

MARVEL SUPER HEROES™

Advanced Game Official Accessory

Gamer's Handbook of the MARVEL UNIVERSE™



2016 Character Updates

STATISTICS

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

Health: 140

Karma: 60

Resources: Unknown

Popularity: 0

BACKGROUND

Real Name: Vision

Occupation: Terrorist

Identity: Secret

Legal Status: Robot

Other Known Aliases: Vision

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Mobile

Present Group Affiliation:

Gatherers, previously Avengers

Group Affiliations: Gatherers

KNOWN POWERS

Synthesoid Body: Anti-Vision is made of synthetic and mechanical parts:

- **Life Support:** Anti-Vision is immune to the effects of aging, disease, and toxins; he has no need for food, water, or air.
- **Solar Beams:** He can fire Remarkable heat beams from his eyes or forehead jewel to a range of eight areas.
- **Solar Regeneration:** In sunlight, Anti-Vision regenerates at Amazing rank. He can regain Health points equal to the intensity of solar or laser energy directed at his jewel, up to a maximum 50 points per round.

Density Manipulation—Self: Vision's Unearthly control over his density gives him a wide range of abilities:

- **Body Armor:** At densities above Good (maximum of Unearthly), Vision has Body Armor equal to his density rank. At Incredible or greater, he is -1CS to Fighting and Agility, but uses his density rank as Strength.
- **Disruption:** Vision can disrupt living and nonliving material by inserting his phased hand into a target. Damage inflicted is equal to his density, ignoring any Body Armor.
- **Flight:** At Shift 0 density, Anti-Vision flies at Poor air speed (four areas/round).
- **Phasing:** He can phase through objects at Shift 0 density.



Talents: Unknown; he presumably has Photographic Memory and Repair/Tinkering skills, like his counterpart.

Contacts: Gatherers

ADDITIONAL NOTES:

STATISTICS

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

Health: 60

Karma: 26

Resources: Poor

Popularity: 4

BACKGROUND

Real Name: Samuel Zachery Guthrie

Occupation: Adventurer, peacekeeper, former student, mercenary, miner

Identity: Secret

Legal Status: Citizen of the United States

Other Known Aliases: None

Place of Birth: Guthrie Farmhouse, Cumberland County, Kentucky

Marital Status: Single

Known Relatives: Thomas Zebulon (father, deceased), Lucinda (mother), Lucas Bartholemew (uncle), Paige (Husk, sister), Joshua "Jay" (Icarus, brother, deceased), Joelle (sister), Elizabeth (sister), Melody (Aero, sister), Jebediah (brother), Lewis (brother), two other unnamed siblings, Ray Jr. (adopted brother), Josiah (son)

Base of Operations: Mobile

Present Group Affiliation: Avengers

Group Affiliations: New Mutants, X-Men, X.S.E., Mutant Liberation Front, X-Corporation, X-Force, Hellions, Hellfire Club

KNOWN POWERS

Concussive Blast: Cannonball possesses the ability to bodily generate thermo-chemical energy and release it through his skin. Sam can use the same energy that allows him to fly to attack targets up to 1 area away. This is a Remarkable (30) rank force attack.

Flight: By directing concussive energy behind him, Cannonball flies at up to Excellent (20) airspeed.

Perimeter Field: Sam recently learned to extend his force field to protect everyone in the same area as himself at Amazing (50) rank.



Force Field: As a side effect of forming the thermo-chemical energies over the surface of his body, Cannonball is rendered virtually invulnerable while in flight. Accompanying the release of energy is a half-inch thick energy field that channels the explosion and protects his skin from the direct effects of the blast. When in flight, Cannonball maintains a Monstrous (75) rank force field around himself and anyone he is carrying. He uses this power to make Remarkable (30) ramming attacks without harming himself.

Talents: Leadership, Mining, Science Fiction

Contacts: Firestar, X-Men, X-Force, Avengers, Lila Cheney, Hellions

ADDITIONAL NOTES

STATISTICS:

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

Health: 90

Karma: 20

Resources: GD(10)

Popularity: 0

BACKGROUND:

Real Name: Brock Rumlow

Occupation: Mercenary

Legal Status: Unrevealed

Other Known Aliases: Frag

Identity: Secret

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: Ally of the Red Skull, Skeleton Crew

Present Group Affiliations:

KNOWN POWERS:

None.

Equipment: Crossbones employs a variety of weapons:

Automatic Pistol: He carries this firearm in a holster at his side. It has a range of 3 areas, inflicts 6 points of damage, and holds one clip of ammunition with 14 rounds.

Crossbow Pistol: This weapon is also carried in a side holster. It has a range of 2 areas and causes 4 points of damage.

Throwing Knives: He carries one of these in each boot. Crossbones can throw them or use them in hand-to-hand fighting to inflict 10 points of damage each.

Wrist Blades: Concealed within each of his wrist bands is a switch-blade mechanism. Crossbones can make them flick out into fighting position at a moment's notice. They can only be used in hand-to-hand combat. Each blade inflicts 10 points of damage.

Talents: Crossbones is trained in a number of weapon and fighting skills, including Thrown Weapons, Bows, Guns, Wrestling, and Martial Arts B, C, and E.

Contacts: Crossbones is a henchman of the Red Skull.



ADDITIONAL NOTES:

STATISTICS:

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

Health: 96

Karma: 30

Resources: PR(4)

Popularity: 10

BACKGROUND:

Real Name: Christopher Powell

Occupation: High school student, crimefighter

Legal Status: Citizen of the United States with no criminal record, still a minor

Identity: Secret

Place of Birth: Queens, New York

Marital Status: Single

Known Relatives: Grace Powell (mother), Jason and Jonathan (brothers), Michael Powell (father, deceased)

Base of Operations: Queens, New York

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS:

Alter Ego: Chris Powell has a mystical amulet that allows him to change between his normal form and the Darkhawk at will. In his normal form, Chris has the following stats:

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

Health: 28

Karma: 14

Healing: Darkhawk can heal up to 40 points of lost Health by changing between his human and Darkhawk form. He must spend one complete round in his other form before changing back (e.g., if Darkhawk has been injured, he must spend one round in Chris's form before transforming back to Darkhawk if healing is to occur). Note that this only heals damage to the Darkhawk, not to Chris Powell.

Grappling Hook: The retractable grappling hook in Darkhawk's costume allows him to climb at Excellent speed and can grapple surfaces up to two areas away. Darkhawk fires the hook from the right forearm of his suit with Remarkable accuracy. The hook and cable can grab small objects and entangle larger objects, including people, with a successful Agility FEAT roll using Darkhawk's adjusted Agility for the roll. The hook can



KNIGHT, MISTY

STATISTICS:

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

Health: 46

Karma: 56

Resources: GD(10)

Popularity: 20

BACKGROUND:

Real Name: Misty Knight

Occupation: Private investigator, former policewoman

Legal Status: U.S. citizen with no criminal record

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations: Nightwing Restorations, New York City

Past Group Affiliations: Daughters of the Dragon

Present Group Affiliation:

KNOWN POWERS:

Bionic Arm: Knight's bionic right arm and hand have Incredible rank Strength. Because her Bionic Arm is so much more powerful than her normal body, Knight must take care not to use more Strength than her body can support.

Talents: Knight has Law Enforcement, Marksman, and Guns talents. Her Reason is Incredible as a Detective. She also has considerable skill with Martial Arts A and E.

Contacts: Knight and Colleen Wing frequently ally with Power Man and Iron Fist. Knight also has friends in the NYPD, among them, Tyrone King.

ROLE-PLAYING NOTES:

Private eye Misty Knight is very good at her job. And when her professional curiosity puts her between a rock and a hard place, her right hand can break rocks (no sweat). Knight can get emotional and confused, especially in matters close to her heart. In these circumstances, Knight becomes melancholy and uncommuni-



cative with a tendency to break things. Wing can normally bring Knight out of her shell and force her to take positive action. Their friendship and partnership has brought them closer than sisters.

HISTORY:

Misty Knight was the best marksman in her class at the New York police academy, and graduated at the top of her class. She became a pa-

trolwoman for New York's 12th Precinct. Her friendship with Colleen Wing began when she saved Wing from criminal gunfire in the course of duty. Later, when Knight saw terrorists throw a bomb into a bank, she seized the bomb. But before she could throw the bomb into a safe place, it exploded. Her right arm had to be amputated, and it was replaced with a bionic arm designed at Stark International. Due to her injury, Knight had to retire from active duty as a policewoman and, rather than

STATISTICS:

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

Health: 100

Karma: 70

Resources: GD(10)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Thief, adventurer

Identity: Secret

Legal Status: Wanted by U.S. authorities

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations: U.S. South Central

Past Group Affiliations: X-Men

Present Group Affiliation:

KNOWN POWERS:

Explosive Projectiles: Gambit can take any object that he throws and imbue in it an explosive energy that detonates when the object reaches its target. Energy flows from his hands and eyes into the object before it is thrown. These projectiles cause Remarkable force damage for each object thrown. Gambit's maximum range for his projectiles is two areas.

Emotion Control: Remarkable level Emotion Control. He has to talk to the recipient of this power for it to work.

Talents: Gambit is skilled with throwing all forms of projectiles. He is especially skilled at throwing single playing cards. He also has talents in the areas of Crime (thievery and lock picking) and Acrobatics.

Contacts: Storm, X-Men.



STATISTICS:

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

Health: 36

Karma: 60

Resources: PR(4) (Personal) /
IN(40) (as New Warrior)

Popularity: 5

BACKGROUND:

Real Name: Vance Astrovik

Occupation: Student, adventurer

Legal Status: U.S. Citizen

Identity: Secret, but known to the Thing, the Avengers, and the New Warriors

Other Known Aliases: Marvel Boy

Place of Birth: Saugerties, New York

Marital Status: Single

Known Relatives: Arnold Thomas (father), Mary (mother)

Base of Operations: Taylor Foundation Penthouse, New York City

Past Group Affiliations: New Warriors

Present Group Affiliations:

KNOWN POWERS:

Telekinesis: Marvel Boy is a mutant whose telekinetic powers have just begun to develop. At this point his Power Rank is Incredible and he can do the following Power Stunts:

- Levitation: Good speed
- Psychokinetic blasts: one-area range blasts that inflict up to Incredible Force damage.

Force Field: field in front of himself or another person that provides Incredible protection against physical and energy attacks.

- Manipulate objects with Incredible Strength

Marvel Boy can increase his Power Rank up to Monstrous, at the cost of one Health point per column shift every round he does this. If he increases his Power Rank to Monstrous, he must also make an Endurance FEAT roll on the Stun column. He can use more than one Power Stunt per round, at Incredible rank, but at the cost of one Health point for



every extra power used each round.

Talents: Vance's Reason is Excellent when dealing with computers and any matter associated with space exploration/sciences. He has studied the exploits of super heroes and villains, and he has Excellent knowledge in this field.

Contacts: Vance could probably ask for aid from Captain America or the Thing. Vance is currently a member of the New Warriors.

ADDITIONAL NOTES:

STATISTICS

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

Health: 80

Karma: 70

Resources: MONSTROUS (75)

Popularity: 0

BACKGROUND

Real Name: Unrevealed
 (possibly Dane Whitman)

Occupation: Seeker of vengeance

Identity: Secret

Legal Status: American

Other Known Aliases: Black Knight,
 Josin Proctor

Place of Birth: Unrevealed

Marital Status: Married (alleged)

Known Relatives: Sersi (possibly of
 alternative Earht, alleged wife)

Base of Operations: Mobile

Present Group Affiliation:

Gatherers, previously Avengers

Group Affiliations: Gatherers

KNOWN POWERS

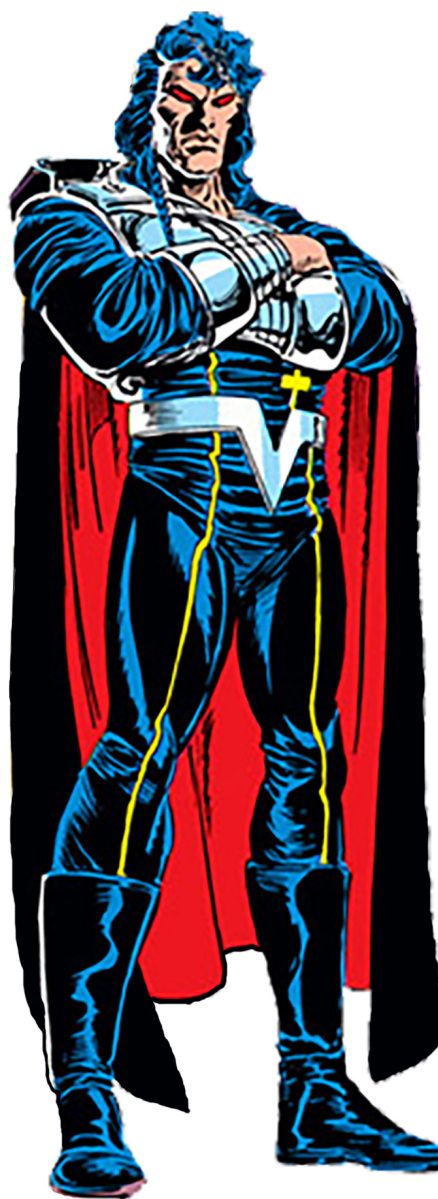
Hybrid Physiology: A combination of the Gann Josin bond and submission to his own curse of the Ebony Blade transformed Proctor in unknown being similar to an Eternal.

Chemical Control: Proctor has the Remarkable (30) ability to "realign chemical imbalances within the brain" of people from alternate time-lines. Due to inconsistencies in who needs this treatment and how it is used, this may be nothing more than a panacea used by Proctor to manipulate his Gatherers, and his "realignment" a simple disguise for his mental manipulation of a pawn.

Energy Bolts: Proctor can project Amazing (50) rank Energy or Force bolts through his eyes and hands.

Neural Disruption: With a touch, Proctor can inflict Amazing (50) rank damage directly into a being's nervous system. Only artificial and independent armors (like Iron Man's armor or even the Black Knight's light chain mail) and any defenses against mental attacks serve to protect from the effects of this power.

Body Armor: Proctor has Incredible (40) Resistance to energy attacks and Remarkable (30) resistance to physical and Force attacks.



Psionics: Psionics: Proctor exhibits a wide variety of advanced psionic powers, including the following:

- Mental Control: Proctor can control the minds of living beings with Excellent (20) rank ability.

- Telepathy: Proctor has an Excellent (20) rank ability to read thoughts and memories, though he has Shift 0 range and must be in physical contact with a target to use this ability.

- Telepathic Rapport: Proctor shares a Good (10) rank telepathic rapport with Cassandra. None of the other Gatherers are aware of this link.

Proctor uses this link to communicate hidden agendas to Cassandra which she reinforces during a Gathering without exposing any of Proctor's hidden plans.

Talents: Proctor is an expert in the use of highly advanced technology of unknown origin. This includes Genetics, Physics, and Repair/Tinkering. He possibly retains the Weapons Specialist skill (Sword; +2CS).

Contacts: Gatherers

ADDITIONAL NOTES:.

STATISTICS

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

Health: 56

Karma: 32

Resources: EX (20)

Popularity: -10

BACKGROUND

Real Name: Sinthea Schmidt

Occupation: Terrorist

Identity: Secret

Legal Status: U.S. citizen with a criminal record

Other Known Aliases: Unknown

Place of Birth: Unknown

Marital Status: Single

Known Relatives: Red Skull (father)

Base of Operations: Mobile

Present Group Affiliation: Hydra

Group Affiliations: DOA, Sisters of Sin, the Worthy, ally of the Red Skull and Crossbones.

KNOWN POWERS

Talents: Being trained by her father, Sin has received training in a variety of Martial Arts and weapons skills. She is also highly proficient in fire-arms and explosives.

Contacts: Crossbones, Red Skull, Hydra, Sisters of Sin

ADDITIONAL NOTES:



STATISTICS

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

Health: 46

Karma: 22

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Theresa Cassidy

Occupation: Adventurer

Identity: Secret

Legal Status: Citizen of Ireland

Other Known Aliases: Morrigan, Banshee,

Place of Birth: Cassidy Keep,, Castle Mayo, Ireland

Marital Status: Single

Known Relatives: Liam Cassidy (paternal ancestor, deceased); Patrick Rourke (maternal grandfather, deceased); Sean Cassidy (Banshee) (father,); Maeve Rourke Cassidy (mother, deceased); Thomas Cassidy (Black Tom) (cousin); Sean Madrox ("son", deceased)

Base of Operations: New York

Present Group Affiliation: None

Group Affiliations: X-Factor Investigations, X-Corporation, Muir Island X-Men, Fallen Angels, ally of Black Tom & Juggernaut, X-Force

KNOWN POWERS

Sound Generation: Theresa is a second generation mutant and possesses sonic acoustic powers similar to those of her father. Amazing (50) intensity sonic screams grant Siryn the following abilities:

- Create a sonic force field that deflects physical and energy attacks against her only with Amazing (50) ability.
- She can create illusory creatures of "living sound" with no greater than Excellent (20) Fighting, Agility, Strength, and Endurance. As long as she maintains her voice, these creatures exist and follow her commands.
- Siryn cannot be hurt by her own sonics (assume at least Amazing protection against sonic forms.)

Sonic Scream: Disruption that causes Amazing (50) damage to nonliving material. This can also be used as an Incredible (40) Intensity stunning attack to a single target, or a Remarkable (30) stunning attack to all targets within 1 area.



Flight: Siryn can use the sonic vibrations of her scream as a carrier wave. She is considered to have Flight at Poor (4) airspeed.

Sonar: She can use her sonic powers as a form of sonar. By sending out a precise, pure note and listening to the returning, altered wavefront of the note, she can evaluate her surroundings in total darkness with varying degrees of resolution. Amazing (50) rank.

Talents: Leadership, Student.

Contacts: Siryn was a member of X-Force and later X-Factor Investigations, where she was especially close to Jamie Madrox. Her father is Sean Cassidy and her uncle is Black Tom (they remain on good terms.) Siryn was also a member of the Fallen Angels. She has adventured with Deadpool in the past.

ADDITIONAL NOTES:.

STATISTICS

F RM (30)
A IN (40)
S AM (50)
E MN (75)
R TY (6)
I GD (10)
P TY (10)

Health: 195

Karma: 26

Resources: Unknown

Popularity: 0

BACKGROUND

Real Name: Unknown

Occupation: Member of Gatherers

Identity: Unknown

Legal Status: Unknown

Other Known Aliases: Unknown

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: Unknown

Base of Operations: Mobile

Present Group Affiliation: Gatherers

Group Affiliations: Unknown

KNOWN POWERS

Bestial appearance: Sloth appears to permanently be transformed into a large, brown-furred creature nine feet in height, though he always slouches under a metallic harness, bringing his height to about seven feet. (Consider Sloth's appearance as linked, permanent versions of the Shapechange and Size alteration-Growth powers.) Sloth is superhumanly strong and tough, able to easily hold his own against the likes of Hercules or Thor

Claws: Sloth's inhuman form grants him Incredible (40) material strength foot and hand claws that, when coupled with his strength, can inflict up to his maximum of Incredible (40) Edged Attacks damage.

Talents: Unknown

Contacts: Gatherers

ADDITIONAL NOTES:



STATISTICS

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

Health: 86

Karma: 26

Resources: EX (20)

Popularity: 25

BACKGROUND

Real Name: Monica Rambeau

Occupation: Adventurer

Identity: Secret

Legal Status: U.S. Citizen

Other Known Aliases: Daystar, Captain Marvel, Photon, Pulsar,

Place of Birth: New Orleans, Louisiana

Marital Status: Single

Known Relatives: Frank, Maria (parents)

Base of Operations: Gem Theater, Manhattan, New York City

Present Group Affiliation: Ultimates

Group Affiliations: Avengers, Divas, Nextwave, New Orleans Harbor Patrol

KNOWN POWERS

Body Transformation: Energy: Due to bombardment by extra-dimensional energies, Monica can transform herself into any form of energy within the electromagnetic spectrum, including visible light, cosmic radiation, gamma rays, X-rays, ultraviolet and infrared radiation, neutrinos, and microwaves and radio waves. She may perform a number of Power stunts at up to Unearthly ability with these transformations, including:

- Light of Unearthly Intensity
- Invisibility of Unearthly rank
- Projection of intangible illusions of herself
- Transmitting radio messages without a set
- Overloading sensor devices with Unearthly ability
- Passing through objects as X-rays with Unearthly ability (may be blocked by force fields) While in energy form Spectrum may not be harmed by physical attacks, but may be hurt by magical attacks, psionic attacks, and energy attacks of the same type as her current energy state. She may shift energy states at will.



Flight: While in her energy state, Spectrum may travel at Class 3000 (near light) speeds. She may move up to 50 areas in a round, but attacking still takes a round.

Energy Attacks: When in an energy state, Spectrum may project a concentrated blast of Force or Energy of up to *Monstrous strength*.

Talents: Boating, Criminology, Leadership, Law Enforcement, Maritime Law, Maritime Navigation, Marksmanship (pistol), Martial Arts A, B, and E, Multilingual (English, French, Portuguese, and Spanish).

Contacts: Monica Rambeau is a former member of the New Orleans Harbor Patrol. She gained her Powers when rescuing physicist Andre LeClaire, and is a current member of the Ultimates. She is a former member of Nextwave and former leader of the Avengers.

ADDITIONAL NOTES:

STATISTICS

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

Health: 130

Karma: 40

Resources: RM (30)

Popularity: 20

BACKGROUND

Real Name: Dr. Walter Newell

Occupation: Oceanographer, explorer, adventurer

Legal Status: U.S. citizen

Identity: Publicly known

Place of Birth: Gloucester, Massachusetts

Marital Status: Married

Known Relatives: Diane Arliss Newell (wife)

Base of Operations: Hydro-Base

Past Group Affiliations: Ally of the Thing and the Avengers

Present Group Affiliation:

KNOWN POWERS

All powers are derived from his Stingray armor. His normal Abilities are:

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

Armor: Excellent protection from energy attacks, Remarkable protection against physical attacks (including depth pressure), and Amazing protection against heat, cold, and electricity

Electricity: Incredible Intensity blasts at a maximum range of 1 area. Targets failing an Endurance FEAT fall unconscious 1-10 hours

Gliding: Poor air speed at a maximum altitude of 100 feet

Hyper-Swimming: Good waterspeed

Waterbreathing: Artificial gills extract fresh oxygen from seawater

Talents: Remarkable reason in the fields of oceanography, oceanic archeology, ichthyology, and cetology. Incredible Reason in the field of adapting humans to undersea life.

Contacts: The Avengers (except Iron Man), the Thing



ADDITIONAL NOTES:

ROLE-PLAYING NOTES

Dr. Newell is primarily a marine scientist. Superheroics are sidelines that conveniently allow him greater access to the ocean's secrets. However, if he discovers injustices connected to the ocean or its inhabitants, he is driven to set things right.