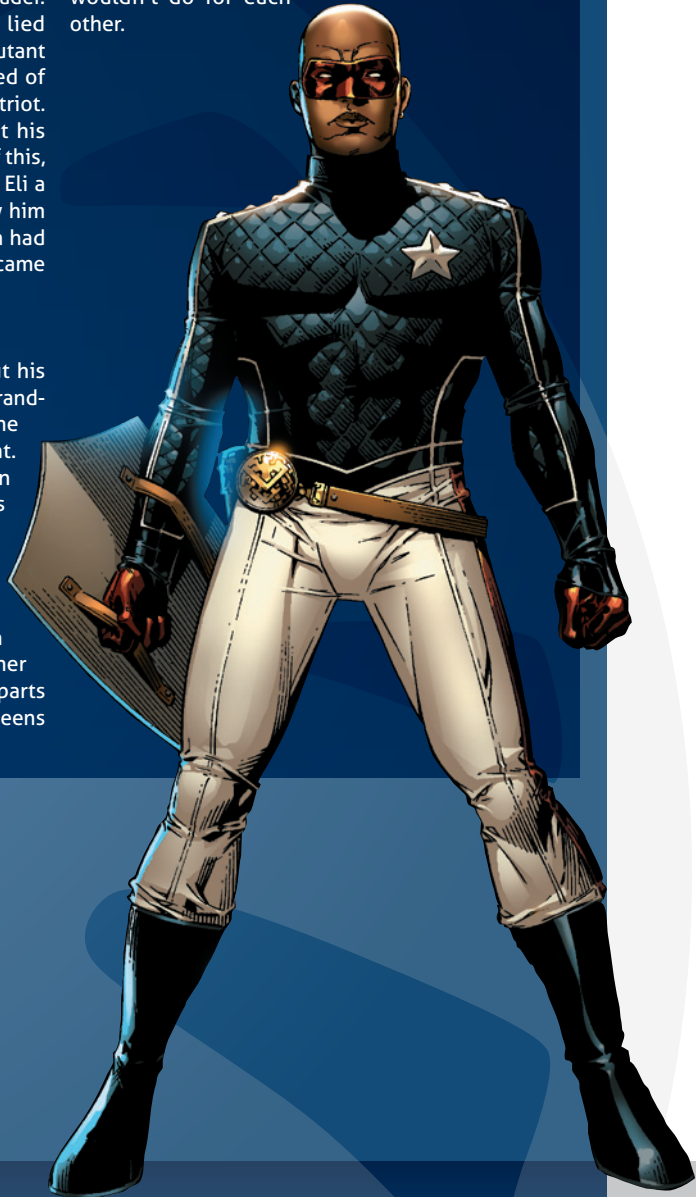
Eli is driven, patriotic, and thoughtful, but his desire to prove himself and resentment at his grandfather's treatment—by both the public and the government—sometimes cloud his judgment. He believes in the ideals put forth by Captain America, but he can't help but be suspicious of authority.

Eli cares deeply about his teammates and friends and is willing to sacrifice himself to save them. He's strongly attracted to his teammate Kate Bishop (AKA Hawkeye), though the two tend to bicker and try to show each other up much in the same way their adult counterparts once did—minus the romantic tension the two teens obviously have.

Abilities & Resources

Patriot has all the abilities of a Super Soldier. These include peak human reflexes and strength, enhanced recuperative powers, and resistance to aging and disease. In addition to his impressive physical abilities, Eli uses a triangular shield modeled after his grandfather's and Steve Rogers' original shield. He also uses shuriken shaped like the stars on the American flag. Eli is a natural leader and talented combatant and gymnast, mostly self-trained.

Patriot has strong connections to his family, which includes the Super Soldiers Isaiah Bradley and Josiah X. He's also close to Captain America, but he and the Sentinel of Liberty don't tend to agree on how involved the young man should be in heroics. Eli's friends and allies on the Young Avengers are among his closest friends, and there's little they wouldn't do for each other.



RAGE

Affiliations	SOLO  BUDDY  TEAM 			PP  STRESS / TRAUMA P      M      E      XP 
Distinctions	AFRICAN-AMERICAN ADVOCATE FUELED BY ANGER TEENAGER TRAPPED IN AN ADULT BODY  +1 PP or 			
Power Sets	TOXIC MIGHT ENHANCED STAMINA  SUPERHUMAN DURABILITY  SUPERHUMAN STRENGTH  SFX: <i>Give In to Your Anger.</i> Add a die equal to your emotional stress to the doom pool to include your emotional stress in your next attack action. SFX: <i>Unleashed.</i> Step up or double any TOXIC MIGHT power for one action. If that action fails, add a die to doom pool equal to the normal rating of that power die. Limit: <i>The Rage Within.</i> Step up emotional stress from situations that make you angry to gain 1 PP.			
Specialties	COMBAT EXPERT  PSYCH EXPERT  [You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]			
Milestones	NOT ANGRY, JUST PAYING ATTENTION 1 XP when you lose your temper. 3 XP when you control your temper and deal out emotional stress rather than physical stress. 10 XP when you either give in to your anger and let that be the defining characteristic of the adult you will become, or declare something about the world that you will work to change, finding a balance between outrage and activism and letting your anger drive you to do important work instead. PUNCH RACISM IN THE FACE 1 XP when you explain to someone the depth of his or her ignorance. 3 XP when you either deal out physical stress to an ignorant hater or aid an ally during a Transition Scene, to help them understand how to overcome their shortcomings. 10 XP when you either start our own group of like-minded super heroes, or join the Avengers in order to bring these issues to the forefront of the heroic scene.			

Elvin Daryl Haliday [secret]

History

At the age of twelve, Elvin Haliday was attacked by a gang of racist bullies. He hid in a stream to evade them, just as toxic chemicals were poured in. The chemicals caused him great pain, and he fled home. As his Granny Staples nursed him back to health, his body went through an impossible growth spurt that transformed him into a large and super-powered adult. His granny fashioned a crude costume for him to protect the neighborhood from street criminals. Subsequently, he scolded the Avengers for its lack of minority membership and joined the roster as a reservist. He was a successful member of the team on a number of occasions, but during a conflict with the bigoted Sons of the Serpent, he accidentally revealed his true age. Captain America moved him to trainee status, and Elvin bolted to join the New Warriors, even helping them steal an Avengers Quinjet for an emergency mission.

After the Poison Memories gang killed Granny Staples in an attempt to strike at the New Warriors, Rage killed their leader, Kimeiko Ashu, but was later acquitted of all wrongdoing. Now an orphan and still a minor, he was adopted by Night Thrasher. They left the team to try to redeem the juvenile delinquent group Psionex, but found that the team was too wild for them to reform. He drifted apart from Night Thrasher and adventured less frequently, only occasionally assisting the Avengers as a reservist. Instead, he's focused on his academics at the Oatridge School for Boys.

Personality

Rage no longer has to conceal his age, doing his best to fit in among other heroes. His powers, as his name suggests, are fueled by anger, and he's not afraid to tap into that anger when conflict erupts. He's killed before, and he may be in danger of losing control again. He now focuses on aspects of his life that don't involve heroics, but he isn't afraid to answer the call for aid when needed. Elvin never lost sight of gaining an education, a virtue instilled by his loving grandmother. He's decided to experience some part of a normal childhood, complete with an education, before resuming being a full-time hero.

Abilities & Resources

Rage's incredible size accompanies superhuman strength, durability, and vitality. His reflexes, speed, and recuperative abilities outstrip that of a normal human, but don't quite cross into the superhuman level. When Rage uses his strength for violence or in anger, his power increases dramatically. No one has been able to adequately explain this linkage between his relative strength and his anger, nor has Rage gone to great lengths to determine why that might be. He's been trained in hand-to-hand combat by Captain America and Night Thrasher, but often prefers to use a more brawling street style. Despite his size, experience, and superhuman abilities, Rage is still a teenager, prone to all the shortcomings common of adolescence. He counts his fellow New Warriors as allies, and even some of the Avengers, but now leaves the heroics to others.



SLAPSTICK

Affiliations

SOLO

8

BUDDY

6

TEAM

10

PP



Distinctions

CLASS CLOWN
LIVING CARTOON
MEAN STREAK

4
+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

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12

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12

E

4

6

8

10

12

XP



Power Sets

DIMENSION X GLOVES

WEAPON

8

SFX: *Deep Pockets.* When using a DIMENSION X GLOVES power to create cartoon-like prop assets, add a d6 and step up your effect die.

SFX: *Hammer Time!* Against a single target, step up or double a WEAPON die. Remove the highest rolling die and use three dice for your total.

Limit: *Where Did I Put That?* Shutdown DIMENSION X GLOVES to gain 1 PP. Activate an opportunity to recover DIMENSION X GLOVES.

ELECTROPLASMIC FORM

ENHANCED STRENGTH

8

GODLIKE DURABILITY

12

GODLIKE STAMINA

12

STRETCHING

8

SUPERHUMAN REFLEXES

10

SFX: *Cartoon Physics.* You may step back any doom die used in an opposing roll. After the roll, that die returns to the doom pool at its new stepped-back size.

SFX: *"I'm Baaacckkk!!!"* Spend 1 PP to recover your own physical stress and step back physical trauma.

SFX: *Invulnerability.* Spend 1 PP to ignore physical or trauma unless caused by cosmic forces.

Limit: *Harsh Reality.* Step up emotional or mental stress that highlights mundane, every day limitations and barriers to gain 1 PP.

Specialties

ACROBATICS EXPERT

8

MENACE EXPERT

8

PSYCH EXPERT

8

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

Milestones

FUNNY AND LOYAL

1 XP when you point out your teammates' shortcomings in good fun.

3 XP when you use ECTOPLASMIC FORM to create an asset for a teammate.

10 XP when your loyalty finally brings you to leadership and you lead the team, or you leave the team and create your own cartoon-themed team to lead.

MEAN AS AN OLD CARTOON.

1 XP when you say something that shows the mean streak beneath your slapstick façade.

3 XP when you deal physical stress to an opponent using cartoon-inspired methods and dark humor.

10 XP when you either show your disregard for human life by killing an opponent, or realize that your powers are causing you to lose your empathy and ask your teammates for help in finding your humanity.

Steve Harmon [secret]

History

Class clown and prankster Steve Harmon became Slapstick when he ran into a gang of evil extra-dimensional clowns while about to play a trick on his archrival. Traveling through a dimensional portal disguised as a funhouse, Steve's molecules were stretched over 3741 dimensions before he was discovered by the Scientist Supreme of Dimension X. The eccentric extra-dimensional scientist aided Slapstick in defeating the clowns and their master, the Overlord.

Returning to Earth, Slapstick eventually fell in with the New Warriors and aided them on numerous adventures with a mix of enthusiasm and insane cartoony antics. After the Stamford incident, Slapstick was recruited by the Initiative for training. Slapstick is an unconventional but effective recruit, though how he'll justify his warped outlook with being a registered super hero is uncertain.

Personality

Most of the time, Slapstick acts like a wacky character out of an old cartoon. He makes funny faces, corny jokes, and seems to be able to laugh at anything. He's also a prankster, loving practical jokes. Beneath that exterior, there are two other major aspects.

The first is that Slapstick is very loyal to his friends and companions, particularly the New Warriors. He won't tolerate people insulting them. The second is that underneath the fun is a real nasty streak. Whether he's always been this way or it's a result of his powers, Slapstick doesn't look at the world normally. He doesn't see much difference between a cruel, dangerous prank and a harmless joke. Being functionally immortal himself, he's starting to lose his understanding of what "going too far" means. He tries to keep this under wraps around others who don't feel the same, but it's uncertain if this is because of some understanding of the danger of these impulses or just because he wants people to like him.

Abilities & Resources

As a being of multidimensional electroplasm, Slapstick has many of the abilities of a living cartoon. He's remarkably durable and resilient, able to survive everything from conventional weapons to being melted into goo. His body is also extremely malleable and he's stronger than his thin clownish form suggests. Slapstick has the ability to store and retrieve objects from a pocket dimension accessed by his gloves and pockets. He commonly uses this to summon an oversized hammer that he can use to deliver punishing blows, but he's also pulled out everything from a rubber chicken to a chainsaw.

Slapstick's pranks and wacky attitude make him a bit hard to take, but his cheerful demeanor has earned him various friends. Chief among these is Speedball and other former New Warriors. As an Initiative recruit, he has access to various organizational resources, if he can just convince people he seriously needs them.



SPEED

Affiliations

SOLO

10

BUDDY

6

TEAM

8

PP



Distinctions

COCKY
HEADSTRONG
JUVIE RECORD

4
+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP



Power Sets

HYPERFAST EXISTENCE

GODLIKE REFLEXES 12

SFX: *All Over the Place in the Blink of an Eye.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Can't Touch This.* Double a HYPERFAST EXISTENCE power for one reaction to an attack action. If that reaction fails, add a die to the doom pool equal to the normal rating of that power die.

SFX: *Hyperkinetic Vibrations.* Step back the highest die in your attack action pool to add a D6 and step up physical stress inflicted.

SFX: *Machine Gun Punches.* Against a single target, step up or double a GODLIKE REFLEXES die. Remove the highest rolling die and use three dice for your total.

Limit: *Exhausted.* Shut down HYPERFAST EXISTENCE power to gain 1PP. Activate an opportunity or participate in a Transition Scene to recover that power.

Limit: *Hothead.* Step up emotional stress from opponents that provoke or otherwise tick off Speed to gain 1 PP.

GODLIKE SPEED 12

Specialties

CRIME EXPERT 8

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

Milestones

MAXIMOFF LEGACY

1 XP when you discuss the history and philosophy of the Scarlet Witch, Quicksilver, or Magneto.

3 XP when you use your powers to defend mutant-kind.

10 XP when you either renounce your links to the Maximoff family, or gather your own Brotherhood of Mutants.

SPEEDSTER

1 XP when you talk about how fast you can run.

3 XP when you use your HYPERFAST EXISTENCE to create an asset for a teammate or a complication for a foe.

10 XP when you either prove that you're the fastest mutant on earth or realize that you have more to learn about speed and take a veteran speedster as a mentor.

Thomas Shepherd [secret]

History

Thrown into a juvenile detention facility for underage super-criminals after allegedly accidentally destroying his school, Thomas “Tommy” Shepard was subjected to experiments and abuse while imprisoned. Freed by the Young Avengers, he joined the team but first had to be restrained from violently dispatching the guards and doctors who had abused him. Taking the name Speed, Tommy aided the team in rescuing fellow Young Avenger Hulkling and has remained a member since.

Speed has recently suspected there’s a connection between him and the now disappeared children of Scarlet Witch—he bears a striking resemblance with his teammate Wiccan and his silver-white hair and powers are reminiscent of Scarlet Witch’s brother, Quicksilver. To date, the nature of these connections remains a mystery.

Personality

Self-assured, overconfident, and unwilling to recognize his own limitations, Speed’s attitude is both admirable and infuriating. He throws himself into danger or rushes to help someone without regard for his personal safety, but he also arrogantly refuses to listen to reason or calls for restraint once he’s set his mind to something.

Recent mistreatment during his imprisonment hasn’t helped this attitude. Speed holds a serious grudge against anyone who mistreats or experiments on superhumans. This—combined with a less than ideal family life—has reinforced the young man’s distrust of authority figures and parental types. As a result, he much prefers the company of people his own age or younger, though he still acts just as arrogant and impulsive around them.

Abilities & Resources

Speed is one of the fastest people on Earth, able to run at velocities rivaling ex-Avenger—and possible relation—Quicksilver. He’s immune to friction and can breathe and otherwise operate normally when moving at these speeds. His reflexes and agility are far superior to normal humans as well. He’s also able to vibrate his body at hypersonic velocities, allowing him to pass through solid objects or excite molecules within them with explosive results. Speed was a small-time criminal with a juvenile record before joining the Young Avengers and may still have contacts on the shadier side of society.

As a Young Avenger, Speed can rely on his teammates for support. He also can call on many Avengers for aid, but their reaction to the young ex-con who refuses to listen to most people is unpredictable. How the Scarlet Witch or Quicksilver in particular would react to the young man is uncertain, but it seems likely they would aid him if convinced of a real connection between them.



SPEEDBALL

Affiliations	SOLO 8BUDDY 6TEAM 10			PP
Distinctions	BOUNDLESS ENERGY COLORFUL FORCE BUBBLES QUICK WITH A JOKE			STRESS / TRAUMA
Power Sets	SPEEDBALL EFFECT			P
	KINETIC BLAST 8LEAPING 8			4
	SUPERHUMAN DURABILITY 10			6
	SFX: <i>Invulnerability</i> . Spend 1 PP to ignore physical stress or trauma.			8
	SFX: <i>Kinetic Crash</i> . If using LEAPING in a pool to inflict physical stress on an opponent, double it for that action. Afterward add your second-highest rolling die from that action to the doom pool.			10
	SFX: <i>Rebound Attack</i> . On a successful reaction against a kinetic-based attack action, convert opponent's effect die into a SPEEDBALL EFFECT stunt or step up KINETIC BLAST until used in an action. If opponent's action succeeds, spend 1 PP to use this SFX.			12
	Limit: <i>Uncontrollable</i> . Change any SPEEDBALL EFFECT power into a complication to gain 1 PP. Activate an opportunity or remove the complication to recover that power.			M
Specialties	ACROBATICS EXPERT 8COMBAT EXPERT 8			4
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]			6
Milestones	BOUNCE			8
	1 XP when you discuss how you used your powers in a creative way in the past.			10
	3 XP when you use SPEEDBALL EFFECT to create an asset for your team or a complication for your enemy.			12
	10 XP when you either end directly a global threat using the SPEEDBALL EFFECT Power Set or use your XP to create a new way to use the SPEEDBALL EFFECT.			E
	GOOFBALL			4
	1 XP when you make a joke of a serious situation.			6
	3 XP when you use humor to help a teammate deal with a serious situation during a Transition Scene.			8
	10 XP when you either set aside humor for an entire act because a situation has become too serious for laughs or make a joke in the midst of a truly terrible tragedy, hoping to help cope with the pain through humor.			10
				12
				XP

History

Robbie is the son of a district attorney and an actress; his parents often forced him into the middle of their arguments. An after-school intern at Hammond Labs, Robbie became intrigued by an experiment involving an extra-dimensional energy source. When he snuck in to observe the experiment, he was unwittingly exposed to the otherworldly energy. Robbie became Speedball and cut his teeth against a host of hometown villains. He soon expanded his area of adventures to New York City. In New York—on the day Terrax attacked—Speedball assisted the group of young heroes that became the original New Warriors.

Speedball's time with the New Warriors included team-ups with notable heroes such as Spider-Man, Daredevil, and the Fantastic Four. The New Warriors fought against powerful foes such as Juggernaut, and the White Queen and her Hellions, in addition to battles of great cosmic importance. He's been part of every incarnation of the team, including the newest reality-television based incarnation.

Personality

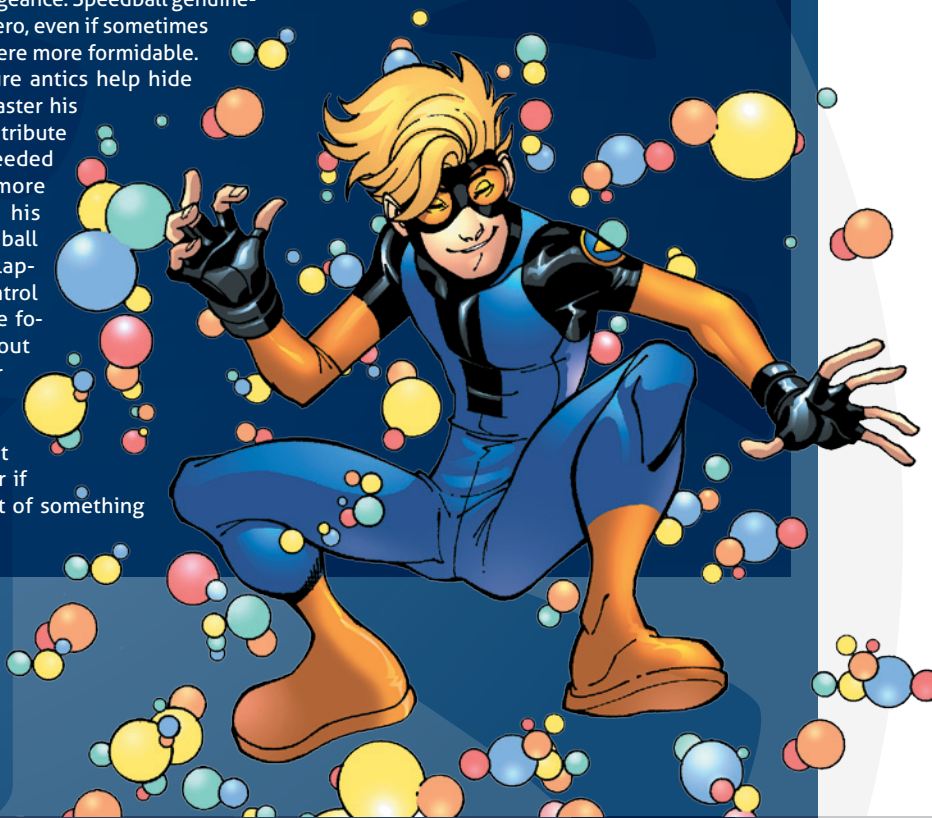
When Speedball's powers initially manifested, their unpredictability led others to see him as a joke. Speedball embraced it and relished being a goofball and prankster. On the New Warriors, Speedball provides a light-hearted counterbalance to more serious teammates, including Night Thrasher's dour thirst for justice and vengeance. Speedball genuinely loves being a super hero, even if sometimes he wishes his powers were more formidable.

Speedball's immature antics help hide his determination to master his unusual powers and contribute to his team. He's succeeded in steadily gaining more control—and use—of his Speedball Effect. Speedball has evolved from a slapstick hero barely in control of his powers to a more focused teammate, without losing his exuberance or sense of humor. Beneath his bubbly demeanor, however, those that know him often wonder if there's an undercurrent of something less pleasant.

Abilities & Resources

Robbie developed his powers after exposure to radiation at Hammonds Labs. Whenever he's exposed to kinetic force, his body gains size and mass and is surrounded by chromatic "speed bubbles" that protect and redirect any force used against him. Impacts that would have harmed him now cause him to bounce harmlessly in another direction. Initially even minor exposure to impact would cause his powers to manifest, but he's since learned to control his powers. At times, he's shown the ability to project his force bubbles as a blast or extend his field beyond his own body to protect others.

Speedball has been a staple of every incarnation of the New Warriors and can count on many of them to back him up, even when they're not active teammates. Speedball was close with all the New Warriors, but maintains stronger ties to Nova and Rage.



STATURE

Affiliations

Solo

6

Buddy

8

Team

10

PP
[]

Distinctions

ANT-MAN'S DAUGHTER
EMOTIONAL TEENAGER
NAÏVE COURAGE

4
+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP
[]

Power Sets

NOW I'M BIG

ENHANCED STAMINA

8

GROWTH

10

SUPERHUMAN DURABILITY

10

SUPERHUMAN STRENGTH

10

SFX: *Gargantuan.* Step up or double a Now I'm Big power for one action. If the action fails, add a die to the doom die equal to the normal rating of that power die.

Limit: *Guilt Complex.* Change GROWTH into a guilt-related complication to gain 1 PP. Activate an opportunity or remove the complication to recover that power.

NOW I'M SMALL

ENHANCED REFLEXES

8

SHRINKING

10

SFX: *Can't Hit Me Now.* Step up or double an Now I'm SMALL power for your next reaction. If that reaction fails, add a die to the doom pool equal to the normal rating of that power die.

Limit: *Angry Young Woman.* Change SHRINKING into an anger-related complication to gain 1 PP. Activate an opportunity or remove the complication to recover that power.

Limit: *Mutually Exclusive.* Shutdown Now I'm BIG to activate Now I'm SMALL. Shutdown Now I'm SMALL to recover Now I'm BIG.

Specialties

PSYCH EXPERT

8

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

Milestones

CONFLICTED

1 XP when you discuss what it means to be a super hero.

3 XP when you either inflict emotional stress on a super hero who disagrees with you or aid a teammate during a Transition Scene.

10 XP when you either decide on your place in the heroic world, or decide that your mother was right and leave your father's legacy behind forever.

LANG LEGACY

1 XP when you discuss what it was like to grow up with your father.

3 XP when you do something you know your father would have disapproved of.

10 XP when you either make peace with losing your father, or declare that you'll find him and speak to him, whether through time travel or fighting Death herself.

Cassandra "Cassie" Eleanor Lang [secret]

History

Cassandra "Cassie" Lang is the daughter of Scott Lang, the second Ant-Man; he stole Pym Particles and a costume from the original Ant-Man, Hank Pym, to rescue a kidnapped scientist who could cure her heart condition. Remaining Ant-Man after this incident with Pym's blessing, Scott operated as a solo hero as well as a member of the Heroes for Hire and the Avengers. Cured of her condition, Cassie grew up healthy, living much of the time with her father. However, when her mother grew concerned with the dangers of Scott's double life, she sued for custody of her daughter and won.

Her heroic life was shaped by her father's death at the hands of an out-of-control Scarlet Witch, as well as by the increasing condemnation of her father's heroic lifestyle by her mother and NYPD officer stepfather.

After seeing a news broadcast of the first adventure of the Young Avengers, she sought the team out and insisted on joining. The group balked at her demand at first until Cassie displayed her own powers, a product of sneaking Pym Particles from her father's Ant-Man gear for several years. Joining the group as Stature, Cassie wears a costume modeled after her late father and has proven herself a valued member of the team.

Personality

Cassie loved her father deeply and was deeply hurt when her mother took her away and criticized his super hero career. This rift between mother and daughter isn't helped by her stepfather Blake Burdick's staunch anti-superhuman stance. These problems make Cassie feel angry and lost, but also push her to prove to her parents and the world what good super heroes do. Desperate for friends and companions, she found them with the Young Avengers. As a result, Cassie is fiercely loyal to her team and unwilling to give up her costumed identity, even when pushed by her family or veteran heroes. This also causes her to ignore the potential dangers her size-changing powers might have in reactivating her heart condition.

Cassie's issues with loss were complicated when she grew close to Young Avenger's founder Iron Lad only to have him return to the future. However, she's since found herself attracted to the new Vision, whose brain patterns are modeled after Iron Lad's.

Abilities & Resources

As Stature, Cassie can increase or decrease her size. She can reliably grow to around 40 feet, though at times she can push this limit considerably. When giant-sized she possesses superhuman strength and resistance to injury. She can shrink to roughly the size of an ant, retaining her human strength when she does so.

As a Young Avenger and daughter of an honored former Avenger, Cassie can call on both her team and her father's old team for support. Many of the Avengers don't believe she should be fighting super villains and placing herself in such danger, but their concern for her safety makes them strong—if sometimes overly protective—allies. Cassie is also close to Jessica Jones—former super hero Jewel and the wife of Luke Cage.



THOR GIRL

Affiliations

SOLO

8

BUDDY

10

TEAM

6

Distinctions

ASGARDIAN IDEALS
THOR'S DISCIPLE
VALIANT WARRIOR MAIDEN

4
+1 PP

or

8

Power Sets

ASGARDIAN MIGHT

ENHANCED DURABILITY

8

ENHANCED REFLEXES

8

ENHANCED SENSES

8

MAGIC RESISTANCE

8

SUPERHUMAN STAMINA

10

SUPERHUMAN STRENGTH

10

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

SFX: *"Thor Would Not Fall...Nor Will I!"* Before you make an action including an ASGARDIAN MIGHT power, you may move your physical stress die to the doom pool and step up the ASGARDIAN MIGHT power for this action.

Limit: *Hero Worship.* Step up emotional stress taken from Asgardian-based attacks, betrayals, and loss to gain 1 PP.

GOLDEN HAMMER

COSMIC INFLUENCE

6

SUPERHUMAN DURABILITY

10

SUPERSONIC FLIGHT

10

TELEPORT

10

WEAPON

8

WEATHER CONTROL

8

SFX: *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Channel Energy.* On a successful reaction against an energy-based action, convert your opponent's effect die into a GOLDEN HAMMER stunt or step up a GOLDEN HAMMER power until used in an action. If your opponent's action succeeds, spend 1 PP to use this SFX.

SFX: *Lay the Hammer Down.* Double or step up a GOLDEN HAMMER power for your next action, then step back that power. Activate an opportunity or participated in a Transition Scene to recover that power.

Limit: *Gear.* Shutdown GOLDEN HAMMER to gain 1 PP. Take an action vs. the doom pool to recover GOLDEN HAMMER.

Specialties

COMBAT EXPERT

8

COSMIC EXPERT

8

MYSTIC EXPERT

8

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

Milestones

DESIGNATE DESTINY

1 XP when you discuss the responsibilities that come with your Designate status.

3 XP when you deal physical stress to those who seek to steal or abuse the power of the Designate.

10 XP when you abandon your current heroics and allies to resume your duties as the Designate, or decide that you have no place being the Designate and seek out your own destiny.

HONOR THE THUNDER GOD

1 XP when you discuss what Thor would want you to do in a given situation.

3 XP when you use MYSTIC EXPERT to summon or hold council with any figures within the Norse Pantheon.

10 XP when you either take up Mjolnir and take over Thor's place as the Goddess of Lightning and Thunder, or turn away from the Asgardians and seek new allies.

PP



STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP



History

Born on a distant world, the young woman known as Tarene was destined to become the Designate, a being that will aid in the ascension of sentient life across the universe. Rescued by Thor after the archvillain Thanos destroyed her world, she aided the Odinson and the cosmic entity Orikal in defeating the villain. Tarene then used her evolving cosmic powers to give herself the form of a young Asgardian. Honoring the Thunder God who saved her, she took both the name Thor Girl and the mortal identity of Tara Olson.

Thor Girl aided Thor against numerous foes, including Loki and Surtur. In a battle against the fire giant king, she sacrificed most of her power to aid Odin in defeating Surtur. Returning to Earth, she settled down to live as both Tara Olson and Thor Girl, waiting until her powers return and her time as the Designate begins.

One of the first recruits for the Initiative, Thor Girl and her teammate Ultra Girl are considered the project's emerging powerhouses.

Personality

Tara defines herself by devotion to the Asgardian ideals of heroism—virtues she sees as ultimately expressed through Thor, the God of Thunder. She values bravery, honesty, and compassion, but she can be a bit arrogant and distant.

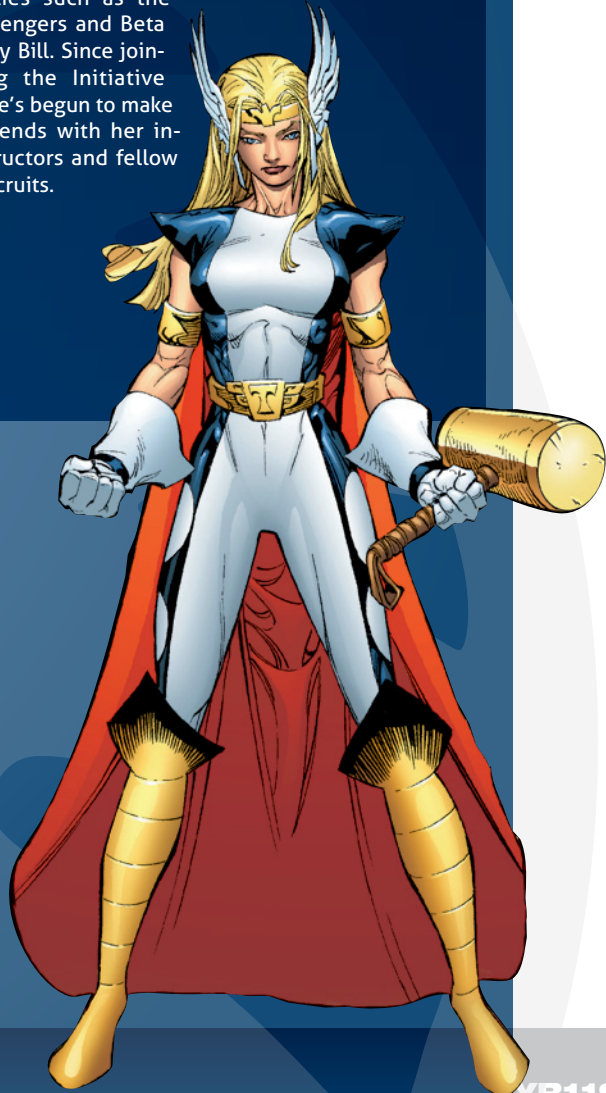
Despite her power and talents, Thor Girl is still fairly inexperienced. She tends to view things simply and without subtleties, viewing deception and trickery as the province of villains such as Loki.

Thor Girl is remarkably self-sacrificing, having once given up vast cosmic power to help the Asgardians. She's unconcerned with such losses, confident fate will provide her with the tools to meet any future challenge.

Abilities & Resources

Once possessing cosmic power rivaling Odin himself, Thor Girl's powers are now more in line with the Asgardian warriors she emulates. She's superhumanly strong, tough, and functionally immortal. In addition to her physical powers, she wields a golden hammer similar to Thor and his hammer-brothers Beta Ray Bill and Throg. This weapon isn't quite an equal to Mjolnir or Stormbreaker, but it's nevertheless a mighty artifact capable of firing blasts of energy, summoning storms, deflecting attacks, and traversing dimensional boundaries. Like Thor, she can use the hammer to fly and she can will it to return to her grasp. Despite her age, Thor Girl is an experienced melee combatant; her alien origins make her familiar with many alien cultures and cosmic phenomena.

Thor Girl was close to Thor and the other Asgardians before their deaths during Ragnarok. Should they ever return she can count on their aid. In the meantime, she can count on assistance from Thor's closest friends and allies such as the Avengers and Beta Ray Bill. Since joining the Initiative she's begun to make friends with her instructors and fellow recruits.



TURBO

Affiliations

Solo

6

Buddy

10

Team

8

PP



Distinctions

ASPIRING JOURNALIST
ATTUNED TO ARMOR
RELUCTANT HERO

4
+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP



Power Sets

TORPEDO SUIT

AIR BLAST

8

ENHANCED SENSES

8

SUPERHUMAN DURABILITY

10

SUPERHUMAN STRENGTH

10

SUPERSONIC FLIGHT

10

SFX: *Full Charge.* Step up or double any TORPEDO SUIT power for one action. If the action fails, add a die to the doom pool equal to the normal rating of that power die.

SFX: *Hyper-Blast.* Against a single target, step up or double a TORPEDO SUIT die. Remove the highest rolling die and use three dice for your total.

SFX: *Multipower.* Add more than one TORPEDO SUIT power die to your pool. Step back each TORPEDO SUIT power die in your pool once for each die beyond the first.

Limit: *Gear.* Shutdown TORPEDO SUIT power to gain 1 PP. Take an action vs. the doom pool to recover TORPEDO SUIT.

Specialties

ACROBATICS EXPERT

8

COSMIC EXPERT

8

PSYCH EXPERT

8

TECH EXPERT

8

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

Milestones

RELUCTANT SUPER HERO

1 XP when you talk about what you'd be doing if you weren't engaged in heroics.

3 XP when you use a Transition Scene to reconnect to your mundane life.

10 XP when you commit to heroics, finding space in your mundane life to be a super hero, or give up your super hero life and give the Turbo armor to a worthy successor.

TINKERING WITH TURBO

1 XP when you talk about some way you'd like to change your armor or enhance someone else's gadgets.

3 XP when you use TECH EXPERT to either fix a super hero's armor or fail a TECH EXPERT roll to make adjustments to your own and receive a complication related to your own gadgets.

10 XP when you either create a new power for the Turbo armor, or set the Turbo armor aside so that you can create a new armor.

Michiko “Mickey” Musashi [secret]

History

When lifelong super hero fan Mike Jeffries discovered the power armor of the deceased hero Torpedo, AKA Brock Jones, he thought it was just a silly Halloween costume. He gave it to his friend Michiko “Mickey” Musashi to wear, and the young journalism student found herself fighting the power-armored Rocketeers, a group who sought to claim the armor for themselves. Defeating her foes, Mickey reluctantly agreed to work with Mike to become super heroes. Sharing the suit and the identity of Turbo, the pair soon joined the New Warriors.

The less enthusiastic but more skilled of the duo, Mickey found herself repeatedly called to act as a hero. After Mike was killed by the alien Dire Wraiths, Mickey decided to continue on to honor his memory.

After the New Warriors disbanded for a time, Mickey tried to retire but returned as Turbo when the group reformed. She even redesigned her armor, making it more distinctive and effective. A failed relationship with Dalton Beck—the arson investigator and mercenary villain known as Firestrike—pushed her once again to retire. Taking a job with the Los Angeles Times, she also founded the ex-teen-hero support group the Loners with her friend Phil Ulrich. However, despite trying to move on, she keeps finding herself becoming Turbo again to protect the innocent or stop some villainous threat.

Personality

While Mickey is a brave and compassionate young woman, she tends to think super heroism isn't the best use of her time. Preferring travel and discovery over fighting super villains, she'd rather be reporting and helping people out of costume. Still, she can't deny the good she's accomplished while wearing the armor and dons it when necessary.

The loss of her friend and partner Mike Jeffries, a failed relationship with the villain Firestrike, and other tragedies only compound Mickey's internal struggle. On one hand, she wants to honor Mike's memory and desires to be a hero, as she's seen first hand what harm super villains cause. On the other, she wants to distance herself from painful memories and move on with her life.

Abilities & Resources

Mickey uses a cybernetically controlled armor incorporating technology from the alien Dire Wraiths. In the hands of these aliens, the suit is incredibly powerful. Under human control it's less potent, though Mickey's rapport with the armor is greater than any non-Dire Wraith. She's further modified the armor to be even more effective. The armor allows Mickey to fly at several times the speed of sound, boosts her strength to superhuman levels, and generates a protective field. The suit's turbines can fire concussive air blasts and the visor contains technology that can spot the shape-shifted Dire Wraiths. As the Dire Wraith's are deviant offshoots of the alien Skrull, the armor might be able to detect them as well.

Mickey is also a trained journalist with a natural talent for technology and aerobatics.

Turbo has contacts with her former New Warriors teammates; she's particularly close to Nova. She's also a member of the Loners support group, a team that included such part-time and retired teen heroes as Julie Power and Chris Powell—the former Darkhawk.



ULTRA GIRL

Affiliations

Solo

6

Buddy

8

Team

10

PP



Distinctions

HEROIC ASPIRATIONS
LIKES ATTENTION
UNWILLING KREE MESSIAH

4
+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP



Power Sets

ULTIMATE UNIFIER

ENHANCED SENSES

8

SUBSONIC FLIGHT

8

SUPERHUMAN DURABILITY

10

SUPERHUMAN STAMINA

10

SUPERHUMAN STRENGTH

10

SFX: *Multipower.* Add more than one ULTIMATE UNIFIER power die to your pool. Step back each ULTIMATE UNIFIER power die in your pool once for each die beyond the first.

SFX: *Push My Limits.* Step up or double an ULTIMATE UNIFIER power or stunt for a roll. If your roll fails, step up your lowest stress die or take D6 stress of a type you don't have currently.

Limit: *Kree Mutant.* When affected by mutant or Kree-specific complications or tech, earn 1 PP.

Limit: *Uncertain Origins.* Change any ULTIMATE UNIFIER power into a complication to gain 1 PP. Activate an opportunity or remove the complication to recover the power.

Specialties

BUSINESS EXPERT

8

COSMIC EXPERT

8

PSYCH EXPERT

8

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

Milestones

KREE MESSIAH

1 XP when you talk to an alien or someone with powers that have cosmic origins.

3 XP when you use COSMIC EXPERT in an Action Scene.

10 XP when you either create a lasting peace between the Kree and the Skrulls, or set aside your messianic role to follow a different path.

POWER HOUSE

1 XP when you discuss a battle plan in which you take point, leading the charge.

3 XP when you inflict physical stress on the most potent threat on the battlefield.

10 XP when you either end a global threat with your fists, or find a more subtle way to save the world.

Susanna "Suzy" Lauren Sherman AKA Tzu-Zana [secret]

History

An aspiring model in Southern California, Suzy Sherman's dreams of being the next young fashion sensation ended when she developed superhuman powers and a powerful physique. However, a high-profile brawl with a renegade Sentinel robot resulted in Suzy gaining newfound fame as a super hero. Dubbed Ultra Girl by the press, she soon found the media attention and stardom she'd lost.

Believing herself to be a mutant, Suzy soon discovered she's not a human mutant—she's Tzu-Sanna, a mutant member of the alien race known as the Kree. Raised on Earth for her own protection, she's the "Ultimate Unifier"—a messiah prophesied to restore glory to the Kree Empire. Still reluctant to embrace this destiny, Suzy remained on Earth, adventuring as Ultra Girl.

Serving with the New Warriors prior to the Stamford incident, her identity and superhuman status was outed after the disaster. After the superhuman conflict over the SHRA, she joined the newly founded Initiative as one of the first recruits. Suzy's enthusiasm and potent abilities make her one of the program's most promising members.

Personality

When she first became a hero, Ultra Girl was more interested in fame and attention. She saw heroics as a replacement for her now-defunct modeling career and this made her somewhat shallow. This attitude also served to distract Susanna from the immense responsibility her Kree protectors tried to push upon her. Working with the New Warriors and Initiative mostly eliminated this self-centered attitude. She still likes recognition and attention, but she's now devoted to earning it through her actions. She takes her responsibilities as a hero very seriously and looks up to heroines like Ms. Marvel as role models. Susanna is conflicted over her New Warriors experiences after Stamford; she's still proud of the good the team did, but that incident has opened her eyes to the dangers of heroics.

Abilities & Resources

Ultra Girl is a mutant Kree possessing superhuman strength, speed, limited invulnerability, and the ability to fly at supersonic speeds. She can see various forms of energy, including infrared and ultraviolet. As she's young and her abilities are still developing, she may have other powers that have yet to mature. In addition to her powers, Ultra Girl is a charming young woman with experience in modeling and acting. An exceptional Initiative recruit, she's begun learning how to better refine her abilities and combat skills; she still has a way to go.

Ultra Girl's status as the Kree messianic figure "the Ultimate Unifier" gives her contacts and resources among those Kree who believe she's their chosen one. As a former New Warrior and current Initiative recruit, she has ties to both organizations. Past product endorsements from her time as high-profile celebrity hero give her significant financial resources. Ultra Girl sees Ms. Marvel as a mentor and inspiration, and the experienced hero is aiding the girl's development however she can. Suzy is romantically interested in her former teammate and current Initiative instructor, Justice.



VICTOR MANCHA

Affiliations

SOLO

8

BUDDY

6

TEAM

10

PP



Distinctions

DESTINY BE DAMNED
SON OF ULTRON
STRONG MORAL FIBER

4
+1 PP

or

8

STRESS / TRAUMA

P

4

6

8

10

12

M

4

6

8

10

12

E

4

6

8

10

12

XP



Power Sets

NANITE CYBERNETICS

ELECTROMAGNETIC BLAST

8

MACHINE INFLUENCE

6

MAGNETIC MASTERY

10

SFX: *Area Attack.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Constructs.* When using a NANITE CYBERNETICS power to create assets, add a D6 and step up your effect die.

Limit: *Not Yet Human.* When affected by machine-specific complications or tech, earn 1 PP.

Limit: *Self-Doubt.* Step up emotional stress caused by doubt about your ability to do good as Ultron's child to gain 1 PP.

Specialties

TECH EXPERT

8

VEHICLE EXPERT

8

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

Milestones

LOYAL CONSTRUCT

1 XP when you discuss how loyal you've been in the past.

3 XP when you deal mental stress to anyone who wants you to betray your teammates.

10 XP when you either stay loyal to your teammates under great duress and know, once and for all, that you will never betray them, or betray them to a robotic enemy due to a hidden sub-routine in your Ultron software.

ULTRON LEGACY

1 XP when you talk to a robot, machine, or cyborg.

3 XP when you aid or receive aid from a robot, machine, or cyborg.

10 XP when you either gather a group of synthetic super heroes to prove to the world that you are not robotic menaces, or gather a group of robots, machines, and cyborgs to take over the world from the idiotic humans.

Victor Mancha [secret]

History

Victor Mancha seemed like a normal teenager until the Runaways attacked him at his school. He learned that Gertrude Yorkes came from an alternate future where Victorious—the son of one of the world's greatest super villains—betrayed and slaughtered the heroes of that time. The Runaways determined that Victor wasn't a villain and had no knowledge about his supposed future or uncertain parentage. Still reeling from Alex Wilder's betrayal, the team nonetheless took him in, both to keep an eye on him and change his fate.

Soon, Ultron sent a Doombot to kidnap Victor's mother and make Doom appear to be Victor's actual father. When the team defeated the Doombot, Ultron revealed himself and killed Victor's mother. The murderous machine explained that Victor was a mix of his mother's DNA and Ultron's technology, ingrained with spiritualism and a love of super heroes—all to make the young hero the perfect hidden weapon to infiltrate the Avengers and destroy them from within. Ultron forced Victor to attack the Runaways, but Gert managed to break his programming—allowing the team, alongside Excelsior, to defeat Ultron.

Victor's dark destiny forces him to prove himself to the team, and he's often paired with Molly Hayes because she's the only Runaway capable of defeating him. The new Pride used Victor's cybernetic interface to spy on the Runaways, which caused additional mistrust until the circumstances became clear. After the Runaways defeated the new Pride, Victor and Nico had a romantic encounter. Victor expressed his feelings to her, but Nico remains uncertain.

Personality

Victor is polite, pleasant, and possesses a strong moral fiber. He was a devoted and loving son, but with his mother gone and his father a maniacal AI, his only remaining family is the Runaways. Despite what the future may bring, he feels a kinship with them and remains loyal. While he appears to be a well-adjusted teenager, his past programming by Ultron doesn't inspire confidence in his companions. Chronologically he's only a few years old; his older memories are complete fabrications. His spirituality and love of super heroes makes him an enthusiastic and supportive teammate, but he and everyone else knows that these traits were part of Ultron's calculated maneuver. Victor is frustrated by his teammates' lack of trust in him, but he understands their paranoia.

Abilities & Resources

Victor's an artificial construct; he's demonstrated a number of abilities, but he doesn't know the full extent of his powers yet. He has an eidetic memory, control over electromagnetic forces, along with the ability to interface with machines and nanites that can engage in a limited degree of self-repair. When Nico looked into the future where Victor became Victorious, he demonstrated the ability to fly and sufficient power to personally defeat that era's Avengers and X-Men. Currently, he can call upon his teammates to aid him, although his origin does leave them with nagging doubts about his continued loyalty. Moreover, Xavin tends to look at him as a second-rate being due to his robotic nature.



VISION

Affiliations	SOLO 6		BUDDY 8		TEAM 10	
Distinctions	FUTURE TECH HERO NOT YOUR FATHER'S VISION SYNTHEZOID				4 +1 PP or 8	
Power Sets	ARTIFICIAL FORM					
	CYBERNETIC SENSES 8		ENHANCED DURABILITY 8			
	ENHANCED STRENGTH 8		FLIGHT 6			
	INTANGIBILITY 10		SHAPESHIFTING 8			
	SOLAR BLAST 8		SUPERHUMAN STAMINA 10			
	SFX: <i>Computerized Intellect.</i> When creating intellect-related assets, add a D6 and step up your effect die.					
	SFX: <i>Disruption.</i> When including INTANGIBILITY in an attack action, add a D6 and step up the effect die.					
	Limit: <i>Inexperienced with Emotion.</i> Step up emotional stress in situations when you attempt to use or understand human emotions to gain 1 PP.					
	HYPER-DENSITY					
	SUPERHUMAN DURABILITY 10		SUPERHUMAN STRENGTH 10			
	SFX: <i>Diamond-Hard Body.</i> Step up or double any HYPER-DENSITY power for one action. If that action fails, add a die to doom pool equal to the normal rating of that power die.					
	Limit: <i>Mutually Exclusive.</i> Shutdown FLIGHT and INTANGIBILITY to activate HYPER-DENSITY. Shutdown HYPER-DENSITY to activate FLIGHT and INTANGIBILITY.					
	Limit: <i>Too Heavy.</i> Change HYPER-DENSITY into a complication to gain 1 PP. Activate an opportunity or remove the complication to recover HYPER-DENSITY.					
Specialties	COMBAT EXPERT 8		SCIENCE EXPERT 8			
	TECH EXPERT 8					
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]					
Milestones	AVENGING MENTOR					
	1 XP when you give a member of the team advice.					
	3 XP when you create an asset for a teammate to use in battle.					
	10 XP when you either rename the team, renouncing the legacy of the Avengers, or leave the team to take your place with the Avengers.					
	SYNTHETIC LOVE					
	1 XP when you discuss your feelings for your teammates.					
	3 XP when you help a teammate recover from stress in a Transition Scene.					
	10 XP when you either declare your love for a fellow team member, or break off a romance, unable to put your faith in human emotions.					

PP

STRESS / TRAUMA

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XP

History

The Vision was created by Ultron to trap Ultron's creator, Hank Pym, and the Avengers. The Avengers eventually persuaded the synthezoid to turn against his master and join them. The Vision assumed the mental imprint of Wonder Man to form a fully developed human persona, but throughout the years the exact nature of his humanity—and his capacity for emotion—has varied wildly. Due to his immense computing powers and his ties to Ultron, the Vision has been used by a number of factions at different times in bids for world power. When not being manipulated against his will as a tool for evil, the Vision is a stalwart and steadfast Avenger.

The Vision began a relationship with the Scarlet Witch; the pair eventually had twin children. After her sons were reabsorbed as soul fragments by Mephisto, Scarlet Witch went insane. She subconsciously manipulated events that led to the Vision's outright destruction at the hands of an enraged She-Hulk. Iron Man stored the Vision's broken body in a Stark Industries warehouse.

Long after, Iron Lad reactivated the Vision's systems and used the synthezoid's failsafe program to recruit a new generation of Avengers in an effort to thwart Kang the Conqueror. When Iron Lad returned to his own time, he left his armor behind and merged it with Vision's components and a copy of Iron Lad's personality—thus the Vision was reborn.

Personality

The Vision is a relatively new entity, lacking much of the experience of the original version that adventured with the Avengers. Instead, he has a personality based on Iron Lad. Since Iron Lad grows up to be Kang the Conqueror, this can lead to some unsettling developments. Whatever his programming, the Vision is supportive and focused. He's committed to being a hero and joins the Young Avengers rather than the New Avengers, in part to mentor the newer heroes. He also retained Iron Lad's romantic feelings for his teammate Stature. The Vision's past with the Avengers and present with the Young Avengers makes his interactions with former comrades occasionally awkward, but they're all happy to see him back in any capacity.

Abilities & Resources

The Vision's body possesses durability, strength, and stamina beyond normal human limits. He's able to fly, change his appearance, generate powerful blasts, and become intangible. His flight and intangibility stem from his ability to manipulate his density; when he chooses to, he can increase his mass to further enhance his strength and durability. Lastly, his artificial body naturally and efficiently interfaces with modern, future, and even alien technology when required.

The Vision has longtime allies amongst the normal Avengers teams who are eager to help him when required. His Young Avengers teammates also value the Vision and assist him when required. The synthezoid's ability to interface with machines also allows him access and control over a great deal of resources and technology, potentially without proper permission.



WICCAN

Affiliations

Solo

6

Buddy

10

Team

8

PP



Distinctions

**COMPLICATED ORIGIN
DOESN'T REALLY UNDERSTAND HIS POWERS
SUPER HERO FANBOY**

4
+1 PP

or

8

STRESS / TRAUMA

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XP



Power Sets

MAGICAL REALITY ALTERATION

EXPERT SORCERY

8

FLIGHT

8

MYSTIC LIGHTNING BLAST

8

SFX: *Area Effect.* Against multiple targets, for each additional target add a D6 and keep an additional effect die.

SFX: *Magic Mantra.* When using a MAGICAL REALITY ALTERATION power to create magical assets or inflict magical complications, add a D6 and step up the effect die.

SFX: *Multipower.* Add more than one MAGICAL REALITY ALTERATION power die to your pool. Step back each MAGICAL REALITY ALTERATION power die in your pool once for each die beyond the first.

SFX: *Power at a Cost.* Step up EXPERT SORCERY by one or more for the rest of the Scene. For every step up, spend 1 PP, then inflict a Scene-based complication equal to the new die size on all present.

SFX: *Versatile, but Dangerous.* Replace your EXPERT SORCERY die with 2D6 or 3D4 on your next roll.

Limit: *Exhausted.* Shutdown any MAGICAL REALITY ALTERATION power to gain 1 PP. Activate an opportunity or participate in a Transition Scene to recover that power.

Limit: *Conscious Activation.* While stressed out, asleep, or unconscious, shutdown MAGICAL REALITY ALTERATION. Recover that stress or wake up to recover MAGICAL REALITY ALTERATION. If emotional trauma received, shutdown MAGICAL REALITY ALTERATION until trauma recovered.

Specialties

MYSTIC EXPERT

8

PSYCH EXPERT

8

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

Milestones

GOOD BOYFRIEND

1 XP when you talk to your boyfriend or about your boyfriend.

3 XP when you aid your boyfriend in a Transition Scene.

10 XP when you either declare your love for your boyfriend and get married, or end the relationship, unable to carry on in the face of the team's conflicts.

SCARLET LEGACY

1 XP when you talk about your potential relationship to the Scarlet Witch.

3 XP when you deny your relationship with the Scarlet Witch or talk to your parents.

10 XP when you either find the Scarlet Witch and confront her about how you came to be, or deny the relationship, cutting off all ties to that family forever.

History

When Billy Kaplan was bullied in high school, he found a place of solace outside the Avengers' mansion. One day, his favorite Avenger, the Scarlet Witch, told him to stand up to his tormentors. He did, and his powers manifested, changing his life. Iron Lad found Billy through the Vision's Avengers' fail-safe program. He first adopted the name Asgardian, before changing it to Wiccan at his teammate's suggestion.

He soon began a relationship with his teammate, Hulkling. As his super hero career developed, Wiccan attempted to reveal his identity to his parents. The "coming out" conversation resulted in them celebrating his relationship with Hulkling, rather than confirming his superpowers. When Hulkling became the center of an intergalactic conflict, Wiccan did everything in his power to save his boyfriend.

Billy's own origins came into question when the team's newest member, Speed, joined. Thomas appears to be related to Billy, and Wiccan and Speed may in fact be Scarlet Witch's lost twins. The exact metaphysics of how such a thing might be possible are subject to conjecture, but considering the parallels between Wiccan and Scarlet Witch and between Speed and Quicksilver, there does appear to be some validity to the theory.

Personality

Wiccan grew up as a bright, but timid and bullied, boy. Despite asserting himself in his personal life, he still lacks confidence in his abilities. The scope and magnitude of his powers intimidate him and even his method of magic suggests a level of doubt about his ability. Regardless of his emotional baggage, he's committed to his teammates and to doing good in the world. He's curious about his origins and exploring the nature of his relation to Speed. Wiccan's love for Hulkling is a source of strength and inspiration. Although not eager to make a spectacle, Billy has no problem if the public knows that Wiccan and Hulkling are dating. He still idolizes the Avengers to some extent, but his experience as a Young Avenger has begun to convince him that he's someone worth believing in.

Abilities & Resources

Wiccan possesses reality-altering powers that manifest as lightning blasts, healing abilities, flight, teleportation, and general spellcasting. Wiccan's spells involve him using a self-help mantra of repeating a statement he wants to be true until his magic makes it happen. He's a young and inexperienced magic user and doesn't fully understand his own powers, but he seems to have a great deal of raw strength.

The Young Avengers are his steadfast allies, and his boyfriend Hulkling would do anything for him. Moreover, his possible relation to Scarlet Witch would make him related to the Vision, Magneto, and Quicksilver, all of whom might be persuaded to aid Wiccan under the right circumstances.



XAVIN

Affiliations	SOLO  BUDDY  TEAM 		
Distinctions	BETROTHED TO KAROLINA HOT-HEADED SUPER-SKRULL CADET  +1 PP or 		
Power Sets	SUPER-SKRULL IN TRAINING ENHANCED DURABILITY  ENHANCED STAMINA  ENHANCED STRENGTH  FIRE CONTROL  FLAME BLAST  FLIGHT  FORCE BLAST  INVISIBILITY  STRETCHING  SFX: <i>Hostile.</i> Step up or double any SUPER-SKRULL IN TRAINING power for one action. If that action fails, add a die to doom pool equal to the normal rating of that power die. Limit: <i>Exclusivity.</i> You may only use one set of Fantastic Four powers at a time: Human Torch: FIRE CONTROL D8, FLAME BLAST D8, FLIGHT D8; Invisible Woman: ENHANCED DURABILITY D8, FLIGHT D8, FORCE BLAST D8, INVISIBILITY D8; Mister Fantastic: ENHANCED DURABILITY D8, STRETCHING D8; Thing: ENHANCED DURABILITY D8, ENHANCED STAMINA D8, ENHANCED STRENGTH D8. Limit: <i>Conscious Activation.</i> While stressed out, asleep, or unconscious, shutdown SUPER-SKRULL IN TRAINING. Recover SUPER-SKRULL IN TRAINING when you recover that stress or wake up. If you take emotional trauma, shutdown SUPER-SKRULL IN TRAINING until you recover that trauma. TARNAXIAN SKRULL ENHANCED STAMINA  SHAPESHIFTING  SFX: <i>Versatile.</i> Replace your SHAPESHIFTING die with 2D8 or 3D6 on your next roll. Limit: <i>Mercurial Temperament.</i> Step up emotional stress from taunting or insults to gain 1 PP.		
Specialties	COMBAT EXPERT  COSMIC EXPERT 		
	[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]		
Milestones	LOYAL MATE 1 XP when you talk to your betrothed about the trouble at hand. 3 XP when you aid your betrothed during a Transition Scene. 10 XP when you either officially exchange vows with your betrothed in the proper marriage rites, or formally break off your engagement, renouncing Majesdanian love as a waste of time.		
	SHIFTER 1 XP when you change shape for social reasons. 3 XP when you use your SHAPESHIFTING Power Set to create a complication for an enemy. 10 XP when you either pretend to be one of your teammates in order to root out traitorous activity, or pretend to be an Avenger in order to get a teammate out of big, big trouble.		

PP

STRESS / TRAUMA

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XP

History

The child of Skrull royalty who died in a stalemated war against the Majesdanians, Xavin trained from a young age to be the next Super-Skrull and master the powers of the Fantastic Four. He came to Earth to find Karolina Dean, as their parents betrothed them to one another fifteen years prior. Xavin's first meeting with the Runaways quickly escalated into hostilities, but once Xavin's purpose became clear, peaceful discussions began. The Skrull sought the marriage to bring peace between their two peoples. Karolina was surprisingly responsive, but because of her sexuality didn't want to live a lie with the seemingly male Xavin. Xavin surprised everyone by changing shape into a woman and informing Karolina that it was no trouble at all for a Skrull to switch genders.

Xavin and Karolina departed, attempting to broker a peace between their peoples through their marriage. Things went well until hostilities between the Skrull and Majesdanians flared again. The two barely escaped with their lives, crash-landing on Earth. Upon their return, they found their team at odds with one another, and Molly Hayes in the hands of the new Pride.

Xavin supported Karolina's efforts to reunite the team. Knowing that the Pride needed to sacrifice an innocent life, Xavin impersonated Nico and allowed herself to be shot, tricking Geoffery Wilder into believing he'd succeeded in slaying an innocent for the Gibborim. Xavin's shapeshifting allowed the young Super-Skrull to make sure her vital organs were well protected. This led to the New Pride's defeat, Molly's rescue, and Xavin's permanent place among the Runaways.

Personality

Xavin is rash, headstrong, and war-like. When threatened, she often resorts to violence without thinking, which puts her at odds with the rest of the Runaways. She shifts genders depending on the situation, often assuming a male form in battle and a female form for Karolina. Her gender bending makes the rest of the team uncomfortable. They're unsure how to relate to another alien. Xavin is dismissive of Victor, believing him to be second-class because of his robotic origins. She clashes with Nico, often disagreeing over her leadership choices. Despite Xavin's disagreeable nature, no one doubts her dedication and loyalty to Karolina. Xavin routinely proves her genuine love and affection for Karolina, going so far as having the Skrull Royal Band learn "Lucy in the Sky with Diamonds" to cheer her up when Karolina was homesick in space.

Abilities & Resources

Xavin is Skrull royalty and—when in Skrull space—can access that empire's military equipment. She had an advanced spacefaring vessel, but it was destroyed when she and Karolina crash-landed on Earth. Like all Skrulls, she can shapeshift with convincing accuracy. She's also a Super-Skrull candidate and possesses all the powers of the Fantastic Four, including the Invisible Woman's invisibility and force fields; Mr. Fantastic's stretching; the Human Torch's self-immolation, flames, and flight; and the Thing's rocky skin, strength, and toughness. However, being in training, Xavin can only manifest one set of abilities at a time. Xavin is a member of the Runaways, and despite her abrasive personality can count on them for aid and assistance, if for no other reason than the Runaways' fondness for Karolina.



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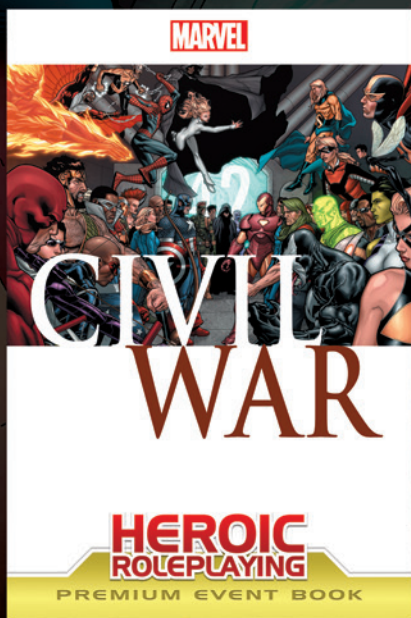


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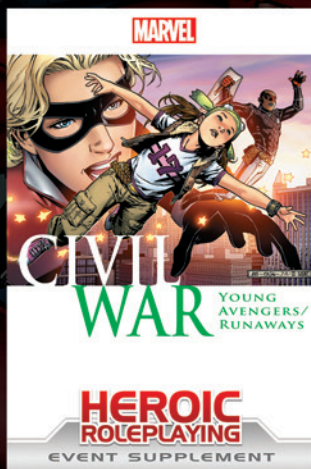
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The United States Government has passed the Superhuman Registration Act. Iron Man heads the movement to register everyone with powers or abilities, but Captain America is the rallying figure for the resistance forces opposed to government control.

Whose Side Are You On?



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