

MARVEL SUPERHEROES™

WEBS

The SPIDER-MAN® Dossier

Game Accessory

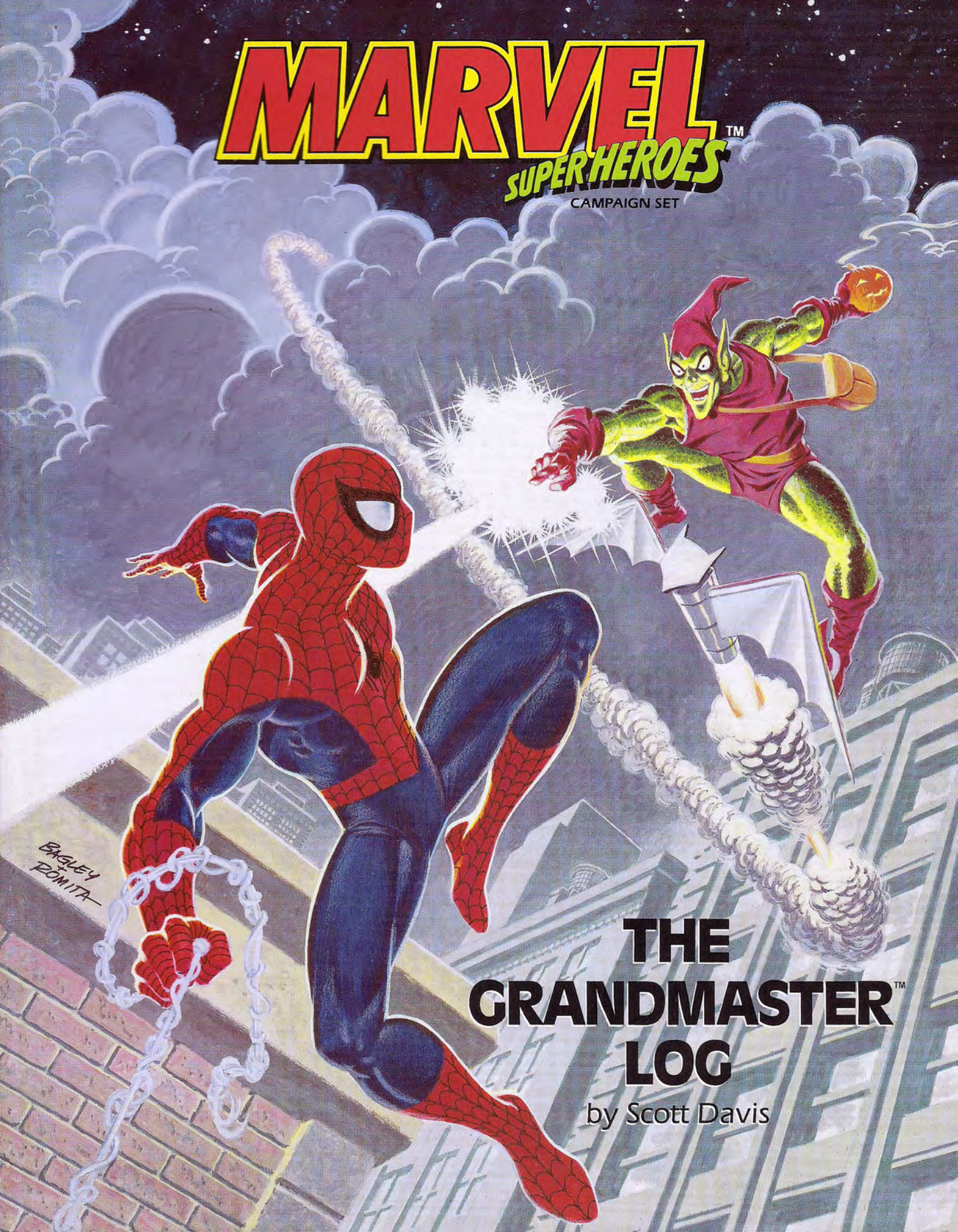


McFARLANE
?

MARVELTM

SUPERHEROESTM

CAMPAIGN SET

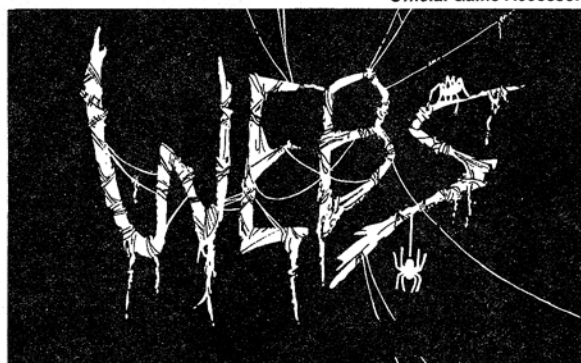


BAGLEY
DOMITA

THE GRANDMASTERTM LOG

by Scott Davis

- A - Symkarian Crown Jewels
- B - Other Symkarian treasures
- C - Sandman hiding under table
- D - Silver Sable's position
- E - Ancient styles of columns
- F - Large architectural models
- G - Drawing Gallery
- H - Bathrooms
- I - Large metal sculpture



WEBS: The SPIDER-MAN™ Dossier The GRANDMASTER™ Log

by Scott Davis

Table of Contents

Introduction	2
GRANDMASTER™ Log Entries	3
SPIDER-MAN™	3
SPIDER-MAN™ Supporting Cast	7
SPIDER-MAN™ Allies	10
SPIDER-MAN™ Foes	18
An Adventurous Week	56
Set-up	56
Timelines	58
Future Storyline Tips	64

Credits:

Design: Scott Davis
Editing: Dale A. Donovan
Cover Art: Mark Bagley & John Romita
Interior & Foldup Art: The Marvel Bullpen

Art Coordination: Peggy Cooper
Typography: Tracey Zamagne
Cartography: Steven Sullivan
Design & Production: Paul Hanchette

This book is protected under the copyright law of the United States of America. Any reproduction or unauthorized use of the material or artwork herein is prohibited without the express written consent of TSR, Inc. and Marvel Entertainment Group, Inc.

The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.

MARVEL SUPER HEROES and MARVEL UNIVERSE are trademarks of Marvel Entertainment Group, Inc. All Marvel characters, character names, and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. ©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc. ©1992 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

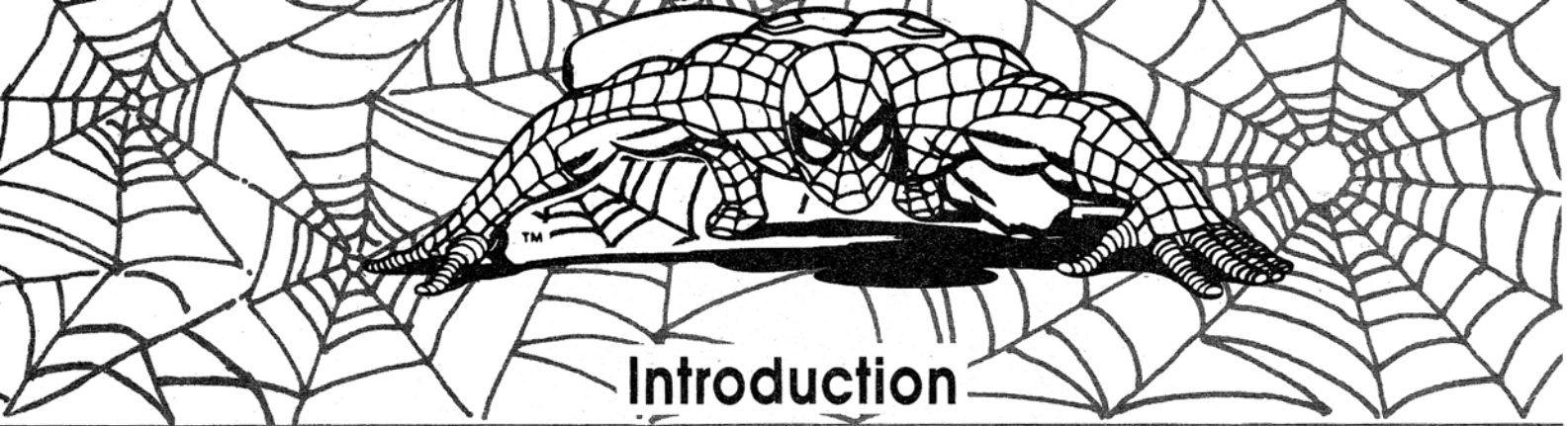
ISBN 1-56076-405-8

6907XXX1902

TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom



Introduction

Crossing the depths of Infinity in search of contests worthy of me, I contemplate future games, appropriate pawns, and all outcomes of limitless contingencies. I am an Elder of the Universe, I am immortal. I am the Grandmaster, the universal master of games of chance. I have defeated the likes of beings mere humans have not the intellect to comprehend.

The denizens of the third planet from Sol provide excellent pieces for my cosmic matches. Upon my drifting abode, my thoughts often turn to the human known on his world as Peter Parker, and of the beings that congregate around his costumed identity of Spider-Man.

Many are the matches that this Spider-Man, his friends, and his foes could provide me.

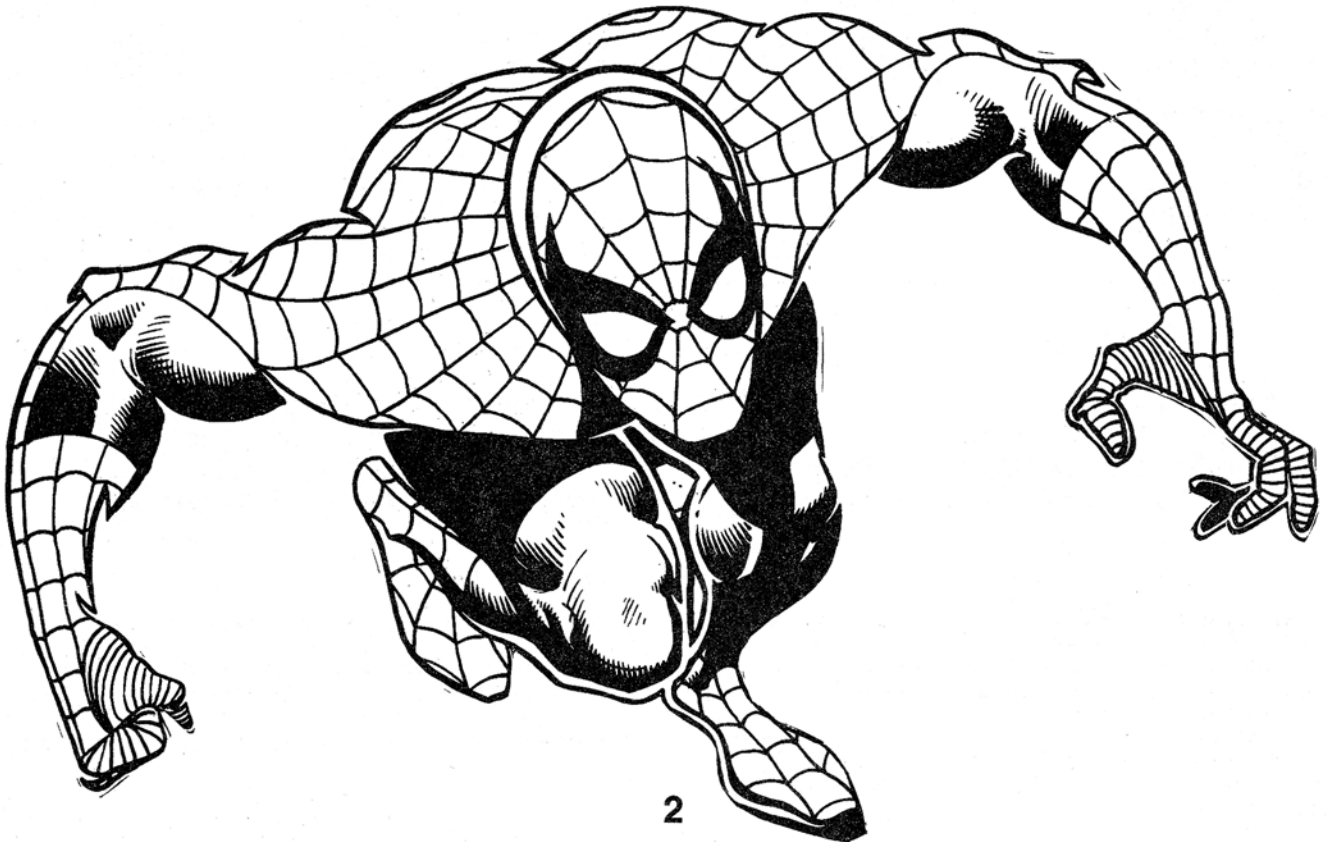
In preparation for such future contests, I've compiled the following information about the allies and enemies of Spider-Man. A host of interesting and varied individuals surround the arachnid adventurer, many who would make wonderful pawns, and even a rook or two, in upcoming campaigns.

A sample week in the life of one of your Earthly cities has been included in this log, for you to test your own heroic meddle against some of Spider-Man's greatest foes. Play to the best of your abilities, and learn the lessons that will aid you in the

future.

Study the entries in this log with patience and care, for human minds cannot guess when or where I, the Grandmaster of the Universe, shall require the services of your like again. Knowledge of your enemy's powers and tactics greatly alters the odds of survival to your favor.

Conversely, you may be called to defend your world against me and my chosen pawns. Woe to you if you are among this globe's defenders when a match beckons. Who among you are prepared for the greatest test of your existences, who among are ready to take up the gauntlet of the Grandmaster, the greatest gamesman in the universe?





Spider-Man and Peter Parker

Spider-Man is the epitome of the word hero in the MARVEL UNIVERSE™. Faced time and again with impossible odds and hopeless situations, the man known as Peter Parker perseveres for, as he has learned, with great power there must also come great responsibility.

SPIDER-MAN™

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

Health: 160

Karma: 70

Resources: TY

Popularity: 30

Real Name: Peter Parker

Occupation: Freelance photographer, Adventurer.

Identity: Secret.

Legal Status: Citizen of the U.S. with no criminal record.

Other Known Aliases: None.

Place of Birth: Queens, New York City.

Marital Status: Married.

Known Relatives: Mary Jane Watson-Parker (wife), Richard Parker (father), Mary Parker (mother), Benjamin Parker (uncle, deceased), May Parker (aunt), Philip Watson (father-in-law), Gayle Watson-Byrnes (sister-in-law), Tommy and Kevin Byrnes (nephews)

Base of Operation: New York City.

Group Affiliation: Spider-Man is a reserve Avenger and he has worked with Silver Sable's organization on occasion.



KNOWN POWERS

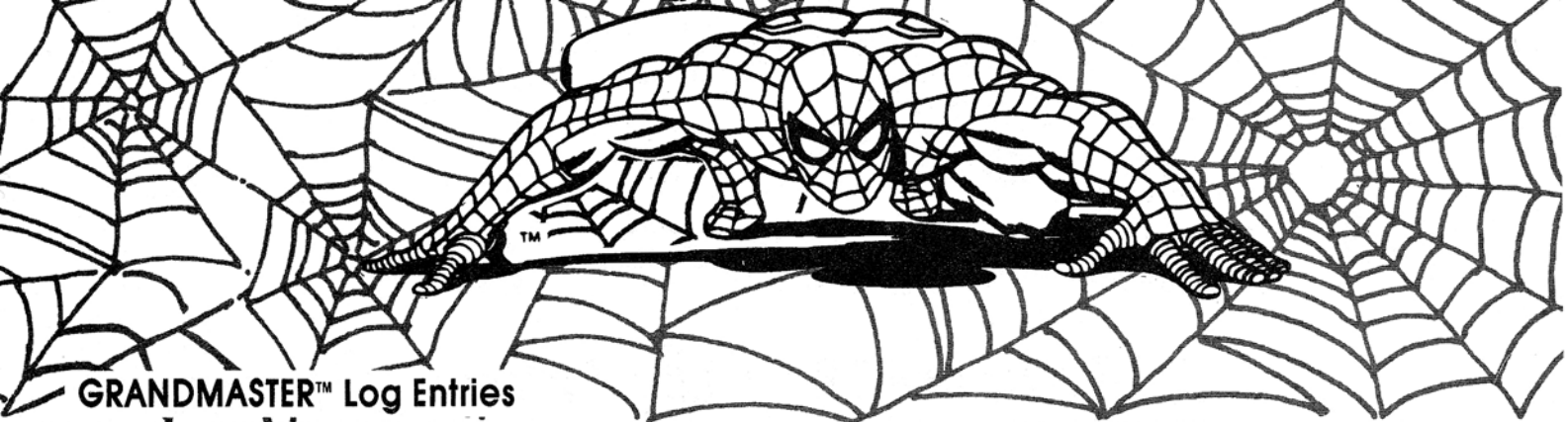
Wall-Crawling: Spider-Man can crawl on vertical and horizontal surfaces with Amazing (50) ability.

Combat Sense: Spider-Man has a Combat Sense of Amazing (50) ability that works all the time. When this sense is activated, a mental "buzzing" alerts Spider-Man of the potentially dangerous situation. The intensity of the sense depends upon the amount of danger he with which he is being threatened. While his Combat Sense is working, Spider-Man cannot be blindsided, and he may make defensive actions if he makes a successful Intuition FEAT. If his sense has been nullified, then his Intuition is as listed, and all Agility FEATs are at -1CS.

Equipment

Web-Shooters: Spider-Man has a device on each wrist that fire a web-like chemical formula. The webbing is of Incredible (40) material strength in the round it is fired, and hardens into Monstrous (75) strength in the next round. This webbing is used by Spider-Man for travel (three areas/round, for restraining opponents, for temporarily blinding them, and for creating a variety of objects:

- Web Shield: Monstrous (75) material strength.
- Web Parachute.
- Web Hang Glider: Typical (6) air speed.
- Web Missiles: Excellent (20) Blunt Attacks damage with a three-area range.



GRANDMASTER™ Log Entries

Spider-Tracer: Spider-Man has created a small homing device shaped like a spider that sets off his Spider Sense if he is within a mile of the tracer. He can track these tracers with Amazing (50) accuracy up to a mile away.

Spider-Light: Spider-Man has a small belt-light that projects a spider symbol as a means to intimidate his opponents. The light is of Good (10) intensity.

Web Cannons: Recently, Spider-Man concocted a large gun of Excellent (20) rank material, capable of firing his webbing over one whole area, trapping anyone in the area. The Web Cannons have a range of one area. The cannon has a weakness in that the connections are only made of Good (10) rank material and can easily be broken, covering the user in a large mass of webbing. This weakness may have been fixed by the next time this weapon is used, however.

Spider-Mobile: Johnny Storm, a.k.a. the Human Torch, gave Spider-Man a red-and-blue dune buggy-type vehicle, adorned with spider symbols. The vehicle has the following statistics.

Body	Control	Speed	Protection
TY	TY	GD	PR

(Unknown to Johnny Storm, Spider-Man had never driven a car in his life. The only vehicle that Spider-Man was familiar with is a motorcycle, that he had driven in his college days. Soon, the unlikely Spider-Mobile was driven off a pier and Spider-Man wrote off the idea of ever reviving the car.)

TALENTS: Peter Parker is a

graduate student in chemistry with a strong background in physics. He is also able to support himself through his photography.

CONTACTS: Peter Parker has contacts with the *Daily Bugle* staff and members of Empire State University's faculty. Although Spider-Man is a loner by inclination, he has developed friendly contacts with most American-based super heroes, including the Fantastic Four, the Avengers, and Daredevil. A few of these people know his secret identity including Matt Murdock (Daredevil), Felicia Hardy (Black Cat), and Mary Jane Watson-Parker.

IN BRIEF: Peter Parker is a man driven by an overriding sense of responsibility. After he first gained his powers, he had the chance to stop a thief by just slowing the running man down. Concerned only with his own interests, he allowed the man to escape. Shortly thereafter, Peter discovered that the man he could have stopped killed his Uncle Ben. At that moment, Peter soon realized that with great power comes great responsibility, and he has lived by that motto since that pivotal moment in his life.

As Spider-Man, he cracks jokes and banters with his opponents as a release of tension, and as a way to keep them off-guard. Spider-Man is careful with his power, usually pulling his punches unless he knows that his opponent is extremely dangerous or has super powers of his own.

Alternate SPIDER-MAN™ Statistics

Throughout his career, Spider-Man has undergone some extreme, albeit temporary, changes. Some of these changes were quite drastic, such as Peter Parker with the augmented powers of the mysterious Captain Universe. Others were caused by natural changes such as age. As Peter has grown, he has matured physically. This is taken into account in Spider-Man's current statistics, but we are also presenting his original power levels. These transformations and Spider-Man's altered statistics are shown in the following section.

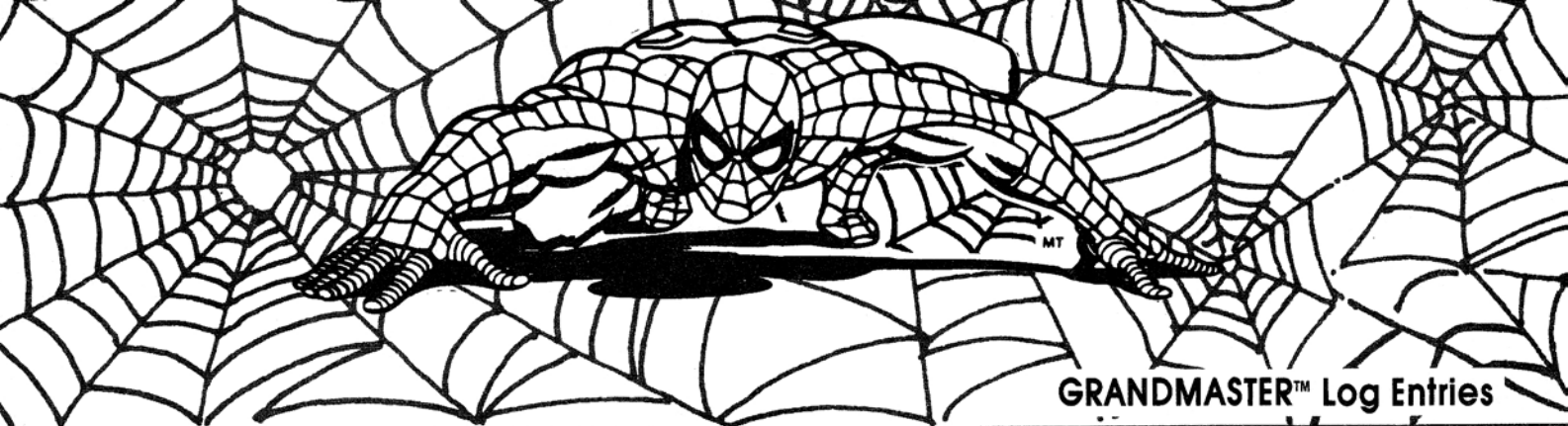
The Original SPIDER-MAN™

Peter Parker has grown much in the years since he gained his powers, both physically and emotionally. Here are his statistics for his first few classic years of adventuring.

F	A	S	E	R	I	P
EX	IN	RM	RM	GD	GD	IN
20	40	30	30	10	10	10
Health: 120			Karma: 60			
Resources: TY			Popularity: 10			

Six-Armed SPIDER-MAN™

For a short period of time, Spider-Man actually resembled a spider in the manner that he grew four extra arms. In an effort to remove his powers, Peter caused two more sets of arms to grow from his torso, below his original arms. This condition only lasted for a brief period, but it is still worthy of a description. What if Peter Parker



GRANDMASTER™ Log Entries



hadn't been able to rid himself of his extra arms?

F	A	S	E	R	I	P
RM	RM	IN	IN	EX	GD	IN
30	30	45	40	20	10	40
Health: 135			Karma: 70			
Resources: TY			Popularity: 5			

Weaknesses: The two pair of arms that Spider-Man had gained hindered him more than helped him. He had trouble adjusting to the two new appendages he had on both sides of his chest. If the condition had lasted longer, however, his statistics could be raised to their pre-arms levels, and Spider-Man would have two extra attacks per round.

Cosmic SPIDER-MAN™

For another more recent period in

Spider-Man's tumultuous life, he was granted the powers of Captain Universe, giving him an extreme amount of power. He was given these powers to defeat a powerful threat to the world, and after he accomplished that feat, the powers left him. For a while there, Spider-Man was able to spar with Goliath, the Brothers Grimm, Titania, Graviton, and the Trapster all at once and come out on top. With these powers, he even knocked the Hulk into orbit!

It should be noted that Spider-Man was still exploring the extent of his new powers when they were taken away from him.

F	A	S	E	R	I	P
RM	MN	Shift Z	IN	EX	GD	UN
30	75	500	40	20	10	100

Health: 645	Karma: 130
Resources: TY	Popularity: 30

KNOWN POWERS

He has all his usual powers with the following additions:

Body Armor: Unearthly (100)

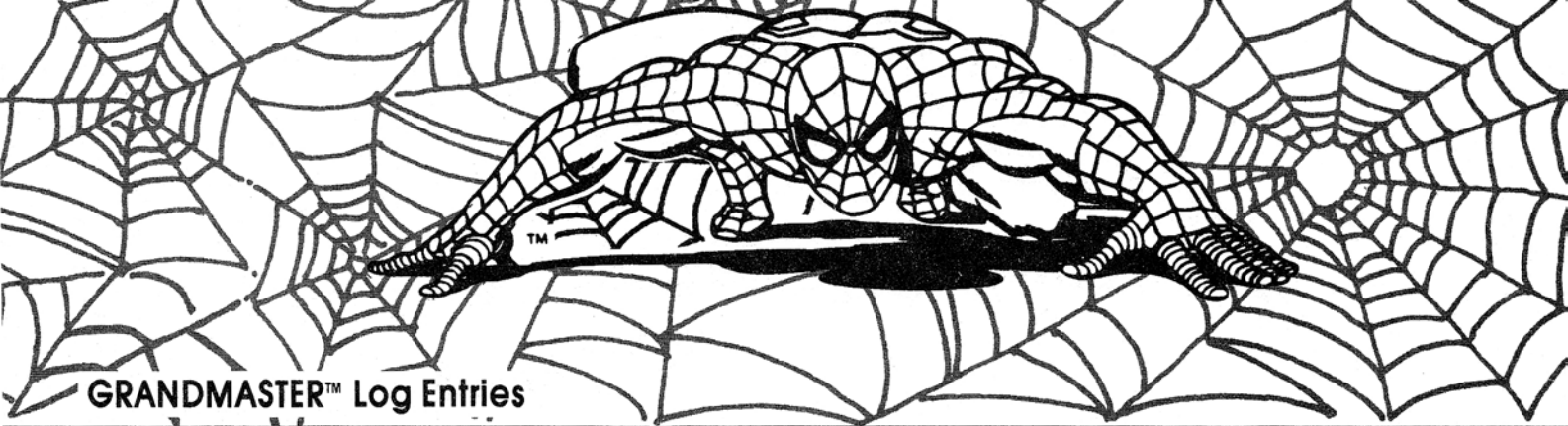
Kinetic Bolt: Unearthly (100) Force damage with a 10-area range.

Penetration Vision: Unearthly (100) with a 10-area range.

Telescopic Vision: Unearthly (100) intensity and range.

Molding/Animate/Molecular Conversion: Unearthly (100) ability, but he must be touching the objects that he affects with this power.

Spider Sense: His Combat Sense has been enhanced to Unearthly (100) rank and now includes super hearing. In combat, his Spider Sense sometimes threatens to overload his



GRANDMASTER™ Log Entries

senses and distract him. Every round this Spider Sense is activated, Spider-Man must make a successful Reason FEAT roll to avoid his having his Intuition fall to Typical (6) for that round.

Plasma Bolt: Unearthly (100) rank with a 10 area range.

Flight: Remarkable (30) air speed (15 areas per round)

Light Flash: Remarkable (30) intensity with a two-area range.

Spider-Hulk

Spider-Man was once irradiated with bio-energy of the Hulk, which caused him to change into a Spider-Hulk for short periods of time. He was eventually cured of the condition and no aftereffects of the transformations have been seen.

F	A	S	E	R	I	P
RM	RM	AM	AM	TY	GD	GD
30	30	50	50	6	10	10
Health: 160		Karma: 26				
Resources: PR		Popularity: 0				

KNOWN POWERS

Alter Ego: While under the influence of the bio-energy, Spider-Man underwent a transformation into the Spider-Hulk when he was shocked or stressed. His intelligence dropped as his strength went up. Only upon falling asleep did he undergo the change back to Spider-Man.

Spider-Lizard

In an event similar to the one that created the Spider-Hulk, Spider-Man absorbed radioactive feedback from a portable enervator, which caused him to transform into the Spider-Lizard. In this form, he

operated only on the most basic, bestial instincts, attacking anything he met. Dr. Curt Connors, the Lizard's alter ego, finally cured Spider-Man of this affliction.

F	A	S	E	R	I	P
RM	IN	AM	AM	PR	GD	GD
30	40	50	50	4	10	10
Health: 170		Karma: 24				
Resources: PR		Popularity: -5				

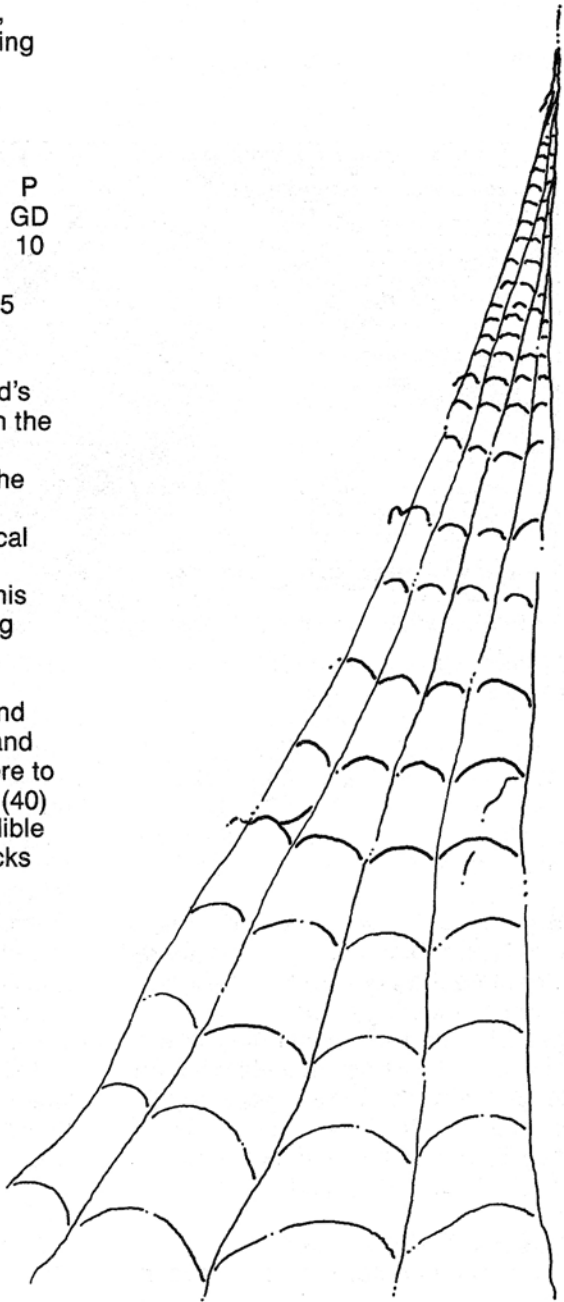
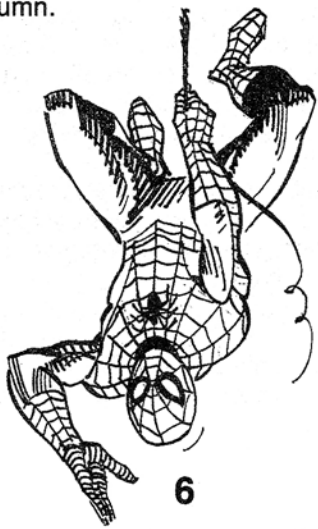
KNOWN POWERS

Alter Ego: All of the Spider-Lizard's powers are only applicable when the Lizard is dominant.

Body Armor: The tough skin of the Spider-Lizard provides him with Good (10) protection from physical attacks.

Tail: The Spider-Lizard can use his 6'1/2' tail to attack, doing Amazing (50) damage. He is +1CS when using this attack.

Wall-Crawling: Using the pads and retractable claws on his hands and feet, the Spider-Lizard can adhere to vertical surfaces with Incredible (40) ability. Also, he can inflict Incredible (40) damage on the Edged Attacks column.





SPIDER-MAN™ Supporting Cast

The life and stories of Peter Parker would not be the same without his rich and varied supporting cast. From his Aunt May to his friends and co-workers, the foundation provided by these people is the real strength of Spider-Man's popularity. The supporting cast is as important to Spider-Man's life as are his actual powers and super-powered foes. Any campaign that includes Spider-Man must have some interaction with these folks, if only in a cameo role. These people are Peter Parker's friends and co-workers, not all allies who follow him into battle. Hence, only characters who normally take part in such dangerous activities have games statistics been included here.

Relatives

Richard and Mary Parker

Peter Parker's natural parents have returned to New York City. It would appear that their "deaths" via a plane crash years ago were faked and they were actually held as prisoners all these years. How their relationship with Peter will develop is unknown, but they are now as of this writing, a very important part of his life.

May Reilly Parker

May Parker was widowed on the night that the hero Spider-Man was born. Her husband Ben was shot and killed by a burglar, a man that her nephew, Peter Parker, could have stopped days before in the guise of Spider-Man.

May has lived off of her Social Security checks and occasional help

of Peter ever since that night. She is a plucky woman who has endured much hardship in life, yet she continues to look on the positive side of events.

One of the reasons that Peter Parker keeps Spider-Man's identity a secret is to protect his aunt. He believes that the revelation would be too much of a shock for her system to take. May has always professed an intense dislike for Spider-Man until very recently, when the web-slinger saved her and Mary Jane from the criminal Vulture.

Mary Jane Watson-Parker

MJ is a successful model and soap-opera actress, and she has overcome much adversity to be where she is today. Her childhood was marred by a cruel father who physically abused his wife. To cope with the problems at home, Mary Jane created a party-girl personality for all her friends at school. She was always happy on the outside, with her motto of "never miss a good time."

After her mother's death, she moved to New York City and lived with her Aunt Anna. It was at this time that she got involved with Peter Parker, Gwen Stacy, and the other members of that crowd.

Peter and Mary Jane became friends over time, with Peter never guessing Mary Jane's secret knowledge. Mary Jane Watson was the first person to learn of Peter Parker's dual identity, but she kept the information to herself for years.

After Gwen Stacy died, Peter and MJ started dating and Peter actually asked her to marry him, but she

refused. Not long after the proposal, MJ left Peter's life for a time.

When they finally got back together, she revealed to Peter that she had known his secret all along and she told him of her past, something she had never confided to anyone else. Building on this foundation of trust, they became man and wife.

MJ is currently employed as an actress on the soap opera, *Secret Hospital*.

Friends & Co-workers

Elizabeth "Liz" Allen

Liz Allen is a high-school friend of Peter Parker, who eventually married his best friend, Harry Osborn. In the early years of Spider-Man's career, Liz and Peter felt affection for one another, but nothing beyond friendship ever came of the relationship.

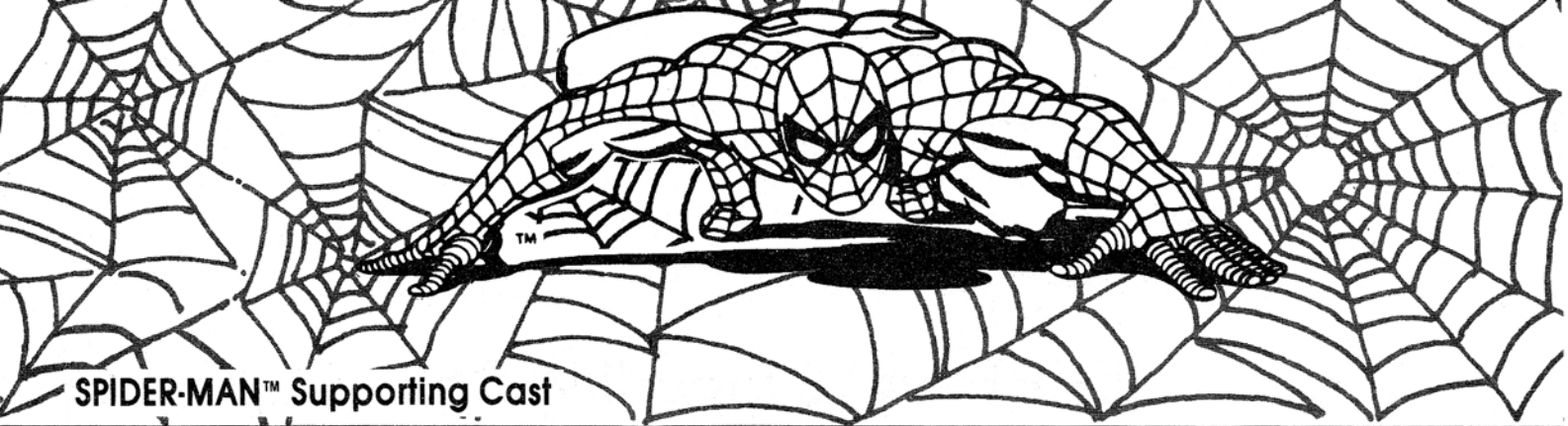
She and Harry have a son, Norman, and her brother is Mark Raxton, the former criminal known as the Molten Man.

Lance Bannon

Lance is a freelance photographer for the *Daily Bugle*. He and Peter's relationship started out rough, because they both were competing for the same assignments. Recently however, Peter and Lance have been more amicable towards one another, even though they are still competing for assignments.

Betty Brant-Leeds

Betty is Kate Cushing's secretary, and has been involved both in the life of both with Peter Parker and his



SPIDER-MAN™ Supporting Cast

costumed counterpart since the beginning of his career. She was the secretary for the *Daily Bugle's* publisher J. Jonah Jameson when she first met freelance photographer, Peter Parker. A budding romance with Peter was cut short when her brother was killed in a fight in which Spider-Man was a participant. From that point on, she dreaded the idea of Peter exposing himself to danger just to take photographs. Realizing that if Betty couldn't even accept the dangers associated with photojournalism, she would never consider a life with Spider-Man, so Peter cooled his relationship with her. The relationship was ended completely when a rival for Betty's attentions entered the picture, reporter Ned Leeds.

Betty eventually married Ned, and had a somewhat stormy relationship with her husband until his recent death. Unknown to her, Ned was the costumed villain known as the Hobgoblin, and he was killed as a result of his criminal activities.

Recently, after some difficult times getting over the death of Ned, she has returned to work at the *Daily Bugle* as the City Editor Kate Cushing's secretary.

Katherine "Kate" Cushing

Kate Cushing is the City Editor for the *Daily Bugle*, although she is currently on the "outs" with the *Bugle's* publisher, J. Jonah Jameson.

She is in charge of assigning stories and photographers for the paper, and she is not very fond of Peter Parker's work or attitude.

Gloria "Glory" Grant

Glory is J. Jonah Jameson's secretary. She and Peter Parker are good friends but she carries a strong hatred of Spider-Man. The man she was in love with was Eduardo Lobo, a criminal who happened to be a werewolf whom she shot while he and Spider-Man were fighting. In fact, she was aiming for Spider-Man but missed, and blames the web-slinger for her love's death.

J. Jonah Jameson

JJJ is the Publisher of the *Daily Bugle*, *NOW* and *Woman* Magazines.

Jolly Jonah, as his employees occasionally call him (but never to his face) has been the publisher of the *Daily Bugle* for at least as long as Peter Parker has been wearing his Spider-Man suit. Jonah has consistently maintained an adversarial viewpoint about costumed adventurers in general and Spider-Man in specific. Jameson has been against Spider-Man since the web-slinger's first public appearance on television, and he isn't shy about letting his opinions be known to his readership. The *Daily Bugle* led a campaign against Spider-Man for many years, decrying the costumed adventurer's actions in bold headlines on page one. Even if Spider-Man had saved the lives of many people, the *Bugle* somehow put a twist on the story that placed the hero in an unflattering way.

Over the years, Jonah has hired many people specifically to discredit Spider-Man, even going as far as commissioning an inventor to create a robot to fight Spider-Man that Jameson could control from a remote

location.

Currently, Jameson is married to Dr. Marla Madison and has a grown son, John Jameson, a former astronaut.

Joy Mercado

Joy is a reporter for *NOW* Magazine, and has shared many story assignments with Peter Parker, not all of them on friendly terms. Because of his costumed responsibilities, Peter is forced to leave scenes of danger and excitement to change and help the situation as Spider-Man. When he was paired with Joy, she didn't appreciate being left alone to cover the news without her photographer, no matter how good his work turns out. She regarded Peter as totally unprofessional, therefore putting a strain on their relationship from the start. Since their first few assignments, Joy and Peter have worked out most of their difficulties.

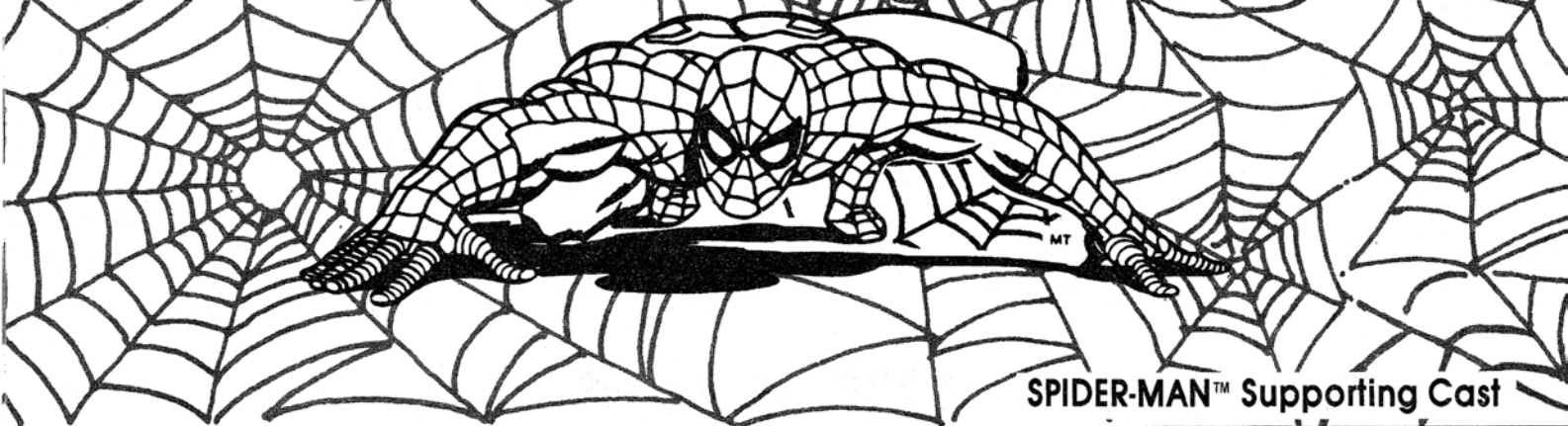
Harold "Harry" Osborn

Harry first encountered Peter Parker in college and held an instant dislike for the distant bookworm. He got over that first impression and they became close friends, eventually sharing an apartment together.

Harry is currently married to Liz Allen and has a young son, Norman.

Harry's father was the original Green Goblin, starting a tradition that Harry has unfortunately carried on. Harry became addicted to drugs in his college years, but was helped through that time by his friends and counseling.

When he witnessed his father's



SPIDER-MAN™ Supporting Cast

death, as the Green Goblin, during a battle with Spider-Man however, his delicate mental state broke and Harry spiralled into the depths of madness, taking up his father's ways.

Spider-Man defeated the new Goblin, but it took years for Harry to cope with his problems. He eventually recovered, married, took over Osborn Industries, Inc., and had a son.

The specter of the Green Goblin wouldn't let him go however, and he has currently reverted to his evil persona.

Joe "Robbie" Robertson

Robbie is the Editor-in-Chief of the *Daily Bugle* and hence, is the editorial second-in-command of that paper. Robbie has long been the voice of reason in the office, offsetting his publisher's rigid ideas. He tries to produce a polished, even-handed paper, and has cut back on the stories and scathing editorials against Spider-Man.

Recently, Robbie was sentenced to jail for withholding knowledge of a murder for more than twenty years. A boy Robbie had known in high school, Lonnie Lincoln, was a hit man for the mob. When the young Robertson stumbled upon Lincoln, now known as Tombstone, strangling and killing a mob informant, he kept the incident secret to protect his family.

Finally, Robertson broke that silence and confronted Tombstone. Tombstone almost killed Robbie but the reporter persisted and got the charge to stick in court. Tombstone was sent to jail. Unfortunately, the

FLASH THOMPSON™

judge didn't look kindly upon a newsman withholding evidence of a felony crime and sentenced Robbie to the same prison as Tombstone. Eventually, he was pardoned and released.

Eugene "Flash" Thompson

Flash was always the big man on campus, whether in high school or college. Since the early days of Spider-Man's career, Flash has been Spidey's staunchest supporter, even donning a Spider-Man costume to prove his web-slinging hero's doubters wrong. As much as he liked Spider-Man, he equally disliked Peter Parker. The two were rivals throughout high school and college, but the situation changed when Flash returned from his tour of duty in Vietnam.

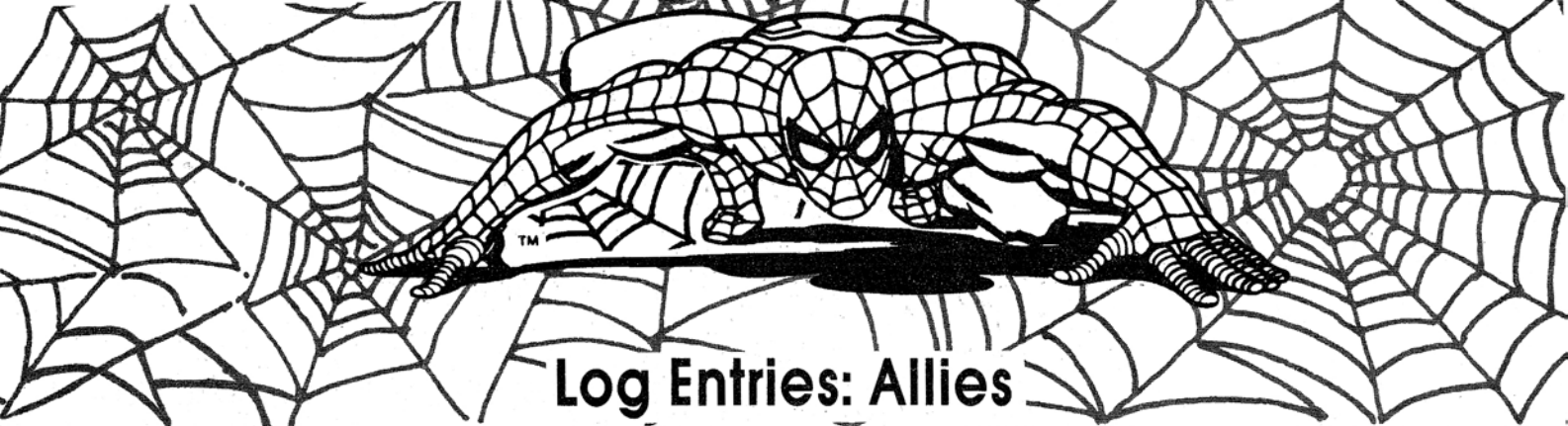
His time in the military service matured Flash, and when he returned to the U.S., he and Peter became good friends, a friendship that has lasted to this day.

Because of his closeness to Peter Parker, and therefore, Spider-Man, Flash has had a complicated and tumultuous life. In the recent past, he was framed as the Hobgoblin (but has since been cleared of that charge) and is dating Felicia Hardy, otherwise known as the Black Cat. Flash doesn't know about Felicia's dual identity. Flash currently is in training as a boxer and helps young children at the gym.



JOE "ROBBIE" ROBERTSON™





Log Entries: Allies

BLACK CAT™

Felicia Hardy
Former Cat Burglar, Adventurer

F	A	S	E	R	I	P
GD	AM	TY	EX	GD	GD	EX
10	50	6	20	10	10	20

Health: 86 Karma: 40
Resources: TY Popularity: 2

KNOWN POWERS

The Black Cat's powers have changed through her career. Former powers include the following:

Luck Manipulation: Felicia unconsciously created a probability-altering field around her, causing bad luck to befall all who attacked her. The bad luck usually manifested itself in spectacular ways, always protecting her.

Her current powers are:

Infravision: Excellent (20) rank.

Claws: The Black Cat has claws made of Excellent (20) material strength. They inflict Excellent (20) Edged damage.

Grapple Line: The Black Cat has a thin metal wire (Excellent (20) material) ending in a cat claw that is fired from the back of her wrist and is used as a swing line.

TALENTS: Martial Arts A, E, Acrobatics, Tumbling, Espionage, and Tightrope Walking.

IN BRIEF: In the past, Felicia Hardy was always looking for the exciting life. Excitement is what first attracted her to Spider-Man, but when the relationship went beyond their costumed identities, there was no common ground. The relationship between the two ended, not very amicably.

By the time Felicia re-entered Peter Parker's life, he had gotten married to Mary Jane Watson. In retaliation for this, Felicia started dating Flash Thompson to get back at Peter. She intended to make Flash, a friend of Peter's, love her, then break his heart. However, the relationship with Flash has become more serious than she had expected. She has grown to like, and maybe, love him.

After saving Spider-Man's life when he was powerless for a time, the two heroes are now on amicable terms again.

For more information and a more detailed history of the Black Cat, see page 89 in *The Gamer's Handbook of the MARVEL UNIVERSE™*, Volume #1 (MU1).

CLOAK AND DAGGER™

Recently, both Cloak's and Dagger's powers went through a transformation when the evil entity, D'Spayre, revealed to them that he had placed a dark and light entity into them when they first exhibited their powers. These creatures gave Cloak and Dagger some of their powers, such as Cloak's Darkforce and Dagger's Healing light.

D'Spayre, in an attempt to demoralize the heroes, withdrew the dark and light beings from Cloak and Dagger. In the ensuing moments, their powers evolved and the new Cloak and Dagger were born.

They are still fighting the war against drugs in all its forms.

For more on Cloak and Dagger, see pages 169 and 195 in MU1.

CLOAK™

Tyrone Johnson
Vigilante

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

Health: 76 Karma: 36
Resources: PR Popularity: 5

KNOWN POWERS

Gateway: Cloak has the Unearthly (100) ability to create an opening to the void contained within his cloak. Currently, it is only a dark void, where captives must face themselves in the darkness.

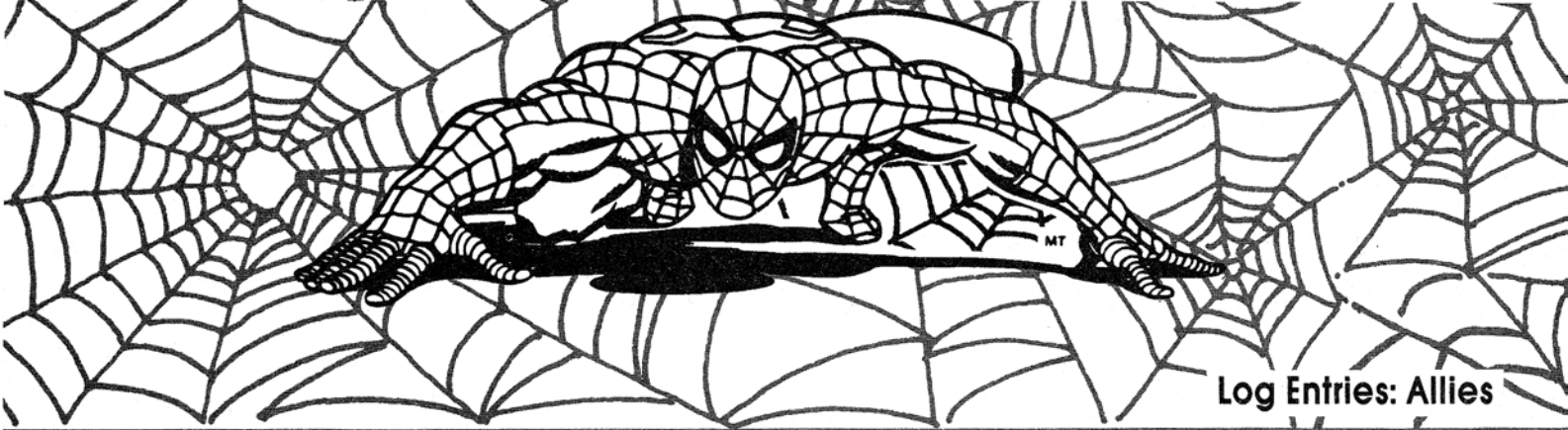
Teleportation: Cloak is able to teleport to any other point on the globe by stepping through his cloak and emerging from the void at

another spot on Earth. He is able to bring other people along with him or can send other people through while his physical form stays on Earth. In the past, he teleported an entire train a short distance.

Elongation: Cloak can reach up to one area away with his cloak, that acts as an extension of his body.

TALENTS: None.

IN BRIEF: Tyrone is a timid, shy person who along with Tandy Bowen, was captured by Maggia thugs and experimented on with a new form of addictive drug. Instead of killing them, as it had the other subjects, Tyrone and Tandy were endowed with the powers of Cloak and Dagger. They have since used their powers to fight a drug war of their own, destroying the people who deal drugs and trying to cure the addicted children that they meet.



Log Entries: Allies



BLACK CAT™



CLOAK AND DAGGER™



FROG-MAN™



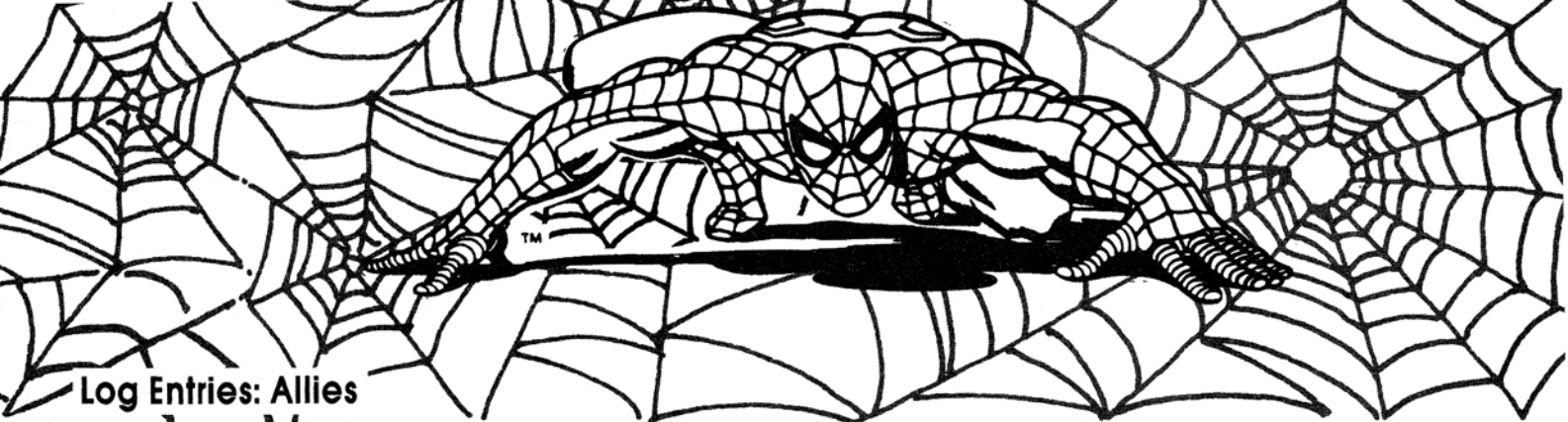
MADAME WEB™



PROWLER™



PUMA™



Log Entries: Allies

DAGGER™

Tandy Bowen

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

Health: 76 Karma: 30
Resources: FE Popularity: 5

KNOWN POWERS

Light Generation: Dagger can create Remarkable (30) intensity light that fills up to two areas. Opponents caught in this light must make an Endurance FEAT or be Stunned. Any attacks made against the glowing form are -2CS to hit her.

Light Knives: Dagger is able to create solid light daggers that do Excellent (20) Edged damage. She can throw four daggers/round at up to four different targets if she so desires. These daggers dissipate one round after they leave Dagger's hand.

Light Shield: Dagger is able to generate a shield of light around her that provides Excellent (20) protection from physical and Force attacks.

TALENTS: Acrobatics, Tumbling, and Martial Arts C.

IN BRIEF: In this duo, Tandy is the more light-hearted, offsetting the seriousness of Cloak. She sometimes wishes for a normal life, but realizes that the good done by Cloak and Dagger is necessary.

FROG-MAN™

Eugene Paul Patillio
College Student, Occasional Adventurer

F	A	S	E	R	I	P
PR	PR	PR	GD	TY	PR	TY
4	4	4	10	6	4	6

Health: 22 Karma: 16
Resources: PR Popularity: 3

KNOWN POWERS

Leaping: Frog-Man wears a suit with electronically-controlled springs in the feet that give him Unearthly (100) Leaping ability (100' up or across). Eugene is inexperienced with the use of the frog suit and must make an Agility FEAT roll to stop or he continues to leap out of control. He must continue trying to make Agility FEAT rolls until he succeeds. When bouncing around out of control, Frog-Man is -2CS to be hit and is +1CS to hit when Charging.

Body Armor: The suit provides Eugene with Good (10) protection from physical and Force damage.

TALENTS: None.

IN BRIEF: Eugene wants desperately to be a famous super hero and is eager to prove himself any chance that he gets. He is trying to continue the "Frog" tradition of his family, as his father was the minor villain known as the Leap-Frog.

For more on Frog-Man, see page 53 of MU2.

MADAME WEB™

Cassandra Web
Professional Medium

F	A	S	E	R	I	P
FE	FE	FE	FE	TY	GD	MN
2	2	2	2	6	10	75

Health: 8 Karma: 91
Resources: TY Popularity: 0

KNOWN POWERS

Precognition: Because a wide variety of events affect the future, any divination of the future is impossible to do accurately. Madame Web is able to see various futures in her vision and the ones that are most probable appear more luminous than others. She must be in contact with a person or object to use this power.

Postcognition: She has the Incredible (40) ability to see into the recent past of a person or object. Madame Web must make a successful Power rank FEAT roll with the color result determining the length of time that can be read.

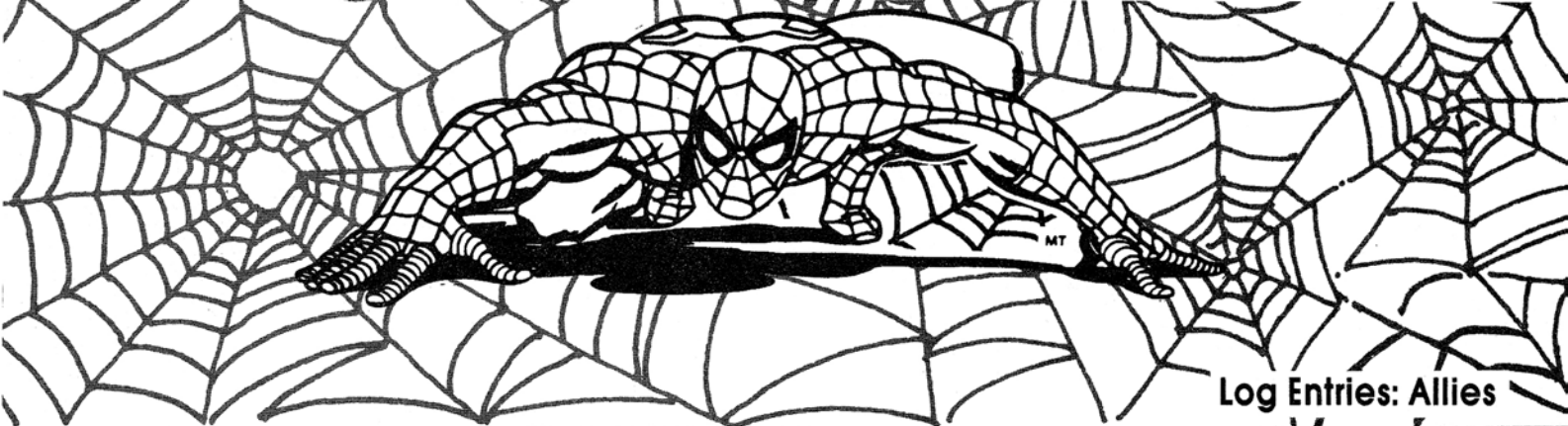
- Green: Within one day.
- Yellow: Within one week.
- Red: Within one year.

Psionic Detection: This is a Remarkable (30) rank power that detects the use of paranormal abilities.

Telepathy: Madame Web has the ability to communicate mind-to-mind at the Excellent (20) rank. This also includes the ability to read others' surface thoughts. Willing targets and those with Psyche scores lower than hers can be contacted with a green FEAT result. Subjects of equal Psyche require a yellow FEAT, while subjects with a higher FEAT or mental screening takes a red FEAT. Subjects who are unwilling and have a higher Psyche are impossible FEATs. Madame Web has developed a Power Stunt of using this ability as a Typical (6) intensity Mental Probe. The range of this power is 64 areas or about 1.5 miles.

TALENTS: None.

IN BRIEF: Cassandra Web's motivations have never been



Log Entries: Allies

revealed, but she has demonstrated great concern for people who have helped her. She has alluded that she has nurtured others with psychic talent along, but just who she has aided is unknown.

As an adult, Madame Web was stricken with the disease, myasthenia gravis, that slowly erodes the central nervous system. As the last act before he died, Madame Web's husband built her a life-support system that provides for all her vital functions. This machine has isolated her from normal society as she has to stay connected to it to stay alive.

Madame Web and Spider-Man have teamed up in the past to thwart an assassination and to prevent Madame Web's own death. In an encounter with the Juggernaut, Madame Web was disconnected from her machine by the villain. She survived, thanks to the swift action of Spider-Man, but she has lost all memory of her previous life. Included in that loss was the knowledge of Peter Parker's identity of Spider-Man.

For more on Madame Web, see page 41 of MU7.

PROWLER™

Hobie Brown
Professional Technician, Occasional Adventurer

F	A	S	E	R	I	P
TY	EX	TY	EX	EX	GD	GD
6	20	6	20	20	10	10

Health: 52 Karma: 40
Resources: TY Popularity: 0

KNOWN POWERS

Claws: The Prowler wears gauntlets made of Incredible (40) strength material, that inflict Remarkable (30) Edged damage.

Wall-Crawling: The Prowler scales walls made of stone and concrete with Good (10) ability by using his claws. He leaves large holes where he has passed.

Flechettes: The wrists of his gauntlets fire small, diamond-shaped, metal flechettes that inflict Good (10) Edged, throwing damage.

Gas: Also in his gauntlets are gas canisters that can be fired at his opponents. They produce the following effects.

- Remarkable (30) potency knock-out gas.
- Weakness gas that affects all stats by -1CS if Endurance FEAT roll is failed by targets.
- Compressed Air blast for Remarkable (30) Force damage.
- Obscuring fog in one area that lasts for 1-10 turns. This is usually used for the Prowler to escape.

TALENTS: Martial Arts B.

IN BRIEF: Hobie has matured from a hot-headed kid into a level-headed adventurer. He is devoted to his friends and will go out of his way to help them in any way possible. Recently, he has been working with Silver Sable as a member of the group known as the Outlaws.

For more information and a detailed history of the Prowler, see page 185 in MU5.

PUMA™

Thomas Fireheart

Chief Executive Officer of the Fireheart Enterprises, Mercenary

Human form

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

Health: 36 Karma: 60
Resources: IN Popularity: 0

Puma form

F	A	S	E	R	I	P
RM	AM	RM	IN	EX	MN	RM
30	50	30	40	20	75	30

Health: 150 Karma: 125
Resources: IN Popularity: 15

KNOWN POWERS

Alter Ego: Thomas Fireheart can transform himself into the Puma in two rounds. All the powers that Fireheart has are in the Puma form only.

Claws: Remarkable (30) material strength and Edged damage.

HyperSensitive Senses: Monstrous (75) sight, hearing, and smell.

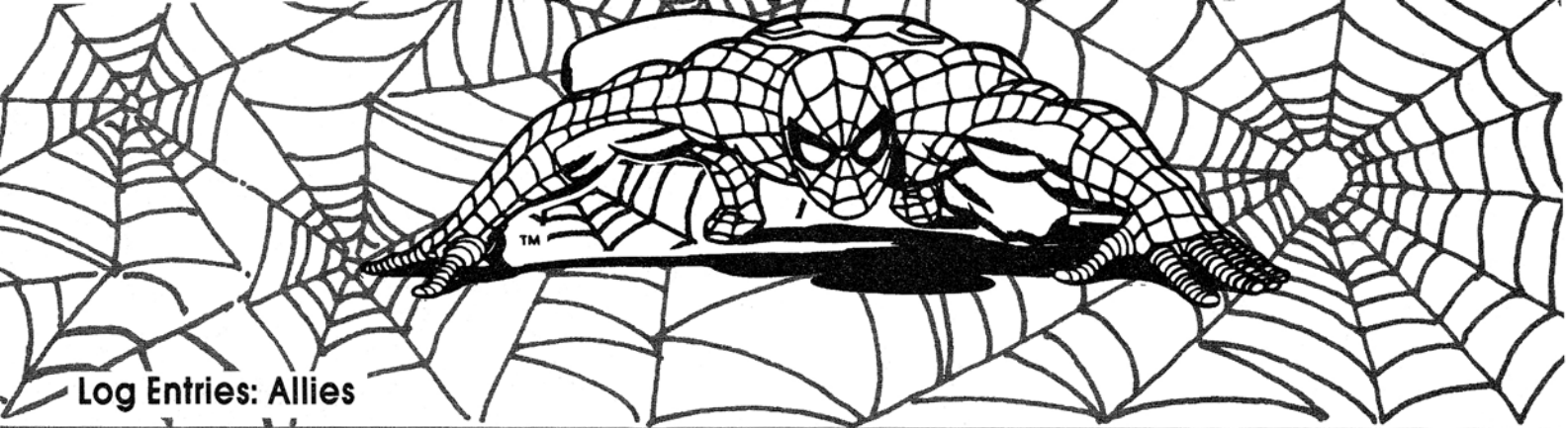
Invulnerability: Good (10) resistance to physical and Force attacks.

Tracking: Monstrous (75) rank.

TALENTS: Business/Finance.

IN BRIEF: The Puma is the result of many generations of controlled breeding and mysticism by an American Indian tribe. He was bred with the sole intention of protecting the world from a being of infinite power who would pose a threat to the entire world. Not quite believing that prophesy, Thomas Fireheart used his hereditary powers as a mercenary. One of those missions was to kill Spider-Man, at the orders of the Rose.

The Puma traveled to New York



Log Entries: Allies

City where he battled Spider-Man twice. In the second battle, innocents were placed in danger, and while saving them, Spider-Man was injured. Upset at his own actions and impressed by Spider-Man's heroism, Puma departed. Soon after, the contract was rescinded and Puma returned to his home.

The being of infinite power was the Beyonder, whom Puma did battle. However, doubt entered his mind at the last moment, and the mystical energy that had infused his body seeped away, leaving the Puma defeated.

Displeased that he had sullied his honor by attacking an honorable man (Spider-Man), Puma vowed to square the debt in his own way. To that end, he gained ownership of the *Daily Bugle* and started a pro-Spider-Man campaign, trying to undo all the negative feelings the *Bugle* had fostered over the years.

Finally, Spider-Man and Thomas Fireheart confronted each other on a battlefield in the desert of Puma's native land. The end result of the encounter was that the two men parted as equals, impressed with each other's mettle. They did not part as friends, but neither as enemies either.

For more on Puma, see page 181 of MU3.

PUNISHER™

Frank Castle (Castiglione)
Vigilante

F	A	S	E	R	I	P
AM	EX	GD	EX	TY	EX	TY
50	20	10	20	6	20	6

Health: 100 Karma: 32
Resources: GD Popularity: 5

KNOWN POWERS

Equipment:
Body Armor: Kevlar vest providing him with Excellent (20) protection against physical and Force attacks.
M16 Assault Rifle: Range: seven areas; Damage: 10 points of Shooting damage; Rounds: 10.
Sterling Mk 6 Submachine Gun: Range: five areas; Damage: five (25 for burst of five bullets) points of Shooting damage; Rounds: 24.
Browning Autorifle: Range: five areas; Damage: 10 points of Shooting damage; Rounds: 14
Smith and Wesson .357 Revolver: Range: three areas; Damage: six points of Shooting damage; Rounds: 6.
Colt 45 Pistol: Range: three areas; Damage: five points of Shooting damage; Rounds: 10.

.223 Derringer: Range: two areas; Damage: four points of Shooting damage; Rounds: 4.
Browning 9mm Pistol: Range: three areas; Damage: four points of Shooting damage; rounds: 14.
All of the firearms can be loaded with conventional ammo, dum-dum (+5 damage), or "mercy bullets" (Amazing (50) potency knock-out drug).
Gerber Mk II Combat Knife: Good (10) Edged Damage:
Grenades:
Concussion: Incredible (40) Force damage.
Explosive: Remarkable (30) damage to everyone in target area.
Tear Gas: Incredible (40) potency: victims must make an Endurance FEAT or be Stunned. Victims' Intuition decreases -3CS for 1-10 turns.
Battle Van: The Punisher has a battle van equipped with much of his gear,



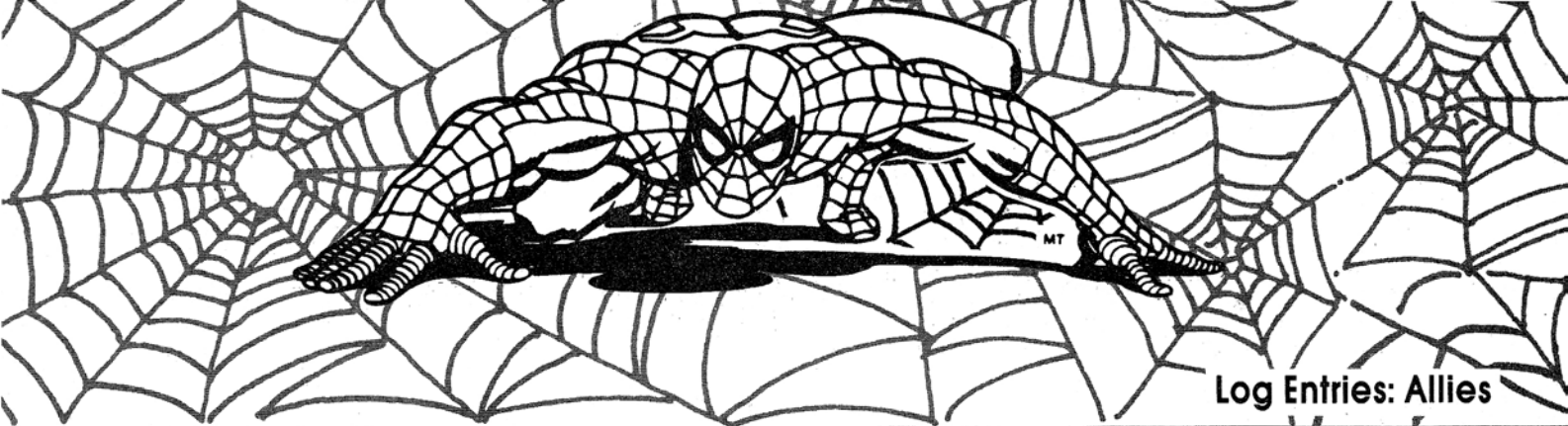
PUNISHER™



ROCKET RACER™



SANDMAN™



Log Entries: Allies

and has the following statistics:

Body: AM (50), Control: RM (30),
Speed: RM (30), Protection: AM (50).

TALENTS: Martial Arts B, Firearms,
and Military.

IN BRIEF: The Punisher is a man
driven by his hatred for criminals,
some of whom killed his family. He is
often judge, jury, and executioner of
people he deems as having broken
the law. His obsession with his own
brand of justice sometimes brings
him into conflict with heroes who
deem his actions as criminal. Frank
Castle is a bitter man with no joy or
happiness left in him.

For more information and a more
detailed history of the Punisher, see
page 183 in MU3.

ROCKET RACER™

Robert Farrell
Student, Inventor, Occasional
Adventurer

F	A	S	E	R	I	P
GD	EX	GD	EX	EX	GD	TY
10	20	10	20	20	10	6
Health: 60			Karma: 36			
Resources: PR			Popularity: 0			

KNOWN POWERS

Skateboarding: Incredible (40) rank
skateboarding ability. While on his
skateboard, Rocket Racer can
perform Acrobatic feats and gains
+1CS to his Agility and Endurance
FEAT rolls.

Unique Vehicle: Rocket Racer rides a
rocket-powered, magnetic
skateboard. The board is controlled
through a cybernetic system built
into the Racer's headset, but the
physical connection at the feet straps

between the Racer and the board
needs to be maintained for the
cybernetic link to function. The board
propels him at Good (10) speed (four
areas/round) and has a range of
about 75 miles before running out of
fuel. The board performs the
following power stunt:

Wall-climbing: Special gyroscopes in
the board allow the Rocket Racer to
climb walls with Incredible (40)
ability.

Weapons: The Rocket Racer's gloves
are equipped with minirockets that
explode with an Incredible (40) rank
Force blast. This attack has a range
of three areas. The gloves also
perform the following stunt:

Rocket-powered Punch: Some of the
minirockets have been designed to
deliver a special punch, that gives
the Racer +2CS to his Strength
when striking a target. He can only
perform this six times per encounter.

TALENTS: Biology, Chemistry, and
Physics.

IN BRIEF: Farrell began his
super-powered career as a villain not
by choice but by circumstance. He
stole to help his family meet their
financial obligations. With
Spider-Man's help, however, the
Rocket Racer turned away from a life
of crime and now fights on the side
of the law. He currently works for
Silver Sable as part of the super-hero
group known as the Outlaws.

For more information and a more
detailed history of Rocket Racer, see
page 175 in MU6.

SANDMAN™

William Baker
Ex-professional Criminal, Adventurer

F	A	S	E	R	I	P
RM	RM	IN	MN	TY	GD	RM
30	30	40	75	6	10	30
Health: 175			Karma: 46			
Resources: TY			Popularity: 0			

KNOWN POWERS

Mineral Body: Baker can transform
his body into sand-like particles
under his control.

Topology: Amazing (50) ability to
reform his body at will and has been
known to perform the following
stunts:

- Create sand hammers doing
Amazing (50) Blunt damage.
- Create Incredible (40) material
strength cages.
- Phasing through openings with
Remarkable (30) ease.
- Elongate up to two areas
distant.

Body Armor: Amazing (50) protection
against physical and Force attacks,
Incredible (40) protection against
most Energy attacks.

Sandblast: Incredible (40) Intensity
Force attack with a range of two
areas.

Molecular Conversion: Amazing (50)
ability to transform normal sand into
his special form.

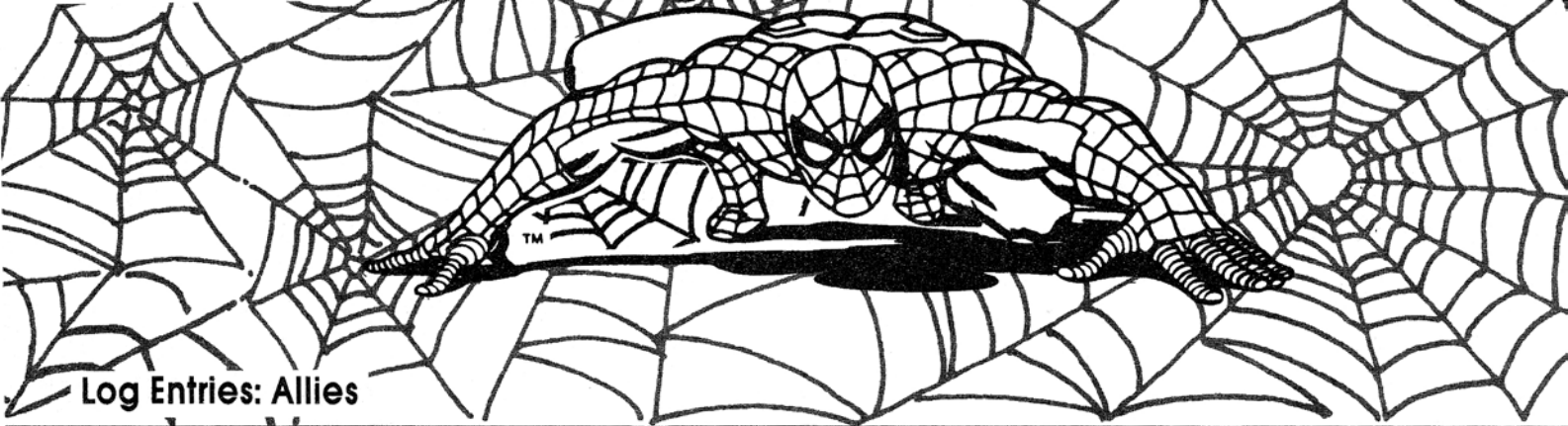
Healing: Up to half his damage per
day.

Weaknesses: Heat and flame attacks
can fuse his body into glass.

Incredible (40) intensity or better
wind tears his body into helpless
particles. Water-based powers of
Monstrous (75) rank or water-based
lifeforms absorb the Sandman into a
mindless sludge.

TALENTS: None.

IN BRIEF: The Sandman began his
career as a criminal but has since



Log Entries: Allies



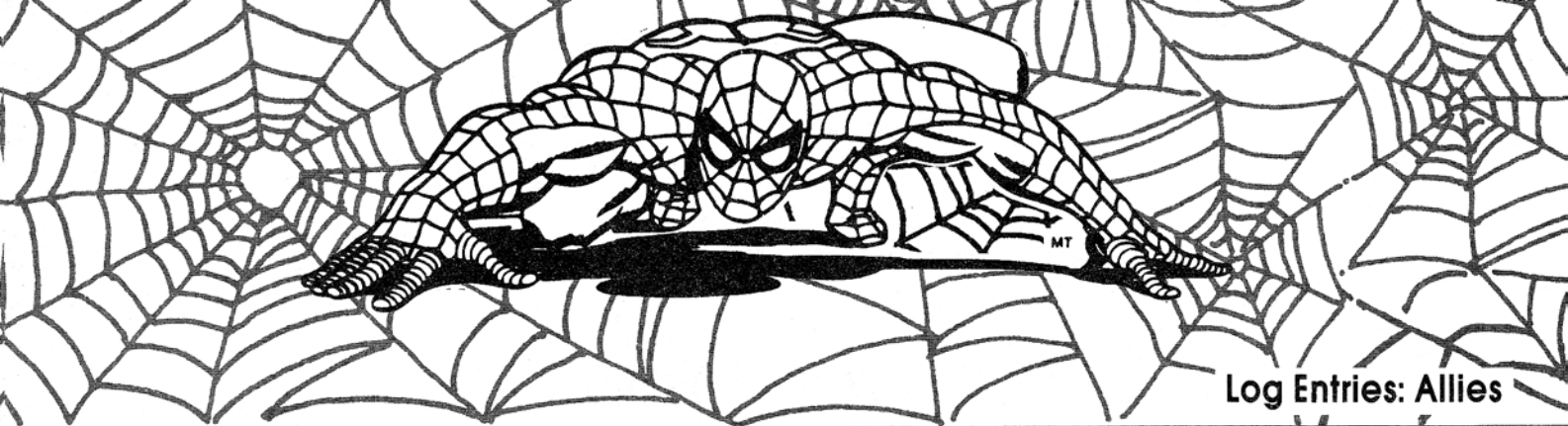
WILL O' THE WISP™



SILVER SABLE™



WILD PACK™



Log Entries: Allies

mended his ways. He is trying to make amends for his past life and is fighting alongside the heroes battling crime. He works with Silver Sable and is a member of the super-hero team known as the Outlaws.

For more information and a more detailed history of the Sandman, see page 235 in MU3.

SILVER SABLE™

Mercenary, Leader of the Wild Pack

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

Health: 80 Karma: 50
Resources: IN Popularity: 20

KNOWN POWERS

Weapons: Silver Sable employs a number of personal weapons, including:

Chai: This projectile does five points of Edged, throwing damage.

Katana: Her sword does 15 points of Edged damage.

Pistol: *Excellent (20) Shooting damage with a range of three areas.*

TALENTS: Martial Arts A, C, E, Leadership, Acrobatics, Business/Finance, Weapons Master.

IN BRIEF: Silver Sable leads the international mercenary group known as the Wild Pack. The group was formed in the country of Symkaria in order to hunt Nazi war criminals; the group is now the major source of outside income for Symkaria. Under Silver Sable International, the organization apprehends wanted criminals and recovers stolen property for a wide spectrum of clients, from major insurance

companies to small nations.

Recently, Silver Sable has been using more super-powered agents and has organized a group called the Outlaws, which consists of the Prowler, Sandman, Rocket Racer, and Will O' Wisp; all people who have been considered wanted by the law at some point in their careers.

WILL O' THE WISP™

Jackson Arvad
Former Scientist, Reluctant Adventurer

F	A	S	E	R	I	P
GD	EX	IN	AM	EX	GD	GD
10	20	40	50	20	10	10

Health: 120 Karma: 40
Resources: PR Popularity: 0

KNOWN POWERS

Density Control-Self: Will O' The Wisp has Remarkable (30) control over his own density. He can increase his density enough to give himself Remarkable (30) body armor or decrease it so that physical objects pass through him. He can also solidify parts of his body while the rest remains intangible.

Phasing: He can phase through solid objects with Remarkable ability.

Flight: At minimum density, he can fly at Typical (6) air speed (six areas/round). Moving at Feeble (2) speed or faster, Will O' The Wisp appears as a glowing ball of light. He can't carry anything while flying.

Hypnosis: A light from his chest can hypnotize his opponents at Remarkable (30) ability. The victim can roll a Psyche FEAT to try to resist the Remarkable (30) hypnosis.

Cybernetic Manipulation: While intangible, Will O' The Wisp can take over cybernetic systems used by many villains. This is done at Remarkable (30) ability and Will O' The Wisp must make a Red FEAT roll to use this power.

TALENTS: Physics, Computers, Electronics, and Repair/Tinkering.
IN BRIEF: At the beginning of his life as Will O' The Wisp, Arvad's only goal was to exact his revenge upon the Brand Corporation for turning him into a freak. He was obsessed with this goal and performed unheroic actions to accomplish his objective. Now that he feels he has gotten his revenge, Will O' The Wisp has been helping the super group known as the Outlaws, but as to where he exactly stands in the spectrum of good and evil has yet to be revealed.

For more information and a more detailed history of the Will O' The Wisp, see page 207 in MU4.





SPIDER-MAN™ Foes

BEETLE™

Abner Jenkins
Professional Criminal

F	A	S	E	R	I	P		
GD	GD	TY	(RM)	TY	(EX)	EX	RM	TY
10	10	6	(30)	6	(20)	20	30	6
Health: 32 (70)			Karma: 56					
Resources: EX			Popularity: -10					

KNOWN POWERS

All of Abner Jenkin's super powers are derived from his microwave-powered armor. The abilities in parentheses are those possessed when the armor is worn and is functional.

Body Armor: The Beetle's suit provides Excellent (20) protection from physical attacks and Remarkable (30) protection from energy attacks. The suit also jams microwaves within three areas with Incredible (40) ability.

Wall-Crawling: The suit has suction cups on its gloves that give its wearer Excellent (20) ability to cling to vertical surfaces.

Flight: The Beetle can fly at Good (10) speed (eight areas/turn) or, by taking power from all other systems, can fly at Excellent (20) speed (10 areas/round). He can also hover in place. The wings are cybernetically-controlled and are made of Mylar (Good (10) material strength)

Electro-Bite: By placing the second and third fingers of a gauntlet together, the Beetle can fire Excellent (20) Energy blasts up to 10 areas away.

Battle Computer: The Beetle's Battle Computer, housed in the chestplate

of his armor, can be programmed with the fighting styles of various foes. The computer is able to anticipate the moves of an opponent, thereby giving the Beetle bonuses during the fight. Against foes that the Computer has been programmed with, the Beetle gains +2CS on Fighting FEATs, +1 CS on Agility FEATs, and +2CS on Intuition FEATs, including a +2 on Initiative rolls. The fighting style of a foe must be studied, analyzed and programmed into the computer before gaining these abilities. Currently programmed into the computer are Spider-Man, Iron Man, Captain America, and Daredevil.

TALENTS: The Beetle has Electronics and Repair/Tinkering skills.

IN BRIEF: The Beetle turned from the life of a master mechanic to the life of a criminal to escape the boredom of normal life. Jenkins is a mercenary in the truest sense of the word. He is willing to work for anyone who has use for his services. He holds a minor grudge against Spider-Man but doesn't go far out of his way to pursue it. He'd rather be making money.

For more information and a more detailed history of the Beetle, see page 77 in MU1.

BOOMERANG™

Fred Myers
Mercenary, Professional Assassin

F	A	S	E	R	I	P
EX	RM	GD	EX	GD	GD	TY
20	30	10	20	10	10	6
Health: 80			Karma: 26			

Resources: GD Popularity: -5

KNOWN POWERS

Boomerangs: Myers carries seven boomerangs of Excellent (20) material strength.

Bladerangs: Incredible (40) Edged, throwing damage, no effect on Body Armor of Good (10) or higher rank or material strength.

Gasarang: Monstrous (75) intensity tear gas, affecting everyone in one area.

Gravityrangs: Creates local gravity field of Incredible (40) intensity.

Reflexerangs: Solid-weighted boomerangs. "Bullseye" result on Blunt Throwing column indicates target must check for Stun.

Shatterang: Amazing (50) damage to everyone in one area when explodes on contact.

Razorangs: Incredible (40) material strength, Inflicts Remarkable (30) Edged, throwing damage.

Screamerangs: Excellent (20) intensity sonic attack.

Flight: Boot jets give him Typical (6) air speed (six areas/round)

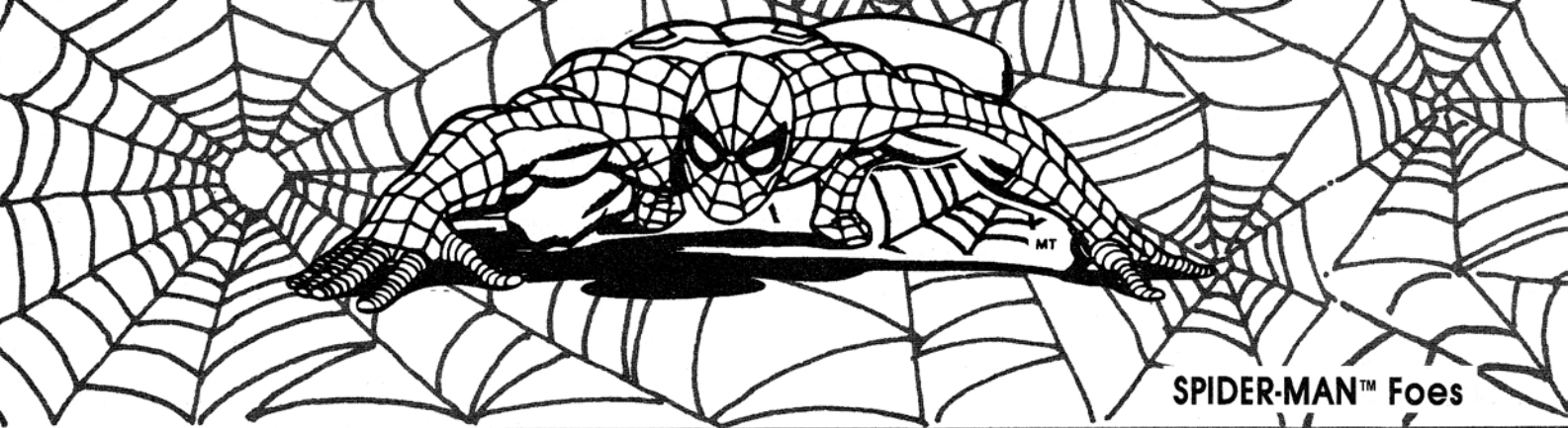
TALENTS: Weapon Specialist with Boomerangs, gaining +2CS to hit. Also, he is +1CS to hit with other thrown weapons.

IN BRIEF: Boomerang is a confident individual, with him usually ending up in situations too difficult to handle.

For more information and a more detailed history of Boomerang, see page 117 in MU1.

CALYPSO™

Calypso Ezili
Evil Magician



SPIDER-MAN™ Foes

F	A	S	E	R	I	P
TY	GD	PR	EX	GD	IN	IN
6	10	4	20	10	40	40

Health: 40 Karma: 90
Resources: GD Popularity: 0

KNOWN POWERS

Magic: Calypso is a Master of Voodoo Magic. She bartered her soul to gain powers from a mysterious evil entity. Most of her spells have not been revealed yet. She has used the following spells in the past.

Illusion (Universal): She creates illusions in the minds of her opponents. The spell is cast at Remarkable (30) rank with an area of effect of two areas. The illusion looks, smells, sounds, and appears real, but, since it only appears in the mind, it cannot directly cause any damage. Also, no one outside the area of effect can see the illusion. Calypso must continue to concentrate on the illusion for it to remain believable. Characters in the area of effect may try a Psyche FEAT roll to disbelieve the illusion each round. If the character succeeds, the image fades away.

Mental Control (Universal): Calypso can control others mind at Incredible (40) rank through the use of her magic. The target must have a Psyche of less than Incredible (40) and Calypso must make a spell rank FEAT roll to take over the other's mind. If she succeeds, Calypso can control the victim for one day.

However, if a controlled person is commanded to perform an action counter to their values, a Psyche FEAT roll can be attempted to break the control.

Telepathy (Personal): Calypso can

broadcast her thoughts to others and receive a reply up to 40 areas away. She casts this spell at Monstrous (75) rank. When she uses Telepathy in conjunction with the Mental Control spell, she gains a +1CS, making her Mental Control spell rank Amazing (50). Also, if Calypso tries to communicate with a being of a higher Psyche than her own, she must first succeed at a spell rank FEAT roll.

Telekinesis (Personal): Calypso can cast this spell at Incredible (40) rank, which can move up to 10 tons of material within an area of effect of five areas.

TALENTS: Calypso has trained herself to be able to go without food or sleep if she is researching a magical matter or is casting a spell.

IN BRIEF: Calypso is an unbalanced woman, whose primary desire in life is to torment and kill Spider-Man. She is completely evil, having been totally corrupted in her quest for power. Calypso enjoys forcing other people to do her evil deeds, relishing the psychological torture forced on her victims.

For more information and a more detailed history of Calypso, see page 7 in MU7.

CARDIAC™

Elias Wirtham
Doctor, Vigilante

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

Health: 100 Karma: 36
Resources: RM Popularity: 0

KNOWN POWERS

Bionics: Cardiac has an artificial heart and other artificial body parts, created by beta technology, that provide him with his powers to fight crime. The amount of artificial parts his body possesses has not been revealed. So far, his left hand has been shown to have two panels that open to reveal circuitry, which is somehow connected to his heart, and his right forearm has been shown to be metallic with artificial skin over it.

Pulse Staff: A normal-looking walking stick becomes Cardiac's main weapon with a little energy from Cardiac's bionic system. Its force blast has a range of two areas and inflicts Remarkable (30) damage. Cardiac is able to regulate how much energy is used in his blasts, allowing the damage to range from Feeble (2) to Remarkable (30).

Disintegration: Energy from his hands can disintegrate objects at Excellent (20) rank.

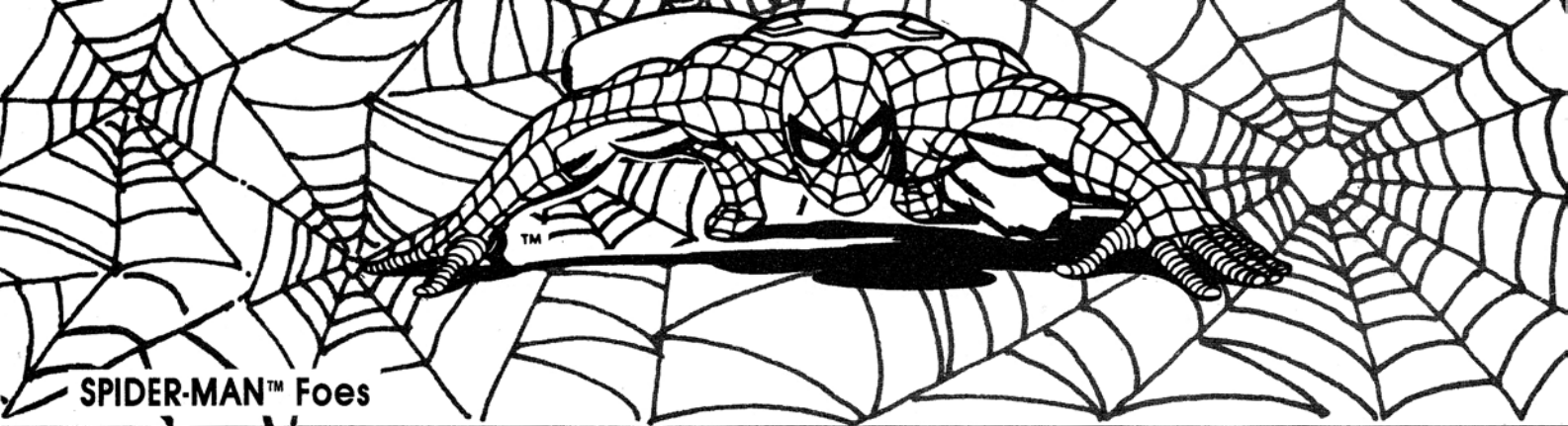
Body Armor: Cardiac's suit provides him with Remarkable (30) protection against physical attacks.

Flight: Cardiac has a remote control flyer that attaches to his pulse staff. The flier moves at Typical (6) air speed (six areas/round).

TALENTS: Medical, Business.

IN BRIEF: Cardiac metes out his personal brand of justice. When he discovers that a company has done something unethical, such as covertly funding research for nerve gas, Cardiac deals with the matter in a forthright manner; he destroys most of their physical assets.

Wirtham, in his normal life, is in charge of a large medical facility and



BEETLE™



BOOMERANG™



CHAMELEON™



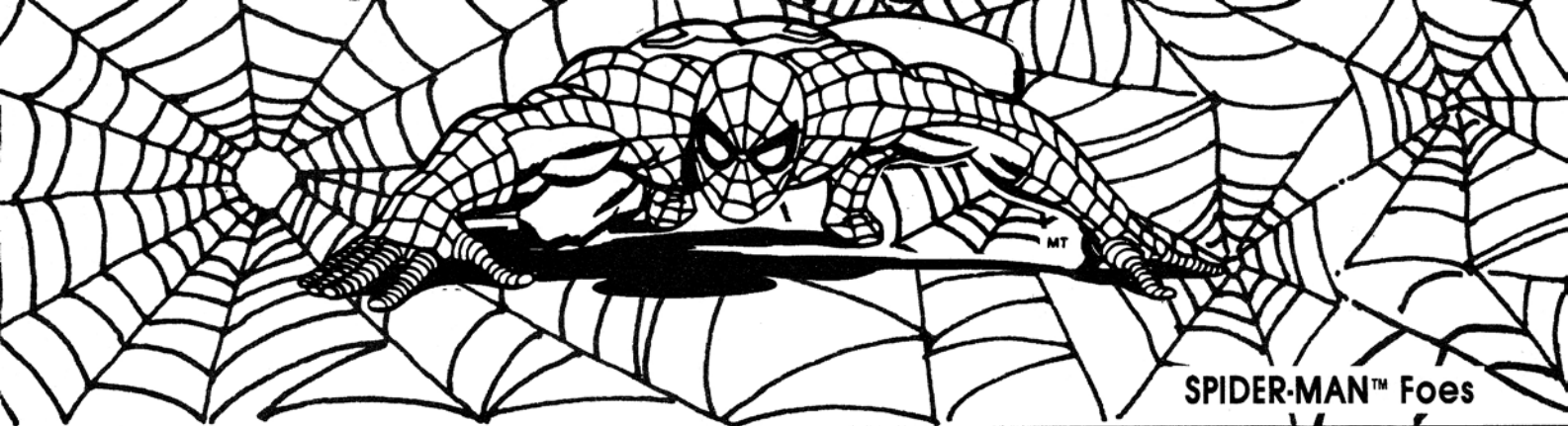
CARDIAC™



CARNAGE™



CALYPSO™



SPIDER-MAN™ Foes

has a large fortune of his own. He uses these as tools to ferret out the corporate crimes, then Cardiac goes to work, bringing them down.

He has allied himself with Spider-Man in the past, but the two have a wide gap in their beliefs of the judicial system. Spider-Man has faith in the courts, whereas Cardiac believes in only his own justice.

CARNAGE™

Cletus Kasady
Professional Criminal

F	A	S	E	R	I	P
IN	IN	AM	IN	GD	RM	TY
40	40	50	40	10	30	6

Health: 180 Karma: 46
Resources: TY Popularity: -30

KNOWN POWERS

Symbiote: All of Carnage's powers come from an alien symbiote that is psionically bound to Cletus. The symbiote is Venom's offspring, but it has different powers. It can change its shape and color at Kasady's desire, dressing him in any style necessary. Characters adjacent to Carnage may try to target the costume at -4CS. The costume has Remarkable (30) resistance to physical attacks. It has 25 points of Health and recovers 6 points of Health every round it's injured. If the costume goes below 0 Health, it becomes "unconscious" for 1-10 hours. The bond with Kasady is of Amazing (50) strength. Any damage taken to the bond is taken by Kasady, not the symbiote. The alien symbiote provides Kasady with the following powers:

Webbing: The webbing used by Carnage is made of a renewable material generated by the symbiote. Carnage can fire Amazing (50) strength webbing that sticks to material with Incredible (40) strength. As long as the webbing is in contact with Carnage, he can manipulate it as if it were part of his body. Once separated from Carnage, the webbing dissolves in 5-50 minutes. The symbiote can provide enough webbing for an attack every third round. (While swinging, the webbing is reabsorbed, therefore providing an unlimited amount of webbing for travelling.) If the taxed beyond this limit, the costume takes Good (10) damage.

Claws: Carnage has claws that inflict Excellent (20) Edged damage.

Spider Sense Immunity: The costume cancels Spider-Man's Combat Sense completely. This allows Carnage to blindside Spider-Man as well as making Spider-Man -2CS on Dodge and Evade maneuvers.

Body Armor: Carnage's costume blunts damage to Kasady. It provides Typical (6) protection against blunt physical damage.

Object Creation: Carnage is able to form small objects from the symbiote's substance and use these as hurled weapons up to three areas away. The objects disintegrate after 1-6 rounds after being separated from Carnage. The damage is weapon-specific.

Elongation: Carnage can stretch his body at the Excellent (20) rank.

Weaknesses: The symbiote is vulnerable to certain forms of attack. When attacked with sonics, it suffers +3CS of damage and when

confronted with fire, it suffer +1CS damage.

TALENTS: None.

IN BRIEF: Cletus Kasady was serving time in prison with his cellmate Eddie Brock when the night came alive. The alien symbiote that forms half of Venom (q.v.) invaded the cell and set Eddie Brock free. The symbiote also left a bit of itself behind as well, as its species reproduces asexually, once per generation. This "child," having been gestated in an alien environment, developed unique powers and bonded with Cletus Kasady, a convicted murderer.

Kasady and the alien symbiote form a maniacal pair. Carnage kills on a whim and cares nothing for human life. Carnage's last rampage forced Spider-Man to seek help from Venom. These two unlikely allies defeated Carnage with sonics and then the sonic weapon was turned on Venom, capturing him as well.

CHAMELEON™

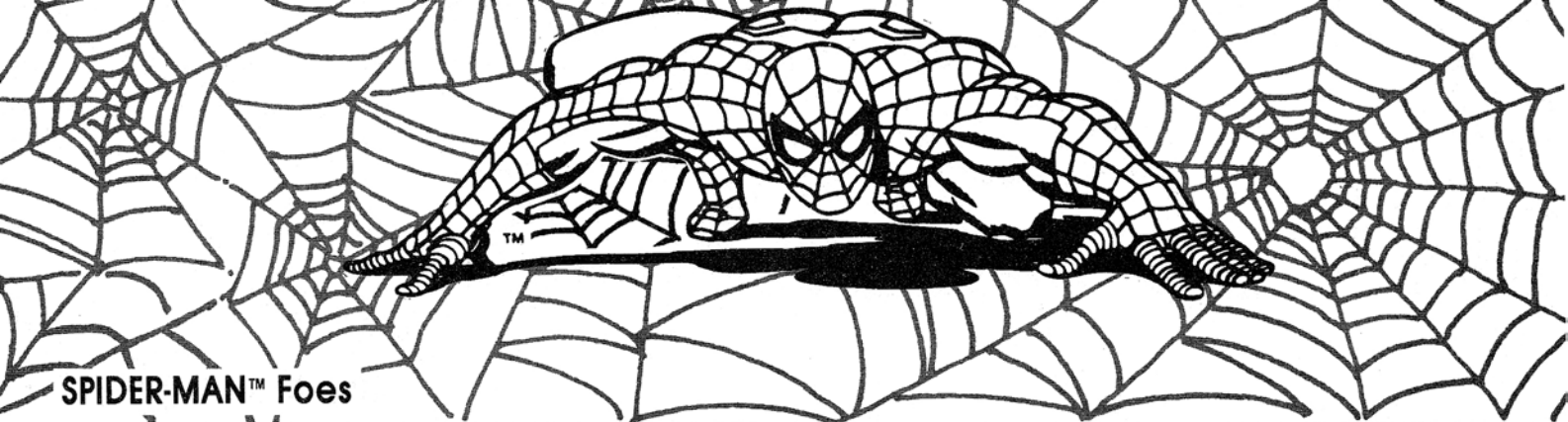
Real Name Unrevealed
Professional Criminal

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

Health: 40 Karma: 80
Resources: IN Popularity: -10 or by identity

KNOWN POWERS

Imitation: The Chameleon has the Incredible (40) ability to assume the exact appearance of anyone he chooses. His Computer Belt triggers this power. Any change takes two



SPIDER-MAN™ Foes

turns to complete.

Computer Belt: This device serves three purposes. A video scanner records a person's appearance and feeds that information to a visual synthesizer that can interpolate the rest of that person's appearance. Its memory banks can store hundreds of such images. When an image is called up by tapping the belt, an electrical signal is transmitted to the Chameleon's body, that triggers the chemically-altered skin. A secondary signal alters his clothing.

Memory Material: The Chameleon's clothing is made of a special fabric that can recolor and reshape itself in two turns.

Knock-out Darts: He carries a small airpistol that fires knockout darts up to two areas away. The darts contain an Excellent (20) potency anaesthetic that knocks a victim unconscious for 1-10 hours.

Knock-out Gas: A small aerosol can that emits a cloud of Excellent (20) potency is another one of the Chameleon's weapons. The cloud is potent within the Chameleon's area only and victims who fail an Endurance FEAT roll sleep for 1-10 hours.

Smoke Bomb: Remarkable (30) intensity opaque mist that fills a two-area radius.

TALENTS: Disguise, Espionage, Politics, Business Administration, Explosives, and Marksman with his airpistol.

IN BRIEF: The Chameleon has currently set his sights on becoming the crime boss of New York City. To that end, he had taken the identity of J. Jonah Jameson and allied himself with the gangster, Hammerhead.

The Chameleon is not normally a killer. He prefers to kidnap a person while he assumes the victim's identity. If he does kill a person, however, it is usually with a bomb, or another method in which the identity of the corpse is unrecognizable.

For more information and a more detailed history of the Chameleon, see page 31 in MU5.

CHANCE™

Nicholas Powell
Mercenary

F	A	S	E	R	I	P
GD	RM	GD	RM	RM	RM	GD
10	30	10	30	30	30	10
Health: 80			Karma: 70			
Resources: EX			Popularity: -5			

KNOWN POWERS

Ankle Jets: With these jets, Chance can hover or fly up to Good (10) airspeed (10 areas/round)

Wrist Blasters: Chance has a blaster on each wrist that contain the following weapon systems.

Laser: Remarkable (30) damage at four-area range. Twenty blasts can be fired before recharging.

Concussive Blasts: Remarkable (30) Force damage in open areas, Incredible (40) Force damage in confined spaces. Maximum range is one area and the blast radius is two areas. Each blast requires two charges.

Acid Darts: Glass darts filled with one quarter ounce of Excellent (20) intensity acid. The range is two areas and one dart per round can be fired. There are 30 darts in each Wrist Blaster.

Cellular Telephone: A radio telephone is contained in his bracelet and is connected to his home computer and answering machine.

Cybernetic Helmet: Chance's helmet contains a variety of sensors and display screens. What look like goggles are actually a variety of video screens and instrument displays.

Circular Vision: Five video cameras feed the monitor screens, giving Chance an almost full-circle view. The only blindspot is directly under his feet.

Infrared Vision: Good (10) ability to see thermal emissions or to see in the dark.

Radar: Good (10) radar gives him the basic position of obstacles up to 10 areas away.

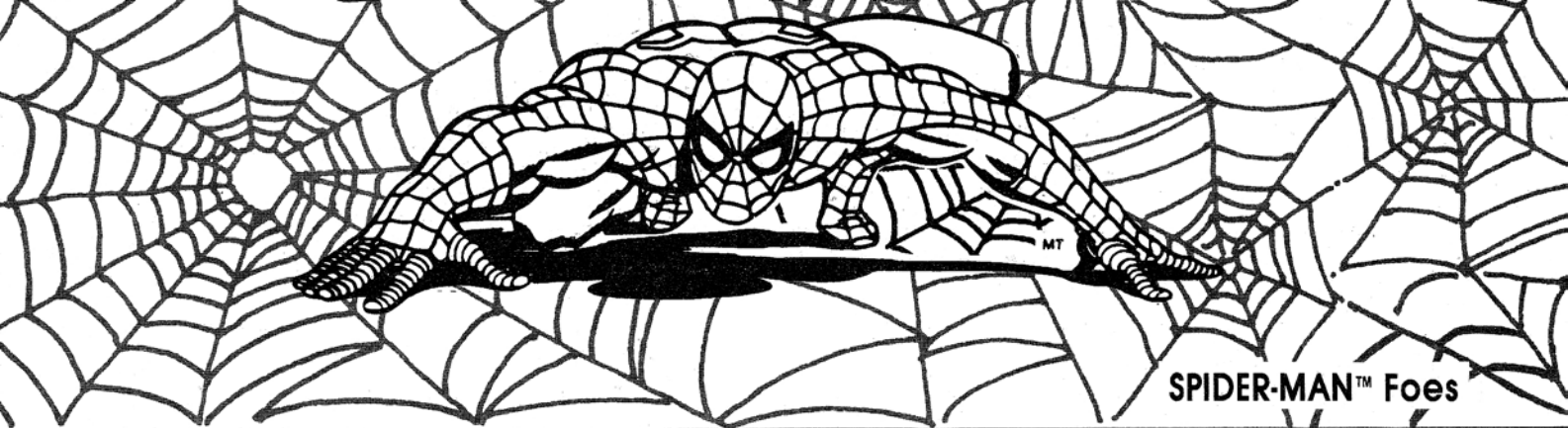
Systems Monitoring: Displays within his helmet inform him of the status of his ammunition, laser charge, and power level.

Protected Vision: While wearing the helmet, Chance is immune to most sight-based attacks, unless such attacks can be controlled by television.

Power Pack: His backpack contains 20 charges for the wrist blasters and the power supply for his helmet and ankle jets. The pack conveys this power to Chance by cables linking the pack and helmet. If these cables are damaged, Chance suffers an electrical shock that stuns him for 10-100 turns, unless he makes a Red Endurance FEAT roll.

TALENTS: Gambling, Weapons design, Acrobatics, Marksmanship, and Flying (with his ankle jets)

IN BRIEF: Chance is a gambler, constantly wagering, even in the



SPIDER-MAN™ Foes

middle of combat. To him, life is dull, only to be tolerated by taking risks. He lives this concept as a mercenary. He will do anything for the right wager. He hires himself out by wagering his fee against his success. If doesn't satisfactorily complete his assignment, he doesn't get paid at all.

Despite his work as an assassin, Chance is not a casual killer. He only kills the people he was paid to kill.

For more information and a more detailed history of Chance, see page 33 in MU5.

CYCLONE™

Real Name Unrevealed
Criminal Mercenary

F	A	S	E	R	I	P
GD	GD	TY	EX	GD	GD	TY
10	10	6	20	10	10	6

Health: 46 Karma: 26
Resources: GD Popularity: -5

KNOWN POWERS

Wind Control: Cyclone's suit gives him the power to control air patterns and wind at an Amazing (50) level, up to one area away. The following abilities are given to him by the suit.

Flight: Good (10) rank (8 areas/round)

Disruption of other airborne characters: Affected characters must make an Agility FEAT roll to remain in control of their flight. Gliding characters must always make a Red FEAT roll.

Lift: Cyclone can lift other characters and objects into the air. Characters so affected must make the more difficult of an Agility or Strength

FEAT roll to remain on the ground. Wall-crawling or adhesive powers can also be used to resist Cyclone. Characters lifted off of the ground can be buffeted by winds at the Amazing (50) rank. Cyclone can inflict Incredible (40) Blunt damage in this attack. The airborne characters can be slammed or stunned by the effects of the winds. Characters on the ground can take up to Excellent (20) damage from the wind and flying debris, but cannot be stunned or slammed if their Endurance is greater than Excellent (20)

Vacuum: Cyclone can create a small vacuum, large enough to encompass one person. An Endurance FEAT must be rolled by the victim or be rendered unconscious for 1-10 turns.

IN BRIEF: Cyclone is a brash and boastful mercenary, usually under the hire of the European branch of the Maggia. He has no concern for human life and would easily kill to accomplish his mission.

DEMOGOBLIN™

Demonic Criminal

F	A	S	E	R	I	P
RM	AM	IN	IN	GD	EX	TY
30	50	40	40	10	20	6

Health: 160 Karma: 36
Resources: RM Popularity: -25

KNOWN POWERS

Body Armor: Demogoblin's tissue provides him with Excellent (20) protection against physical attacks and Remarkable (30) protection from energy attacks.

Demonic Powers: Demogoblin, as a twisted version of the Hobgoblin

created by N'astirh's magic, has a number of powers that imitate the technological weapons of the Hobgoblin. The Demogoblin has the following magical powers and devices:

- **Glove Blasts:** Demogoblin's gloves can discharge pulses of energy; the range of the blast is two areas and it does Remarkable (30) damage.
- **Pumpkin Bombs:** These bombs do Excellent (20) damage to everything within 20 feet.
- **Smoke Grenades:** These devices produce a cloud of Typical (6) obscuring smoke.
- **Knock-out Gas Grenades:** These release a gas of Incredible (40) Intensity which causes unconsciousness that lasts from 1-10 hours.

• **Incendiary Grenade:** Detonation of this device produces flames of Incredible (40) intensity.

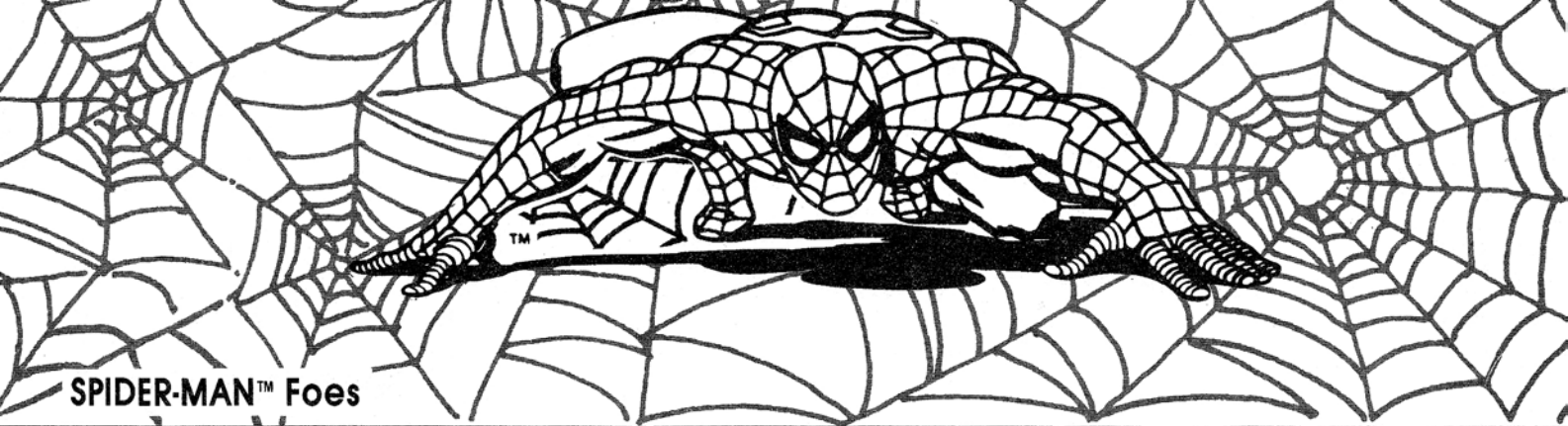
• **Spider-Sense Negator:** This Unearthly (100) intensity chemical negates Spider-Man's Spider-Sense for 24-36 hours. At the referee's option, it may or may not affect others with similar abilities.

• **Throwing Bats:** These bat-shaped throwing blades inflict Good (10) edged damage.

• **Demon Glider:** The Demogoblin employs a magically-powered flying "bat" that mimicks the Hobgoblin's glider with a flaming skeletal structure. It has the following characteristics:

Control	Speed	Body	Protection
IN (40)	TY (6)	GD (10)	none

- **Nausea Grenade:** This is a



SPIDER-MAN™ Foes

chemical of Remarkable (30) intensity which caused people expose to it to get sick (Endurance FEAT to resist).

TALENTS: None.

IN BRIEF: The demon N'Astirh granted the powers of a demon to the Hobgoblin, but he got more than he bargained for. A transformation took place, which slowly began to turn him into a demon. Finally, the demon side and the human side split in half, creating the Demogoblin. Whether this is the final stage in their form or not has yet to be revealed.

DOCTOR OCTOPUS™

Otto Octavius
Criminal Mastermind

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

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

KNOWN POWERS

Tentacles: Dr. Octopus mentally controls a metallic harness around his waist with four telescoping metal tentacles attached to it. These tentacles are made of Amazing (50) strength material (titanium steel) and each tentacle ends with three pincers, made of Remarkable (30) strength material. Dr. Octopus uses these tentacles in many forms of attack.

- He may make four attacks on a successful Fighting FEAT.
- He may engage in Blunt attacks, wrestling, or a combination of both.
- He may attack non-adjacent foes up to one area away.

- A single tentacle attacks with Remarkable (30) strength. Multiple tentacles attack with Incredible (40) strength.

- Multiple attacks are resolved on a single die roll, but are +1CS for each arm used.

- If two tentacles are used for bracing, his Endurance to avoid Stuns and Slams is +2CS.

Movement: Dr. Octopus' arms can carry him four areas/round and he may rise two building stories/round. Punching handholds into buildings allows him to move vertically three stories per round.

Octopus is in constant contact with his tentacles and can command them from great distances away. A reported, but unsubstantiated, distance is 900 miles. He has tactile sensation through these tentacles and if they are damaged, Dr. Octopus must make an Endurance FEAT or pass out for 1-10 rounds. The arms do not have to be attached to the harness to receive mental commands.

TALENTS: Mechanics, robotics, and Radiation Research, Engineering and Repair/Tinkering.

IN BRIEF: Dr. Octopus is in many ways a typical megalomaniac, inventing scheme after scheme to parlay his four extra arms into world domination. For a while, he suffered from acute arachnophobia, but was cured when he temporarily defeated Spider-Man.

For more information and a more detailed history of Doctor Octopus, see page 235 in MU1.

ELECTRO™

Maxwell Dillon
Professional Criminal

F	A	S	E	R	I	P
GD	EX	EX	AM	GD	EX	TY
10	20	20	50	10	20	6

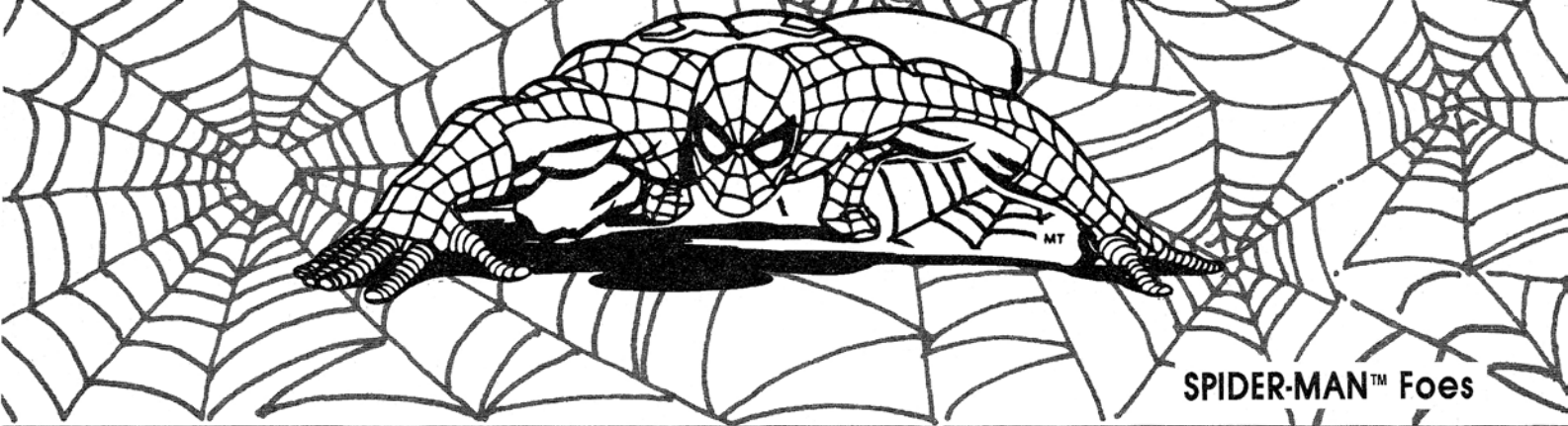
Health: 100 Karma: 36
Resources: TY Popularity: -15

KNOWN POWERS

Electrical Generation: Electro has the ability to generate and channel about 100,000 volts, delivering Incredible (40) Energy damage to grounded targets, Good (10) Energy damage to insulated or otherwise ungrounded targets. The range for this attack is five areas and he gains a +1CS to hit with this attack form. At closer ranges, his bolts do more damage. His bolts do Amazing (50) or Excellent (20) Energy damage to characters in the same area, and if Electro is able to grapple his foe, he can produce Monstrous (75) damage, against which no opponent is ungrounded. Electro has developed a number of power stunts.

Movement: By riding lines of high-magnetic potential, such as power lines, he can move at Monstrous (75) ground speed (nine areas/round). He has also created bridges of electricity that he rides at Excellent (20) ground speed (five areas/round).

Electrical Device Control: Electro can "feel" the course of electricity through the circuitry of any electrically-powered device. By succeeding in an Amazing (50) intensity power FEAT against the



SPIDER-MAN™ Foes

rank of Resistance (or against the Endurance of the device if the machine has an Endurance), Electro can take control of the device. With this power, he can disconnect alarm systems, overload a subsystem, or control a computer in a limited fashion.

Strength Boost: Electro can channel his powers into his own muscle tissue, producing controlled galvanic responses. By doing this, he can temporarily increase his Strength to Remarkable (30), but doing so causes Electro Typical (6) Energy damage.

Resistance to Disease: Electro can also use his electricity to keep himself in good health. His recuperative powers are astonishing, and with a sufficient power source, Electro can "burn out" virtually any disease in his body, including cancer.

Invulnerability: Electro has Class 1000 Resistance to all forms of electrical energy and Excellent (20) Resistance to other forms of energy.

TALENTS: Repair/Tinkering.

IN BRIEF: Electro is the stereotypical professional criminal, using his powers to gain as much wealth as possible. He is a good team player in villain groups and often joins with others to further his own ends.

For more information and a more detailed history of Electro, see page 73 in MU6.

ENFORCERS™

Criminal Group

IN BRIEF: The Enforcers are a group of low-powered individuals who work together as team to carry out their



CHANCE™



DOCTOR OCTOPUS™



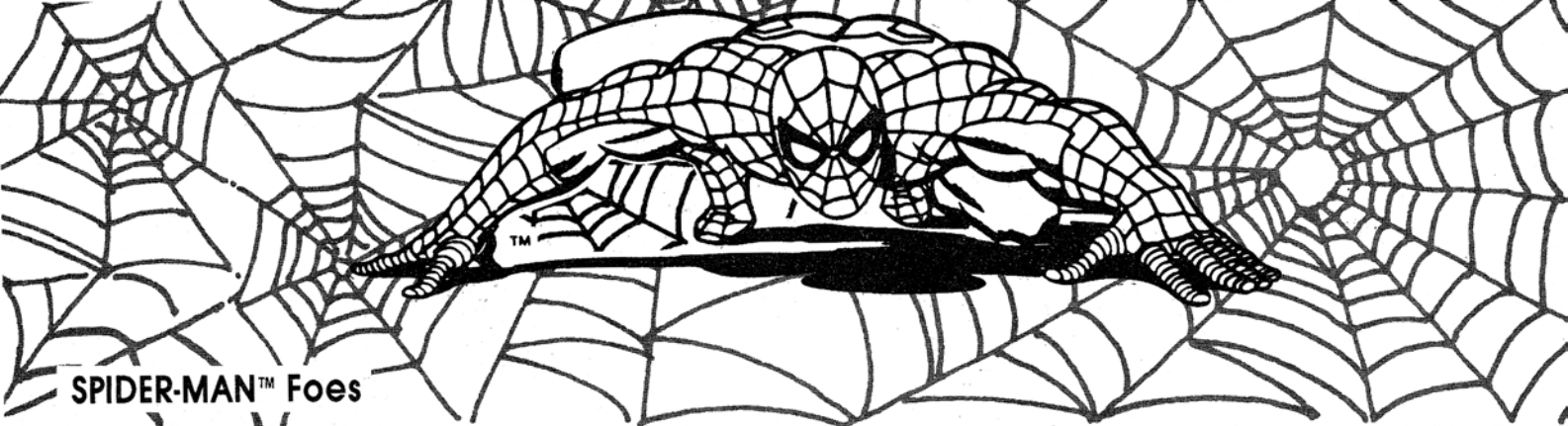
CYCLONE™



DEMOGOBLIN™



ELECTRO™



SPIDER-MAN™ Foes

crimes of extortion. They usually hire out their services to different gangland leaders. In the past, they have served the Kingpin and the Big Man.

The original members of the team are Fancy Dan, Montana, and the Ox. The original Ox perished and has been replaced by his brother, who looks and acts the same as the first Ox. The team has expanded to include Snake Marston and Hammer Harrison.

FANCY DAN™

Daniel Brito
Professional Criminal

F	A	S	E	R	I	P
EX	GD	GD	TY	GD	TY	TY
20	10	10	6	10	6	6

Health: 46 Karma: 22
Resources: GD Popularity: -5

KNOWN POWERS

Hardened Hands: He can tear through Remarkable (30) rank material with his bare hands in a round and can Remarkable (30) Blunt damage in combat.

TALENTS: Martial Arts A & E.

HAMMER HARRISON™

Willard Harrison
Professional criminal

F	A	S	E	R	I	P
EX	TY	GD	GD	GD	TY	GD
20	6	10	10	10	6	10

Health: 46 Karma: 26
Resources: TY Popularity: 0

KNOWN POWERS

Steel Gloves: Hammer uses a pair of steel-plated gloves as his weapons. He strikes with Remarkable (30) Fighting ability for Excellent (20) Blunt damage. He can stun or slam opponents of up to Amazing (50) Endurance.

MONTANA™

Jackson W. Brice
Professional criminal

F	A	S	E	R	I	P
GD	EX	TY	GD	GD	TY	TY
10	20	6	10	10	6	6

Health: 46 Karma: 22
Resources: GD Popularity: -5

KNOWN POWERS

Lariat: Montana uses a steel-fiber lariat of Remarkable (30) material strength. He can employ it up to three areas to trap one opponent. This attack is a Remarkable Grappling attempt. If the Grapple is successful, the victim is -2CS on all physical actions. The victim can try to pull the lariat from Montana's grasp by making a Strength FEAT roll versus Montana's Strength.

TALENTS: Weapon Specialist with the lariat.

OX™

Ronald Bloch
Professional criminal

F	A	S	E	R	I	P
RM	TY	RM	EX	PR	PR	PR
30	6	30	20	4	4	4

Health: 86 Karma: 12
Resources: TY Popularity: -6

KNOWN POWERS None.

TALENTS: None.

SNAKE MARSTON™

Sylvester Marston
Professional Criminal

F	A	S	E	R	I	P
GD	GD	GD	GD	TY	TY	TY
10	10	10	10	6	6	6

Health: 40 Karma: 18
Resources: TY Popularity: 0

KNOWN POWERS

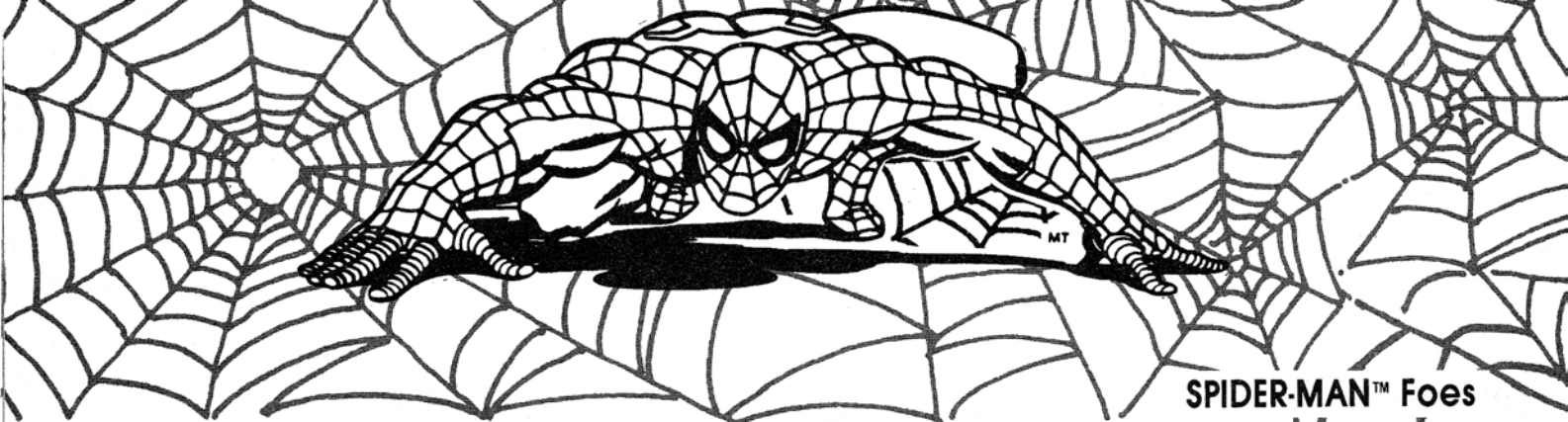
Contortionist: When Grappling and Escaping, Snake gains a bonus of +2CS. Those grappled by Snake should be ready to receive a few blows from Hammer Harrison, as this is their usual attack method. A grappled character cannot attack other than to try and escape Snake's grip.

Marston can move through any opening of 1' square and can fit his entire body into an area no larger than a 2' cube.

For more information and a more detailed history of the Enforcers, see page 13 in MU2.

FEMME FATALES™

IN BRIEF: This mercenary team works well together, with one pair keeping their foes off guard while the other two move in for a final blow. The usual pairings are Bloodlust with Whiplash and Knockout with Mindblast.



SPIDER-MAN™ Foes

BLOODLUST™

Real Name Unrevealed
Mercenary

F	A	S	E	R	I	P
EX	RM	GD	RM	PR	EX	GD
20	30	10	30	4	20	10

Health: 90 Karma: 34
Resources: TY Popularity: -5

KNOWN POWERS

Claws: She has Excellent (20) material strength weapons. Bloodlust inflicts Excellent (20) Edged attacks damage.

Body Armor: Padded costume gives her Typical (6) protection from physical attacks.

TALENTS: Weapon Specialist with her Claws, Martial Arts E, and Acrobatics.

KNOCKOUT™

Real name Unrevealed
Mercenary, Leader of Femme Fatales

F	A	S	E	R	I	P
EX	GD	IN	IN	EX	GD	GD
20	10	40	40	20	10	10

Health: 110 Karma: 40
Resources: GD Popularity: -2

KNOWN POWERS

Body Armor: Knockout wears a metallic suit that provides her Excellent (20) body armor versus physical attacks.

MINDBLAST™

Real name Unrevealed
Mercenary

F	A	S	E	R	I	P
TY	TY	TY	GD	GD	TY	IN
6	6	6	10	10	6	40

Health: 28 Karma: 56
Resources: TY Popularity: -3

KNOWN POWERS

Telekinesis: Incredible (40) rank. Her known Power Stunts are:

Flight: Typical (6) rank (six areas/round)

Energy Shield: Good (10) protection from physical, Force, and Energy attacks.

WHIPLASH™

Real Name Unrevealed
Mercenary

F	A	S	E	R	I	P
GD	EX	TY	EX	TY	TY	GD
10	20	6	20	6	6	10

Health: 56 Karma: 22
Resources: TY Popularity: -2

KNOWN POWERS

Steel Whips: She has three retractable steel whips on each arm of Incredible (40) material strength that inflict Remarkable (30) Blunt damage. The whips are stored in her gauntlets when not in use.

Armor: her padded costume provides Good (10) body armor against physical attacks.

FLY™

Richard Deacon
Professional Criminal

F	A	S	E	R	I	P
EX	IN	RM	IN	PR	MN	GD
20	40	30	40	4	75	10

Health: 130 Karma: 89
Resources: PR Popularity: -10

KNOWN POWERS

Winged Flight: The Fly has thin, membranous wings that allow him to fly at Excellent (20) speed. His wings can also generate a blast of air pressure causing Amazing (50) Force damage up to one area away on a single opponent.

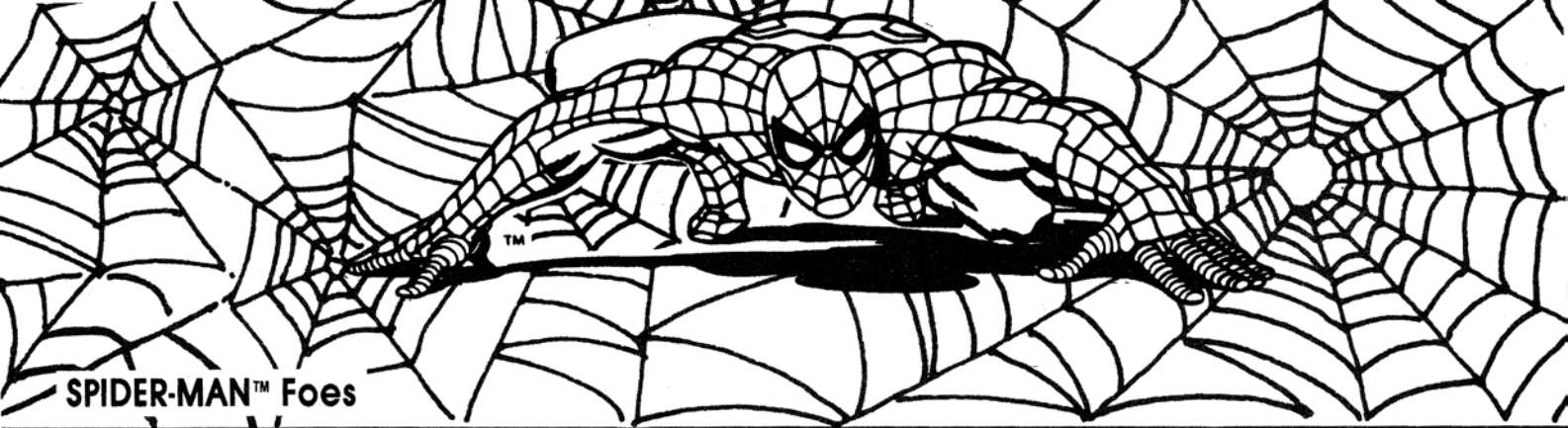
Wall-Crawling: The Fly adheres to walls with Remarkable (30) ability.

Circular Vision: The Fly's eyes are similar to those of a real fly, giving him 360-degree vision. It is almost impossible to blindside the Fly.

TALENTS: None.

IN BRIEF: The Fly is a ruthless villain, thinking little of killing anyone that gets in his way. He usually becomes involved with heroes only when they try to stop him. Towards the end, he was becoming more bestial and fly-like.

For more information and a more detailed history of the Fly, see page 43 in MU2.



SPIDER-MAN™ Foes

ENFORCERS™



FLY™



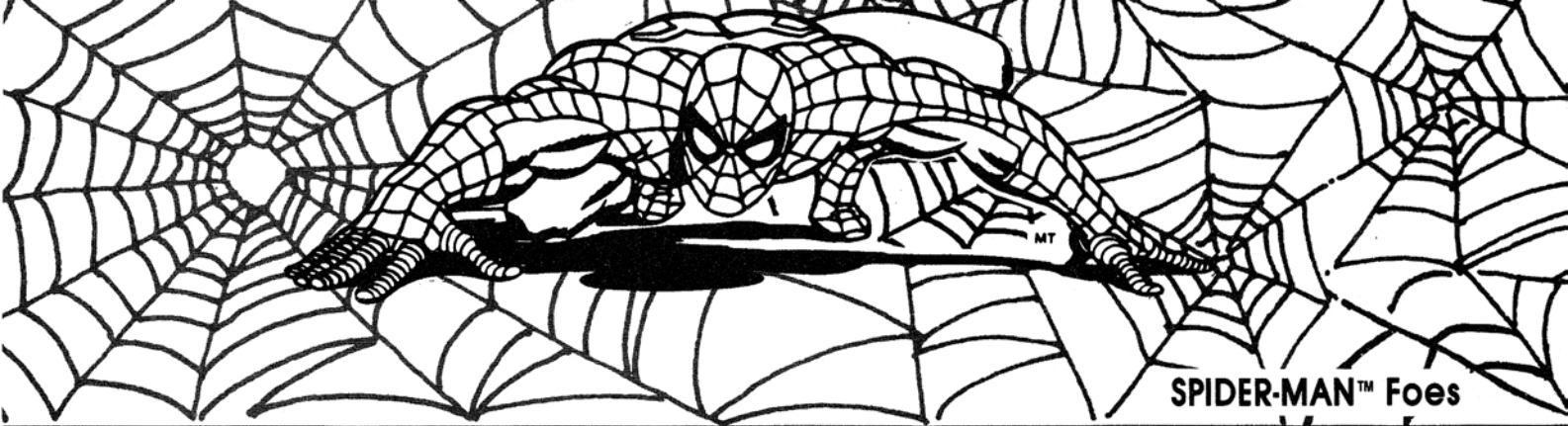
MINDBLAST™



BLOODLUST™



WHIPLASH™



SPIDER-MAN™ Foes

GREEN GOBLIN I™

Norman Osborn
Criminal Mastermind

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

Health: 130 Karma: 50
Resources: EX Popularity: -10

KNOWN POWERS:

Body Armor: The first Goblin wore a bodysuit made up of insulated chain mail that gave him Excellent (20) protection from physical and Force attacks and Remarkable (30) protection from Energy attacks.

Weapons Systems: Norman Osborn invented many gadgets, most of which he made into weapons for the Green Goblin's arsenal. The Goblin could carry twelve of the following items in a leather pouch that he wore at his waist.

- **Pumpkin Bombs:** These explode for Excellent (20) damage and may explode on contact up to two rounds after thrown.

- **Goblin Grenades:** These grenades were made out of light rubber mantle that made them resemble ghosts in the air. They can be filled with standard smoke charges, Incredible (40) intensity knock-out gas, Incredible (40) intensity incendiary material, or a special gas that reduced Spider-Man's Spider Sense to Poor (4) rank for 24 hours.

- **Throwing Bats:** These blades fashioned in the shape of bat wings do Good (10) Edged, throwing damage. Multiple blades may be

thrown, but at a -1CS to hit per blade tossed in that round.

Blast Gloves: The Green Goblin also wore gloves that did Remarkable (30) Energy damage to any target within two areas.

Goblin Glider: The Green Goblin's mode of transport was a glider with Incredible (40) control, Typical (6) speed, Good (10) body, and no protection.

History

Norman Osborn, co-owner of a chemical firm, came across his partner's chemical formula that to increase a person's intelligence and physical strength. Osborn decided to try the formula on himself. When he did, it turned green and exploded.

The chemical succeeded in increasing Osborn's intelligence, but at the price of his sanity. He fashioned a green suit, after the color of the formula, and named himself the Green Goblin. He began infiltrating the criminal network of the city and became a well-known participant in many underworld schemes. Osborn's increased intelligence produced many exacting, well-planned criminal activities. Only the continued meddling of Spider-Man kept most of his plans from succeeding.

One of the threats that the Goblin constantly posed to Spider-Man was that the villain had discovered Spider-Man's true identity. Only the unstableness of Osborn's sanity kept the world from learning that Peter Parker is Spider-Man. At the end of most climactic battles with Spider-Man, the knowledge that Norman Osborn was the Green

Goblin was forgotten completely.

After plaguing Spider-Man for many years, Norman Osborn's career as the Green Goblin came to an abrupt halt when he was killed in battle after himself killing Spider-Man's girlfriend, Gwen Stacy, by knocking her off of the George Washington Bridge. The Goblin was then accidentally impaled on the front of his own goblin glider. The legacy of the Green Goblin continued, however, with his son, Harry.

For more information and a more detailed history of the Green Goblin, see page 79 in MU2.

GREEN GOBLIN II™

Harry Osborn
Criminal

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

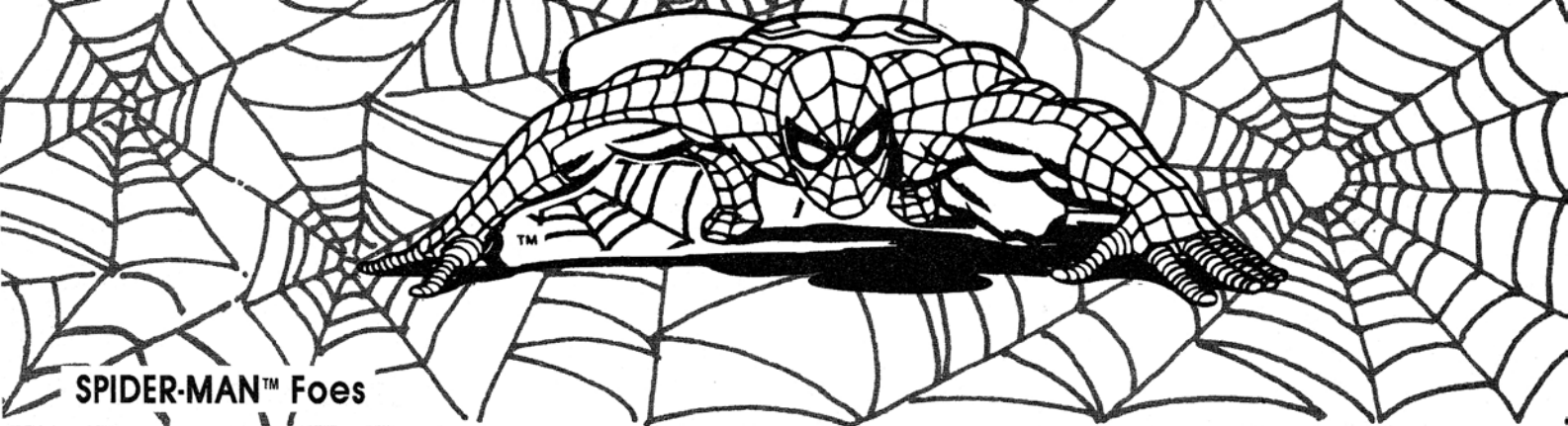
Health: 66 Karma: 40
Resources: EX Popularity: -10

KNOWN POWERS

Body Armor: The Goblin wore a bodysuit made up of insulated chain mail that gave him Excellent (20) protection from physical and Force attacks and Remarkable (30) protection from Energy attacks.

Weapons Systems: Harry Osborn used many of his father's gadgets. The Goblin could carry twelve of the following items in a leather pouch that he wore at his waist.

- **Pumpkin Bombs:** These explode for Excellent (20) damage and may explode on contact up to two rounds after thrown.



SPIDER-MAN™ Foes



GREEN GOBLIN I™

- **Goblin Grenades:** These grenades were made out of light rubber mantle that made them resemble ghosts in the air. They can be filled with standard smoke charges, Incredible (40) intensity knock-out gas, Incredible (40) intensity incendiary heat, or a special gas that reduced Spider-Man's spider sense to Poor (4) rank for 24 hours.

- **Throwing Bats:** These blades fashioned in the shape of bat wings do Good (10) Edged, throwing damage. Multiple blades may be thrown, but at a -1CS to hit per blade tossed in that round.

Blast Gloves: The Green Goblin also wore gloves that did Remarkable (30) Energy damage to any target within two areas.

Goblin Glider: The Green Goblin's



GREEN GOBLIN II™

mode of transport was a glider with Incredible (40) control, Typical (6) speed, Good (10) body, and no protection.

History

Harry, the son of the original Green Goblin, witnessed the final battle between Spider-Man and his father, which culminated in the death of his father. Already slightly unstable because of certain illegal drugs he had been taking, this event pushed him over the edge. Now insane, Harry donned the Green Goblin's costume and continued his father's battle against the web-slinger.

In their first conflict, Spider-Man easily defeated Harry. After removing the Goblin's costume, Spider-Man called the police who took Harry and placed him in a psychiatric hospital.

Harry was temporarily cured of his insanity, but his psychologist, Bart Hamilton, learned the secret of the Green Goblin. Using that knowledge, he became the Green Goblin for a short period of time.

It finally seemed that Harry had come to grips with his past and the Green Goblin. He had even used the Green Goblin identity as a hero, fighting alongside Spider-Man and the reformed Molten Man.

Happiness was not to be for Harry, however. Harry again descended into the world of insanity and is currently separated from his family, and is active as evil Green Goblin.

HAMMERHEAD™

Real name unrevealed

Professional Criminal, former hit man

F	A	S	E	R	I	P
GD	TY	EX	IN	TY	PR	TY
10	6	20	40	6	4	6

Health: 76

Karma: 16

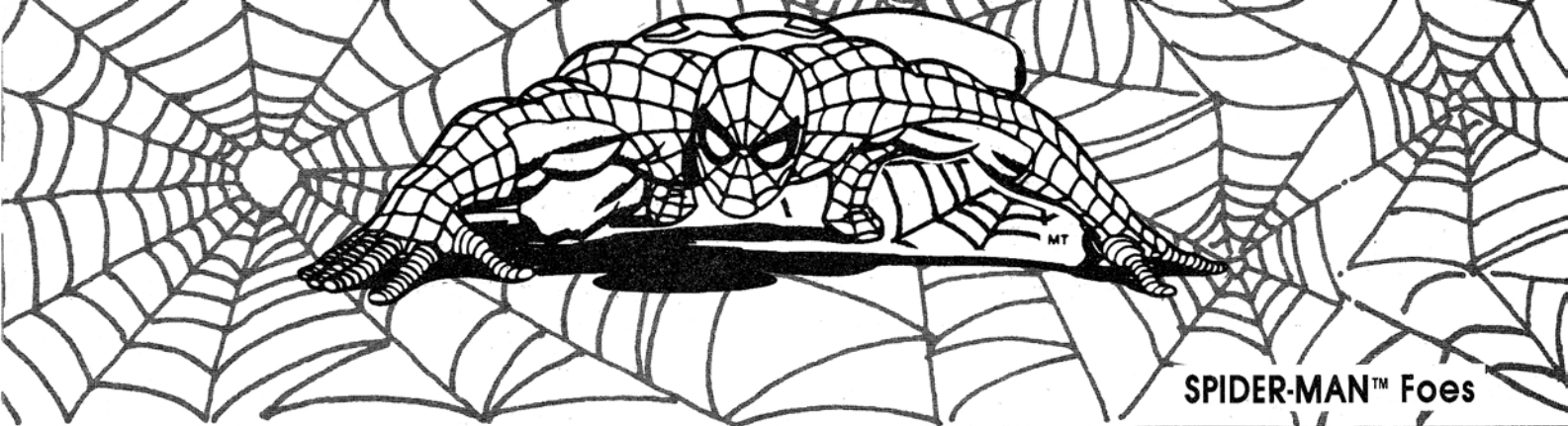
Resources: EX

Popularity: -5

KNOWN POWERS

Skull Plate: Hammerhead has a steel-alloy skull of Monstrous (75) material strength. His main offensive tactic is a charge, using his head as a battering ram. This attack causes Amazing (50) damage, but a successful attack against material of Incredible (40) strength or better also costs Hammerhead five Health points. If Hammerhead is being shot at, he can spend 10 Karma points and make sure the bullets hit his plate, giving him Amazing (50) body armor.

Exoskeleton: Hammerhead has used



SPIDER-MAN™ Foes

an exoskeleton in the past. This device boosts his strength to Remarkable (30) and provides him with Incredible (40) protection from physical, Force, electrical, and fire attacks.

TALENTS: +1CS when charging in combat, Guns, and Trivia (1920s gangster movies)

IN BRIEF: Hammerhead believes that he is living in a world populated with characters from gangster films. His plans and actions are all based on gangster movies of the 1920s.

For more information and a more detailed history of Hammerhead, see page 107 in MU6.

HOBGOBLIN I™

Edward "Ned" Leeds
Professional Criminal, Reporter

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

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

KNOWN POWERS

Body Armor: Hobgoblin wears a suit of armor that provides him with Excellent (20) protection against physical and Force attacks and Remarkable (30) protection from Energy attacks.

Glove Blasters: Hobgoblin's gloves contain devices that can discharge pulses of electricity. The range of the blast is two areas and it does Remarkable (30) Energy damage.

Random Fire: Hobgoblin devised a mechanism that jerked his hands around while he fired his glove blasters. This makes it harder for his

foes to dodge his attacks because they are random. This induces a -1CS on attacks, but his target is -1CS on any attempt to dodge.

Pumpkin Bombs: These bombs do Excellent (20) damage to everything within 20 feet.

Smoke Grenades: These devices produce a cloud of Typical (6) intensity obscuring smoke in one area.

Knock-out Grenades: These release a gas of Incredible (40) Intensity that causes unconsciousness that lasts from 1-10 hours.

Incendiary Grenades: Detonation of one of these devices produces flames of Incredible (40) intensity.

Spider Sense Negator: This Unearthly (100) intensity chemical negates Spider-Man's Spider Sense for 25-36 (d12 + 24) hours. At the referee's option, it may or may not affect others with similar abilities.

Throwing Bats: These bat-shaped throwing blades inflict Good (10) Edged, throwing damage.

Goblin Glider: The Hobgoblin employs a turbo-fan-powered flying sled that has IN (40) Control, TY (6) Speed, GD (10) Body, and no Protection.

Battle Van: In addition to the Goblin Glider, the Hobgoblin uses a van for transportation. It has IN (40) Control, RM (30) Speed, IN (40) Body, and IN (40) Protection.

TALENTS: Journalism, Criminal, and Repair/Tinkering.

IN BRIEF: Ned Leeds succumbed to the enticement of power when he found one of the original Green Goblin's hideouts. The originally honest Leeds set out on a life of crime by employing criminal

henchmen to carry out his schemes. The Hobgoblin preferred to stay in the background as much as possible, not allowing many people to know his true identity.

The Hobgoblin I was killed by the agents of the assassin known as the Foreigner. They were hired by Jason Macendale, who took over the identity of the Hobgoblin.

For more information and a more detailed history of the Hobgoblin I, see page 129 in MU2.

HOBGOBLIN II™

Jason Philip Macendale, Jr.
Professional Criminal

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

Health: 100 Karma: 50
Resources: EX Popularity: -25

KNOWN POWERS

Body Armor: Hobgoblin II wears a suit of armor that provides him with Excellent (20) protection against physical and Force attacks and Remarkable (30) protection from Energy attacks.

Glove Blasters: Hobgoblin II's gloves contain devices that can discharge pulses of electricity. The range of the blast is two areas and it does Remarkable (30) damage.

Random Fire: Hobgoblin used a mechanism that jerked his hands around while he fired his glove blasters. This makes it harder for his foes to dodge his attacks because they are random. This induces a -1CS on attacks, but his opponent is -1CS on any attempt to dodge.

SPIDER-MAN™ Foes

Pumpkin Bombs: These bombs do Excellent (20) damage to everything within 20 feet.

Smoke Grenades: These devices produce a cloud of Typical (6) obscuring smoke.

Knock-out Grenades: These release a gas of Incredible (40) Intensity which causes unconsciousness that lasts from 1-10 hours.

Incendiary Bomb: Detonation of this device produces flames of Incredible (40) intensity.

Spider Sense Negator: This Unearthly (100) intensity chemical negates Spider-Man's Spider Sense for 25-36 (d12 + 24) hours. At the referee's option, it may or may not affect others with similar abilities.

Throwing Bats: These bat-shaped throwing blades inflict Good (10) Edged, throwing damage.

Goblin Glider: Hobgoblin II employs a turbo-fan-powered flying sled that has IN (40) Control, TY (6) Speed, GD (10) Body, and no Protection.

Battle Van: In addition to the Goblin Glider, Hobgoblin II uses a van for transportation. It has IN (40) Control, RM (30) Speed, IN (40) Body, and IN (40) Protection.

In addition to the original Hobgoblin equipment, Macendale has used the following equipment in the past, in his other villainous identity of Jack O'Lantern.

Nausea Grenade: This is a chemical of Remarkable (30) intensity which caused people exposed to it to make a successful Endurance FEAT roll or get sick for 1-10 rounds.

Pumpkin Helmet: This Remarkable (30) material strength helmet was also equipped with infrared sensors, giving Macendale Good (10)

infravision and a three-hour air supply. Also, low intensity flames surrounded the helmet inflicting Poor (4) Energy damage to anyone the flames came in contact with.

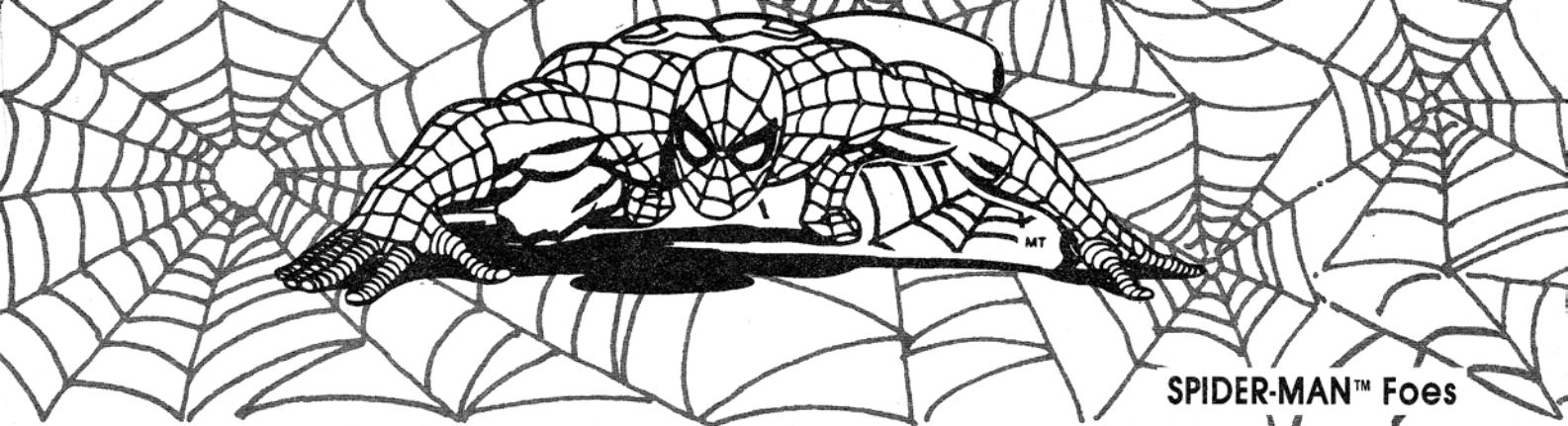
Pogo Platform: In his Jack O'Lantern guise, he travelled on a Pogo Platform, that had RM (30) Control, PR (4) Speed, EX (20) Body, and no Protection.

IN BRIEF: Macendale is a totally ruthless villain. He continually seeks wealth and power at the expense of anyone who gets in his way. He is a cold-blooded killer that doesn't hesitate to kill. He also only attacks foes that he believes he has the upper hand on. He assumed the identity of the Hobgoblin to avoid past Jack O'Lantern enemies and to take advantage of his newly-acquired equipment.

The demon N'Astirh granted the powers of a demon to the Hobgoblin, but Macendale got more than he bargained for. A transformation took place, which slowly began to turn him into a demon. Finally, the demonic side and the human side split, creating the Demogoblin, and returning Macendale to his previous human form. Whether this is the final stage in their changing form or not has yet to be revealed.

For more information and a more detailed history of the Hobgoblin II, see page 129 in MU2 and page 115 in MU6.





SPIDER-MAN™ Foes



HAMMERHEAD™



HOBGOBLIN I™



HOBGOBLIN II™



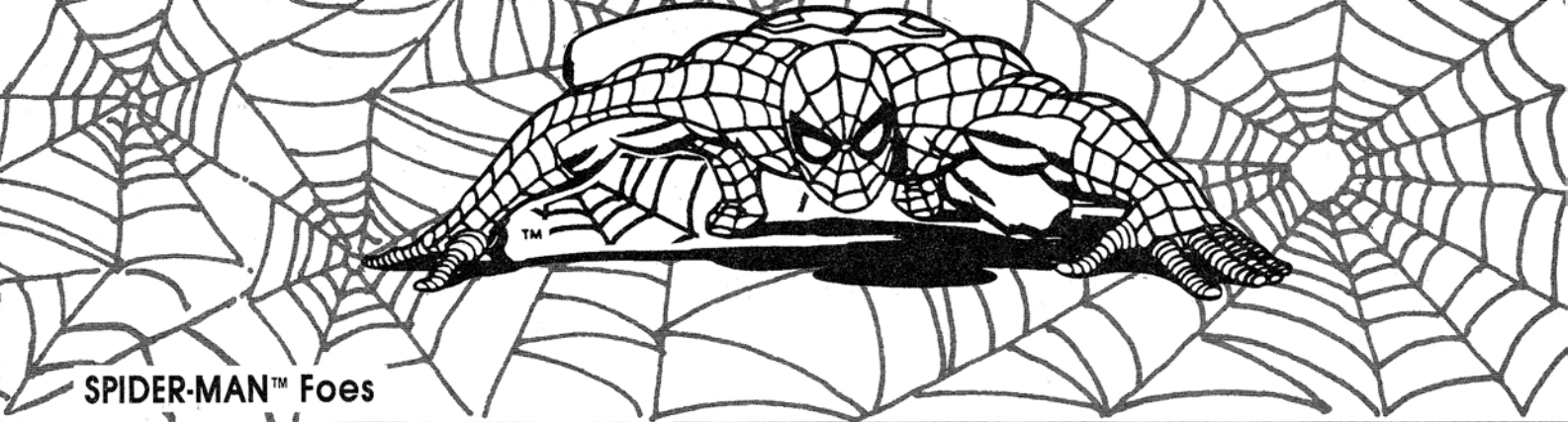
HYDRO-MAN™



JACKAL™



KILLER SHRIKE™



SPIDER-MAN™ Foes

HYDRO-MAN™

Morris "Morrie" Bench
Professional Criminal

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

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

KNOWN POWERS

Water Transformation: Bench can transform all or part of his body into sentient water that cannot be killed by transformation into vapor. He had developed the following power stunts:

Water Jets: Firing jets of water that do Excellent (20) Force damage and have a range of three areas.

Body Armor: Amazing (50) body armor against physical and Force attacks.

Elongation: He can shoot himself as a stream of water up to three areas, then reform at that location.

Regeneration: He can absorb water to heal himself at the rate of one gallon of water per Health point.

Weaknesses: While in aqueous form, he takes double damage from heat and Energy attacks and can be absorbed by sponges and similar absorbent materials. Such passive attacks do 1-4 points of damage per round.

For some unexplained reason, if Hydro-Man and Sandman come into physical contact, they merge into an imbecilic creature of wet sand. Each must make a Remarkable (30) Psyche FEAT roll to regain his individual form.

TALENTS: Seamanship.

IN BRIEF: Hydro-Man is out to avenge himself on society for turning him into this freak and to make money out of the hand that life has dealt him. He prefers to work in groups.

For more information and a more detailed history of Hydro-Man, see page 141 in MU2.

JACKAL™

Miles Warren
Criminal, Biochemistry Professor

F	A	S	E	R	I	P
EX	EX	EX	GD	TY	GD	GD
20	20	20	10	6	10	10

Health: 70 Karma: 26
Resources: GD Popularity: -5

KNOWN POWERS

Claws: The Jackal has razor-tipped claws that do Excellent (20) Edged damage. He sometimes placed poison on the claws as well. The victim of a poisoned claw attack must make an Endurance feat or be knocked unconscious for 1-10 rounds.

TALENTS: Biochemistry.

IN BRIEF: Miles Warren was fixated on Gwen Stacy, Peter Parker's girlfriend. When she was killed, her death was reported by the media as being Spider-Man's fault, so he began his persecution of the web-slinger. Although brilliant in his field of biochemistry, the Jackal was completely insane and would stop at nothing to gain revenge for Gwen Stacy's death.

KILLER SHRIKE™

Simon Maddicks
Professional Criminal

F	A	S	E	R	I	P
RM	RM	RM	RM	TY	GD	TY
30	30	30	30	6	10	6

Health: 120 Karma: 22
Resources: TY Popularity: 0

KNOWN POWERS

Body Armor: Killer Shrike wears an insulated steel-mesh bodysuit that provides Excellent (20) protection from physical, Force, and electrical attacks.

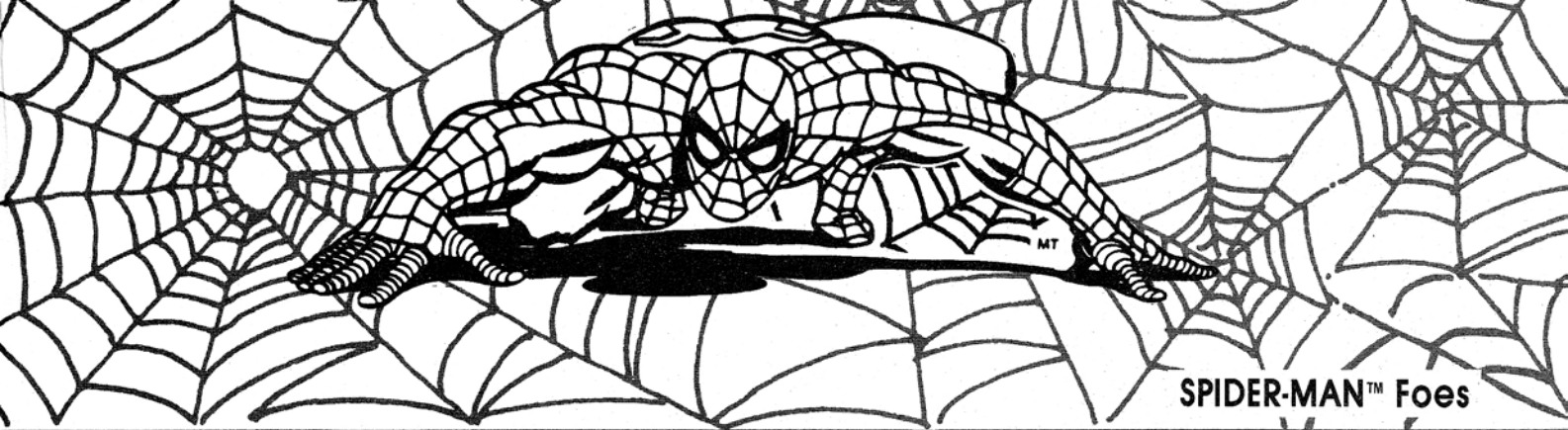
BRACELETS: Killer Shrike wears talon-shaped blaster bracelets on each wrist. These blasters inflict Incredible (40) Energy damage with a two-area range. The talons are made of Amazing (50) rank steel and inflict Remarkable (30) Edged damage.

Flight: His anti-gravity units allow Killer Shrike to fly at Typical (6) speed (6 areas/round)

TALENTS: Martial Arts A and Military.

IN BRIEF: Killer Shrike is a mercenary in the truest sense of the word. He takes pride in his reputation and if a mission begins to go poorly, he will do everything in his power to come out on top of the situation. Killer Shrike has fought many heroes in the past and holds a grudge against Spider-Man.

For more information and a more detailed history of Killer Shrike, see page 203 in MU2.



KINGPIN OF CRIME™

Wilson Fisk
Criminal Mastermind

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

Health: 100 Karma: 40
Resources: EX Popularity: 0

KNOWN POWERS

Body Armor: Through his fighting disciplines, he has Poor (4) body armor against physical and Force attacks.

Weaponry: The Kingpin has been known to carry a few weapons in the past.

Walking Stick: This item, made of Remarkable (30) strength material, contains a three-shot laser with a range of two areas, which does Excellent (20) Energy damage. The stick also carries two doses of Amazing (50) potency sleeping gas, that put the target to sleep for 1-10 hours if an Endurance FEAT roll is failed. The sleeping gas has a range of one area.

Minions: The Kingpin rarely travels alone. He maintains an army of goons for practice sessions and for delaying heroes that directly attack his organization.

TALENTS: Martial Arts A, B, C, Wrestling, Business/Finance.

IN BRIEF: Wilson Fisk is an expert manipulator of people. He is able to exploit most situations so that he comes out of it unharmed and unsullied while his adversaries usually end up doing exactly what they set out not to do.

The Kingpin's past is fraught with

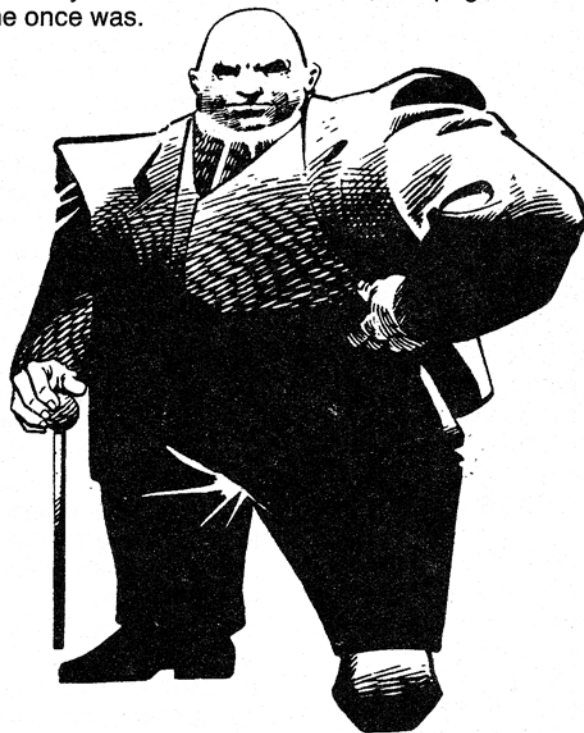
tragedy. After establishing himself as the major player in the New York underworld, he retired to the Orient on the urging of his wife, Vanessa. After a while, Vanessa convinced her husband to return to the U.S. to testify against his former associates. While they were here, a former employee of the Kingpin decided to kill Vanessa to bring the Kingpin back to power in New York. Vanessa was caught in an explosion and thought to be dead.

Thus, with the source of moral restraints removed, the Kingpin rapidly regained control of the city's underground. Vanessa was found alive, but she lives only as the shell of the woman she once was.

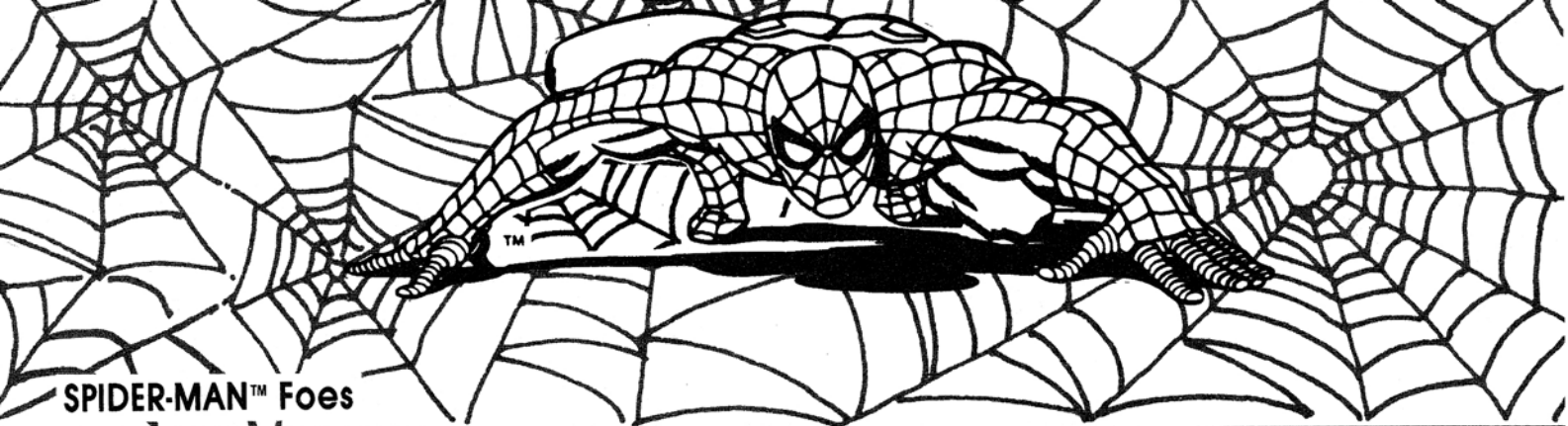
At his zenith, the Kingpin controlled most of the criminal activities on the East Coast. He was extremely careful, making sure that his hands never got dirty in any of his criminal businesses. One area that he never deals with and actively discourages his underlings from doing is dealing drugs.

Recently, the Kingpin has taken a fall from the high tower, as the hero, Daredevil, orchestrated Fisk's downfall. The Kingpin was last seen on the streets of New York, running for his life.

For more information and a more detailed history of the Kingpin of Crime, see page 205 in MU2.



KINGPIN OF CRIME™



SPIDER-MAN™ Foes

KNIGHT AND FOGG™

KNIGHT

Malcolm Knight
Enforcer

F	A	S	E	R	I	P
EX	GD	EX	(IN)	RM	(IN)	PR
20	10	20	(40)	30	(40)	4
6						6

Health: 80 (110) Karma: 16
Resources: GD Popularity: 0

KNOWN POWERS

Alter Ego/Armored Form: Knight can instantly change his clothes and body into a suit of armor that provides him with Incredible (40) protection from physical and Force attacks. This armored form also gives him the following powers:
Growth: While armored, Knight grows to 8' tall.

Sword: Knight has a golden sword that snaps out of a housing in his left forearm. The sword is made of Unearthly (100) material and inflicts Remarkable (30) Edged damage.

Weaknesses: Knight is vulnerable to electricity while in his armored form. Attacks of this type gain +2CS against him. Also, when unconscious or sleeping, he reverts to his unarmored form.

TALENTS: Weapon Specialist (sword)

IN BRIEF: Knight is a man who lives two lives. The first is his life with Fogg, as a contract killer. The other is a quiet life in his Liverpool, England home. While out on missions with Fogg, he follows the letter of the contract, doing no more harm or damage than is necessary to

complete the job. He considers himself to be an honorable man, despite his questionable occupation.

FOGG

Thomas Fogg
Enforcer

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

Health: 70 Karma: 22
Resources: GD Popularity: 0

KNOWN POWERS

Alter Ego/Gaseous Form: Fogg can instantly transform himself into a semi-solid green mist. This gaseous form grants him the following powers:

Density Manipulation—Self: Fogg can manipulate his density with a Good (10) ability, changing his density from Shift 0 to normal body density. This power allows him to solidify parts of his body, such as his hands, while leaving other parts gaseous.

Elongation: Fogg is able to stretch his misty body up to one area away. This Incredible (40) rank power allows Fogg to attack characters in adjacent areas, with strangulation being the common form of attack. A victim of such an attack must make a successful Endurance FEAT vs. Fogg's Strength to remain conscious; failure indicates a roll on the Stun table. Also, Fogg inflicts normal Strength damage during this attack.

Vision Restriction: Due to Fogg's opaque form, the normal vision of anyone surrounded or attacked by Fogg is limited to that person's area

only.

Flight: While gaseous, Fogg can fly at Poor (4) rank (four areas/round)
Weaknesses: While gaseous, Fogg is vulnerable to electricity. This type of attack adds +2CS against him. Also, he reverts to his human form whenever he is unconscious or asleep.

TALENTS: Wrestling.

IN BRIEF: Fogg is a cruel, vicious individual who truly loves his work as an assassin. He enjoys taunting and scaring his victims, before finally attacking them. He is a reliable contract killer.

KRAVEN THE HUNTER™

Sergei Kravinov
Hunter, Professional Criminal

F	A	S	E	R	I	P
IN	RM	RM	IN	EX	IN	TY
40	30	30	40	20	40	6

Health: 140 Karma: 66
Resources: GD Popularity: -10

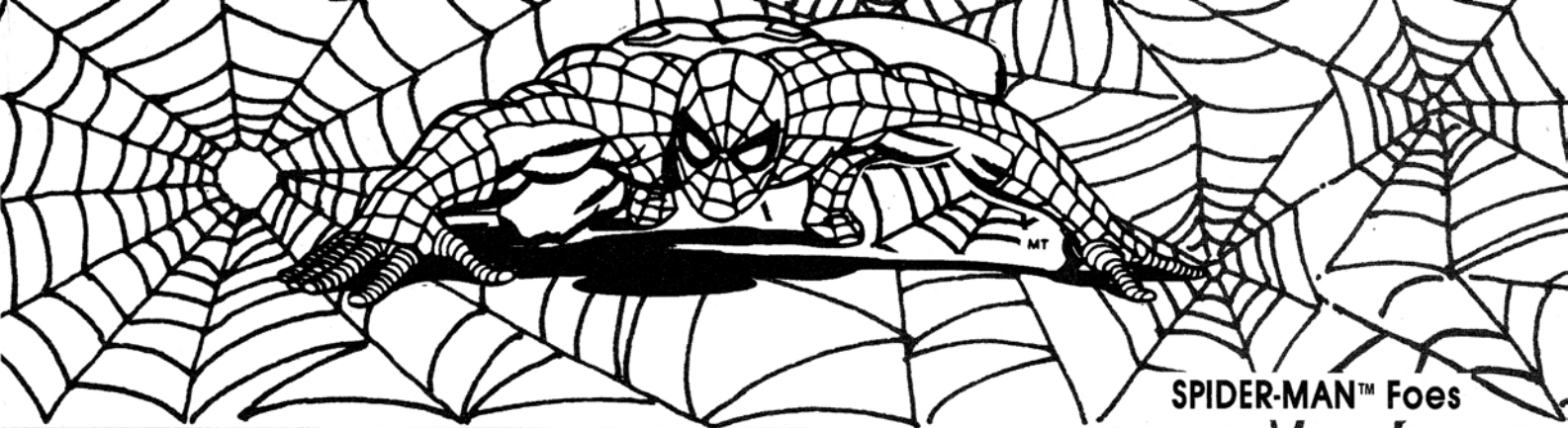
KNOWN POWERS

Running: Kraven can move four areas/round when running.

Weapons: Kraven employs a number of weapons on his hunts, either carried on his person or hidden in the area in which he is conducting his hunt. The usual weapons are:
Axes: 10 points Edged, throwing damage.

Darts: two-area range, Typical (6) Edged, throwing damage.

Electro-Blaster: Incredible (40) Energy damage, one-area range, not used often.



Knock-out potions: Amazing (50) intensity coating placed on weapons.
Manacles: Remarkable (30) strength, "Hold" result on Grappling attack means victim is chained and must make a successful Strength FEAT roll versus manacles' rank to escape.

Poison Gas: Good (10) intensity, successful Endurance FEAT roll to avoid rolling on the Stun table.

TALENTS: Martial Arts B.

IN BRIEF: Kraven is obsessed with the glory of the hunt and the importance of personal honor in all matters. He holds these ideals as ultimate truths, although in times of stress or when it looks like he may lose a fight, he has been known to throw aside his honor. Kraven died recently.

For more information and a more detailed history of Kraven the Hunter,

see page 213 in MU2.

LIGHTMASTER™

Dr. Edward Lansky
 Ex-physics professor

F	A	S	E	R	I	P
TY	GD	TY	GD	EX	EX	TY
6	GD	TY	10	20	20	6

Health: 32

Karma: 46

Resources: GD

Popularity: 0

KNOWN POWERS

Flight: Lightmaster's suit enables him to fly at Typical (6) speed (six areas/round)

Light Powers: Lightmaster gains power over visible light through his suit. He has the following powers:

Blind: Amazing (50) intensity flash.

Create Objects: He can create

objects of solid light. The objects have Remarkable (30) material strength and can be projected up to five areas away, doing Remarkable (30) Force damage.

Solid Light Fists: By solidifying light around his fists, he can inflict Remarkable (30) Blunt damage.

Light Cage: This ensnaring attack is of Remarkable (30) intensity and is rolled on the Grappling table.

Energy Absorption: His suit can absorb an Unearthly (100) amount of electrical or light energy without damaging the wearer. Should any greater energy be absorbed, the wearer must make an Endurance FEAT or be transformed into living light. He must maintain its energy level by surrounding himself with light, losing one Endurance rank for every turn that he is in darkness. He still has the powers of the suit in this form.

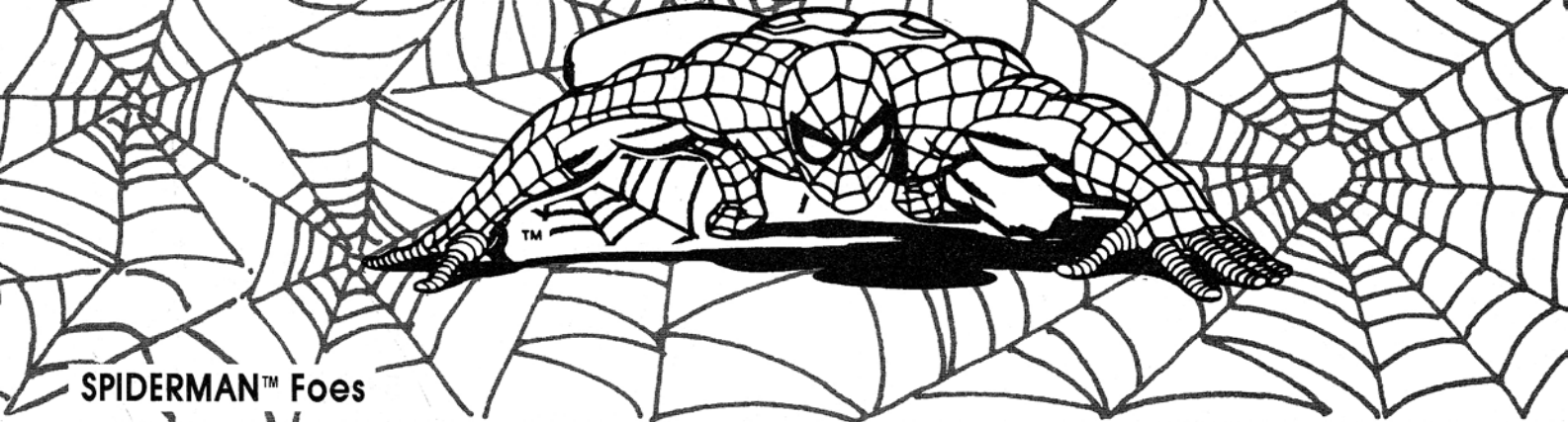
TALENTS: Physics, Optics, Administration.

IN BRIEF: Lansky is primarily motivated by his hatred of Spider-Man. He longs for vengeance against the hero for defeat at Spider-Man's hands. Lansky, despite his brilliance in science, is prone to stupid mistakes, perhaps because he is mentally unstable.

For more information and a more detailed history of Lightmaster, see page 221 in MU2.



KRAVEN THE HUNTER™



SPIDERMAN™ Foes

LIZARD™

Dr. Curt Connors
Research Biologist

F	A	S	E	R	I	P
EX	IN	IN	AM	PR	GD	RM
20	40	40	50	4	10	30

Health: 150 Karma: 40
Resources: GD Popularity: -10

KNOWN POWERS

All of the Lizard's powers are only applicable when the Lizard is dominant.
Alter Ego: The Lizard's alter-ego is Dr. Curtis Connors, who has the following stats:

F	A	S	E	R	I	P
T	T	T	G	R	G	T

Health: 28 Karma: 46

Body Armor: The Lizard's tough skin provides him with Good (10) protection from physical attacks.

Tail: The Lizard can use his 6½' tail to attack, doing Amazing (50) Blunt damage. He is +1CS to hit when using this attack.

Wall-Crawling: Using the claws on his hands and feet, the Lizard can adhere to vertical surfaces with Incredible (40) ability. Also, he can use his claws to inflict Incredible (40) damage on the Edged column.

Reptile Control: The Lizard can communicate with and control all reptiles in a one-mile radius with Amazing (50) ability.

TALENTS: The Lizard—none.
Dr. Connors—Biology, Biochemistry, Herpetology (the study of reptiles), and Medicine.

IN BRIEF: Connors is missing his right arm. He is a noted reptile expert, whereas the Lizard is a

savage and cunning opponent, intent upon conquering the world and ushering in the new age of reptiles. The Lizard has no interest in human life except for Dr. Connors' wife and son. Even in the Lizard's form, he will strive to protect them. He has a grudge with Spider-Man, but won't let that get in the way of his plans for world conquest.

For more information and a more detailed history of the Lizard, see page 231 in MU2.

CARLOS LOBO™

Professional Criminal

Human form

F	A	S	E	R	I	P
GD	EX	GD	GD	TY	EX	TY
10	20	10	10	6	20	6

Health: 50 Karma: 32
Resources: EX Popularity: 0

Wolf form

F	A	S	E	R	I	P
RM	AM	IN	IN	TY	AM	GD
30	50	40	40	6	50	10

Health: 160 Karma: 66
Resources: EX Popularity: -10

KNOWN POWERS

Alter Ego: Carlos Lobo transforms into a humanoid wolf during the full moon. His powers aren't true lycanthropy, however. They stem from some sort of mutation. Even so, he still shares the same weakness to silver bullets as do true lycanthropes. In his wolf form, Carlos retains his intelligence, but sometimes succumbs to bloodlust.

Claws and teeth: Remarkable (30)

Edged damage.

Hypersensitive Senses: Monstrous (75) sight, hearing, and smell.

TALENTS: None.

IN BRIEF: The Lobo brothers were heading for New York city when the Arranger, the Kingpin's right-hand man, decided to stop them from coming to the city without consulting his boss. His plan failed and the criminal brothers took this as an act of aggression on the Kingpin's part. They instigated a gang war that killed Eduardo, Carlos' brother.

Carlos is a very angry man who wants revenge on everyone involved in the death of his brother. He is resourceful and is biding his time until the right opportunity arises for his vengeance.

For more information and a more detailed history of Carlos Lobo, see page 143 in MU6.

MAN-MOUNTAIN MARKO™

Michael Marko
Enforcer, Professional Criminal

F	A	S	E	R	I	P
IN	EX	AM	RM	PR	GD	GD
40	20	50	30	4	10	10

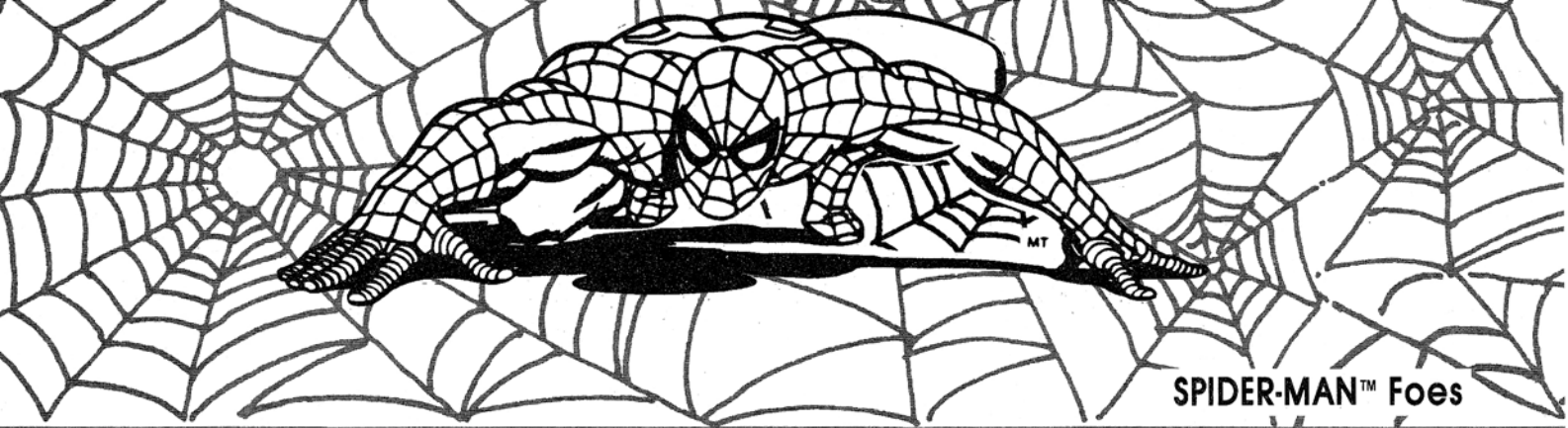
Health: 140 Karma: 24
Resources: TY Popularity: -5

KNOWN POWERS

Growth: Because of the Maggia's genetic manipulation, Marko has permanent Feeble (2) growth.

TALENTS: Martial Arts B.

IN BRIEF: Man-Mountain Marko is obsessed with the defeat of Spider-Man. To that end, he has



SPIDER-MAN™ Foes



CARLOS LOBO™



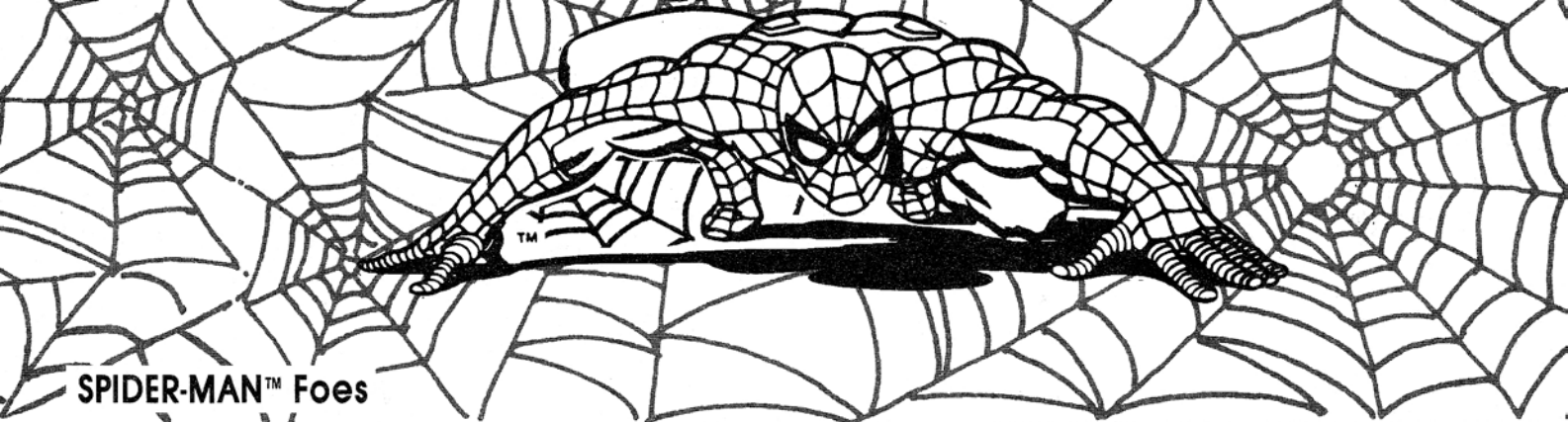
KNIGHT AND FOGG™



LIZARD™



MAN-MOUNTAIN MARKO™



SPIDER-MAN™ Foes

been altered for increased size and strength, yet he still takes steroids to become even stronger.

MIRAGE I™

Desmond Charne
Professional Criminal, deceased

F	A	S	E	R	I	P
GD	TY	GD	TY	EX	TY	GD
10	6	10	6	20	6	10

Health: 32 Karma: 36
Resources: TY Popularity: -3

KNOWN POWERS

Bodysuit: All of Mirage's illusion powers are derived from the suit. It allows him to perform the following Power Stunts:

Disguise: Mirage can disguise himself and up to eight other individuals within 1 area.

Warp Light rays: Affect light waves so as to make himself and the surrounding area appear to be empty space. Maximum area of effect is 75 square feet.

Mirror Images: Mirage can create up to eight simultaneous duplicates of himself within 1 area diameter.

TALENTS: Holography, Handguns.

IN BRIEF: Mirage suffered from an incredible delusion of grandeur. He was brilliant in his field but was unable to recognize his limitations. He basically wanted to take on single opponents, gain a reputation, and pull off successful heists.

For more information and a more detailed history of Mirage, see page 61 in MU3.

MOLTEN MAN™

Mark Raxton
Former Professional Criminal

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

Health: 135 Karma: 22
Resources: TY Popularity: 0

KNOWN POWERS

Body Armor: Raxton's body is made of metal, giving him Amazing (50) protection from physical and Force attacks and Excellent (20) protection from energy attacks. His steel hard skin allows him to Stun and Slam opponents of up to Monstrous (75) Endurance.

His body armor also provides him with a slippery surface, to which Spider-Man's webbing doesn't stick.

Flaming Form: The chemical in Raxton's body reacts with the air, creating a constant flame inferno around his body. Most of the, this reaction is controlled by Raxton and doesn't occur, but when it does, the following powers are the result.

- Any character hitting the Molten Man without suitable protection takes Excellent (20) damage from the heat.

- Raxton's own attacks inflict Remarkable (30) heat damage.

- He can melt materials of Remarkable (30) material strength or less.

- While in this form, Raxton takes double normal damage from water and water-based attacks.

TALENTS: Lock Picking Talent

IN BRIEF: Mark Raxton was the assistant to Spencer Smythe when they developed a liquid metal alloy.

When Raxton wanted to sell his share in the project, Smythe physically assaulted him, causing him to be doused in the metal alloy. Using his powers, Raxton embarked on a life of crime, continually being frustrated by Spider-Man.

Recently, he has had a change of attitude and is trying to go straight. Whether this will last or not remains to be seen.

MORBIUS™

Dr. Michael Morbius
Ex-adventurer, Biochemist

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

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

KNOWN POWERS

Pseudo-Vampirism: Although he is not a true vampire, he still has the cravings for blood. He needs to make a Psyche FEAT roll once a day or be forced to hunt down human prey for their blood. Victims of Morbius became pseudo-vampires themselves unless Morbius gave them the antidote he had developed. Unfortunately, the antidote does not affect Morbius at all.

Gliding: Poor (4) air speed (four areas/round).

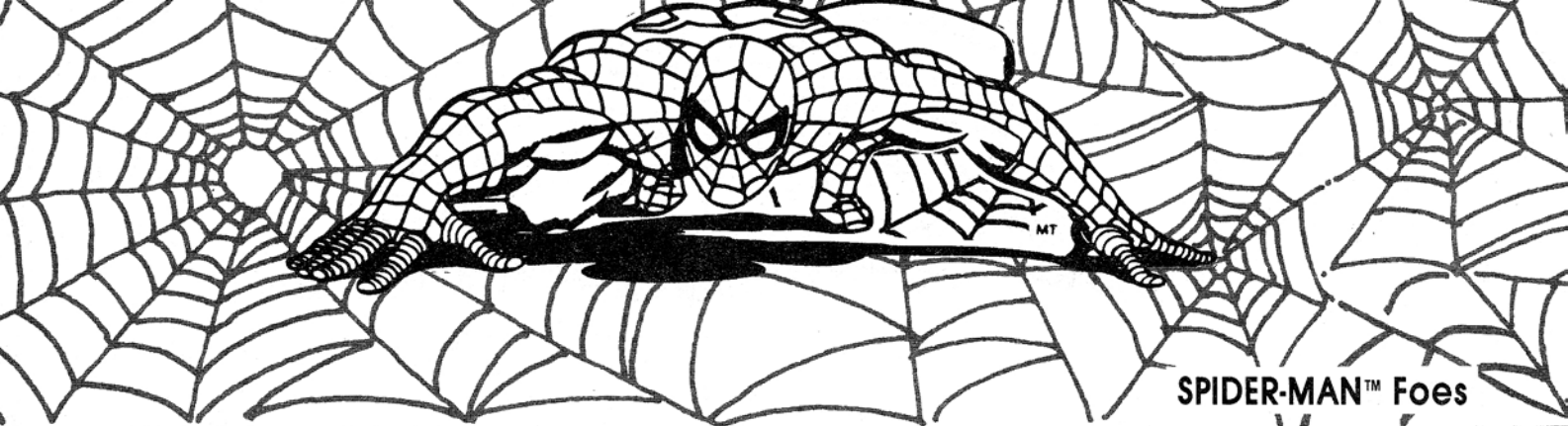
Claws: Good (10) Edged damage.

Fangs: Good (10) Edged damage in combat.

Regeneration: Amazing (50) ability to heal damage.

TALENTS: Biochemistry.

IN BRIEF: Michael Morbius is a Nobel Prize-winning biochemist who



SPIDER-MAN™ Foes

discovered that he was dying of a rare disease that was affecting his blood cells. A colleague and Morbius created a fluid that was supposed to slow the progress of the disease, one which was made from the bodies of vampire bats. When Morbius received an electrical shock to attempt to stimulate the creation of more blood cells, the electricity reacted with the bat fluids in his body, transforming Morbius into a creature that resembled the traditional vampire.

Morbius is torn between protecting and killing people. He has opted to attack only people he deems to be evil, such as criminals. Most recently, Morbius sought to cure himself once again of his curse; an unscrupulous doctor injected Morbius with a chemical mixture in an attempt to kill him, but the chemical was tainted by extradimensional demon-blood. This chemical has caused radical changes in Morbius, the full parameters of which will not be known for some time (his statistics above reflect his abilities before this current change).

For more information and a more detailed history of Michael Morbius, see page 85 in MU3.

MYSTERIO™

Quentin Beck
Professional Criminal

F	A	S	E	R	I	P
EX	GD	GD	EX	EX	EX	RM
20	10	10	20	20	20	30
Health: 60			Karma: 70			
Resources: EX			Popularity: -15			

KNOWN POWERS

Helmet: Made with one-way mirrored glass, this device contains a one-hour air supply.

Gas Nozzles: Wrist-and ankle-nozzles in Mysterio's costume can release a variety of fogs.

- Amazing (50) intensity fog
- Amazing (50) potency knock-out gas

• Monstrous (75) potency gas that lowers the Intuition of those exposed to it by -4CS, to a minimum of Feeble (2) rank.

Holographic Projectors: Remarkable (30) Illusion-casting and Hypnosis powers.

TALENTS: Special effects, Holography, Engineering, and Robotics.

IN BRIEF: Mysterio has a huge ego and likes to bask in the limelight. Early in his career, Mysterio decided that if he could defeat Spider-Man, then he would gain fame and power. As time has progressed, he has decided that the defeat of Spider-Man isn't as important as it once was.

For more information and history, see page 97 in MU3.

MR. FEAR™

Alan Fagan
Businessman, Criminal

F	A	S	E	R	I	P
TY	GD	TY	GD	GD	EX	GD
6	10	6	10	10	20	10
Health: 32			Karma: 40			
Resources: RM			Popularity: -5			

KNOWN POWERS

Fear Compound: This Unearthly

(100) intensity gas induces fear in any person, save robots, androids, and nonhumanoid aliens who are immune. Those of less than Unearthly (100) Endurance need a red FEAT roll to avoid this effect, while those of Unearthly (100) Endurance must make a yellow FEAT roll and those of higher Endurance need only a green FEAT roll. Those affected either choose to run away or cower in fear. One gas pellet is sufficient to fill one area.

Fear Gun: Mister Fear fires his pellets from this gun with a range of five areas.

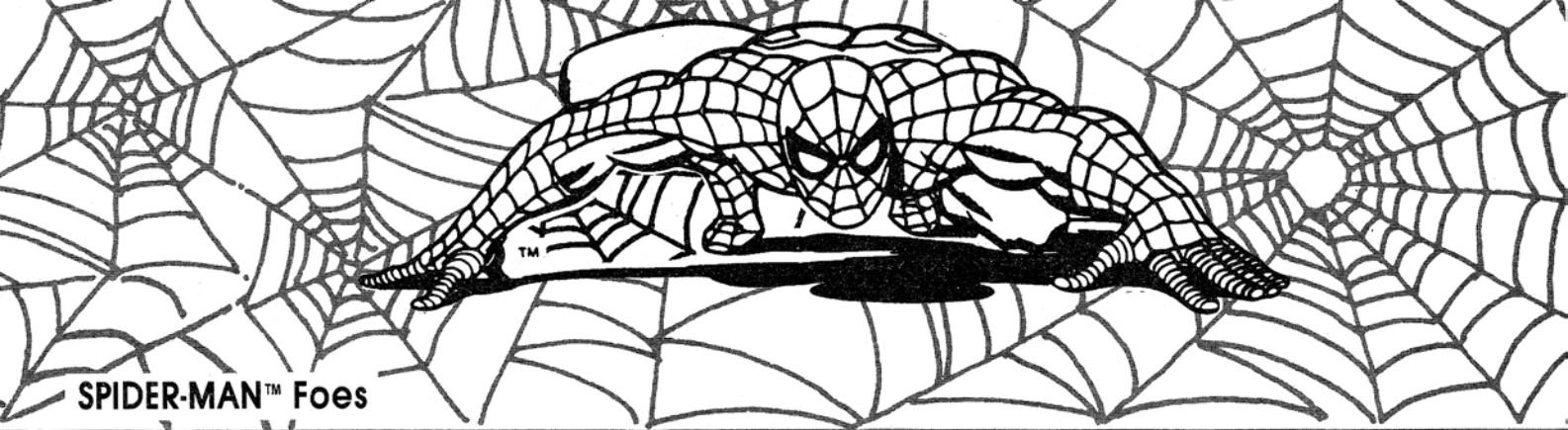
Fear Ring: This ring injects a dose of the fear compound into a person. Mister Fear must strike his victim in combat for the ring to work. It inflicts Poor (4) damage and will not penetrate body armor of Typical (6) or better.

Gas Mask: This mask is worn to protect Fagan from making contact with his own gas.

TALENTS: Business/Finance.

IN BRIEF: The fourth man to use the name Mr. Fear, Fagan is a sadistic, conceited man who though he could succeed where others had failed; he was defeated on his first outing as a supervillain.

For more information and a more detailed history of Mister Fear, see page 153 in MU5.



SPIDER-MAN™ Foes



MYSTERIO™



RHINO™



ROSE™



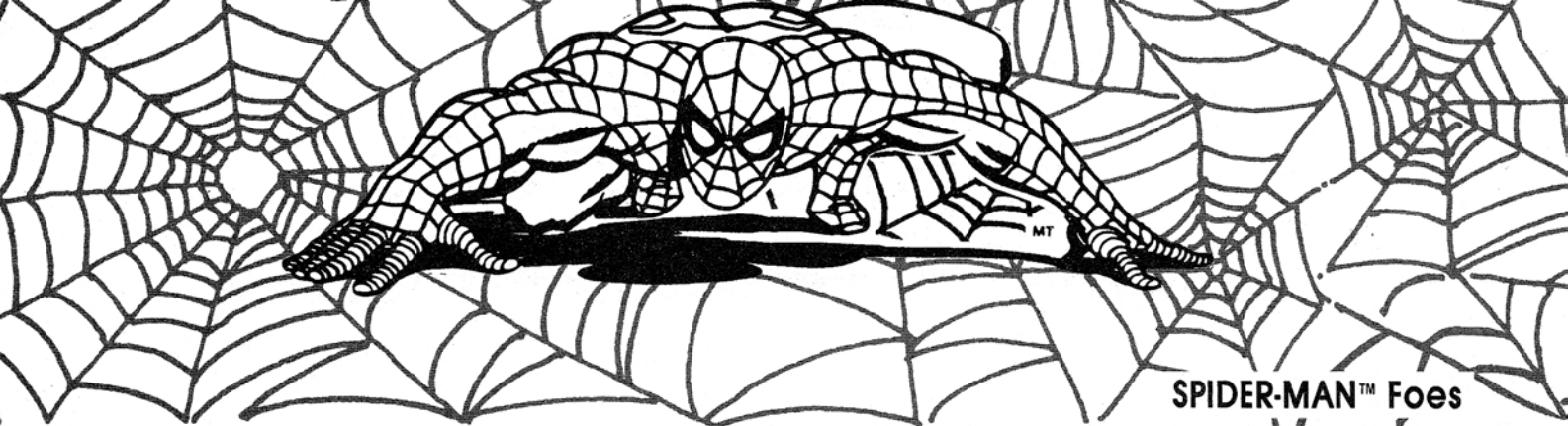
MOLTEN MAN™



MR. FEAR™



MORBIUS™



SPIDER-MAN™ Foes

RHINO™

Real Name Unrevealed
Professional Criminal

F	A	S	E	R	I	P
RM	EX	MN	AM	TY	TY	PR
30	20	75	50	6	6	4

Health: 175 Karma: 16
Resources: PR Popularity: -15

KNOWN POWERS

Body Armor: The Rhino's suit provides Amazing (50) protection against physical and Force attacks, Remarkable (30) protection from Energy, heat, and acid attacks. The horn on the suit do Remarkable (30) Edged damage.

Charging: The Rhino can move up to four areas in a round, but only in a straight line. He receives a +2CS when charging and his armor provides him with Unearthly (100) protection against any damage he might take.

Protective Mask: His mask has been equipped with a field that incinerates Spider-Man's webbing before it touches his face.

TALENTS: None.

IN BRIEF: The Rhino was originally a small-time muscle man for various mobs. Over the years, his primary motivation has been to get out of the armor that he had been imprisoned in by the Leader. Once he freed himself of the Rhino armor, however, a threat by the Kingpin changed his mind, and the Rhino now has a new suit of armor provided by Justin Hammer (though he's not trapped in this suit).

For more information and a more detailed history of the Rhino, see page 213 in MU3.

ROSE™

Richard Fisk
Criminal Mastermind

F	A	S	E	R	I	P
TY	TY	TY	EX	EX	EX	EX
6	6	6	20	20	20	20

Health: 38 Karma: 60
Resources: RM Popularity: -10

KNOWN POWERS

The Rose has no super-powers, but relies on his equipment and organization to provide him with all the power he needs.

Equipment: The Rose always carries a handgun that does Typical (6) Shooting damage and has a range of three areas. He also possess a number of minigrenades such as knock-out gas, weakness gas, and concussion grenades. These weapons are usually used as a diversion, so that the Rose can make a quick getaway if necessary.

TALENTS: Martial Arts E, Guns, Thrown Weapons, Administration, Gambling.

IN BRIEF: Richard Fisk posed as the Rose to bring down his father's criminal empire. The Kingpin knew of his son's deceit and brought Richard back to work within his organization. Even so, Richard continued to subvert his father's empire, conspiring with another man, one Sgt. Blume, who had taken on the disguise of the Rose. Sgt. Blume donned the mask of the Rose to bring the Kingpin to justice for having his brother killed.

When Blume double-crossed Richard, Blume was killed.

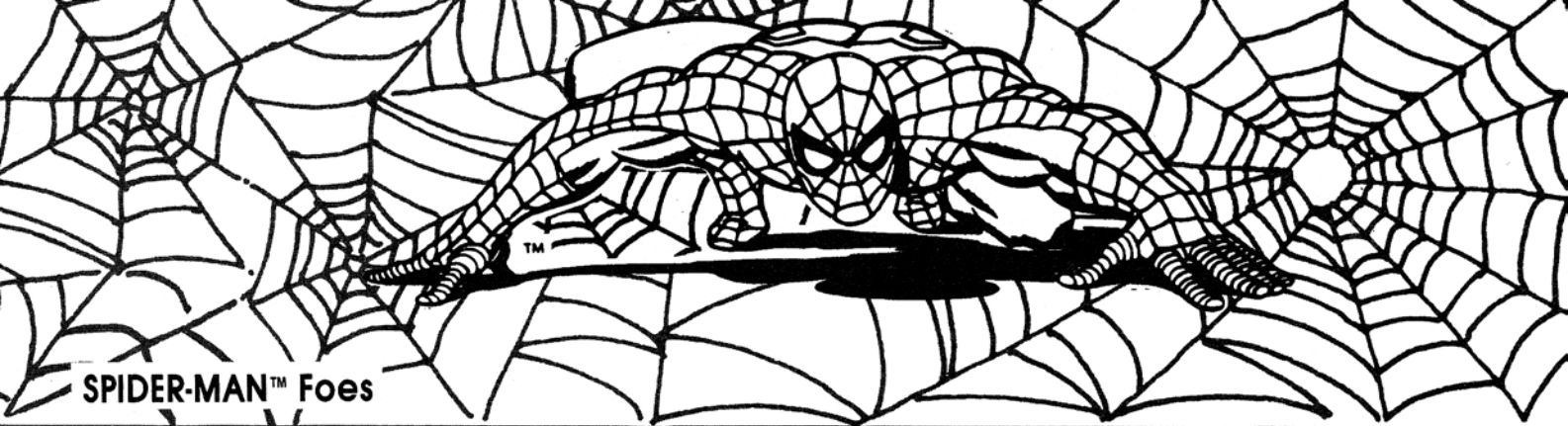
The Kingpin of Crime was toppled,

not by anything Richard had done, but by Daredevil. However, Richard attempted to step into the power vacuum and take his father's place. He even had his head shaved to look more like his paternal predecessor.

Other forces were at work, however. A character who named himself the Blood Rose entered the scene, determined to stop Richard from becoming the next Kingpin. In the resulting melee, both Richard and the Blood Rose escaped Spider-Man. The identity of the new Blood Rose is still a mystery.

For more information and a more detailed history of the Rose, see page 177 in MU6.





SPIDER-MAN™ Foes

SCORPION™

MacDonald "Mac" Gargan
Professional Criminal

F	A	S	E	R	I	P
RM	AM	IN	IN	TY	EX	TY
Health: 160			Karma: 32			
Resources: TY			Popularity: -20			

KNOWN POWERS

Battle Suit: The Scorpion's suit provides him with the following powers:

Armor: The Scorpion suit provides Gargan with Excellent (20) protection against physical and Force damage and Remarkable (30) protection against electrical attacks.

Climbing: Any wall the Scorpion can get a grip on, he can climb with Excellent (20) ability.

Scorpion Tail: His tail is made of Incredible (40) material and can do Amazing (50) Blunt damage when used as a club. When attacking with his tail, the Scorpion gains a +1CS to his Fighting ability.

Leap: By coiling his tail beneath him and using it as a spring, the Scorpion is able to leap three areas. Such a leap gives the Scorpion +3 to his initiative roll.

Plasma Projector: His tail has been modified to contain a low-density plasma projector that can fire 40 blasts. Each blast does Remarkable (30) Energy damage and has a range of two areas.

TALENTS: Detective.

IN BRIEF: This man is a psychopathic criminal, who enjoys the violence of his chosen profession. The Scorpion was first created on the orders of J. Jonah

Jameson, who wanted a person powerful enough to bring Spider-Man to justice. Unfortunately, the creator of the process that brought the Scorpion to life, Dr. Farley Stillwell, belatedly discovered that the process eventually drove the subject insane, which is what happened to the Scorpion. Spider-Man initially defeated Gargan, but the villain keeps returning, usually trying to get revenge on Jameson for transforming him into this creature.

For more information and a more detailed history of the Scorpion, see page 189 in MU6.



SHOCKER™

Herman Shultz
Professional Criminal

F	A	S	E	R	I	P
TY	EX	TY	EX	GD	GD	TY
Health: 52			Karma: 26			
Resources: TY			Popularity: -2			

KNOWN POWERS

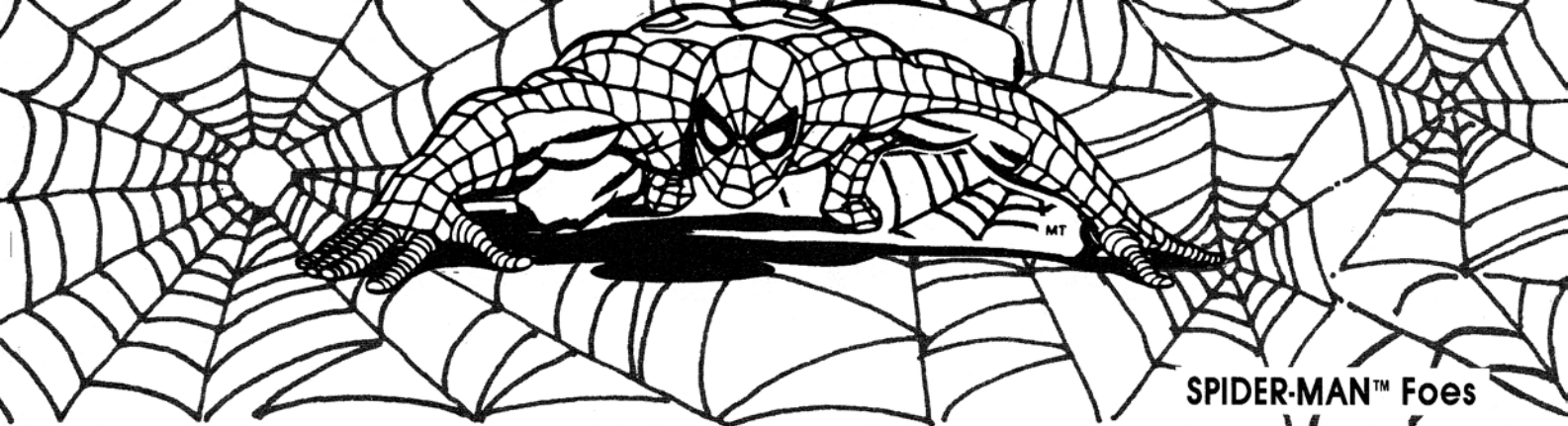
Body Armor: The Shocker's padded armor and boots give him Good (10) protection against physical and Force attacks and Amazing (50) protection from sonic and vibration attacks, such as produced by his gloves.

Vibro-Smasher gloves: The gloves (made of Amazing (50) material strength steel) worn by the Shocker inflict Remarkable (30) Energy damage against a foe. The gloves have a range of one area. They can destroy material up to Incredible (40) material strength and are used to open safes by vibrating their sensitive locking mechanisms with a successful FEAT roll.

TALENTS: Inventor and Safecracker.

IN BRIEF: The Shocker has a long-standing grudge with Spider-Man. His motivations are revenge on Spider-Man and greed for as much money as he can steal.

For more information and a more detailed history of the Shocker, see page 23 in MU4.



SILVERMANE™

Silvio Manfredi
Criminal Mastermind

F	A	S	E	R	I	P
EX	GD	IN	AM	EX	GD	EX
20	10	40	50	20	10	20

Health: 120 Karma: 50
Resources: GD Popularity: -7

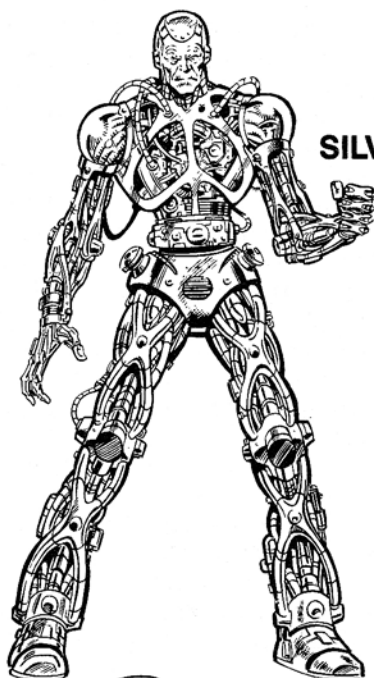
KNOWN POWERS

Body Armor: The exoskeleton that makes up most of Silvermane's body gives him Incredible (40) protection against physical and Force attacks and Remarkable (30) protection against energy, acid, and cold attacks. The exoskeleton is made from Incredible (40) strength material.

TALENTS: Martial Arts A, Gun, Leadership, and Business/Finance.

IN BRIEF: Silvermane has been obsessed with two things throughout his career, immortality and revenge. He has gained partial immortality with the use of his exoskeleton, but revenge, primarily against Spider-Man and Cloak and Dagger, has eluded him.

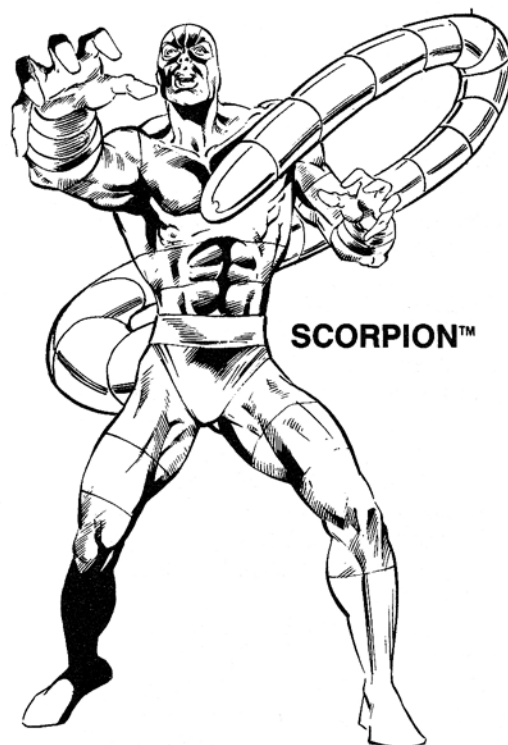
For more information and a more detailed history of Silvermane, see page 35 in MU4. For information about the Maggia family that Silvermane controls, see page 145 in MU6.



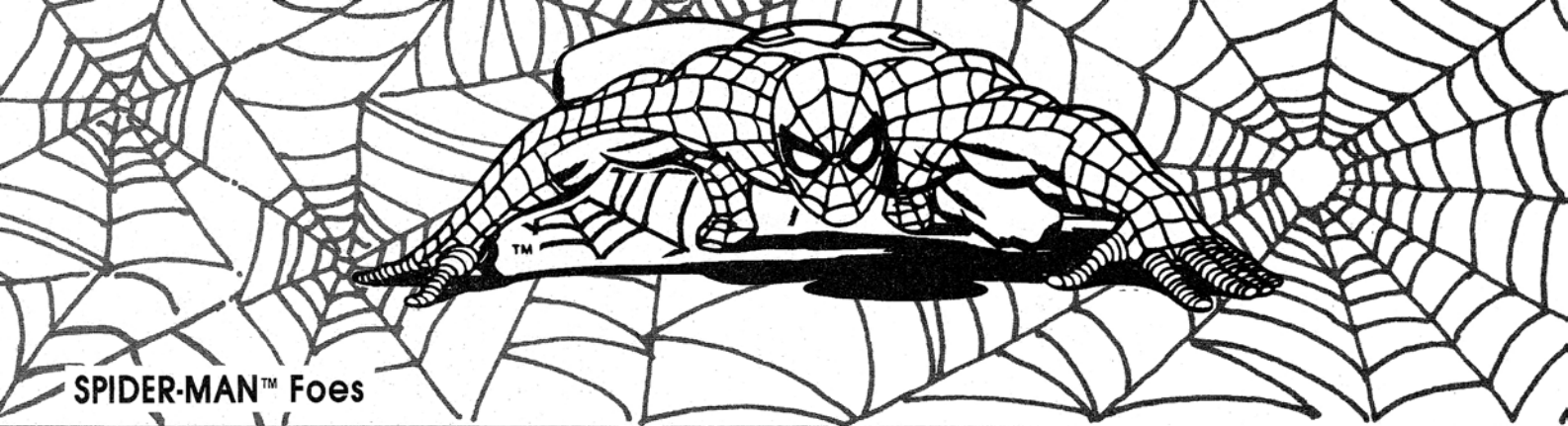
SILVERMANE™



SHOCKER™



SCORPION™



SPIDER-MAN™ Foes

SKINHEAD™

Edward Cross
Student, Nazi Skinhead

Human Form

F	A	S	E	R	I	P
TY	GD	TY	GD	GD	PR	TY
6	10	6	10	10	4	6

Health: 32 Karma: 20
Resources: PR Popularity: 0

Blob form

F	A	S	E	R	I	P
RM	EX	EX	IN	GD	PR	TY
30	20	20	40	10	4	6

Health: 110 Karma: 20
Resources: PR Popularity: -10

KNOWN POWERS

Alter Ego/Blob Form: Eddie Cross can transform himself into an amoebalike mass of flesh. When knocked unconscious, he reverts to his human form. While he is transformed into his blob state, he has the following abilities:

Elongation: Excellent (20) ability to stretch pseudopods of his flesh up to two areas away.

Growth: Poor (4) Growth power, making him +1CS to be hit.

Plasticity/Body Armor: Amazing (50) protection against physical and Force attacks and Incredible (40) protection against Energy attacks.

Rotting Touch: Excellent (20) ability to dissolve the flesh of anyone he engulfs. Once a victim is engulfed, the target is held with Excellent (20) strength. Each round inside Skinhead, the victim suffers Excellent (20) rank damage.

Wall-Crawling: Skinhead can ooze up

walls at Good (10) rank.

Weaknesses: While within Skinhead, a victim can attack the floating skeleton of Eddie Cross. Consider the skeleton to have the same statistics as Eddie in his human form.

TALENTS: Mideastern Studies (from college).

IN BRIEF: Eddie Cross is an unrepentant racist, filled with hate for anyone who doesn't fit into his idea of racial perfection. He believes himself to be the last hope for racial purity and white supremacy. Skinhead intends to use his powers to further the goals of racism.

Eddie became super-powered when a container of Peter Parker's experimental web liquid was destroyed over his head by the Rocket Racer. The resulting liquid

covered Eddie, eventually giving him the bizarre powers of Skinhead.

For more information and a more detailed history of Skinhead, see page 89 in MU7.

SLYDE™

Jalome Beacher
Professional Thief

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

Health: 70 Karma: 36
Resources: GD Popularity: -1

KNOWN POWERS

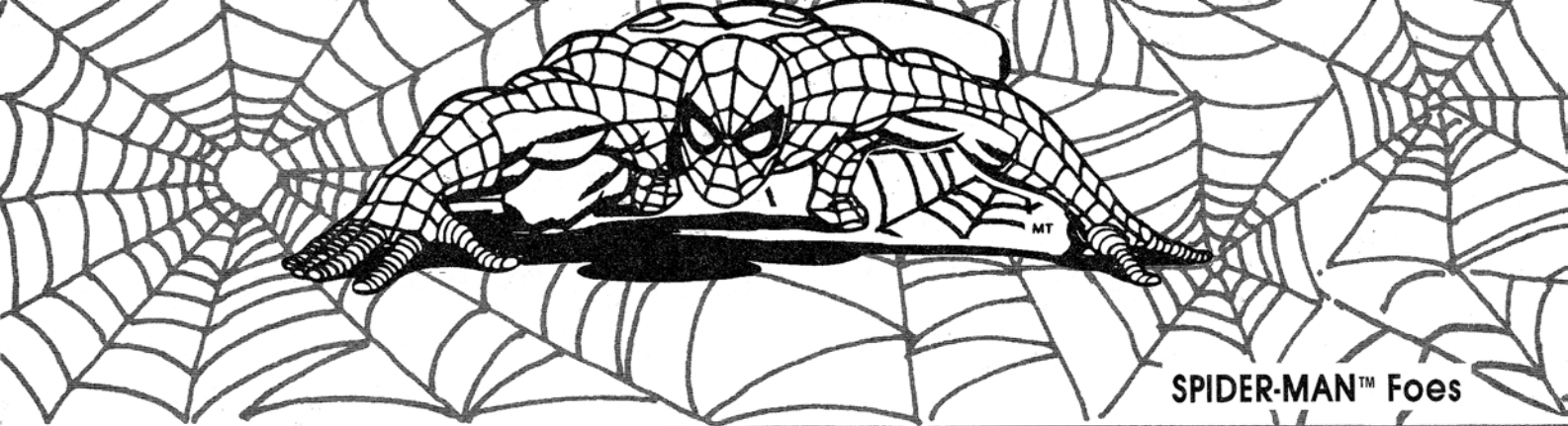
Non-Stick Coating: Slyde's costume is covered with an experimental substance that provides him with Monstrous (75) protection against



SKIN HEAD™



SLYDE™



SPIDER-MAN™ Foes

Grappling attacks or against substances sticking to him (such as Spider-Man's webbing). It also gives him Good (10) protection against physical attacks unless a Bullseye result is scored, in which case the protection drops to Poor (4).

Running: Because of the substance, Slyde is able to run at Good (10) land speed (four areas/round).

TALENTS: Chemistry.

IN BRIEF: Slyde's main motivation is to get rich, then live off of the spoils he has gained, and to have fun through the whole process. He is a cocky individual who is confident that he will eventually achieve his goal of riches.

For more information and a more detailed history of Slyde, see page 41 in MU4.

SPIDER SLAYERS™

Spider Slayers are machines that were designed to hunt down and kill Spider-Man. The inventors of the Spider Slayers designed each version with the defeat of Spider-Man in mind, so each model has features that negate most of Spider-Man's super powers.

The major powers and design of each Spider Slayer is described here. For a full history and description of each version, see page 93 of MU7.

Mark I

F	A	S	E	R	I	P
GD	GD	EX	IN	TY	Sh0	Sh)
10	10	20	40	6	0	0

Health: 80 Karma: 6

KNOWN POWERS

Robotic Construction: Immunity to disease, gas attacks, and psionic attacks.

Body Armor: Remarkable (30) protection against physical and Force attacks, Excellent (20) protection versus Energy attacks.

Elongation: Feeble (2) ability for legs and arms, can reach one area away.

Remote-Control Guidance: Remote control up to five miles away.

Slick Surface: Amazing (50) protection against Grappling attacks, making it immune to Spider-Man's webbing.

Spider Detection: Spider or spiderlike detection abilities, Shift Y (200) range.

Steel Coils: 20 Amazing (50) material strength coils from chest. Controller must make an Agility FEAT to hit.

Wall Crawling: Feeble (2) rank

Mark II

F	A	S	E	R	I	P
GD	TY	IN	IN	TY	Sh0	Sh0
10	6	40	40	6	0	0

Health: 96 Karma: 6

KNOWN POWERS

Robotic Construction: Immunity to disease, gas attacks, and psionic attacks.

Body Armor: Remarkable (30) protection against physical and Force attacks, Excellent (20) protection versus Energy attacks.

Destructo Beams: Incredible (40) intensity beam from forehead, but only Typical (6) range.

Remote-Control Guidance: Remote control up to five miles away

Spider Detection: Spider or

spider-like detection, Shift Z (500) range.

Wall-Crawling: Good (10) rank.

Mark III

F	A	S	E	R	I	P
EX	AM	EX	IN	TY	Sh0	Sh0
20	50	20	40	6	0	0

Health: 130 Karma: 6

KNOWN POWERS

Robotic Construction: Immunity to disease, gas attacks, and psionic attacks.

Body Armor: Remarkable (30) protection against physical and Force attacks, Excellent (20) protection versus Energy attacks.

Ethyl Chloride: Incredible (40) Intensity knock-out gas, affecting all targets in same area. Failed Endurance FEAT means unconsciousness for 1-10 turns.

Leaping: Remarkable (30) ability (30' up or across).

Lightning Speed: Amazing (50) land speed (eight areas/round).

Remote-Control Guidance: Remote control up to five miles away

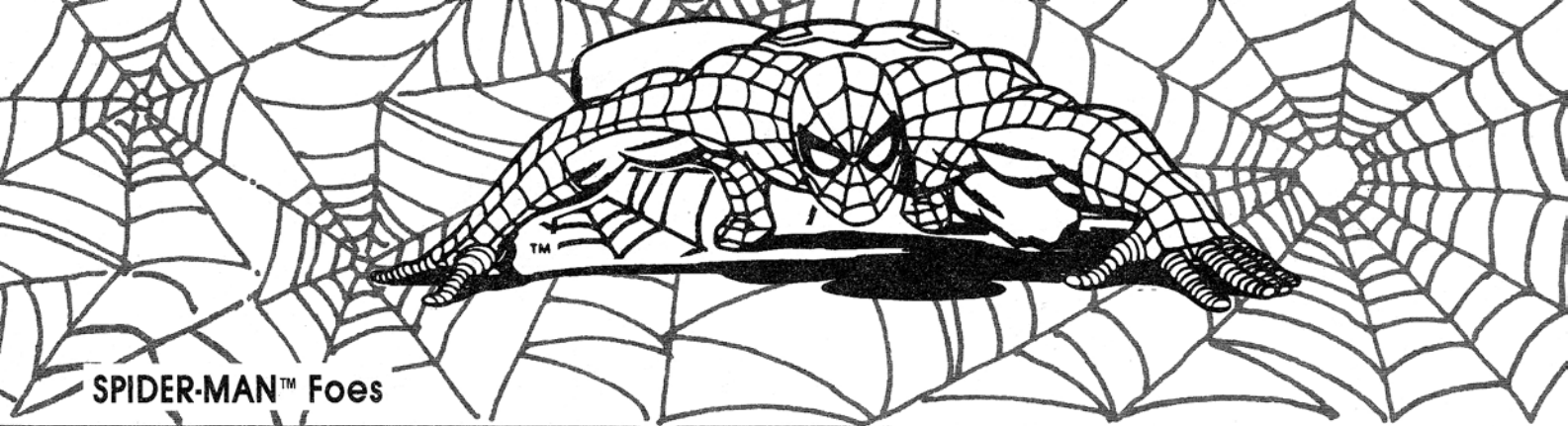
Spider Detection: Spider or spider-like detection, Shift Y (200) range.

Spider-Sense Nullifier: Amazing (50) ability to nullify Spider-Man's Combat sense.

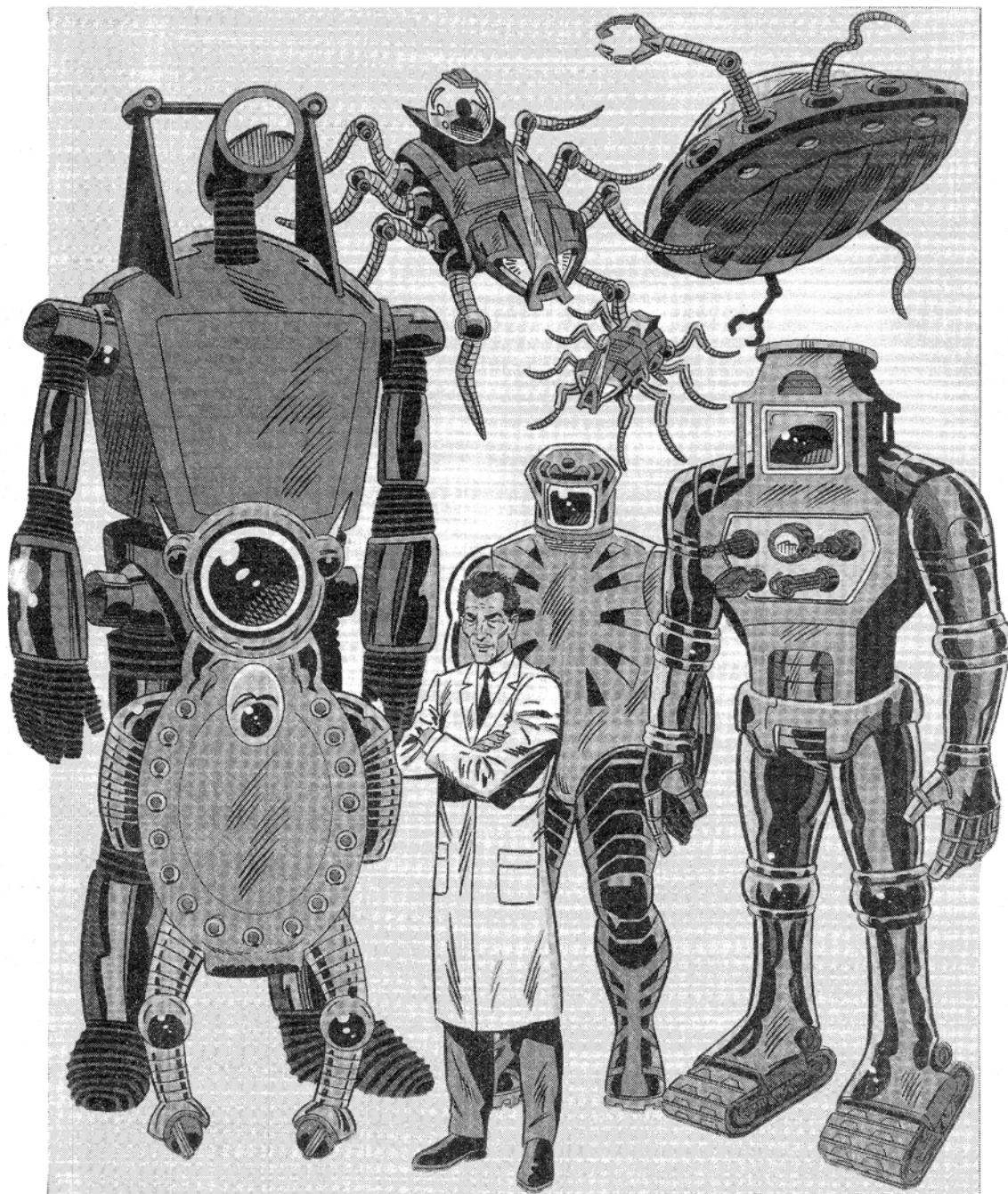
Wall-Crawling: Good (10) rank.

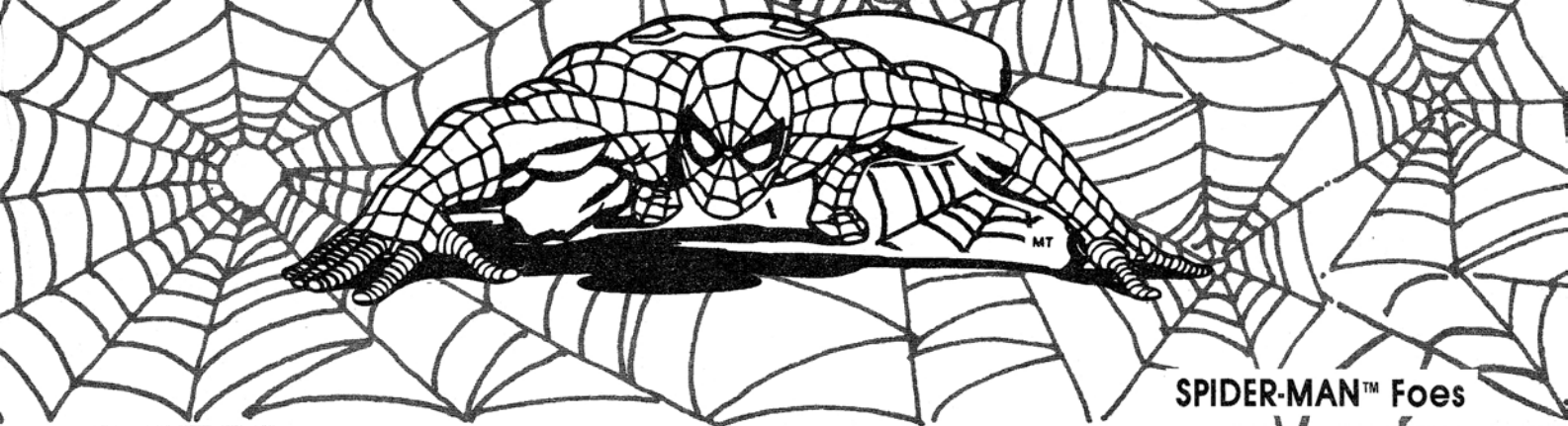
Web Cutter: Incredible (40) material strength pincers.

Web Shooter: Amazing (50) material strength webbing up to one area away.



SPIDER-MAN™ Foes





SPIDER-MAN™ Foes

Mark IV

F	A	S	E	R	I	P
EX	RM	RM	IN	TY	Sh0	Sh0
20	30	30	40	6	0	0

Health: 120 Karma: 6

KNOWN POWERS

Robotic Construction: Mark IV is a large spider-like machine, in which the controller sits, instead of using a remote control. The vehicle has the following statistics: Control: EX (20), Speed: EX (20), Body: RM (30), Protection: RM (30).

Body Armor: Remarkable (30) protection against physical and Force attacks, Excellent (20) protection versus Energy attacks.
Elongation: Incredible (40) ability to stretch Remarkable (30) Material legs up to one area away.

Spider Detection: Spider or spider-like detection, Shift Y (200) range.

Wall-Crawling: Poor (4) rank.

Web Shooter: Amazing (50) material strength webbing up to one area away

Mark V

F	A	S	E	R	I	P
TY	PR	IN	AM	TY	Sh0	Sh0
6	4	40	50	6	0	0

Health: 100 Karma: 6

KNOWN POWERS

Robotic Construction: Immunity to disease, gas attacks, and psionic attacks.

Body Armor: Incredible (40) protection against physical and Force attacks, Remarkable (30) protection versus Energy attacks.

Flash Beacon: Remarkable (30)

Intensity flash of light.

Grapple Claw: A claw and tentacle of Remarkable (30) material strength can reach any target in its area.

Heat Generation: Amazing (50) intensity heat on surface, to incinerate webbing.

Impulse Beam: Excellent (20) Energy blast up to two areas away.

Growth: Feeble (2) permanent Growth, making it +1CS to be hit.

Oil Nozzle: Remarkable (30) intensity oil slick.

Remote Control/Cybernetic Helmet: Controller must wear helmet, which has a five-mile range.

Web Cutter: Incredible (40) material strength pincers, with a one-area range.

Mark VI

F	A	S	E	R	I	P
RM	AM	EX	IN	TY	Sh0	Sh0
30	50	20	40	6	0	0

Health: 140 Karma: 6

KNOWN POWERS

Robotic Construction: Immunity to disease, gas attacks, and psionic attacks.

Body Armor: Remarkable (30) protection against physical and Force attacks, Excellent (20) protection versus Energy attacks.

Leaping: Remarkable (30) Leaping ability.

Mental Control and Guidance: Spencer Smythe mentally controlled this robot up to one mile away.

Spider Detection: Spider or spider-like detection, Shift Y (200) range.

Wall-Crawling: Good (10) ability.

Web Shooter: Amazing (50) material

strength webbing up to one area away.

Mark VII

F	A	S	E	R	I	P
GD	RM	RM	IN	TY	Sh0	Sh0
10	30	30	40	6	0	0

Health: 110 Karma: 6

KNOWN POWERS

Robotic Construction: Mark VII is a large saucer-like machine, resting on eight tentacle legs. The vehicle has the following statistics: Control: EX (20), Speed: RM (30), Body: EX (20), Protection: GD (10).

Body Armor: Excellent (20) protection from physical and Force attacks.

Elongation: Remarkable (30) material strength steel cables with one of the following abilities:

- Grapple Claws: one-area reach.
- Laser Tentacles: Remarkable (30) Intensity laser in any direction.
- Steel Whips: Whip or entangle opponents up to 1 area away.

Flight: Remarkable (30) air speed (15 areas/round).

Resistance to Electricity: Immune to up to Amazing (50) electrical attacks.

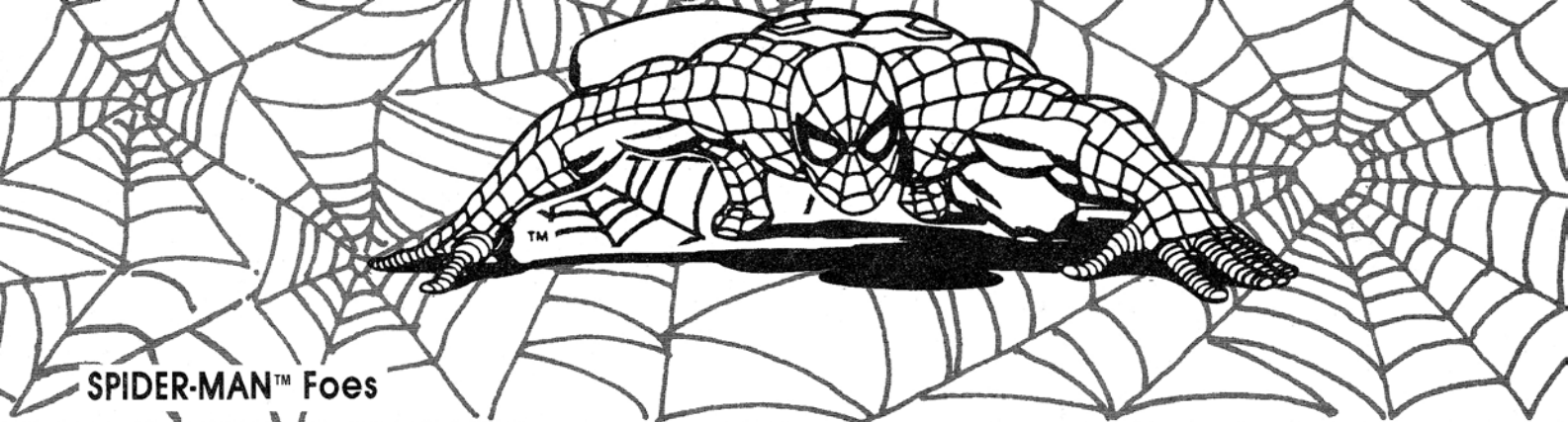
Slick Surface: Amazing (50) protection against Grappling attacks, so Spider-Man's webbing won't stick to it.

Tracking System: Track an electronic tracer up to five miles away.

Mark VIII

F	A	S	E	R	I	P
RM	GD	AM	AM	TY	Sh0	Sh0
30	10	50	50	6	0	0

Health: 140 Karma: 6



SPIDER-MAN™ Foes

KNOWN POWERS

Access Claw: to lift Alistair Smith, a paraplegic, into machine.

Body Armor: Incredible (40) protection against physical and Force attacks, Remarkable (30) protection versus Energy attacks.

Chemical Tracer: If a target is sprayed with this chemical, Mark VIII can track it up to Shift Z (500) range.

Elongation: Arms and legs at Unearthly (100) rank, neck at Monstrous (75) rank. Remarkable (30) material strength fingers can be elongated at Remarkable (30) rank.

Ethyl Chloride: Incredible (40) Intensity knock-out gas, affecting all targets in same area. Failed Endurance FEAT means unconsciousness for 1-10 turns.

Headlight: Excellent (20) intensity beacon.

Slick Surface: Amazing (50) protection against Grappling attacks, so Spider-Man's webbing won't stick to it.

For more information and a more detailed history of all of the Spider Slayers, see pages 93-98 in MU7.

STYX AND STONE™

STYX

Jacob Eichorn
Assassin

F	A	S	E	R	I	P
TY	GD	PR	TY	TY	PR	GD
6	GD	PR	6	6	4	10
Health: 30			Karma: 20			
Resources: GD			Popularity: 0			

KNOWN POWERS

Rotting Touch: Styx has the power to cause organic matter to rot and decay with just a touch of his hands. This touch inflicts Amazing (50) damage to living creatures and affects organic matter, such as cloth, rope, and wood, as if he were attempting to break it with Amazing (50) strength. He must come in contact with the intended victim or item for his power to work.

A side effect of this power is the stimulation of his pleasure centers of his brain when the power is used. The more he kills, the more intoxicated with pleasure he becomes.

Elongation: Styx has the Feeble (2) ability to elongate his fingers up to any target in his area.

TALENTS: None.

IN BRIEF: This villain's only pleasure in life is causing death. Without the influence of his partner, Stone, this man would become a complete raving lunatic, totally out of control.

STONE

Real Name Unrevealed
Assassin

F	A	S	E	R	I	P
EX	GD	GD	RM	TY	TY	TY
20	10	10	RM	6	6	6
Health: 70			Karma: 18			
Resources: GD			Popularity: 0			

KNOWN POWERS

Equipment: All of Stone's powers are derived from weaponry and equipment.

Turbo Hopper: Stone controls this flyer with his feet. The statistics for

the Turbo Hopper are as follows:

Control: EX (20), Speed: RM (30), Body: EX (20), Protection: 0. The Hopper is equipped with a ladder that Stone uses to lower Styx to the ground.

Shoulder Cannons: A pair of multi-purpose cannons rests on Stone's shoulders. The following attacks can be made with this weapon.

- **Adhesive Gel:** Incredible (40) rank Grappling attack that can be fired up to one area away.

- **Chain:** Stone can shoot a length of Remarkable (30) material strength chain up to one area away, which is a Remarkable (30) Grappling attack.

- **Gas Pods:** He can launch gas pods up to two areas away that explode on contact, releasing Excellent (20) Intensity tear gas that fills one area.

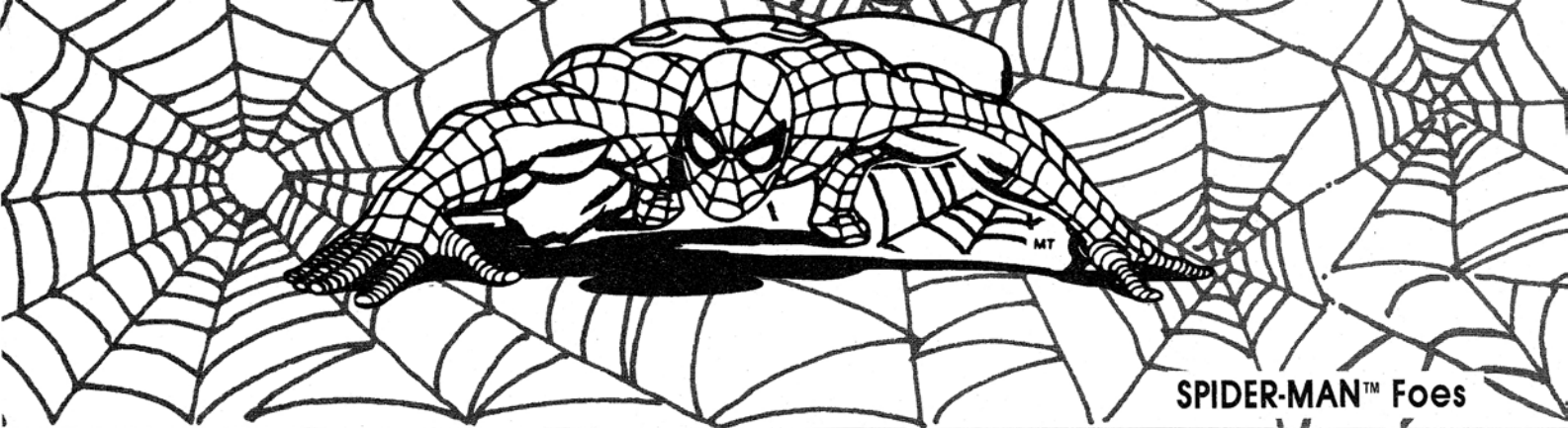
- **Knock-out Darts:** The darts can be fired at someone in the same area as himself and are tipped with a Remarkable (30) Intensity knock-out drug.

- **Net:** Excellent (20) material strength net can be shot to entangle targets in the same area as himself. When he uses the net to catch falling objects, consider it a Remarkable (30) rank Grappling attack.

- **Nova Beam:** He can shoot an Incredible (40) intensity heat energy up to a range of three areas.

- **Sonic Beam:** He can fire a beam of coherent sonic energy that is an Incredible (40) Intensity Force attack. It has a range of up to two areas.

- **Strobe Burst:** This is an Amazing (50) intensity flash of light capable of blinding everyone in the same area as he is in.



SPIDER-MAN™ Foes

TALENTS: Weapons Specialist (with shoulder cannons).

IN BRIEF: Stone is a tough individual willing to take on the hardest assignments for the right price. Stone can usually keep his partner in line, but gets frustrated when Styx can't resist the urge to kill everything he meets. Stone is the leader of the pair of villains, providing direction for the deadly power of Styx.

For more information and a more detailed history of Styx and Stone, see page 103 in MU7.

TARANTULA™

I-Anton Miguel Rodriguez

II-Luis Alvarez

I Former Government Operative, Professional Criminal, deceased;

II Government Operative

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

Health: 100 Karma: 26
Resources: GD Popularity: -6/4 in his country

KNOWN POWERS

Spiked Boots: The Tarantula has boots with retractable spikes made of Excellent (20) strength material that inflicts Excellent (20) Edged damage. The original Tarantula also wore gloves with retractable blades made of the same material. The spikes are coated with a poison that was injected when the spike did damage. The first hit with a poisoned spike forces the victim to make a Yellow Endurance FEAT roll or be at -3CS on physical activities for 1-10 rounds. The second dose of poison requires

a second the Yellow Endurance FEAT roll or the victim must roll on the Kill table. The Tarantula has been known to double the dosage of the poison in his spikes but it is not a common occurrence.

Mutated Form: The original Tarantula was mutated into a human-sized spider, with the following abilities:

F	A	S	E	R	I	P
EX	RM	IN	AM	FE	TY	TY
Health: 140			Karma: 14			

In this form, the Tarantula had four extra arms that ended in Good (10) material spikes that inflicted Excellent (20) Edged damage. He was also able to spin a web of Remarkable (30) strength material up to two areas away.

TALENTS: Both Tarantulas have +1 CS to hit with their spikes, Martial Arts B and E, Acrobatics, and Military.

IN BRIEF: Both Tarantulas agreed to take orders from their superiors in order to exercise their violent tendencies. The first Tarantula was extremely bloody and was proud to be a mercenary. The second is more loyal to his government, but still enjoys violence.

For more information and a more detailed history of the Tarantulas, see page 229 in MU5.

TINKERER™

Phineas Mason
Inventor and Technician for the Underworld

F	A	S	E	R	I	P
PR	TY	TY	GD	IN	EX	GD
4	6	6	10	40	20	10

Health: 26 Karma: 70
Resources: RM Popularity: -10

KNOWN POWERS: None.

TALENTS: Electronics, Engineering, and Repair/Tinkering.

IN BRIEF: The Tinkerer's only activity is his tinkering and their resultant creations. The Tinkerer has learned from past encounters not to become directly involved with heroes. He designs and creates his inventions for other villains.

For more information on the Tinkerer, see page 131 in MU4.

TOMBSTONE™

Lonnie Thompson Lincoln
Mob Enforcer, Professional Criminal

F	A	S	E	R	I	P
RM	EX	IN	RM	TY	GD	RM
30	20	40	30	6	10	30

Health: 120 Karma: 46
Resources: EX Popularity: -5

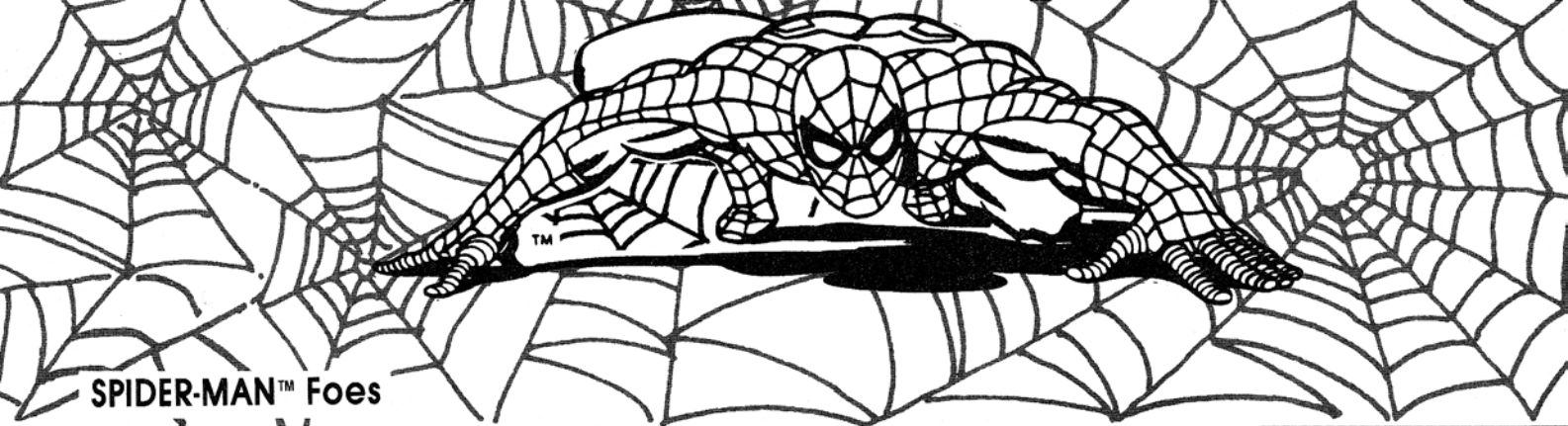
KNOWN POWERS

Cold Generation: Feeble (2) cold radiates from Tombstone's skin, chilling whoever he is touching.

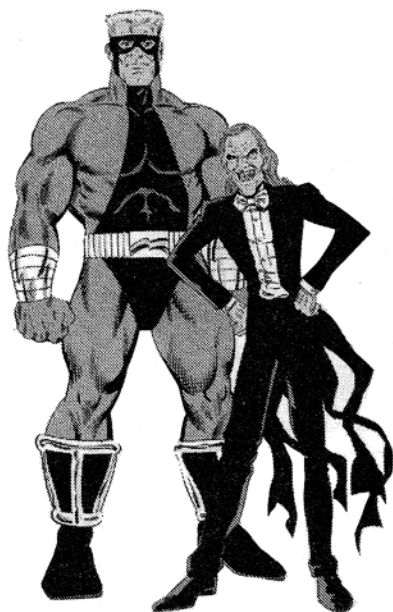
Invulnerability: Incredible (40) protection from physical and energy attacks.

TALENTS: Martial Arts B, and E, Tumbling, and Resist Domination.

IN BRIEF: Tombstone is the classic bully. He uses his strength and reputation on the streets to force people to do his will. Since gaining his powers, Tombstone has become even more dangerous, as he now



SPIDER-MAN™ Foes



STYX AND STONE™



TARANTULA™



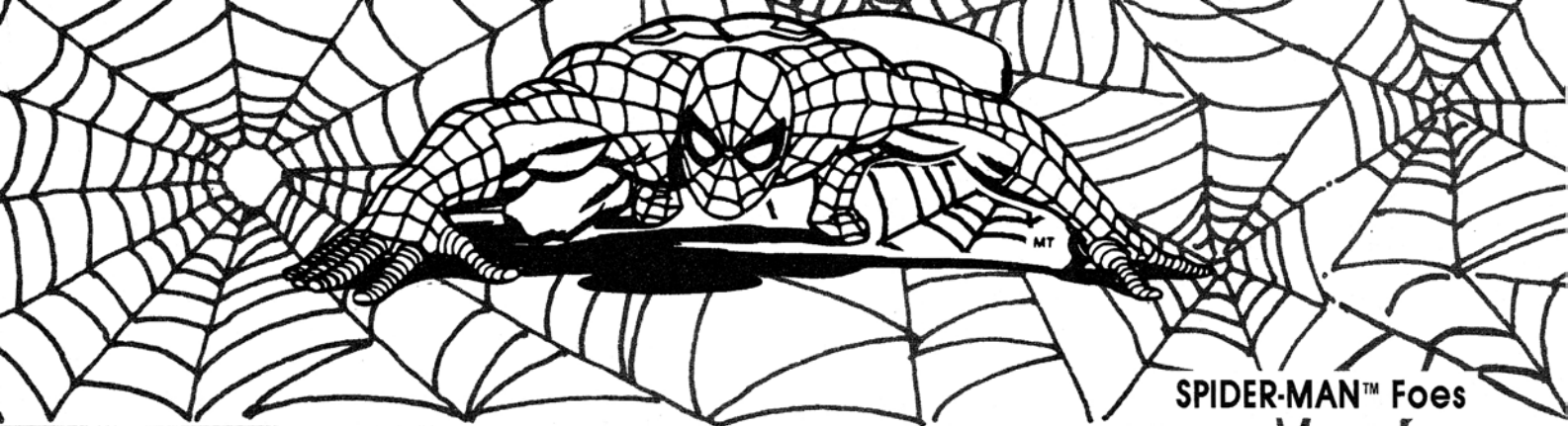
TOMBSTONE™



TINKERER™



VULTURIONS™



SPIDER-MAN™ Foes

has the power to back up his reputation.

For more information on Tombstone, see page 233 in MU5.

VENOM™

Edward "Eddie" Charles Brock
Former Newspaper Reporter,
Criminal

F	A	S	E	R	I	P
IN	IN	AM	IN	GD	RM	TY
40	40	50	40	10	30	6

Health: 170 Karma: 46
Resources: TY Popularity: -20

KNOWN POWERS

Symbiote: Most of Venom's powers come from an alien symbiote that is psionically bound to Brock. The symbiote that doubles as Brock's costume, can change its shape and color at Brock's desire, dressing him in any style necessary. Characters adjacent to Venom may try to target the costume at -4CS to hit. The costume has Remarkable (30) Resistance to both Blunt and Edged physical attacks. It has 30 points of Health and recovers 6 points of Health every round it's injured. If the costume goes below 0 Health, it becomes "unconscious" for 1-10 hours. The bond with Brock is of Amazing (50) strength. Any damage taken to the bond is taken by Brock, not the symbiote. The alien symbiote provides Brock with the following powers:

Webbing: The webbing used by Venom is made of a renewable material generated by the symbiote. Venom can fire Amazing (50) strength webbing that sticks to

material with Incredible (40) rank. As long as the webbing is in contact with Venom, he can manipulate it as if it were part of his body. Once separated from Venom, the webbing dissolves in 5-50 minutes. The symbiote can provide enough webbing for an attack every third round. (While swinging, the webbing is reabsorbed, therefore providing an unlimited amount of webbing for travelling.) If the taxed beyond its web-producing limit, the costume takes Good (10) damage.

Wall-Crawling: Venom can adhere to most surfaces with Amazing (50) ability.

Fangs: Venom exhibits a smile with two inch fangs. If he were to bite someone, the fangs would inflict Excellent (20) Edged damage.

Spider Sense Immunity: The costume

cancel's Spider-Man's Combat Sense completely. This allows Venom to blindside Spider-Man as well as making Spider-Man -2CS on Dodge and Evade maneuvers.

Skin Armor: Venom's costume blunts the damage to Brock. It provides Typical (6) protection against Blunt physical damage.

Camouflage: The symbiote is able to blend its coloring with the surroundings, providing Venom +2CS when attempting Blindsiding attacks.

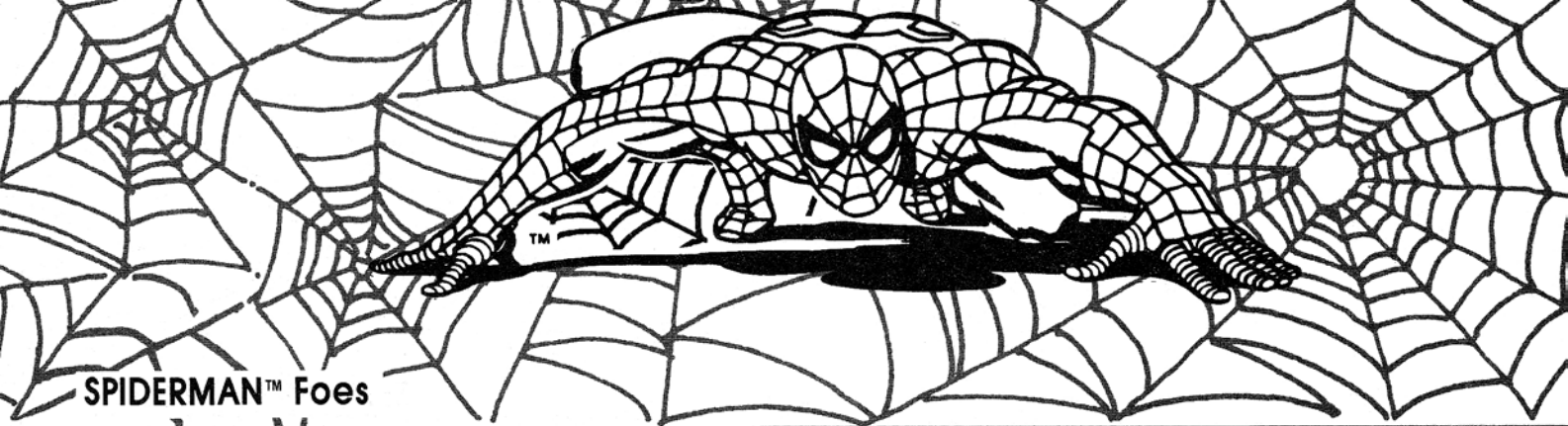
Weaknesses: The symbiote is vulnerable to certain forms of attack. When attacked with sonics, it suffers +2CS of damage and when confronted with fire, it suffers +1CS damage.

TALENTS: Journalism.

IN BRIEF: Venom really hates Spider-Man! Fueled by Peter Parker's rejection of the alien symbiote and Brock's hatred of Spider-Man because of the fact that he had written stories claiming that the Sin-Eater was one particular person when Spider-Man revealed him to be another, Venom's main goal in life is to kill Spider-Man. Strangely enough however, Venom holds innocence in high regard and will go out of his way to protect what he deems as danger to any innocent beings.

For more information and a more detailed history of Venom, see page 241 in MU5.





SPIDERMAN™ Foes

VERMIN™

Edward Whelan

F	A	S	E	R	I	P
RM	EX	EX	AM	FE	TY	PR
30	20	20	50	2	6	4

Health: 120 Karma: 12
Resources: FE Popularity: -15

KNOWN POWERS

Claws: Remarkable (30) Edged damage

Running: Vermin can speed through alleys, sewers and other enclosed spaces at 4 areas per round.

Enhanced Senses: At a range of two areas or less, his Intuition rises to Amazing (50). He can track with Amazing (50) ability.

Animal Communication and control: Vermin has the Excellent (20) rank ability to communicate and command rats and wild dogs within two miles.

TALENTS: None

IN BRIEF: Vermin was created to be a vicious psychopath, which he definitely is. He basically lashes out at whatever causes him discomfort, which includes most of the human population on the planet, but most especially Spider-Man.

For more information and a more detailed history of Vermin, see page 181 in MU4.

VULTURE™

Adrian Toomes
Professional Criminal

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

Health: 110 Karma: 50
Resources: TY Popularity: -5

KNOWN POWERS

Flight: The Vulture uses an electromagnetic antigravity device of Remarkable (30) strength material to fly. He can fly silently at Typical (6) air speed (six areas/round). By buffeting his opponents with his wings, he can cause Remarkable (30) Blunt damage.

Although the Vulture is an elderly man, the powers within his harness boost his abilities to higher levels. Without his suit, the Vulture's abilities are reduced by -1CS per week for two weeks. However, as soon as he dons his harness, he regains his full statistics instantly.

TALENTS: Electronics and Aerobatics (+1CS for any flying FEAT rolls).

IN BRIEF: The Vulture is an old, bitter man; recently, he learned that his harness has given him cancer, pushing the old man to further bitterness. He is now driven by a need to get revenge upon his enemies before he dies. This has made him a more ruthless and dangerous foe.

For more information and a more detailed history of the Vulture, see page 191 in MU4.

VULTURIONS™

The Vulturions are four men with harnesses similar to the Vultures. Honcho is the leader of the four villains.

Honcho

Professional Criminal, Leader of Vulturions

F	A	S	E	R	I	P
TY	GD	EX	GD	TY	TY	GD
6	10	20	10	6	6	10

Health: 46 Karma: 22
Resources: GD Popularity: 0

Pigeon

Professional Criminal

F	A	S	E	R	I	P
TY	GD	GD	EX	TY	PR	PR
6	10	10	20	6	4	4

Health: 46 Karma: 14
Resources: GD Popularity: 0

Gripe

Professional Criminal

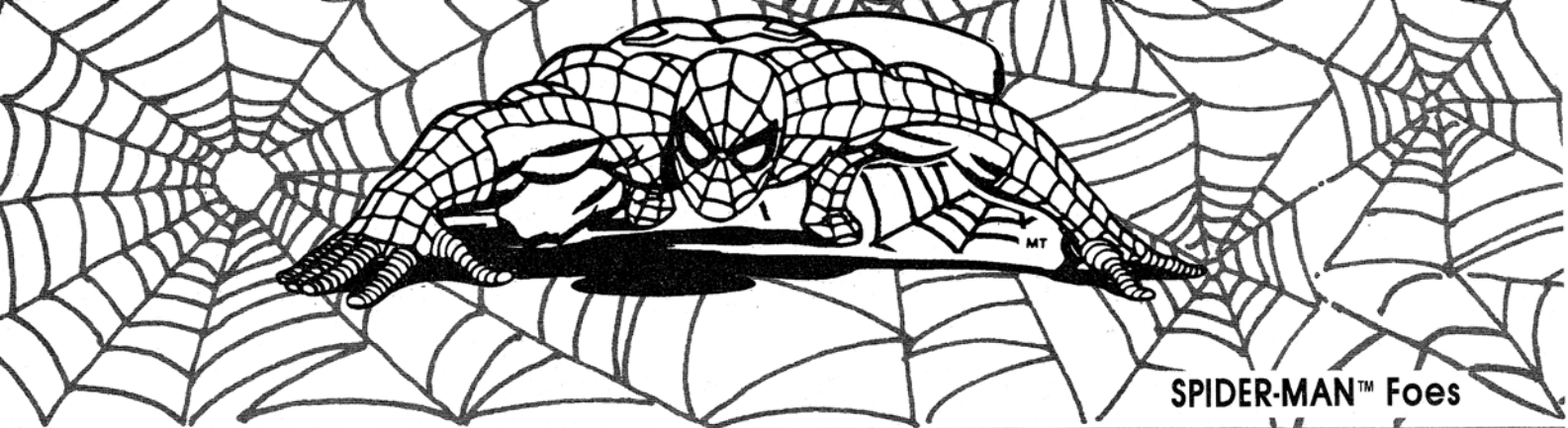
F	A	S	E	R	I	P
GD	GD	EX	EX	TY	PR	TY
10	10	20	20	6	4	6

Health: 60 Karma: 16
Resources: GD Popularity: 0

Sugar-Face

Professional Criminal

F	A	S	E	R	I	P
GD	EX	GD	EX	TY	PR	TY
10	20	10	20	6	4	6



SPIDER-MAN™ Foes

Health: 60 Karma: 16
Resources: GD Popularity: 0

KNOWN POWERS

Flight: The Vulturions have flight packs similar to the Vulture's that allow them to fly at Typical (6) air speed (six areas/round). The wings are made of Excellent (20) material strength.

Weapons: The Vulturions use blowguns and darts tipped with a Remarkable (30) potency poison. A victim must make an Endurance FEAT or go to 0 Health. Making the FEAT results in 4 points of damage and -1CS on all FEAT rolls and attacks for 1-10 rounds.

IN BRIEF: The Vulturions main goal is to make money, although they once tried to pummel Spider-Man in an attempt to impress the Kingpin into hiring them. It didn't work and Spider-Man thrashed the group.

White Rabbit™

Real Name Unrevealed
Professional Criminal

F	A	S	E	R	I	P
TY	GD	TY	EX	EX	GD	TY
6	10	6	20	20	10	6

Health: 42 Karma: 36
Resources: EX Popularity: 0

KNOWN POWERS

Flight: Her jet boots allow the White Rabbit to fly at Typical air speed (six areas/round). She needs both boots to fly and if one malfunctions or is damaged, she will be forced to land or crash in two rounds.

Weapon Umbrella: From the tip of the umbrella, the following attacks can be made:

- Laser Beam: Remarkable (30) intensity laser.
- Knock-out Gas: Remarkable (30)

potency.

Carrots: The White Rabbit also uses razor-tipped carrots that can be shot up to two areas away, inflicting Excellent (20) damage.

Bunny Mobile: The White Rabbit drives a white car shaped like a rabbit, ears and all. Inside, she has 1-5 spare umbrellas, in case the one she is using gets broken or runs out of ammunition.

TALENTS: None.

IN BRIEF: The White Rabbit is a spoiled, rich woman living out her childish criminal fantasies. Wrapped up in her fantasies, she has a careless regard for the lives of innocent bystanders as well as her own goons. To opponents she would show no mercy, yet she would rather flee than fight if overmatched.



VERMIN™



VULTURE™



WHITE RABBIT™



An Adventurous Week

This week-long adventure has been created in a timeline fashion, where certain events will always occur, other have a chance to occur, and still others will only happen if your heroes perform certain actions. Running through the timeline is one main adventure that has a section devoted to it on each day of the week. Other sidelight adventures can be played as heroes encounter them, or the adventures may even be skipped altogether, forcing the heroes to deal with whatever ramifications are produced by missing that event.

It is up to you who will be the GM to read through the entire adventure and familiarize yourself with its contents before you begin play. Remember, this is intended as a structure for you to build upon, not as a hard-and-fast module. Add more encounters if you feel it is necessary or even take some out. We have designed the timeline so you can tailor it to fit your own campaign.

Set-up

Each day has four sections outlined for it; General Events, Main Adventure, Other Heroes and Villains, and Spider-Man Notes. The Spider-Man section is designed specifically for a campaign where one of the players is playing Spider-Man. Although it isn't necessary to have Spider-Man as a player character, the adventure works best if he is included in the week's events. A group of five or six characters, with Spider-Man as one of the group, is the ideal number for this timeline adventure.

If your group has fewer or more heroes, modify the adventure by adding or subtracting different villains in some of the encounters or by adding to the villain's Karma if you have more heroes, and subtracting Karma if you have fewer PC heroes.

This adventure takes place in New York city. If your campaign does not take place in that locale, just change any names as needed. If Spider-Man is to be involved in this adventure, a reason for him to be in your campaign's city must be found. One option is that Peter Parker has been sent by the *Daily Bugle* to cover the Symakrian jewel exhibit. This will also place Peter at the museum on Friday night for the climactic confrontation.

Character statistics for the villains and heroes used herein can be found in the "Friends & Foes" section of this book, in the Basic Set Campaign Book, or in one of the MU Handbooks.

General Events

This section is comprised of details and normal events that occur during the week in any big city. A typical event would be a book signing by a famous author, or a small parade commemorating a home team's sports victory. These events are provided to give you a jumping off point for further details in your universe.

An event can be mentioned in passing or can take on a greater significance, depending upon how you handle the situation. For example, if a Hollywood celebrity was the focus of the book signing, a

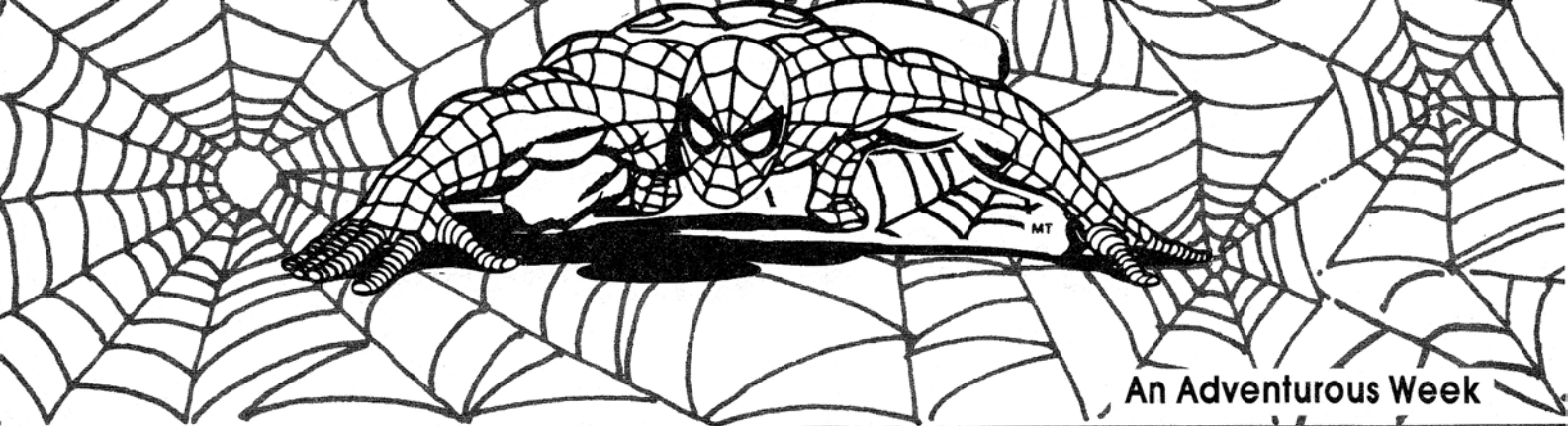
disgruntled fan may show up, and a hostage situation would arise for your heroes to deal with. Maybe one of your heroes is a fan of this celebrity and decides to get an autograph. This time, a disgruntled opponent of your hero may show up and spoil the party. Use these events to spark your imagination and to create a more detailed universe.

Main Adventure

The Chameleon has hatched another diabolically clever plan, involving disguise, deceit, and thievery. He has decided to gather a group of villains together, supposedly to band together as a super-powered team dedicated exclusively to their personal monetary gain. He will pass himself off as the Jackal, a deceased Spider-Man foe, keeping his true identity a secret to all of his "teammates."

The real plan is only known to the Chameleon. After a few minor jobs done separately during the week, like knocking off a bank and a jewelry store, the Chameleon has set the group up to raid a museum at the end of the week, only it's not just your average museum. The crown jewels of the Symkarian government are on display at the Williams' Museum (acclaimed for its European historical and architectural collections), to be shown to the select few able to afford the outrageous ticket price for the one-night exhibition.

On the surface, it appears that it's another super-villain group out to grab some cash. However, the Chameleon has kept his identity a secret just for this occasion. Just as



An Adventurous Week

the chaos from the inevitable battle gets out of control, the Chameleon, in his disguise as the Jackal, grabs as many of the jewels as possible, ducks under the closest table, and uses his real powers to disguise himself as one of the patrons. His plan is to escape with the rest of the fleeing crowd, avoiding all contact with any super-powered characters. Whether this decidedly nefarious villain gets away with this plan is up to your players!

Each day during the week, the Chameleon, in the guise of the Jackal, makes one move toward gathering his team together. The Chameleon picked the Jackal because this villain had been reported killed, so the real Jackal won't be showing up to ruin his plans. Also, if Spider-Man happens to catch sight of him, the identity of this past villain should shake the hero up enough that the Chameleon can make good his escape. If the your players miss the first two of these encounters during the week, the Chameleon will actually start tipping off the authorities, anonymously of course. It is vital to his plan that there be significant super-powered opposition on Friday night, so there will be enough confusion for him to easily slip away.

The difficulty of the fight at the end of the week depends partially upon the success of the players during the week in foiling the Chameleon's recruiting program and the small jobs that the solitary teammates are sent out on.

Other Heroes and Villains

There is always super hero activity

going on in New York city. This section chronicles what other significant heroes and villains are doing each day. Your characters may interact with them, or they may not. It depends on how each day's events occur in your particular campaign. Feel free to modify the days and times to suit your own needs.

If one of your players is playing a hero who is featured in one of these sections, just substitute another appropriate hero. Wherever possible, we've indicated a suitable replacement for a featured hero or villain. Feel free to substitute appropriate NPC heroes and villains from your campaign if it does not take place in New York city.

Spider-Man

This section contains events in the normal and heroic life of Peter Parker. This occurs on Saturday, before the actual adventure even begins. Read this section to the player who is playing Spider-Man, if he is to be involved in this adventure.

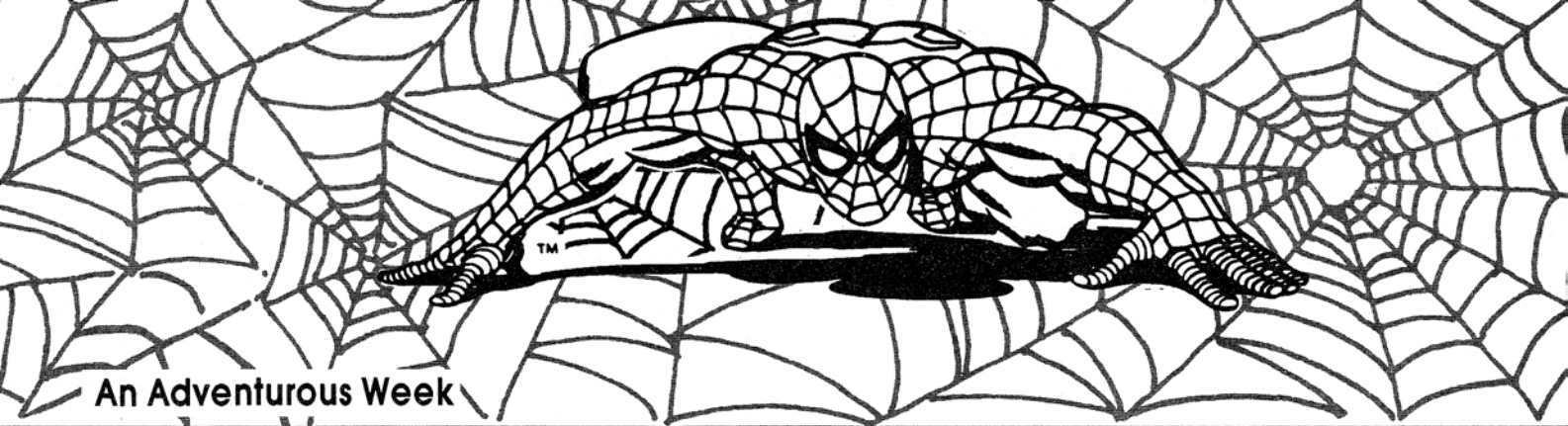
"While out swinging on his web-line, Spider-Man was caught in a short late-summer downpour. Chalking it up to the typical Parker luck, he decided to head home and get inside before becoming totally soaked. Too late to avoid the soaking, he opted for a nice warm shower once there.

"Once at home with his wife, Mary Jane, Aunt May called and reminded the Parkers that they have a dinner date at her house on Wednesday night."

Overall Notes

This adventure takes place in late summer or early fall. The general weather goes from drizzly and cool at the beginning of the week to warm and wonderful at the end. The city is enjoying an unusually quiet time in its usually tumultuous existence—something which is about to change . . .





An Adventurous Week

Sunday

The weather has cleared up a bit from yesterday but it is still overcast with some light drizzle.

General Events

There is a small travelling carnival at Buchanan Park, there for one day and night. Among the minor disturbances that may occur here are pick-pocketing, minor theft, and rigged carnival games.

Main Adventure

7:30 a.m.: Pierce Photo was robbed in the early morning hours today. All of the negatives and all the film in the store was taken as well as all the cash on hand. The proprietor, Jake Conrad, says that he was cleaned out completely. Heroes out in the morning may see the two police cars parked in front of the store or they may hear news of it during the day.

The Chameleon has a reason for this theft. Since the Symkarian royal exhibit is limited to only those people invited, a few photographers (perhaps including on Peter Parker) were let in early to take pictures of the priceless exhibit for sale at the front desk at the museum. One of these photographers has his film developed at Pierce Photo. The Chameleon needs to view the basic layout of the scene before Friday and he figured that this would be the easiest way to procure that information. Posing as the Jackal, he sent two thugs to the store to steal every piece of film in the store.

If the heroes question the

proprietor, Jake, or talk to the police about what they've learned so far, they'll find out that all his records have been stolen, as well as any photos waiting to be developed. If asked, he'll only be able to remember four or five different groups of photos that had been recently developed, but nothing concrete. All of the recollected photos are of birthday parties and vacation trips. There are no other clues for the heroes on the scene.

Other Heroes and Villains

1 p.m.: The Vulturions, recently released from jail, try to rob the two-story jewelry store on the corner of 10th and Buchanan. They count on the midday traffic to cover their entrance and slow any pursuit.

Their plan is very straightforward. They plan to fly through the front plate glass window, grab as much loot as possible, and fly away to their hideout in the countryside. The civilians and police present will not be able to offer much resistance.

Since they fly to and from the scene of the crime, they are very visible in the sky. A passing hero has a good chance of spotting them before or after the robbery.

Spider-Man

Peter Parker has the sniffles as a result of his being caught in the rain the day before. Mary Jane has picked up a last-minute modeling job and is out on the shoot for the whole

day. This leaves him free to adventure as Spider-Man as much as needed today.

Monday

The rain has ended, but it is still chilly and damp outside. The sun is starting to peek out from behind a few straggling clouds.

General Events

4 p.m.: Two men at the construction site on 11th Avenue are buffeted by a freak wind, slip on a wet girder, and almost plummet to their deaths from the 9th floor. They are hanging on a beam ten feet out from the structure and can only hold on for about five more minutes.

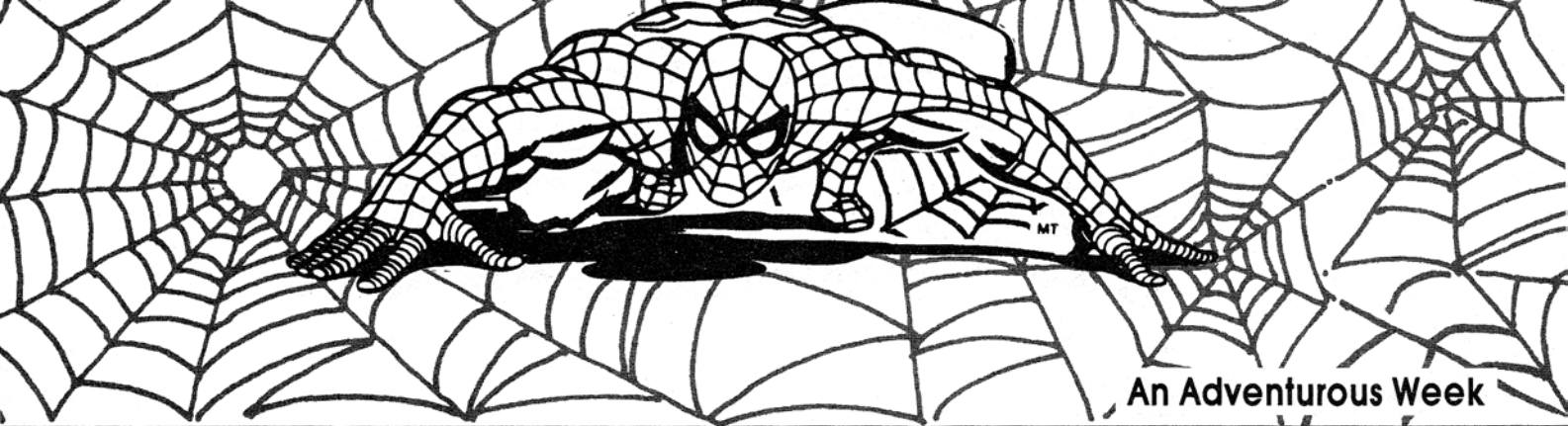
A general alarm goes up. The fire department is alerted, but they will not arrive before the men fall. Will the heroes be able to respond in time?

9 p.m.: A nighttime mugging occurs. A tourist couple wandered to the wrong part of town, down 11th Street near the docks, and have run into a group of four young men. The woman is able to let out a scream before the gang threatens their lives. All their valuables will be stolen.

Mugger

F	A	S	E	R	I	P
GD	GD	TY	GD	TY	TY	TY
Health: 36			Karma: 18			
Resources: PR			Popularity: -1			

Each mugger has a switchblade. One has a hand gun, but isn't



An Adventurous Week

experienced in its use.

One of the muggers knows about a confrontation between two gangs that will be held on Wednesday night. He'll reveal this information if he is caught and interrogated on the scene by a PC hero.

Main Adventure

10 a.m.: The Chameleon, disguised as the Jackal, attempts a breakout at the Metro Temporary Holding Building. (See the map on the inside cover of this book for the layout of this building.) The villain, Man-Mountain Marko, is being held there, pending his current trial. The Chameleon easily infiltrates the facility by taking over the identity of a policeman, but the alarm is set off when Marko wastes time to slug a guard on the way out. It seems this man had irritated Marko during his time there. The Chameleon, sensing that things are about to go wrong, changes his appearance when Marko isn't looking to that of one of the guards and works his way out of the building.

Meanwhile, the alarm has gone out over the police-band radio, alerting all officers in the area. The converging police vehicles will give the players a clue that something is happening, even if they don't have access to a police-band receiver.

Marko has made it to the lobby of the facility and will escape unless the heroes arrive on the scene quickly. His approach to combat is slug it out until there is only one person standing.

The Chameleon stays around in the disguise of a bystander, to see

whether or not Marko gets away. If he does, the Chameleon will contact him later in the day and the heroes will get another chance at the Man-Mountain Marko later in the week.

Other Heroes and Villains

2 p.m.: Captain America is giving an anti-drug lecture at Buchanan Park. If the players are in good standing with the law in your campaign, the Captain would welcome them to join him on stage and say a few words about the evils of drugs.

An unfortunate mugger from another park of the park comes running into this area followed by screams of, "Stop that Man! Mugger!" This unfortunate man is holding a small knife, but otherwise has no other weapons. (Alternate hero—Hawkeye)

8 p.m.: Janet Van Dyne, known to the world as the Wondrous Wasp, is attending the opera, *Il Travatore*, this evening.

Spider-Man

Spider-Man still has the sniffles from, but it isn't serious enough to affect him.

If Peter Parker stops by the *Daily Bugle*, he will find out that he has an assignment on Friday night, to photograph the exclusive, one-night only showing of the Symkarian Royal Jewels at the Williams' Museum. It is a black-tie affair, and his wife has been invited as well.

Tuesday

Today is the first sunny day of the week.

General Events

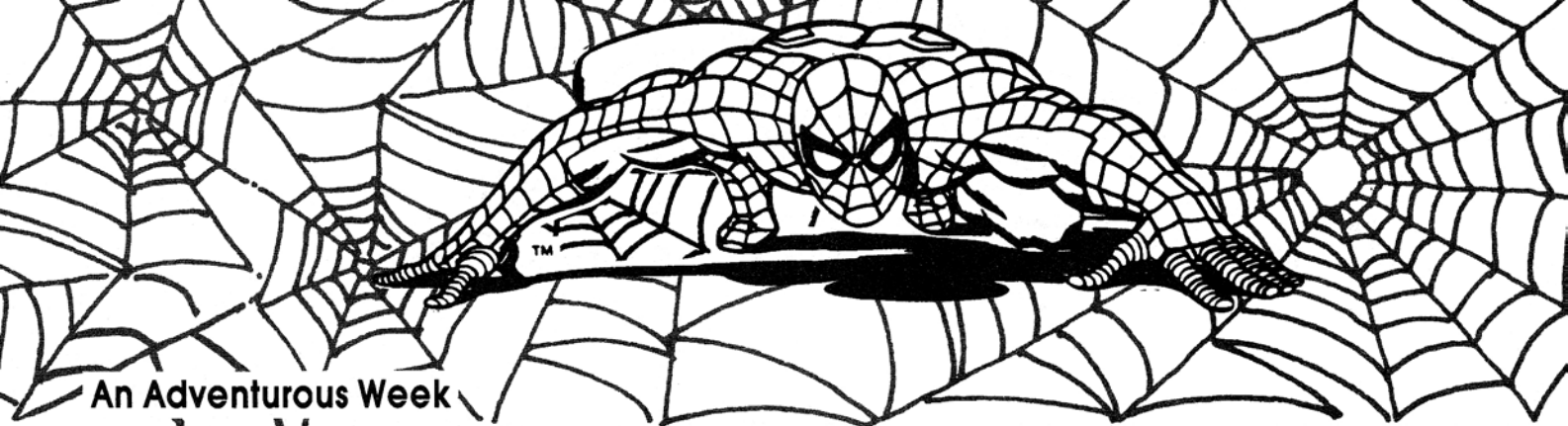
9:30 a.m.: There is a car crash at the corner of Pierce and 10th involving two cars. The driver's side of the car that was hit is crushed, and the trapped driver needs to be rescued before the gasoline leaking from the car catches fire and the gas tank explodes. The longer it takes, the more likely it is that the gas tank explodes.

The other driver is stunned, but has only cuts and bruises and is able to stagger away from the cars.

9:15 p.m.: A man climbs out of the water at Newton's Pier, dries himself, changes to street clothes in the alley and wanders off into the night. This man is an advance scout for the undersea kingdom of Atlantis, sent to gather information about this section of New York, for a possible future invasion. The man has three pills, each giving him the ability to breathe out of water for twenty-four hours.

This Atlantean is extremely interested in any super-powered people in the area and will hurry to any scene that involves super-powered individuals. There is a small chance that he may be seen and recognized by your characters, because he will attempt to show up at every public encounter that they have.

On the slight chance that he is caught, this man will boast of his mission and claim that he has diplomatic immunity because of his



An Adventurous Week

Atlantean citizenship. He will claim that he was sent as a goodwill ambassador to the city. Regardless, if he doesn't return to Atlantis in a week's time, the city better be prepared for an onslaught of monstrous proportions.

Main Adventure

7:30 p.m.: If any of the heroes have contacts on the street, they could have picked up that there is a meeting of two supervillains at the Bar-For-All Bar down near the waterfront on the corner of Grant and 11th.

In disguise, the Chameleon has arranged a meeting with Hydro-Man at the Bar. They will be talking amicably if the heroes come into the bar.

Upon sight of the costumed adventurers, Hydro-Man will instantly attack, providing a chance for the Chameleon to dive under the table and switch identities to an average bar patron. He will escape, whether Hydro-Man makes it out or not. They have already arranged another meeting place for later in the week. Hydro-Man will keep this meeting if he escapes from the heroes.

Hydro-Man plans on fighting for a few rounds, just to get out his frustration at being interrupted. Then, he plans to jump into the water off the dock and float away from the heroes, content that he has frustrated their attempts to capture him. The heroes have five rounds to stop Hydro-Man before he tries his escape attempt.

Other Heroes and Villains

Eddie Brock visits the *Daily Bugle*, looking for an old notebook he had left in his old desk. The notebook contains old telephone numbers that Brock needs for a current job.

Unfortunately for everyone involved, one of the employees of the *Bugle*, Glory Grant, recognizes Brock and screams. Convinced that he can't finish this errand quietly, Brock transforms to his villainous identity of Venom and starts demanding that his notebook be returned to him. No one on this floor has any idea what Venom is looking for, which only serves to infuriate the villain even more.

Finally, Venom decides to take everyone in the room hostage until his notebook has been delivered to him. People included in the hostage group are J. Jonah Jameson, Robbie Robertson, Kate Cushing, and Glory Grant. Ms. Cushing realizes what Venom is looking for and is allowed to call the 2nd-floor storage room. She tells the attendant to start looking for a box labelled "Brock" that contains all of Brock's remaining personal items.

By now, the police have been notified and the television has broadcasted a special report of the siege at the *Daily Bugle*. If your heroes respond to the crisis, see the poster map for the layout of the *Daily Bugle* newsroom. Venom is standing near the front of Jameson's office, in order to keep a good view of everyone in the room.

Spider-Man

His cold is getting worse, but Peter is still able to do his web-slinging duties unimpaired. Peter and MJ are scheduled to have dinner at Flash Thompson's place tonight.

Wednesday

This is the best weather you've had all week; clear, sunny, and warm for this late in the year.

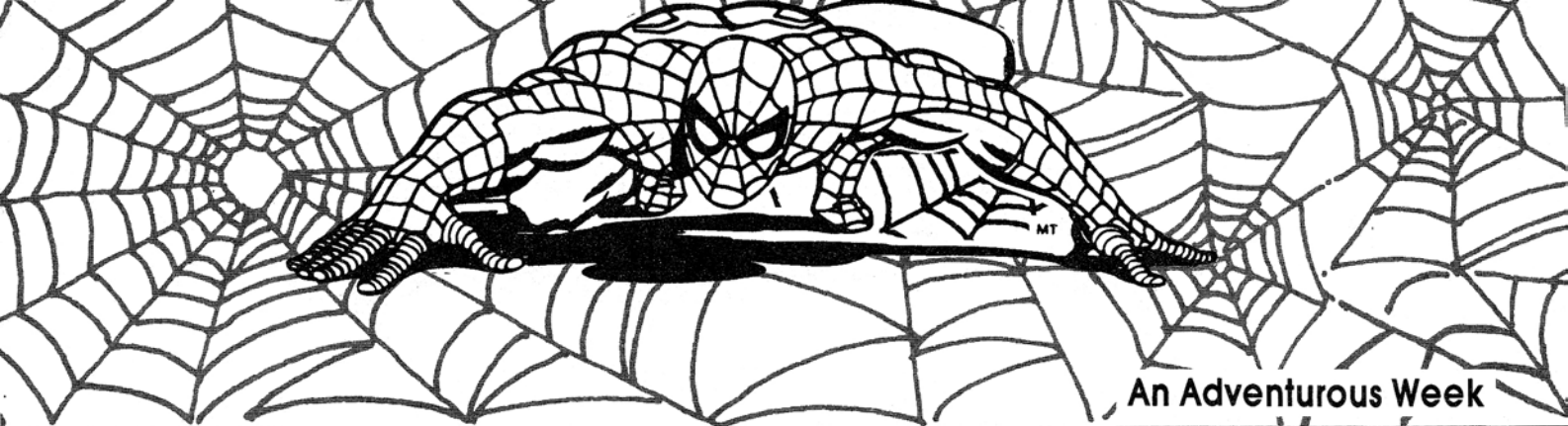
General Events

This is Police Appreciation Day in this part of the city. There is a parade planned, starting on Johnson Street going to 11th, up to Pierce, where there is a small podium set up next to the Metro Holding Facility for a short ceremony.

In the classified section of the *Daily Bugle*, there is an ad that states "Slyde, Boomerang, and Rhino meet me at the water's edge off of Pierce 7:30 p.m. Thursday."

Main Adventure

10 a.m.: The Chameleon has gotten a hold of the Shocker's gauntlets and padded costume and has found another person to use them. Before allowing him to come on the mission later in the week, however, the new Shocker has to prove himself by robbing a bank.



An Adventurous Week

The New Shocker

James Daniel
Small-time Criminal

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

Health: 46 Karma: 18
Resources: PR Popularity: 0

The Shocker chooses a small bank, Owner's Trust, on Grant Street. Because of his inexperience, the Shocker just gets out of a car and walks into the bank. The manager pushes the silent alarm before the brightly clad villain even gets through the front door.

Anyone in a three-block radius is able to hear the police sirens and see the police cars heading toward Grant Street.

The Shocker, intent on his crime, follows through with his plan and takes as much money as he can carry. He rushes out the door to find police cars turning the corner at both 11th and 10 Streets. He throws the money into his car and lets loose with his gauntlets.

The Shocker will fight until he is knocked out, using his gauntlets indiscriminately. The challenge to the police and the heroes is to keep the villain from killing any of the bystanders.

7 p.m.: At the docks, two rival gangs, the Karmas and the B'n'Guts, face off with knives and chains. There are six Karmas facing seven B'N'Guts.

Typical Gang Member

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

Health: 36 Karma: 14
Resources: PR Popularity: 0

Spider-Man has a high chance of seeing the situation brewing while he is swinging home to get ready to go to his Aunt May's for dinner. Other characters may have heard the news of this small fight from any contacts on the streets.

If any of the heroes, especially Spider-Man, interfere and stop this fight, the remaining members of the gang, one from each side, will band together and hire a villain to fight the heroes later in the week. These two men were posted as sentries at street level, and escape the notice of the intervening heroes.

Other Heroes and Villains

The Avengers show up for the Police Appreciation Day parade. If any of your characters are a member of the Avengers, (such as Spider-Man) they should show up for this public event. Definite attendees are Captain America, Vision, Sersi, Hercules, Black Widow and the Wasp. They will ride together in the parade and make speeches at the end of the ride.

Spider-Man

Peter Parker has a full-blown cold now, reducing all his stats -1CS. When he and MJ finally arrive at Aunt May's home for dinner, she chides him for working as hard as he does. He is such a frail child!

Thursday

This is another sunny, clear day.

General Events

A fire hydrant on the corner of 9th street and Buchanan bursts, causing flooding and a traffic backup for about two hours. Tempers flare as the traffic is backed up for blocks, but the situation is resolved by city workers.

Main Adventure

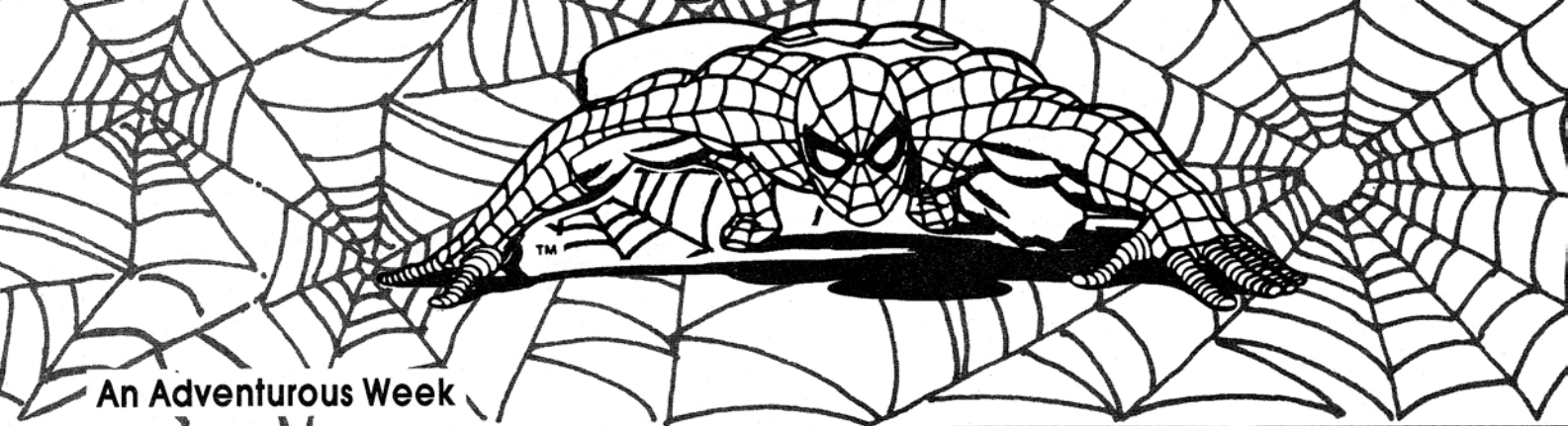
7:30 p.m.: The Chameleon has placed a classified ad for Wednesday and today stating: "Slyde, Boomerang, and Rhino, meet me at the water's edge off of Pierce 7:30 p.m. Thursday."

At the end of Pierce Street, the Chameleon, in his disguise, will be hidden in the construction site, waiting for whoever shows up. Slyde and Boomerang show up and, provided no heroes are in sight, the Chameleon will make contact and will successfully recruit the two supervillains.

If any heroes are in sight, the Chameleon will stay out of the fray and will leave his hiding spot only after everyone else has left the scene.

Other Heroes and Villains

The Scorpion, having been recruited by the Chameleon in secret earlier in the week, decides to exact one bit of vengeance before fully committing to a team—getting even



An Adventurous Week

with J. Jonah Jameson. The Scorpion uses his usual tactic, storming the *Daily Bugle* offices and holding Jameson hostage while he rants and raves. Either the heroes or Spider-Man should appear on the scene to help the old, curmudgeonly publisher out of this current jam.

The *Daily Bugle* has just about recovered from the attack by Venom, so the 17th floor is back to its normal layout.

The Scorpion will try to escape out the window whenever heroes arrive, saying that he "... will see all of you heroes soon," while he climbs up the side of the building to a waiting helicopter.

Spider-Man

On the set of Mary Jane's soap opera, a light fell and almost hit three members of the crew, including MJ. This is an actual accident, though, without any serious implications. It gets Peter nervous when he hears about it however.

Spider-Man still has his cold, along with the accompanying penalty of -1CS. Peter Parker has been assigned to cover the Symkarian Royal Jewels exhibit. Today, he receives a reminder call and an update from the *Bugle* that the paper's gossip columnist wants as many photos of the celebrities in attendance as possible.

Friday

This day is almost identical to the one previous, warm and sunny.

General Events

There is a big crowd of reporters and camera crews outside the Williams' Museum this evening, interviewing all the celebrities entering the building. Peter and MJ get stopped so the reporter can interview MJ. As an actress, she garners a lot of attention, while Peter doesn't attract too many reporters. One asks him how his book about Spider-Man, "Webs: The Spider-Man Dossier," is doing, however.

Main Adventure

This is the big night for the Symkarian government and for the Chameleon's group.

The first stop in a nationwide tour for the Symkarian Crown Jewels begins tonight at the Williams' Museum. The Symkarian government is hoping that this exhibit will bring much needed money to their government budget. Silver Sable and the Wild Pack, citizens of Symkaria, have been assigned to guard the priceless jewels. On hand are Silver Sable, three regular Wild Pack members, and two members of the Outlaws: the Sandman and the Prowler. All of these NPCs are positioned in the wings of the exhibit.

The Chameleon has managed to recruit the second Tarantula and Chance in addition to any other members that he had gained over the week. Potentially, the force of villains to be faced this night could be the Chameleon, Scorpion, Chance, Tarantula, Hydro-Man, Man-Mountain Marko, Slyde, and

Boomerang.

See the map on the inside cover of this book for the layout of the Williams' Museum and for the suggested placement of the NPC heroes.

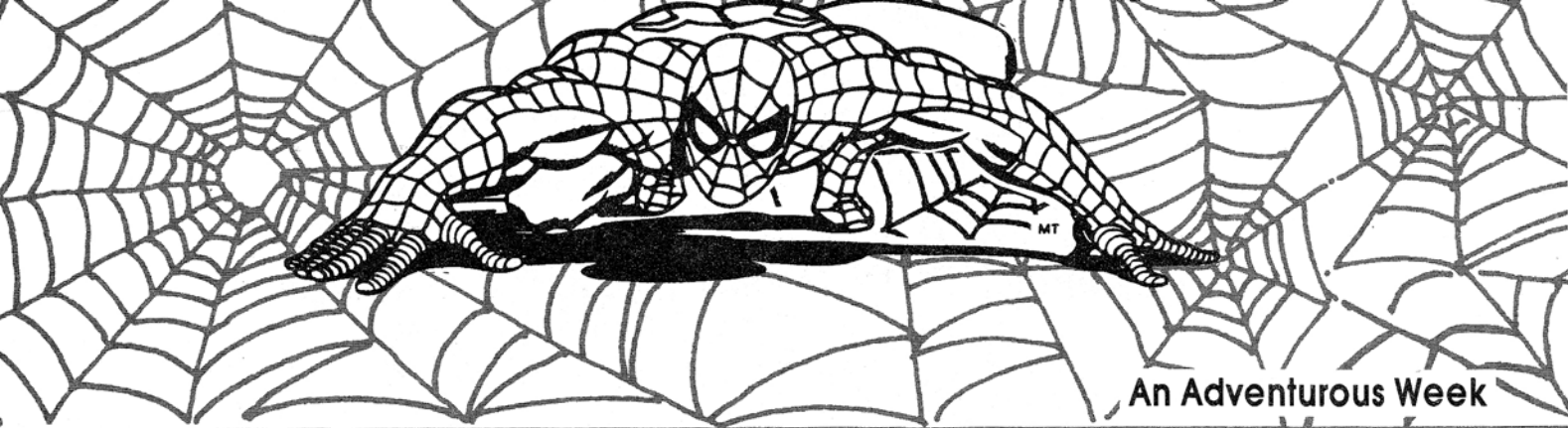
The villains come in through the roof, right above where the jewels are displayed. The Chameleon tries to grab as many of the jewels as possible while his partners hold off the members of the Wild Pack, the Outlaws, and any heroes. Of course, the Chameleon has no intention of sharing the booty, and will try to escape as soon as possible by hiding under a table and changing his disguise to a patron of the exhibit.

Possible Scenarios

- Peter Parker is stuck in the crowd and has to use his powers without anyone else seeing that he's doing something.
- Peter's Spider Sense goes off when a patron runs by after the fight has begun. This would be the Chameleon running off with many of the jewels.
- If the Chameleon is successful in escaping and the villains are defeated, Silver Sable will insist that they go outside and look for the culprit. Spider-Man will have an idea that only the Chameleon or Mysterio would be able to pull an escape like that.

Other Heroes and Villains

9 a.m.: The Rhino is at the construction site on Pierce Street, demanding that the heroes show themselves. He has been paid by the



An Adventurous Week

gang members from Wednesday night to get revenge upon the people who defeated the gangs. He is threatening to charge the main supports of the partially constructed building and bring the structure down.

If the heroes didn't interfere with the gang fight on Wednesday, then this encounter doesn't occur.

Spider-Man

Peter Parker and his wife, Mary Jane, spend the late afternoon getting ready for the black-tie affair at the Williams' Museum. Peter's cold is going away and so has the penalty he had with it.

Saturday

The weather today is gorgeous, sunny, and actually hot.

General Events

In the aftermath of last night's confrontation, many possibilities exist for play. If the heroes were successful in preventing the theft of the Symkarian jewels, they will be "Honored" as below. If they were unsuccessful, they still some work ahead of them—especially if Silver Sable has anything to say about it. See "Other Heroes and Villains" below.

Main Adventure

If the Chameleon escaped during last night's event, then the following happens. If not, skip to the section titled "Honored" below.

Having successfully pulled off his plan, the Chameleon can't resist one final piece of mischief. The Chameleon and J. Jonah Jameson have a past history of enmity, so the Chameleon has decided to place the blame of this heist directly at Jameson's feet.

Using the disguise of Thomas Fireheart, former publisher of the *Daily Bugle*, the Chameleon gains access to JJJ's office when JJJ isn't there. The Chameleon plants two of the jewels in JJJ's desk drawers and leaves after a short time. If JJJ does show up, the Chameleon will make up a quick cover story and leave quickly.

Honored

If the heroes managed to stop the jewel heist, the Symkarian government will officially honor them in a public ceremony on the steps of the Williams' Museum. They receive a small medal, bestowed upon them by Silver Sable, pinned to each one's costume. Stating that the heroes have the undying gratitude of the Symkarian people, and that they are henceforth always welcome in the country of Symkaria, Sable leads the crowd in a heart-warming round of applause.

Other Heroes and Villains

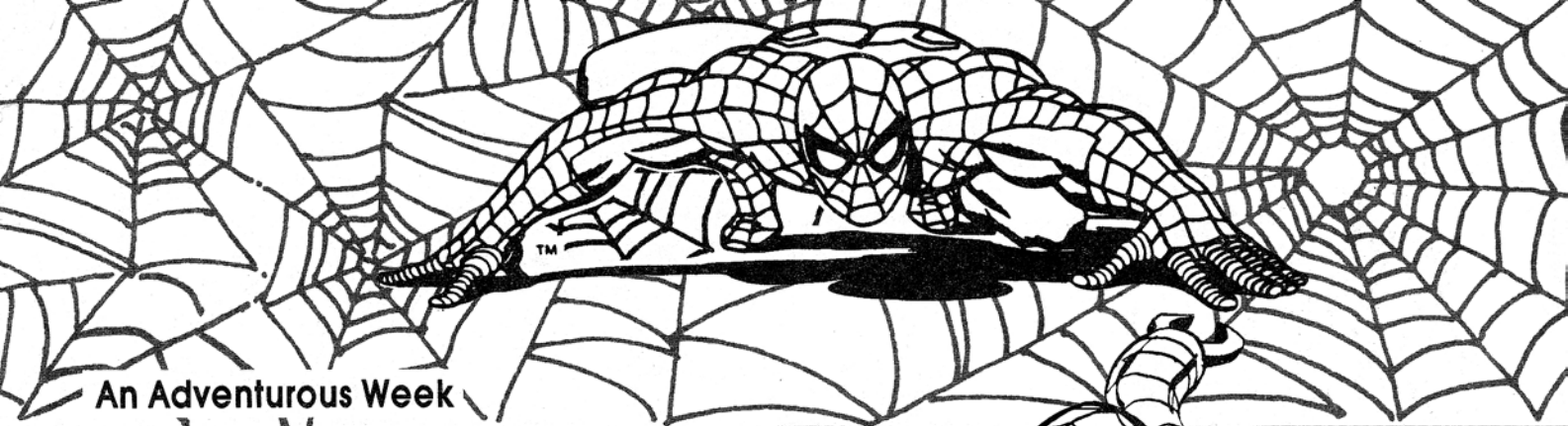
If any of the villains escaped last night's battle, the heroes may try to track them down and capture them. If the Chameleon escaped as well, Silver Sable will demand the heroes

assist her in the search for him and the jewels.

Spider-Man

In the chaos of the evening before, Peter lost his camera. No one has seen it since, so all the photos that he had taken are gone. He has to go face the wrath of a beleaguered J. Jonah Jameson and tell him that the *Bugle* won't be getting those exclusive photos after all.





Future Storyline Tips

Here are some tips for further adventures stemming from events of this week. You can certainly come up with even more ideas, based on how your own campaign played out during the past seven game days, but these should get you started.

- What kind of report did the Atlantean file?
- If the Atlantean was captured, what is Atlantis going to do about it? (Probably launch a large offensive against the city of New York, unless he is set free quickly.)
- What is JJJ going to do with the gems in his desk?
- Thomas Fireheart, better known as the Puma, finds out that someone looking like him entered the *Daily Bugle* offices. Because his honor demands it, he has to find out who it

was and why he was there.

- If the Chameleon did get away, where did he go, and what is he going to do with the Symkarian jewels?
- What really happened to Peter Parker's camera? Could an unscrupulous character have found the camera, developed the photos, and found some incriminating evidence in the pictures that were developed?
- What if the medals that Silver Sable pinned on you were actually homing beacons or communication devices? She will be calling soon to ask you to do some work for her.

Karma Awards

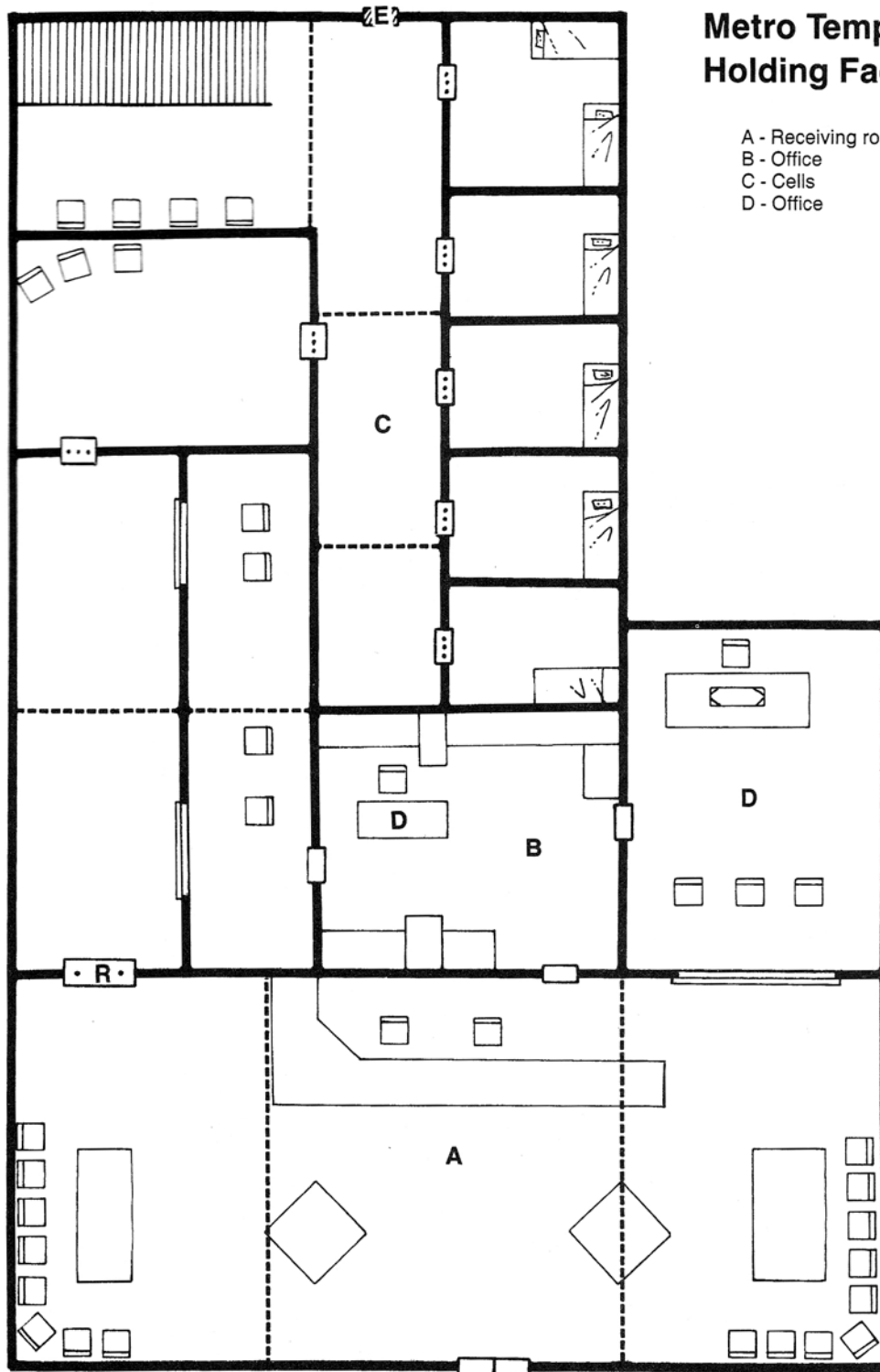
Since the course this adventure can take could change drastically

from one campaign to the next, the following awards are general guidelines. Modify, add, and subtract points as you see fit, and please reward your players well for good role-playing. That's what this is all about.

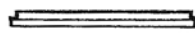
Stopping Man Mountain Marko's escape: +25 Karma points
 Saving the Men at the Construction Site: +20 Karma
 Stopping Venom's Rampage: +30 Karma
 Capturing Hydro-Man: +20 Karma
 Saving the Jewels from the Chameleon: +75 Karma
 Failing to save the Jewels: -20 Karma
 Each captured villain at the museum: +15 Karma

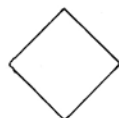
Metro Temporary Holding Facility

A - Receiving room
B - Office
C - Cells
D - Office



(key)
D = desk
C = chair
R = reinforced door
E = emergency door

 = One-way mirror

 = Large statues

 = Cell door

 = Bed



MARVEL SUPER HEROES and SPIDER-MAN are trademarks of Marvel Entertainment Group, Inc.
©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

The TSR logo is a trademark owned by TSR, Inc.
©1992 TSR, Inc. All Rights Reserved. Printed in U.S.A.

6907XXX1901



The SPIDER-MAN™ Dossier

The Watcher's™ Chronicle

by Scott Davis
with
Dale A. Donovan



Official Game Accessory

Table of Contents

Introduction	3
Brief History	4
Peter Parker's Journal	6
NOW Magazine Pull-Out Section	13
Peter Parker's Journal (continued)	21
Spider-Man's Quips and Quotes	27
Bibliography	29

Credits:

Design: Scott Davis
Editing: Dale A. Donovan
Cover Art: Mark Bagley and John Romita Sr.
Interior Art: The Marvel Bullpen

Typography: Tracey Zamagne
Cartography: John Knecht
Graphic Design: Paul Hanchette
Production: Paul Hanchette

This book is protected under the copyright law of the United States of America. Any reproduction or unauthorized use of the material or artwork herein is prohibited without the express written consent of TSR, Inc. and Marvel Entertainment Group, Inc.

The names of the characters used herein are fictitious and do not refer to any persons living or dead. Any descriptions including similarities to persons living or dead are merely coincidental.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. Distributed to the toy and hobby trade by regional distributors.

MARVEL SUPER HEROES, SPIDER-MAN and Marvel Universe are trademarks of Marvel Entertainment Group, Inc. All Marvel characters, character names, and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. Copyright ©1992 Marvel Entertainment Group, Inc. All Rights Reserved.

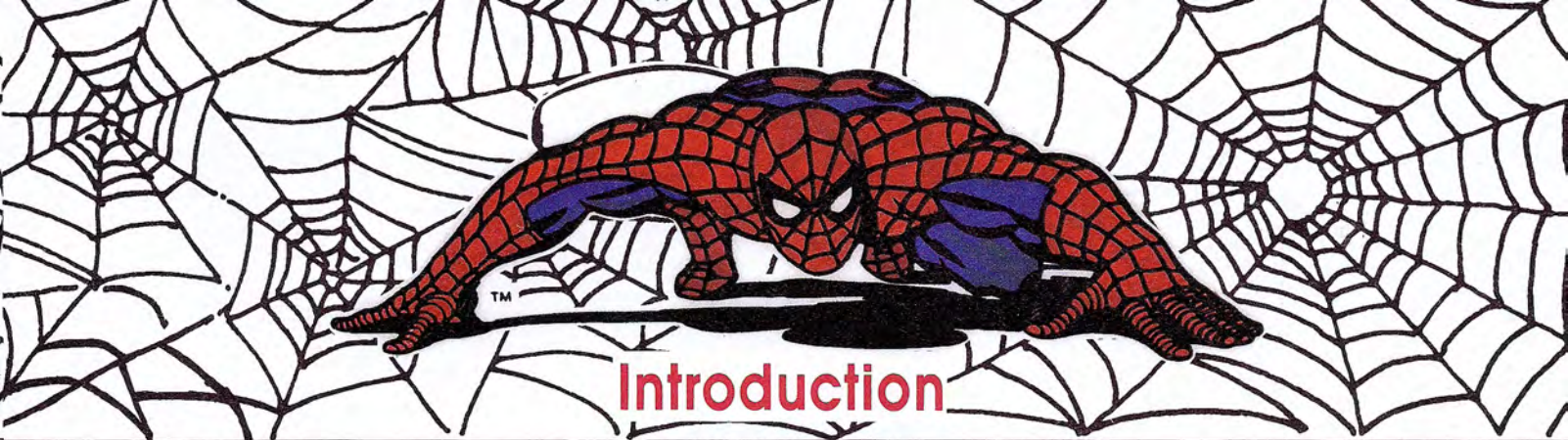
The TSR logo is a trademark owned by TSR, Inc. Copyright ©1992 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

ISBN 1-56076-405-8

TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom



I am the Watcher. My race was ancient when life first arose from the mud of the planet Earth. Even so, we were not wise. Because of our foolishness and pride, a world was destroyed when we directly interfered with their destiny. We have since solemnly vowed to observe, and never to interfere again in the growth of races. It has been my role in the universe to observe all that occurs in this stellar system, focussing primarily on your planet, Earth.

One of the most enigmatic heroes on your world is the man, Peter Parker, also known to me as the Amazing Spider-Man. The public knows little of the web-slinging adventurer. Many even fear him, goaded into irrational behavior by the editorials of one J. Jonah Jameson, the publisher of an Earth newspaper, The Daily Bugle. Others, who you will meet in this journal, consider the arachnid adventurer a hero beyond compare, worthy of giving one's life for, if necessary.

*The volume you now hold contains a brief history of Parker's young life, including a journal of his own thoughts and reflections about his life and the many heroic and tragic turns that life has taken. Also presented here is a media presentation of which Spider-Man was the subject. The presentation originally appeared in **NOW Magazine**. In addition, I have gathered many of Parker's quotations in an effort to display his indomitable spirit, even in the face of battle. Finally, there is a listing of all of Spider-Man's adventures and exploits that I have had witnessed.*

The companion volume to this one,

narrated by that Elder of the Universe, the Grandmaster, contains much statistical information on Parker and the various incarnations and power levels of his Spider-Man identity. Also included is details on his friends, allies, and villainous foes. As I understand it, the Grandmaster has also staged one of his infernal games within those pages. It is his intent to use Spider-Man, or other Earth heroes—it really matters little to him, and test his abilities to their limits, if not beyond. I wish whosoever takes part in that adventure the best of luck: It may well be needed.

I cannot intervene, however, for that is not my duty. My duty is to watch and record what I observe.





A Brief History of Peter Parker

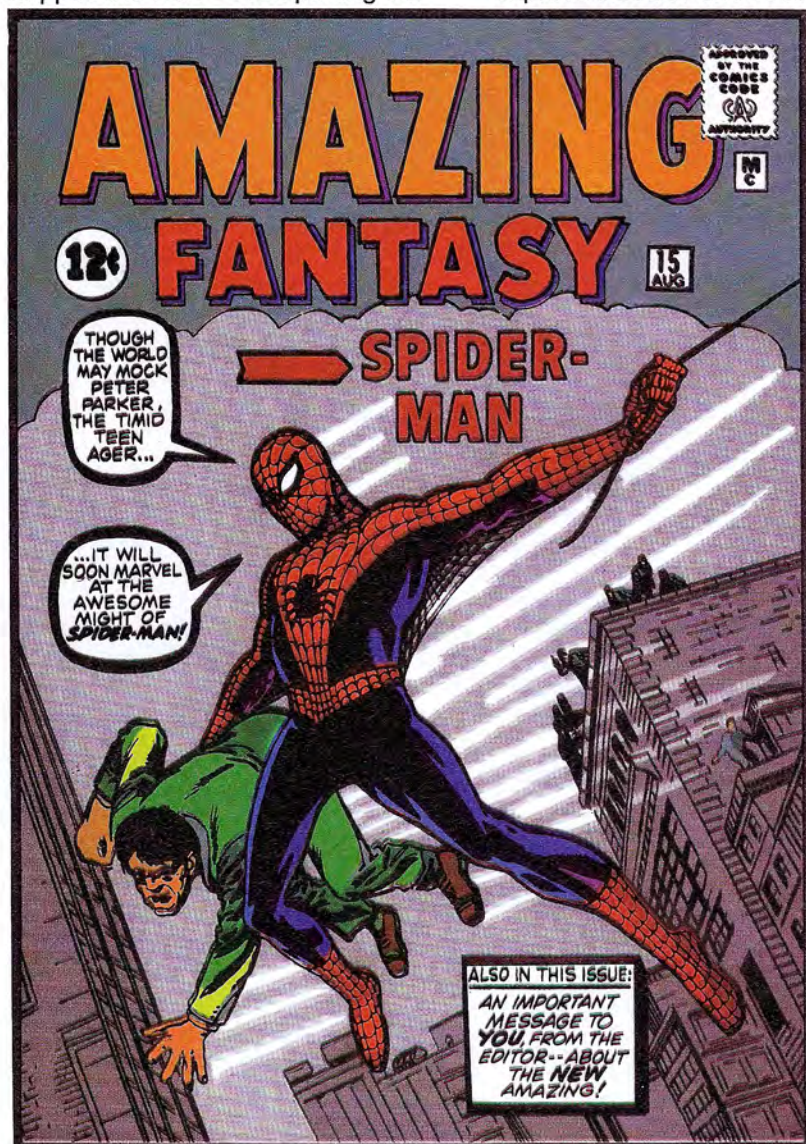
Peter Parker was believed to have been orphaned at the age of six when his parents were reportedly killed overseas in an airplane crash. The young Peter went to live with his Aunt May and Uncle Ben in Forest Hills, New York.

Peter Parker grew up into a smart, quiet high-school student at Midtown High, until one event changed his life forever. While attending a science demonstration, Peter was bitten by a spider that had been affected by the experiment's radioactivity. The spider promptly died. Feeling queasy, Peter left the experiment and began walking home through an unfamiliar part of town. Not paying much attention to where he was going, Peter walked into the road and was nearly struck by an oncoming car. Acting by reflex alone, he leapt out of the car's way and found himself clinging onto the wall of a nearby building. Peter scurried up the side of the building to escape any prying eyes. On the roof, he discovered even more amazing abilities, such as enhanced strength and inhuman agility. Peter theorized that he must have been affected by the irradiated spider, which had seemingly passed these powers onto Peter.

Soon, Peter decided to test his powers. He put on a mask and wrestled a bruiser known as Crusher Hogan. Peter easily defeating his opponent and won one hundred dollars. A television producer saw him and gave him a business card. With a blue-and-red Spider-Man costume and a homemade pair of web-shooters, Peter appeared on television and was an instant hit.

As he was leaving the TV studio after his first night on the air, a security guard yelled for Peter's help in stopping a fleeing man. Ignoring the guard's pleas, Peter let the man pass him by. Peter could have easily stopped the man—even putting out

his foot to trip the man would've helped. However, Peter saw no reason to put himself in jeopardy to help some the guard, a total stranger. He had decided to look out for himself. The man reached an express elevator and escaped.





A Brief History of Peter Parker

In the days that followed, Spider-Man became a national TV sensation.

Returning home from the studio one night soon after, Peter saw police cars outside of his aunt and uncle's home. Peter was told that a burglar had broken in. When Peter's Uncle Ben had confronted the burglar, the man shot and killed him.

In a state of shock and rage, Peter donned his Spider-Man costume and made his way to the abandoned Acme warehouse where the criminal had holed up. Avoiding the police, Spider-Man snuck into the building and soon had the burglar at his mercy. When Peter managed a good look at his uncle's murderer, he was astonished to see that he was the man that Spider-Man had declined to stop in the TV studio. Stricken by guilt, Peter Parker learned his greatest lesson, that with great power comes great responsibility.

Soon after Peter began his crime-fighting career, Spider-Man was decried as a vigilante and glory seeker by the publisher of the *Daily Bugle*, J. Jonah Jameson. Most of the readers of the *Bugle* were soon convinced of Spider-Man's guilt. This stigma has dogged Spider-Man through much of his career, and Jameson continues to rail against the hero to this day. Ironically, Peter has been an employee of the *Bugle* as a photographer on and off for years.

Peter Parker's life and friends quickly became intertwined with that of Spider-Man's career, usually to his detriment. The first woman he dated, Betty Brant, lost her brother in a fight

that involved Spider-Man, so she came to hate the web-slinger, forcing the two to part, while Flash Thompson continually picked on the nerdy Peter, while he virtually worshipped Spider-Man.

Worrying and thinking about his problems as Spider-Man made Peter appear aloof and snobbish, enough so that he almost missed becoming friends with Harry Osborn and Gwen Stacy. He managed to change their perceptions of him, and the three became fast friends. Indeed, he soon became seriously involved with Gwen.

Throughout his life, Peter has had to endure these dual-identity problems, because he feared that if his Aunt May ever learned about his secret identity, her frail heart wouldn't be able to stand the strain.

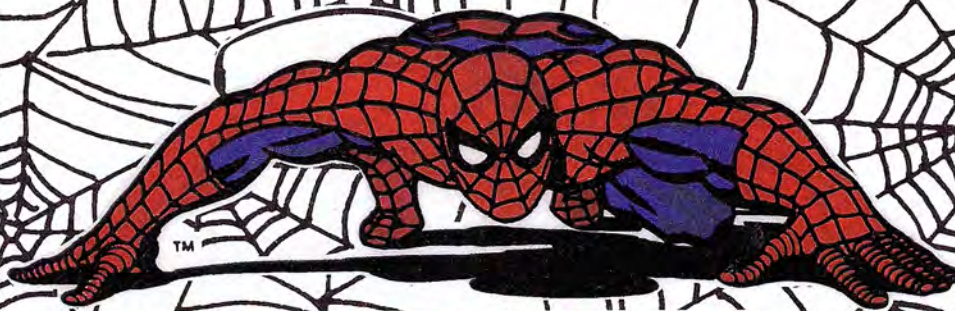
Throughout his career, Spider-Man has fought many colorful and strange villains, such as Doctor Octopus, a scientist who has mental control over four metallic arms and Venom, an alien symbiote and a human merged together to form a villainous whole with an extreme hatred of Spider-Man. The web-slinging hero has travelled to alien dimensions with the magician Dr. Strange and to the far reaches of space, during his stints with the Avengers and the Secret Wars.

The most tenacious and formidable opponent Spider-Man has faced over the years has been the Green Goblin, in all of his incarnations. What made the original so potent as a foe was the knowledge that Peter Parker was Spider-Man and the extraordinary

cunning with which he used that information. The original Green Goblin killed Peter Parker's love, Gwen Stacy, but was in turn killed soon after in an accident while battling Spider-Man. The original Goblin's son Harry Osborn, a long-time friend of Peter's, took over the Goblin's identity, and has continued his father's legacy on and off through the years. The Green Goblin also inspired the criminal career of the Hobgoblin, who based his costume and methods after his predecessor.

Currently, Peter Parker is married to old friend, model, and actress Mary Jane Watson and is working as a photographer for J. Jonah Jameson. Spider-Man has become a reserve member of the Avengers, giving him a modicum of respectability, and has teamed up with many of the new heroes based in New York city in recent days.

The most recent upheaval in Peter's life is the apparent return of his biological parents. It would seem that their deaths were faked long ago while they were actually imprisoned. They were recently released and made their way to New York to see their son. How their reappearance will affect Peter, and his identity as Spider-Man remains to be seen at this time.



Peter Parker's Journal

Contained herein is the journal of the mortal known as Peter Parker, never previously seen by eyes other than his. How is this possible, you may ask? All is possible to he who watches history unfold upon the sea-green and sky-blue gem in space known as Earth.

Read well the entries contained here, for they chronicle the maturation of one of Earth's greatest heroes. Represented here is a sampling of entries that the mortal Peter Parker has made therein.

The Watcher

Summer Camp

Stupid kids! They were all picking on me, just 'cuz I didn't want to swim or play ball. I might break my glasses, and then Uncle Ben and Aunt May would be mad and have to buy me new ones and they can't afford that. Those kids shouldn't have made fun of me and my glasses, calling me bug-eyes. I'm not a bug!

Unbelievable

I just found this old, tattered notebook under my bed and thought it would be a good idea to continue adding occasional thoughts and notes in it, to keep track of my life, especially after what happened today.

At a Midtown High science-fair demonstration today, I was bitten by a spider. I think it might have been radioactive, considering it was glowing before it bit me and died. I was standing near an experiment involving radioactivity when I was bitten. The spider must've been irradiated there.

Soon after, I left the hall because of a queasy stomach. As I walked out, I was able to leap out of the way of a car that was coming right at me, and climb a wall, just like a spider could. I'm also stronger and faster than I would ever have dreamed possible. Just wait until that jerk, Flash Thompson, gets a load of this! I won't have to take his loud-mouthed insults any more!

To test out my newfound power, I decided to challenge Crusher Hogan the wrestler, after I saw an advertisement. The sign said that anyone lasting three minutes with Crusher would get \$100. I put on a disguise and a mask, so I wouldn't be a laughing stock if I failed. I didn't fail! As a matter of fact, I carried him up a pole that was doubling as one of the corner posts.

After I collected my money, an agent named Maxie gave me his card. I wonder—should I take him up on the offer to book my act? If I do, maybe I can make some money to help out Uncle Ben and Aunt May.

A Name & a Costume

No longer am I Peter Parker. Now I'm Spider-Man! I just finished my first costume, Spider-Man's first costume. I figure since I have the powers of a spider, I might as well take the name of one as well. An old science project I worked on once has come in handy. I converted a "shooter" I had made into web-shooters that are sensitive to the slightest touch of my fingers. After all, it's only natural for a Spider-Man to have a web! If only that loudmouth Flash Thompson could see me now!



Peter and Ben look over Peter's new microscope. It was a little expensive, but the smile on his face made it all worthwhile!

Microscope

Uncle Ben and Aunt May bought me a new microscope today. Gosh, it's great! They are the best family a fellow could ever hope for. I have to tell them sometime about my life as Spider-Man, but I haven't found the right time yet. Maybe sometime this weekend . . . I hope it doesn't scare them at all. I wouldn't want to cause them any concern.

Uncle Ben

It's been a few days since Uncle Ben's funeral, and I still can't get over how small, seemingly insignificant events can so affect life. At the TV studio, if I had only stepped forward one step and stopped that thief as the guard asked me to, Uncle Ben would be alive today. Because of my selfishness and greed, one of the people I care most about in life is now dead. I guess I'm responsible for Uncle



Ben's death.

All I could think about was myself, getting the money and living the good life. Looking out for number one was my only priority at the time. Well, all that has changed now.

The thief who I refused to stop last week broke into my aunt and uncle's house a few days ago. The thief, the same man that I could have stopped with a minor amount of effort, shot and killed my Uncle Ben. When I got home and found my uncle dead and the killer holed up in the old Acme warehouse, I knew exactly what I had to do. The thief could have held off an army in that old place, but one super-powered Spider-Man could take him out. I had to get him, because I'm responsible.

I snuck into the building and confronted the murderer. It was easy to catch him with my powers. My heart froze when I saw the face of the man I had captured. He was the thief I had refused to stop in the corridor at the studio. Uncle Ben is dead and it's all my fault. If I hadn't been so selfish.

I guess I'll keep doing the TV show to bring in enough money for Aunt May and I to live on. It's the least I can do for poor Aunt May, since I'm responsible for her being alone now.

J. Jonah Jameson

I was looking back on my last entry and had to laugh. Thanks to the publisher of the *Daily Bugle*, J. Jonah Jameson, I can't get a job anywhere, at any TV station, for any price. He has painted Spider-Man as a menace in his front-page editorials. I even saved his son John, the

astronaut, by bringing a guidance unit to his plummeting space capsule, and what does old JJJ do? He publishes another article claiming that I orchestrated the whole episode, for my own publicity! It just doesn't make sense.

Meanwhile Aunt May is pawning her jewelry so I can stay in school. I've got to do something to make some money for her.

Responsibility

I know now what I have to do. I must use these amazing spider powers responsibly. I've been given these powers for a reason, to fight the battles that normal people can't. I have an obligation that must be met. Every time I see a crime being committed, or I see a person I can help with my powers, I'm going to do it. I've learned the hard way that with great power comes great responsibility.

Making Friends & Foes

It's great, the stuff I can do with these spider powers. I helped that astronaut, John Jameson, survive the near-crash of his space capsule, even if his *Daily Bugle* publisher father, J. Jonah Jameson seems to have it in for me still.

I've met the Fantastic Four, defeated such criminals as the Chameleon, the Vulture, and the Terrible Tinkerer. I never realized how many super-powered criminals are out there.

By far, my most powerful opponent to date has been the deranged scientist known as Doctor Octopus. He even defeated me in our first

meeting. He just threw me out the window with those four metallic arms of his, as if I were an insect not to be bothered with anymore. Those arms are so strong! I almost gave up being Spider-Man that day until I realized that I can never give up. I heard the Human Torch of the FF at an appearance at the high school the other day and it was as if he were speaking directly to me. He was telling the group to never give up and I won't. The next time I faced "Doc Ock," I had him gift-wrapped and ready for the police to haul away to one of their high security cells. I don't want to face him again anytime soon, though.

Keeping a Secret

I've found a secure place for this book. I must never let anyone see this, or my secret and Aunt May's safety may be threatened by my ever-increasing roster of foes. I should destroy this journal, but I want to keep some sort of record of my adventures. Maybe it's vanity, but I want to do it. I just have to be careful.

The Lizard

Now this is ironic. The *Daily Bugle* published a headline challenging Spider-Man to defeat the Lizard, the menace who was terrifying people down in the Florida Everglades. Jonah, ever the civic-minded publisher, didn't intend on Spider-Man fighting the Lizard, whom JJJ thought was a figment of someone's imagination anyway. He just wanted to sell more of his papers with a sensationalist headline.



Peter Parker's Journal

Well, I accepted the offer as Spider-Man, and suggested that he take a photographer along with him to record my fight with the Lizard.

Jonah took me, as Peter Parker, to Florida with him to cover the upcoming battle. After we arrived, I paid a visit, as Spider-Man, to Dr. Connors, an expert on reptiles living in the Everglades. Well, he turned out to be the Lizard and I was able to stop him by forcing a serum down his throat to return him to normal.

The ironic part about the whole affair was, even though I had managed to snap a few photos of the Lizard, Jonah believed that they were fakes and ripped them up.

Just to get his goat, I sent JJJ a message through the mail. "Roses are red, violets are blue, I'm still at large, so phooey to you." So it's not excellent poetry, I still bet it burned him! I still chuckle when he *does* buy some of my Spider-Man shots, not knowing he's paying Spidey to take photos of himself.

Hey, that Betty Brant, JJJ's secretary, sure has beautiful blue eyes.

Green Goblin

One of the more interesting and dangerous menaces I've faced recently is the Green Goblin. He lured me to Hollywood and then sicced the Enforcers on me. I managed to get away from those three bozos when out of nowhere came the Hulk. Whew! Barely managed to survive my meeting with that green behemoth. He's the strongest thing on two legs that I've ever seen!



The Green Goblin got away in the end, but I know he's back in the city somewhere. I'll have to keep my guard up all the time and hope that I run across him by coincidence, and that my Spider Sense will tip me off.

Spider Slayer

JJJ has gone too far this time!

He actually had someone create a robot to attack and defeat me for him. The *Daily Bugle* publisher even had the audacity to have his face transmitted onto the head of the robot, known affectionately as the Spider Slayer. Well, I managed to prove that moniker incorrect as I was able to tear a plate off the robot and pull its plug. The look on Jameson's face when he found out I had won was so classic that I had to take a picture of his reaction to preserve it for posterity.

Current Events

I can't believe how weird life is these days. With juggling crimefighting against such foes as Kraven, Sandman, Scorpion, Mysterio, and the Beetle, and trying to keep my studies on track, I barely have the time to sleep, never mind get out on a date.

I met a sorcerer named Dr. Strange the other day, and helped him defeat a villain called Xandu. I even fought two mindless thugs in another dimension. I'm just your average neighborhood Spider-Man, and I'll be happy to remain that way thank you very much. No more different dimensions for me! (It was interesting from a scientific viewpoint though.)

I'm not positive I believe in all this hocus-pocus stuff either, but with everything else I've encountered, I can't discount the possibility that it's real. After all, I do have the proportional strength of a spider.



Peter Parker's Journal

Other heroes that I've met and teamed up recently with include the fearless Daredevil and the Human Torch of the Fantastic Four.

Doc Ock Again

I just went through the hardest and most important fight of my career. Aunt May was dying in the hospital. I realized that a transfusion that I had given her in the past had irradiated her blood with my own unique radioactivity.

Dr. Curt Connors and I believed that an experimental serum, Iso-36, could save her, but before the serum reached the hospital, it was hijacked by a gang led by the mysterious Master Planner. Livid is a mild word to describe the state I was in when I heard that.

I found the Planner's lair in an undersea base and he turned out to be my old foe, Doctor Octopus. After a prolonged battle, I was pinned under tons of steel with water pouring into the chamber. I was trapped!

But just I couldn't give up when Aunt May was counting on me. I can never be responsible for her dying, like I was for Uncle Ben! Straining my strength to its limit, I managed to push the weight off me, grabbed the serum, and delivered it in time to save Aunt May's life. I'll never let her down like I did Uncle Ben—never!

My bones are still aching because of the strain, though. I think I need to take a little time off from crimefighting to recuperate. Besides, then I spend more time with Aunt May.

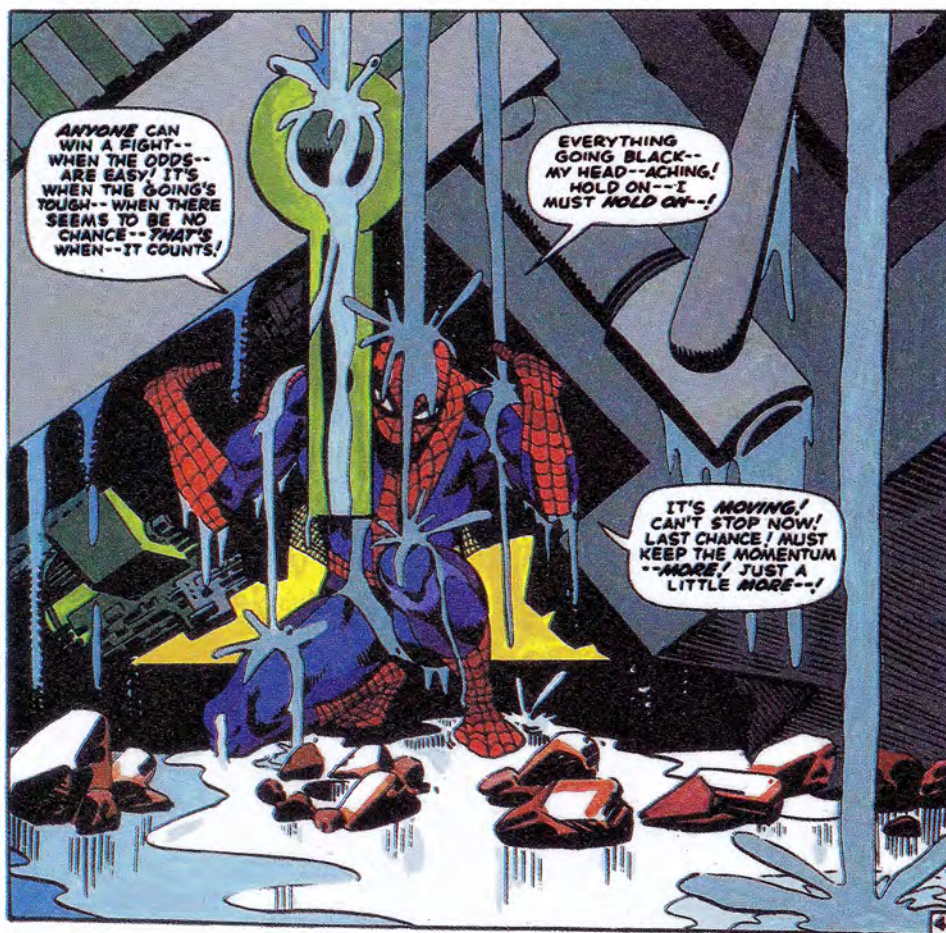
Goblin Defeated

I don't know how else this confrontation with the Green Goblin could have ended other than with my losing. I found out he was really Norman Osborn, Harry's father!

The Goblin had managed to use a spray on me that dulled my Spider Sense, allowing him to ambush me later and capture me. He had even figured out my secret identity!

In his megalomania, he revealed that he was Norman Osborn and he even let me loose to fight him to the finish—I was about to break my bonds anyway.

During the battle, the Goblin was hit by an electric shock that brought him out of his insanity and wiped out all his memories of my secret identity. I managed to burn his costume before the police arrived to preserve *both* our identities.





Peter Parker's Journal

I'm glad that this chapter of my life is behind me now. I hope that Norman and Harry become the father and son that they always should have been, without the ghost of the Green Goblin hanging over them. I wish them luck.

Kingpin

You'd think a tub like the Kingpin of Crime to be a pushover in a fight. Well, I found out the truth when I tried to take him on in battle. Even without his blasting cane, he's as dangerous an enemy as I've ever faced. All that fat is actually muscle, like a sumo wrestler, and he knows how to use it. I was lucky to escape his clutches.

His strength isn't the only problem I had in dealing with him. As far as I can tell, his criminal organization is huge and quite competently organized. How do I fight that—a whole criminal network?

Mom and Dad

I finally found out what happened to my parents. Both Uncle Ben and Aunt May never spoke of them much, at least not in front of me. I've always wondered what happened to them, but never had the inclination to find out. I don't know why, but just the mention of their names seemed to pain Aunt May and Uncle Ben so much that I guess I suppressed any desire to find them.

While I was moving a trunk in the attic for Aunt May, I found some old newspaper clippings of my parent's obituaries. The paper said that they had died in a plane crash in Algeria and that certain incriminating

evidence had been found at the crash site. The evidence supposedly proved that my parents were traitors to the U.S.A. No, that's not possible! I just had to find out the truth for myself. I couldn't let their deaths go unexplained, and since I have the power to do something about it, I had to make the attempt.

After making some amateur mistakes while doing some routine crimefighting (I was so distracted thinking about my folks), I contacted Mr. Fantastic for transportation to Algeria.

We flew over in his new gyro-cruiser and I got off over the area known as Casbah. In the space of a few hours, I found the man who'd identified my parents' bodies. Then I was ambushed at the address where my parents supposedly worked, I found my father's identification badge, and encountered the Red Skull!

In our battle, the Skull accidentally blew up the whole area. I was able to recover my father's identification tag, and behind the picture was a secret section with a small card identifying my parents as being double agents. They were trying to infiltrate the Red Skull's organization for our government! I'm overjoyed! Now I can continue as Spider-Man without the specter of my parent's "traitorous" deaths hanging over me!

I'm content and relieved, having proven beyond a shadow of a doubt that my parents weren't traitors to the United States of America. If only they had made it back alive . . .

Gwen

What a dream she is! After ignoring her and Harry for a while at school, I figured that I'd never have a chance with her, but lucky for me, she's more persistent than the average girl. I finally emerged from all my problems, and they were both there for me as friends—and in Gwen's case—even more than friends. Plus, her father, Captain Stacy, likes me as well! It just couldn't get any better than this!



*Peter with Gwen Stacy...
I think my nephew is in love!*

Capt. Stacy's Death

He knew and he always kept it to himself, never telling another soul of my secret. Captain Stacy, the father of my girlfriend, Gwen, was killed today when he tried to push a small child out of harm's way. Doc Ock smashed a chimney while he and I were fighting. The debris from that chimney would have killed this little boy, but instead it mortally wounded Gwen's dad, Captain Stacy, after he pushed the child to safety. I gathered



him up in my arms and took him away from the crowds.

His dying words will stay with me forever, "It, It's Gwen! After I'm gone, there'll be no one to look after her. No one except you, Peter. Be good to her, son! Be good to her . . ."

He knew who I was and never told a soul. I'll always look after her, Captain Stacy.

What good are super-powers if you can't save the good people Captain Stacy?! I wonder, am I responsible for his death, too?

Harry's Drug Problems

With all my web-slinging these days, I sometimes neglect the friends around me. Harry exemplifies this neglect. I'm sure that I wasn't the sole cause of his drug addiction, nor even a major cause, but if I had recognized it sooner, I could have done something about it.

I did manage to get Harry to the hospital in time so that he should be all right. That was one thing I did right. To complicate matters further, I had to fight his father, the Green Goblin again, the only foe that knows my secret identity.

This time, I stopped the Goblin by forcing him to look at his son lying in the hospital bed and realizing how close to death Harry really was. This snapped Osborn out of his insanity. I burned his costume and the menace of the Green Goblin was put to rest again—I hope for good this time.

I'm glad that Harry is finally getting some help with his problem, and that his relationship with his father is getting better.

Gwen Returns

Gwen returned from England today. I was overjoyed at seeing her again and holding her in my arms. I want to ask her to marry me, but the shadow of Spider-Man always intrudes. She blames him for the death of her father.

Hey, what if Spider-Man's power didn't exist any more? What if I could find a way to rid myself of these strange abilities once and for all? I could marry Gwen and she'd never have to worry about Spider-Man ever again, because there wouldn't be a Spider-Man to worry about.

I'm going to try it!

Six Arms!

What was I thinking when I tried to get rid of my powers? The serum I concocted, instead of destroying my powers, altered me further toward becoming a spider. I now have six arms! How am I going to hide them from Aunt May and Gwen?

Four extra arms! I'm going crazy! How can I possibly hide extra arms? What am I going to do now?

Now, let's not try that experiment again! After encountering Morbius the Living Vampire and the Lizard, Dr. Curt Connors and I managed to devise a serum that would stop him from transforming into the Lizard and to cure me of my particular ailment. The four extra arms are gone now. If there weren't the holes in my costume, I'd be tempted to believe that it was all a nightmare. Even with the holes, it's still hard to believe!

Return of the Spider Slayer

Spencer Smythe has tried to get me again with his ridiculous Spider Slayers. This time, he came much too close to discovering who I am.

He had spy eyes placed up all over the city, and one caught me unaware as I was changing my clothes, and it transmitted a clear picture of my face back to Smythe. It took me a while, but I figured out a way to trick him.

After defeating his latest model of the Spider Slayer, I was able to convince him that the Parker face was just a mask, worn because I knew about the video cameras all along. That should keep him guessing at my true identity for a while.





Peter Parker's Journal

More Deaths

Gwen's dead! The Green Goblin killed her! What'll I do now?

I—I'm so angry, my hand is shaking—I don't know if I can hold the pen long enough to write this. No sooner was Gwen killed than the Goblin was impaled with his own glider. Is death just following me around, waiting to kill someone else?

It must have begun a few days ago when Norman Osborn's sanity snapped again. Realizing he was the Green Goblin and I was Spider-Man, he took the cowardly way to get my attention and kidnapped Gwen.

When I arrived, he was holding her atop the Brooklyn Bridge. Gwen was unconscious. The Goblin, in an act of pure hatred, knocked her off the bridge with his glider. I managed to web her before she hit the water, but she was already dead from the impact of the glider and the shock of the fall. And he taunted me!!

I was out to get that killer, to avenge my love's death. I almost beat him to death, but at the last moment, I couldn't take another human life, even from the scum who killed the woman I wanted to spend the rest of my life with.

Fate and my Spider Sense intervened then. The Goblin had mentally ordered his glider to fly up and impale me from behind, but I ducked in time. The glider killed Norman instead, impaling him.

How am I going to go on without Gwen, the sweet woman who balanced the life that I faced as Spider-Man every day? Every day will never live up to its potential, because Gwen is no longer here.



Meeting the Punisher

This maniac who calls himself the Punisher is loose on the streets and I have to stop him. He's a vigilante who has declared war on all criminals. To say I don't agree with his methods is an understatement. He takes no prisoners and he set his sights on me, thanks to the Jackal. I convinced him that I was innocent of Gwen's and Norman's deaths before he made me his next statistic.

The Goblin Again

One of the things I most dreaded has happened. Harry Osborn has lost his mind and has taken over the persona of the Green Goblin. He even threatened my friends by placing bombs on chairs that held Flash,

Mary Jane, and Aunt May. He then told me that I had time to save only one person, and if I chose incorrectly, the person most dear to me would die.

I immediately went for Aunt May, because of the hint the Goblin gave me, removed the bomb from her chair and tossed it into the lake.

I swung back and took care of Harry. I removed our costumes after capturing Harry—he isn't as strong or as smart as his father. On the way out, Harry blurted out my secret to the policemen on the scene. I was just about to admit the truth when an older policeman asked Harry how he knew I was Spider-Man. In a maniacal voice, Harry told him that he was the Green Goblin.

A dramatic illustration of Spider-Man in his red and blue suit, crouched on a rooftop. He is looking up at a tall, dark skyscraper with a pointed top, which is illuminated from within. The sky is a deep purple and blue, with a bright light source on the right side, possibly the setting or rising sun, creating a lens flare effect. Spider-Man's web is visible, extending from the building towards the top of the frame.

NOW

MAGAZINE

Featuring:

the AMAZING SPIDER-MAN

Interviews by Joy Mercado
Photographs by Peter Parker

INSIDE: A Retrospective on the Life and Career
of the Web-Slinger as seen by his allies
and enemies!



Joy Mercado here, bringing you the news you want to read NOW. This issue's insert investigates the myth and attempts to uncover the reality of one of this city's longest resident super heroes, Spider-Man. We're presenting interviews and two editorials on the subject, so you be the judge. Is Spider-Man the hero many people claim or is he just another super-powered menace plaguing the city of New York?

We start with an interview with Flash Thompson, a man who has met Spider-Man on more than one occasion.

Flash Thompson

Q.: "How did you first become involved with Spider-Man?"

A.: "You know, I was the founding member of his fan club," begins "Flash" Thompson, a long-time admirer of Spider-Man. "Even with the whole Hobgoblin affair, I knew that he wouldn't let me down."

The affair that Mr. Thompson to which is referring is the situation he found himself accused of being the super-powered criminal known as the Hobgoblin. Thompson was framed by the real Hobgoblin and was incarcerated for a time. Still, though it was Spider-Man who brought him to the police, Flash harbors no resentment.

"I've always had faith in Spidey. I've never doubted that he was a hero. And it worked out okay in the end, as I was cleared of the charges."

Q.: "What did you think of Spider-Man when you first saw him?"

A.: "It was in one of the classrooms at Midtown High School when I first saw him. He fought the Sandman, for the first time I think, and Spidey was just awesome. He finally captured the Sandman in an industrial strength vacuum. Proves that Spidey has brains to go along with everything else he's got going for him."

Through the years, Thompson has been a staunch supporter of the mysterious hero, even when Spider-Man was wanted in connection with the death of his former girlfriend, Gwen Stacy.

Q.: "What led you to believe in Spider-Man's innocence?"

A.: "I just know, down deep, that Spidey would never hurt anyone who didn't deserve it, so I always knew that Spidey didn't kill Gwen. He's too good a person."

Thompson spent time in Vietnam and, while in that country, he encountered a group of priests known as the Monks of the Hidden Temple. Because of confused communication between the military and the natives, the monks' temple was destroyed and Thompson was blamed. A price was put on his head by the surviving natives. Upon his return to the United States, Thompson's and Spider-Man's paths crossed again when he needed help against the natives, who had followed Thompson across the ocean.

Q.: "Can you tell us what happened?"

A.: "This is a part of my past that I'm not too proud of, because I

couldn't save those poor monks from being killed. I tried to tell them that they were going to be bombed, but no one would listen to me.

"Back in the U.S., I was captured by a group of fanatic natives who had put the price on my head. Spider-Man and some magician swooped in just in time to save my head from being separated from my body. Spidey must have remembered me from back in high school when I started his first fan club."

Q.: "And wasn't that about the time you met Sha Shan?"

A.: "That's a subject I don't want to talk about."

Recently, Thompson had another encounter with the topic of this issue, Spider-Man. Thompson was injured during a battle with the villain known as the Tarantula while valiantly helping his hero. Here, he recaps the situation.

"Spidey was in this building fighting the Tarantula when I overheard the head SWAT guy tell his men that they were going to storm the building soon, with guns blazing. I went inside to warn Spidey about the incoming gunfire, but I got mixed up with the fight. I mean, if I can do something to help, I have to do it. I ended up being kicked from behind by that creep, the Tarantula. Luckily, Spider-Man was able to stop him before he did more than drug me. Again, I owe my life to him."

Thompson's final words on the subject of Spider-Man: "Spidey has always done what was right, even if that means he'd get hurt. I guess that's the biggest lesson I've learned from him over the years."



NOW Magazine

Frank Castle

Behind a plexiglass screen sits one of the most wanted men in America today—Frank Castle, better known to the public as the Punisher. He has been captured by New York authorities and is now incarcerated in Ryker's Island Prison to serve 30 years on three manslaughter charges. This interview was conducted through a telephone with four guards present at all times, two in my room, two in his.

Q.: "Do you consider Spider-Man to be an ally or adversary?"

A.: "When his goal and mine are similar, we're allies. If he stands in the way of me completing my mission, he gets treated the same as anyone else who tries to stop me."

Q.: "Does that mean that you would shoot him?"

A.: "If he attempted to stop me or got in my way, yes. However, if I had the time, I'd probably aim to disable, not to kill. Spider-Man does bring criminals to justice, even if he is soft on them."

Q.: "What is your opinion of Spider-Man?"

A.: "He's a do-gooder who needs to be hardened in his battle against crime. He's also naive in believing that this country's system is capable of correctly dealing with the criminals that he brings to it. A more permanent solution is necessary for the hardened criminals that we deal with."

Q.: "What adventures have the two of you shared?"

A.: "Most of the times we've been associated have involved the criminal gangs of New York City.

Trying to bring down such high-powered criminal overlords as Hammerhead, the Kingpin of Crime and other similar, but weaker, criminals, such as Jigsaw. I can't go into detail about these or any of my missions as that would jeopardize any future activities I may take."

Q.: "Would you care to guess his secret identity?"

A.: "No. I haven't done any investigation on that subject, so I have no idea. If he was in the position to jeopardize me, then that would present me with cause to pursue the matter, but up until that point, there is no reason to inquire."

Just before being led back to his cell, Castle fixes me with a deep, no-nonsense stare and slowly intones, "If you do decide to publish this, tell Spider-Man not to give up and to keep up the good fight. There are still innocents out there that need protection." Haunted by those eyes, this reporter decided to follow the Punisher's advice and print this postscript to the interview.

A note to our readers—since the time of this interview, Frank Castle has seemingly accomplished the impossible and has escaped from Ryker's Island prison. We made the decision to run this story as written.

J. Jonah Jameson

"Spider-Man is a menace! I've been saying so for years and I fully intend to continue saying so until he is exposed for the criminal that he is. Not only does he flaunt the notion of justice in this country and our beloved city by operating as a costumed vigilante outside the law, he also has insulted this paper's integrity time and time again.

"Starting with trying to upstage my son during his first space mission up to his involvement with all the recent gang wars, Spider-Man has been mixed up in underworld affairs. He has even been seen in the company of the self-proclaimed vigilante, the Punisher. Eyewitness accounts support the shocking news that Spider-Man actively collaborated with the cold-blooded mercenary.

"The webbed menace also has a lot of explaining to do. Spider-Man has been implicated in the death of that sweet girl, Gwen Stacy, and the injury of countless citizens of New York City. He should be brought to justice, unmasked, and made to pay for his crimes like any other citizen would. If any other person were even a witness to gunshots, they would be taken downtown and interviewed. How much more does this vigilante have to do before the police are convinced that he is the menace that I've always said he's been?

"I suggest that every decent citizen in this city watch out for costumed adventurers and report any out of the ordinary actions of any of them, especially if Spider-Man takes any illegal actions!"



NOW Magazine

Thomas Fireheart

"Spider-Man is a hero! Now that the obligatory initial statement is out of the way, I'll go into detail about why the man known as Spider-Man should be considered a hero. First, I'll let his accomplishments speak for themselves.

"He recently let himself be accused of a burglary so that a money launderer for the Maggia would be discovered and prosecuted.

"He valiantly fought and defeated the villainess, Titania, when she was threatening the *Daily Bugle* staff.

"He has continually involved himself in the gang wars that occasionally threaten this city, always working towards a swift and bloodless resolution of problems.

"His participation was integral to the discovery and capture of the criminal known as the Sin-Eater. Without Spider-Man's help, that villain would still be out on the streets and the public would have believed that Emil Gregg was the killer, instead of being discovered as an ill individual, a crime confessor.

"Spider-Man continually puts his life on the line battling villains for what he believes is right. Against such foes as Venom, Sabretooth, the Hobgoblin, and the Sinister Six, his life truly is on the line every second of the confrontation. What more can you ask of a man, any man?

"I have the greatest respect for Spider-Man. He truly strives to do the best that he can, and I respect him for that striving."

Avengers

The Avengers have graciously accepted this reporter's request for interviews with several members who know the mysterious web-slinger best.

First up is Jarvis, the caretaker of Avengers Mansion.

Q.: "What is your opinion of Spider-Man?"

A.: "Spider-Man usually keeps his own counsel up on the walls and ceiling. His flippant attitude belies a man of great courage as documented in his adventures with the Avengers throughout the years.

"I do wish he'd be more careful about where he puts his feet however, especially after we have experienced inclement weather. Cleaning wet or muddy footprints off the wall and ceiling can prove tiresome for a man of my age.

The next person this reporter had the privilege to speak to was Captain America. The sentinel of liberty has worked with Spider-Man a few times in the past and has some definite opinions about him.

Q.: "What is it like working with Spider-Man?"

A.: "The youngster has all the right stuff but needs to be more serious when it comes to performance on missions. He has to learn that when we go out together, each member has to be able to count on the others. If that element of trust isn't there, then a second's hesitation could cause the injury or death of a friend and ally. I'm not saying Spider-Man is careless, but I wish he would be a little less flippant.

"However, a strength of his is the depth of his commitment to the battle against injustice. Spider-Man has never hesitated to answer a call to arms against evil in all its guises. Without his valiant aid, the universe might be in thrall to a being known as Thanos to this day.

"When he is called as an Avenger, he has always acquitted himself with poise and courage. I'm proud to call him a teammate and friend."

Janet Van Dyne, also known as the Wasp, was the next Avenger questioned.

Q.: "What is your opinion of Spider-Man?"

A.: "You know, the wasp and spider are instinctive enemies, but I've had nothing but good experiences with Spider-Man. From the time we stopped Equinox together to his work with the Avengers, he's done well in combat and has always heeded my advice when I've offered it."

This reporter also spoke with the Black Widow about NYC's most controversial "spider."

Q.: "Have you worked with Spider-Man often, and if so, what comments do you have to say about him?"

A.: "Spider-Man and I have met more than once and I've found him to an accomplished fighter and competent ally. His methods aren't the most professional I've ever seen and I doubt that he'd last in any sort of formal organization for more than a short while. For short missions, however, there aren't too many other people I'd want at my side.



NOW Magazine



This reporter also spoke with the "god of thunder," Thor.

Q.: "Thank you for allowing me to ask a question of you. What is your opinion of Spider-Man?"

A.: "The son of Odin doth proclaim Spider-Man as a most valiant and honorable comrade, one always welcome to serve by my side, regardless of the dangers to be faced. His humor in the face of peril

is most heartening to the heart of a warrior—his droll manner doth belie a noble and worthy heart. Whilst battling the deadly foe, Nebula, in the recent past, the bold arachnid proved his mettle yet again, throwing himself into vast dangers for the good of all Midgard [Earth].

"Verily, Spider-Man shouldst be praised for his work on Midgard—Earth."

Fantastic Four

Spider-Man has often worked with the Fantastic Four over the years, especially with Johnny Storm, the Human Torch. The team allowed this reporter to visit their headquarters, where this interview was conducted.

Q.: "Johnny Storm, according to my records, you used to have a somewhat adversarial relationship with Spider-Man. Could you comment on what has changed?"

A.: "It's true that we fought in the past, but it was never anything big. Once we even argued over the fact that he was flirting with my girlfriend at the time, Doris Evans. But when the Beetle kidnapped her, we teamed up and took that clown out."

Q.: "What was your most memorable adventure together?"

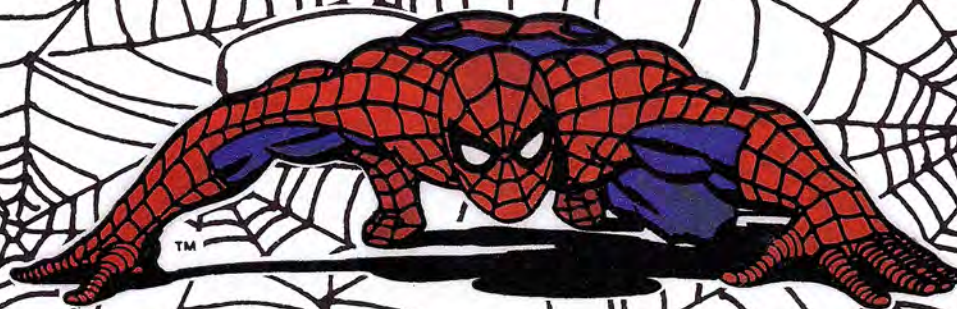
A.: "It has to be the time he and the Frightful Four attacked me at the Baxter Building. I knew he was being controlled, because Spidey usually moves like nobody's business, but he was out of it. During the fight, he was clumsy and stiff, and that gave it away. I snapped him out of it and we beat the bad guys, easily."

Q.: "What do you think of the web-slinger on a personal level?"

A.: "Ah, he's an okay guy, a bit full of himself but generally trustworthy. I'd be willing to fight alongside him any time."

Q.: "So you know who he really is?"

A.: [Laughing] "Nice try, but no I don't. From his extroverted manner, I'd guess that he might be some sort of public figure, an actor or politician—well, maybe not a politician."



At this point in the interview, Ben Grimm, the Thing, enters the room.

"G'wan, squirt. Stretcho wants your help for a new experiment of his. I'll take over here for now."

Q.: "We were just talking about the subject of Spider-Man's secret identity. Do you have any guesses?"

A.: "Ya, I'd say it's that publisher of the *Daily Bugle*, Jameson. I figure if he's protests so much, he's got somethin' to hide. Can ya think of a better way to hide his identity than behind the strength of years of anti-Spider-Man editorials? If I remember right, Jameson has been running these things since Web-head's first appearance. Coincidental or not, I'll leave that up ta you . . ."

Q.: "Can you recall a memorable adventure with Spider-Man?"

A.: "There was the time that Spidey teamed up with Ghost Rider, Wolverine, and the Hulk to help us beat a Skrull with delusions of grandeur. What a crew that was, battlin' away in a huge cavern, against thousands of subterranean creatures and giant monsters. What a time we had! Too bad I couldn't get a swing in on the Hulk, though. I owe him a few lumps."

Q.: "What is Spider-Man's strongest suit?"

A.: "Usually clubs, king high. Aw, just kidding. Spidey just doesn't give up, even when the odds are against him. I can admire that in a guy."

Reed and Sue Richards now enter the room.

"Ben, Johnny left the experiment mumbling about a surprise. Do you know anything about this?"

"The matchstick must be settin' up another practical joke. Better go stop him before he does something to get me really mad."

As the Thing leaves, the premier super hero couple settles down for the moment.

Q.: "I might as well ask you the same question, have you any guesses on Spider-Man's secret identity?"

A. Reed: "I'm sure that if I devoted some time to the subject of discovering Spider-Man's true identity, it wouldn't be much of a difficulty. However, I respect the man enough that I wouldn't delve into his personal affairs any more than I would wish him to delve into mine."

Sue: "He's such a sweet man. I'm sure he has a reason for keeping his identity a secret from the public. Besides, if we knew, do you think we would tell you or any other reporter?"

Q.: "Probably not. Mr. Richards, what is your assessment of Spider-Man's powers?"

A.: "Spider-Man has an interesting assemblage of powers. Once again, we're approaching the edges of privileged information. Let it suffice to say that I believe Spider-Man to be relatively unique in the world."

Q.: "Mrs. Richards, what is your most memorable encounter with Spider-Man?"

A.: "Some gangsters had captured my son, to use him as a hostage. They forced me to rob a bank and bring them the money. Somehow—it may be one of his powers, who knows—Spider-Man discovered the problem and offered his services."

He came up with a risky plan, with most of the risk being shouldered by him, all to save my son. Obviously, we were successful, as Franklin is quite alive and healthy to this day. There isn't a greater compliment to give than that I trusted him with the life of my son. Spider-Man shall always have my undying gratitude for his part in Franklin's rescue."

With that, there came a loud crash in another room.

Reed: "It appears that Ben and Johnny are up to their old tricks again. If there is anything else you'd like from us, please give us a call later. As it is, we have to go break up another brawl before it gets out of hand and spills into my laboratory."

Peter Parker

This photographer for the *Daily Bugle* has recently published a retrospective book of his photos of Spider-Man through the years. Mr. Parker has had the uncanny ability to be in the right place at the right time to take many photos of the mysterious Spider-Man.

This interview was conducted at the J. Gibb restaurant, in the company of Mr. Parker's lovely wife, Mary Jane Watson-Parker, who is known to our readers as Sybil, on the soap opera, *Secret Hospital*.

Q.: "So, Mr. Parker, the obvious first question is how do you get all your photos of the web-slinger?"

A.: "I'd say it's about 90% luck and 10% skill. Over the years, I've made some good guesses about where Spider-Man would be at specific times."



Q.: "There have been rumors in the past that you and Spider-Man have made some sort of deal, so you can get photos of him? Would you comment on that?"

A.: "Well, we have had our discussions in the past and he did tip me off once where he was going to be. That only happened once, under special circumstances, and I doubt that it'll ever happen again. When we last spoke, there was a falling out. I haven't seen him, other than through my lens, for a long while now and don't intend to go looking for him."

Mary Jane chimes in: "Oh, don't let Peter kid you, he's a big fan of Spider-Man. If the web-slinger does want to patch it up, I'm sure Peter would be willing to talk to him."

Grinning broadly, Peter responds, "She's right. She usually is, you know. I'd love to be able to get some more exclusives of good old Spidey, so if you're reading this, let me know where your next battle with Dr. Octopus is going to be, and I'll be there. I'll even try to get your good side, okay?"

Q.: "How are you handling all the recognition you've been getting since the publication of your book?"

A.: "What recognition? My wife still gets all the autograph hounds when we go out on the town. Actually, I've enjoyed the book tour and have liked meeting all the people across the country."

We close out our retrospective on the arachnid Avenger with comments from a number of people who have met or seen Spider-Man.



May Parker, once engaged to Spider-Man's arch-foe Doctor Otto Octavius.

"That awful creature scared me half to death when he disrupted my wedding, but times have changed since then. Spider-Man recently saved my nephew, his wife, and me from the clutches of that evil man, the Vulture. I may have been too harsh on Spider-Man in the past, but he's still not my favorite person in the world."

"I worry about my nephew, Peter, taking pictures of all those super-powered people. He must be putting himself in incredible danger to get his photos. I wish he would go back to school and avoid the dangers that Spider-Man represents."

Silver Sable, leader of the mercenary group known as the Wild Pack, often seen in Spider-Man's company

"Spider-Man is a good ally, but he needs to be a bit more disciplined. Working alone over the years hasn't fostered an attitude of teamwork in his combat style. There is a potential there though, rough as it may be. He's fast, agile, and can think quickly when the situation demands it. I'd take him on my side rather than against me any day."

Nick Katzenberg, freelance photographer

"Aw, he's a bum. Who can believe a guy who puts on a red-and-blue suit and swings through the city? I mean, can he really have all his marbles up there? Personally, I think he's taking us all for a ride, and laughing behind our backs. All those unsolved burglaries—I bet he's behind some of them. All I know is I wouldn't turn my back on him."

Natalie Jacobs, a NY homemaker was saved from a mugging by Spider-Man

"He swooped out of the darkness on that web of his, wrapped up the muggers with some more webbing, then picked up and returned my purse. He was a gentlemen throughout and, if you're reading this, thank you Spider-Man. I was too choked up at the time to thank him. He's a wonderful man, just wonderful."



NOW Magazine

Joe "Robbie" Robertson, Editor-in-Chief of the *Daily Bugle*.

Robbie has had many encounters with Spider-Man, the most recent in conjunction with Robertson's trial for concealing knowledge of murder and his involvement with the criminal Tombstone.

"Spider-Man's heart is in the right place. He did all he could to help me while I was in prison and against Tombstone, and I appreciate it.

"Spider-Man has always been a hero in my book, despite what Jonah believes. All I've ever seen Spider-Man do is help others."

John Smalley, cab driver

"Well, if the *Daily Bugle* publishes it, it must be true, so I wouldn't trust Spider-Man at all. I have seen him swinging by on his web a couple of times, and did he ever help me get out of the traffic jam I was stuck in? Not once did he stop and help us, even with all the honking I did to get his attention. He should help us working guys more often."

We received this note, addressed to NOW, allegedly from the Black Cat. We have run it unedited. You make up your own mind whether it's the real item or not.

NOW Magazine staff,

I heard that you're putting an issue about Spider-Man together and I wanted to get my two cents in.

We've had our share of adventures together, much more than that rag the *Daily Bugle* has reported on. Spider is a hero through and through. He deserves all the praise given him and only a little of the criticism. Many times over, he has saved my life, from such foes as Doc Ock and that fat guy of crime, the Kingpin. He's set me straight, or as straight as I can be set.

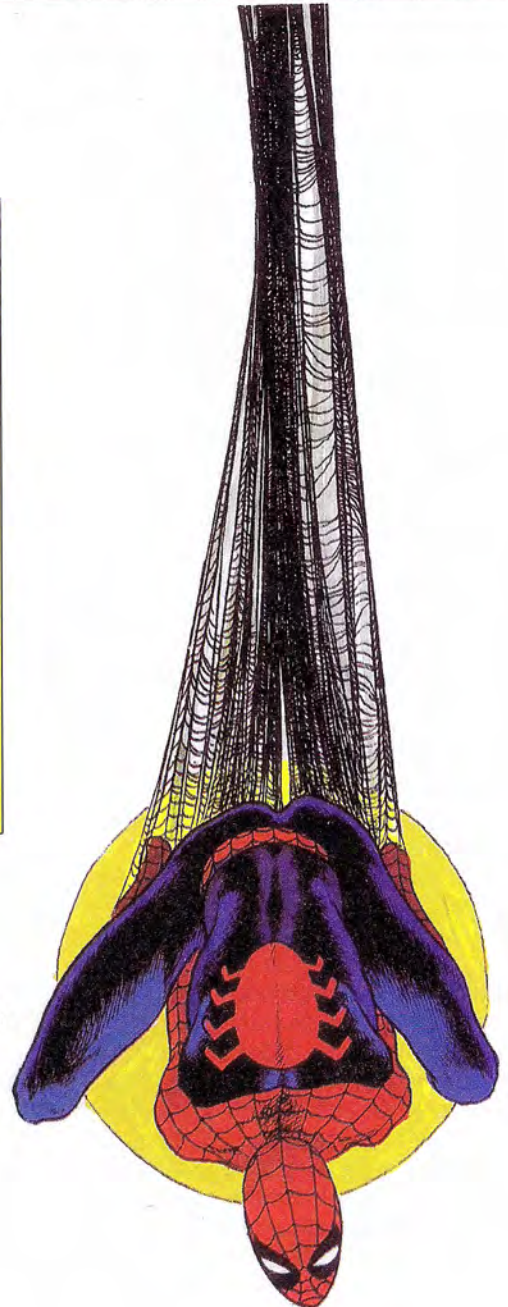
Thanks for the good times, Spider.

Meow,
Black Cat

The letter was imprinted with a cat's paw under the signature.

Note from Latveria

Since Dr. Doom has been seen in Spider-Man's presence at least once, we tried to solicit a quote from the ruler of Latveria, but all we received was a short, terse, typed note on official stationery stating, "The monarch of Latveria has no wish to contribute any material for a Spider-Man tribute."





Peter Parker's Journal

Luckily for me and my secret, the policeman realized that Harry must have been quite young when the Goblin first came on the scene years ago, so Harry was considered to be crazy and just ranting anything that came to mind.

Gwen Returns

I'm going crazy, totally crazy. I saw her die—I cradled her body in my arms atop the Brooklyn Bridge. How can she still be alive?

Gwen Stacy walked back into my life today, back from the grave. This can't be real, it just can't be!

—a few days later—

I've been so busy that I haven't had time to sort out my feelings for Gwen and for Mary Jane. This thing with MJ had just started when Gwen walked back into my life. What is going on? What am I going to do?

Gwen Explained

Finally, the truth of Gwen and the second Spider-Man came out into the open. Prof. Miles Warren was the Jackal, and he had created Spider-Man and Gwen Stacy clones. I stopped him, but a bomb exploded, killing both my clone and Prof. Warren.

Gwen left, leaving behind a city that believed her dead, to start a new life.

As for my clone, I don't know why I tossed the body down that chimney. I was in a state of shock. I couldn't think of anything else to do with it and I couldn't just let the police find it.

Again, the Green Goblin

I haven't picked this book up in a while, but the return of the Green Goblin was so bizarre that I need to write it down, if only to keep it straight.

Harry Osborn had been going to a psychiatrist to cope with his problems. In the sessions, his doctor, Dr. Hamilton, had learned of the Goblin's secret, and decided that he could take the power for himself.

Using the knowledge that Harry gave him while under hypnosis, Hamilton became the new Green Goblin. Hamilton captured Harry and imprisoned him, to keep him out of the way while he pursued his criminal ambitions.

Harry escaped and he also assumed the identity of the Green Goblin, to get revenge on Hamilton.

Hamilton was killed by a bomb blast intended for Harry and me. When he woke up, Harry had lost his memory of being the Green Goblin, so the threat of the Goblin has been stopped again, at least temporarily.

Graduation & Justification

I finally graduated college. Well, almost. I was one credit shy. I forgot to take a silly one credit gym course. Me, a super hero, short a gym credit!

A short time later, D.A. Tower informed me I had been cleared of all criminal charges that the police had pressed against me. There couldn't have been a better graduation present than not having to worry about the police trying to arrest me when we crossed paths.

Mysterio and Aunt May's "Death"

Some more mysteries of my life have been explained, such as why the robber was breaking into my Aunt and Uncle's house the evening that Uncle Ben died.

This all began when I received a call from the Restwell Nursing Home informing me that Aunt May had died of a cardiac infarction. That drove me a bit crazy as I tried to find out what happened. Behind the scheme was that master of misdirection, Mysterio and his ally, the burglar who killed Uncle Ben! Aunt May explained later that they had wanted stolen loot hidden in Aunt May's house, and were questioning her about it. Her death was faked to keep me from coming around to visit.

Don't these people have feelings? To them this was only a stalling tactic, but to me, it was as if my whole life crumbled around me. For the life of me, I'll never understand the criminal mind.

In my confrontation with Uncle Ben's killer, I revealed my identity. I just had to let him know why I wasn't going to give up and that he was going to take the fall for his actions. Once he knew, he honestly thought that I was going to kill him. I didn't—he had a heart attack from the stress and died.

That's one part of my past that has come full circle now and I'm glad it's over. Aunt May is all right. She sure is one tough lady and I'm proud to have her as my aunt.



Peter Parker's Journal

Madame Web

I have to get this down onto paper.

Today I encountered one of the strangest people I've ever met. Her name is Madame Web and she is a precognitive. She has these strange premonitions about events and can sometimes figure out what will come to pass before it happens. She gives me the willies.

Even worse, her powers revealed my real identity to her. She promised to keep it a secret, but I find it hard to trust her completely. I suppose only time will tell whether my trust is justified or not. She could be a good ally or an extremely dangerous foe.

Juggernaut

The Juggernaut has the strength to rival the Hulk, but his brainpower is way down there among the common thugs. He tore up downtown New York during his trip to find Madame Web. I did everything I could to stop him, but nothing slowed him down.

When he found Madame Web, he disconnected her from her life-support systems to take her with him, not realizing that the machines were what kept her alive. In one of the most callous acts I've ever seen, he said she was of no use to him, so he dropped her in the rubble, and left. I kept her alive with CPR until the authorities arrived, then went after him.

The Juggernaut was eventually tricked into walking into a building foundation of fresh concrete. It slowed him down, but I doubt that even tons of liquid concrete can stop him for long. He's almost like a force of nature or something akin to that.

Hobgoblin

The specter of the Green Goblin has risen from the grave again. Someone has found one of Osborn's old lairs and has made the Goblin's old weapons even more powerful. This new villain calls himself the Hobgoblin.

If the Hobgoblin has all the Green Goblin's secrets, I wonder if he knows my secret identity. He didn't show any evidence of it during our fight, so I assume he doesn't. I'll keep my fingers crossed.



Timothy Harrison

I was taught a lesson in real courage this evening. When I read Conover's Corner in the *Daily Bugle* this morning, I knew that I had to do something. This nine-year-old boy,

Timothy Harrison, had collected Spider-Man memorabilia for most of his nine years on this planet and his one wish was to meet me. I showed up at his room tonight at Slocum Brewer Hospital and proceeded to tell him more about myself than I've ever told anyone else. How I got my power from the radioactive spider, how my web-shooters work, why I became a crimefighter, and even who I really am—all this I told to one young man.

He actually had film footage of my appearance on the "Variety Time!" TV show long ago. I didn't think that stuff like that still existed. Another memento he had were bullets I had dodged while bringing in a group of bank robbers. I can't believe how dedicated he is to Spider-Man and how comprehensive his collection is.

I had to go, so I gave him a parting hug, from friend to friend.

Nine years old and two weeks to live—You see, Slocum Brewer is a cancer institute and Tim has terminal leukemia. He's a true hero.

The Secret War

I just got back from a jaunt across the Cosmos during which the heroes of Earth fought the most its powerful villains for the "ultimate prize." I need to kid about it, because thinking about it may drive me totally crazy. I've been involved with some large crises but this was the most mind-blowing experience I've ever had. The powers involved on both sides were beyond comprehension.



Peter Parker's Journal

I got this great new costume out of it as well. While we were on the alien planet, my red-and-blue costume got shredded in a battle with the villains. I found a machine that created things and I asked for a replacement set of

clothing. Voila, a new black-and-white fashion statement.

Best of all, it's not just regular clothing. The costume responds to my thoughts and can emulate any type of clothing. I can save a bundle

on my laundry costs. And I won't be a slave to fashion as I'll be able to update my wardrobe with a thought! Your well-equipped super hero shouldn't go anywhere without one!





Peter Parker's Journal

Costume Again

That black-and-white costume wasn't clothing at all. It's an alien symbiote that had fastened itself onto me, physically and mentally. It had been forcing me to go out web-slinging at night while I was still asleep. Can you believe that? I've heard of sleepwalking before, but never "sleep web-swinging!"

Luckily, I was at the Fantastic Four's headquarters, undergoing tests to determine exactly what the costume was made of, when the discovery was made by none other than Mr. Fantastic himself.

Richards was able to get it off me with a sonic weapon and imprisoned it in a plexiglass cage. Just looking at it gave me the creeps now. That thing had been using my body for its own unknown purposes. Brrrr. I'm just glad to be rid of the thing!

Mary Jane's Secret

She's known all along and never told me. Mary Jane knows I'm Spider-Man! She spotted me as Spider-Man when I was leaving my aunt's house going after my uncle's killer those many years ago and has kept the secret all this time.

Upon further thought, it's a relief having someone to talk to about my adventures, someone who has a viewpoint that is grounded more in day-to-day life, in reality, so to speak. I'll be able to bounce my problems off her and get an answer from someone who has known me for a long time.

Gang War

So many gangs and their leaders are fighting that I'm not sure who is on whose side anymore. The main players are the Kingpin, the Rose, Hobgoblin, and Hammerhead. They are the villains that I need to worry about. I need to take down somehow.

Mary Jane

She said Yes, she actually said Yes! It took a different city and a life-threatening situation to get it out of her, I got her answer! MJ said she'd marry me!

This is going to change my life! Aunt May has been trying to get the two of us together since before I first proposed to MJ years ago. She's going to be so happy! I can't wait to tell her the good news. MJ is going to marry me!

Wedding

Whew, I almost missed my own wedding. In the end, I had to resort to wall-crawling to get there on time.

Present at the ceremony, other than MJ and I, were Aunt May, Anna Watson, Flash Thompson, Harry Osborn, Robbie Robertson, Harry Osborn, and Betty Brant-Leeds. Even good old Jolly Jonah made it! One of the best days of my life, one that I won't ever forget!

Venom

The alien costume has come back to haunt me. The symbiote has fastened itself onto another person, a reporter for the *Daily Bugle*, Eddie Brock.

Brock claimed that I destroyed his journalistic career during the Sin-Eater investigation. He had been contacted by Emil Gregg, a man professing to be the Sin-Eater, and Brock had written stories based on information taken from Gregg. I found out the true Sin-Eater (and murderer of Jean DeWolff), Stan Carter, and the resulting backlash against Brock cost him his job and the respect of his peers.

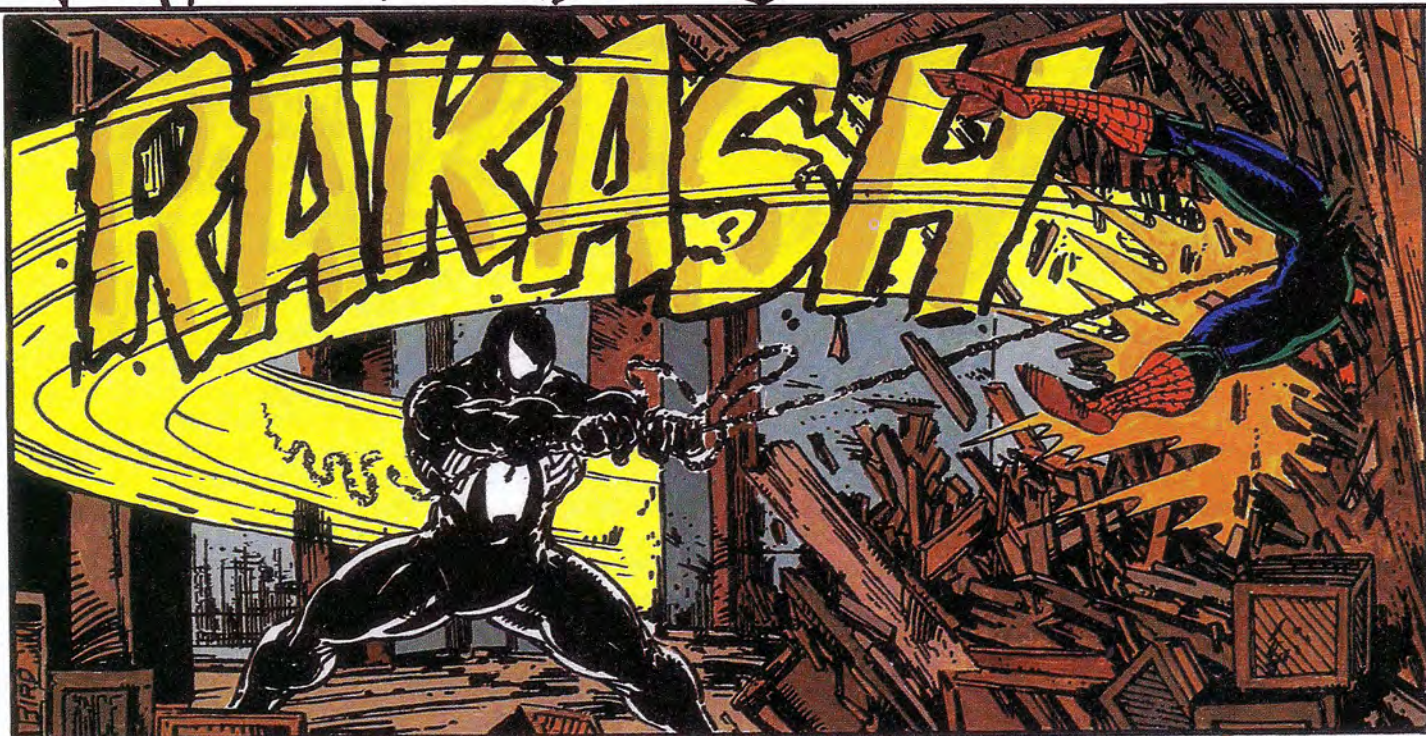
He was in a church one evening, praying for forgiveness when a shadow passed over him and merged with him. My alien costume had found a new host, one that hated me as much as it did.

Calling themselves Venom, they almost killed me, but in the end I was able to subdue them by using the vibrations generated by a church bell to knock the symbiote out. I left them in a "sonic chamber" at Four Freedoms Plaza again, where the FF will keep them until Venom is transferred to the Vault, a government super-prison in the Rockies.

I hope that this is the last time I have to face that costume. Since it was part of me for a while, my Spider Sense doesn't work on it. I'd hate to think what would happen if it got free and was able to ambush me. It's enough to give a guy nightmares just thinking about it.



Peter Parker's Journal



Cosmic Powers

I had the ability to fly, shoot energy bolts out of my fists, and the strength to go toe-to-toe with the Hulk, and, boy, am I ever glad it's all gone. Whatever responsibilities I feel toward helping others was magnified an immeasurable amount when my power level went into the cosmic class. I'm happy just being your friendly, neighborhood Spider-Man, not your local space quadrant Cosmic Spider-Man. Let someone else inherit the powers next time. Sheesh! As if I don't have enough to worry about!

Venom Again

Venom renewed our grudge, but with a twist. He didn't want any innocents being threatened, so we went to a deserted island to finish this.

I left Venom on the island with the impression that I'm dead. It may have been a cowardly way out, but it was the only thing that I could think of at the time. I found a skeleton and faked an explosion, after planting my costume on the skeleton. With his thirst for revenge sated, I hope he'll stay on the island and leave the rest of the world alone. Brock and the alien seem to hold innocent life sacred, so I have high hopes that I'll never see the two of them again.

Team-Ups

Recently, I got involved with a mess of heroes, all of whom were battling the Secret Empire, against a former sidekick of Moon Knight, Midnight. The Secret Empire convinced the kid that Moon Knight had abandoned him. The group then turned him into a powerful cyborg. Here's a list of the participants; Punisher, Moon Knight, Night Thrasher, Nova, and Darkhawk.

It's getting so you can't swing across town without running into at least one other super hero! We may have to get flight patterns or something just to get across town!



Peter Parker's Journal

Carnage

Venom. I had to go get Venom's help to take out the alien symbiote's offspring, Carnage. And what a child it is! Instead of merging with a human with at least a rudimentary sense of right and wrong such as Brock, the alien child landed on Cletus Kasady, a homicidal maniac. As Carnage, they've been randomly killing people for days now.

To get Venom to agree to help, I promised Brock that he'd go free after we captured the second symbiote and Kasady. Well, in good conscience, I couldn't let that happen. I had contacted Mr. Fantastic for backup, and after Carnage was stopped with a barrage of sonics, Reed finished the job on Venom with a portable sonic gun.

Lord help me if Venom ever escapes again. If he wasn't convinced before that I'm not an innocent, he certainly has the proof now. I still feel crummy about what I did, but there was no choice. I couldn't let Venom go free any more than I could let Carnage continue his rampage unchecked. There was no right answer. I just did what I felt was necessary.

Harry's Insanity

I guess it was inevitable that Harry would crack again. He's never gone this far before though! He kidnapped his wife, son, and brother-in-law for some sort of bizarre dinner, to gather the entire Osborn clan together. The hell that he put his son and wife through, asking if little Norman

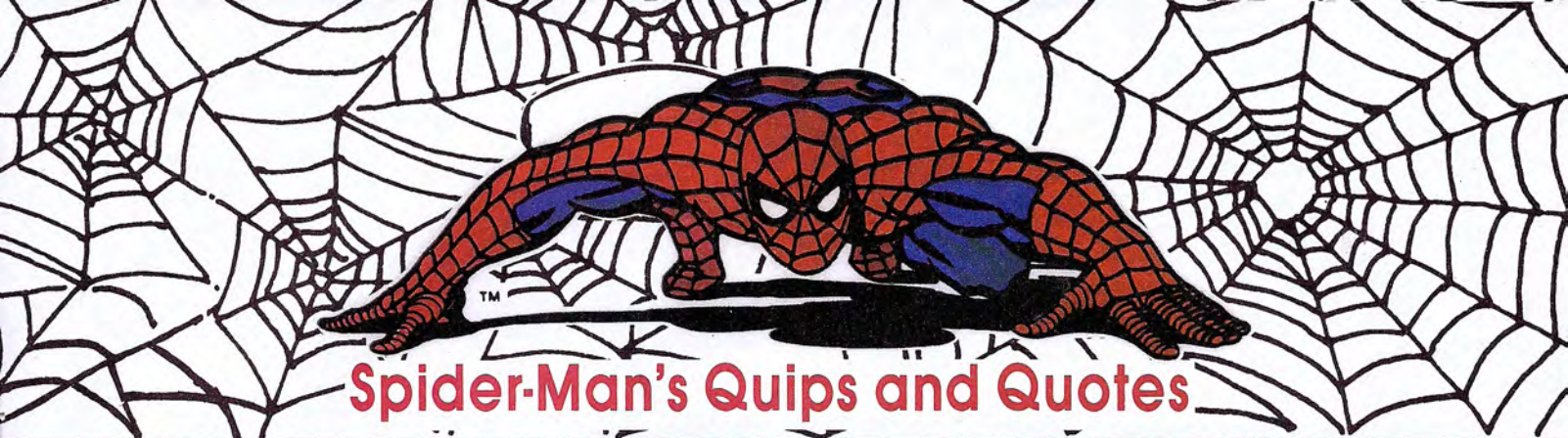
thought his daddy was crazy, then denying that Liz was an Osborn, was too much for me. We started to thrash each other across the room, when Harry let loose a bombshell. He had discovered his father's strength enhancement formula and had used it on himself. He truly was the Green Goblin now.

I stopped him and called the police. The only thing that was settled that day was that I was no longer afraid that Harry would tell the world who I was. I've dealt with worse crises, and I would deal with it if the Green Goblin decided to blurt out that I was actually Peter Parker. He kept it to himself, for whatever twisted reasons he may have. I'm not going to lose any more sleep over it. It's time to put it behind me and face the future without worrying about the past.

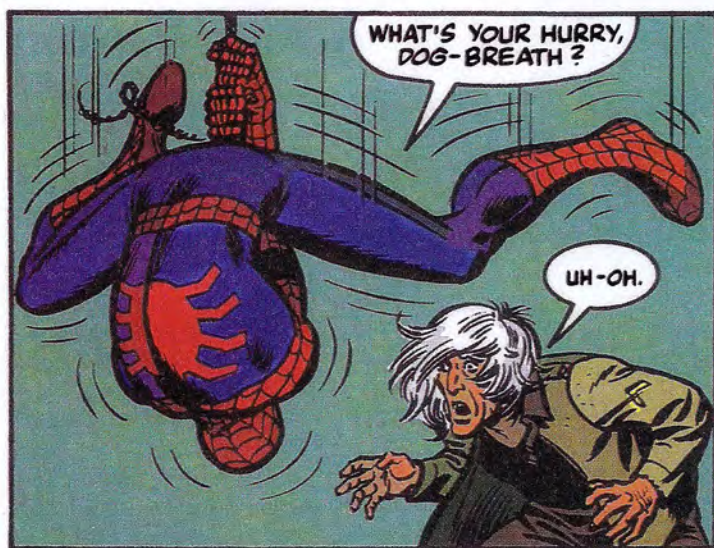
Parents Return

I had noticed that Aunt May sounded upset or excited when she called and asked MJ and me to come over, but I had no idea! When we walked in, Aunt May introduced us a middle-aged couple. Aunt May said they were my parents! *My real parents!* I can't believe it! I don't know if I should believe it. I'm stunned. That's the only way to describe it. What can happen next in my life?





Spider-Man's Quips and Quotes



By putting on his Spider-Man mask, the human Peter Parker dons the identity of Spider-Man, yet the man under the mask is still that human being. He may be more comical or flippant, but essentially, Peter remains himself, gallant, heroic, and truthful.

In the following section are sayings about Peter Parker and words spoken both by Spider-Man and those close to the web-slinging hero. It is my sincere hope that these insights into the characters of Spider-Man's world will give you a better understanding of the mortal behind the mask and the life he leads.

The Watcher

After a particularly vehement editorial by J.J.J. against Spider-Man raises the public's fears of the hero early on in his career, Peter muses to himself.

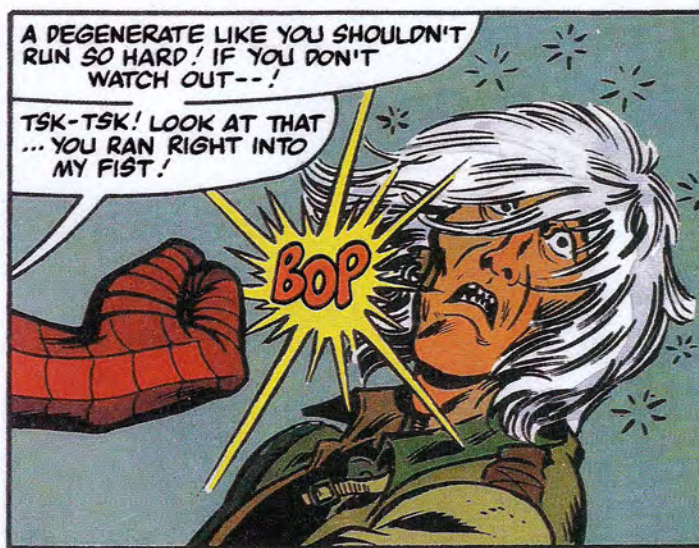
"Can they be right? Am I really

some sort of crack-pot, wasting my time seeking fame and glory?? Am I more interested in the adventure of being Spider-Man than I am in helping people?? Why do I do it? Why don't I give the whole thing up? And yet I can't! I must have been given this great power for a reason! No matter how difficult it is, I must remain as Spider-Man! And I pray that some day the world will understand."

(AMAZING SPIDER-MAN #4)

With Aunt May in the hospital and the original Green Goblin on the loose, Peter once again questions his role as Spider-Man.

"And the one person who's been kinder to me than anyone else in my whole life is in the hospital now and there's nothing I can do to help her. A lot of good it does to me to be Spider-Man! Sometimes I wish that I



had never heard that name! Why don't things ever seem to turn out right for me? Why do I seem to hurt people, no matter how I try not to? Is this the price I must always pay for being Spider-Man??"

(AMAZING SPIDER-MAN #17)

When stopping a group of bank robbers.

"Hold on, boys. What's your hurry? Didn't you know that this is 'Let's get acquainted with Spider-Man week?' Don't worry about a thing, boys this'll only hurt for a minute!"

(AMAZING SPIDER-MAN #16)

After a streak of poor luck, Peter once again realizes that Spider-Man is needed.

"Now there's nothing to stop me from being Spider-Man again. Aunt May has enough gumption for both of us. I won't have to worry about her



Spider-Man's Quips and Quotes



any more! As for J. Jonah Jameson, before I'm through, he'll be eating his words about me! Fate gave me some terrific super-powers, and I realize that it's my duty to use them . . . without doubt . . . without hesitation!! And that means Spider-Man is going into action again! I'll fight as I've never fought before! Nothing will stop me now!! For I know at last that a man can't change his destiny . . . and I was born to be . . . Spider-Man!!"

(AMAZING SPIDER-MAN #18)

With Aunt May in the hospital waiting for a miracle drug (in Spider-Man's hands), the exhausted hero struggles with a tremendous weight pinning him down.

"I'll do it, Aunt May! I won't fail you! No matter what—I won't fail—Anyone can win a fight when the odds—are easy! It's when the going's tough—when there seems to be no chance—that's when—it counts! Everything going black—my head—aching! Hold on—I must hold

on—! It's moving! Can't stop now! Last chance! Just keep the momentum—more! Just a little more—! I did it! I'm free!!"

(AMAZING SPIDER-MAN #33)

To a couple of ordinary-looking goons who attack Spider-Man.

"Hey! Are you guys kidding? Taking a poke at me is like instant annihilation! But I guess you wanna be able to brag to your grandchildren that you were once knocked out by Spidey . . . so here's your chance!"

(AMAZING SPIDER-MAN ANNUAL #2)

Spider-Man, while fighting a minor villain known as . . .

"The Ringer? The Ringer?! Oh, no! Oh-ho-ho. Pardon me for laughing, pal, but you can't be serious! Sure . . . I've fought guys who had mechanical arms, and human lizards, and big dumb lugs who can turn into sand . . . but really!! Rings?! He-he hee!"

(SPECTACULAR SPIDER-MAN #58)

A determined Spider-Man in pursuit of the Hobgoblin.

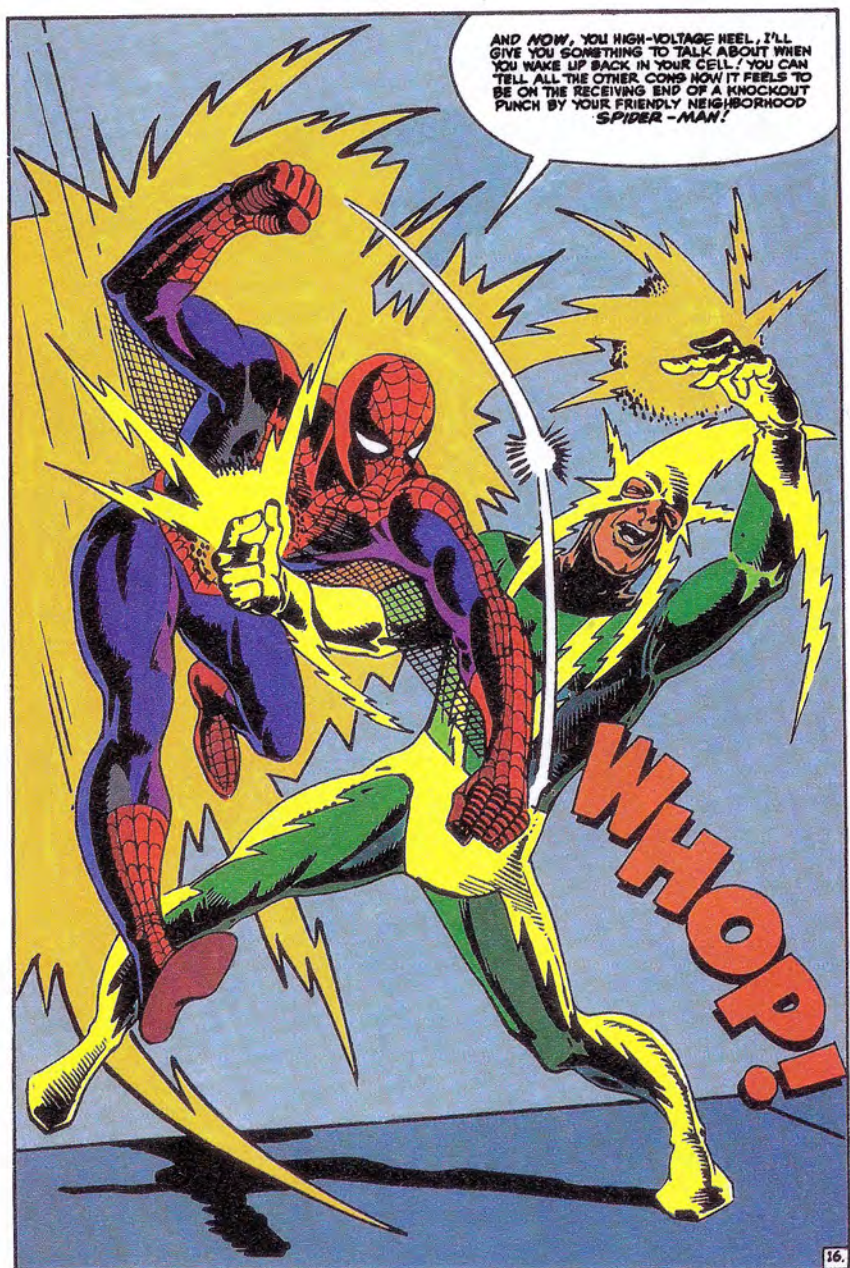
"He's not getting away from me again! I'm going to fight him like I've never fought before—and I'm going to win! When I'm finished with him, the Hobgoblin's going to know he's been beaten. He's going to know what it means to face the power of Spider-Man!!"

(AMAZING SPIDER-MAN #259)

Spider-Man Bibliography

Here are all the major appearances of Spider-Man in the MARVEL UNIVERSE, as of this writing. We've tried to include his many crossover appearances, with the exception of quick cameos and flashbacks.

ALPHA FLIGHT: #74, 75 (alternate world version)
 AMAZING FANTASY: #15
 AMAZING SPIDER-MAN: All to date, including Annuals, Special, and Giant-Size issues.
 AVENGERS: #11, 221, 236, 237, 258, 314-318, 329, 330
 CAPTAIN AMERICA: #137, 138, 265, 266
 CLOAK AND DAGGER (1st): #3; (2nd) #16-18
 DAMAGE CONTROL I: #1
 CONTEST OF CHAMPIONS: #1-3
 DAREDEVIL: #16, 17, 27, 54, 77, 103, 270, Annual 4
 DARKHAWK: #2-3
 DAZZLER: #1-2
 DEADLY FOES OF SPIDER-MAN: #1-4
 DEFENDERS: #61, 109
 DOCTOR STRANGE: (1st) #179
 FANTASTIC FOUR: #73, 207, 250 (fake), 299, 347-349, 362
 FOOLKILLER: #8
 GHOST RIDER: (1st) #18 (hallucination), (2nd) #16-17
 GIANT SIZE SUPER-HEROES: #1
 HERO FOR HIRE: #12
 HOWARD THE DUCK: #1
 INCREDIBLE HULK: 278, 279, 300, 349, 359 (fake) Annual 11
 HUMAN FLY: #1
 INFINITY GAUNTLET: #1-6
 IRON MAN: #234
 KA-ZAR: (1st) #3; (2nd) 20, 22-26





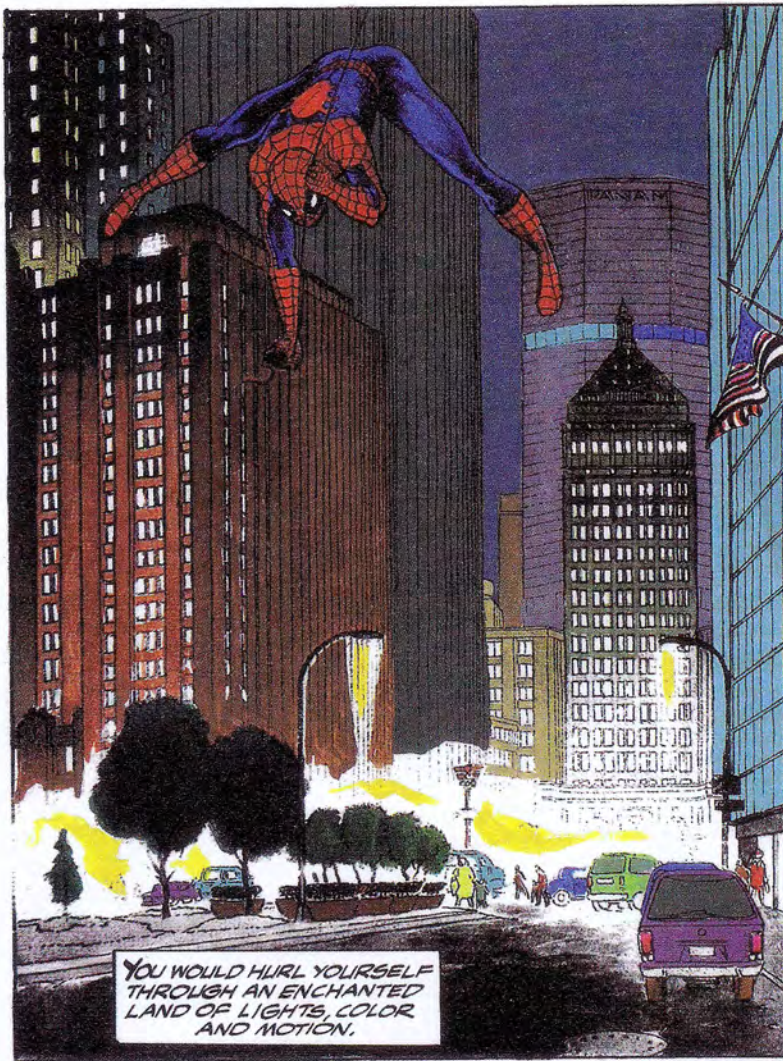
Spider-Man Bibliography

LONGSHOT: #4
 MAN-THING: #22 (hallucination)
 MARVEL COMICS PRESENTS: #39, 48-50, 67
 MARVEL FANFARE: #1-2, 6, 42, 45 (pin-up), 47
 MARVEL GRAPHIC NOVELS: Death of Captain Marvel, Parallel Lives, Spirits of the Earth
 MARVEL SUPER HEROES: (1st series) #14 (2nd series) #3
 MARVEL TALES: All
 MARVEL TEAM-UP: All but #18, 26, 29, 32, 35, 104, 105 (including annuals)
 MARVEL TREASURY: #1, 9, 14, 18, 22, 25, 27-28 (reprints)
 MARVEL TWO-IN-ONE: #17-18, 90, Annual #2
 MOON KNIGHT (3rd series) #3, 19-21, 32-33
 NFL SUPERPRO: #1
 NOVA: #12, 15 (robot)
 POWER PACK: #6, 21, 29
 PUNISHER WAR JOURNAL: #14-15
 QUASAR: #7 (Cosmic powers)
 SECRET WARS I: #1-12
 SECRET WARS II: #2, 7-8
 SHE-HULK: (2nd series) #3, 29
 SILVER SURFER: (1st series) #14
 SLEEPWALKER: #5-6
 SPECTACULAR SPIDER-MAN: All, including annuals
 SPECTACULAR SPIDER-MAN: Magazine #1-2
 SPIDER-MAN: All
 SPIDER-MAN AND HIS AMAZING FRIENDS: #1
 SPIDER-MAN AND WOLVERINE: #1
 SPIDER-MAN SAGA: #1-4
 SPIDER WOMAN: #20, 29
 STRANGE TALES: (1st) #115, 119, Annual #2

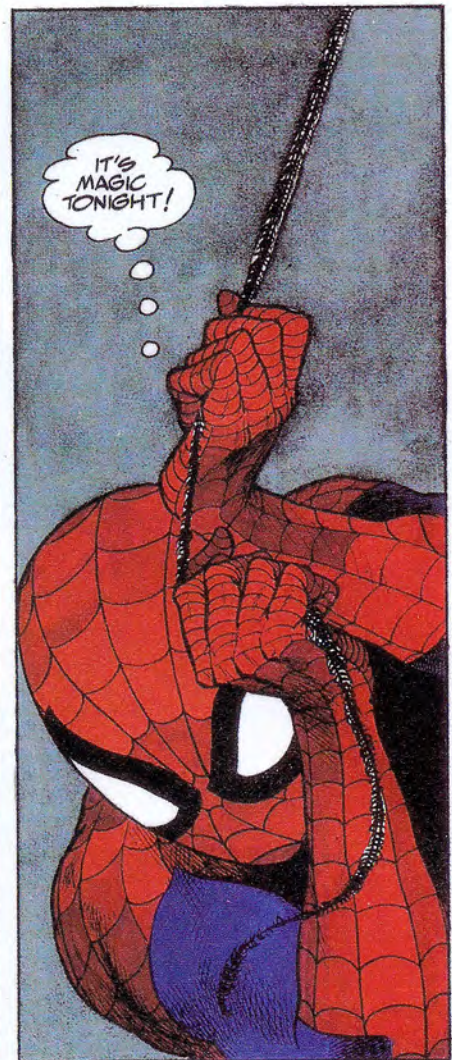


SUB-MARINER: #40, 69
 TALES TO ASTONISH: #57
 THING: #5 (hallucination)
 THOR: #259, 391, 447
 TRANSFORMERS: #3
 VISION AND THE SCARLET WITCH: (2nd series) #11

WEB OF SPIDER-MAN: All, including annuals
 WHAT IF? (1st series) #1, 7, 19, 24, 38, 46; (2nd series) 4, 17, 20-21
 WITHIN OUR REACH CHRISTMAS SPECIAL
 X-MEN: #35 (and reprint #83), 191



YOU WOULD HURL YOURSELF
THROUGH AN ENCHANTED
LAND OF LIGHTS, COLOR
AND MOTION.



IT'S
MAGIC
TONIGHT!



THE CITY LOOKS LIKE
A HUGE TOY JUST WAITING
FOR ME TO WIND IT UP AND
LET IT LOOSE.

DOWN BELOW, THE DRAGONS
OF THE CITY CLING TO THE
EARTH...

BELLOWING UP AT YOU...



The New MARVEL SUPER HEROES™ Adventure: **LANDS OF DR. DOOM™**

Discover our newest MARVEL SUPER HEROES™ campaign set: **Lands of DR. DOOM™**.

Yes, the ruler of Latveria is back! This game product contains the **only** available complete 30-year chronological listing of Dr. Doom's comic book appearances. It's also filled with adventures, maps of his castle, and a complete atlas of

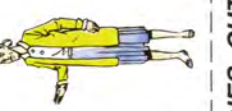
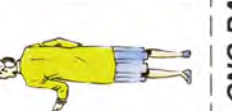
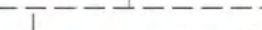
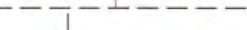
Latveria, Symkaria, and Transia.

This is a must for all FANTASTIC FOUR™ fans! Find **Lands of DR. DOOM** on sale at game, comic, book, and hobby stores everywhere!

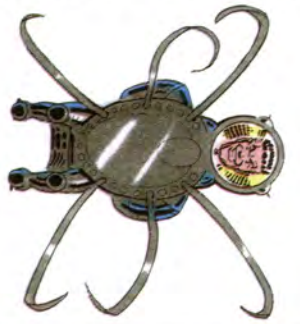


NEW FROM TSR!

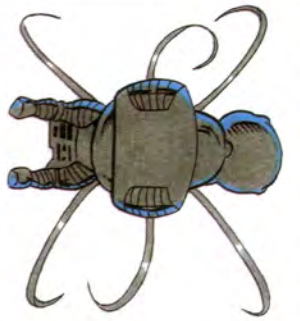

MARVEL SUPER HEROES, all Marvel characters, character names and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. Artwork © 1992 Marvel Entertainment Group, Inc. All Rights Reserved. The TSR logo is a trademark owned by TSR, Inc. © 1992 TSR, Inc. All Rights Reserved.

Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group
Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group
Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group
Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group
Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group
Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group
Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group				Apply Glue Here ™ & © 1992 Marvel Entertainment Group

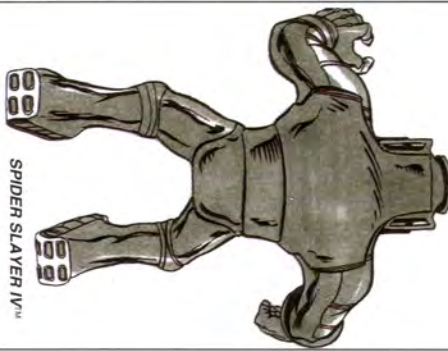
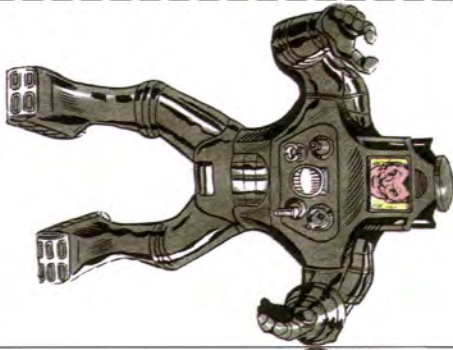
FOLD ALONG SOLID LINES, CUT ALONG DASHED LINES



SPIDER SLAYER I™



Apply Glue Here
™ & © 1992 Marvel
Entertainment Group



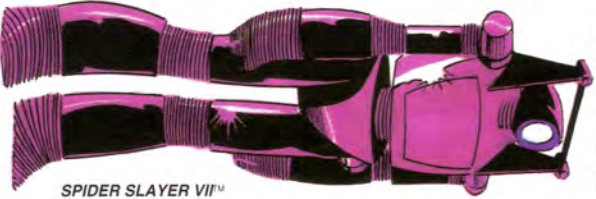
SPIDER SLAYER II™

Apply Glue Here
™ & © 1992 Marvel
Entertainment Group



SPIDER SLAYER III™

Apply Glue Here
™ & © 1992 Marvel
Entertainment Group



SPIDER SLAYER IV™



Apply Glue Here
™ & © 1992 Marvel
Entertainment Group

Apply Glue Here
™ & © 1992 Marvel
Entertainment Group



Apply Glue Here
™ & © 1992 Marvel
Entertainment Group



Apply Glue Here
™ & © 1992 Marvel
Entertainment Group

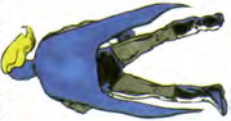
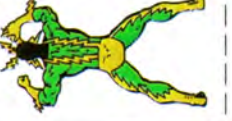


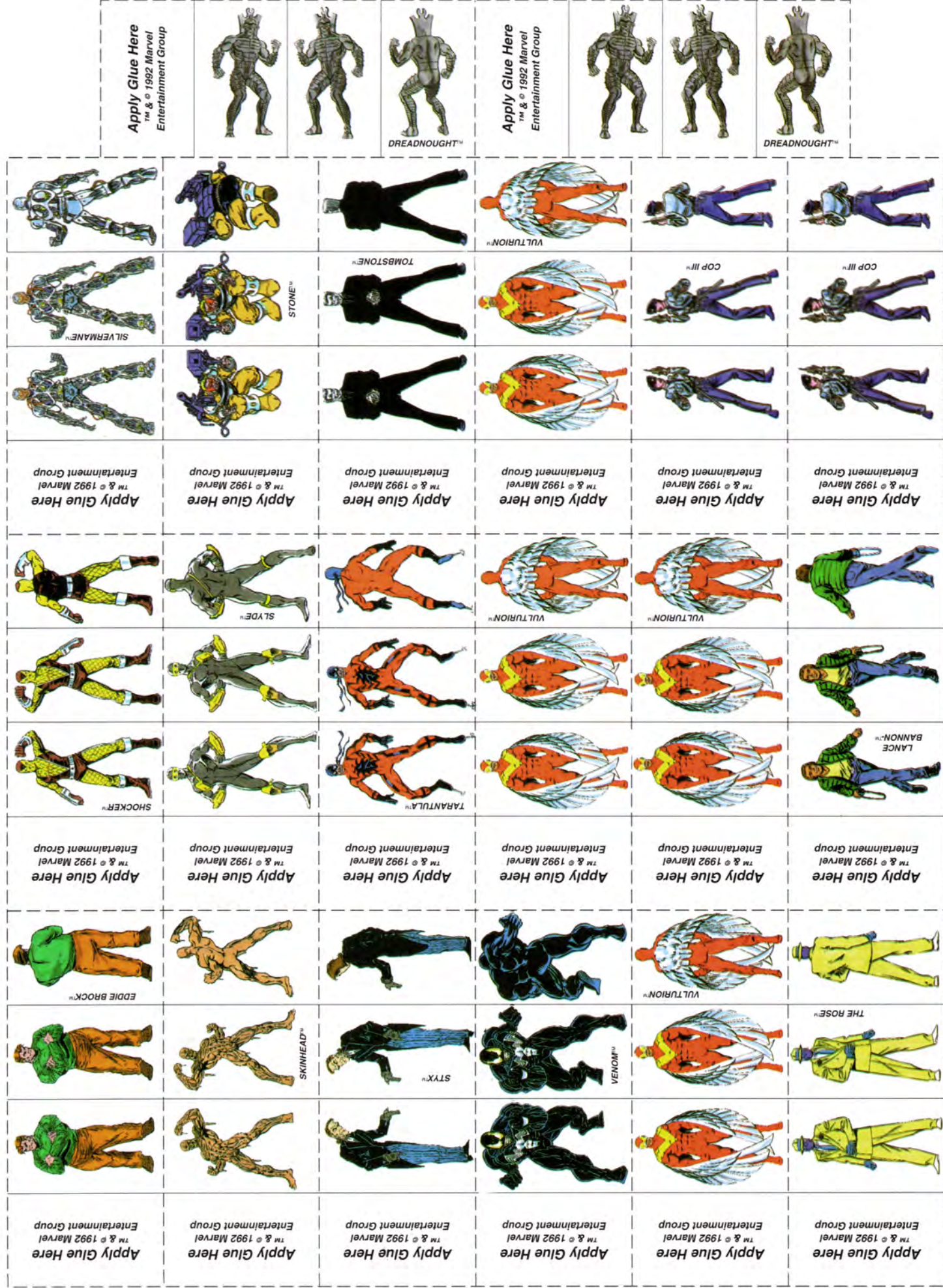
Apply Glue Here
™ & © 1992 Marvel
Entertainment Group



FOLD ALONG SOLID LINES, CUT ALONG DASHED LINES

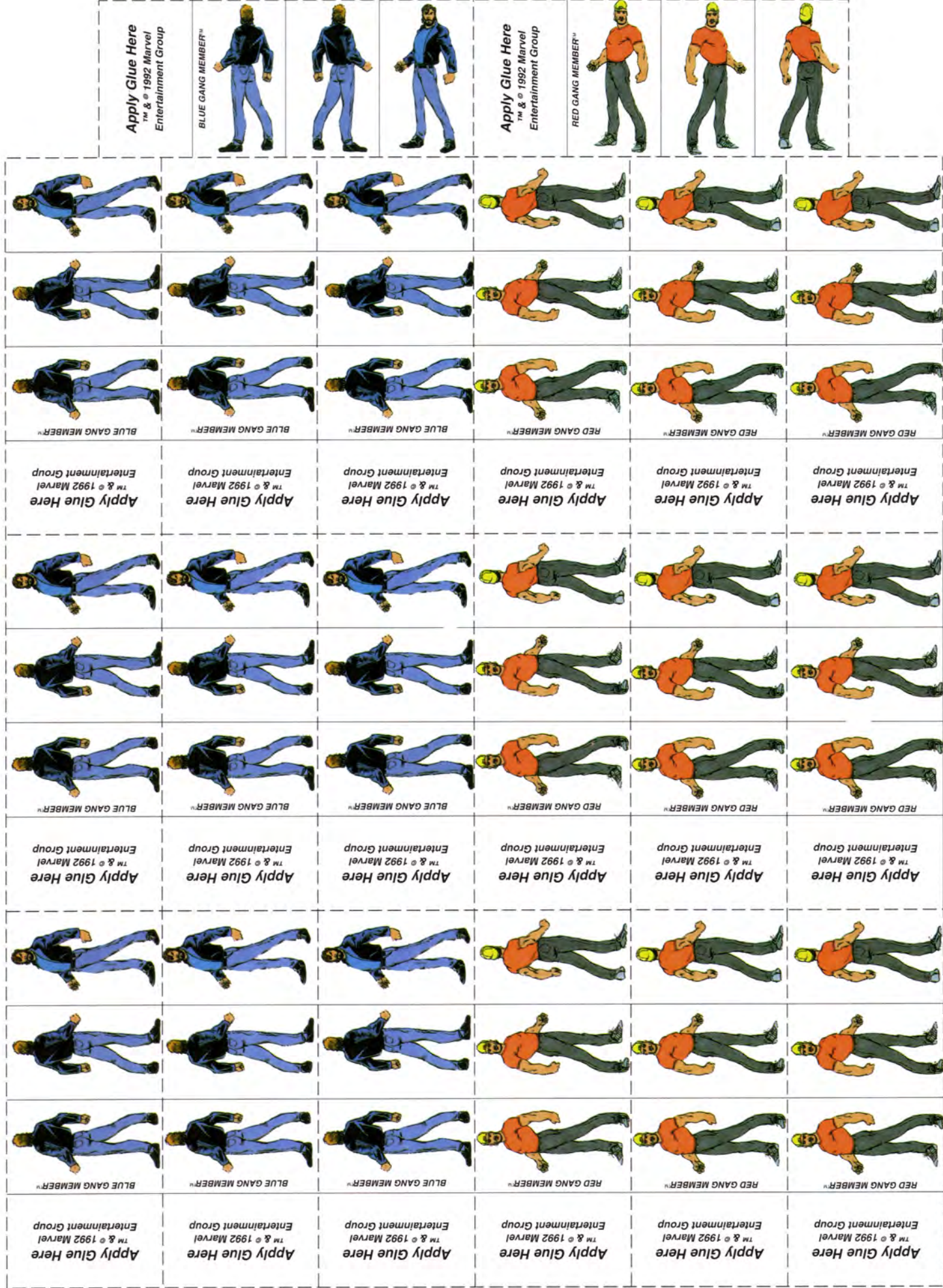
FOLD ALONG SOLID LINES, CUT ALONG DASHED LINES

 BOOMERANG™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 CALYPSO™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 DOC OCTOPUS™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group
 CHAMELEON™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 CHANCE™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 JACKAL™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group
 HAMMERHEAD™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 HYDROMAN™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 MYSTERIO™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group
 KILLER SHRIKE™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 MR. FEAR™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 RHINO™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group
 LIGHT MASTER™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 VULTURE™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 SCORPION™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group
 ELECTRO™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 DREADNOUGHT™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group	 CARNAGE™			Apply Glue Here ™ & © 1992 Marvel Entertainment Group



6907XXX1205

FOLD ALONG SOLID LINES, CUT ALONG DASHED LINES



Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

RED GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

RED GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

RED GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

RED GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

RED GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

RED GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

RED GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

RED GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

RED GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

BLUE GANG MEMBER™

Apply Glue Here
TM & © 1992 Marvel
Entertainment Group

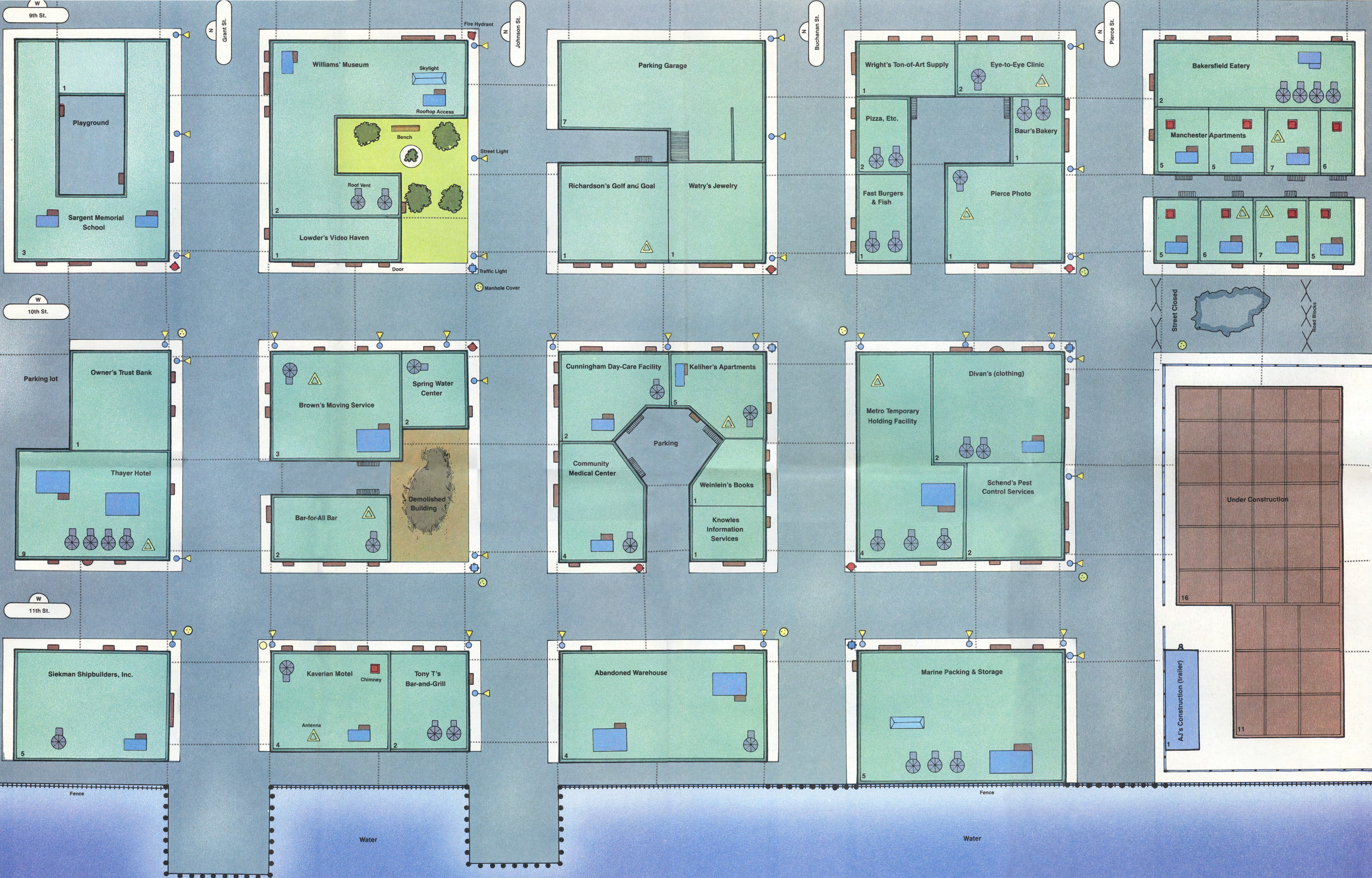
BLUE GANG MEMBER™

FOLD ALONG SOLID LINES, CUT ALONG DASHED LINES

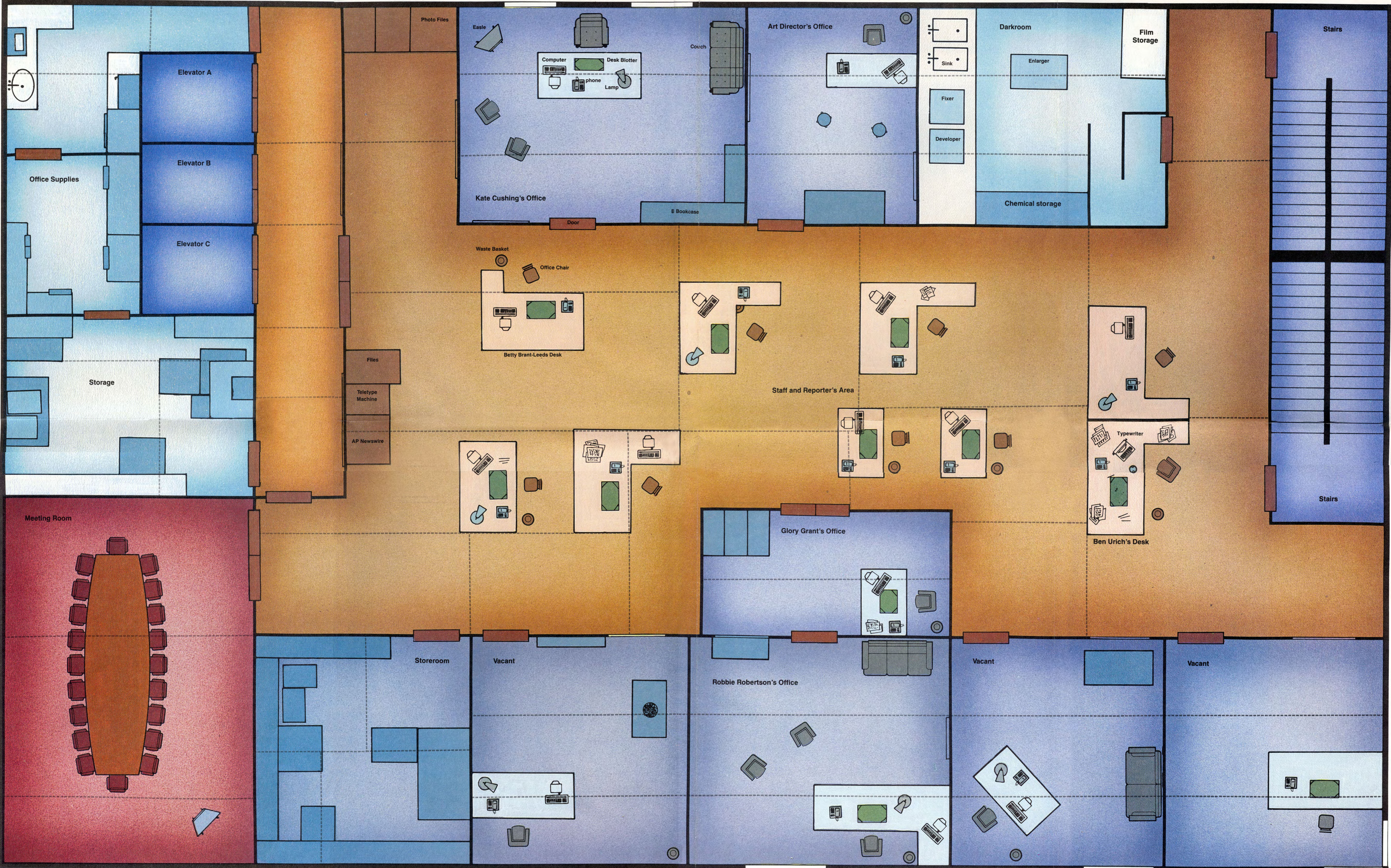
6907XX1206

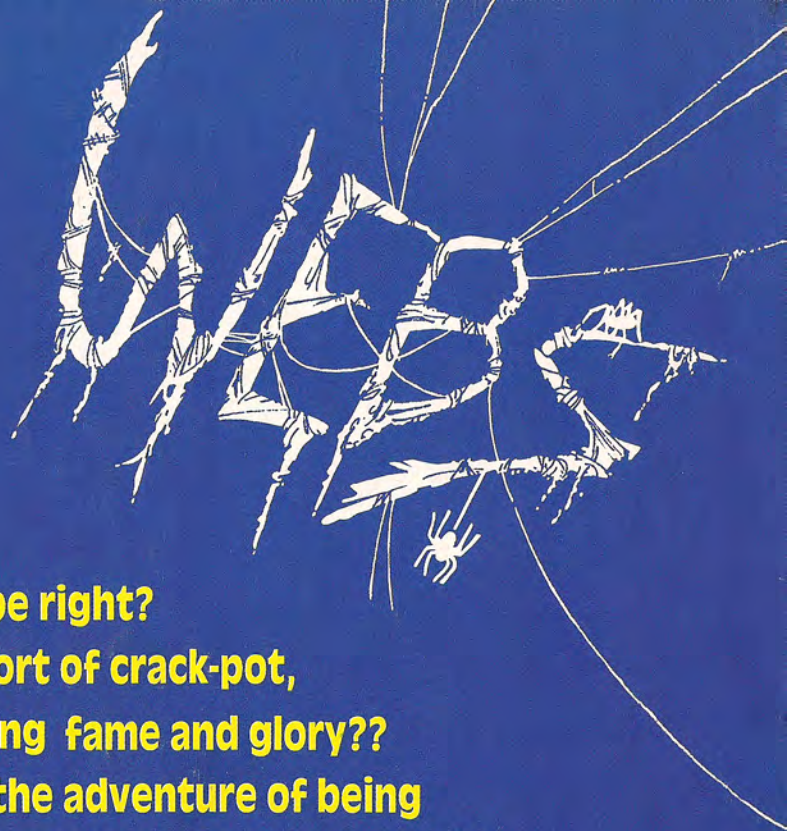


McFARLANE
?



The Daily Bugle City Room, 17th Floor





**"Can they be right?
Am I really some sort of crack-pot,
wasting my time seeking fame and glory??
Am I more interested in the adventure of being
Spider-Man than I am in helping people?? Why do I do it?
Why don't I give the whole thing up? And yet I can't!**

**I must have been given this great power for a reason! No matter how difficult it is,
I must remain as Spider-Man! And I pray that some day the world will understand!"**

Spider-Man from (AMAZING SPIDER-MAN™ #4)

Spider-Man has been one of Marvel Comics' most popular characters for three decades and now, with this sourcebox, you can learn more about the man behind the mask. Inside is all the information needed to incorporate Spider-Man, his friends, and his foes into your MARVEL SUPER HEROES™ game campaign!

- The 32-page Watcher's Chronicle is loaded with anecdotes on the career of SPIDEY™. Everyone from CAPTAIN AMERICA™ to the PUNISHER™ has something to say about ol' web-head. Even jolly J. JONAH JAMESON™ gets in his two cents. You'll also read excerpts from Peter Parker's private journal! Filled with classic and modern Spider-Man art, this book is the ultimate reference to Spidey's life and times.
- WEBS continues with a 64-page Grandmaster™ Log, narrated by the cosmic gamesman himself. Loaded with MARVEL SUPER HEROES game information and statistics, this book is vital to gamers who wish to add Spidey and company to their role-playing campaigns. Also included are scenarios for the arachnid adventurer or your own campaign's heroes.
- A two-sided, full-color mapsheet is also included. One side details the city room of the *Daily Bugle* newspaper, and the other side is a city scene battle map that can be added to the MARVEL SUPER HEROES game's other city mapsheets.
- WEBS also has a full-color Spider-Man poster by Todd McFarlane.
- Six full-color pages of 3-D character fold-ups, including everyone from AUNT MAY™ to the WILL O' THE WISP™, complete this sourcebox. Celebrate Spidey's 30th anniversary with WEBS: THE SPIDER-MAN DOSSIER.

MARVEL SUPER HEROES is a trademark of Marvel Entertainment Group, Inc. All Marvel characters, character names, and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. Copyright ©1992 Marvel Entertainment Group, Inc. All rights reserved. Printed in the U.S.A.

The TSR logo is a trademark owned by TSR, Inc. Copyright ©1992 TSR, Inc. All rights reserved.

ISBN 1-56076-404-X

6907

\$15.00 U.S.
Can. \$18.00
£8.99 U.K.