

MARVEL SUPER HEROES™

AVENGERS™ Assembled!

By Bruce Nesmith



The greatest collection of heroes, ever, announced by their famous battle cry:
AVENGERS ASSEMBLE!



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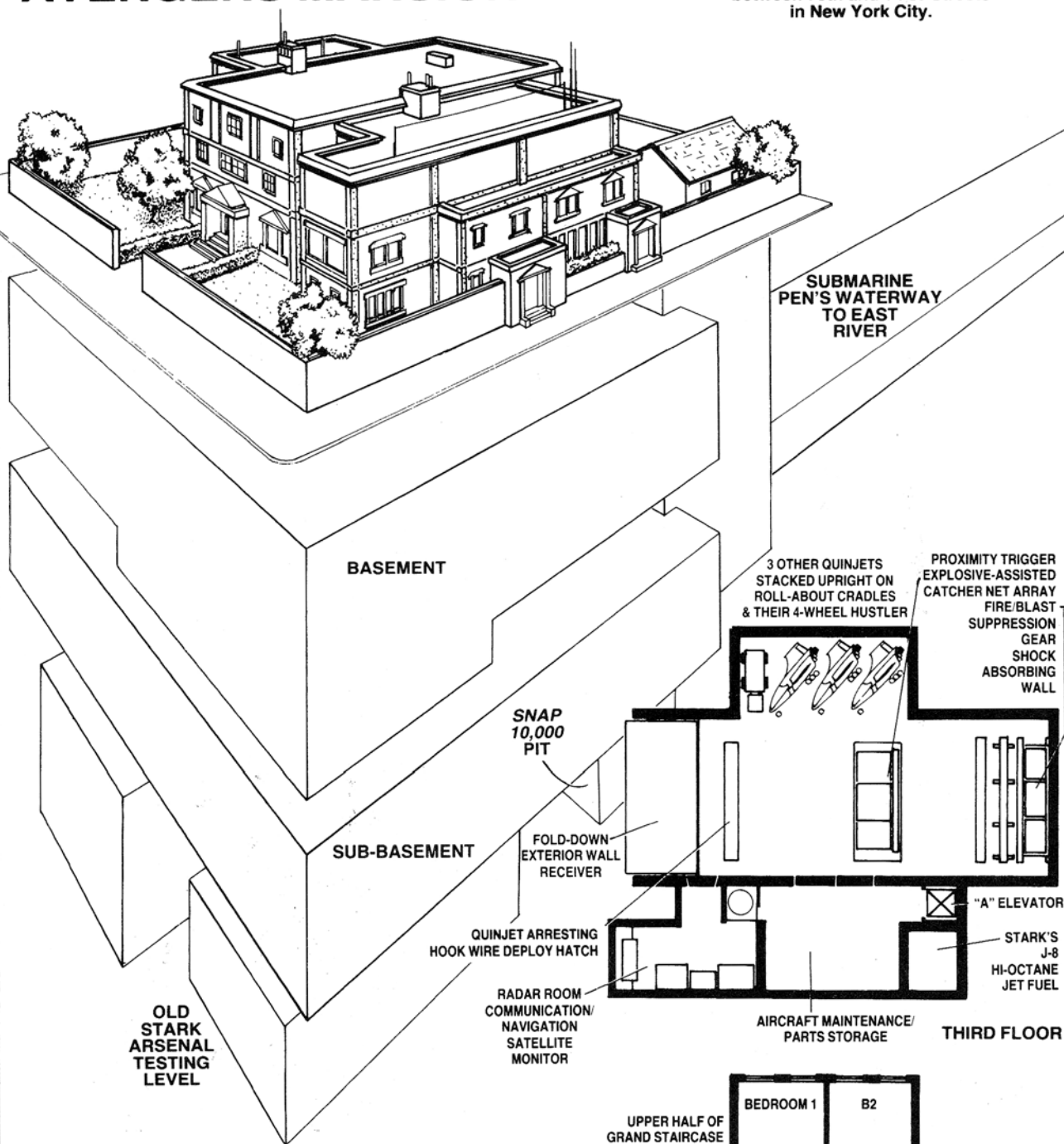
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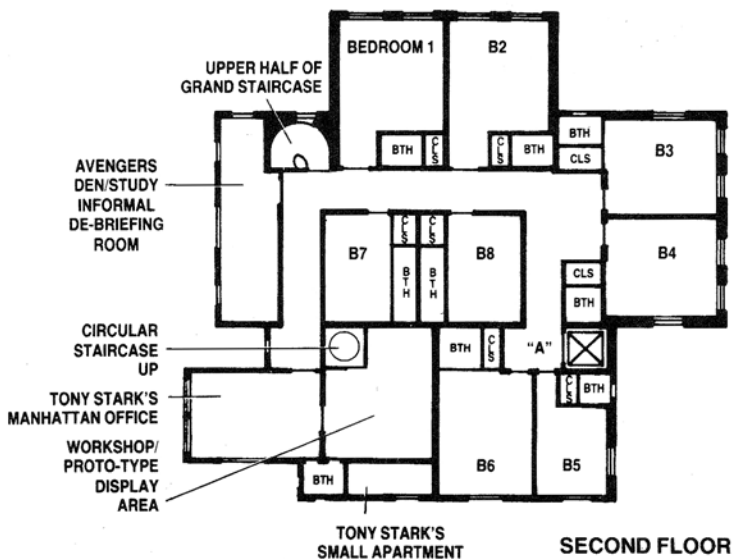
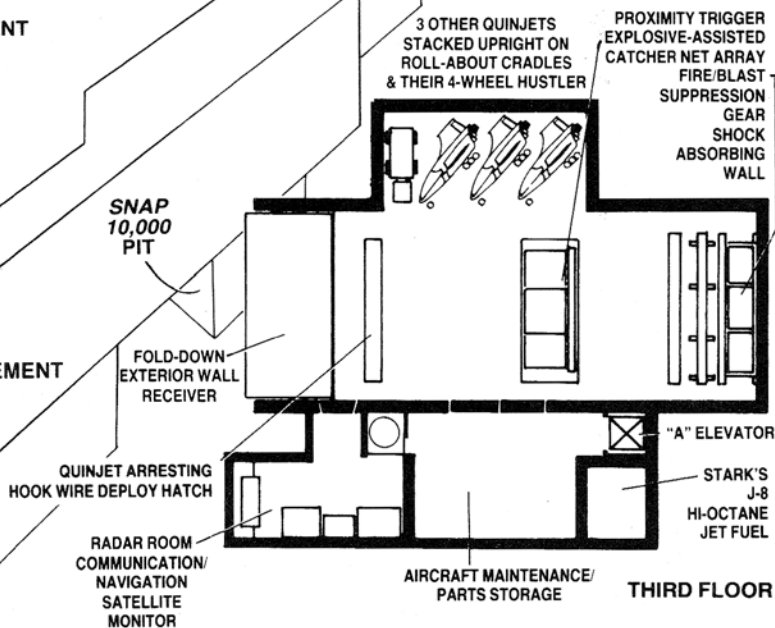
AVENGERS MANSION

Located at 721 Fifth Avenue
between 70th and 71st Streets
in New York City.



The Avengers Mansion is an eclectic, three-story building. The original structure on the site, built in 1932 by Howard Stark, utilized the then-unusual steel-reinforced concrete technique. The additions have been carefully wedged to this to provide the most flexible use of existing equipment support. The below-ground additions have been carried out in relative secrecy.

The Mansion has been extensively remodeled several times, including being moved 35 feet back from the Fifth Avenue property line (to allow for a new hydraulic elevator system, which was needed to allow further construction below ground).



0 25 50 75 100

"CLS" = CLOSET
"BTH" = BATHROOM

How to use AVENGERS ASSEMBLED!



This book contains descriptions of all the heroes who have graced the vaunted roster of the mighty Avengers. You can use the MARVEL SUPER HEROES™ game rules to relive your favorite Avengers comic, or you can create your own new adventures for the Avengers.

After this introduction, you'll learn about the Avengers Mansion, and you'll be introduced to S.H.I.E.L.D. and Nick Fury. Following that, on pages 6-21, are game descriptions of the past and present members of the New York-based Avengers.

And, just so you don't think we're one-sided or anything, we've also included descriptions of several of the villains that the Avengers have struggled with over the years — real creeps like Ultron and Kang the Conqueror — plus some other interesting people and things. That section is on pages 22-32.

These descriptions are designed so you can use the information when you play a MARVEL SUPER HEROES game adventure. We don't go into a lot of stuff about why a hero acts like he does, or who his favorite singer is. That's all covered in

glorious detail in the 15 mighty MARVEL UNIVERSE comic books. If you use those comics together with this booklet, you'll be all set to play a hero right down to his fingernails!

We've got 54 different heroes, villains, and other characters in this book, but each description has a few things in common. All of the information in a description is given in this order:

HERO'S NAME; Status
Real name (if known); Title or job
Origin or classification
Ability ranks
Variable abilities
Powers and talents
Equipment/possessions
Important people
Background
Personality

A hero's *name* is his handle in public, such as Captain America.

A hero's *status* denotes if the hero is inactive, dead, or changed in some way. A changed hero may have altered his name

or his powers at one point. This means the hero doesn't really exist any more, even though the person may still be alive.

A hero's *real name* is his given name; for instance, Captain America's real name is Steve Rogers.

A hero's *title or job* refers to where the hero stands in the universe, or what he does when he's not mopping up bad guys. Thor, for example, is a prince; Steve Rogers is an illustrator.

Origin or classification refers to what the hero is and how he got his powers. Heroes (and villains) can be hi-tech wonders, altered humans, mutants, robots, or aliens.

If a hero or villain is immortal or is a god, that's also listed as part of his origin. A hero who is a god has motives and responsibilities that are sometimes beyond human understanding. For example, Thor, who is the god of thunder, has a lot to do with storms. His whole being is wrapped up in that form of nature.

A hero who is immortal really has a good thing going. In game terms, an immortal hero cannot die unless a major portion of his body's molecules are scattered. In a

normal battle, an immortal hero's Endurance may reach Feeble, but then the hero mysteriously begins to recover, even if he's had no medical attention. Hercules is an example of a hero who is immortal.

Definitions of a hero's *ability ranks* and *variable abilities* are given in the MARVEL SUPER HEROES Game Battle Book.

The *powers and talents* of each hero and villain are interpreted so that they conform as much as possible with the expla-

nations in the MARVEL SUPER HEROES Game Campaign Book. If you're not sure how a power or talent works, look it up in the rules. Powers and talents that don't quite "fit" with the rules are explained as completely as possible.

Some heroes have special *equipment* or *possessions* that are explained in relation to the MARVEL SUPER HEROES game.

Important people are a hero's best friends, worst enemies, or relatives (if

any). These are people who could affect a hero's adventures in some way.

A brief *background* is given for most heroes and villains. If Captain America comes up against Ultron, it may help you to know that these two have tangled more than once before!

Notes on *personality* have been included for a few heroes and villains. These notes will help you to do a better job of role-playing the character.

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The AVENGERS™ Mansion

The Avengers Mansion, located in New York City, is the headquarters of the mighty Avengers. The inside booklet cover contains maps of the mansion.

The mansion has undergone several changes and improvements since it was built in 1932 by Howard Stark. The Maria Stark foundation, which funds the Avengers, has made many contributions to the mansion. The Starks' son Tony has supervised several of the additions himself.

Defenses

The 12-foot-high walls that surround the mansion are made of TANK-PRUF, a material of Monstrous strength. Dozens of intruder detection devices, many of them weight-sensitive, dot the lush lawn that rings the mansion.

The mansion doors are also booby-trapped. Anyone who opens one without having the proper clearance is restrained by six 12-foot-long, steel alloy tentacles of Amazing strength. Anyone who illegally enters the mansion sets off the alarm system, which rings all over the mansion.

Despite these defenses, the Avengers maintain an open-door policy. A visitor can easily get inside the mansion, if he uses only the main entrance and if somebody lets him in. Besides, the Avengers themselves are the mansion's best defense. Most of the other stuff is there to stop the overly curious.

Mansion Grounds

Aside from the booby-traps, these are pretty much your standard mansion grounds. The garage at the rear of the mansion, however, isn't really a garage. It's actually a hydraulic elevator that can lift up to 150 tons at once. The elevator goes to the basement and sub-basement levels, and can only be operated from inside the mansion.

Ground Floor

This floor of the mansion looks pretty normal, too. It includes a library, gallery, conference room, dining hall, and kitchen. Jarvis, the Avengers' butler, has his quarters on this floor. The Avengers hold informal meetings on this floor.

The ceiling, floor, and walls here are made of reinforced concrete, a material of Remarkable strength. The strength of the doors and windows is Excellent.

Two elevators open onto this floor. The "A" elevator leads to all floors in the mansion, while the "B" elevator leads only to

those levels beneath the ground floor. Each of these elevators can lift up to 10 tons.

Second Floor

Bedrooms and guest rooms take up most of this floor; the den and the study are here as well. The walls and floor are made of the same Remarkable strength reinforced concrete that's used on the ground floor. The ceiling, however, is made from material of Incredible strength. The bullet-proof windows are made from Excellent strength material; all of them are hooked up to the alarm system.

Third Floor

This floor is a landing deck for the Avengers' quinjets, three of which can be stored here. Fuel and repair equipment for the quinjets is also kept here. A radar room, which features a communication/navigation satellite monitor, lies in the southwest corner of the floor.

The ceiling, floor, and walls here are all made of Incredible strength material. The third-floor windows that you see from the outside of the mansion are painted images; there are no windows on this floor.

Quinjet

Body	Speed	Control
Good	Amaz	Rema

Basement

All work and no play makes Avengers dull heroes — so, half of this floor is for fun and games, and half for official business.

The north side of the basement includes a gymnasium, running track, sauna, whirlpool, swimming pool, sun deck, and game room. The south side includes a combat simulation room, operating theater, and pathology laboratory.

The main computer system in the sub-basement controls the combat simulation room, which is capable of producing obstacles and weapons of up to Remarkable strengths, weights, and damages. Any damage caused by a fired weapon in this room is only temporary. A hero who takes such damage here recovers Health points every hour instead of every day. However, if a hero takes damage from a thrown item or from physical blows while in the combat simulation room, treat the damage and recovery as normal.

The operating theater has a host of medical equipment that can help save lives and speed up recovery. One of the machines is the revitalizer. A dying hero who's hooked up to the revitalizer recovers one Endurance rank per day instead of

one per week. While a hero is under the revitalizer, he can make Endurance FEAT rolls at four ranks higher than normal (up to a maximum of Shift X, not Class 1000). If someone is already dead, however, the revitalizer won't help.

To properly operate any of this equipment, a hero must have a Reason rank of Good or better. He also must make a Reason FEAT roll. Anyone who has medical skill, however (such as Henry Pym or Donald Blake), can use the equipment automatically.

The ceiling, floor, and walls of the basement are made of Incredible strength material. The outer walls are made of a Monstrous strength material, and are connected to the alarm system. The rest of the basement is not connected to that system, however.

Sub-basement

This floor is the true heart of the mansion. All of the equipment for running the mansion is located here.

A miniature nuclear reactor power generator housed on this level provides power for the mansion. A back-up power supply of several high-density batteries, as well as a conventional electrical generator, are also kept here.

Most of this level is taken up by the Avengers' computer, which is one of the world's fastest. This level also features an electronics laboratory, specially designed for robotics testing.

The ceiling, floor, and inner walls are made of an Incredible strength material. The outer walls are made of a special, Monstrous strength material.

An ultra-secure assembly room stands near the center of this level. This room is made of Unearthly strength material. It has a separate air supply that can last up to one day, if the room is cut off from the outside for any reason. Various electrical leads and conduits, which provide access to the main computer and other systems, lead into this room.

Submarine Pen Level

This is the lowest level of the Avengers Mansion. The submarine kept here is a standard model; it has no special equipment on board, although some could easily be added.

Also on this level is an entrance to the old Stark Arsenal Testing rooms. Since Arsenal and its computer master have been destroyed, these testing rooms are closed off.

The ceiling, floor, and walls here are made of the same materials as in the sub-basement.

S.H.I.E.L.D.

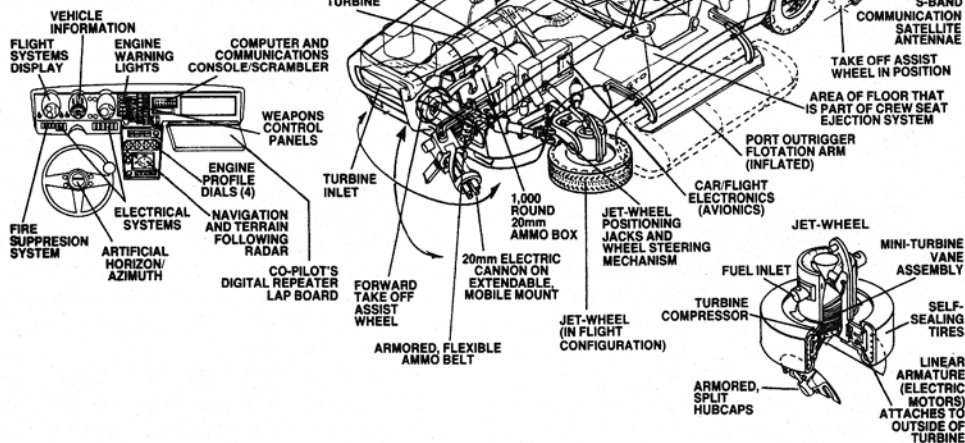
The Avengers have strong ties to S.H.I.E.L.D. (Supreme Headquarters International Espionage Law-enforcement Division) and have worked with this organization on many cases. Nick Fury, the leader of S.H.I.E.L.D., is a personal friend of several of the Avengers, especially Captain America.

One of S.H.I.E.L.D.'s responsibilities is to protect high-level officials and research laboratories and other institutions from super-powered villains. The organization frequently calls on the Avengers to help on particularly tough cases. Some of the real toughies have involved battles against A.I.M. and HYDRA, two subversive groups of normal humans who want to control the world. Both of these groups use sophisticated technology; they also occasionally employ super-powered agents.

S.H.I.E.L.D. has access to highly sophisticated technology. Stane International supplies the organization with most of its equipment. Much of the S.H.I.E.L.D. equipment listed here is available to the Avengers in special situations. As you play adventures using the MARVEL SUPER HEROES game, try to keep in mind that these two organizations will work closely with each other in many instances.

S.H.I.E.L.D. FLYING CAR

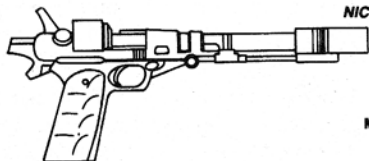
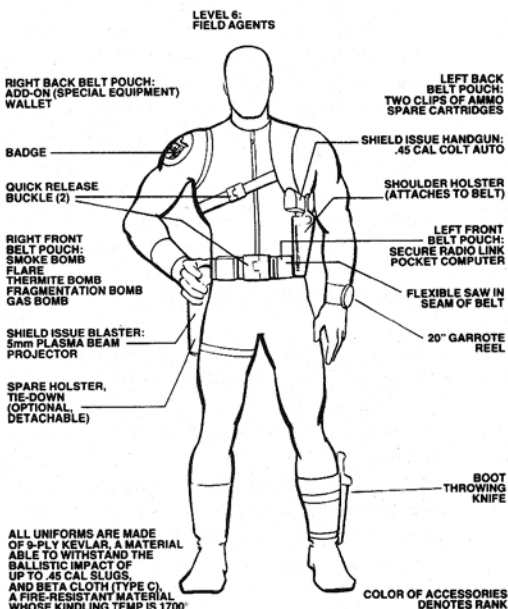
The "flying car" is S.H.I.E.L.D.'s main transportation vehicle and is capable of both land and air high-performance maneuvering. The car is armored with 1-inch foamed alloy over the entire body, the windows are made of 1-inch, bullet-proof Lexan. The car is armed with one 20mm electric cannon, one 30mm radar guided, anti-missile cannon, 4 air-to-air missiles. The car's electric power is turbine generated. The jet-wheels are mini-jet turbines surrounded by a linear armature, electric motor. The 4 electric motors are able to achieve a total of 500 horsepower, giving the car a top speed of 185 m.p.h.. Computer-aided independent steering allows turning without banking at speeds of 130 m.p.h. To make the transition from ground travel to powered flight, the take-off assist wheels lift the car's body off the ground, and the jet-wheel positioning jacks move the jet-wheels out and downward. The jet-wheels then ignite and provide lift. The flying car can hover at 0 m.p.h.. It has a maximum speed of 380 m.p.h., a maximum flight radius of 250 miles, and a service ceiling of 9,000 feet. The car is equipped with various electronic intelligence, communications, and reconnaissance gear. It is fully immovable, and its crew can remain underwater for 5 hours on battery power.



SHIELD GUNS

S.H.I.E.L.D. UNIFORMS

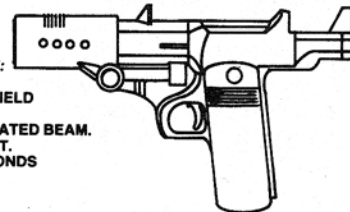
S.H.I.E.L.D. operatives wear distinctive uniforms designating rank. These uniforms are required dress at all S.H.I.E.L.D. headquarters for all operatives (except for Level-1 directors and specially authorized technician class specialists) and at official public functions and overt field maneuvers. Agents involved in covert field operations are expected to dress in plainclothes. Agents involved in paramilitary operations may wear special commando paraphernalia over their regular uniforms. S.H.I.E.L.D. has recently modified its standard uniform design.



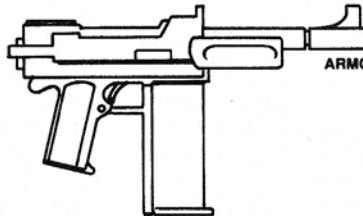
NICK FURY'S PERSONAL HANDGUN
 .15 CALIBER NEEDLE GUN.
 NEEDLES HAVE A COLLAR OF EXPLOSIVE MATERIAL WHICH PROPEL THE NEEDLE AT OVER 1,800 FEET PER SECOND.
 CLIP HOLDS 300 ROUNDS.
 MOTHER OF PEARL HANDGRIPS.



SHIELD REGULATION ISSUE:
 PLASMA BEAM HANDGUN.
 PINCH BOTTLE MAGNETIC FIELD AND FOCUSING RING EMIT 3 KILOWATT 1-INCH COLLIMATED BEAM.
 EFFECTIVE RANGE: 125 FEET.
 DURATION OF FIRE: 95 SECONDS ON ONE POWER PACK.



SHIELD REGULATION ISSUE:
 .30 CALIBER RAPID FIRE AUTOMATIC MACHINE PISTOL.
 ARMOR-PIERCING .30 CALIBER SHELLS HAVE SPENT URANIUM (HIGH DENSITY) CORES.
 EACH CLIP HOLDS 60 ROUNDS ON A DISINTEGRATING LINK BELT.
 HIGH CYCLIC RATE (VARIABLE RATE OF FIRE: FROM SINGLE SHOT TO 10 ROUNDS PER SECOND) ACHIEVED BY ONE PIECE FLOATING BOLT/RECEIVER.



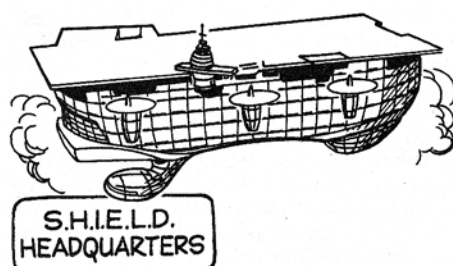
S.H.I.E.L.D. Agent

S.H.I.E.L.D. Flying Car

Higher-ranking agents use the special S.H.I.E.L.D. flying car. This vehicle looks like a normal car, but its wheels are also jets. The car can stay underwater for up to 5 hours, although its underwater speed is only Typical.

This car contains several electronic detection devices, as well as a great deal of communications and reconnaissance gear. The car also carries a variety of weapons: an electric cannon that does Excellent damage; an anti-missile cannon that does Excellent damage; and four air-to-air missiles that do Incredible damage.

Flying Car		
Body	Speed	Control
Exce	Incr	Rema



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

Health: 32
Karma: 18
Resources: GOOD
Popularity: 19

Talents: All agents are trained in firearms, first aid, and law-enforcement and military operations. Some are also trained in martial arts, wrestling, special weapons, and piloting.

Equipment/Possessions:

SUIT. Agents' suits provide Typical protection from damage and Excellent resistance to fire.

WEAPONS. Each agent carries a handgun, a thermite bomb, a fragmentation grenade, a gas bomb, a 20-inch piece of strangling wire, a flexible saw, a radio-link pocket computer, and two spare ammo clips.

BLASTER. This weapon does Excellent damage to whatever it hits. Agents prefer this weapon because it can bring down large opponents without killing them. Its range is 5 areas.



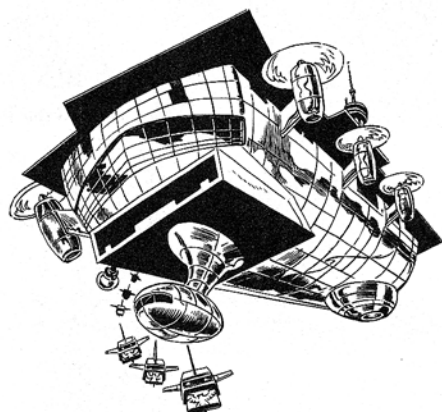
S.H.I.E.L.D. Headquarters

S.H.I.E.L.D.'s headquarters is a huge, floating aircraft carrier called the helicarrier. Anti-gravity units and six large helicopter rotors hold the helicarrier aloft. The craft's armor is made of Monstrous strength material.

The helicarrier holds 6 combat helicopters plus 32 F/a-18 jet fighters, which are the most advanced warplanes in the country.

F/a-18 Jet Fighter		
Body	Speed	Control
Typi	Incr	Exce

A crew of 450 mans the helicarrier; in an emergency, the craft can hold 1,000 persons. The helicarrier can hold enough food and water to last a standard crew for 30 days. The craft can stay aloft indefinitely without needing service.



NICK FURY

Director of S.H.I.E.L.D.
human

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

Health: 70
Karma: 50
Resources: AMAZING
Popularity: 75

Talents: Fury has trained as a paratrooper, a ranger, a demolitions expert (including underwater demolitions), and a pilot. He can operate any vehicle made on Earth, including spacecraft and lunar landing modules.

Fury is a master of martial arts and wrestling. He is a marksman and weapons master.

Fury is also knowledgeable in law and law enforcement, engineering, history, and the military. He is even skilled in first aid.

Equipment/Possessions: Nick Fury carries much of the same equipment as other S.H.I.E.L.D. agents. However, he has access to a number of unusual devices, and he is likely to have several pieces of special equipment with him at any time.

Personality: Nick Fury likes to pretend he's a dummy so his enemies will underestimate him.





ANT-MAN™; changed

Avengers founder
Henry Pym; biochemist
hi-tech wonder

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

Health: 24
Karma: 36
Resources: GOOD
Popularity: 40

Powers:

SHRINKING. Ant-Man's helmet contains a gas that, when breathed, gives him Incredible shrinking powers. Ant-Man can use this gas to shrink to 1/2 inch tall.

INSECT COMMUNICATION/CONTROL. Ant-Man can communicate with and control insects (usually ants) with Remarkable skill (see the Campaign Book, p. 30, for insects' abilities). He uses the ants to help fight crime. Sometimes, he commands the ants to write messages by arranging their bodies into special formations. He can also have ants swarm over an opponent, or order them to move items around.

FLYING ANT. Ant-Man usually calls a flying ant to be his steed. Because the flying ant is so small, its speed is Poor.

VOICE AMPLIFIER. Ant-Man's helmet contains a voice amplifier so that he can be heard at normal pitch and volume even when he is only 1/2 inch tall.

Talents: Henry Pym is a biochemist of Remarkable skill. In the past, Ant-Man would occasionally cook up something in his laboratory to help solve a caper.

Important People: Janet Van Dyne and Henry Pym tied the knot in later years. Ant-Man's only known friends have been the Avengers.

Background: Henry Pym discovered the "Pym particle," which allowed anyone who breathed it to control his size. Pym and his wife Janet (who is the Wasp) would use the particle to become super-small crimefighters.

Henry Pym has had more identities than any other Avenger. Besides having been Ant-Man, he has been known as Giant-Man, Goliath, and Yellowjacket. Since his abilities have changed over time, the various heroes that Pym has been all possess different ability ranks.

Henry Pym is no longer Ant-Man. Pym passed his Ant-Man identity and his helmet on to electronics expert and former cat burglar Scott Lang. The current Ant-Man is not a member of the Avengers.

BEAST™

Hank McCoy; geneticist
mutant

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

Health: 140
Karma: 50
Resources: GOOD
Popularity: 25

Powers:

CLIMBING. The Beast can climb at his normal movement rate rather than just one area per turn. He is fond of climbing the walls of whatever room he happens to be in.

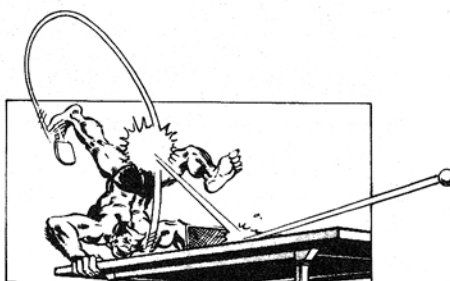
FEET. The Beast's pedal dexterity is so good that he can use his feet as if they were another pair of hands. He gets a kick out of doing things with his feet that most people have to do with their hands.

Important People: The Beast is still close to the old X-Men, and he is on good terms with the Avengers even though he's no longer a member of that group. He's quite fond of Wonder Man. The Beast has recently formed the new Defenders, and he's very territorial about them.

The Beast has had plenty of girlfriends, although he doesn't tend to get himself into long-term relationships. Most of the Beast's relatives are still alive.

Background: The Beast was born with great agility. Professor X offered to train the Beast to use his power for good purposes. As a member of the X-Men, he learned a lot about combat and teamwork.

The Beast later got a job at the Brand Corporation. There he discovered a serum that could change his appearance. He figured he could change his looks to ferret out enemy agents, but instead the serum enhanced his beastlike powers — and made him look like a beast, too! The change is irreversible. Hank McCoy has learned to accept his new appearance, and sometimes he even seems to revel in it.





BLACK KNIGHT™

Dane Whitman; scientist
hi-tech wonder

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

Health: 60
Karma: 22
Resources: EXCELLENT
Popularity: 60

Powers:

TELEPORT. If the Black Knight is separated from his ebony sword (see section at top right), he can teleport to any location within a few hundred yards of the sword. When he teleports, the Black Knight can cross any amount of space and time. He can even travel into other dimensions to recover his sword, if necessary. Unfortunately, the Black Knight must perform a ceremony that takes two hours if he wants to teleport anywhere.

BODY ARMOR. The Black Knight wears a full set of chain mail armor, which provides him with Excellent protection from physical blows and Good protection from energy attacks.

EBONY SWORD. The Black Knight uses an ebony sword that is a Unique Weapon made of enchanted, Unearthly material. The sword is immune to all magic; it can shatter barriers of Unearthly strength or weaker. The sword can also deflect mystical energy. If the Black Knight is dodging when an energy bolt is fired at him, he may deflect the bolt by making an Agility FEAT roll. The deflected bolt cannot be directed at a new target.

Talents: The Black Knight is a highly skilled swordsman. He gets one column shift to the right when he uses a sword.

The Black Knight can ride horses with Remarkable skill. Use this talent when the Black Knight must make a FEAT roll relating to horseback riding. He can fight normally while on horseback.

Equipment/Possessions:

VALINOR. Valinor is the Black Knight's magical, bat-winged horse. Its speed is Incredible, and it has 200 Health points.

Important People: If necessary, the Black Knight can call on his ancestor Sir Percy, the Black Knight of King Arthur's court, for advice.

BLACK PANTHER™

T'Challa, King of Wakandas; scientist
altered human

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

Health: 130
Karma: 60
Resources: AMAZING
Popularity: 55

Powers:

EXTRAORDINARY SENSES. The Black Panther has Incredible sight, hearing, and smell. He uses these senses to track creatures.

INFRAVISION. The Black Panther can easily see in the dark.

Talents: The Black Panther is highly skilled in the martial arts.

Equipment/Possessions:

COSTUME. Because of his dark costume, the Black Panther is hard to detect in darkness or dim light. Opponents must shift two columns to the left on their Intuition FEAT rolls when they are trying to spot the Black Panther.

Important People: Several of the Black Panther's family members live in the hidden African country of Wakanda. The Black Panther is that country's king.

The Black Panther worked for a time with the Fantastic Four. Other than the Avengers and his family in Africa, the Black Panther has few friends.

Background: T'Challa's father, the former king of Wakanda, was slain by Klaw, who wanted the vibranium from that country's mines. Wakanda is the only country known to have this useful metal. T'Challa swore to avenge his father's death.

After his triumph over Klaw, T'Challa went to Europe for schooling. He was trained in various forms of the martial arts. He later returned to Wakanda and obtained a sacred, heart-shaped herb that granted him his great physical powers.





BLACK WIDOW™

Natasha Romanova; former Russian spy
hi-tech wonder

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

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

Powers:

WRIST BRACELETS. Black Widow wears wrist bracelets that are capable of emitting a high-frequency electrostatic charge. This charge does Excellent damage as an electrical distance weapon. Black Widow can hit any target in any adjacent area with this weapon, which she refers to as her "widow's bite."

One of the cartridges on Black Widow's wrist bracelets contains a 100-foot-long hooked wire. She can use this "widow's line" to swing through up to four areas in one round.

Other cartridges on Black Widow's wrist bracelets contain a radio transmitter/receiver and several tear-gas pellets. One tear-gas pellet fills one area with gas. Anyone who inhales the gas must make an Endurance FEAT roll before he can perform any action in a round.

BELT. Black Widow occasionally wears a belt made of metal disks. Each disk holds a plastic explosive that does Remarkable damage to whatever it hits and Good damage to anything else in the same area. Use the grenade rules (Campaign Book, p. 17) when Black Widow uses these disks.

SUCTION CUPS. Black Widow's uniform contains electrostatically charged suction cups on the feet and hands. These molecule-sized cups allow Black Widow to climb walls and stick to ceilings with Remarkable skill.

Talents: Black Widow is highly skilled in the martial arts.

Important People: Black Widow was once a S.H.I.E.L.D. agent, so she has many friends in that organization. She was also Daredevil's partner for a time. Black Widow has no known living relatives.

Background: When her husband died while testing a new jet plane, Natasha enlisted in the KGB (the Russian espionage agency). She was trained in the martial arts and in espionage. Her first assignment was to infiltrate Stark Industries. Eventually she defected and joined S.H.I.E.L.D. After leaving S.H.I.E.L.D., she joined the Avengers, and is now one of their reserve members.

CAPTAIN AMERICA™

Steve Rogers; freelance illustrator
altered human

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

Health: 140
Karma: 60
Resources: EXCELLENT
Popularity: 100

Powers:

SHIELD. Captain America carries a circular, red, white, and blue shield made of a special mixture of adamantium and vibranium (Class 1000 strength). The shield is a Unique Weapon and is immune to all forms of energy except magical and psionic.

The shield can absorb up to 90 points of damage per round, but Cap cannot attack in the same round that he uses his shield for defense. Even when using the shield, he's still subject to special battle effects such as slams or stuns.

Cap can throw the shield to hit a target; he can even make a called shot, bounce the shield off several targets, and have it return to him. He has Monstrous Agility when throwing the shield, and the weapon does Remarkable damage to anyone or anything it hits.

Talents: Captain America is an expert in all forms of martial arts and wrestling. When wrestling, he gets two column shifts to the right on his FEAT rolls.

Captain America is also a master of military strategy and tactics. His Reason in this subject area is Incredible.

Important People: Most of Captain America's friends are in the Avengers or S.H.I.E.L.D. In fact, Cap considers Nick Fury (S.H.I.E.L.D.'s leader) to be one of his closest friends. He is also close to Falcon, his former partner, and to the novice hero Nomad.

Cap is currently dating Bernie Rosenthal, a glassblower. She knows that Steve Rogers and Captain America are one and the same.

Background: At the outbreak of World War II, Steve Rogers volunteered to take the "super soldier" formula, which changed him into a physically perfect human. He trained in all forms of combat, and served his country in Europe during the war. While on assignment during the war, Cap was thrown into the icy waters of the north Atlantic and frozen in suspended animation for decades. The Avengers eventually rescued Captain America and made him part of their team. Cap has led the Avengers on many occasions.





CAPTAIN MARVEL™

Monica Rambeau; ex-harbor patroller
altered human

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

Health: 60
Karma: 22
Resources: EXCELLENT
Popularity: 20

Powers:

ENERGY FORM. Captain Marvel can convert her body into any form of electromagnetic energy, from radio waves to X-rays. She can move at Unearthly speed in these forms, and can pass invisibly through any substance that serves as a medium for transmission of electromagnetic waves or particles.

ENERGY BLASTS. Captain Marvel can use her hands to project force-bolts that do Monstrous damage. She usually prefers to charge her targets as a light form rather than blast them from

afar. Her energy blasts have a line-of-sight range, out to Unearthly distances.

Important People: Captain Marvel is an active member of the Avengers, although she still has a few friends on the New Orleans harbor patrol.

Background: Captain Marvel gained her super-human powers when she was accidentally bombarded with extradimensional energies from a dangerous, experimental weapon. She used her newfound powers to destroy the weapon. Soon after she gained her powers, Captain Marvel was asked to join the Avengers.



FALCON™

Samuel Wilson; social worker
hi-tech wonder

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

Health: 100
Karma: 26
Resources: POOR
Popularity: 40

Powers:

FLIGHT. Powered glider wings under the arms of his costume enable the Falcon to fly. He can fly at Excellent speed; when the wings have no power, the Falcon can still glide at Good speed.

Equipment/Possessions:

REDWING. Falcon acquired this hunting bird in South America. Redwing is Falcon's sidekick, and the two are in constant empathic contact. Falcon gives simple commands to Redwing, who can fly at Remarkable speed. Redwing's ability ranks are given on p. 30 of the Campaign Book.

Important People: Falcon's sister Sarah and his nephew Jim Wilson are his only known living relatives. Falcon has great empathy for street people, particularly teenagers. Captain America, who trained Falcon, considers him a good friend. Falcon is also close to the Black Panther, who provided him with the technology to produce his powered wings.

Background: Falcon was born in Harlem. After his father's death, he became a social worker, but he eventually became disillusioned and turned to a life of crime. Falcon was on an assignment for the mob when his plane crashed on the island that served as the Red Skull's base of operations. The Skull planned to enhance Falcon's "good" qualities and use him as a pawn in a plot against Captain America. The Skull was eventually defeated, and Falcon has since come to terms with his past.





GIANT-MAN™; changed

Henry Pym; biochemist
hi-tech wonder

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

Health: 36
Karma: 36
Resources: GOOD
Popularity: 55

Powers:

SHRINKING. Giant-Man has Incredible shrinking powers, brought about by constant exposure to the shrinking gas he used when he was Ant-Man. He can shrink to as small as 1/2 inch in height.

INSECT COMMUNICATION/CONTROL. Giant-Man can communicate with and control insects (usually ants) with Good skill. (See the Campaign Book, p. 30, for insects' abilities.)

GROWTH. At first he had only Typical growth powers, but now Giant-Man can use his growth power with Unearthly skill. No matter what

height he is, his strength never exceeds Remarkable. At any height of 16 feet or greater, Giant-Man can add one additional area of movement per round.

Talents: Henry Pym is a biochemist of Remarkable skill. In the past, Giant-Man would occasionally cook up something in his laboratory to help solve a caper.

Important people: Janet Van Dyne became Henry Pym's wife in later years. Giant-Man's only known friends are other members of the Avengers.

Background: Henry Pym discovered the "Pym particle," which allowed anyone who breathed it to control his size. Pym and his wife Janet (who is the Wasp) used the gas containing this particle to become super-small crimefighters.

Henry Pym has had more identities than any other Avenger. He has been known as Ant-Man, Giant-Man, Goliath, and Yellowjacket. Since his abilities have changed over time, the various ability ranks for these heroes are somewhat different from each other.

GOLIATH™; changed

Henry Pym; biochemist
altered human

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

Health: 50
Karma: 36
Resources: GOOD
Popularity: 65

Powers:

SHRINKING. Goliath can shrink his body size at will. Constant exposure to the shrinking gas he used when he was Ant-Man gave him Incredible shrinking powers. For a period of time Goliath did not have this power.

GROWTH. Goliath has Monstrous growing powers, but within a limit. He can increase the size of his body just like Giant-Man — but only up to 25 feet. He can only safely maintain that height for 15 minutes at a time, and must rest for one hour before growing again. If he stays large for longer than 15 minutes, he is stuck at that height for an unknown length of time afterward (1-10 days, at the Judge's option). When in giant size, Goliath's Strength is Incredible, and he can move one additional area per round.

PROTECTED SENSES. Goliath wears a visor that protects his eyes from blinding flashes.

Talents: Henry Pym is a biochemist of Remarkable skill. In the past, Goliath would occasionally cook up something in his laboratory to help solve a caper.

Important People: Janet Van Dyne became Henry Pym's wife in later years. Goliath's only known friends are members of the Avengers.

Background: Henry Pym discovered the "Pym particle," which allowed anyone who breathed it to control his size. Pym and his wife Janet (who is the Wasp) breathed the gas containing this particle to become super-small crimefighters. Henry Pym eventually also gained the ability to grow to tremendous heights through constant exposure to this gas.

Henry Pym has had more identities than any other Avenger. He has been known as Ant-Man, Giant-Man, Goliath, and Yellowjacket. Since his abilities have changed over time, the various heroes that Pym has been all possess different ability ranks.





GOLIATH II™; changed

Clint Barton; security guard
altered human

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

Health: 60
Karma: 22
Resources: POOR
Popularity: 35

Powers:

GROWTH. Clint Barton has Unearthly growth ability, able to become 30 feet in height — but if he shoots all the way up to a 30-foot height from 12 feet in one round, he must make an Endurance FEAT roll or get dizzy and faint for 1-10 rounds.

Important People: Goliath II has few friends, and all of them are in the ranks of the Avengers. When he returned to being Hawkeye (see below), he married Mockingbird.

Background: Goliath II is the same person as Hawkeye the archer. Hawkeye was trained in archery and gymnastics as a circus member.

He started off on the wrong foot as a villain, teaming up with the Black Widow. Eventually he found his way into the ranks of the Avengers. For a short time he took over the powers of Goliath and assumed the name Goliath II. On several occasions he has quit the Avengers, only to return later or become a back-up member. In his identity as Hawkeye, he is now the leader of the Avengers' West Coast team.

Personality: Both as Goliath II and as Hawkeye, Clint Barton has frequently felt inadequate as an Avenger. Because he does not have the incredible powers of the Vision or Thor, he thinks he is less of a person. He has a tendency to be loud, brash, and obnoxious, but he has been keeping these feelings under control as the gung-ho leader of the Avengers' West Coast team.

HAWKEYE™

Clint Barton; security guard
hi-tech wonder

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

Health: 70
Karma: 22
Resources: TYPICAL
Popularity: 45

Powers:

EXTRAORDINARY VISION. Hawkeye has Remarkable vision, which is how he got his name.

POOR HEARING. Hawkeye recently had his hearing damaged, and must now wear a hearing aid.

BOW SKILL. Hawkeye has Monstrous Agility when firing a bow. He usually uses a bow with a 75 lb. pull that has a range of 7 areas.

Talents: Hawkeye has trained under Captain America in several of the martial arts.

He is also a naturally skilled marksman with any thrown or aimed weapon. He gets a column shift to the right with any weapon that requires an Agility FEAT roll.

Equipment/Possessions:

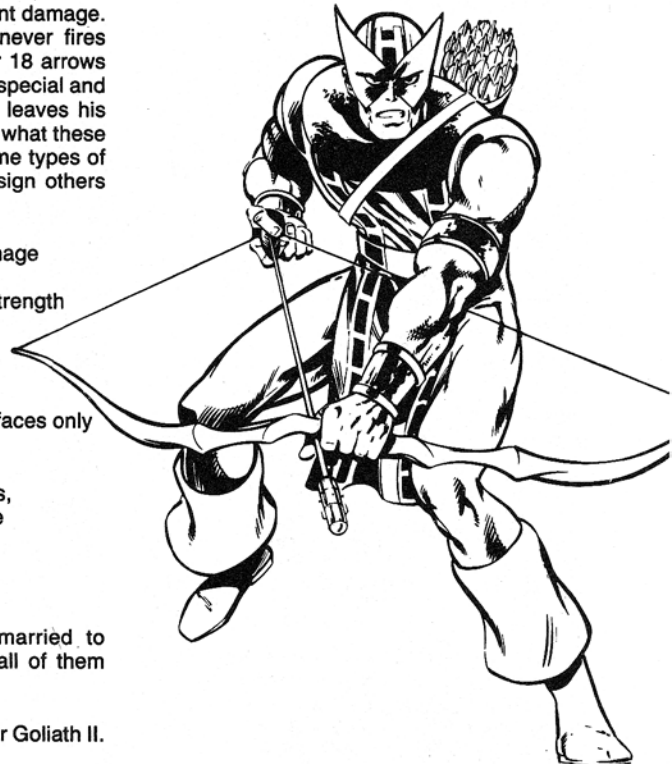
ARROWS. Hawkeye carries 36 arrows in his quiver. Twelve of them are standard, blunt-tipped target arrows that do Excellent damage. Six have triple-bladed heads; he never fires these at living creatures. The other 18 arrows are chosen from his large supply of special and exotic arrows. Whenever Hawkeye leaves his base of operations, he must specify what these 18 arrows are. Below is a list of some types of special arrows. The player can design others with the Judge's permission.

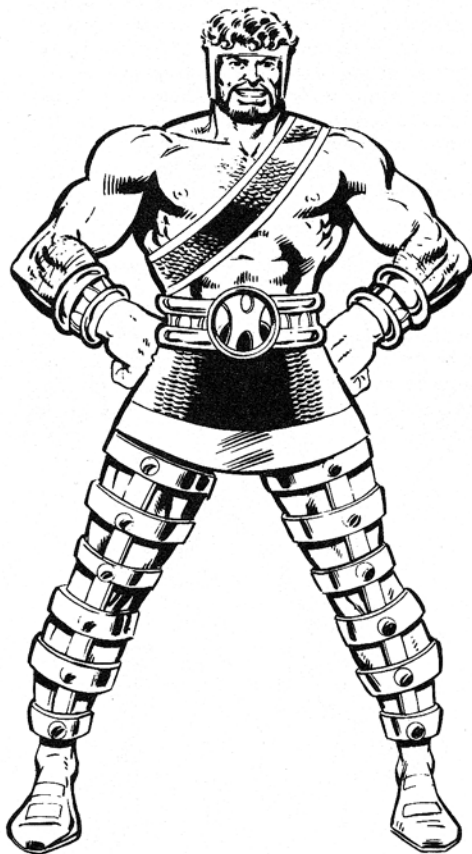
Explosive	Amazing grenade damage
Tear gas	Excellent potency
Acid	Monstrous corrosive strength
Electric	Amazing damage
Smoke	Covers 1 area
Thermal	Remarkable heat
Suction cup	Remarkable strength, holds to smooth surfaces only
Vibrating	Excellent damage
Boomerang	Returns next round
Flare	Lights up 2-area radius, or Good fire damage
Cable	Incredible strength, spans 2 areas
Magnetic	Incredible strength

Important People: Hawkeye is married to Mockingbird. He has few friends, all of them among the Avengers.

Background: See the description for Goliath II.

Personality: See the description for Goliath II.





HERCULES™

Hercules; Prince of Power
Olympian god; immortal

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

Health: 320
Karma: 50
Resources: TYPICAL
Popularity: 70

Powers:

DENSE FLESH. The skin of Hercules is very difficult to hurt or penetrate, providing him with Excellent protection from damage.

LEAPING. Hercules can make Amazing leaps; however, this is not his primary method of movement. (He usually walks or runs.)

RESISTANCE TO FIRE. Hercules has Excellent resistance to heat and fire.

Talents: Hercules is an Olympian champion wrestler. As such, he gets one column shift to the right for FEAT rolls in wrestling.

Equipment/Possessions:

GOLDEN MACE. This is a Unique Weapon forged from enchanted adamantine, a Class 1000 material, making it virtually indestructible. Hercules gets one column shift to the right when using the mace in combat.

Important People: Zeus, lord of the Greek gods, is his father; the mother of Hercules is a mortal. Hercules is known and respected by all of the gods and inhabitants of Olympus. In his centuries of battles he has made deadly enemies of Typhon, Pluto, and Ares.

Background: The legends of Hercules are set down in many volumes. The son of Zeus, ruler of Olympus, he made a name for himself as the best fighter and wrestler ever to walk the earth. Recently he has journeyed to this century and fought many foes alongside the Avengers, the Champions of Los Angeles, and other independent heroes.

HULK™

Avengers founder
Bruce Banner; physicist
altered human

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

Health: 215
Karma: 38
Resources: FEEBLE
Popularity: 1

Powers:

DENSE FLESH. The Hulk's tough, massive body gives him Monstrous protection from physical attacks and Amazing protection from energy attacks.

EXTRAORDINARY SENSE. For some unknown reason, the Hulk can see astral forms. He has no other known psychic or sensory powers.

LEAPING. The Hulk has an Unearthly ability to leap. He always tries for the second leap for double normal distance. He uses this power primarily for getting from place to place. Occasionally it is used as a combat maneuver.

ADRENALINE SURGE. If the Hulk is angered, he may be affected by an adrenaline surge. This surge raises his Fighting and Strength by one or two ranks (Judge's choice, but only a one-rank increase per round). If he is severely provoked, the Hulk's Strength can actually reach Class 1000 — but the Judge should not let this happen very often; Unearthly or Shift X Strength is usually more than enough to deal with any problem. The Hulk loses half his Karma any time he undergoes an adrenaline surge.

ALTER EGO. In the past, when the Hulk calmed down and his adrenaline level decreased severely, he became Dr. Bruce Banner. If Dr. Banner was hurt or extremely angered, he became the Hulk. (At present the Hulk cannot change back to being Bruce Banner.) Dr. Banner's abilities are as follows:

F	A	S	E	R	I	P
Pr	Ty	Ty	Ty	Rm	Gd	Ty

Health:	22	Karma:	46
Resources:	Typi	Popularity:	6

Talents: Dr. Bruce Banner is a physicist who specializes in radiation applications and nuclear physics and has Remarkable skill in those topics.

Important People: General Ross and his daughter Betty were pivotal figures in the Hulk's life for many years. Kate Waynesboro and Rick Jones are still his friends.



Background: At the present time Dr. Banner is not in control of his alter ego. For a while he could become the Hulk at will while retaining his own Reason, Intuition and Psyche. However, under those conditions he could not produce adrenaline surges.

IRON MAN™

Avengers founder
Tony Stark, inventor
human

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

Health: 155
Karma: 66
Resources: GOOD
Popularity: 70

Powers:

All of Iron Man's powers come from his suit of armor. Without it, he is a normal man of Typical Strength and Endurance.

BODY ARMOR. The armor provides Amazing protection from physical damage.

RESISTANCES. The armor provides Unearthly resistance to radiation, plus Remarkable resistance to heat, cold, and acid.

FIRE EXTINGUISHER. The armor can spray a foam covering one area that reduces the effect of fire by an additional Remarkable amount.

REPULSORS. Each of the armor's hand coverings contains a plasma projector in the palm, capable of doing Amazing damage to any target up to 10 areas away.

ABSORPTION. The armor can absorb Unearthly amounts of electricity and channel this energy out through the suit's repulsors or as electricity. The suit can be modified to absorb other types of energy.

FLIGHT. The armor's boots contain turbines which allow Iron Man to fly at Monstrous speed.

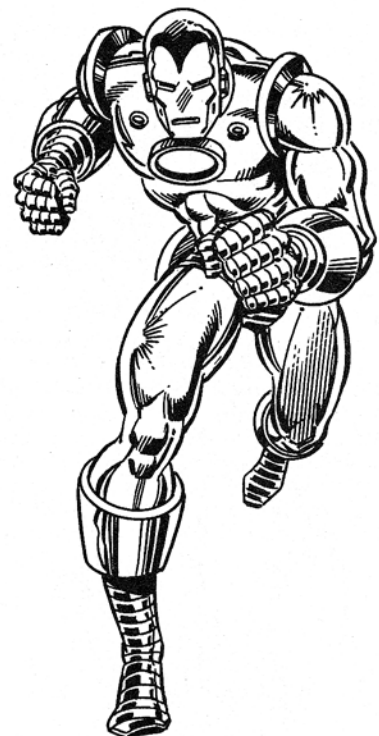
CHEST LAMP. The armor has a high-intensity lamp which allows Iron Man to see in darkness or to blind an unsuspecting foe for 1-10 rounds. The victim gets an Endurance FEAT roll to avoid the effect.

AIR SUPPLY. Iron Man can close the eye and mouth holes in his armor. The armor is then airtight enough so that it can be used in outer space. The air supply in the suit is good for up to 2 hours in total vacuum or underwater.

Talents: Tony Stark has engineering talent, enabling him to invent and construct any device of Incredible power or less.

Important People: Tony Stark's friends are Erwin Morley and Clytemnestra Morley, Erwin's sister. They are his business partners in Circuits Maximus, a new electronics firm.

Background: The Iron Man armor is presently operated by Tony Stark, its inventor. Jim Rhodes, one of Stark's hired pilots, wore the armor for a time while Stark was battling against alcoholism. Now that Stark has solved his problems, he has taken up the armor again.



JOCASTA™; dead (destroyed)

Jocasta; adventurer
robot

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

Health: 170
Karma: 24
Resources: FEEBLE
Popularity: 20

Powers:

ENVIRONMENTAL INDEPENDENCE. Jocasta did not need to eat, drink, breathe or sleep; she could survive easily in outer space.

BODY ARMOR. Her body was constructed of steel alloys, giving her Amazing protection from damage.

EXTRAORDINARY SENSES. Jocasta's hearing and sight were Remarkable.

EYE BEAMS. She was able to project beams of heat energy from her eyes that could do Incredible damage.

Important People: Her brain patterns were stolen from the Wasp. Jocasta had an affinity toward the Vision because he was also a robot in search of his identity. She felt alienated by the Avengers and did not become close friends with any of them.

Background: Jocasta was created by Ultron to be his bride. Ultron gave her the Wasp's brain patterns, but Jocasta quickly developed her own personality. Although she loved Ultron, she realized that he was totally evil and helped the Avengers to defeat him. She became a guest of the Avengers, but never received status as a full member, and the others constantly seemed to forget that she was there. With the help of Machine Man, she defeated Ultron once more — but she was destroyed during the battle by a nuclear explosion.





MANTIS™; inactive

Real name unknown; adventurer
human

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

Health: 106
Karma: 76
Resources: FEEBLE
Popularity: 35

Powers:

EMPATHY. This power is the same as Telepathy except that only emotions can be sensed, not complete thoughts. However, the person whose emotions are being read does not know that empathy is being used. Emotions cannot be projected by empathy into anyone else's mind.

BODY CONTROL. Mantis has such complete control over her bodily functions that she can heal herself by concentration alone. Use her Psyche instead of her Endurance to determine her healing rate.

Talents: Mantis is well versed in an exotic form of fighting. It works essentially the same as the talent of martial arts, but with one added feature: At her choice, any hit that does damage requires the victim to make an Endurance FEAT

roll or be stunned for 1-10 rounds. An opponent's body armor is only half as effective as normal against this form of attack by Mantis.

Important People: A former Vietnamese citizen, Mantis knows people from her homeland. Her mother is dead; her father is Libra, a villain. During her tenure as an Avenger she was attached to the Swordsman. See also "Background" below for more personal information.

Background: After her parents were killed in Indochina, Mantis was raised by the priests of Pama. The priests were actually pacifistic Kree. Knowing that she would someday be the Celestial Madonna, the priests raised her and taught her all they knew. She became especially adept at the Kree martial arts. She learned to communicate telepathically with the Cotati, tree-like aliens that lived with the priests. From this experience she gained the power of empathy. Later she met the Swordsman, who took her out of Indochina, and together they joined the Avengers. In a battle against Kang, the Swordsman saved Mantis's life at the expense of his own. The eldest Cotati on Earth reanimated the Swordsman's body with his own life force and married Mantis. They then left Earth to become the parents of the Celestial Messiah.

MOONDRAGON™

Heather Douglas; priestess
altered human

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

Health: 70
Karma: 80
Resources: FEEBLE
Popularity: 10

Powers:

TELEPATHY. Moondragon can read the thoughts of others and project her own thoughts up to 100 miles away.

PSIONIC BLAST. She can project a psionic blast with a range of 2 areas that does Incredible damage and is not stopped by body armor.

MIND CONTROL. Her ability to control other people's minds is Unearthly. To gain control of someone, Moondragon must be within 4 areas of the target. Once a victim is under her control, she can exercise the control from anywhere on the same planet.

LEVITATION. Moondragon can float in mid-air, but she cannot fly. Levitating does not interfere with any other action she undertakes.

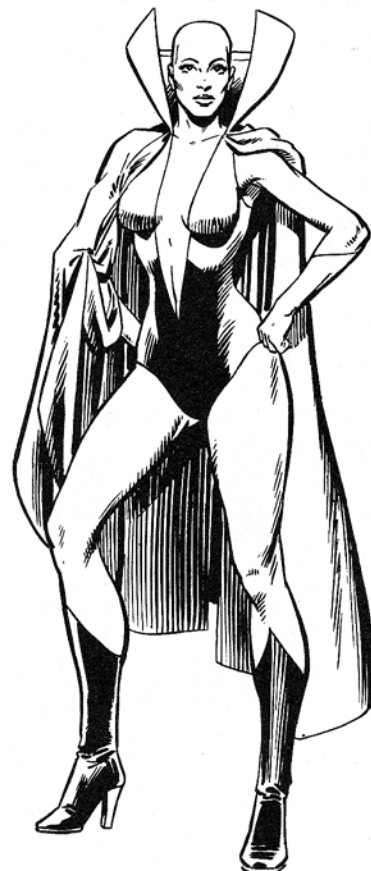
BODY CONTROL. She can use her mind to aid the healing of her body by concentrating. Use her Psyche to determine her rate of healing instead of her Endurance.

Talents: Moondragon has extensive training in the martial arts.

Equipment/Possessions:

ODIN'S RESTRAINING BAND. Currently Moondragon wears around her head a metal band placed there by Odin. Whenever she uses her psionic blast or her mind control power, the band causes her great pain. Unless she makes a red Endurance FEAT roll, Moondragon is stunned for 1-10 rounds. She does get the use of the power before a stun result is applied.

Background: Moondragon is not a loving person. She holds herself more important than most anything or anyone else. She was raised from childhood by the Eternals of Titan and was trained by the Shao-Lom priests in many physical and mental disciplines. She joined the Avengers to fight against Thanos, the mad ruler of the Titan Eternals, but then left the group to try to force peace on the population of an inhabited planet by using her powers to take away the free will of those she encountered. Her father, Drax the Destroyer, joined forces with the Avengers to defeat Moondragon and her plans — but Drax died in the effort. As punishment for her crimes, Thor took Moondragon to Asgard to be judged by Odin, who put a restraining headband upon her and sent her to Earth to learn humility. She is currently a reluctant member of the Defenders.



MS. MARVEL™; changed

Carol Danvers; free-lance writer
altered human

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

Health: 120
Karma: 115
Resources: FEEBLE
Popularity: 40

Powers:

FLIGHT. Ms. Marvel could fly at Excellent speeds by merely willing it.

THICK SKIN. Ms. Marvel's body was tough enough to provide her with Incredible protection from damage.

SEVENTH SENSE. By making an Intuition FEAT roll, she could get a general impression of danger in the near future. She was able to sense such things as an imminent ambush, the powers of an unknown assailant, or what's around the corner up ahead.

Important People: She respects and likes most of the Avengers. Carol Danvers was at one time a companion to the X-Men, but without super powers.

Background: A Kree device, the psychemagnitron, altered Carol Danvers' genetic make-up. She derived most of her powers from the changes this device caused. When she first gained her powers, she would change from Carol Danvers to Ms. Marvel without knowing it. Later, she just remained Ms. Marvel and only removed her costume when she wanted to become Carol Danvers. Then she lost all of her powers and memories, thanks to the power-absorbing mutant Rogue. More recently she has become Binary, a heroine with very different abilities and powers from those of Ms. Marvel.



QUICKSILVER™; inactive

Pietro Maximoff
mutant

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

Health: 150
Karma: 36
Resources: GOOD
Popularity: 20

Powers:

LIGHTNING SPEED. Quicksilver has Amazing running speed. He can accelerate at an Unearthly rate for up to 3 rounds, but to maintain that speed each round thereafter, he must make a yellow Endurance FEAT roll.

THICK SKIN. His body is slightly tougher than a normal human's, enabling him to withstand the strains of high velocity. Quicksilver has Typical protection from damage.

AIR CONTROL. By running in circles, Quicksilver can make small cyclones that fill a whole area. This is an attack against many opponents (see p. 12 of the Battle Book), using his Fighting ability. The attack does no damage but can stun or slam.

Important People: His father is Magneto, a powerful mutant who was a villain for a long time. His sister is the Scarlet Witch, currently married to the Vision. His adoptive father is the late Django Maximoff. Quicksilver is married to Crystal of the royal family of the Inhumans. They have a daughter named Luna.

Background: Quicksilver was born with his powers. Early in his career he and his sister were members of Magneto's Brotherhood of Evil Mutants. After the defeat of that group, Quicksilver joined the Avengers. During a battle he was wounded and taken to the Inhumans' city to be healed by Crystal, and he later married her. He is currently an inactive Avenger.



SCARLET WITCH™

Wanda Maximoff; adventurer
mutant

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

Health: 46
Karma: 60
Resources: POOR
Popularity: 30

Powers:

ALTERING PROBABILITY FIELDS. The Scarlet Witch has a special power that appears magical but is not. To use her power to alter probability fields, she must make a successful Psyche FEAT roll. Each use of the power after the first on the same day requires a shift one column to the left. Anything she causes to happen must be related to altering the probability of something that is possible, however unlikely. For instance, she cannot create a table out of thin air. However, she could make a chair suddenly collapse for no apparent reason. Her power is so unusual that it frequently catches victims and onlookers by surprise. Wanda is much less comfortable when using her power to affect materials that don't occur in nature, but

this doesn't reduce her skill at using the power. Natural materials include such things as fire, water, earth, air, wood, organic items, and some metals. "Unnatural" materials are plastic, strange alloys, artificial energies, and so forth. Her power has a range of 2 areas.

Talents: Although her powers do not stem from the occult or witchcraft, she has studied these subjects and has Excellent knowledge of them.

Important People: Her father is Magneto, a powerful mutant who strives to eliminate injustice toward mutants throughout the world. Her brother Quicksilver is living with the Inhumans and has married into their royal family. Her adopted father is the late Django Maximoff. She is married to the Vision, an android. The Scarlet Witch has few friends, all of them Avengers and Inhumans.

Background: The Scarlet Witch was born with the ability to use her power, but she has also trained to improve her skill. Early in her career she and her brother were members of Magneto's Brotherhood of Evil Mutants. After that group was defeated, she joined the Avengers.

SHE-HULK™

Jennifer Walters; lawyer
altered human

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

Health: 150
Karma: 36
Resources: EXCELLENT
Popularity: 30

Powers:

DENSE FLESH. She-Hulk's body is dense enough to give her Incredible protection from damage.

LEAPING. She can make Remarkable leaps of up to 3 areas using her powerful leg muscles.

ALTER EGO. Like the Hulk, she has a weaker alter ego. Unlike the Hulk, her mind and personality stay the same in either of her forms. She can change from one to the other by choice. On occasion an overdose of gamma radiation has forced the change upon her. She rarely becomes Jennifer Walters, preferring to be the stronger She-Hulk.

Jennifer Walters:

F	A	S	E	R	I	P
Ty	Ty	Pr	Gd	Gd	Gd	Ty

Health: 26 **Karma:** 26
Resources: Exce **Popularity:** 10

Talents: She-Hulk used to be a lawyer in her life as Jennifer Walters. She still has that knowledge and training.

Important People: Jennifer Walters' father is still alive. Also, she is the cousin of Bruce Banner, the Hulk. She is friendly with most of the Avengers, especially the Wasp. She hates male chauvinists.

Background: Jennifer Walters was shot by a gangster while her cousin Bruce Banner was visiting her. To save her life, Bruce Banner gave her a blood transfusion, and she gained some of the Hulk's abilities in that way. When she was later attacked by the same gangsters, she became excited and angry, which caused her to turn into the She-Hulk. She found that she liked being the She-Hulk better than being Jennifer Walters. She accepted an offer to be an Avenger, but then recently became a reserve Avenger when she replaced the Thing in the Fantastic Four.



STARFOX™

Eros; adventurer
Titan Eternal

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

Health: 110
Karma: 56
Resources: GOOD
Popularity: 75

Powers:

FLIGHT. Starfox can fly at Monstrous speeds through mental control. All Eternals can fly, but his top speed is faster than most others of his race can attain.

DENSE FLESH. Titan Eternals' bodies are slightly tougher than normal humans'. Starfox has Good protection from damage because of this.

PSIONIC TICKLE. He can mentally stimulate the pleasure centers of the brain of any humanoid in the same area he is in. He must make a green Psyche FEAT roll to affect any target with a Psyche lower than his own, a yellow FEAT roll against any target with a Psyche equal to his own, and a red FEAT roll against anyone with a

Psyche one rank higher than his own. Anyone with a Psyche two ranks or more higher than Starfox's (in other words, Incredible or better) is immune to this power.

Any victim of this power can try to make a yellow Psyche FEAT roll each round to recover from the effects. Anyone who has fallen prey to Starfox's power may be agreeable to Starfox's suggestions. Some aliens are immune to this power, and beings filled with hate, like the Hulk, may be granted column shifts to increase their probability of resisting or throwing off the effects of this power.

Note on Resources: Although Starfox has nothing of value on Earth, he is related to the rulers of Titan. As such, he can get access to Monstrous resources if the occasion merits it.

Important People: Being a Titan Eternal, Starfox remains close to his people, particularly his family. His only friends on earth are the Avengers. He likes to be with women and seems to be fond of the She-Hulk.

Background: Eros grew up to be a fun-loving, pleasure-seeking man. His brother Thanos took over the government of Titan by force, and during the next few years Eros fought against him. He eventually worked with the Avengers to bring about his brother's downfall. Then, out of boredom, he traveled to Earth looking for some excitement. He applied to be an Avenger, and the group accepted him.



SWORDSMAN™; dead

Real name unknown; circus performer
human

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

Health: 70
Karma: 18
Resources: TYPICAL
Popularity: 30

Talents: The Swordsman was the world's greatest master of bladed weapons. He shifts one column to the right when using any handheld bladed weapon in combat.

The Swordsman was also well versed in the martial arts.

Equipment/Possessions:

SWORD. He had a special sword, a Unique Weapon which utilized Makluan technology, made from a material of Monstrous strength. By pressing a button in the sword's hilt, he could produce a variety of effects: energy beam, disintegrator, flame, lightning, gas. All of the attack forms do Remarkable damage except for the gas. Any character who breathes the gas must make a yellow Endurance FEAT roll or fall unconscious for an hour. The range of the sword's

distance weapons is 4 areas; the gas can only be sprayed in the same area the Swordsman occupies.

Important People: The Swordsman worked with the evil Mandarin for a while. While working undercover for the Mandarin inside the Avengers group, he fell in love with the Scarlet Witch, and later he fell in love with Mantis, a member of the Avengers.

Background: The Swordsman started his career as a criminal. He was active in a plot by the Mandarin to destroy the Avengers, and fought the Avengers several times after that. Later he changed his ways and joined the group as a hero. His love for Mantis caused him to give his life for hers when he threw himself between her and Kang just as that villain released a powerful energy bolt.

THOR™

Avengers founder
Thor; Thunder God
god

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

Health: 320
Karma: 76
Resources: EXCELLENT
Popularity: 100



Powers:

DENSE FLESH. Thor's body is as tough as brick, which gives him Excellent protection as body armor. The standard for most Asgardians is Good protection.

MJOLNIR. Thor's magical hammer, Mjolnir, is a Unique Weapon made from mystical Uru metal, a Class 1000 material. Thor's fighting is only Shift X, not Class 1000, with it. The hammer has the following enchantments:

1) Return. The hammer always returns to the thrower's hand and is caught automatically in the same round it was thrown. Thor can throw it up to 10 areas.

2) Worthiness. Only those who are worthy (good, honorable, etc.) may lift Mjolnir. If Thor himself becomes villainous or cowardly, he cannot lift the hammer again until he proves himself worthy. Even a worthy character must have at least 1000 Karma and Remarkable Strength. A non-living force may lift the hammer if it has at least Remarkable Strength.

3) Weather Control. The wielder has Unearthly control of weather. He can call or dispel storms. He can cause villains to be struck by lightning bolts for Monstrous damage. He can

make lightning bolts come directly from the hammer.

4) Dimensional Travel. By spinning the hammer just right, the owner can cross into other dimensions such as Asgard, Olympus, Limbo, and numerous pocket dimensions.

FLIGHT. This power is accomplished by using the hammer. By throwing it and grabbing onto the thong, Thor is pulled along behind the hammer. Thor can mentally control his flight path. The only limit to how much weight the hammer can lift is Thor's Strength. He flies with Amazing speed.

SHIELD. By spinning his hammer swiftly, Thor can deflect missiles and energy beams of Remarkable strength or less.

ALTER EGO. Until recently Thor could assume the identity of Dr. Donald Blake by striking the hammer on the ground. When Thor was in the form of Dr. Blake, the hammer was a walking stick that had none of the hammer's powers but could not be destroyed. Striking the stick on the ground turned Dr. Blake back into Thor. If the hammer was ever out of Thor's grasp for more than 60 seconds, he reverted to his alter ego au-

tomatically. Odin recently lifted this enchantment on Thor.

Talents: Thor trained for many years with a sword in Asgard. He gets a column shift to the right when using one.

Note on Resources: While Thor's personal resources are Excellent and usually sufficient for his needs, in times of dire emergency he can approach his father Odin, whose resources are Class 1000.

Important People: All the inhabitants of Asgard, in particular Odin (lord of the Norse gods of Asgard), Loki (his evil stepbrother), and Sif (his betrothed), are important to Thor. He has no real friends on earth other than the members of the Avengers and a few other heroes.

Background: Thor is the son of Odin. For many centuries Thor adventured in Asgard, fighting storm giants, trolls and other adversaries. In order to teach Thor humility, Odin enchanted him into the mortal form of Dr. Donald Blake. After learning humility he remained on Midgard (Earth) as one of its champions. He is called upon to settle affairs in Asgard occasionally.



TIGRA™

Greer Nelson; aspiring detective
altered human

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

Health: 130
Karma: 56
Resources: TYPICAL
Popularity: 50

Powers:

EXTRAORDINARY SENSES. Tigra has Monstrous vision, hearing and smell. Her smell is good enough to allow her to track a person through a crowd.

INFRAVISION. She can see in the dark. The pupils of her eyes are shaped as vertical slits, like a cat's.

EMPATHY. This power works just like telepathy, except that only emotions are received and nothing can be sent.

RUNNING SPEED. Tigra can run at the rate of 4 areas a round for up to 3 rounds before tiring and slowing to normal speed.

Important People: Tigra was only a member of the Avengers for a short time and did not become good friends with any of them. She is a defacto member of the Cat People, an alien race. She has a grudge against HYDRA, a group that tried to use her powers for evil purposes.

Background: As a laboratory assistant, Greer Nelson agreed to take treatments to enhance her physical and mental abilities as part of an experiment. The head of the laboratory was actually one of the Cat People, an alien race evolved from cats. In her pursuit of HYDRA agents who were trying to obtain a black plague serum from the lab, she was mortally wounded. To save her life, the Cat People mystically transformed her into one of them. However, she still had the extraordinary abilities gained from the experiments as well. She took the name of Tigra and thereafter pursued a crimefighting career. For a short time she was a member of the Avengers. She is now a West-coast Avenger.



VISION™

Vision; adventurer
android

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

Health: 140
Karma: 56
Resources: FEEBLE
Popularity: 30

Powers:

DENSITY CONTROL. The Vision has Unearthly control of his body's density. At extremely high or low density, he can barely move or fight.

PHASING. He can pass through most materials, even some Class 1000 objects like Captain America's shield. The Vision cannot make any other object immaterial. Some materials and some types of force fields will either prevent his passing through them or else harm him when he tries to do so.

FLIGHT. This is another use of his phasing power. By making himself very light, the Vision can float through the air. His power rank is Typical. He can't carry anything while flying, because he is non-material.

SOLAR BEAMS. The Vision can shoot beams of solar energy from the jewel in his forehead. They act like laser beams, doing Remarkable damage to whatever they hit.

DENSITY ATTACK. This is a normal attack using his Fighting rank for its FEAT roll. By sticking a part of his immaterial body into an opponent and then resolidifying it, he can cause up to Remarkable damage. In addition, his victim must make a yellow Endurance FEAT roll or fall unconscious from the pain. If the FEAT roll fails altogether (white result), the victim loses all of his Health points, falls unconscious, and is dying.

This is such a dangerous attack that the Vision does not use it except in emergencies, such as to prevent murder. The Vision must pay 25 Karma points every time the power is used (and the Judge may invoke an additional Karma penalty if the power is used casually or unnecessarily). The Vision's density attack is not affected by body armor.

POWER SOURCE. The Vision draws power from light, which is filtered through the jewel in his forehead. If he exerts himself for a long period of time or is kept in total darkness for 24 hours, the Vision falls "unconscious" from lack of energy.

Talents: The Vision has a natural understanding of biology and engineering.

Important People: The Vision is married to Wanda Maximoff, the Scarlet Witch. His only friends are the Avengers. He hates Ultron, his creator.





WASP™

Avengers founder
Janet Van Dyne; heiress
hi-tech wonder

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

Health: 46
Karma: 50
Resources: EXCELLENT
Popularity: 65

Powers:

SHRINKING. The Wasp has Incredible shrinking powers. She can reduce her body to half an inch in height.

FLIGHT. When she reaches 1/2 inch in height, a pair of wings unfolds from her back. She can only carry about 1/2 ounce of weight when in wasp size.

WASP STING. She has a wrist weapon on each arm that can shoot a beam of bio-electric energy. These beams do Remarkable damage to anyone or anything in the same area.

INSECT COMMUNICATION/CONTROL. The Wasp has Typical skill in communicating with and controlling insects. She seldom uses this power.

Important People: For a while Janet Van Dyne was married to Henry Pym, also known (at various times) as Ant-Man, Giant-Man, Goliath, and Yellowjacket. She has no known friends other than the Avengers and a few independent heroes. She is very active in charity and social work.

Background: When Henry Pym discovered the particle that could enable people to change their body size, she joined with him to use the power for the cause of good. Together they have fought crime for many years. She was the chairperson of the Avengers for quite some time.

Personality: For a long time Janet Van Dyne pretended to be a dumb female to fit the stereotypical image others had of her. She has since dropped that ruse and now acts as intelligent as she truly is. She has expensive tastes and an obsession for fine clothing.



WONDER MAN™

Simon Williams; actor
altered human; immortal

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

Health: 215
Karma: 18
Resources: POOR
Popularity: 45

Powers:

HARD SKIN. Wonder Man's skin is so hard that he has Amazing protection from damage.

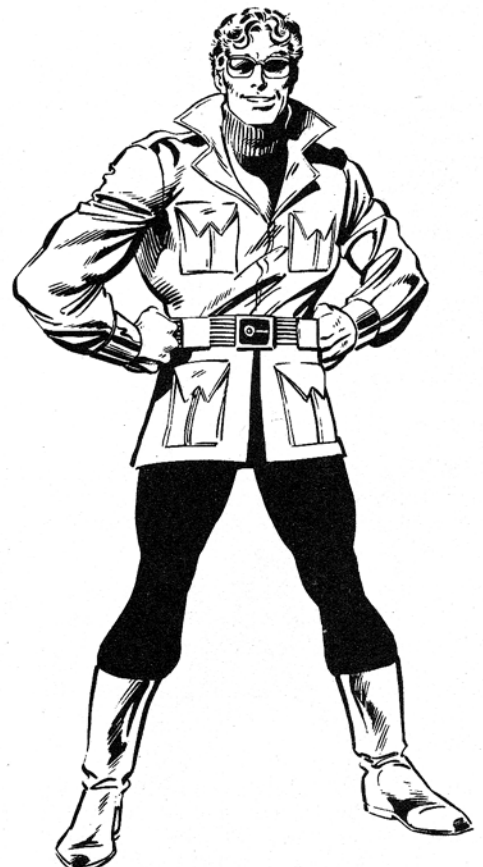
ENVIRONMENTAL INDEPENDENCE. He does not need to eat, drink, or breathe, but can if he wants to. He can survive in outer space. He is not truly a human any more and does not age.

FLIGHT. He wears a belt which allows him to fly at Remarkable speeds. The belt can only lift 300 lbs. more than his own weight.

Talents: Simon Williams is an aspiring actor, although not a very good one. He is now a stuntman, and is very good at this job because he can't be hurt.

Important People: His brother is Eric Williams, also known as the Grim Reaper, a notorious villain. He has several friends among the Avengers. He is particularly fond of the Beast, a former Avenger.

Background: The owner of a failing company, Simon Williams fell in with Baron Zemo and the Enchantress, members of the Masters of Evil. He was subjected to an "ionic ray" treatment that gave him extraordinary strength and invulnerability. Zemo told him that a side effect of the treatment would kill him unless he took an antidote that Zemo provided him with every week. Then the Masters of Evil, with Wonder Man on their side, took on the Avengers. In the battle, Wonder Man betrayed Baron Zemo, and the Masters of Evil were defeated. But Wonder Man apparently died because he didn't have the antidote he needed any more. His brother, the Grim Reaper, took the body to a voodoo priest to have it revived. Brought back to "life" as a mindless zombie, Wonder Man followed the commands of his brother and attacked the Avengers. However, he slowly began to regain his humanity. It was later discovered that he was not dead, but only in a deep coma while undergoing a permanent metamorphosis into a form that allowed him to retain his powers.





YELLOWJACKET™; inactive

Henry Pym; biochemist
altered human

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

Health: 70
Karma: 36
Resources: GOOD
Popularity: 65

Powers:

SHRINKING. Yellowjacket could shrink at will. Constant exposure to the shrinking gas he developed has given him Incredible shrinking powers.

PROTECTED SENSES. Yellowjacket wore a visor that protects his eyes from blinding flashes.

INSECT COMMUNICATION/CONTROL. Yellowjacket could communicate with and control insects with Remarkable skill; he usually does this with bees.

FLIGHT. When he was at his smallest size, a pair of wings unfolded from his back, enabling him to fly with Good speed. He can only lift about an ounce of weight in his small size.

STINGERS. Yellowjacket could fire electrical blasts through his gloves, doing Remarkable damage to whatever they hit. The power source was contained in the two ridges of his costume that cover his shoulders.

Talents: Henry Pym is a biochemist of Remarkable skill.

Important People: Janet Van Dyne (also known as the Wasp) was his wife. They were recently divorced. His only known friends are members of the Avengers.

Background: Henry Pym discovered the "Pym particle," which allowed anyone who breathed it to control his size. He and Janet Van Dyne used this gas to become super-small crimefighters. Henry eventually gained the ability to grow to tremendous size after repeated exposure to the gas containing the particle. His career as Yellowjacket began when he inhaled a newly invented gas that caused him to think he was a different person — and he believed that he had killed Henry Pym. This episode marked the beginning of a period of mental instability that he suffered through.

Henry Pym has had more identities than any other Avenger. He has been Ant-Man, Giant-Man, Goliath, and Yellowjacket. Since his abilities have changed over time, the various heroes that Pym has been all possess different ability ranks.

HONORABLE MENTION

Some people who have dramatically influenced the history of the Avengers were neither members of the group nor villains. Two of these everyday people are described here.

JARVIS

Edwin Jarvis; Avengers mansion butler
human

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

Health: 32
Karma: 36
Resources: GOOD
Popularity: 65

Talents: Jarvis was trained in boxing when he served in the armed forces. This talent is treated the same as martial arts.

He also has the ability to remain unsurprised and not panic in almost any situation. Having served the Avengers for many years, he has seen it all.

Important People: Jarvis used to be the Stark family butler and has served the Avengers for many years. He is not actually a personal friend of any of them, but he is a faithful servant for all of them. Some of his relatives are still alive. He visits his mother on Sundays.



RICK JONES

Rick Jones; musician
human

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

Health: 24
Karma: 22
Resources: TYPICAL
Popularity: 8

Background: Rick Jones was near Bruce Banner when the Hulk first came into being. He remained a constant companion to the scientist and his brutish alter ego for many years. In an attempt to stop one of the Hulk's rampages, he contacted a group of heroes that later became the Avengers. Rick was made an honorary member of the group, and he traveled with Captain America for quite some time.

Shortly after Captain Mar-Vell came to Earth, Rick found himself tied to that hero in a strange way: When one of them was on Earth, the other lay in the Negative Zone. (Captain Mar-Vell spent far more time in the Negative Zone than Rick did.) During the Avengers' battle with the Skrulls, the Kree Supreme Intelligence tapped Rick's memory of heroes from the past to wipe out the Skrull fleet. Rick has Avengers security clearance and is still a respected honorary member of the group.



ABSORBING MAN™

Carl Creel; criminal
(alias Crusher Creel)
altered human

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

Health: 56
Karma: 14
Resources: POOR
Popularity: 1

Powers:

ABSORPTION. The Absorbing Man can take on the properties of anything he touches. The molecules of his body actually change into the substance of whatever he is "absorbing." (This requires the Judge to work hard to keep the battle balanced.) As a general rule, the Absorbing Man gets the Strength, Endurance, and body armor equivalent of whatever material he touches. For instance, if he were to touch a steel girder, he would have Remarkable Strength, Endurance, and body armor. When he assumes another form, his Health is adjusted to the sum of his current Fighting, Agility, Strength, and Endurance numbers.

If the absorbed material is holding or emitting an extreme amount of energy (it is very hot, very cold, has a lot of electricity, etc.), he absorbs the

properties of the energy as well. He has at times turned himself into pure energy by absorbing such things as lightning bolts. The Judge will have to decide what useful properties the energy source might have, and at what ranks.

He can absorb the physical shape or characteristics of an object. If he touches a mace, he gets its spikes as well as the strength of iron. If he touches a building, he can grow to the height of the structure.

The Absorbing Man can take on another character's physical powers by touching that character. However, he often lacks full control over powers he gains in this way. For instance, he can gain the powers of the Vision, but may not be able to control his density changes.

WEAPON. The prison ball and chain he carries always undergoes the same transformation as he does, so long as he is touching it at the time of the change. It is a magical weapon, and he is very skillful with it. He gains a one-column shift to the right when using it in combat.

Important People: While he has taken occasional companions, the Absorbing Man has never formed a close friendship with anyone. The Avengers have defeated him so many times that he often seeks them out for revenge.

Background: When Crusher Creel was in prison, Loki gave him the power of absorption, hoping that he would defeat Thor with it. As the Absorbing Man, Creel easily escaped from prison, but hasn't had it easy since then. He has fought heroes many times, usually going down to defeat because he is not very bright.

ARSENAL™; destroyed

Arsenal; ultimate weapon
robot

Fighting: AMAZING
Agility: EXCELLENT
Strength: MONSTROUS
Endurance: UNEARTHLY
Reason: EXCELLENT
Intuition: POOR
Psyche: TYPICAL

Health: 245
Karma: 30
Resources: EXCELLENT
Popularity: 1

Powers:

EXTRAORDINARY SENSES. Arsenal had many superior senses. He had an Incredible 360-degree scanning radar system that prevented him from being surprised in most cases. He had Incredible infravision, and all of his other senses were also of Incredible rank.

PROTECTED SENSES. All of Arsenal's senses have Incredible protection against sensory overload (see pp. 39-40 of the Campaign Book).

BODY ARMOR. Arsenal's non-metallic body gave him Amazing protection from damage.

FORCE FIELDS. Arsenal had a number of offensive force fields. These fields did not prevent him from being damaged, but anyone who tried to walk through one of them took damage. He

was known to have a close-range electrified force field that zapped small creatures and objects that came close to him. He also had a longer-range photoelectric force field that could harm even phasing opponents. Both force fields did Remarkable damage and were not affected by body armor. If any force field is used more than once before being recharged, its protection is lowered by one rank for each use after the first.

SHOULDER GUNS. Twin radiation blast cannons push up through Arsenal's shoulders. They are treated as one weapon, range 7 areas, that does Incredible damage.

CHEST CANNON. A large force cannon in his chest can pop out and fire, doing Unearthly damage to any target it hits in the same area as Arsenal. When firing the cannon, Arsenal shifts one column to the left on Agility.

GAS. Using gas jets located in his helmet, Arsenal can fill the area he is in with a dense gas that blocks normal vision. Anyone who breathes the gas must make a yellow Endurance FEAT roll or fall unconscious.

FREEZING UNITS. Arsenal's body contains freezing units that can coat anything he is holding with Incredibly strong ice in one round.

AIR GUN. These weapons pop out of Arsenal's palms. They can shoot Remarkably strong blasts of air which will disrupt some missiles and can knock down heroes up to one area away. The force can be reversed to create a Remarkably powerful suction.

BLINDING FLASH. His helmet can produce a blinding light like a giant flash bulb. Anyone who sees it go off is blinded for 1-10 rounds, but a victim is allowed an Endurance FEAT roll to avoid the effect. Blinded characters suffer a three-column shift to the left when fighting.

COMPUTER LINK. Arsenal was linked to a computer that could enhance its senses by one rank and its Intuition by three ranks. The computer was responsible for Arsenal's programming directives, and the robot always obeyed the computer.



ATTUMA™

Attuma; Barbarian ruler
alien (Atlantean)

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

Health: 165
Karma: 20
Resources: INCREDIBLE
Popularity: 3

Powers:

DENSE FLESH. Attuma's flesh is the equivalent of Good body armor. In addition to the other advantages this gives him, it enables him to withstand the great pressures of the ocean depths where he lives.

EXTRAORDINARY VISION. His vision is particularly acute in the green and blue portion of the spectrum. He has Remarkable vision underwater. This is also a beneficial adaptation for underwater existence.

SWIMMING SPEED. Attuma can swim underwater at Remarkable speed.

WATER BREATHER. If he is out of the water for more than 10 minutes (about 40 rounds), he begins to suffocate. Out of the water, his Strength is only Incredible, and his Health is adjusted accordingly down to 130.

WEAPON. Attuma usually fights with a sword or war-hammer in his hand. The weapon is usually made from material of Amazing strength.

Important People: Attuma has no known living relatives and no friends. He rules the Atlantean barbarians by brute force.

Background: Attuma grew up to become the ruler of the barbarian tribes of the Atlanteans. He believes that he will conquer Atlantis by force because of a prophecy he discovered as a young adult. He has fought Prince Namor, the Sub-Mariner, many times but has always been defeated in the end. He has also fought the Avengers.



COLLECTOR™

Taneleer Tivan; curator
alien (Elder of the Universe); immortal

Fighting: TYPICAL
Agility: TYPICAL
Strength: TYPICAL
Endurance: UNEARTHLY
Reason: REMARKABLE
Intuition: REMARKABLE
Psyche: AMAZING

Health: 118
Karma: 110
Resources: MONSTROUS
Popularity: 5

Powers:

LACK OF FIGHTING SKILL. When he is charging into combat, the Collector's Endurance is considered Typical. At all other times, his Endurance is Unearthly.

THICK SKIN. He is impervious to harm from conventional causes (disease, wounds, etc.). The Collector has Unearthly body armor.

Equipment/Possessions:

WEAPONS. During a lifetime that spans eons, the Collector has accumulated a vast number of weapons and artifacts from around the universe. Of particular interest is his collection of time machines and probes. He has any weapon he might need stored somewhere in his ship.

SPACE SHIP. The Collector's craft has Class 1000 speed. It is capable of bridging dimensions and traveling from one end of the universe to the other.

Important People: He had a wife and a daughter at one time, but his daughter left home many millennia ago and his wife died soon thereafter. (His daughter is now also deceased.) The Collector occasionally associates with the other Elders of the Universe. He values his collections above all else.

Background: When his wife died he meditated for more than 50 years to find a meaning for his life. He foresaw the possible destruction of the universe at the hands of very powerful beings. So that he could repopulate the universe if this did happen, he set out to collect living beings and artifacts from all the worlds of the known universe. He has converted many extra-dimensional worlds into museums to store all of his acquisitions. In recent centuries his collecting has become an obsession, and he has lost track of his original reason for doing so. Now he collects solely for the sake of collecting.





GRAVITON™

Franklin Hall; physicist, criminal altered human

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

Health: 24
Karma: 26
Resources: GOOD
Popularity: 5

Powers:

GRAVITY CONTROL. Graviton has Unearthly control of gravity, able to reverse or intensify the force at will. He can use this power to fly or to simulate telekinesis, and is able to move a mass of up to 1,000 tons. His flying speed is limited to Excellent because he can't breathe if he goes any faster. Graviton can project force beams of gravity, causing Unearthly damage. He can create Unearthly strong force fields that can extend almost five miles in diameter or be skin-tight.

Graviton's control of gravity comes very easily to him. It does not seriously fatigue him, and he can maintain or perform up to four different actions in one round. If he attempts more than

four actions at once, he must make an Endurance FEAT roll to maintain all of them. Failure indicates that only the two actions most recently attempted will remain in effect.

Important People: He is in love with a girl named Judy, last name and current whereabouts unknown. He has no living relatives or friends.

Background: As a physicist, Franklin Hall was experimenting with teleportation. An accidental energy discharge gave him the power to control gravity. His ambitious nature got the better of him, and he singlehandedly took on and defeated the Avengers, including Thor and Iron Man. During the battle, Judy apparently committed suicide. In his grief and fury, Graviton called upon too much power and caused his body to merge with a large mass. He eventually was able to separate his molecules from those of the large mass. Judy survived, saved by Jarvis at the last moment. Graviton has since become a regular foe of the Avengers, possessing enough power to take them all on.

GREY GARGOYLE™

Paul Pierre Duval; chemist, criminal altered human

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

Health: 110
Karma: 36
Resources: GOOD
Popularity: 7

Powers:

STONE TOUCH. Anything touched by the palm of the Grey Gargoyle's right hand is turned to stone for one hour. The touch affects and also penetrates thin materials like cloth or costumes to affect the body beneath, but it does not penetrate thicker and stronger materials, such as Iron Man's armor.

He can affect a volume of up to 10 cubic feet at one time, but the only object affected is the one he actually touches. For instance, if he were to touch a table, the table would turn to stone, but not the things on it. Likewise, if he touched one object on the table, it would turn to stone but the table would be unaffected. The Grey Gargoyle must make a Fighting FEAT roll to touch a moving object. A stationary object is touched automatically if he is close enough to touch it and wishes to do so.

Any attacks against a stone object are treated as if the object has Incredible body armor. Living things turned to stone will take damage as stone does; objects still use the rules for breaking things (p. 8 of the Battle Book).

TRANSFORMATION. By touching himself with his right palm, the Grey Gargoyle can turn himself into living stone. In this state he has Incredible protection from damage, plus the physical abilities given above. (As a normal human, his physical abilities are only Typical, and his Health is 24.) In his living-stone form, he frequently climbs walls made of less than Incredible material by punching handholds in it with his stone-hard fingers.

LEAPING. His granite-like Strength enables the Grey Gargoyle to leap up to 2 areas away, even in his stone form.

Important People: He has no known living relatives. He has very few friends and usually works alone. He has a grudge against the Avengers and particularly against Thor.

Background: When he was a young chemist, Paul Duval spilled a strange chemical on his right hand. He soon discovered that he had the power to turn things to stone, and shortly thereafter he turned to crime to get rich. But stealing was too easy, so he started a battle with Thor for his hammer because he believed that the weapon granted Thor his immortality. He has fought the Avengers in the past.





GRIM REAPER™

Eric Williams; criminal
hi-tech wonder

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

Health: 36
Karma: 18
Resources: EXCELLENT
Popularity: 10

Powers:

SCYTHE. The Grim Reaper's weapon is a steel scythe (Incredible material) that he holds in his right hand. All of his powers come from it. In combat it is a Hack & Slash weapon because of its sharp edge. At his option, the Grim Reaper can use it as a blunt weapon, taking a one-column shift to the right when doing so.

POWER BLASTER. The handle of the scythe can shoot beams of energy that do Remarkable damage up to 5 areas away.

GLIDING. The blade on the scythe can be made to spin like a helicopter rotor. This allows the Grim Reaper to fall from a great height and not take damage, but it only provides him Poor gliding control. He cannot attack with the scythe when he is gliding.

BUZZSAW. The spinning scythe can also be used as a buzzsaw, able to do Excellent damage as a Hack & Slash weapon.

BODY ARMOR. The scythe can spin fast enough to act as Remarkable body armor against solid projectiles. Any opponent must make a red Agility FEAT roll to safely attack the Grim Reaper when the scythe is spinning. Otherwise the attacker takes damage as if he had been hit by it.

PARALYZING TOUCH. The touch of the handle of the scythe can cause a deep coma or release a victim from such a coma. The paralyzing touch cannot be attempted in combat unless the victim has been knocked down or stunned. The victim can avoid the coma by making a red Endurance FEAT roll.

KNOCK-OUT GAS. The handle can spray one dose of knock-out gas that fills one area and remains in effect for five rounds. Anyone in that area must make a yellow Endurance FEAT roll each round he remains in the area or pass out for half an hour. The Grim Reaper carries two replacement capsules, one dose apiece. However, it takes at least a round to put one in.

Important People: Eric Williams' brother is Simon Williams, also known as Wonder Man. The Grim Reaper has disowned his brother and hates him. He blames the Avengers for what happened to his brother.

KANG™

Real name unknown; conqueror
hi-tech wonder

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

Health: 86
Karma: 90
Resources: MONSTROUS
Popularity: 8

Powers:

ARMOR. Kang's armor has a protective force field which gives him Unearthly protection from any energy type. He could survive a direct nuclear hit. He can extend the force field to protect an entire area for up to 12 hours. The armor is made of an unknown metal that gives him Remarkable protection from physical attacks. The armor has a complete life-support system; he does not need to breathe outside air or eat while he wears it.

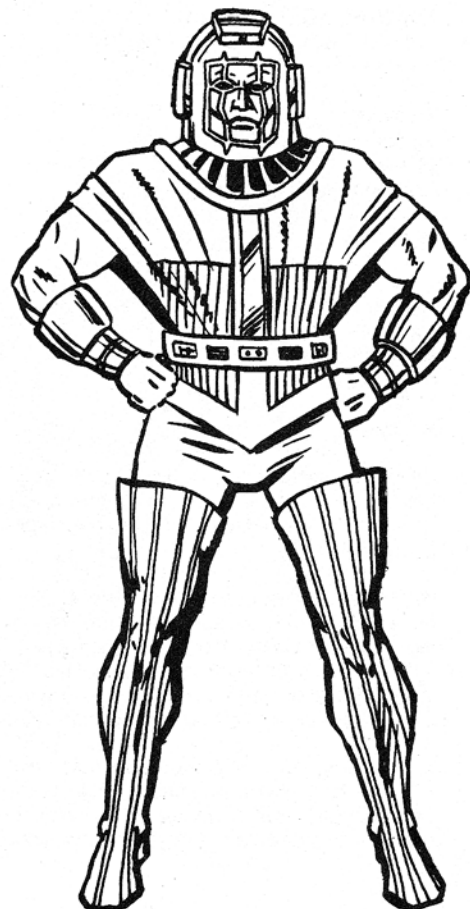
GAUNTLETS. The gauntlets of his armor contain anti-gravity projectors that can lift objects with Remarkable strength. He can use the gauntlets to shoot beams of energy, causing Remarkable damage up to 5 areas away.

TIME SHIP. This device weighs 11 tons. It is made out of a metal that is an Incredible material. If it takes 50 points of damage it becomes unusable. This machine can send people and itself to anywhere in time. It can also pluck people out of time and bring them to the ship.

DEVICES. Kang has the resources of an entire planet in the 31st century at his beck and call. He has been known to use a wide variety of devices, none of which was ever seen in his possession before it was used. Given time, he can build any device of up to Amazing power.

Important People: Kang has many incarnations in time; see the "Background" section. He is in love with a woman named Ravonna, who lies in a deep coma. He is constantly trying to find a way to revive her.

Background: Born in the 31st century, Kang found a time machine left behind by Doctor Doom. He began his conquests by taking over Egypt in the year 2950 B.C., calling that incarnation of himself Rama-Tut. As the Scarlet Centurion, he tangled with the Avengers and conquered Earth in the late 20th century, although it was the Earth of an alternate time branch. After that he took over an alternate Earth in A.D. 4000. Using his advanced technology, he then conquered his native 31st century Earth. From that time onward, many manifestations of Kang occur in the time stream. One of them became the benevolent Immortus, master of Limbo.





KLAW™

Ulysses Klaw; ex-scientist, criminal altered human

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

Health: 111
Karma: 22
Resources: TYPICAL
Popularity: 3

Powers:

BODY TRANSFORMATION. Klaw's body is composed of "living sound." He has mass, so he can be touched or hit, but he does not need to eat, drink, sleep, or breathe. The only environment he needs is some type of matter around him, a medium through which sound can travel. In a vacuum he would dissipate.

BODY ARMOR. Because his body is not made of normal matter, Klaw has the equivalent of Incredible body armor. However, any attack that would directly affect sound waves is not hampered by his body armor.

SOUND OBJECTS. He can create objects and creatures made of sound. They start in the same area he is in when created, but afterward can move to any other area. They are controlled

by Klaw, but he must be able to see them to exercise this control. He frequently makes animals or large creatures, any of which have Good body armor plus the following abilities:

F	A	S	E	R	I	P
Ty	Ty	Rm	Rm	Fb	Fb	Fb

Health: 72

SOUND CONVERTER. This device converts sound waves for Klaw's use. With it, he can project incredibly powerful blasts of energy. He can emit a sonic blast that has the power to deafen everyone within 10 areas of him. Each victim has the chance to make a red Endurance FEAT roll; success indicates that the victim is only partially deaf. All victims regain their hearing after one day.

VIBRANIUM. If more than a pound of vibranium is brought into the same area as Klaw, his body becomes unstable, collapses, and is absorbed into his sound converter. Klaw's body armor is no good against an attack made with an object that has vibranium in it, such as Captain America's shield.

Background: Ulysses Klaw was a physicist who worked on methods of turning sound into matter. He found that he needed a large quantity of vibranium for his experiments. He armed himself with a sonic blaster and attempted to obtain it illegally, but was thwarted by the boy who later became the Black Panther. During a later battle he leaped into a sound converter and was transformed into living sound.

LIVING LASER™; dead

Arthur Parks; ex-scientist, criminal altered human

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

Health: 50
Karma: 32
Resources: POOR
Popularity: 6

Powers:

LASER BEAMS. The Living Laser can project incredibly strong laser beams, from miniature laser diodes implanted in his skin, to a range of up to 10 areas.

INVISIBILITY. He can redirect light so that it flows around him, making him invisible. However, if the light in the area is too colorful or if he moves around too much, he must make a Reason FEAT roll or else monochromatic "ghosts" will appear, perhaps giving away his location.

ILLUSIONS. He can produce animated holograms with his lasers. The images must be simple; a single moving creature or an object is easy, but an entire room is beyond his capability.

Talents: Arthur Parks' specialty in scientific research was lasers. In this subject, his Reason is Remarkable.

Important People: At one time the Living Laser had a crush on the Wasp. He has worked with the Mandarin, Batroc and the Lethal Legion. He has been double crossed by Count Nefaria, and he has had dealings with foreign agents.

Background: Arthur Parks started his career as the Living Laser by using laser projectors on his wrists. He developed a crush on the Wasp and kidnapped her, but she was rescued by the Avengers and Arthur Parks was imprisoned. He escaped with the help of the Mandarin and served as a henchman for various criminals for several years afterward. He replaced his wrist projectors with laser diodes implanted in his skin. He was defeated by the Avengers in his quest for the Serpent Crown, and later died in a battle with Iron Man.



KREE™

Alien race

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

Health: 56
Karma: 26
Resources: TYPICAL
Popularity: 30

The Kree is an alien race that keeps tabs on the earth frequently. Most of the powerful individuals are blue-skinned humanoids, but the majority of the race's members have the same skin color as humans.

They are extremely militaristic and want to conquer as much territory as possible. They have been at war with the Skrulls, a shape-shifting alien race, for longer than all of recorded human history. Their advanced technology makes them a threat to any race.

They control more than 1,000 star systems. They have mastered intergalactic and hyperspace travel and they possess an abundance of powerful weaponry.

There have been three major representatives of the Kree to Earth: Captain Mar-Vell, Ronan the Accuser, and Supremor (The Supreme Intelligence). All are detailed in this section. For the most part, the Kree leave Earth alone and just observe it. In the past they have used powerful

giant robots of varying abilities called Sentries to watch over our planet.

The Avengers have directly involved themselves with the Kree by entering into the Kree-Skrull war. On many occasions the Avengers have interacted with The Supreme Intelligence and the Kree, sometimes to thwart a plot and sometimes to save the universe.



CAPTAIN MAR-VELL™; dead

Mar-Vell; captain in the Kree navy
alien (Kree)

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

Health: 120
Karma: 115
Resources: POOR
Popularity: 55

Powers:

NEGA-BANDS. Captain Mar-Vell wore metallic bands on his wrists that converted his psionic energy into physical strength. The nega-bands also gave him Remarkable body armor, the power to fly at Remarkable speed, and the ability to survive in outer space.

SOLAR BLASTS. The nega-bands allowed him to fire blasts of solar energy capable of doing Remarkable damage up to 5 areas away.

COSMIC AWARENESS. Captain Mar-Vell was psionically in tune with the universe. This is why his Intuition is Monstrous.

Background: Captain Mar-Vell was chosen to be a Kree spy on Earth. He grew to sympathize with the humans and became a hero. He fought against Ronan the Accuser, Supremor, other Kree warriors and officials, and the Skrulls several times. He was given posthumous membership in the Avengers.



SUPREME INTELLIGENCE™

Supremor; Ruler of the Kree
alien (organic Kree computer)

Fighting: FEEBLE
Agility: FEEBLE
Strength: FEEBLE
Endurance: POOR
Reason: UNEARTHLY
Intuition: MONSTROUS
Psyche: UNEARTHLY

Health: 10
Karma: 275
Resources: UNEARTHLY
Popularity: 2

Powers:

IMAGE GENERATION. The Supreme Intelligence can project images or dreams across intergalactic distances.

COMPUTER LINK. Supremor has access to all Kree computers and information. It is one of the most well-informed beings in the universe.

Background: Supremor is a group intelligence composed of the finest minds of the Kree empire spanning thousands of years. It has been the ruthless, absolute ruler of the Kree for most of its existence. It has subtly manipulated the lives of many people, including Ronan the Accuser, Captain Mar-Vell, and Rick Jones.

RONAN THE ACCUSER™

Ronan; Supreme Public Accuser
alien (Kree)

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

Health: 110
Karma: 50
Resources: AMAZING
Popularity: 5

Powers:

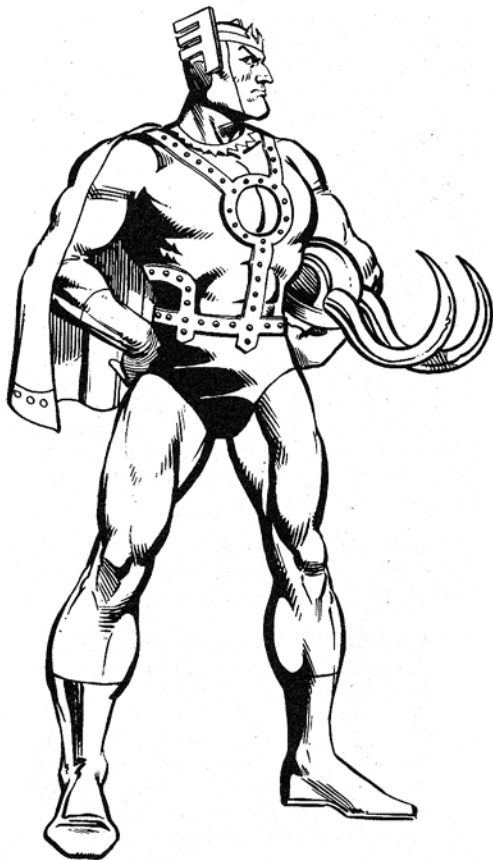
ARMOR. Ronan's armor gives him his Amazing strength and provides Remarkable protection from damage. He can also use the armor to become invisible (ability rank Excellent).

UNIVERSAL WEAPON. This weapon manipulates cosmic energy at the user's will to perform many functions — disintegration, rearrangement and transmutation of matter, force bolts, energy absorption, gravity control, force fields, and teleportation, to name a few. The weapon



operates at Monstrous rank with a range of 20 areas.

Background: Ronan quickly rose through the ranks of accusers in the Kree society to get the post of Supreme Public Accuser. The Accusers enforce and administer justice in the Kree empire. They prosecute, judge, sentence, and execute all Kree accused of crimes. Ronan has fought the Fantastic Four many times and was a foe of Captain Mar-Vell for many years.



LOKI™

Loki; God of Mischief
god

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

Health: 150
Karma: 115
Resources: EXCELLENT
Popularity: 25

Powers:

DENSE FLESH. Loki's flesh is the equivalent of Excellent body armor. (Normal Asgardians have Good body armor.) Loki also has the power to re-attach a part of his body that was severed, even his head.

MAGICIAN. Loki is a Monstrous master of sorcery. He usually casts spells that change him into various animals, animate objects, or hypnotize people. One of his favorite schemes is to enhance the power of a villain and send the villain forth to battle Loki's enemies. He is extremely adept at using personal and universal energies. He rarely uses dimensional energies.

MAGICAL TALISMANS. Loki has access to several magical talismans that can greatly increase his power, most of the time by making

the effects of his spells permanent. He can obtain a magical talisman, for any purpose, of up to Amazing power.

Important People: His wife is Sigyn. His father is Odin by adoption, and therefore Thor is his foster brother. Loki's true father was king of the giants that live in a land near Asgard. He has worked with Karnilla, Hela, and other Asgardian deities. He cares nothing about humans or any creature less powerful than himself.

Background: Loki's history is a long one. He is several thousand years old. He started out being known as the god of mischief, but as his pranks grew more deadly he became known as the god of evil. He is responsible for the creation or assistance of several of Earth's most powerful villains, such as the Absorbing Man. He has plotted the death of his hated half-brother Thor innumerable times. He has thwarted the will of Odin frequently, but Odin will not kill him because he is the All-Father's adopted son. Loki has spent most of his time under house arrest in Asgard.

MAD THINKER™

Real name unknown; criminal
hi-tech wonder

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

Health: 24
Karma: 62
Resources: REMARKABLE
Popularity: 7

Powers:

COMPUTER BRAIN. The Mad Thinker's mind is adept at organizing information, but he is almost incapable of original ideas. Most of his plots and inventions are combinations or new applications of other people's ideas. He is able to calculate the probability of any event happening. The only thing preventing him from having a perfect knowledge of what will happen is the x-factor — variables that are unknown to him or that cannot be calculated. Most heroes have an x-factor in their actions and behavior, which is why he has trouble succeeding against them. Any scheme he plots is completely thought out in advance; however, the x-factor frequently messes up his plans.

WEAPONS. He has a large number of weapons and androids at his beck and call. None of these are new or unique; they are all ideas taken from somewhere or someone else. He is very good at combining old ideas to make his robots and devices. His androids can have powers and abilities of up to Incredible rank, but their Reason, Intuition, and Psyche rarely exceed Typical.

Android:
F A S E R I P
Rm Ex Ex Rm Pr Fb Fb

Health: 100

All androids have blasters of Incredible power with a range of 3 areas.

RADIO LINK. The Mad Thinker has a surgically implanted radio link to his laboratory. He can use his facilities through this means from up to 250 miles away, even while in prison.

Important People: He has worked with the Puppet Master on occasion. He usually prefers to work alone. It is not known if he has any living family, and it is unlikely that he has any friends.

Background: Most of the Mad Thinker's history is shrouded in mystery. He began his criminal career by trying to take control of the various criminal gangs in New York. He soon stopped using normal accomplices, since he considers himself resourceful enough to operate without them.



MANDARIN™

Real name unknown; conqueror
hi-tech wonder

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

Health: 90
Karma: 50
Resources: AMAZING
Popularity: 12

Powers:

HARD HITTING. The Mandarin has toughened his hands so that they do Excellent damage. If his force field (see below) is tight against his body, he can do Remarkable damage with one blow.

FORCE FIELD. He wears equipment that can project a force field of Monstrous strength around him. He can extend it to cover the entire area he is in, or shrink it down to a skin-tight layer around himself.

MAKLUAN RINGS. The Mandarin wears 10 rings, each of which has a different power. He has a psionic link with these rings and no one else can use them. He can control a ring from anywhere on Earth and mentally observe what is happening near any of the rings. Any of the



rings that produces a blast does Remarkable damage unless otherwise specified.

Left hand:

Little finger — Ice blast. Stun only, maximum range 2 areas.

Ring finger — Mento intensifier. This ring magnifies his Psyche up to Remarkable, and it

gives him mind control powers. The control attempt must be made while he is in the same area as the victim, but once control is established he can maintain it from up to a mile away.

Middle finger — Electro blast. Range 3 areas.

Index finger — Flame blast. Range 2 areas.

Thumb — White light. Any form of light or radiation can be emitted. The ring can produce beams that do Remarkable damage up to 5 areas away.

Right hand:

Little finger — Emits Darkforce with Remarkable skill (see p. 41 of the Campaign Book).

Ring finger — Disintegration blast for Monstrous damage; resisted by force fields but not body armor. A result of KILL on the Agility FEAT roll means total disintegration and death.

Middle finger — Vortex beam. This ring causes the air to move rapidly like a vortex. See the description of Whirlwind for possible effects.

Index finger — Impact beam. Emits a beam of concussive energy which does Incredible damage up to 1 area away.

Thumb — Matter rearranger. This ring can reshape objects in the same area as the Mandarin, but it cannot change one element into another. Any force field stops it. The power can be used to teleport persons or objects either to or from the Mandarin. It can even reach into some other dimensions.

Talents: The Mandarin is well versed in several martial arts fighting methods.

Also, he is a master of modern technology and the alien Makluan technology. He is apt to have any number of devices near him.

MANDROID ARMOR™

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

Health: 60
Karma: 18
Resources: —
Popularity: 20

Powers:

The armor is not a living creature. Any humanoid may put it on and gain its abilities and powers. The abilities above are what a normal soldier (see p. 28 of the Campaign Book) has when wearing the armor. Mandroid armor adds 3 ranks to Strength and one to Endurance. All other abilities of the wearer remain the same.

ENVIRONMENTAL INDEPENDENCE. Anyone wearing Mandroid armor has air and water for a day. While the armor can go into some very hostile areas, there are some environments where it cannot operate.

BODY ARMOR. The suit is made of a titanium alloy that gives Incredible protection from damage to its wearer.

STUN CANNON. Anyone hit with this weapon must make a yellow Endurance FEAT roll or fall

unconscious. It does Good damage up to 5 areas away.

PUNCH BLASTERS. These do Remarkable damage to whatever they hit up to 1 area away.

ELECTROSTATIC BEAMS. These do Remarkable electrical damage up to 2 areas away.

TRACTOR/REPELLOR. These are telekinetic tools of Remarkable strength. They are effective up to 3 areas away.

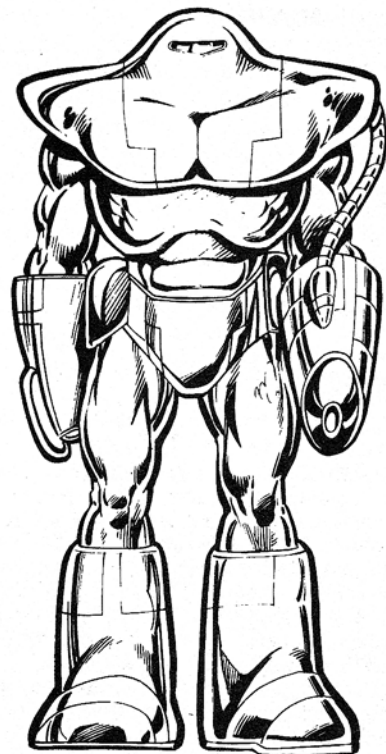
LASER. This weapon does Excellent damage at a range of up to 7 areas.

EXTRAORDINARY SENSES. The Mandroid armor provides Remarkable infravision and radar/sonar to whoever wears it.

PROTECTED SENSES. All senses of the armor's wearer have Remarkable protection from overload.

COMMUNICATIONS. The suit has a full range of radio and communication equipment, including a speaker system to talk and listen to other people.

REMOTE CONTROL. The suit can be remote-controlled in case the operator is rendered unconscious. It can execute some preprogrammed actions.



Background: The Mandroid armor was developed for S.H.I.E.L.D. by Stark International. It was designed to be used against Earth's super-powered villains and — if necessary — super-powered heroes.



RINGMASTER™

Maynard Tiboldt; circus owner
hi-tech wonder

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

Health: 32
Karma: 26
Resources: GOOD
Popularity: 4

Powers:

MIND CONTROL. The Ringmaster normally has Good mind control powers. His hat improves that power to Incredible by amplifying his mental commands. The victim(s) must be looking at the Ringmaster to be affected. (Hence, Daredevil and other sightless characters are immune to the Ringmaster's power, as is someone like Spider-Man who can fight with his eyes closed. Because the control is visually transmitted, the Ringmaster can affect large groups of people if he can get all of them to look at him.

CIRCUS OF CRIME. The Ringmaster owns and operates an organization called the Circus of Crime. A variety of circus performers have

worked for him, each having some power or talent related to his performing specialty. Some of these performers are:

Bruto, strongman	Excellent strength
Cannonball	Acrobat talent
The Clown	Trick cane
Fire eater	Good fire damage
Great Gambonno	Acrobats & aerialists
Live Wire	Electric lariat,
	Excellent damage
Princess Python	Trained 25-foot boa
	constrictor with
	Excellent strength

Talents: The Ringmaster has a Reason of Excellent in electronics. He uses this talent to do maintenance on his hat and to occasionally build a device. He is not skilled enough to build other complex electronic devices.

Important People: The Ringmaster's only friends are the performers of the Circus of Crime. He has been jailed by the Avengers several times.

Background: Maynard Tiboldt's parents were circus owners and Nazi spies in the United States. By the end of World War II, Tiboldt's father had changed sides; he testified against the Nazis, and for that he and his wife were assassinated by Nazi fugitives. Maynard inherited the circus, but business was so bad that he turned to crime. He constructed his hat by adapting the design of the nullatron, which once belonged to the Red Skull.

SUPER-ADAPTOID™

No name; criminal
android

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

Health: 150 (see below)
Karma: 18
Resources: FEEBLE
Popularity: 4

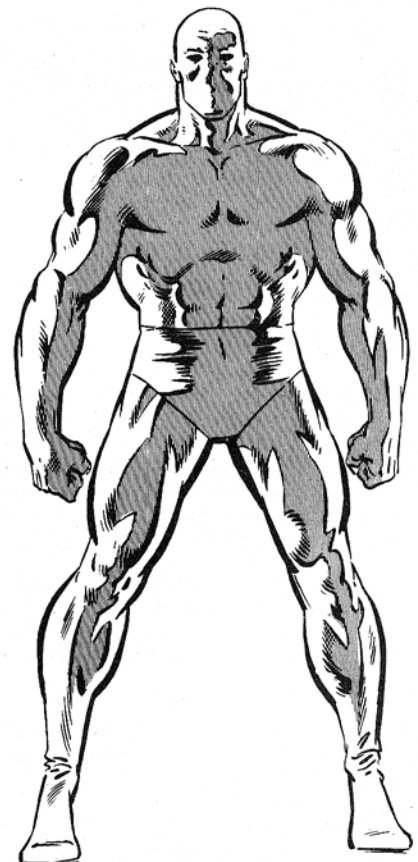
Powers:

ADAPTATION. The Super-Adaptoid can imitate the Fighting, Agility, Strength, Endurance, powers, and weapons of up to five characters or creatures (humans, aliens, or robots) at one time, and possibly even more under certain circumstances. It cannot duplicate mental powers that have no physical manifestation. The Super-Adaptoid's Health is always 150 regardless of what its current abilities are. Any creature that passes through the area the Super-Adaptoid is occupying can be duplicated. Its visual sensors analyze and record all of that person's powers. It can keep a record of a person for up to two years.

If it is imitating only one person, the Super-Adaptoid becomes an exact duplicate, including clothing and personal items. If it is combining several people, it imitates bits and pieces from each person's appearance. However, the android's "skin" takes on a greenish color when it duplicates more than one being at once.

Each of the abilities it duplicates is equal to the highest rank in that ability possessed by any of the beings it is duplicating. It makes functional duplicates of any pertinent objects, such as Captain America's shield, Hawkeye's bow, or Iron Man's armor. It can copy anything up to and including Monstrous materials.

Background: The Super-Adaptoid was built by A.I.M., an organization devoted to conquering the world, as a secret weapon. It was originally programmed to seek out and destroy Captain America, and has battled him and the Avengers on several occasions.





TASKMASTER™

Name unknown; criminal mutant

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

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

Powers:

PHOTOGRAPHIC REFLEXES. If the Taskmaster sees someone do something, he gains the ability to do it. He has watched many tapes of Captain America in action; as a result, he can fight as well as Captain America. His Fighting and Agility are the best of all of the people he has watched. (He has an upper limit of Amazing on any ability because he is of human origin.) He has studied Spider-Man, Captain America, Iron Fist, Daredevil, Tigra, the Punisher, and El Aguila. From them he has gained their talents, fighting skill, and Agility.

MULTIPLE TALENTS. Only some of the Taskmaster's talents are known. With his photographic reflexes, it would be child's play for him to pick up a talent he did not already possess. He is known to have the talents of marksman,

weapon master, all martial arts, wrestling, and piloting.

PREDICTION ABILITY. The Taskmaster can predict the actions of anyone he has studied. In each round he attempts to do so, he makes an Intuition FEAT roll for every opponent that he knows of in the vicinity. If the roll is successful, he does not have to decide what to do in that round until after the hero or heroes have declared their actions.

Any hero whom he has studied fights against the Taskmaster at two column shifts to the left. If the hero surprises him, this column shift does not apply.

Equipment/Possessions: The Taskmaster carries a steel alloy throwing shield, a bow with some special arrows, a steel alloy sword, a multipurpose billy club, and a .45 caliber automatic pistol.

He also has a variety of small common devices, such as magnesium flares, that he uses as desired.

Important People: He has no known relatives or friends. As a rule, he does not bear grudges.

Background: The Taskmaster's photographic reflexes became evident during his childhood. He used the power for minor personal gains at first, and when he reached adulthood he turned to a life of crime. For a time he used his wide range of skills as a trainer of aspiring criminals, hoping to become a supplier of talent to the underworld. His training centers were all eventually discovered and shut down.

ULTRON™

Ultron; criminal robot

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

Health: 190
Karma: 54
Resources: REMARKABLE
Popularity: 0

Powers:

BODY ARMOR. Ultron's body is made of pure adamantium, acting as Class 1000 body armor. It cannot be damaged by any force or energy known to mankind.

BLASTERS. His fingers can fire beams of radiation, electricity, or fire that do Monstrous damage to targets up to 4 areas away.

TRACTOR BEAMS. His fingers have Remarkably strong powers that attract objects to him from up to 10 areas away.

POWER ABSORBER. This device was designed to suck all of the energy from Iron Man's armor. It works on other artificially powered

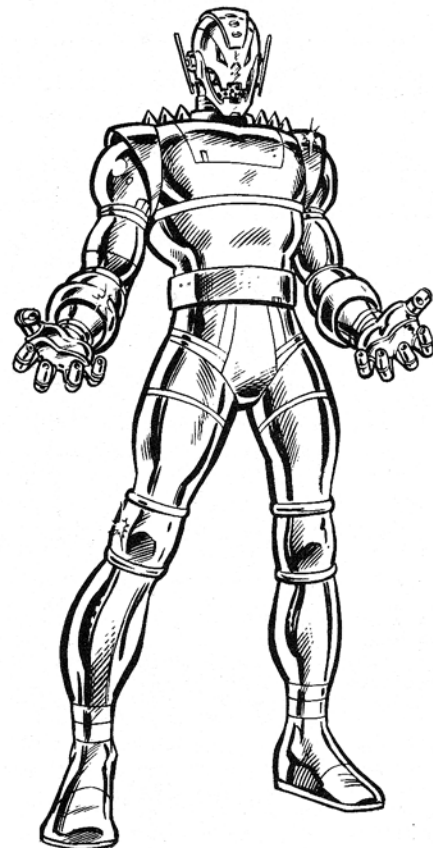
things as well. It can drain a machine of its power in one round.

ENCEPHALO BEAM. This beam is only effective up to one area away. Anyone hit with it must make an Endurance FEAT roll or fall asleep.

OTHER DEVICES. Ultron is always building new weapons and devices to aid him in his conquest of the world. Sometimes they are built into his body, but usually not. Altering his body is difficult, so he usually makes separate machines.

Important People: Ultron hates Henry Pym, his creator. By association, he is not fond of the Avengers. He copied the Wasp's mind into a robot body, Jocasta, intending it to be his bride. But Jocasta spurned him, so he hates her, too. He has an overriding hate of all organic creatures. He teamed up with Maximus at one time.

Background: Created by Henry Pym (Goliath), Ultron was accidentally given artificial creative intelligence. The robot developed an irrational hatred of Pym and escaped after defeating him. In each of the bodies it has occupied since then, Ultron has attempted to kill Henry Pym, the Avengers and all human life, in that order. He originally built the Vision and Jocasta as elements of plots to destroy the Avengers.





WHIRLWIND™

David Cannon; criminal mutant

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

Health: 90
Karma: 18
Resources: TYPICAL
Popularity: 8

Powers:

SPINNING. The Whirlwind can spin at superhuman speeds. He has an almost perfect sense of balance. When he is spinning he has the equivalent of Remarkable body armor, and only a character with Strength of Unearthly or greater can grab him.

LIGHTNING SPEED. He can travel at Remarkable speed while spinning. He looks like a small hurricane when he is moving.

FLIGHT. He can fly at Remarkable speed for up to 12 rounds. He is unable to use his arms for combat while flying, because he is using them to imitate helicopter blades.

FORCE FIELD. He can create a wind screen that acts like a force field of Incredible strength.

TORNADO. He can grab and throw an object in one round without an Agility FEAT roll. When he is using his tornado power, his Strength is Remarkable for wrestling. If he grabs an object, he can automatically throw it. However, if he wants to specify where it goes or where it lands, he must make an Agility FEAT roll.

Talents: David Cannon was a professional wrestler for some time.

Important People: He is a former agent of Count Nefaria (who double-crossed him), and he has worked with the Masters of Evil. He had a crush on the Wasp, and as a result does not like Henry Pym even though he and Janet Van Dyne are now divorced.

Background: As a child and a young man, David Cannon was a bully and a petty criminal, using his powers to his advantage. Later he became a circus performer and professional wrestler. After that he got a job in a professional ice-skating show. Several jail sentences later he was involved in a plot to defraud the Van Dyne estate, which belongs to the Wasp. He was stopped by the Avengers.

Credits

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Cover by Jeff "V. F." Butler

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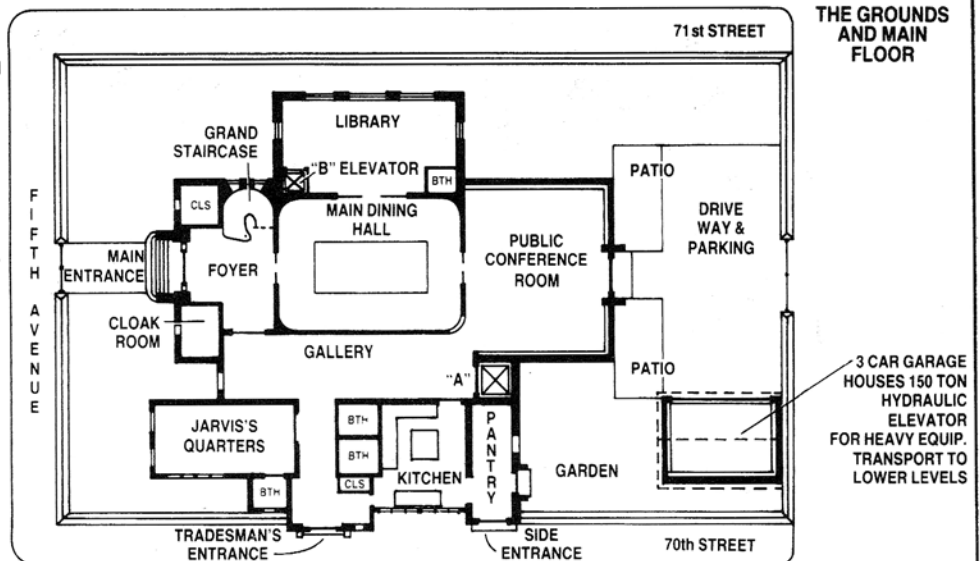
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The Avengers Mansion is surrounded by a 12-foot high wall of Stark International's TANK-PRUF. Although soothingly verdant, the lawn boasts a number of formidable intruder detector suppressors. The house itself is a cross between the style of an English Townhouse and an aircraft carrier — dinner for 25 as well as being able to land a Quinjet at full throttle, or, indeed, any plane with an arresting hook.

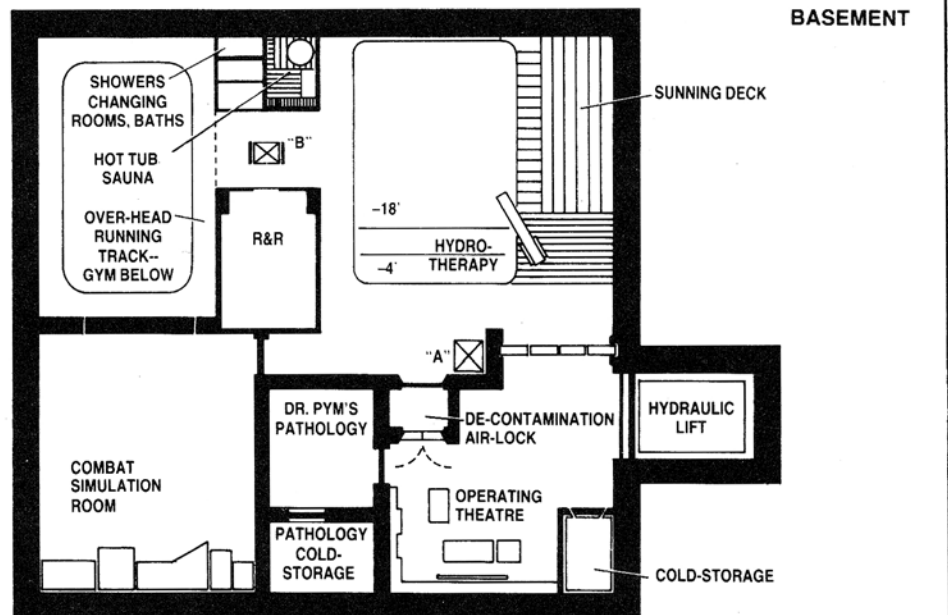


The Gymnasium is fully equipped with outsized exercise devices for our heroes. The multi-purpose pool can be therapeutic as well as recreational, complete with a 3-meter diving board.

The Combat Simulator incorporates several constantly-modified devices which serve to keep our heroes' reflexes keen. They include large-scale destruction (falling, thrown, ruptured and explosive objects in the 1,000 lb. to 3 ton range) and small-scale complications (flying, grasping, running and articulated objects in the 30 lb. to 1,500 lb. range). The CS Room is monitored and motivated by the main computer in the Sub-Basement.

Dr. Pym's complete operating theater is augmented by sophisticated morphology and pathology laboratories, with cold-storage rooms for each. It can also be environmentally isolated, with full-body sterilization, in accordance with the Environmental Protection Administration's Recombinant DNA Experimentation Isolation Guidelines.

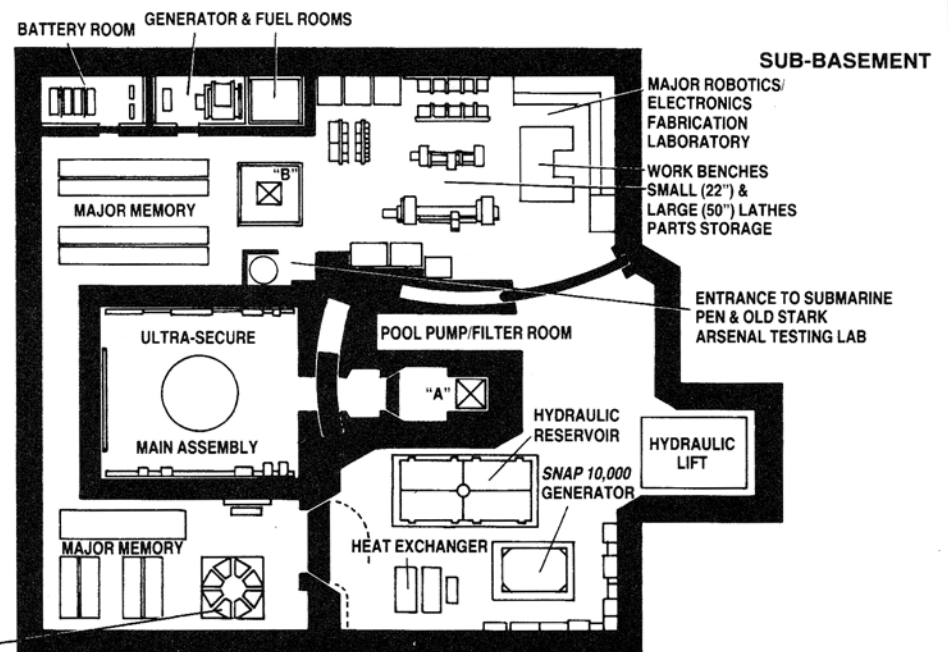
There is also a rest and recreation room with a regulation pool table and ping-pong table, and several donated Video Arcade games, some with experimental control/joysticks for alien use.



The Sub-Basement's Ultra-Secure Avengers Assembly Room is connected to the Cray Company's "next generation" 10 gigabit (2.5 giga flip-flops per second) computer for instant world-scale graphic simulations, plus Hewlett-Packard's experimental Large Array Major-Memory, (22 gigabytes of RAM) for crime/forensic files.

The entire Mansion is powered by a General Electric 4th generation SNAP 10,000 (Systems Nuclear Applications: 10,000 kilowatts) thermoelectric generator which is backed-up by a conventional fuel-powered generator, which is, in turn, backed-up by a large array of exotic, high-density batteries. This insures that no information will be lost without significant power failure(s).

The Robotics Fabrication Area is able to quickly assemble working robots, indeed, almost any electro-mechanical system or device made of metal or plastic.



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