

SUPER-SKRULL - Fantastic Four

Kl'rt

F	RM	(30)
A	EX	(20)
S	AM	(50)
E	AM	(50)
R	EX	(20)
I	GD	(10)
P	EX	(20)

Health: 150

Karma: 50

Resources: FE(2)

Popularity: 0

KNOWN POWERS

Shape-shifting: Unearthly rank ability to assume any humanoid shape.

Elongation: As a Power Stunt, he can stretch any part of his body up to 3 areas away with Unearthly ease.

Fire Generation: Super-Skrull can emit flames of Monstrous intensity and range.

Fire Control: He has Monstrous control over natural and personally generated flames.

Rocket Flight: Incredible air speed.

Armor Skin: Remarkable Resistance to physical and energy attacks. By mimicking the Thing's rocky hide, he gains Incredible protection.

Invisibility: Excellent rank.

Power Selection: A maximum of three powers can be used during a single turn.

Power Source: He derives his enhanced powers from cosmic ray projectors.

TALENTS

Martial Arts C - Grappling

Martial Arts E - Unarmed Combat

Skrull/Kree Weaponry

Espionage

AstroNavigation

Piloting

Survival Skills

Hypnosis

SUPER SKRULL - X-MEN

RI'nnd

F	RM	(30)
A	EX	(20)
S	UE	(100)
E	AM	(50)
R	EX	(20)
I	GD	(10)
P	EX	(20)

Health: 200

Karma: 50

Resources: FE(2)

Popularity: 0

KNOWN POWERS

Shape-shifting: Unearthly rank ability to assume any humanoid shape.

Organic Steel: RI'nnd can change into an armored organic steel form with the following abilities:

Body Armor: Amazing vs Physical & Energy, Resistances:

Monstrous vs Heat & Cold

Remarkable vs Electrical

Excellent vs Corrosives

Note: Damage suffered in this form will be healed when he reverts to his true form unless his health has decreased below 70.

Alter Ego: RI'nnd has Amazing Strength and 150 health when not "armored up"

Optic Blast: Monstrous force damage up to 4 areas. Each area beyond that is decreased by 1 rank.

Break Fall: Can slow fall of target or himself

Attack multiple targets on a successful Agility FEAT. Up to 8 targets. If reflectors are available, damage decreased to Amazing

Wide Angle Beam: Incredible to 2 areas

Transform energy into Optic Blast: a Red Psyche FEAT must be made or he takes normal damage

Regeneration: Amazing

Recovery: Amazing

Resistances: Unearthly to Toxins and Disease

Animal Empathy: Amazing

Enhanced Senses: Monstrous smell and Incredible hearing

Tracking: Monstrous

Night Vision: Remarkable

Berserker: Ignore all Stun results, All attacks are at +1CS, and Unearthly resistance to mind control and other mental attacks. A successful Psyche FEAT must be made to come out of it.

Teleportation: Amazing ability to teleport up to 3 miles. This produces a loud "BAMF" and the smell of sulfur. RI'nnd can perform the following power stunts:

Exceed normal range by 2 miles. He must make a Endurance FEAT or be confused for 1-10 rounds.

Teleport 1 or 2 passengers. Passengers must make an Endurance FEAT or be knocked out for 1-10 rounds.

Teleport part of an object (usually non-organic), causing Amazing damage on the object (and a possible kill result).

When attempting to hit RI'nnd the attacker must have initiative or succeed in a Monstrous Intuition FEAT, otherwise RI'nnd will have teleported away.

By making a Yellow Endurance FEAT, RI'nnd can multi-port making up to 10 attacks in 1 round. His fighting should be treated as Amazing for purposes of hitting a target.

RI'nnd can also use his multiport power as a low level stun attack of at least Remarkable. Victims are stunned for 1-10 turns.

RI'nnd has the Power Gestalt ability with the Vanisher. When Teleporting/Vanishing in the same area at the same time they can simulate the Dimension Travel power at Excellent rank.

Prehensile Tail: Use as additional arm, an extra attack with Good fighting.

Wall-Crawling: Amazing. 3 areas per turn. He cannot adhere to frictionless or slippery surfaces

Claws: RI'nnd has three Adamantium 12 inch claws mounted into the back of each hand and forearm. He can pop them out individually or as a group at the slightest whim. RI'nnd can do up to Monstrous damage with these claws on the Edged Attack column. He will strike for no more than Excellent damage if he is fighting another human. RI'nnd's claws are unbreakable made from Class 1000 pure Adamantium (The claws do not ignore Force Fields but may still damage the field if the damage inflicted by RI'nnd 's claws is greater then the power rank of the Force Field).

TALENTS

Martial Arts C - Grappling

Martial Arts E - Unarmed Combat

Skrull/Kree Weaponry

Espionage

Survival Skills

SUPER SKRULL - AVENGERS

Ch'rtt

F	RM	(30)
A	UN	(100)
S	AM	(50)
E	AM	(50)
R	EX	(20)
I	GD	(10)
P	EX	(20)

Health: 170

Karma: 50

Resources: FE(2)

Popularity: 0

KNOWN POWERS

Shape-shifting: Unearthly rank ability to assume any humanoid shape.

Lightning Speed: Ch'rtt normally runs at Shift X Land Speed. He can reach this speed in a single round and can stop in a single round. He has no trouble cornering, zig-zagging, and other maneuvers, even at such high speeds.

Power Stunt:

By running in circles, Ch'rtt can make small cyclones that fill a whole area in one round. This is an attack against many opponents at once, using his Fighting ability. The attack does no damage but can stun or slam anyone in the area as a Shift X attack.

Thick Skin:

Ch'rtt's body is slightly tougher than a normal man's, enabling him to withstand the strains of high velocity. Treat his skin as Remarkable body armor.

Invulnerability:

Excellent resistance to physical attacks, heat, radiation, toxins, aging, and disease. Typical resistance to other energy attacks. Amazing resistance to cold.

Mjolnir:

A Shift Y-Material hammer. Ch'rtt's Fighting increases to Monstrous when using the hammer. Ch'rtt can throw Mjolnir 10 areas.

Hyper-Swimming: Remarkable water speed

Flight: Good air speed

Water Breathing: Ch'rtt is amphibious and can breathe as well as water.

Water Freedom: Ch'rtt doesn't suffer penalties in under-water battles and is +1CS Fighting, Endurance and Strength.

Electrical Generation: Although a seldom used ability, Ch'rtt has the power to generate electrical blasts from his body, and can do so at Remarkable ability.

Shrinking: Ch'rtt is able to shrink down to insect-size due to his exposure to Pym particles. He is able to control her size-alteration at will with Incredible ability. He retains all her other powers only between this 1/2 inch and 48 inches in height. When he shrinks small wings grow from his back. While small he is +2CS to fight larger opponents and is -2CS to be hit by them.

Winged Flight: Poor, Can only fly at any size below 48 inches.

Enhanced Abilities: Ch'rtt's strength is raised by +1CS in his smallest size but his health does not change.

Insect Communication: Ch'rtt is able to grow antennae from his forehead, enabling him to communicate with and control insects on a Typical level.

Wasp Sting: By harnessing his bio-electric energy, he can also produce energy blasts from his hands capable of inflicting Remarkable energy damage.

TALENTS

Martial Arts C - Grappling

Martial Arts E - Unarmed Combat

Skrull/Kree Weaponry

Espionage

Survival Skills

JUGGERNAUT

Cain Marko

F	RM	(30)
A	PR	(4)
S	UN	(100)
E	UN	(100)
R	TY	(6)
I	PR	(4)
P	GD	(10)

Health: 234

Karma: 20

Resources: TY(6)

Popularity: -30

KNOWN POWERS

Invulnerability: The Juggernaut has body armor that gives Unearthly protection and a Class 3000 force field covering his entire body that protects against physical and energy attacks, radiation, toxins, corrosives, cold, heat, and gases. It provides Monstrous protection vs. magical attacks but none against psionic attacks.

Self Sustenance: No need to eat, breathe or drink and he is unaffected by disease.

Regeneration: Juggernaut can recover 100 points of health but only in a round he is not injured again.

Movement: Juggernaut can move 2 areas/round and he should be treated as Class 1000 material to be stopped. He pays no attention to force field or objects of less than Incredible strength. Those of greater force will slow him down to 1 area/round.

BLACK PANTHER

T'Challa, King of Wakanda

F AM (50)
A IN (40)
S EX (20)
E RM (30)
R RM (30)
I RM (30)
P EX (20)

Health: 140 **Karma:** 80
Resources: AM **Popularity:** 66

KNOWN POWERS

Enhanced Senses:

Ultravision: Excellent

Enhanced Hearing: Good

Tracking: Amazing tracking, outdoors, he can track up to 12 hrs. & 6 hrs in the city

EQUIPMENT

Costume: The Panther's bodysuit has a Vibranium microwebbing that not only stops bullets but saps their momentum. Like Kevlar, it can be cut if you cut along the grain of the webbing, but cannot be punctured conventionally by blunt force.

Kinetic Absorption: His costume provides Excellent protection from physical damage.

Blending: The suit also provides Remarkable rank blending with shadows and in dim light.

Claws: The Panther's claws are retractable, and contain a new composite of the experimental "anti-metal" Vibranium, that can break down other metal alloys. His claws can cut through most common metals of Unearthly material strength and may inflict up to Excellent damage.

Boots: The Panther's boots have special Vibranium soles that absorb sound and impact, enabling him to leap off buildings up to 8 stories tall and land without injury. He can also literally run up the sides of buildings, however cannot be used to remain stationary.

Mask: The Panther's mask is fitted with night vision lenses to augment his already superhumanly enhanced natural senses. These provided Incredible ranked Infravision.

Illusion Generation: Panther possesses an image inducer of Remarkable rank that allows him to appear in costume or not, as he desires.

TALENTS

Electronics Physics Acrobatics
Martial Arts A, B, C, and E Tumbling

CAPTAIN AMERICA

Steven Rogers

F AM (50)
A IN (40)
S RM (30)
E RM (30)
R EX (20)
I IN (40)
P AM (50)

Health: 150 **Karma:** 110
Resources: RM **Popularity:** 100

KNOWN POWERS

Regeneration: Typical

Immune System: Excellent

EQUIPMENT

Armor: Cap's chain mail vest and reinforced costume provide Good protection from physical attacks.

Shield: Cap's primary weapon and defense is his unique disk-shaped shield. It is made of Class 3000 strength material, immune to harm from any force except magic or psionics. Cap can throw the shield up to three areas away to inflict Remarkable Blunt damage. Cap's common stunt is to bounce the shield off a number of hard surfaces (up to three targets) and have it return to him the following round. The shield can absorb 90 points of damage per round when held as a defense and reduces Stun/Slam effects by -4CS (falling damage also reduced if landing on the shield) because of its force-absorbing qualities.

TALENTS

Acrobatics Artist Leadership Martial Arts (All) Military
Tumbling Weapons Specialist (Shield)

BLACK WIDOW

Natasha Romanova

F IN (40)
A RM (30)
S GD (10)
E EX (20)
R GD (10)
I IN (40)
P GD (10)

Health: 100 **Karma:** 60

Resources: GD **Popularity:** 30

KNOWN POWERS

None. All of the Black Widow's power is derived from her equipment.

EQUIPMENT

Wall-Crawling: The gloves and boots of the Widow's costume contain microscopic suction cups that give her Remarkable wall-crawling abilities.

Weapon Belt: The Black Widow used to wear this belt that contained 12 explosive disks that acted as Remarkable rank explosive grenades.

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Widow's Bite: Natasha's bracelets contain miniaturized weaponry and equipment:

Cable Launcher: The Widow can launch an Incredible strength cable up to three areas away. It ends with a grappling hook.

Electro-Blaster: With a range of four areas, Natasha's official "Widow's Bite" is this Excellent energy attack.

Gas Launcher: The bracelets can shoot gas filled capsules up to four areas away. The capsules generally contain Excellent intensity tear gas that fills one area upon impact.

Two-Way Radio: With an Incredible range, this radio can be tuned to classified S.H.I.E.L.D. and Avengers frequencies for communications. Also works as a phone.

TALENTS

Detective/Espionage Martial Arts A, B, and E

Military Multi-lingual Weapons Specialist (Widow's Bite).

HAWKEYE

Kate Bishop

F RM (30)
A RM (30)
S EX (20)
E EX (20)
R EX (20)
I RM (30)
P IN (40)

Health: 100 **Karma:** 90

Resources: RM **Popularity:** 30

EQUIPMENT

Bow: This specialized bow allows Hawkeye to fire three arrows/round with a range of seven areas.

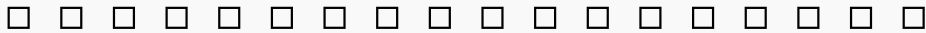
Harness: Her tunic harness has special quick-release compartments for holding 36 additional arrowheads.

Quiver: The quiver has a 36-shaft capacity. Each arrow is clamped to the base of the quiver, unlocked by a slight twist of the nock while drawing.

Standard Arrows (Typical Shooting Damage)

3-Bladed Arrows (Good Shooting Damage)

Trick Arrows



“Trick” Arrowheads: Hawkeye's modular arrowheads all have a range of seven areas except where noted below. Each of these arrowheads is on a shaft in Hawkeye's quiver and she has a spare stored in her tunic harness except for the Adamantium and Vibranium arrowheads. Hawkeye only has one of either of these special arrowheads on hand when expecting a fight against Ultron or another heavy-weight foe.

Acid: MN, three-area range.

Adamantium: EX Edged damage and pierces up to Unearthly materials, combined with Monstrous rank Electrical arrowhead.

Blunt: Excellent Blunt attack.

Bola: Remarkable entangling attack.

Boomerang: Computerized returning head, can add to other arrowheads.

Cable: Two-area long Incredible strength cable.

Electrical: AM damage, five-area range.

Explosive: Amazing Force damage.

Flare: GD intensity light in 2-area radius, Amazing damage to sighted target.

Magnetic: Incredible adherence to metal, can carry other arrowheads.

Net: Incredible entangling attack.

Putty: RM adhesion to rough surfaces, good for stopping exposed machinery.

Rocket: Boosts range by one area. Can carry other arrowheads.

Smote: EX Darkness in one area.

Sonic: Excellent noise in one area, roll green or better Endurance FEAT or be stunned for 1-10 rounds.

Suction Cup: RM Adhesion to smooth surfaces, can add to any arrowheads.

Tear Gas: RM Tear Gas in one area.

Thermal: Remarkable Heat damage.

Vibranium: Must have supplement Magnetic, Putty, or Suction Cup arrowhead to stick to target. Can deaden Remarkable energy or force at target.

Vibration: Excellent Force damage.

TALENTS: Archery, Arrowhead Design and Construction, Leadership, Martial Arts A and E, Marksman, Weapons Specialist (Bow) Weapon Specialist (Battle Staff)

HULK

Dr. Robert Bruce Banner

F IN (40)
A GD (10)
S MN (75)
E MN (75)
R PR (20)
I EX (30)
P RM (40)

Health: 200 **Karma:** 40

Resources: FB **Popularity:** 0

Adrenalin Surge: In times of stress or anger, the Hulk's Fighting and Strength scores as well as attack damage increase by +1 CS/round of stress until peaking at Shift Y.

Astral Detection: Because of some unknown factor, the Hulk has the Unearthly rank ability to see and hear astral forms.

Body Armor: The Hulk's emerald hide grants him Monstrous protection from physical damage and Amazing protection from energy damage.

Invulnerability: Bruce has Class 1000 immunities to cold, disease, fire, and heat.

Leaping: His powerful legs allow Bruce to leap to a maximum range of Class 5000 (50 areas/round).

Alter Ego: He turns into the Hulk when he gets mad.

TALENTS:

Crime Electronics Physics
Radiation (Specialist—Gamma Rays).

BRUCE BANNER

F PR (4)
A TY (6)
S TY (6)
E TY (6)
R RM (30)
I GD (10)
P TY (6)

Health: 22 **Karma:** 46

IRON MAN VII

Anthony "Tony" Stark

F IN (40)
A RM (30)
S UE (100)
E UE (100)
R IN (40)
I EX (20)
P GD (10)

Health: 270 **Karma:** 70

Resources: RM **Popularity:** 35

EQUIPMENT

Mark VII Armor

Body Armor:

The armor provides Amazing protection from physical damage. Unearthly protection from most energy attacks. Amazing resistance to heat and cold. Incredible resistance to acid. Unearthly resistance to electrical attacks. Unearthly protection from radiation.

Repulsor Rays:

Medium-density plasma projectors located in each gauntlet. Outlet located in palm of gauntlet. Range of 10 areas. May inflict up to Monstrous damage. May inflict less at the discretion of the user. Iron Man is also able to use his repulsors in a 'wide beam' pattern as an area effect weapon. He is able to effect up to 1 area with a decrease of -2CS in energy output (IE: Monstrous to Incredible damage)

Energy Absorption:

Circuitry may absorb up to an Unearthly amount of energy each round for 4 rounds. Up to 4 rounds of Unearthly rank energy, or 400 points of potential energy damage, may be so stored. Stored energy may be redirected through the uni-beam or other weapon systems, inflicting up to Unearthly damage until the excess is depleted. Stored energy retained beyond 4 rounds can damage circuitry. Make an Endurance FEAT roll or energy is discharged, inflicting Good damage on the wearer. All forms of non-concussive energy may be stored within the armor, including heat and light energy.

Override:

The armor is equipped with internal safety mechanisms to prevent overloading of designed systems. These interfaces may be consciously bypassed to increase abilities. Strength and repulsor damage may be raised to Unearthly in this fashion. Any other single ability may be raised by a single rank through override. Each round of override, the owner of the armor must make a yellow FEAT roll on the Shift 0 column. Failure indicates the armor is immobilized and must be repaired.

Artificial Intelligence Link

The armor and specifically Tony Stark has the ability to be in constant communication with the Artificial intelligence computer named JARVIS. The computer is located back at head quarters. JARVIS may provide information on all known criminals and super villains. This helps assist Tony in identifying, hindering, incapacitating or defeating his foe.

Boot Jets:

High-speed triple source gyro-stabilized turbines provide Amazing air speed. This can be temporarily enhanced to Unearthly by re-routing energy from other systems.

If used as weapons, the boots inflict Incredible damage to targets in the same area

Uni-Beams: Multi-band light and force beam emitter. Can be adjusted for a variety of effects such as:

Heat Beam: Amazing

Laser: Amazing

Light Beam: Monstrous

Tractor Beam: Monstrous

Holographic Projector: Excellent

Sonic Attack:

Mechanisms within the helmet may project an omni-directional high-frequency sound wave. Range of 3 adjacent areas. Sonic attack may inflict up to Amazing damage to all within those areas. In addition everyone in the affected areas must make an Endurance FEAT roll against the intensity of the attack, or be Stunned for 1- 10 rounds.

Energy Blade: The Energy Blade is emitted from the gauntlets and is capable of inflicting Monstrous damage. It can also be flattened into a shield, providing Unearthly protection. A low-power version of the shield can be spread over Tony's entire armor enhancing protection to Monstrous. Use of the energy blade limits Iron man's offensive capabilities -2CS (including his ability to fight and shoot as well as the intensity of his repulsors).

Multi-Band Radio: The radio has the ability to transmit and receive radio communications on all standard bands with a 200 mile range. On a Yellow Reason FEAT he can tap into secured transmissions.

Sensors: The suit maintains a wide arrange of sensors including: Infrared, Ultra-violet, Spectral Imaging and refractive density reading. The sensors operate at Amazing intensity.

Multi-Environment Life Support: The Armor is designed for use in the vacuum of space as well as the depths of the ocean. The armor generally has a 3 day air supply.

TALENTS

Bionics

Business

Cybernetics

Electronics

Engineering

Weapons Design

TONY STARK

Anthony "Tony" Stark

F TY (6)
A TY (6)
S TY (6)
E TY (6)
R IN (40)
I EX (20)
P GD (10)

Health: 24 **Karma:** 70
Resources: RM **Popularity:** 35

EQUIPMENT

Repulsor:

Medium-density plasma projectors detaches from gauntlet and powered by Arc Reactor. Can only use 5 shots this way. Outlet located in palm of gauntlet. Range of 10 areas. May inflict up to Amazing damage.

TALENTS

Bionics Business Cybernetics
Electronics Engineering Weapons Design

VISION

Vision

F RM (30)
A EX (20)
S AM (50)
E IN (40)
R RM (30)
I GD (10)
P RM (30)

Health: 140 **Karma:** 70

Resources: PR **Popularity:** 30

KNOWN POWERS

Density Manipulation-Self:

Unearthly, The normal density is Good rank, at densities above Good, the Vision gains body armor equal to the density rank. At densities above Incredible he suffers a -1CS to Fighting and Agility. At densities above Amazing he may use the density rank as strength. At Unearthly density the Vision cannot move.

Power stunts:

Phase through solid objects at Shift-0 density.

Flight at Shift-0 density, Poor speed.

Disrupting living or non-living targets by solidifying inside them. Damage inflicted is equal to the visions density rank and body armor is ignored. At ranks above Amazing Vision himself suffers Amazing damage. After many uses of this stunt Vision can now use this stunt with little risk of accidental killing the target.

Life Support: Incredible, no need to eat or breathe.

Solar Beams: Remarkable damage (8 areas) from the jewel in his forehead.

Solar Regeneration: Amazing unless he has no access to solar or laser energy.

TALENTS: Photographic Memory and Repair/Tinkering.

WASP

Janet Van Dyne

F EX (20)
A RM (30)
S GD (10)
E EX (20)
R GD (10)
I RM (30)
P EX (20)

Health: 80 **Karma:** 60
Resources: EX **Popularity:** 50

KNOWN POWERS

Shrinking: Janet Van Dyne is able to shrink down to insect-size due to her exposure to Pym particles. She is able to control her size-alteration at will with Incredible ability. She retains all her other powers only between this 1/2 inch and 48 inches in height. When she shrinks small wings grow from her back. While small she is +2CS to fight larger opponents and is -2CS to be hit by them.

Winged Flight: Poor, Can only fly at any size below 48 inches.

Enhanced Abilities: Her strength is raised by +1CS in her smallest size but her health does not change.

Insect Communication: She is able to grow antennae from her forehead, enabling her to communicate with and control insects on a Typical level.

Wasp Sting: By harnessing her bio-electric energy, she can also produce energy blasts from her hands capable of inflicting Remarkable energy damage.

TALENTS: Aerial Combat, Business/Finance, Fashion Design, and Martial Arts D.

CAPTAIN MAR-VELL SKRULL

F RM (30)
A RM (30)
S IN (40)
E RM (30)
R GD (10)
I AM (50)
P RM (30)

Health: 130 **Karma:** 90
Resources: PR **Popularity:** 0

POWERS

Shape-shifting: Unearthly rank ability to assume any humanoid shape.

Kree Physiology: Originally, Captain Marvel had no superhuman powers. However, the Kree have evolved with greater strength than Earth humans in order to combat the heavier gravity of their home worlds.

Plasma Generation: Dr. Benjamin Savannah's radiation treatment altered Mar-Vell's genetic structure so that he could absorb solar energy and channel it into various uses. In addition to bestowing upon him even greater physical strength and allowing him to fly even without the nega-bands on, it enabled him to unleash 'Solar Bolts' of Remarkable intensity.

Cosmic Awareness: Monstrous power to sense the presence of beings and objects in the universe that were somehow of importance to him for whatever reason.

EQUIPMENT

Nega bands: The Kree nega-bands captured Mar-Vell's psionic energy and channeled it into many other uses. The first amongst these was physical strength. With the nega-bands on he could lift 10 tons.

True Invulnerability: While wearing the nega bands, Mar-Vell had a Remarkable degree of imperviousness to harm.

True Flight: in addition, the nega-bands gave Mar-Vell the power to fly at Remarkable speeds in an atmosphere or at Class 1000 speeds when in space.

Alter-Ego: For a time, the nega-bands allowed Mar-Vell and Rick Jones to share a single existence.

Self-Sustenance: Lastly, the nega-bands also endowed Mar-Vell with the Unearthly ability to exist unprotected in outer space.

TALENTS

Espionage Astro-Navigation

MS MARVEL SKRULL

F IN (40)
A IN (40)
S AM (50)
E AM (50)
R GD (10)
I RM (30)
P IN (40)

Health: 180 **Karma:** 80
Resources: PR **Popularity:** 0

POWERS

Shape-shifting: Unearthly rank ability to assume any humanoid shape.

Body Resistance: Ms. Marvel's altered genes and hybrid physiology grant her Incredible protection vs Physical and Energy attacks.

True Flight: Ms. Marvel can convert her energy to enable her to fly at Unearthly air speed.

Focused Energy Release: She can emit and hear light, and the rest of the electromagnetic spectrum as well as gravity. In addition, she may perform/maintain any one of the following power stunts at a time:

She may fire Amazing intensity beams of heat, gravity/pressure, microwave, etc. up to 8 areas. She can raise the intensity of the beams to Monstrous by making a Yellow Psyche FEAT, or Unearthly by making a Red Psyche FEAT.

Area Blasts (of identical energy forms as above) with six area radius which does Incredible damage.

Light Burst (intense light waves) that can blind everyone in a 6 area radius for 1-10 rounds if they do not make an Endurance FEAT roll vs. Incredible.

Energy Detection: Carol can see the patterns of energy that form the electromagnetic spectrum with Incredible ability.

By making a Red Psyche FEAT, she can boost her strength to Unearthly or her flight to Shift-X for 1 round. She must make a Red Psyche FEAT each round to maintain these levels, or pass out for 1-10 rounds. Her health does not increase when she boosts her strength in this manner.

Energy Absorption: Ms. Marvel retains the ability to absorb various types of energy to fuel her metabolism or re-channel as attacks. She can absorb up to 100 points of energy to boost her strength or offensive energy powers to Unearthly for 1 round, or heal up to 100 points of damage. She can absorb incoming energy attacks of up to Amazing rank on a Yellow or better Intuition FEAT. If she fails, or the attack is Monstrous or greater intensity, she is affected normally.

TALENTS

Martial Arts A, B, E
Detective/Espionage

Military
Journalism

Pilot
Aerial Combat

Martial Arts A

This form of martial arts concentrates on using an opponent's strength against him, and is typical of oriental- American forms such as judo and karate. The practitioner of this type of martial arts can Stun or Slam an opponent regardless of their comparative Strengths and Endurances.

Martial Arts B

This form of martial arts is keyed on offense and inflicting damage in short, quick bursts, and includes such disciplines as boxing. The practitioner of this form of martial arts gains a +1CS to Fighting ability when engaged in unarmed combat.

Martial Arts C

This form of martial arts concentrates on holds and escapes. The practitioner of this form gains a + 1CS to his Strength for Grappling attacks (including damage), a + 1CS to Strength for Escaping and a +1CS to Agility for purposes of Dodging.

Martial Arts D

This meditative form of martial arts searches out the weak spots of the opponent's defenses and strikes against them. The practitioner of this form of attack may ignore the effects of Body Armor for determining Stun and Slam results. The attack by the character with this Talent does not have to inflict damage to force a check for possible Stun and Slam. The disadvantage is that the target of this attack must be studied for two rounds before the effects may be brought into play. The character with this Talent does not have to attack the character, only watch him in battle for two rounds previous to attacking.

Martial Arts E

This form of martial arts encourages quick striking to catch the opponent off-guard. Heroes with this form of Martial Arts are at +1CS to initiative rolls in unarmed combat.

SHE-HULK
Jennifer Walters

F RM (30)
A EX (20)
S MN (75)
E FN (50)
R TY (6)
I GD (10)
P EX (20)

Health: 175 **Karma:** 36
Resources: Ex(20) **Popularity:** 30

KNOWN POWERS:

Body Armor: She-Hulk's gamma-ray-thickened hide gives her Incredible Body Armor, with Excellent protection from energy attacks.

Leaping: She-Hulk's powerful legs give her Shift Z Leaping ability, able to leap 4 areas areas in a single bound.

Resistances: She-Hulk has Amazing Resistance to Heat and Cold, and Excellent Resistance to Disease.

Alter Ego: (No longer in use) She-Hulk had the ability to transform herself from her green- hued state to Jennifer Walters. She had more recently chosen to remain in She-Hulk form, and was locked in that form when she prevented the nuclear core of the crashed S.H.I.E.L.D. Helicarrier from exploding. Jennifer Walters' stats were:

F A S E R I P
TY TY PR GD GD GD TY

TALENTS:

She-Hulk retains her knowledge of the law from before her transformation, and in addition is training in Martial Arts C.

CONTACTS:

A native of California, Jen Walters is still a member of the bar (legal system), and her father is Sheriff of Los Angeles County. She is a joint member of both the Fantastic Four and Avengers, and remains close to her cousin Bruce Banner (the Hulk).

BACKGROUND:

Attorney Jennifer Walters was shot by hoods and saved from death only by an emergency transfusion from her cousin, Bruce Banner. Banner's gamma-irradiated blood affected Walters, turning her into the She-Hulk. Though branded a menace initially, SheHulk eventually cleaned up her reputation and established herself as a hero alongside the Avengers and Fantastic Four.

HAWKEYE

Clint Barton

F EX (20)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 80 **Karma:** 46
Resources: GD **Popularity:** 40

EQUIPMENT

Bow: This specialized bow allows Hawkeye to fire three arrows/round with a range of seven areas.

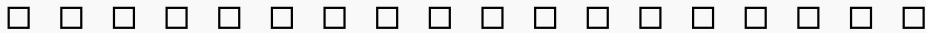
Harness: His tunic harness has special quick-release compartments for holding 36 additional arrowheads.

Quiver: The quiver has a 36-shaft capacity. Each arrow is clamped to the base of the quiver, unlocked by a slight twist of the nock while drawing.

Standard Arrows (Typical Shooting Damage)

3-Bladed Arrows (Good Shooting Damage)

Trick Arrows



“Trick” Arrowheads: Hawkeye's modular arrowheads all have a range of seven areas except where noted below. Each of these arrowheads is on a shaft in Hawkeye's quiver and he has a spare stored in his tunic harness except for the Adamantium and Vibranium arrowheads. Hawkeye only has one of either of these special arrowheads on hand when expecting a fight against Ultron or another heavy-weight foe.

Acid: MN, three-area range.

Adamantium: EX Edged damage and pierces up to Unearthly materials, combined with Monstrous rank Electrical arrowhead.

Blunt: Excellent Blunt attack.

Bola: Remarkable entangling attack.

Boomerang: Computerized returning head, can add to other arrowheads.

Cable: Two-area long Incredible strength cable.

Electrical: AM damage, five-area range.

Explosive: Amazing Force damage.

Flare: GD intensity light in 2-area radius, Amazing damage to sighted target.

Magnetic: Incredible adherence to metal, can carry other arrowheads.

Net: Incredible entangling attack.

Putty: RM adhesion to rough surfaces, good for stopping exposed machinery.

Rocket: Boosts range by one area. Can carry other arrowheads.

Smote: EX Darkness in one area.

Sonic: Excellent noise in one area, roll green or better Endurance FEAT or be stunned for 1-10 rounds.

Suction Cup: RM Adhesion to smooth surfaces, can add to any arrowheads.

Tear Gas: RM Tear Gas in one area.

Thermal: Remarkable Heat damage.

Vibranium: Must have supplement Magnetic, Putty, or Suction Cup arrowhead to stick to target. Can deaden Remarkable energy or force at target.

Vibration: Excellent Force damage.

TALENTS: Weapon Specialist: Bow, Arrowhead Design and Construction, Martial Arts A and E, Leadership, Marksman