

MARVEL SUPER HEROES™ SECRET WARS™ II

Special Campaign Adventure
by Jeff Grubb



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Secret Wars II™ Campaign Book

Introduction

You hold in your hands the most adventurous endeavor yet attempted for the Marvel Super Heroes™ Game: a campaign adventure that simulates a large chunk of Marvel History, in particular, the history that revolves around one being's brief stay on Earth: the Beyonder.

The Beyonder, for those who have been in an iceberg for the past few years, is an incredibly powerful being from a totally different universe. Correction: this being IS that universe, the sum total of all there is there and unaware of his individuality until he discovered us. Through an accident (the creation of the Molecule Man) a pin-hole opened into this realm from the Marvel Universe, calling the Beyonder's attention to this multi-layered universe. In observing Earth and its universe, the Beyonder tried to understand the nature of Desire, as he was a being of ultimate power, and could want for nothing. To that end he summoned a group of heroes (who fought for the good of others) and villains (who fought for their own enrichment) to a hastily cobbled planet for the original Secret Wars. That war ended when Doctor Doom temporarily stole a large part of the Beyonder's Power, forcing him to retreat back to his realm. The assembled villains returned to Earth with the Molecule Man, while the heroes got back through the expertise of Reed Richards.

The Beyonder, after observing the people of this universe close at hand has physically entered this universe to experience desire and other human notions firsthand. The story told within is of the Beyonder on Earth.

This adventure, consisting of 2 32-page books and a 21 1/2" by 33" map, is a simulation of that story for the Marvel Super Heroes™ Game. Adapting the full course of 9 months of published Marvel Universe material was a difficult feat, particularly because the Beyonder is not opposed by any one hero or group of heroes.

Instead, almost every citizen of the Marvel Universe is touched by the Power from Beyond.

For this reason, the adventure contained within follows in the wake of the Beyonder, dealing with encounters he is a part of, while being specific to particular heroes if necessary. This allows the Game Judge to run the players of his campaign through Secret Wars II with characters they are most familiar with. The main groups and heroes involved in Secret Wars II are detailed in the Roster Book as well, so players may use the X-Men or West Coast Avengers as they stand at the start of the epic.

The adventure is written in short chapters, each chapter detailing encounters with the Beyonder as he moves through the universe, learning the human condition. More encounters may be created by the judge or taken from other products like MHAC-6 New York, New York, a fine collection of small and not-so-small urban encounters.

The map enclosed fits onto the Eastern side of the Campaign Map from the boxed set, and is used with this and other maps. It describes a more open area of city terrain than is found in Manhattan, but works nicely in campaigns set in Western towns such as Los Angeles.

Each Chapter is broken down into a number of sections which are:

- Summary: This is an explanation of what happens in the "real" Marvel Universe, as recounted in the comics.
- Starting: This is the set-up for the heroes, where they are, what they are doing. Such set-ups tend to be non-specific given the large variety of heroes involved.
- Encounter(s): What happens in that chapter as a result of the Beyonder's or other character's actions. Some chapters will have a single encounter: others, like the War to End All Skrulls have several.

- Aftermath and Karma: Ties up loose ends and lists Karma awards. Most Karma is to be awarded as noted on page 23 of the campaign book. Other awards are noted in this section.
- Special Options: Certain Heroes may have specific Starting or Encounter Sections. These are preceded by a bullet (●) and noted for that group. For example, in the first encounter "Earthfall," the New Mutants start on Muir Island, Scotland, whereas other heroes would start about to break up a smuggling ring.

At the start of the War, the major heroes of the Marvel Universe are in the following places:

- The Fantastic Four are staying with the Avengers in the Avengers Mansion, as their own building was destroyed by a false Doctor Doom.
- The X-Men are at the X-Men mansion in Westchester County, New York.
- The New Mutants are with Professor X on Muir Island, Scotland.
- The New Defenders are at their HQ in New Mexico's Rocky Mountains.
- Power Pack is going to school in New York City.
- The West Coast Avengers are in the Avengers Compound, Los Angeles.
- Doc Strange and Thor are involved in matters on other planes, but could return at any time.
- Spider-Man and most other heroes are in New York City.

With all that out of the way, make way for the Arrival of the Beyonder. Secret Wars II has begun!

CREDITS:

Based on the Stories by Jim Shooter
Design by Jeff Grubb with Kate Novak
Editing by: Polysemous Ed Carmien
Layout by: Defined Dennis Kauth
Cover by: John Byrne, color by Jeff Butler
Interior Art by: Jeff Butler and the Marvel Bullpen
Typography by: Linda Bakk and Betty Elmore

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

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CHAPTER 1

Earthfall

SUMMARY: The Beyonder arrives on Earth to discover the nature of Humanity. His presence is detected by Professor X, who, though weakened, sends out a call for help.

STARTING: The heroes are involved in ordinary day to day activities. As judge, you may introduce Professor X's warning into a regular campaign situation, or use the following small encounter as a starting point for the campaign. In the latter case, read the players the following:

Late nights are not unusual for Manhattan deliveries, but the truck marked "Aiken's Fine Fish" seems out of place. First, it's backed into the old Globe Press building. Second, said building has been locked and abandoned since it was used by Doctor Octopus and his Octodroid.*

The skylights provide an excellent view of the proceedings below. About a dozen strongarm lackeys are manhandling crates off the truck. The crew's leader is standing with three guys in business suits in the center of the room, over an open crate. The crate is packed with fish on ice, surrounded by small packets of white stuff.

* What? You don't know about the heroes who saved New York in "Day of the Octopus?" (in the Boxed set). Shame upon you!

ENCOUNTER: The packets are part of a drug shipment being delivered for Don Langdon, one of Kingpin's middle managers who is dealing in drugs outside of his boss's knowledge. The 12 guys unloading the truck are henchmen, while Don Langdon's two associates are enforcers. Only the enforcers and one henchman pack a handgun. The other henchmen, if attacked, use wooden pieces of the crates as clubs (Typical damage).

If the heroes take on the villains, Don flees to his black limo in the parking lot using his two enforcers to cover his retreat. Don tries to drive off the South end of the map, and should be considered to have

escaped if he does. The henchmen will attack if possible, but flee if they cannot harm the heroes after one round. If hopelessly outclassed (Beta Ray Bill and Thor drop through the skylight) the henchmen give up. They stand a better chance surviving the U.S. legal system than an angry super-character. The crates contain drugs smuggled in with the fish, enough to qualify as a major bust.

AFTERMATH: As the encounter winds down (Langdon is captured or escapes, the police arrive and the henchman are arrested) read the following to the players:

As the criminals are taken away, an unmistakably telepathic message blossoms into your mind. It is unsteady and shaky, as if the speaker were far away and at the limits of his power. The voice says: "...The Beyonder is on Earth...Western U.S. The world, the Universe, is in terrible danger! Hear me! Believe Me! Gather heroes...All you can...Fate of Earth...of humanity...in your hands..."

To those familiar with Professor X, leader of the X-Men, the "voice" is immediately recognizable as that of the mentor of the X-Men, though very shaky and hysterical in tone. Those unfamiliar with the professor see the image of a desperate, tired, bald man pleading for aid.

The heroes are not required to head West to meet this Beyonder (if they do not go, other heroes answer the call), but if they decline, they must suffer a Karma loss. They will read in the papers the next day that a super-powered bad-guy named Thundersword decided to take on various good-guys in downtown Hollywood, and is under arrest, after destroying a lot of property.

The heroes can travel west to California by a number of means, either personal aircraft, buying tickets on conventional aircraft (10 rp), by impressing on the owners/operators of such craft the importance of getting the hero there (a Red Popularity FEAT roll), or by use of super-powers. All forms of energy-detection devices show a large "blip" of unknown radiation in Denver. After a few hours it begins to move, slowly but surely toward Los Angeles. It arrives there about

the same time as the heroes.

KARMA:

- Catching Don Langdon +20
- Per enforcer or henchman caught +10
- Destroying the shipment +30
- Heading west at Prof X's request +10
- Not going west -20

NEW MUTANTS ALTERNATE: In the Marvel Universe at this time, half of the New Mutants were meeting Karma/Amahl Farouk in an adventure. Rather than make a major digression this early in the story, consider the New Mutants to be present in full strength at Muir Island. Read the New Mutant Heroes the following:

Professor Xavier's shriek rips through the house, bringing you running to the sunlit room where he was napping. Physically weak since a beating months ago, Xavier seems even weaker now, and is babbling like a child waking from a nightmare.

"The Beyonder!" he shouts. "He's in the western United States. Denver..., no, Los Angeles. Moira, take these children to Westchester, try to get others... Hurry! I've got to contact others...I've..." He concentrates, his forehead furrowed in mental concentration, then screams again. The mentor of your team faints dead away, the words "Beyonder" on his lips.

The X-Men Jet is parked on the grounds. On-board computers can automatically take off and land at certain locations. Locations in the Western U.S. include Phoenix, Denver, Seattle, and Los Angeles. Warlock could shift into a suitable form for high-speed travel as well, and Magik could teleport through her stepping disks. (If Magik fails her FEAT roll using a stepping disk, she and her passengers arrive in LA just as Thundersword begins his rampage).

Chapter 2

He Strikes Like a Thunderbolt

SUMMARY: The Beyonder first arrives in Denver, but after talking to the Molecule Man, Owen Reece, heads for California. There he encounters Stewart Cadwell, a disgruntled writer. He grants Cadwell his desire to wield real power. In Cadwell's case this means becoming a super-powered creation to attack the icons of his tedious daily life.

STARTING: When the heroes arrive the Judge should direct them to the scene of Thundersword's battle. There are several means of doing this, such as following that strange energy pulse the Beyonder is trailing behind him, or by following news reports that an armored maniac on a winged horse is attacking the Empire Broadcasting building. If there are multiple heroes coming from different locations, the first hero or group of heroes (choose randomly) will be there at the start of this scenario, and the others arrive 1-5 rounds later.

When the heroes arrive on the scene, read them the following:

The street is clogged with abandoned cars and fleeing people. Ahead, the cloudless California sky is laced by the flash of lightning.

ENCOUNTER: The players start in whatever mode of travel they are using at the corner of 7th and McKinley. Other heroes appear about a block away from the fighting when they arrive. Thundersword is in the parking lot on the Northwest corner of 7th and Roosevelt, trashing a Mac-Burgers. He exhorts the crowd to eat healthy food, like...like...apples!

Those with the ability to detect the strange radiation will find it radiates strongest from the golden-armored being, but players familiar with the series probably do not believe that Thundersword is the Beyonder. Beyonder is standing behind and beyond Thundersword in the parking lot of the hotel in an invisible state. Those with the ability to see the invisible, detect Beyonder's energies, thoughts, or existence, may find his location on a successful Intuition FEAT roll.

Thundersword will attack any costumed individuals that approach him, accusing them of being no more than mass-market

archetypes of a media-dominated society. He fights until subdued or otherwise defeated.

The Beyonder, on the other hand, is purely an observer in this battle. If detected, he will become visible, but will take no hostile action. If engaged in conversation, he behaves calmly, almost approachable. He created Thundersword, and now only wishes to understand what is happening. If someone berates or tries to convince the Beyonder that creating Thundersword was not a good idea, he says: "Cadwell places too much much value in the power I've given him and not enough in his own abilities." If Thundersword notices the heroes conversing politely with the being that gave him his power he attacks the Beyonder. In this case the Beyonder disappears in a cloud of electromagnetic radiation. If attacked by players or other individuals, the Beyonder removes himself from anyone's abilities to detect him. He remains on the scene, however, to observe the heroes combat with Thundersword.

AFTERMATH: Upon Thundersword's defeat, police arrive to haul him away. The press arrive also and their reaction is determined by a Popularity FEAT roll by whoever speaks to them. A Yellow or Red result indicates Good press coverage ("Hollywood was saved today by the actions of Captain America"), a Green result indicates neutral coverage ("A massive battle between super-powered foes left hundreds homeless in the Hollywood area"), while a white result indicates negative coverage ("Mutant terrorists known as the X-Men wreck the downtown area.... Details at 11"). The police take Cadwell into custody, and ask at least one hero to tag along to help press charges and get the story straight.

The Beyonder can cause himself to be ignored by all except those with appropriate abilities (Reason, Intuition, Psyche, telepathy, etc.) of or greater than Class 1000.

HULK, MAGIK, and ROGUE VARIATIONS: The Beyonder is interested in the human condition, and is also capable of perceiving unusual human auras. This difference may be what has attracted him to super-powered beings. Many heroes in the Marvel Universe live with the problem of dual or dark sides to their personalities. This includes Bruce Banner, with his Hulk Persona, Rogue with her acquired Carol

Danvers personality, and Illyana Rasputin with her Darkchilde side. If confronted by one of these individuals, the Beyonder reacts as noted below. The reactions apply to this chapter only.

The Beyonder reaches inside a multiple-persona character and yanks out the other side, letting that side dominate. In the three cases listed here, the results would be:

- **MAGIK:** Her Darkchilde persona would surface and flee the Beyonder. Illyana teleports everyone in her area except the Beyonder who is beyond such affects into her limbo. Those teleported to limbo must now confront/convince/coax the Illyana personality out of regression.
- **ROGUE:** The Ms. Marvel persona comes forward and boy is she angry. Rogue/Ms. Marvel will immediately attack her former allies, seeking to drain their powers and escape. "Ms. Marvel" flees back to her family's house in Massachusetts. The heroes must get her back, or she exits play as a player character.
- **HULK:** Hulk is converted to Banner, neutralizing his abilities. Conversely, the Beyonder might pull Hulk from his Banner persona, sifting his molecules much in the same way as Doc Sampson separated the two in the "real" Marvel Universe. This new Hulk would be totally wild, with a powerful grudge against "puny Banner."

In any of these cases, pull the player involved aside and describe the situation. If the character's allies fail to reverse the change, that player character may out of the game for that evening if not longer. Offer a good (100 Karma) award for role-playing the "mind-switch," applicable to this character or to the next one that player runs.

The character's allies can reverse the change by successfully role-playing whatever their characters would do to recover their teammate, or by saying they are going to try to snap her (or him) out of it and making a successful Psyche FEAT roll (Judge's choice).

KARMA:

- Defeating Thundersword +30
- Being Defeated by Thundersword on national TV -60
- Discovering the Beyonder +10
- Attacking the Beyonder -10
- Cadwell destroys a large section of the surrounding area -20

CHAPTER 3

Me And My Shadow

SUMMARY: The Beyonder starts shadowing heroes to discover more about the human condition. In the books, he follows Captain America, and decides to emulate that character's appearance.

STARTING: This encounter begins after the disappearance of the Beyonder from LA and the subdual of Thundersword. The police ask the hero with the highest Popularity to accompany them in taking Cadwell into custody, but the others are free to go about their business.

The heroes are recovering from the battle with Thundersword when a news report comes over the police band. Read the following to the players:

Your ears catch the tail end of a report from a police car. "Code Red, officers in trouble... large orange-skinned alien or mutant, on rampage outside St. Arbogast's. Have him under fire, but bullets do not penetrate. He's moving on the car....Oh Crumbs...." There is a crashing noise, then the line goes dead.

ENCOUNTERS: When the players arrive at the scene at St. Arbogast's, it's a mess. A patrol car is turned on its side in the center of the street in front of the hospital. Standing in the doorway is a huge orange creature covered with thick plates, carrying a leather satchel. The creature is shouting at the officers. "Stand aside! I'll hurt you if I have to, but I must not fail! Nothing can stand before the Armadillo!"

Armadillo has broken into the hospital to secure some drugs supposedly necessary for the cure of his wife, thinking to get them first before going after his assigned mission—rescuing the criminal Goliath from the West Coast Avengers. This is different than in the "true" Marvel Universe, where Armadillo gets to the Avengers Compound and battles Captain America. He has a vial of shrinking potion taped to his back.

The heroes may talk to Armadillo, but he orders them to stand aside so he can complete his mission. He says that it's a matter

of life and death, and will not listen to reason. He immediately attempts to push aside any hero that stands in his way.

The armadillo takes on all attackers. He carries some rare drugs in his pouch, but does not wish them damaged. He is less considerate of the shrinking potion Malus taped to his hide. The third hit Armadillo takes will break the vial, letting its contents evaporate harmlessly. If Armadillo has the vial on the third round of combat, he pitches it at an attacker. If it hits, it releases the shrinking gas, an amount intended for a 50 foot Goliath. Against a normal man, it does one of two things, Judge's option:

- Reduces the character to 1/4" height, with no reduction in abilities for 1d10 hours.
- Victim crosses the transdimensional Pym barrier, and is hurled into the Microverse controlled by Psycho-Man. In this case, go to the postscript of Chapter 4, The Burning of New York to discover the Psycho-Man's reaction.

Both options make the victim apparently disappear. Psycho-Man attacks the victim as soon as he appears in his realm, wearing his large battlesuit. If he defeats Armadillo's victim he uses him or her as his agent in Chapter 4.

If damaged to half health Armadillo tries to fight his way to Rathbone Park. There he attempts to burrow away, surfacing in the Vacant lot west of the DSL studios. If immobilized, he explains his sad fate.

Armadillo's wife Maria is a victim of a strange paralysis, a paralysis that only criminal scientist Carl Malus believes he can cure. Armadillo agreed to be transformed into his present state and serve as a henchman of Malus if Malus would cure Maria. Armadillo's first task is to bring back another Malus creation, the new Goliath. In passing, Malus mentioned the need for certain drugs for the treatment, and Armadillo took it upon himself to go shopping before rescuing Goliath. Armadillo broke into the lab storing the drugs and left money to pay for them and the damages, but did not start fighting until a hospital guard spotted him and called the police.

Armadillo is an excellent fighter but a trusting soul. If the heroes convince him to lead them back to Malus he does so. If not, he is easily followed. He returns to Malus'

hideout in a secret passage at the south end of the Overton Storage area.

For the hideout use the layout on Map 3, typical interior, with Malus' main lab in area 3. Malus is irate once Armadillo tells him the news, and escapes to another hideout unless stopped. If confronted by the heroes, he will first order Armadillo to protect him, then threaten to slay Armadillo's wife if not let free (his hand is dangerously close to a lever). He is bluffing. The lever opens a secret panel in the wall. He surrenders if captured.

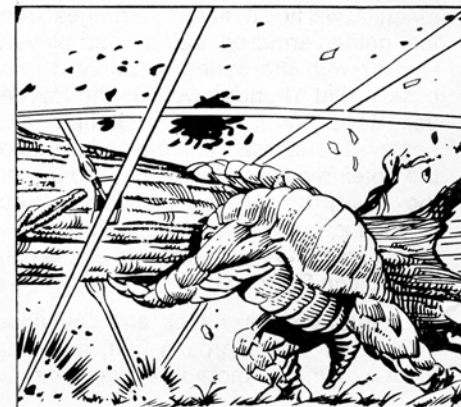
AFTERMATH: All through this encounter the Beyonder is observing the player characters, trying to determine why they act the way they do. Only those with Unearthly Psyche or Intuition may detect his presence by making a Red FEAT roll.

If the heroes capture or defeat Armadillo and capture Malus, The Beyonder chooses one of the heroes as a template for his mortal form. He chooses the unclothed form, revealing the hero's true face to the world. As judge, choose the member of the party, male or female, who has acted as leader, done the most combat, and been most successful. Raw power alone is not a consideration.

KARMA:

- Stopping Armadillo +40
- Capturing Malus +20
- Being defeated by Armadillo -20
- Being shrunk by Armadillo -30
- Letting Malus go Free -5
- Beyonder chooses you as a template* +10

*Note: Keep this a "Mystery Award." Let the character discover later that the most powerful force in this universe is using him or her as a model for humanity.



Chapter 4

The Burning of New York

SUMMARY: The Beyonder arrives in Manhattan just as Psycho-Man, a villain from a micro-verse, launches his assault. The Beyonder is looking for someone to explain things to him.

STARTING: There are two ways a hero may start this encounter: Either the heroes were in California fighting the Beyonder, or they remained behind. Any new characters joining at this point could be considered part of the ones that remained behind.

The ones returning from California can be considered to be doing so by flying either by their own power or resources or as a courtesy of a thankful and generous LAPD anxious to get them out of California. If the heroes are flying commercially, read them the following:

You bank in a holding pattern over La Guardia when the light first catches your eyes. Usually New York from the air is a fantasy city glittering with the Great White Way and streetlamps reflecting off polished buildings. Now, though, a large section of the city is the color of hate, the deep red of many flames. New York City is on fire!

It takes a commercial flight an hour to land.

The heroes that remained in the city notice a change in the people. For encounters run between the arrival of the Beyonder and this chapter, the heroes note an upswing in hate-related crime. People the heroes save are surly and angry, not helpful, and are irritated by the super-goons in longjohns. Read the following to players in the city:

A cold wind blows through the canyons of New York City, a city on the edge of explosion. At your feet old cups, cast-aside newspapers, and pamphlets dance and twirl in the hostile wind. On the walls illiterate scrawls proclaim messages of hate. There is an acrid smell on the wind from the south. It's a fire, and a big one at that.

ENCOUNTERS: Both groups of characters, those that remained within the city and those returning from California have the same type of encounters. Choose from the following:

A. As the heroes move through the city, a small boy dashes in front of them being chased by three larger teenagers. (Abilities are all Typical, armed with clubs). The youths will catch the young boy in the next area and beat him senseless unless the heroes stop them. The boy's "crime" is that he witnessed the trio pummeling a bag lady.

B. The heroes are attacked by a mob of ordinary folks attacking with rocks and bottles (Typical damage). The mob doesn't really need a reason to attack. There are about 20 citizens (all Typical abilities) in this group.

C. An insane sniper atop The Krupp Building is shooting into the Park. Heroes in colorful costumes make great targets! He is armed with an Assault Rifle, and has all Typical abilities.

D. Hate-Monger Appears: The shape-shifting Hate-Monger is seeking a hero to convert to his own side. He tries to appear as someone who is trusted by the hero and tries to appear when the hero is alone. Try to break the heroes apart by using crowds or multiple disasters. He seeks to touch the character (Fighting FEAT roll if character is suspicious), and use his emotion-controlling powers to convert the hero to the Psycho-Man's side. A hero who joins the Psycho-Man becomes an encounter detailed in the next section.

E. A Teammate turns against them. A hero under the influence of Hate, either as a result of battling Psycho-Man or Hate-Monger, or those that disappeared in the Battle with Armadillo, will reappear to fight once-trusted teammates. If enough time has elapsed, the hero will have changed costume into something black and sinister that may conceal his or her identity. If the hero is a player-character, the player may run that character as a villain against the former allies.

F. Psycho-Man Appears? A hero sees something moving in the shadow or alley during a riot. If checked out, nothing is found. This is a great way of dividing the

heroes.

G. Psycho-Man Appears! A hero sees something moving in the shadow of an alley during a riot. If checked out, it is none other than the Psycho-Man himself! This is a great stunt to pull on players who have fallen for one or two false alarms, then let a solitary team member check out this shadow. Psycho-Man seeks to battle and convert the hero, but if more than half-damaged, retreats to his micro-world in a single round, leaving Hate-Monger behind.

H. The Beyonder Appears! When there are fourteen or fifteen things that need to be done right away up pops the Beyonder, wearing a white bodysuit and looking like the hero he has imitated. The Beyonder asks apparently meaningless questions ("Is hallucinating why there is eating?") in his quest for knowledge. If the player characters ever say "I don't know" or words to that effect, the Beyonder will pop out, saying "I will seek elsewhere, then." (Note: the Judge should increase the fuzziness of the questions to the point where the players WILL say I don't know...such as "Why is Friday?" "How is Understanding," and "What is Eating?"). Attacking the Beyonder results in his sudden exit, as in Chapter 2.

I. Malice in Wonderland: Assuming that the players have read the series and no one wants to be alone for five minutes with the Hate-Monger lurking like the big-bad wolf in every shadow, and providing the Invisible Girl (Invisible Woman after this adventure) is not a player character, make the assumption that Hate-Monger attacked and transformed her into Malice, mistress of Hate. Malice/Invisible Woman will use her powers offensively to destroy any super-powered character she encounters.

J. Fires: Just about every third building on the map is blazing to some degree from hate-crazed people trying to off other hate-crazed people. Innocent lives are threatened, of course, and the flames inflict Good damage to all within them.

K. The Police: The conventional forces of law and order haven't been as affected by the Psycho-Man's plot as the rest of the populace. The members of the police force try to restore order with a heavy hand, and use their nightsticks to beat

rioters into submission. They do not use deadly force unless threatened by powerful opposition. Heroes interfering with the police will be placed under immediate arrest. The police handcuff the hero (Remarkable Strength material) and take the hero to the nearest police station in a paddywagon. If the hero agrees to be taken in, he or she will be in jail until the end of this chapter. If the hero refuses to cooperate, the police attempt to knock the hero senseless, and all police try to arrest the hero for the duration of this chapter.

L. Other encounters may be planned by the Judge which seem fitting. Keep this in mind: while the Hate-Monger has most of the city in an uproar, try to avoid really offensive crimes and activities. The purpose of this chapter is to pit the heroes against the nefarious plans of the Psycho-Man, and descriptions of extreme graphic violence only lessen the enjoyment of the game as a whole.

AFTERMATH: The hate-master's control over emotions forces the players into a no-win situation: they must stop large groups of hostile but innocent people. Massive loss of Karma may be involved.

The Psycho-Man's invasion of New York ends if Psycho-Man is driven from our dimension by an attack by the heroes, or if his agents are defeated or neutralized. If the player-character heroes have all been defeated, other heroes defeat Psycho-Man "off-panel" (in other words, don't run the battle unless player characters are involved), forcing Psycho-Man to return to his own dimension.

KARMA:

● Each person rescued	+ 15
● Each person the heroes harm	- 10
● Each player-character controlled by Psycho-Man/Hate-Monger	- 30
● Capture/Defeat Hate-Monger	+ 40
● Capture Psycho-Man	+ 90
● Drive Psycho-Man away	+ 50
● Defeat or neutralize each hero controlled by Psycho-Man	+ 30
● Attacking the Beyonder	- 10
● Fighting the Police	- 10

The captured Hate-Monger in the Secret Wars II saga was slain by a mysterious assailant. The identity of that assailant was not revealed at the time of that adventure, and the authors can not reveal it here (sorry guys). If the judge wishes to quickly

remove a captured Hate-Monger from the scene in a manner similar to that in Secret Wars II, tell the players that a beam of ruby light shoots from the shadows, completely dissolving the unstable structure of the Psycho-Man's assistant. The unknown assailant, the scourge of criminals, escapes from the heroes.

POSTSCRIPT:

Down the Rabbit Hole.

The player characters might be so terribly upset with Psycho-Man for messing with their minds that they may decide to go after him in his home universe. This is what happened to the Fantastic Four in their comic book. Below are some guidelines for handling such an action, and also for those who happen to cross the Pym barrier and find themselves in the Microverse.

GETTING THERE: There are several methods of crossing into the Microverse. They include:

- Pym's potion: The Fantastic Four and Ant-Man first journeyed to Pearl's planet and battled Doctor Doom there by taking a concentrated dose of Ant-Man's potions, which shrink the user to a point where the user slips into the microverse.
- Reed Richard's Reducto-Craft, invented by Reed Richards. Though lost with the destruction of the Baxter Building, it can be rebuilt by Reed from memory in 6 hours. If Reed is a player character it is this player's decision to do so or not. If Reed is an NPC and the players convince him of the importance of their mission, Reed rebuilds the Reducto-Craft.
- Build-it yourself. Any craft or device capable of crossing to a specific dimension requires a Monstrous rank Reason to conceive and execute, using at least Incredible resources. It takes 2 days before the first test could be made (Reason FEAT roll for inventor). Failure brings the craft across, but incapacitates the riders, making them easy prey for Psycho-Man.

In crossing the dimensional barrier, there is some turbulence. Characters crossing the barrier must make an Endurance FEAT roll or pass out. Unconscious characters will remain this way for 10 rounds, during which time Psycho-Man will attack.

Use map 2 as a representation of the Microverse's surface for Psycho-Man's attack. The players land on a rocky plateau, and the water areas represent a hard surface 20 stories below. Psycho-Man will appear in one lettered area, the heroes in another no closer than three areas away. Choose a third lettered area as a trap. Those entering this area must make a Red Agility FEAT roll or be caught in rising columns of clear, Monstrous strength materials. It is possible that the heroes will defeat the Psycho-man at this stage. If they destroy his giant robotic armor, Psycho-Man will use Karma to pitch himself over the edge of the cliff. His robotic shell will be found at the bottom of the cliff, but of Psycho-Man there will be no trace. This is a use of Villain Karma to effect an escape. The destruction of Psycho-Man's suit and capture of his Worldship should break his hold on the people in his portion of the Microverse.

If Psycho-man captures the heroes, he breaks their will through use of Monstrous-intensity emotion-controlling devices located in his ship. The Judge may handle this will-breaking attack in two ways:

- Graphically playing mind-games, detailing situations where the heroes fail their companions in detail, resulting in their deaths. This works best with an experienced Judge working with characters of long-standing history.
- Do the same in a briefer format. Instead of creating the whole scenario by role-playing, merely say to the character, "You are consumed by fears," and base the results on a Psyche FEAT roll.

In either case, Psycho-Man makes an attempt to break the will of the character. Make a Psyche FEAT roll against the Monstrous intensity ray. Karma may be added to this roll. Each time a character fails, their Psyche is reduced by 1 rank. When Psyche is down to Shift 0, that character's will is broken. Psycho-man turns that character loose, sending the hero to the mines of Nuvidia as a slave. The character will be consumed by Fear and Doubt, and unable to raise a hand against the masters. Psycho-Man will leave the other heroes in their tubes until he is ready for them, and then bombard them with doubt before taking them out to make them pliable. He will not pay specific attention to them, as he is enjoying the breaking of wills. Use Map 3

for battles that may take place in the Mines of Nuvidia with guards.

Should the heroes be broken and enslaved in Nuvidia, one chance remains. Princess Pearla, the former ruler of this land, is unaffected by the Psycho-Man's rays due to a rare mineral in her headpiece. She is hiding in the mines, and her appearance allows the heroes to make a FEAT roll at the normal Psyche level, to be rolled when she first appears, and when she is attacked. A successful FEAT roll breaks the hold of the Psycho-Man and returns Psyche to normal. Pearla's abilities are all GOOD (Health = 40). The typical bully guards are Excellent in all physical attributes (Health = 80), Poor in all others. They are armed with spears. Total number is up to you the Judge: make it a good fight.

Should the heroes escape the mines of Nuvidia and defeat Psycho-Man, he will surrender, but attempt to escape later, using his emotion controlling device. Unless rendered mindless or psionically prevented from using his powers in the future, he will return to seek vengeance on these specific heroes in the overworld. This vengeance is left to the Judge to create, but it is recommended that Psycho-Man work through catspaws, in particular individuals who formerly were friends of the heroes.

KARMA:

- Defeating Psycho-Man in the Microverse +100
- Having Will Broken -40
- Being captured by Psycho-Man -20
- Restoring Pearla to her Throne +20
- Escaping the Mines of Nuvidia +5
- Each bully guard given a thrashing +5



TM

Chapter 5

The Power of Gold

SUMMARY: The Beyonder, in his search for knowledge and understanding, encounters a hard-headed individual (in this case Luke Cage: though that may not be the case in your campaign), who explains that money is very important because it represents gold, and gold is for trade. The Beyonder "pays" for this help by converting a nearby building to gold. The building collapses due to the weight and malleability of the gold, trapping those inside.

STARTING: The heroes are in the vicinity of the Executive Building on the Boxed set map. They see several figures in animated discussion. If they have encountered the Beyonder in his template form before, they will recognize him as you-know-who. The other figures are Iron Fist and Power Man, unless these individuals are player characters. If Power Man and Iron Fist are player characters, choose another hero or individual to be explaining to the Beyonder the problems of money and gold. These characters have been pulled through time to talk to the Beyonder. At this point in Secret Wars II, Danny and Luke were in K'un L'un, an extra-dimensional city, and were pulled from the past. Any NPC heroes used by the Judge to talk to the Beyonder are also from the past.

Read the following to the Players:

As you approach the Beyonder and his companions, the one from Beyond, dressed in a rumpled blue suit walks away from the others and touches the Executive Building. A brilliant radiance spreads through the building, converting it to gold. The golden building sags, then collapses upon itself. The Beyonder wanders back, saying "To pay for your services! Someone must pay. I will go now." He disappears in a burst of radiance. The others he was talking with also fade. You are alone on the street in front of the building when you hear screams from within.

ENCOUNTERS: There are three main encounters in this section: rescue, the appearance of the Kingpin, and Kingpin's

attempt to steal the gold.

A. Rescue. The heroes hear the cries of those within. In addition, a security guard runs up to the heroes and informs them that there are people inside, including two fellow officers. He was coming back with donuts when the building collapsed.

The heroes can find the two officers inside the lobby, trapped beneath a golden potted plant. Gold is a Good strength material, but it is HEAVY. The plant weighs half a ton. The officers are in good shape once freed. They in turn tell the heroes there are between 10 and 12 people trapped in the building: there are in fact an even dozen within.

There is no map provided for this encounter, as the wreckage of the building is a three-dimensional mess of twisted golden girders and mangled golden office furniture. Each round a hero searches the building, roll on the following table:

- 1-7 find nothing
- 8-9 find trapped individual
- 10 Building collapses further

Check once per group searching per round.

If the hero finds a trapped character, make a FEAT roll on the Typical column. A white result means the individual is safe and moving around, trying to find a way out. Green indicates the victim is pinned by gold, but otherwise unharmed. Yellow means the victim is unconscious and seriously in need of medical attention. Red means the victim has perished in the collapse. A hero is not penalized for individuals who died in the collapse, but does lose Karma for those that perish while they attempt rescue.

Further collapse affects the hero or group of heroes who rolled a further collapse. Each affected hero must make an Agility check or be pinned under a girder of gold, taking Excellent damage from the collapse. The girders weigh 1 ton. A Remarkable Strength is needed to lift one.

As the heroes move through the building, stress the value of the gold they are passing. Everything is turned to gold. Desks, notebooks, trash, packages, etc., all turned into valuable gold. One pound of gold is worth about 10rp, and a hero could cart off 100rp of gold in one hand with no problem. For every 10rp of gold the hero

takes, however, the hero loses 10 Karma. It is theft, after all. If the hero grabs a whole bunch of gold and tries to sell it on the open market, the hero will find deeper trouble; the U.S. Government checks out the transaction. Gold plummets to 1rp a pound if too much is sold too quickly. Loosing this gold on the open market could create another depression.

If a hero has abilities to transform or disintegrate the gold, or to quickly remove it, the Kingpin steps in.

B. Kingpin on the Scene: About 10 rounds after the initial collapse, the heroes note that a crowd is gathering. It's topside, a large crowd, and mostly armed. These are criminals sent by Kingpin to guard the gold, under the command of Charles Anderson, a representative of the Federal Government. Kingpin found out what happened almost immediately after it occurred. He called in the government to protect his own investments in gold, and mobilized his muscle to hold the fort until the army arrives.

Anderson orders heroes away from the collapse, whether all the people have been saved or not. If a hero argues, one or two of the goons open fire. Anderson calls them off the next round, but there is a chance the hero may be injured. About 30 goons surround the building, all with henchman abilities. If the heroes leave, make Typical FEAT rolls for those within the building. At this point a Yellow or Red result means that the individual dies and heroes lose appropriate Karma.

On or about round 20, the army will arrive, relieving the goons. At this time a long, black limo pulls up on the east side of the old executive building. This limo contains Kingpin and his aid, the Arranger. Anderson confers with them for a moment, then thanks the Kingpin for his help. Kingpin requires payment in the form of several golden typewriters, which Anderson provides. Kingpin then drives off. He has committed no crime, since a representative of the government gave him the typewriters.

C. Kingpin and Gold: Confident that the U.S. Government will dispose of the gold, Kingpin has decided to grab a little more for himself, as is his due. In the Marvel Universe, Kingpin hijacked the boat. In this adventure, Kingpin tries a different

approach—he hijacks one of the trucks loaded with gold. Kingpin is not on the scene. His agent, the Arranger, is managing this operation.

Kingpin's plan is relatively simple. The trucks filled with sealed containers of gold move North through the alley between Arthur and Cleveland to the docks. A dock section is detailed in the map provided with New York, New York. If you don't have it, don't sweat. It provides more room to maneuver, but is not essential. The alley is guarded in every area by Soldiers of the U.S. Army, forming a cordon that supposedly prevents hijacking. The trucks move 1 area per round.

The Arranger has surreptitiously captured the soldiers between 8th and 9th Avenue and replaced them with his own men. The trade is not perfect: an Intuition FEAT roll may reveal something wrong with the uniform, like argyle socks or sneakers. When a truck containing gold enters this area, agents in other trucks temporarily block the North and South exits (North by an army truck whose driver is asking for information, south by a minor fender-bender). The cab of the truck is uncoupled from the gold shipment and a similar but not exactly identical trailer is re-attached. The tie up at the north end is cleared up and the truck with the fake shipment (actually old car parts) proceeds north to the ship. The real gold shipment is hooked to another truck cab and taken out through the vacant lot on the west side of that block. The captured soldiers will be found the next morning, tied-up in Rathbone park, but by then the Arranger will have covered his tracks too well.

The truck with the gold proceeds South down to 8th, West to Garfield, and South to the corner of Garfield and 7th. It enters the underground garage there, where it is uncoupled and hidden in a sub-basement far beneath the Fisk Building. The chase ends in failure if the truck enters the garage. The truck mysteriously vanishes in the garage, and turns up empty three days later in a vacant lot in New Jersey.

The heroes may try to counter the attack in a number of ways. They may accompany the trucks North, which means that the hero or heroes on one truck will be there during the hijacking. There are 7 goons dressed as army soldiers, and another 5 waiting in the vacant lot. All are armed with

rifles. They may notice a familiar trailer in the streets with a successful Intuition FEAT roll. Finally, the players may decide that the Kingpin will strike at sea, just like in the comics. These heroes have a pleasant boatride, but fail to stop the robbery.

AFTERMATH: If the heroes let the story of the gold get out, there will be a worldwide panic in the currency marketplace. Prices fluctuate, and individuals with greater than Excellent Resources will have their Resources reduced by one rank for the next month, as prices for valuable items skyrocket and government funding disappears. The heroes also suffer Karma losses for taking any gold themselves.

Kingpin's initial actions and the government's payment of golden typewriters to him is sleazy but perfectly legal, because it is a valid transaction. Various government agencies make life difficult for the hero if they try to haul in Kingpin on these charges. Paperwork is lost, witnesses are transferred to Guam, and standard bureaucracy works against the heroes.

If the heroes foil the Kingpin's attempt to hijack the gold, all the blame falls on the Arranger. Nothing can be traced to the Kingpin other than he was seen in the Arranger's company. The U.S. Government, and Charles Anderson, "owe" the heroes one. The heroes may call in this favor at any time.

KARMA:

- Each person Rescued from building +25
- Person dies as result of hero's action or inaction - ALL
- Foiling Hijack Attempt +40
- Catching the Arranger +20
- Kingpin Hijacks Truck -50
- Hero takes gold -10/10rp



Chapter 6

The Crime of His Life

SUMMARY: Wandering on the street, The Beyonder falls in with Vinnie Corbo, a criminal in the "Middle Management" position of organized crime. Vinnie introduces the Beyonder, who he calls Frank, to basics such as eating, gadgets, and business. The Beyonder takes to business, and quickly succeeds. Still not satisfied, the Beyonder takes on Kingpin, conquering his organization. But the Beyonder remains unsatisfied.

STARTING: These encounters may be used in whole or part through the next few days, mixed with ordinary, non-Beyonder, encounters. These following encounters occur due to the Beyonder's rise through the ranks of crime. The problem: the ranks are too small.

A. The Beyonder is working for Corbo collecting his "take" when Joe the Squid's goons decide to make an example of him. The heroes are in the vicinity of Roger Moore's Barbershop, a front for one of Corbo's bookies. Read the following to the heroes:

The scene is a typical city street, typical save for a long black limo in front of the vacant lot on Wilson opposite the barbershop. As you notice the car, a stylishly dressed man in a purple jumpsuit leaves the barbershop, counting a thick roll of bills. The long barrel of a gun juts from the car's window and opens fire on the man.

The car contains three of Joe the Squid's goons, one armed with an automatic rifle. The first round of battle, the hit man fires a clip, tracing a path from one side of the barbershop to the other, shattering the glass, pocking the brickwork, and pumping a line of six shots into Frank.

The goons do not wait to see if the hit was a success: it was meant as a warning. They will head south on Wilson to 6th, east to McKinley, north to 7th, and west off the map. If they make it off the map they have escaped.

Blood is pouring from the Beyonder's wounds, but he is basically unharmed. On the third round after being shot he rises

and dusts himself off. He asks any hero nearby "Why?" then teleports and overtakes the goons. If the heroes follow the goons in their car, they see the Beyonder teleport directly in front of the goons. He disables their car with a wave of his hand. He then enraptures the minds of his would-be assassins. Beyonder/Frank talks in 30's gangsters movie-speak, like "Youse mugs are workin' for me, Cap-ish?" The goons and Frank disappear in a burst of radiance. If the heroes try to interfere with Frank's "conversion" of his would-be assassins, he will turn them over to the heroes, but teleports them two areas away to give the crooks a running start. Then the Beyonder disappears.

B. Card Game: The Beyonder is caught in criminal activity by the heroes. Read the following to the players:

The Daily Bugle has an interesting report under Charlie Snow's byline. The police have been investigating a sudden rash of counterfeit credit cards

in the downtown district. Two detectives, believed close to cracking the case were found in the Park. They say they don't remember anything about the case. The police are seriously concerned by the matter due to a sudden spate of super-powered criminals in the area.

The heroes may choose to ignore the item and the resulting encounter occurs without any participation by heroes. The heroes may choose to investigate further. Typical sources would be Charlie Snow, the police department, and the detectives involved.

- Charlie Snow says his source is in the police department, but beyond that he can't endanger his "leak." He printed all the information he had. The officers involved, not named in the article, were Detective Sergeant Eastland and Detective Thorpe.
- Officers Eastland and Thorpe literally don't know anything. They are in St. Arbogast's for observation. They know everything they would normally know, including information about other pending investigations. Of the credit card scam, they know nothing. Those

with telepathic powers can not unlock any information. There is no mental block within these men. The information is literally non-existent.

- The Police Department's reaction varies. To "normal citizens" they are stonewalling—no information is available. To those heroes that make a Popularity FEAT roll or have contacts in the police force, they may give access to the files. If they should not, Snow's "source" (one of the clerks) will provide the heroes with copies of those files via Charlie Snow after the heroes leave.
- The files indicate the two detectives believed the bogus cards were being made in Minski's Cannery, a shut-down factory. Reports indicate the officers intended to stake out the cannery, and were waiting for the operation's Mr. Big the night they disappeared.

Should the heroes repeat the detective's moves they note a great deal of activity in the area of the cannery. Through the skylight they can easily see a large-scale operation involving the manufacture of charge cards. There are ten henchmen, (half with knives, the others unarmed) in the room. The heroes may burst in or wait for "Mr. Big" to arrive.

About 10 PM a large black limo pulls up in back. Mr Big, a dark-haired individual in a dark raincoat steps from the car. At the doorway he greets the others with a rousing "Waddya say, Louie! How's the operation today?" Louie will respond "Jes' fine Mr. Frank," and the two continue talking in the doorway. Frank enters the building.

Frank stays for about ten minutes, then leaves. If the heroes break in before the Beyonder arrives or after he leaves, he arrives on the scene in 3 rounds. (Heck, he's all-seeing). If the heroes attack while Frank is in the room, he will step back and let the heroes go through the motions of knocking out his men. Then he will ask what all this is about.

Frank/Beyonder at this stage has no conception of right and wrong. He sees nothing wrong with the criminal activities he has been involved in. They are only a means towards the end of understanding humanity and desire. The idea of opposition is interesting. If attacked, Frank/Beyonder takes all attacks for 2 rounds, then teleports away, taking his henchmen

Chapter 7

The Beyonder takes over the World

and equipment with him, leaving the heroes in a vacant warehouse. If the heroes capture the henchmen, but do not attack the Beyonder directly, the Beyonder asks what the heroes want, and what they are going to do with his henchmen. If the heroes make it clear that the henchmen are going to jail, the Beyonder volunteers to accompany them. In this fashion the Beyonder may surrender to the heroes. He doesn't see it as surrender. It is merely a new experience.

The police can take Frank to jail, accompanied by the heroes if they so desire. If the heroes accompany Frank/Beyonder they will be present when the following happens, otherwise, they read about it in the Daily Bugle in Charlie Snow's column. The police brought in the head counterfeiter, put him in a holding cell, but he walked out. Suspecting a powerful mutant, they put him in an inhibitor cell at the station used for powerful super-criminals. He looked around for a minute, then walked out the back wall of the building. There has been no sign of him since.

AFTERMATH: These encounters, strung together with other normal encounters, should show that the Beyonder is still around, if not active in the hero's lives. Make him a mystery-man as much as possible, and do not refer to him as anything but Frank. The Beyonder won't stop to chat with the heroes, always teleporting immediately.

KARMA:

- Stopping the Hit on Frank +20
- Finding the Bookie Joint +10
- Breaking up the Card Game +15
- Arresting the Hit Men +15
- Arresting the Henchmen +5
- Arresting the Beyonder +5
- Per Henchman/Hit Man that escapes -10

SUMMARY: Being a big Crime Lord is unsatisfactory to the Beyonder. He takes over all crime, dominating Kingpin with his power. This is still unsatisfactory, so he takes over the U.S. Still not happy, he takes over the nations of the world, then the molecules, the animals, the elements, then the people themselves. Having conquered the world with ease, the Beyonder still feels unfulfilled, knows desire but cannot feel satisfaction because he can do anything instantly. Unfulfilled, he releases everyone from his domination and goes searching for another answer.

STARTING: This is an optional encounter for the players, and may be deleted by the Judge, or may not be remembered by the players. Have every player-character make a Psyche FEAT roll. Do not explain what it is for. If the character has a Psyche of less than Unearthly, it is a Red FEAT, if Unearthly a Yellow FEAT, and a Green FEAT if Psyche is higher than Unearthly. Players may add Karma.

ENCOUNTERS: Those that make the FEAT roll should be taken aside from those that do not and read the following:

The memory is vague, like the last wisps of a dream in the morning. For one brief instant your mind, your will, your very body was not your own. To you then appeared a being of great power. (Fit your description of the Beyonder in human template here). You knelt before this figure and payed homage to his power. Then, with a wave of his hand, the feeling passed, as did most memory of the encounter. Your mind and will are again your own.

AFTERMATH: This is an optional encounter only because there is literally nothing that the player can do in this chapter. It merely defines the power of the Beyonder over the characters themselves. Most players aware of this will come away from this chapter very uneasy about the Beyonder, since he can literally take control out of the player's hands. This is intentional. The players may be more hostile the next time they encounter the

one from Beyond. There is no Karma for this encounter.

MOLECULE MAN OPTION: Due to his power over molecules, Molecule man is immune to the Beyonder's take-over. Characters with similar powers of Unearthly level or higher are immune and only have to make a Green FEAT roll to notice the rest of the world has been so controlled.



Chapter 8

The War to End All Skrulls

SUMMARY: The heroes are drawn into the Skrull Civil War, first by the theft of Thanos' spaceship, the Sanctuary II, then by a greater threat located in the Skrull Power asteroid. In the midst of this, the Beyonder enters the fray. This encounter includes pseudo-space battles.

STARTING: There are two optional starting points for the heroes. The Avengers are pursuing Sanctuary II: Other heroes are drawn in by an attack by Nebula on the civilization of Xandar.

AVENGERS START: Read the following to the players who are running Avengers:

You are in the Avengers Mansion when the Priority Alarm sounds. Rushing to the communications room you see in the center of the room a holograph of a huge robotic skull.

"Greetings to those I am unfamiliar with. I am ISAAC, the sentient computer that controls the largest of Saturn's nineteen moons. The leader of our community is Mentor, father of both the Avenger Starfox and the monstrous Thanos. It is about the latter that I have contacted you. Some party unknown has stolen Thanos' mightiest battleship, Sanctuary II, and has taken it out of the system. The people of Titan are concerned with allowing this menace to roam the stars at will and so we turn to you, who in the past have aided us against Thanos, to stop the destruction by his ship. As we speak a Hyper-space cruiser capable of tracking the Sanctuary II is en route to Earth. Our programming and thoughts go with you." With that the hologram fades.

The hologram is genuine and issues from Titan. Hailing Titan from Earth involves an hour time delay, but confirms that the message is real and not a trap. The ship, one of the fastest produced by the Titan Eternals, has an automatic hyper-relay to track Thanos's ship.

OTHER HEROES START: Other heroes in New York may have the following encounter. Heroes not based in New York may be brought into this adventure in a

similar manner, but delete all references to the Baxter Building. Read the Following to Players:

Where the Baxter Building, home to the Fantastic Four, stood is a pile of rubble being cleared for new construction. The original building was rocketted into space by one of the FF's enemies and destroyed. The area has been cleared and fenced off, and rebuilding is just beginning. Into this vacant lot a beam of sapphire light jets from the sky, visible throughout the city like a huge spotlight. In the center of the light there stands the image of an auburn-haired woman with a partially blue face. The woman is standing there, beckoning to an unseen audience. "We come to you for aid. Help us, Reed Richards, you're our only hope." The message repeats again and again.

Any character stepping into the beam of light is teleported immediately to Xandar, or rather the ruins of Xandar. Xandar was destroyed by Galactus, but survived in the form of four plexi-steel orbs. Many heroes have come from Xandar, but they turn to Earth from time to time for aid.

ENCOUNTERS: Each encounter is dependent on the path the heroes are taking to the War to End All Skrulls. The Avengers or those taking that path encounter the Skrull fleet chasing Nebula and Sanctuary II. The Heroes on Xandar find nothing but wreckage and a very angry Firelord.

A. The Skrull Armada: the heroes following Sanctuary II come out of warp space in the vicinity of the Andromeda galaxy, and suddenly are surrounded by a mass of Skrull ships. The sub-space radio crackles and a resonant voice booms "Attention unidentified craft! You are ordered to shut down your engines and surrender at once, in the name of the Imperial Skrull Armada."

The players have two choices, stop and talk or keep going and fight. Skrulls are notably short tempered, and if the engines are not stopped in 3 rounds open fire. See the rules following on Space Combat. Tell the players they are unlikely to survive a hostile salvo.

The Skrulls, under the control of General Zedrao, are in pursuit of a space mercenary named Nebula, who has stolen Sanctuary II to pillage the Skrull Empire. The Skrulls do not like Earthers, and low level troops will initially attack any terrans they encounter until called off by their superiors. Zedrao realizes that such Earthers defeated Thanos before, and so too may defeat Nebula. Earth heroes are brave, dependable, and expendable. The general of the Skrull Armada over the objections of his subordinates, offers to let the Avengers join him in his attack on Sanctuary II. If the heroes refuse he will order them to remove themselves from Skrull space (firing at them if need be), or throw them into his flagship's brig, if he can.

B. The Ruins of Xandar. Read the following to the players:

You have been transported in the wink of an eye across space to a civilization in ruin. You are in a large tower of a glass-walled building overlooking a holocaust. The landscape is in ruins, fallen metal spires and twisted debris are everywhere. At the control panel of the transporter, which is now gushing smoke, is the inert form of the woman who appeared to you here. High above, there is a massive gout of flame as if a large rocket was heading your way.

The woman is Queen Adora of Xandar, whose world has been destroyed by Nebula using Sanctuary II. She is badly injured. The gout of flame is Firelord, returning to Xandar looking for the ones responsible. He blames the heroes for what has happened and attacks.

The characters begin in area B of Map 3, the Teleporter room. The transporter is already badly damaged, and is completely inoperative once Firelord comes crashing through the wall, looking for those responsible. He does not hesitate to attack the heroes, thinking them at fault, since they are obviously untouched in the midst of all the destruction around them.

Firelord will battle until defeated or round 7, when Adora will have recovered sufficiently to call off Firelord. She will recover by round 5, if a player is tending to her. She will explain in a weak, unsteady voice that Xandar, its champions, and people

were destroyed by a strange starship commanded by a mercenary leader named Nebula, who said Xandar was in the way. With that she lapses back into unconsciousness, and an angry Firelord (not apologizing for his earlier attack) calls on the heroes to aid in his assault on Nebula!

There is a functioning Nova-Ship in the wreckage of Xandar. The heroes encounter the Skrull Armada in a similar fashion to Encounter A, with the added note that Firelord hates Skrulls only a little less than Nebula, and keeping him in line will be a problem.

C. Meanwhile back at the Mansion: while the Avengers are in space the Beyonder pays a call on Avengers Mansion (alternately, he may pay a call on the HQ of the heroes while they are involved on Xandar). The Beyonder is looking for the heroes to find out why they do all they do for nothing except gratitude. Any player character that is still on the scene will be confronted by the Beyonder at the door. He asks about why heroes perform actions for others for nothing? What is gratitude? Where are the others? If told where, he will thank the character and blip out. If told "I don't know," he will scan the universe for them and leave. In any event, he pops out, leaving the character behind. Alternately, this is a way to bring in players that join late, encountering the Beyonder and being brought with him to the battle.

D. Assault on Sanctuary: At this point the two groups join as one for the assault on Nebula's Ship. The Skrull forces boast 120 lasers, plus either the Titanian ship or the Nova-ship. The Nebulan forces consist of Sanctuary II and 100 small pirate starships. For fighting big starship battles, check the boxed section following this encounter.

E. The Beyonder Appears: As soon as one of the heroes is separated from the others, the Beyonder appears to him, a normally-dressed man existing in comfort in airless space. "Excuse me, are you a hero?" he asks.

The Beyonder does not fully comprehend the situation. He asks the hero what the other heroes are doing and why. He will ask if it is important to battle Nebula. In his slow reasoning, he asks if stopping Nebula is a good thing. If assured it is, he disappears to go search for this Nebula.

F. Boarding the Sanctuary II. Once the shields of Thanos' ship are knocked down the Avengers and their allies may board the craft. Use Map 3 as the typical interior of Sanctuary II. The heroes enter from a loading dock in area A. Other forces are laid out as follows:

- Levan and three space pirates are in the hallway between C and D with an immobile concussion gun capable of inflicting Amazing Strength damage.
- Four more space pirates, armed with blasters (Good damage), are in Area J. They come running at the first signs of attack.
- Three pirates and Skunge arrive on the elevator when the heroes pass by the door to area S. Skunge will prudently hang back while the others charge forward. If the pirates seem to be defeating the heroes, he comes forward. Otherwise he takes the elevator up one flight and jams the mechanism, hoping to escape with Nebula.

Any of the pirates, including Skunge and Levan, can be easily convinced to tell the heroes where Nebula is in the huge structure. This information can be also gleaned from the ship's computers. There are consoles in each lettered room capable of reaching Nebula. Doing so, however, will notify the Mercenary Leader she has been found.

Nebula is located one level above the one the heroes break into, in area W. She is there with Gunthar and Kehl, and is loading an escape pod. If attacked, Nebula's two lieutenants battle the heroes, while Nebula blasts through the roof exposing the room to vacuum. See following note on deep space combat but note that, for character survival, those who are shot into deep space will be rescued in the "nick of time" by Skrull lifeboats and placed in a medilab, where they will regain consciousness and their full health in two days.

G. The Starfox Option: If Eros of Titan, known as Starfox, is among the Avengers as a player character, Nebula may seek to buy time for herself by playing her trump card: her claim to be the granddaughter of the evil Thanos, builder of Sanctuary II. Telling Starfox this devastates him, such that he takes no action for 4 rounds if he fails a Psyche FEAT roll, and no action for 2 rounds if he makes that FEAT roll. At the Judge's option, this inability to act (resulting from the understandably shattering

news that the tyrant of the Galaxy may have an heir) may be extended to others that have fought Thanos, including Iron Man, Captain America, the late Captain Mar-vell and the late Drax the Destroyer.

H. The Beyonder Option: It is likely that the heroes who reach Area W will be able to handle Kehl and Gunthar with little trouble, and may even capture Nebula. This is a perfect time for a well-intending Beyonder to muck up the works. If Kehl and Gunthar fall, or if the heroes are defeated by Nebula, there is a flash of light and the Beyonder appears, wearing a fighting costume that resembles a jet engine. He is looking for heroes. Once he is informed who Nebula is he will say, "Well, my course is clear. I strike on the side of the heroes." With a wave of his hand he banishes Nebula to another galaxy. He does this despite protests by any heroes. If Kehl and Gunthar are still around, he teleports them as well, along with their supply ship. If Nebula escapes, Beyonder appears in the airless vacuum, and with a wave of his hand teleports her away.

The Beyonder is convinced he has done a good thing. If the player-characters chew him out for his actions, he will be confused, and disappear, saying he must experience more before he fully comprehends. If the player characters treat him well, he accepts their thanks and teleports, leaving a silver bullet. Give the players Karma if they at least try to be nice to this creature who can wipe out whole galaxies.



I. Interlude: This encounter is a place for stopping for a moment, healing, and assigning Karma. Those in the Medilabs who have been exposed to vacuum will be coming around in a day or so. The heroes can call their mission a success and return to Earth, or attempt to locate Nebula by tracing the energy trail. If they choose to call it a day, the Skrulls will gladly see to it that any damage to their spaceship is repaired and send them on their way (they are, after all, not too wild about Terrans). Ignore the remainder of the Encounters listed here: they occur "off-panel," and sometime later the heroes get word (from aliens or other NPC heroes) that the Skrull nation has been permanently bound in its present shape.

If the heroes choose to try and track Nebula, General Zedrao offers safe passage to the Power Asteroid, a large planetoid which at one time orbited the Skrull Throneworld before its destruction, and is the only location in Skrull space that can trace the wild, erratic energies of the Beyonder.

J. Puttin' on the Ritz. This encounter should also contain no battles, but if the heroes start a battle use Map 3 for their fighting. The heroes are intercepted by another Skrull ship, in the Big Casino. Read the Following to the players:

Your ship warps through hyperspace following its Skrull escort. When it returns to normal space, you have company. Flying along either side of your ship are silvery Sopwith Camels, vintage World War I aircraft, piloted by humans in space suits. Ahead, covering half the sky, is, well, a craft that looks like a Zeppelin. Your radio crackles and a voice with a Kansas corn-field twang booms out "Howdy to the Unidentified craft. You are hedging in on Kral space. What say we head for the Big Casino real gentle-like and talk this over?"

The Skrull escort, Major Syrrro, explains that the Skrulls of the Kral sector are a bit... eccentric. They have patterned their civilization on the Earthly 1930's. The Kral ships are fully armed and spaceworthy craft, as is the Big Casino Zeppelin. They are more powerful than the armada scout, but with Zedrao's word there should be no

problem.

Upon boarding the Big Casino, there will be a welcoming committee (consider the craft to have docked in the centermost northern hallway). The welcoming committee, a band of 3 Skrulls with Concussion Blasters disguised as tommy guns is in area G. They have been told to expect an alien race. They have not been told to expect Earthlings, and once this becomes obvious they suspect a plot and open fire. Combat lasts 3 rounds, at which point the boss of the casino, Floyd Donahue, calls them off.

Floyd Donahue looks and acts like Rick Blaine from "Casablanca." He's cool, collected, and on his toes. He apologizes for his "boys" behavior and asks the heroes' business. Major Syrrro produces the codes from Zedrao confirming their mission. Donahue will note that his ship is heading for the Power Asteroid as well, and maybe he can help. He's got a passenger to deliver, and could use the heroes' help.

That "passenger" is Prince Dezan, younger brother of the late Skrull Emperor Dorrek. Dezan's story is simple. Tossed into prison for "unSkrull-like behavior" (he thought peace was a good idea), he was busted out by supporters following the start of the war. Dezan had two compatriots in his plan to change the flaws in Skrull philosophy. The first, named Zabyk, went underground and formed a radical group that has come forward during the war. The other compatriot, Myrn, went undiscovered. Being a brilliant scientist, he eventually was put in charge of the Power Asteroid. Zabyk's group invaded the asteroid and teamed up with Myrn, who believes he has the ultimate weapon to reshape Skrull society. Dezan believes this ultimate weapon will only spill more Skrull blood to put a power-mad Zabyk on the throne. Dezan's plan to stop Zabyk is simple: break into the asteroid and destroy the weapon. Are the heroes interested?

The heroes are now aware that the Power Asteroid is no longer in friendly hands. A small team sneaking in now has the best chance. They may decide to turn back for Earth at this stage, with no harm done. If they attempt to "blow their way in" by force, Zabyk uses the weapon early, with the results as noted in Aftermath.

K. Smuggler's Blues: Within an hour the Big Casino has pulled within shuttle distance of the Power Asteroid. Dezan's plan is to sneak into the asteroid with a load of power stones to be recharged by the team there. Any human-looking heroes dress like Krallians (gangsters), while those wearing battlesuits can be hidden in a crate containing the supposed stones. Female characters may be in the crate or decked out in 1930's aviatrix (flyer) garb.

Zabyk's Skrulls let the shuttle (a Ford Tri-star called the Spirit of Coolidge) land, then ask for papers. The dock is the South central corridor of map 3. The Skrulls go through a normal routine inspection, which dissolves into a gunfight when one Skrull loudly states that the bio-readings are off: these human-looking Skrulls are really human! There are three Skrull-looking Skrulls in the Y-shaped corridor, armed with blasters. (You can add variation to these encounters by drawing your own maps, or using ones from other adventures. The interior map from Secret Wars (MHSP-1) is perfect for large spacecraft.)

From there this encounter should be a running battle. Dezan knows that Myrn's laboratories are in area G, but first the heroes must reach that area. There are two Skrull squads of 5 soldiers each in areas U and V, and each will come to the other's aid. Failing the direct approach, the Skrulls try to get sneaky. As the heroes pass area Q, the door blows off its hinges, revealing three friends of the heroes. These "friends" will say they are here as well to fight Zabyk, and will appear to be in appearance and voice, who they say they are. These imitation friends, however, are badly out of date on Earthly doings, and can be easily tripped up on Marvel Earth Trivia. If they are not challenged in their disguises, the friends will hang back and attack as the group encounters area G.

Myrn is in his office in area G. He is dying, however, slain by Zabyk in a suit of power armor. He will tell the heroes before shuffling off this mortal coil that the Hyper-Wave bomb is located in room O four floors beneath them.

Any heroes trying to search the station have a big job ahead of them. Everytime they enter a lettered room, roll a die. On a 1 the hero will find some clue pointing out the location of Zabyk and his bomb. On a

2-5 the hero finds 5 more Skrull troopers, who may appear as friends or foes at the judge's discretion.

The Hyper-Wave Bomb is located in the room with Zabyk. If threatened he detonates it immediately. Otherwise he appears to the heroes on a viewscreen to gloat that he has the ability to make himself King of the Skrulls. The bomb draws energy from a Dimensional interface. Trying to shut it down once it has started causes a massive explosion of Unearthly damage to everyone on the asteroid. The bomb goes off anyway, triggered early by the explosion. A Red Reason FEAT roll from any character with experience in dimensional energies, physics, advanced technologies or energy-based powers reveals the danger of shutting down the machine once it is activated. Only if the heroes locate Zabyk and defeat him before he sets off the bomb can the explosion be prevented.

L. The Blast. If and when the Hyper-wave bomb goes off, every Skrull in the Universe is permanently "fixed" in the shape he or she is in. This includes all player-character Skrulls, if any. The blast only affects Skrulls, including Zabyk, who the heroes find delirious with madness. He is trapped in his armored suit forever. He surrenders to Dezan and the Avengers.

AFTERMATH: With the blast, all Skrulls are frozen into the forms they were wearing. Zabyk's plan was to remain the only shape-changer in the entire race, a variant of the saying "In the kingdom of the blind, the one-eyed man is king." With the foiling of Zabyk, the Skrull warriors follow Dezan, who is of the royal line despite his "treason."

If the heroes foil Zabyk's plan and blow up the machine, they allow the Skrull race to continue as it has with their devious shape-changing abilities. They receive Karma, but it should be leavened with the knowledge that the Skrulls will still be a menace to the galaxy. If Nebula escaped, she will be regathering her forces for revenge against those who foiled her once already. If the mercenary leader was captured, she is held prisoner by the Skrull Armada until sentenced or freed by her allies.

Sanctuary II remains a potent weapon at the end of this chapter, one which the

Skrull Armada would greatly desire to add to their fleet. Sanctuary II may be destroyed by the Beyonder with little or no effort, may be destroyed in space combat, or may be sabotaged from within. The last requires an individual in gravity-generator room (Z on Map 3) with a Reason of Amazing or one of any rank Reason with talents in Physics or alien technologies. The craft may be sabotaged to shut off the generators (folding the huge ship in on itself under its own weight) in 1-10 hours.

Dezan and Donahue provide safe escort back to the Armada, and Zedrao provides the co-ordinates for the humans to go back home. There has been much rumbling about Zedrao's handling of the Nebula Affair, and he wants to clear it up as soon as possible.

KARMA:

- Not going, when asked, after Sanctuary II - 40
- Not going, when asked, to Xandar - 40
- Destroying Sanctuary II + 50
- Capturing Nebula + 20
- Capturing each of Nebula's Lts. + 10
- Shooting down each enemy ship + 5
- Letting Nebula escape - 40
- Being nice to the Beyonder + 5
- Fighting Zedrao's Skrulls - 5
- Capturing Zabyk + 20
- Stopping the Hyper-Wave Bomb 0
- Blowing up the Power Asteroid - 40
- Requiring Space Rescue - 50

Notes on Space

There are many accurate and interesting sets of space rules available. What follows is merely a set of suggestions to handle Space Combat in the Marvel Super Heroes™ Game in general and this chapter in particular.

Space is a hostile environment to most heroes owing to its total lack of air and extreme cold. Individuals exposed to open space have to deal with the following hazards.

- Unless the character does not require air, or brings along air, the hero must make an Endurance FEAT roll against exposure to vacuum. Treat the vacuum as Unearthly intensity poison, with failure resulting in immediate unconsciousness and loss of Endurance Ranks until death occurs.
- The Cold (and to some degree, lack of pressure) in space is at Monstrous

intensity, but may be negated by any form of container suit with heaters (including space suits and Iron Man's armor) and any natural body armor of Good or better. Hercules, for example, does not require a space-suit, but does require an air supply. Individuals like Captain Marvel and Firelord are not affected at all.

- Deep space in addition has no gravity. Heroes may travel through it either by some form or rocket or by leaping from one place to another. A hero leaping from a ship or asteroid may move at a speed equal to two ranks below his Strength (a character with Unearthly Strength may move at Amazing speed by leaping). Unless a character lands on something or can further influence his or her flight, he will continue to move in that direction. Flying powers which rely on air (like wings) are not functional in space.

If a character is in danger of perishing from exposure to space, you as the Judge may step in to rescue the character (passing alien ships, allies come to their aid, lifeboat just passing by). The Judge may deduct as much Karma as he sees fit, up to the maximum amount the character has personally or in any Karma Pool with others, as a penalty for having to step in and rescue the hero.

Space combat in comic books is similar to aircraft combat on our world: the combatants are relatively close with highly maneuverable ships using line-of-sight weapons. Rather than attempt a three-dimensional representation of different ships, treat Space Combat as a form of Vehicle Combat. The ships in this chapter have the following abilities (Note: in Earthly terms, all these vehicles could be considered to have Unearthly rank speeds by virtue of Hyperdrive but their speed is reduced to show the velocity involved in combat situations.)

TITANIAN CRUISER

Body: REMARKABLE
Control: INCREDIBLE
Speed: AMAZING
Armament
Amazing Strength Laser
Remarkable Strength Shields
Compartmented (5)

XANDARIAN NOVA SHIP

Body: INCREDIBLE
Control: REMARKABLE
Speed: AMAZING
Armament
Incredible Strength Laser
Remarkable Strength Shields
Compartmented (4)
Teleporter with ten mile range

SKRULL SAUCER-SHIP

Body: EXCELLENT
Control: EXCELLENT
Speed: MONSTROUS
Armament
Remarkable Strength Laser
Good Strength Shield
Not Compartmented

ZEDRAO'S SKRULL FLAGSHIP

Body: REMARKABLE
Control: EXCELLENT
Speed: MONSTROUS
Armament
Remarkable Strength Lasers (10)
Excellent Strength Shield
Compartmented (10)

PIRATE SHIP

Body: EXCELLENT
Control: GOOD
Speed: MONSTROUS
Armament
Remarkable Strength Laser
No shields
Not compartmented

SANCTUARY II

Body: INCREDIBLE
Control: EXCELLENT
Speed: INCREDIBLE
Armament
Class 1000 Lasers (100)
Unearthly Strength Shields
Compartmented (1000)

BIG CASINO

Body: EXCELLENT
Control: EXCELLENT
Speed: INCREDIBLE
Armament
Amazing Strength Lasers (20)
Remarkable Strength Shields
Compartmented (500)

KRAL SKRULL SCOUTS (Biplanes)

Body: GOOD
Control: INCREDIBLE
Speed: AMAZING
Armament
Remarkable Strength Lasers
No Shields
Not Compartmented

KRAL SKRULL SHUTTLE (Tri-Star)

Body: GOOD
Control: EXCELLENT
Speed: INCREDIBLE
Armament
No Lasers
Excellent Strength Shields
Compartmented (3)

Lasers: Unless otherwise stated, each ship has one laser cannon of the stated power. Multiple cannons are all considered to be of the same level.

Shields: An additional form of Body for the ship, they are geared primarily to prevent energy attacks and are ineffective against phsyical attacks or ramming. Energy attacks are reduced by the stated amount of the Shield. Further damage is inflicted on the body of the ship. Each time the body is reduced to 0, the ship loses a compartment and is damaged.

Sanctuary II's shields are special in nature. They may repel both energy and physical attacks with Unearthly ability, but in doing so may not use any of their major weapon systems and are not counted in combat.

Compartments: Certain ships are listed as compartmented. A compartmentalized ship has a certain number of extra rooms. Any hit which pierces the hull can be assumed to rupture one of those rooms first, before hitting one with player characters. Player characters are assumed to be in the last airtight room in the ship. Characters in a compartment hit by fire suffer explosive decompression and are exposed to vacuum.

RUNNING COMBAT IN SPACE: There are two types of combat in space we have to worry about, small actions and large actions:

Small Actions: A small action is one where one side has one or two ships, regardless of the number of craft on the other side. An example of this type of combat is the Titan Scout against the Skrull Armada. All actions are run in full detail.

Large Actions: A large action is one involving a large number of spacecraft, the majority of which are not being run by player-characters. In the best Saturday matinee movie style, these battles are filled with flashing lights and half a hundred small, intense dogfights. An example of this type of action is a battle between the Skrull armada and the pirate fleet. Rather than bogging down with every action each ship can take, use the following system to determine what the player characters must do to insure a victory for their side:

- The heroes must personally destroy a certain number of ships in a certain amount of time. There are always enough targets for heroes to fight.
- If the hero's side outnumbers the opponents in number of available lasers (regardless of the power of those lasers) the heroes must destroy 10% of the total opposing ships in ten rounds.
- If the hero's side is equal to that of the villains in lasers, the heroes must destroy 20% of the opposing ships in 10 rounds.
- If the hero's side is outnumbered, the heroes must destroy 30% of the opponent's ships in 10 rounds.
- If the heroes destroy the required number of ships within the allotted time, the enemy is considered defeated and retreats. If not, the heroes' allies suffer extreme losses, fall back, or desert.

In the case of the Skrulls against Nebula, the Skrulls have 110 lasers, Nebula's forces have 100 without Sanctuary II, 200 with Sanctuary II. The heroes must only destroy 10 ships to force the pirates to retreat unless Sanctuary II is brought into play. If Sanctuary II adds its weaponry, it must lower shields. In doing so it will allow the player-characters to board her. At this point the battle shifts from one in space for the PCs to one on the ship itself.

When running a space combat, encourage acts of bravado, such as super-human individuals ripping apart enemy ships with their bare hands. In "real" space battles, the opposing ships would be incredible distances apart, moving at uncatchable speeds. Fortunately our system is for the more active type of space battles found in the movies and in comic books.



Chapter 9

The Rise of Kurse

SUMMARY: The Beyonder begins to experiment with the nature of desire, and to that end creates Kurse, a creature with only one desire: revenge against Thor.

STARTING: This encounter is optional, and should be used only for individuals in England for some reason. It may be concurrent with the War to End All Skrulls. Read the following to the heroes:

The report is broadcast in clipped, nervous tones. A monster three meters tall has been spotted in the English countryside, heading for the sea. The creature, while monstrous, has not yet been proved dangerous. Do not panic. Bulletins will be broadcast as they come in. Now back to Beethoven's Ninth Symphony...

ENCOUNTERS: If the heroes decide to investigate this sighting, they spot Kurse in Area B of Map 2, heading for the sea. They may approach him as they see fit. Kurse's only interests are detailed in Chapter 16. He seeks to walk into the sea.

AFTERMATH: If the heroes let Kurse reach the sea off the map to the south, he is lost to the heroes and escapes. Alternately, if a waterborne hero attacks, he stops to attack one on one. He reappears in Chapter 16.

If the heroes slay Kurse, they may take whatever means they see fit to make sure he does not animate again. The Beyonder is disappointed and reanimates him two days later, with TWO desires: To kill Thor, and to kill the heroes who stopped him before.

The BBC news is rebroadcast in America on Public Radio eight hours later, but any hero hearing it and investigating discovers only a path of wreckage that winds through the countryside, ending at the sea.

KARMA:

- Stopping Kurse +75
- Being Defeated by Kurse -20

Chapter 10

All You Need Is Love

SUMMARY: Trying to understand the human experience, the Beyonder tries Romance. In the Secret Wars II series, he selects Alison Blaire as the object of his affections. He goes to great lengths to earn her love in return, giving her wealth, possessions, powers, and feigning an attack on himself to earn her sympathy. The Beyonder realizes there are some things beyond even his control, including the affections of a free human soul. Depressed, the one from Beyond wonders what his own role is in the universe.

STARTING: This is an optional encounter, and may occur "off-panel" while the heroes are involved in the War to End all Skrulls. It is optional for several reasons, chief among them being that most of this encounter is designed for a single hero or heroine: the target of the Beyonder's affections. If there are no female player characters being used, ignore these encounters, assuming the Beyonder's template is male. If the form the Beyonder takes is initially female, "she" seeks out a male as a target for love. The encounters are laid out assuming the Beyonder has a male form for the sake of convenience. The Beyonder has also been on Earth for long enough to realize that people who are married or are younger than 18 are out of bounds.

ENCOUNTERS: The following encounters are bases for adventure after the Beyonder has chosen an object for his affections.

The hero is teleported from wherever she is to the Beyonder's newly created "pad," a one-area asteroid protected by a Class 1000 material clear dome floating in our asteroid belt. Those with the hero at the time she disappears see her fade in a patch of light.

The Beyonder tries to explain who he is. He is the most powerful creature, found our universe by means of an event puncturing the wall between universes, came to find out about human emotions and is now working on love and affection. The Beyonder explains that he is interested in "playing the game." Being so far advanced, he could have whatever he wants. He has found it is not the object

that is important, but the getting of the object. The object in question now is the love of the Hero.

The Beyonder tries several methods to earn that character's love. He first takes her (him?) everywhere she wants to go, except back to her fellow heroes. He tries to give her everything she could want in material wealth, effectively boosting her resources to the Beyond level as long as she remains with the Beyonder. If the hero resists, he tries to earn the hero's sympathy.

The Beyonder sets up an attack on himself using illusions of other heroes. The Beyonder teleports himself and the hero of his affections to Rathbone Park for pretzels. There they are challenged by the hero's allies, who say they have tracked down the Beyonder at last. If the hero is a loner, pick some NPC super-group such as the Avengers, Defenders, or X-Men. Power Pack is NOT recommended. Let the other players play these illusions but don't tell them it's an illusion. In other words, the other players should be unsure that they haven't just happened upon the being who kidnapped their ally.

The heroes attack the Beyonder, and while unharmed, he appears to be on the losing side. This is to encourage his paramour to step in and help. If she helps her friends attack the Beyonder, the one from Beyond will be crushed (she loves her friends more deeply than he), and disbanding the illusory opponents, depart, heartbroken. If the hero steps in to protect the Beyonder, he throws up a force field and teleports the pair away. The hero may realize she was set up later, and the Beyonder freely admits it.

If his attempt to have the hero love him fails at this point, the Beyonder tries his last card. He gives the hero some of his power. All abilities are raised to the Unearthly rank. Explain, as judge, that this power is the hero's as long as the hero remains with the Beyonder, and effectively puts her out of the game. The player may choose to do so freely, with an award of a Karma bonus of 40 points to the NEXT character. Whenever the Beyonder appears from here on, she is at his side, until by Chapter 17 her spirit, body and soul have been totally absorbed into him, and the character ceases to exist. If the hero rejects the power granted in such a

fashion, the Beyonder is truly hurt, and returning the hero to her proper location, apologizes and slinks off.

AFTERMATH: This is a potentially messy encounter, and should not be turned by the players to their advantage. Remember that the Beyonder can enter and alter other minds at will, so that if you as Judge suspect the character is using the Beyonder in a selfish manner for personal ends, he is emotionally shattered, realizing that the one person he has chosen for his love is in reality unworthy, and may have been proved unworthy only because of his actions. He takes back any gifts of possessions or powers, returns the hero to where she belongs an instant after she left, then slinks off.

If the hero decides to accept the affections of the Beyonder, he raises her powers as noted above. Note that this effectively removes the character from the campaign.

KARMA:

- Rejecting the Beyonder +100
- Accepting the Beyonder's power (for the next character you run) +40

Chapter 11

Hide and Seek

SUMMARY: A group of heroes, (the Avengers in the SECRET WARS II series) decides to locate the Beyonder and keep tabs on him. The Beyonder, aware of their interest, proceeds to test the heroes' mettle and abilities in order to get his mind off being rejected by other humans.

STARTING: This encounter should begin when the heroes decide to do something about this Beyonder fellow. As such this Chapter may happen before or after its place in this book, but no earlier than the War to End All Skrulls and no later than Devil and the Deep Blue Sea. The encounter should start if and only if the players show an interest in finding the Beyonder. If the players have no interest in the Beyonder, or no interest other than staying out of his way, this encounter occurs off panel.

ENCOUNTERS: The Beyonder during this encounter appears to the players when called or brought up in conversation. He knows what was being said before he arrived. His purpose is to blink in at odd moments and challenge the heroes.

The Beyonder is dressed in his super hero jet-engine outfit and is excited about playing this game with the heroes. If challenged by the heroes he tries to meet them strength for strength, power for power. If confronted with a strong opponent, he uses his Fighting and Strength skills. If confronted with an agile foe, he runs and plays tag. If confronted by a hero with special weapons, he summons other weapons of equal strength. If confronted by a group of heroes at this stage, he merely splits into equally powerful clones of equal numbers, seeking to lead each player character in a different direction so he may observe them operating independently.

If the hero "defeats" the Beyonder he disappears saying it's no fun if it is too easy.

The Beyonder continues in this fashion until he has "appeared" to every player-character hero that is curious about him. He does NOT appear to the hero that he tried to romance in the previous chapter, and if confronted by that hero, he sadly apologizes and blinks out.

AFTERMATH: If talked to (after being defeated in a good fight, of course), the Beyonder explains that he is under the perception that the violent interaction of heroes is a form of sport. The Beyonder, having been rejected from love, is attempting to achieve gratitude, and it seemed that a direct confrontation was the best way. He is still confused by his recent disaster in love. He offers to repair the damage and heal the dead and injured hurt during his little tests.

On the off chance that the heroes ask him to join their group, the Beyonder thanks them and declines. There's too much going on in the world for him to limit himself yet. He declines poutingly if the hero he was romancing is in the group.

KARMA:

- Fighting the Beyonder +0
- "Beating" the Beyonder +20
- Asking the Beyonder to join +30



Chapter 12

To Battle The Beyonder

SUMMARY: The Beyonder's failure at romance hit him hard. While he can't force his affections on others, he similarly can't get the girl, who is unattainable, out of his mind. After causing a non-fatal train wreck, the Beyonder befriends a young runaway, named Tabitha, who is the mutant Time Bomb. Beyonder seeks to impress her with his powers and abilities, but ends up scaring her further with threats to destroy the Universe. The Beyonder sends her away and sinks into a deep depression, while Tabitha, concerned for the universe, calls for help.

STARTING: This encounter is for groups and heroes that have some form of hotline or easy way to be contacted by the public. Hunted groups such as the X-Men or loners such as Daredevil and Spider-Man would be exempt from this encounter. Alternately, see the X-Men option below.

Wait at least three days in the campaign before running this encounter, running small encounters, other adventures, or noting merely that things have been "quiet....maybe TOO quiet."

Finally, a message comes in. A young girl calls from Westchester County, New York. She's been with the Beyonder and heard him threaten to blow up the universe. She thinks he can't do it because he caused a train wreck near there the other day. She can lead the heroes to him, but doesn't want to be part of the fight.

If the heroes decide to answer the call, go to the Encounter section.

ENCOUNTER: The Beyonder should know what's about to happen, being omniscient, but he has had his lady on his mind and is succumbing to human weaknesses.

Tabitha meets the heroes at a place of their choosing and tells them about the Beyonder's threat. She and the Beyonder journeyed to the Worldcomplex of the Celestials, a huge alien race. There, to prove his power, he threatened to destroy the Universe unless the Celestials did something about it. The ancient aliens reacted, but the Beyonder defeated them easily. Tabitha thinks she can defeat the

Beyonder with one of her time bombs if the heroes will administer the coup d' grace.

If the Heroes agree, Tabitha will have them hide in the woods and call the Beyonder. The One from Beyond appears and Tabitha gives him a big hug, saying she missed him. The Beyonder says he missed her company as well, and was feeling sad about scaring her. At this point Tabitha runs off the North side of the map. Then the Bomb explodes, doing no real damage but knocking the startled Beyonder off his feet. This is the signal to attack.

If the heroes refuse the ambush idea, Tabitha still calls the Beyonder, plants the bomb, and runs. She is scared of the Beyonder, and feels that once the heroes see him as a danger they will take care of him.

The heroes may attack at will, but can not hurt the Beyonder, nor even do any apparent damage to the Beyonder. They may call in NPC reinforcements with similar results. They have no effect on the one from Beyond. He shrugs them off and does not fight back. He has been rejected by one love, betrayed by another human, and is feeling pretty miserable. The heroes may attack as much as they want. Nothing will happen.

Should the heroes wish to talk instead, or stop fighting and try to converse with the Beyonder, he is fairly bitter. Everyone picks on him, he says. Nobody can hurt him, but everybody picks on him. He'd like to just go away, but he can't. He's bored with his own universe, and upset about this one. He'd just like to go somewhere else. With that, he will disappear.

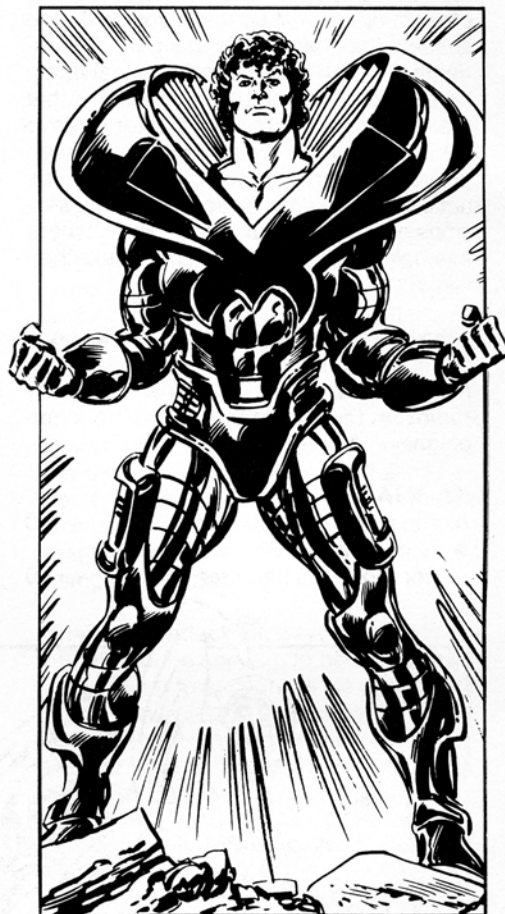
X-MAN/NEW MUTANT OPTION: For the X-Men and New Mutants, the presentation is similar, except the Beyonder brings Tabitha to the X-Men's Mansion. She repeats the procedure of hug/plant bomb/run, in hopes of getting the X-Men involved. If attacked, Beyonder brushes them off and departs, leaving Tabitha behind. If treated well, Tabitha might join the New Mutants under these circumstances, otherwise she takes off again.

AFTERMATH: The Beyonder does not attack in this encounter. He is bored with the ceaseless combat. He has real worries on his hands, in particular his own loneliness and despair that he himself cannot

put a finger on. He wants to be left alone for a while.

KARMA:

- Answering Tabitha's Call + 10
- Talking to the Beyonder + 10
- Attacking the Beyonder - 10



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Chapter 13

Heartbreak Cafe

SUMMARY: The Beyonder is very depressed with his life on Earth. He has no meaning, no purpose. He seeks the wisest individual he knows of but finds that individual not home. He takes this additional disappointment in a very human fashion. He decides to go out and get drunk, allowing the alcohol to affect him.

STARTING: Choose one of the players, preferably the most mature and reasonable individual in the group. It should not be the one the Beyonder used for his template nor the hero he tried to romance. As this is basically a one-on-one encounter, send the rest of the team to the kitchen for munchies.

The hero returns to the normal base of operations to find everything in a shambles. All warning devices, whether mystical or technological in origin, have been deactivated. Any personnel usually found there are immobilized. On the table is a note.

The immobilized people, including any other heroes, may be brought out of their trance with a snap of the fingers. They recall a dark-haired man (you-know-who) phasing through the walls looking for a particular hero. Not finding the hero, he left a message.

The note reads: "Down at Ogg's. See you there. B."

ENCOUNTERS: As the hero (or heroes, if the others come along) approach Ogg's pub, the plate glass window in front shatters and two human bodies fly out, propelled by massive force. The hero's first task is to rescue these two men (TYPICAL abilities, Health = 24) from sudden impact against the retaining wall across the street, causing Excellent damage. It won't kill but it would be fairly painful.

Inside the Pub, a single-area sized establishment with a back storage room, the hero finds the Beyonder. The Beyonder is in a messy, philosophical drunk, and at this point he is most vulnerable. His abilities are set at Class 1000 and he can not call upon Karma in this state. The hero may have it within his power to end it all here and now. If this happens, go to Aftermath.

The Beyonder just wants to talk. He is seeking enlightenment in the human condition. Why do heroes do what they do? He doesn't want to fight. If attacked, he just blinks out. If the players kill or contain the Beyonder, they have one shot.

The Beyonder's conversation hinges on several topics:

- Why is the hero a hero?
- Is the hero happy? Why or why not?
- How did the hero come to his state of happiness/unhappiness?

Go over these points one at a time with the hero in question. If there are other heroes, you can pose the same questions to them. Note that conflicting answers will muddle the Beyonder's mind even further, but eventually, the heroes should be able to make clear that they act for a common Good, and that the dedication to this good transcends other problems. With great power comes greater responsibility. Even if the players have tried to make these points before, the Beyonder is only now, having experienced failure, able to understand them.

The heroes can lie, of course, leading the Beyonder into a trap or sending him far, far away. This too has consequences.

AFTERMATH: The Beyonder may be cheered by the lessons of the hero he is talking with. Make a Feat roll on the Class 1000 chart. raise the result one color rank for each of the three questions that you think the players answered well or in character. If they answered all three correctly, there will be a red result no matter what. Reduce the color by one level for every outright lie the characters tell to the Beyonder. Conflicting answers are considered incorrect.

A FEAT roll on the Class 1000 column is used to determine how convinced the Beyonder is. A white result means that he is utterly unconvinced, and will send the hero far, far away (like Japan). Green means he is still uncertain, and generally confused, and seeks help elsewhere from other sages. Yellow means that he is convinced of the worth of the hero's words, and will seek to do good. A red result means that the Beyonder is enthusiastically converted to the idea of doing good, starting with repairing the bar in a clumsy fashion (he is still drunk).

Karma Awards for this chapter are based solely on the result of the FEAT roll:

White	Lose 100 karma
Green	Gain no Karma
Yellow	Gain 100 Karma
Red	Gain 200 Karma



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Chapter 14

Champion of Life

SUMMARY: The Beyonder discovers, after his observations, conversations, and confrontations with the "heroic" forces of the world, that he should become a force fighting for good in the Universe. He puts this into practice by building a large complex outside Sparta, Illinois to use as a base for his operations. He starts interfering all over the globe.

STARTING: This phase of the Beyonder's career lasts about a week, during which time the Beyonder seeks to help as many people as possible. The news reports early in the week notice a "tragedy narrowly averted by an unmasked man who proclaims himself a champion of life." By week's end they have his name as the "Beyonder." Any encounter in the next week, should it prove even mildly perilous, may result in the Beyonder's appearance.

ENCOUNTERS: Listed below are three typical encounters for the week that follows. There may be more depending on the nature of your campaign. The overall theme is that the Beyonder is involved in all of them.

A) Benny and the Squids. During a recent assault on the young super-hero group known as Power Pack, an alien Snark lost his laser pistol. A gang of young punks known as the Squids found the gun and intend to use it against their enemies, the Death Angel Gang.

The heroes are in the vicinity of the 8th Avenue car wash, a hangout for the Death Angels. Two of the Squids are on the roof of Tamborini's Eatery, while the third Squid is holding a ladder for them on the east side of that building. The hoods (henchman abilities for all) are blowing the building to pieces with their new toy. The laser has line of sight range, inflicts Incredible damage, and has a 100 shot magazine.

The hoods fire on the building until they are aware of the heroes. Then they open fire on the heroes. The first round that the Squids open fire on the heroes the Beyonder arrives, and with one well-aimed kick, knocks all three thugs unconscious. He then rebuilds the carwash with a wave of his hand, leaving it and its occupants undamaged. The Beyonder then turns to

the heroes, salutes, and flies off.

B) Hostage Situation: The heroes are in the vicinity of the abandoned building on Wilson and 9th. Police have blocked off traffic in all directions and called for help. A group of Balkan Terrorists have taken a bus full of tourists from Wisconsin hostage and are holding them in that building. They say they have a bomb.

Given the volatile nature of the situation, the police are not too eager to accept the help of a costumed do-gooder with amazing powers. They give the OK for the hero to go in after the terrorists are given one last chance to surrender. Even as the young lieutenant speaks into the bullhorn, an empty machine gun is thrown out the window, followed by rifles and pistols. The Balkan Terrorists then appear in the doorway with their hands up. They look confused, but the freed tourists fill in the details. A dark-haired man in stylish clothes appeared to the terrorists and told them to surrender. They followed his orders without question and let the tourists loose. The Beyonder has struck again.

C) Space Junk: A call comes in to the heroes from a "source" at NASA: there's a weather satellite in a decaying orbit, an orbit that passes over the city. The "source" knows that you may be in a position to contact someone who can do something about it.

Simulations run on the falling satellite show it coming down in the city, with immeasurable loss of life. Let the heroes plan, figure, and try a few things before it starts its descent.

As time runs out the heroes begin to see the satellite's trail, fifty screaming tons of metal and instruments leaving a glowing trail like a falling star. The satellite is visible in the sky now, growing larger as it approaches impact....

It disappears completely from the sky, reappearing fully cooled in the center of Rathbone Park. While there is nothing to tie it directly to the Beyonder, after the first two encounters everything is laid at his door.

D) Other Encounters: From these few you can get the idea of how to proceed with encounters on your own. The Beyonder does not interfere with villains out on

vengeance hunts against heroes, but appears to rescue heroes from unescapable death traps, save lives, and generally make life miserable for those that take enjoyment from being a hero.

AFTERMATH: There are no Karma awards for deeds that the Beyonder has done in whole or in part, as he does the major share of the work.

Newspapers begin to notice the Beyonder in print, as do the TV and Radio Medias. The rare times the heroes can something on their own, the press asks about the Beyonder: what does the hero think of the Beyonder? Is the hero is working for the One from Beyond? The press has no empathy when on the trail of a hot news story.

The Beyonder is very easy to reach in his HQ in Sparta, Illinois, through his agent, Dave. Dave is very impressed by any hero with a popularity over 10, in particular those with their own comics series. The Beyonder tries to explain that he is only trying to help as a champion of life, and to make the best of his situation. His only trouble is that all the crime and disasters in the world (or universe) are not enough to challenge him. He has yet to find an opponent worth defeating. If asked by the heroes, he stops "helping" them, but still comes to their aid if they need it.

Finally, any characters with connections among the powerful quasi-entities of the Marvel Universe, including those in touch with Watchers, Celestials, Mephisto, Eternity, Eon, or any of the other cosmic beings notice that during this time those beings are notably reserved, almost afraid to act against this One from Beyond. It is one more example of the power this creature wields.



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CHAPTER 15

Death-Busters

SUMMARY: On the advice of his new friend and business partner, Dave, the Beyonder defeats the entity called Death, removing all death from the Marvel Universe. Dave soon regrets his action and allows the Beyonder to transform him into Death, bringing that concept back to the universe.

STARTING: The Beyonder, Dave, Mephisto, Eternity, the Molecule Man, the Watcher, and most of the important entities of the Marvel Universe meet in a restaurant in St. Louis when this chapter occurs. With so many powerful beings in one spot, mere heroes do not stand much of a chance. Part of this chapter occurs "off-panel," affecting the heroes indirectly during the short time when there is no Death.

ENCOUNTER: A call to the police and media quickly leaks onto the street. The Balkan Terrorists (see previous encounter) have friends who demand the release of their captured comrades or they will destroy the city. The police have made contacts, and believe that a bomb is located at the corner of Arthur and 7th, but have not been able to locate it.

The heroes are in the vicinity of that fateful corner, and may offer their help to the police. The police accept, but wonder where that Beyonder fellow is when you need him. The bomb could be in any of the buildings in the area, or beneath the street. The heroes have five rounds to find it.

At the end of five rounds, the bomb (hidden in one the traffic lights) explodes. The bomb contains a virulent nerve gas which dissipates after 20 seconds, but is toxic in 2 seconds. This is an Unearthly class nerve gas, and all those that come in contact with it must make an Endurance FEAT roll or presumably die. Have them make the roll and add any Karma they wish. However, no one dies as a result of this encounter.

The time from when the heroes arrive to about five minutes later is the time between the reigns of the two Deaths. In effect, the bomb does absolutely nothing to the heroes, nor to anyone else. If death

had existed everyone within two blocks would likely no longer be breathing.

AFTERMATH: The heroes do not know for a fact what has happened, but may find out later that they are alive because Death was "chilled out" at the time. If they ask the Beyonder later, he tells them.

The Balkan terrorists did not expect any survivors to be around to check their handiwork, so their bomb may easily be traced back to the basement beneath Guido's Groceries. It has one entrance in the back. There are three terrorists there, armed with assault rifles. If the heroes move quickly, they may capture them, but otherwise the group flees.

KARMA:

- Capturing Terrorists +20
- Finding and Defusing Bomb +30
- Bomb Explodes -30
- Figure out why no one dies +20

This encounter has taken a lot of power out of the Beyonder. Until that power has returned (after Chapter 17) his abilities are frozen at Class 1000 across the board. He still has unlimited Karma use.

Following this Chapter the Beyonder no longer serves as a champion of life or interferes with every life-endangering situation that arises.

Chapter 16

Kursed Earth

SUMMARY: Algrim the Elf, now Kurse, reaches New York and is on a rampage, looking for Thor. The Beyonder is interested in the result of his experiment, even if it means the death of Thor.

STARTING: The heroes may be anywhere on the two or more maps available to the players. Kurse begins at the Westernmost end of 7th Avenue and moves 2 areas per turn. He is on a rampage. The media picked up his progress at Jefferson Avenue and most services are informed. The police are clearing the area now.

ENCOUNTER: Kurse wishes but one thing: to kill Thor. To this end he attacks anything that looks like Thor or acts like Thor. A cape, a helmet, a combination of colors may invite an attack by Kurse.

Kurse attacks anyone that attacks him.

If Kurse reaches the Harding Expressway, he moves North one block and then walks back, tearing up the city as he goes. He throws cars, destroys buildings, and endangers life.

If the heroes reduce Kurse to 1/4 of his Health in three rounds or less, the Beyonder, watching the resolution of his experiment from afar, decides it is too easy for the heroes. With a wave of his hand he restores all of Kurse's Health and raises all of his abilities one rank.

One note further on Kurse. If the Beyonder recharges his abilities, more of his past returns to haunt him. A great heat or a long fall reminds him of the lava pits he was cast into with Thor. He also remembers it was Malekith, not Thor, who was responsible for this act. He seeks out Malekith: unfortunately, Malekith is nowhere on Earth, having fled into another of the Asgardian dimensions. His rage is very similar to that with which he hunted Thor, save now he does not slay Thor if challenged, bashing him unconscious instead.

AFTERMATH: Should Kurse defeat a hero who is not Thor nor resembles Thor, he will pummel that hero into unconsciousness, then move on with his rampage. If he encounters Thor he continues to attack until Thor is dead, unless his anger has been turned against Malekith.

The Beyonder only appears if called after Kurse has been fully defeated. He offers to spirit him back to the pits where he would surely die, unless the heroes have a better idea. The One from Beyond freely admits that he was responsible for the creation and "programming" of Kurse. He says that the dark elf was an early experiment.

KARMA:

- Defeating Kurse +100
- Defeating Kurse after he is enhanced by the Beyonder +150
- Not letting Kurse die +20
- Being Defeated by Kurse -75
- Turning Kurse against Malekith +10

Chapter 17

The Devil and The Deep Blue Sea

SUMMARY: After slaying, then recreating Death, the Beyonder is fairly shagged out, and wants to go somewhere quiet to think. The idea of someone thinking about their problems becomes a cult hit, and hundreds of would-be-followers flock to the Beyonder's South Pacific island to engage in his "Think System."

Meanwhile, Mephisto, lord of the infernal realm, captured most of the power the Beyonder used to destroy Death in a large device known as the Beyondersbane. Mephisto feels that the energy within the Beyondersbane, coupled with the aid of other powerful quasi-entities of the universe, and using Eternity itself as a firing mechanism, may just defeat the Beyonder.

To make his attack Mephisto recruits the cream of the villain population, super-powered foes from around the world. Each is imprinted with an invisible sign linking the villain to the Beyondersbane. If the Beyonder strikes or is struck by any of the villains, he, the Earth, and most of this dimension cease to exist.

Meanwhile, the media has caught on to the "Think System," and the population of the Beyonder's island increases further. The Beyonder feels cramped and wants to move on, which terrifies Mephisto. In desperation, the lord of lies puts a hero up to fighting the Beyonder on his island to keep

him there. The hero delays the Beyonder long enough for Mephisto to attack, but switches sides upon realizing that the Beyonder may get hurt. With his powers increased a hundredfold, the hero foils the accursed legion, and prevents them from reaching the Beyonder. Too much time elapses and the Beyondersbane melts down, freeing its power into the universe where the Beyonder may acquire it yet again.

The Beyonder, who spent the entire time thinking, realizes that by his inaction he forced the hero to defend him, which was that hero's true purpose. Perhaps the Beyonder's purpose in life is to instruct others in their true purposes?

STARTING: As can be noted from the summary, any hero entering on the scene is arriving late in the game, after all the other pieces are in place. They may investigate the island on their own, or may be sent there by Mephisto or Uatu.

VILLAINS OPTION: While the Marvel Super Heroes Game does not recommend the use of Villains as player characters, there is the occasional bad guy in play. This encounter gives a great opportunity to clear out any villain player-characters by placing them in Mephisto's cursed legion. Read the following to any characters who have been seeking a villainous route.

You meet him by chance, an arabic-looking man named Bitterhorn. He has an offer for you. He has an important job, a certain individual who needs to be...removed. You won't be working alone but as part of a large group, and you can write your own ticket. If you survive and the target is eliminated, you get what you want.

The villain character can decline, but no NPC villain will do so. Whatever the character desires is promised as payment. Money, possessions, power, abilities, revenge, freedom from jail...anything is possible. The deal is sealed by a handshake, during which time a seal is pressed on the individual which is a link to the Beyondersbane.

ENCOUNTERS: There are a number of Encounters spaced over several days to

draw the player character heroes into conflict with either the Beyonder or with Mephisto's legion.

A) Media Blitz: The Beyonder has been out of sight if not out of mind for several days now. Anyone with a device constructed to detect exotic energies finds him somewhere in the South Pacific, but readings are much weaker than normal. Heroes with contacts among the more powerful quasi-entities will know that something is up, but what it is these entities won't say. Most heroes first hear about the Beyonder from a news report. The press and TV are full of details about three days after the Beyonder drops out of sight. Read the following to the Players:

It's on the evening news. A small report, located after the big stories but before the weather, catches your attention. "Ever wondered what happened to the 9-day wonder known as the 'Champion of Life,' who in a flurry of activity foiled major and minor crimes a week ago? The Champion, also known as the Beyonder, has retreated to a small South Pacific island to become a Guru, preaching to a select group of followers about the ability to realize your true role in life by careful thought. This 'think system' presumably brings certain blissful fulfillment once you realize what your true role is. Our true role is to bring you the weather, so we'll be right back...."

The heroes may investigate the island and the Beyonder on their own, in which case they are on the island when Mephisto's minions attack. The Beyonder is not interested in fighting, and if the heroes attack him he does not fight back, though his followers may try to reason with the good guys. The Beyonder just wants to think about his true role in this Universe. The Beyonder is on the low rise in area D on Map 2.

B) Catspaw 1: The Beyonder tires of the crowds and thinks of moving. This would throw Mephisto's attack off, so the Lord of Pain casts about for a way to keep the Beyonder on the island. A diversionary attack by a hero may be best.

The hero or heroes are awoken from a sound sleep by an apparently trusted



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friend of the hero or group. This "friend" is Mephisto in disguise, seeking to enlist the hero in his plot to stall the Beyonder. Mephisto boosts any character's abilities to the Shift X level in return for the character's signature on a piece of paper (the ever-popular "deal with the devil") and a pledge to go fight the Beyonder. The hero is trapped in Mephisto's dimension the next time his Health drops to 0, and must work as an agent for this embodiment of evil.

Mephisto, posing as a "friend," tries all manner of lies to convince the heroes to sign the paper, gain the increase in power, and fight the Beyonder. Mephisto mentions the danger of the Beyonder, who at any moment will decide to destroy the Earth, and the heroes with it. Mephisto points out past occurrences when the Beyonder has hurt the heroes or interfered with the heroes' lives. Mephisto says the Beyonder is challenging them for the control of Earth, one-on-one, man-to-man. As you can tell, he does his able best as the "lord of lies" to influence the player characters.

The players should not fall for this load of snake oil, being relatively intelligent beings. If the heroes seem interested, have them make an Intuition FEAT roll. Success indicates the Judge should inform the players that something seems rotten about the entire operation.

If the heroes refuse the offer of Mephisto the Lord of Lies disappears. His only hope at the moment is that the Beyonder will not leave before the time is right. If Mephisto is attacked, he disappears, but remembers the hero for later revenge. Taking a swing at the embodiment of evil is known as "good Karma." If the heroes refuse, see Encounter C.

If the heroes accept Mephisto's deal, sign the contract, agree to attack the Beyonder, and shake on it, they receive the power boost. Teleported to the Beyonder's island, they arrive at area F on Map Two, and see the Beyonder in area D, thinking. The Beyonder if attacked will not fight back. Again, the followers of the Beyonder may step in and try to talk with the heroes to determine why they attack their leader. If the heroes touch the Beyonder before the fourth round, see the Aftermath section. On the fourth round, the villains attack, as noted in section D.

C) Cats-Paw 2: If the heroes reject Mephisto's offer, they are summoned by the Watcher, teleported to his headquarters on the Moon. The Watcher is not among those beings of power who support Mephisto in his mad scheme, and while he recognizes that the Beyonder is the greatest threat yet in existence to our universe, he cannot sacrifice the world that he has cared for all these years.

Read the following to the Players:

You find yourself suddenly in a room filled with strange, alien architecture of odd angles. At the far side of the room stands a tall man-like figure dressed in robes. "I am Uatu, known also as the Watcher," he says, "And I ask you to save your Earth."

"There are forces that are acting against the one known as the Beyonder, forces of great power led by Mephisto. They may succeed in their quest to destroy the one from Beyond, but will do so by destroying this part of space, including your Earth. We of the Watcher race may minimize that damage, but the loss of life to your world would be catastrophic. Our people have agreed to act. We cannot do so directly, as this would irk the great beings, so we must act through you, our catspaws. You will be given sufficient power for the time which approaches, but only for that time. Do you agree to protect the Beyonder from the enemies' slightest touch?"

The heroes may assume this is another trick of Mephisto's, but it is not. Allow another Intuition FEAT roll, with success indicating that the offer sounds sincere. More significantly, there are no strings attached or papers to sign. The heroes have their powers raised to the Shift X level and sent to the Beyonder's island, appearing in area F just as the first wave arrives. The heroes may reject the Watcher's offer and be returned to their own locations. Go to the next section. Encounter D occurs "off-panel," without anyone standing in the way. The bad guys touch the Beyonder with cataclysmic results. See the Aftermath section.

D. Battle for Beyonder's Island: This encounter is only run if the heroes are on

the island, whether of their own volition or from the machinations of Mephisto or Uatu. The heroes arrive in area F. The Beyonder is in area D. Heroes sent by Mephisto have three rounds before the villains arrive. Read the following to the heroes:

The ground at the seaside cliff breaks away and a huge legion of super-powered criminals issues forth. All manner of super-powered foes issue from the chasm like the infernal hordes of Hades. Rhino and Doctor Doom, Electro and Juggernaut, Wizard, Doctor Octopus, and Vulture, all rise from the maw of the Earth and move towards you, shouting "Death to the Beyonder! Rip him apart!" Their eyes seem glazed and their movements jerky.

This is a veritable mob of villains. Use every villain in the roster book save Molecule Man and Volcana, as well as any bad guys you have from other Marvel Super Hero™ Game adventures. To be currently dead or retired is no excuse: Mephisto has reached into the past to bring in help, as the destruction of the past versions further disrupts the continuums.

Mephisto has 6 rounds from when the bad guys appear to have one of them touch the Beyonder. The Beyonder will not fight back, nor aid the heroes. He is thinking.

Given the huge mass of villains involved here, it is fortunate that their dealing with Bitterhorn has deprived them of some of their normal rational processes. They try a frontal assault, destroying anything in their way to reach the Beyonder. Further, they do not use any powers or abilities other than physical attributes. They must physically touch the Beyonder to activate the Beyonderbane, so energy weapons, force blasts, and similar abilities would only hurt their own side.

All villains in a given area attack all heroes in that area. If there are no heroes in that area, they move closer to the Beyonder. Any heroes in the same area as the Beyonder are considered to be protecting him and must be defeated first.

Given the large number of villains in a small space, and the increased powers of the hero or heroes, any attack against vil-

lains is considered to be against all villains in that area. A successful Slugfest attack inflicts Slugfest damage to ALL opponents within the area, and a successful grapple stops ALL the bad guys in that area. While not truly realistic, this method speeds play to some degree.

Finally, the heroes always get the initiative. This is an effect of the villains being under Mephisto's control. Have the players roll the die, but always give them the initiative.

If the heroes gained their power from Mephisto, the demon realizes he has tripped himself up and negates the contract. This occurs one round before meltdown. The meltdown of the Beyonderbane begins six rounds after the villains attack, or nine rounds after the arrival of Mephisto's hired heroes.

AFTERMATH: If the Beyonder is not touched by the seventh round of the villain's attack, the Beyonderbane melts down. Mephisto has failed. The villains are teleported back to their original starting points with no memory of what has happened and without their promised fees. The great entities abandon Mephisto and his plan.

If the Beyonder is touched by anyone working for Mephisto, the circuit is closed and the Beyonderbane activates. Using power from the Beyonder as well as from the great entities of the Universe a cataclysm is manufactured. While the Watcher race reduces the damage allowing Earth to survive, the damage is harsh.

Anyone on the island takes 4000 points of damage from the blast. Body Armor and Force fields reduce the damage but are obliterated when overloaded. Anyone within 500 miles takes 1000 points of damage, and the explosion rips hunks out of the Earth's surface, creating Uearthly Strength earthquakes worldwide. Giant tidal waves radiate from the explosion with Uearthly power, striking every seacoast of the Pacific ocean. Japan is submerged. California falls into the ocean.

The Watchers save the Earth by containing the blast upwards. The moon is shattered into dust, slaying Uatu and the Inhumans instantly. The blast continues, wreaking havoc far into our universe and destroying several other inhabited planets

in its path.

All surviving heroes have their hands full trying to deal with natural disasters. Their Karma totals are reduced to 0, given the large number of people that have died. This devastation continues for 2 days.

On the second day the Beyonder comes back.

Blown across the cosmos by the force of the blow, the One from Beyond is untraceable. On the second day he recovers enough of his original Beyonder-lifeforce to return to Earth. Those on the planet see a shining star come closer and closer, finally becoming the form of a man huge and golden in the heavens. Beyonder scatters the great beings to the furthest reaches of the Universe. He slays Mephisto outright, and wears his cape as a sign that the demon is dead. He reforms the moon, reshapes the Pacific, and raises the sunken islands. Those who are beyond life are not unrecoverable to the Beyonder. He erases from everyone's mind the trauma of the recent disaster, with the exception of the heroes who survived it. Someone should know, he figures.

The Beyonder does this for a reason. He wants the world in shape for when he destroys it and the universe in earnest. Go to Chapter 21, "Storm Warnings."

All this occurs if the Beyonder is touched. Otherwise the heroes succeed and the Beyonder perceives himself as a teacher, as a redeemer, and as a finisher of cycles. Go to the next Chapter.

KARMA:

- Failing to protect the Beyonder - ALL
- Avoiding a cataclysm +400
- Causing or allowing a cataclysm - ALL
- Signing Mephisto's Document -300
- Attacking Mephisto +50
- Accepting Uatu's offer +50
- Defeating the bad guys (included under saving the Beyonder).



Chapter 18

Disciple

SUMMARY: The Beyonder chooses to be a redeemer of Humanity, to show them the joy of unity, of cosmic oneness. In other words, the Beyonder's state of being all there is in a universe. He proposes that this is the ultimate state humanity may attain. Past attempts to use his limitless powers to immediately fulfill desires have been unsatisfying. The Beyonder intends to approach the matter subtly. He sets up a foundation called Cosmic Oneness to pass out pamphlets and spread the idea of cosmic unity. He also seeks a spiritual leader for this cult, a leader who is of this universe to act as his mouthpiece.

STARTING: Pick one player-character, similar to your choice for template, wisdom, or love-interest. This may include any of the above, but should be a hero with great problems and low Karma. In the Secret Wars II, the Beyonder chose Illyana Rasputin as his servant. Other choices might include the Hulk, Rogue with her multiple personality, Cyclops with his eyeblasts, or Professor X with his current physical limitations. Read the following to the player:

The Beyonder appears out of nowhere, scattering those around you. "Greetings," he says in a melodeous voice. "I bring you joy, the dawn of a new age."

The hero may attack the Beyonder, with no effect. The Beyonder wishes to bestow a gift on that hero, a gift of peace and understanding. Have the hero make a Red Psyche FEAT roll.

If the hero makes the Psyche FEAT roll, the hero is unaffected by the Beyonder's abilities. He goes elsewhere to find his prime follower. If the hero fails the FEAT roll, the following happens:

- The hero loses all normal powers
- The hero loses all problems resulting from those powers
- The hero may continue to gain and lose Karma, but may not use Karma while under the Beyonder's Power
- The hero is brought into the Beyonder's "cosmic oneness:" he or she is given peace of mind as a part of a larger, organized whole, a whole represented by the Beyonder

- The hero gains a new power. Anyone touched must make a Psyche FEAT roll or be transformed into cosmic oneness. This "attack" is at the intensity of the disciple's own Psyche. If the target has a lesser Psyche, a red FEAT roll is needed to avoid the effects, if Equal, a yellow FEAT roll, and if greater a Green FEAT roll. These second generation followers retain their abilities but are under the direct control of the hero controlled by the Beyonder.

These abilities and restrictions apply as long as the player character wishes it. If the hero decides to reject the Beyonder's gift, all normal abilities return to the hero. The prime follower retains free will, and may reject the Beyonder's gift at any time. This rejection frees from control individuals controlled by the prime follower, and also upsets the Beyonder (see "Storm Warnings" for the fate of a disciple that turns against the Beyonder).

ENCOUNTERS: At the same time the Beyonder begins to recruit, another Beyonder-influenced event is occurring. In his passage through the many planes and dimensions of the multiverse, the Beyonder has weakened the barriers that keep the various dimensions apart. Dark forces are now capable of moving through the dimensions, attacking the heroes' allies at a time when the heroes' powers are needed.

Wherever the heroes are a demon manages to manifest itself in the area, stepping from a hole in space. A typical lesser demon has the following abilities:

F A S E R I P
In Ex Rm Ex Ty Ty Ty
Health = 110 Remarkable Body Armor

One such demon appears every two rounds, hoping to overwhelm the heroes who are under the Beyonder's influence. Those under the influence of the Beyonder may not use Karma, but can attack the demons. The follower's first concern, however, is to convert other heroes to the cause of Cosmic Oneness.

The appearance of demons continues until one of the Beyonder-influenced individuals rejects the Beyonder and uses Karma. At this point the "spell" is shattered for all the heroes under the Beyonder's influence. The original hero affected by the Beyonder regains all powers and

the problems that may stem from them.

AFTERMATH: Should the heroes reject the Beyonder's gift and again control their own lives the Beyonder is gravely disappointed. That character and those the hero hangs around with are on the Beyonder's "hit list." See Chapter 21.

The heroes have "normal" encounters for a week or so. At the end of the week, the hero first approached by the Beyonder should be told of feeling dizzy, nauseous, and uncomfortable. This continues for a day. During that time, the hero starts to fade from view, becoming transparent. The hero who accepted the Beyonder, like the one that was an object of the Beyonder's affection, is becoming one with the Beyonder's self, adding their life-force to the Beyonder. If the hero rejects the Beyonder, the transformation stops, and the hero returns to his original state. Should the hero not reject the Beyonder, he or she becomes part of the Beyonder at the end of 24 hours, and passes from play as a player character. At this point, the first person the original hero touched begins to fade also, until the hero rejects the Beyonder's "gift" or is absorbed. Only when the prime follower is one with or has rejected the Beyonder do the others have the option of rejecting the Beyonder.

KARMA:

- Reject the Beyonder's Gift initially + 50
- Reject the Beyonder's Gift after initially accepting + 20
- Being converted to the Beyonder's side - 10
- Defeating a Lesser Demon + 30

Chapter 19

The Cult of Cosmic Oneness

SUMMARY: The Beyonder sets up his cult as a non-profit organization. He asks for no donations or funding, as anything he needs can be created or the money pulled from a sunken ship as salvage rights. He attracts a large number of followers who he encourages to live in peace as a part of a larger whole. He does not pull the same super-powered tricks he does with the heroes, but trusts to the message reaching the common man.

Meanwhile, in the American Southwest, the man known as Puma, Thomas Fireheart, is charged by his native tribe to search out and slay the Beyonder. To this end Fireheart uses both natural and mystical abilities, plus the resources of his multi-million dollar corporation. The Puma goes looking for allies.

STARTING: Over the next few days heroes in the city notice a large number of red buttons inscribed with a large "One." These buttons are being given away by the Cosmic Oneness organization. The message of the group is "find your place in the Universe and live with it, understanding other people's roles as well." If the heroes do a little digging they come up with the following:

- The "cult" popped up overnight
- Their headquarters is the centermost townhouse on Cleveland overlooking Rathbone Park
- Their executive director is named Barry Foxxe, a former advertising executive.
- The original man behind the cult is only known as Frank. Those with criminal contacts may connect him with "Frank from Bayonne" who was connected with Vinnie Corbo's gang.
- The Cosmic Oneness organization is hosting a rock concert in Rathbone Park on an upcoming evening. Local bands will be featured, including Old Master and the Chanters.

The Puma plans to attack the Beyonder at the concert. He is unsure of his ability to do so. He attempts to recruit allies. He seeks out the heroes at home (he traces their scent) and, as Thomas Fireheart, offers them 1000 resource points to help him battle the Beyonder. If the heroes accept the offer but do not normally

charge for their services, there is a -50 Karma penalty for accepting the money. Puma meets the heroes at the concert, and provides the hero with the Beyonder's current (template) description.

ENCOUNTERS: The heroes, for whatever reason, are in the vicinity of the Band Shell in Rathbone park during a free concert. Read the following to the players:

The Cosmic Oneness organization has put on this show in Rathbone Park, featuring some local hard-rocking house bands and a group called Old Master and the Chanters. In the crowd you see Barry Foxxe, the director of the Cosmic Oneness movement. He is talking to a tall dark-haired individual who is the Beyonder. At the edge of the crowd you catch a brief glimpse of an orange-furred humanoid.

The Puma starts in the trees North of the band shell area. The Beyonder is in the area directly before the stage with Barry Foxxe, the movement's director. There are people crowding the three areas directly before the band shell. The Beyonder looks preoccupied.

The Beyonder has good reason to look lost in thought. The Puma's purpose in life is to protect his tribe. The Beyonder is the greatest threat to his tribe imaginable. Therefore the Beyonder must be slain. For the Beyonder to help Puma realize his goal in life, the Beyonder must die. This brings up a big quandry in the Beyonder's existence, but to fulfill his own role as one helping others to realize their goals, the Beyonder is willing to let the Puma try.

As the Puma convinces himself of the correctness of his attack, the cosmic balances align, granting him with his new-found confidence the power to dispatch the Beyonder. As the heroes watch, the Puma grows in size, becoming a giant striding through the now-scattering mob. All of Puma's abilities are raised to Unearthly, and his claws may slay even the mighty Beyonder.

The heroes may sit this one out, and let the Puma slay the Beyonder. Or they may enter on either side, to help the Puma or stop him from trying to slay the Beyonder.

If the heroes are idle or help attack the Beyonder, go to Aftermath, otherwise they confront a very angry Puma. Puma's mystically-enhanced powers last only three rounds. On the fourth round they fade. If the heroes keep the Puma busy for that long, he questions his right to hurt others to reach the Beyonder. Doubting his role, his powers return to normal.

AFTERMATH: If the heroes defeat Puma, the Beyonder is surprisingly unappreciative. He explains that with the cosmic balance behind him, there was a chance that the Puma could have slain him, allowing Puma to achieve his goal and let the Beyonder realize the ultimate aid of another. Now the heroes have prevented that achievement.

If the Puma hits the Beyonder he carves the one from Beyond in two. The lifeless body falls to the ground and the Puma returns to his normal state. Puma, realizing that he has completed his mission, departs for the trees momentarily confused.

After two rounds, the Beyonder gets up and dusts himself off. He seems to be mildly disappointed. If the heroes ask, he explains that for all intents and purposes, he, the body that he inhabited, was dead, fulfilling the nature of Puma's role in the universe. He honestly expected to die, but found he could not quite permit it. As a consolation prize of sorts, he creates an image in the Puma's mind of the Beyonder slain. With no visible threat, the Puma is at peace.

KARMA:

- Accepting Puma's offer to help in slaying the Beyonder - 50
- Investigating the Cosmic Oneness Organization + 10
- Attacking the Beyonder 0
- Attacking the Puma 0
- Defeating the Puma 0
- Sitting out the Battle between Puma and the Beyonder + 10

Chapter 20

...To Kill A Beyonder

SUMMARY: The nature of Mortality, the fact that all things die, save one such as himself, puzzles the Beyonder and also entices him. He has failed to achieve satisfaction in his endeavours, and has made himself a hated figure in the process. For these reasons and others the Beyonder empowers a single hero to slay him, then gives the hero a choice. The hero may slay the Beyonder where he stands, or save the hero's friends, who have been placed in terrible peril.

STARTING: Choose a player character. The character should not be the one templated back in Chapter 2, but may be any of the others the Beyonder has messed with in the course of this adventure. Read that player the following:

You awaken from a deep, dreamless sleep to find the One From Beyond sitting comfortably in your room. "Hello," he says, "I have a problem, and a modest proposition."

The hero may attack the Beyonder with the typical "no effect" on him or the surroundings. The Beyonder sits comfortably in a chair. He does not permit the hero to call for help, but explains patiently. Read the following to the Player:

"As I said, I have a proposition. Many have tried to slay me in the time I have been on this planet, but none have truly succeeded. I give to you a choice, hero." He waves his hand and suddenly you are on a rooftop in the city. "I give to you the power to destroy me," another wave, and you feel immense energy swirling inside you. "Or," a third wave. "You can save your friends."

ENCOUNTER: The hero chosen by the Beyonder appears atop the Krupp building with him. The hero's teammates are scattered throughout the maps of the city, then attacked by extremely powerful foes. The nature of these foes are dependent on the nature of heroes.

- X-Men, New Mutants, and other Mutants are assaulted by Omega-series Sentinels, a type of Sentinel

developed in the alternate future of Rachel Summers.

- Avengers and West-Coast Avengers are set upon by a host of Ultron clones from the mad robot's abandoned base beneath the Statue of Liberty.
- Defenders and mystical heroes are attacked by lesser Demons (Chapter 18).
- Any lone heroes are assaulted by their most powerful foe, living or dead.

There is one attacker for each combatant, with the exception of the Lesser Demons, who are three per every hero involved.

Should the hero involved be a loner and no other characters are involved, feel free to endanger non-player characters, both living and dead, who are or have been close to the hero.

The villains summoned are programmed/instructed to kill the heroes at all costs. The villains spend freely from a Karma pool of 500 points, and use Karma to hit and slay their opponents.

The hero with the Beyonder gains the following abilities:

- All abilities and power ranks are raised to Class 1000
- The hero has an unlimited Karma pool.
- The hero always gains the initiative in this chapter.
- The hero can fly, if the hero does not already have that ability, at 10 areas per round.

Further, the Beyonder is limited to his "human" incarnation, and does not use abilities or Karma to defend himself.

In combat, "kill" results do not slay the Beyonder outright. He has to be driven beneath 0 Health. It takes four rounds to do this, then a fifth round to slay him totally. If the hero chooses to slay the Beyonder, you as Judge should do your absolute best to completely destroy the hero's allies and friends.

AFTERMATH: The hero granted powers by the Beyonder either chose to slay the Beyonder where he stood or helped the other heroes. If the hero helped the other heroes, the power boost is rescinded the first time the hero attacks the Beyonder, or before the next chapter in any event.

If the hero slays the Beyonder, You as Judge may make one of two choices. Tem-

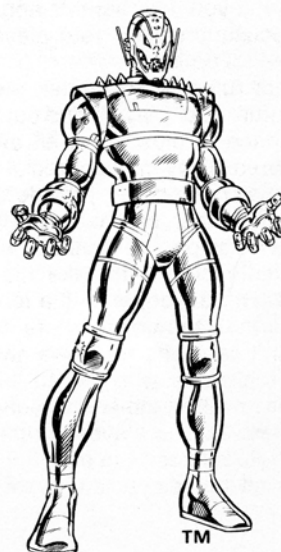
per your choice by your player's reaction to the Beyonder, how interested they are in continuing the adventure, and how many player characters have dropped below 0 Health. If less than half the group has dropped below 0 health and the Beyonder dies, the first ending is not recommended.

OPTION 1: The Beyonder gets his wish and dies. His spirit travels to the Beyond-realm. Finding no body or form to inhabit it explodes, creating a new Universe without the Beyonder. The hero who received the power boost from the Beyonder fades to normal. The hero has slain the One From Beyond at the price of friends and allies. The adventure is complete, the Beyonder defeated. No Karma is Awarded.

OPTION 2: The Beyonder changes his mind at the absolute last moment. Unwilling to perish even of his own volition he removes the power boost, leaving the hero in normal form. The menaces fighting the heroes fade from view, and heroes in danger of death are found in the rubble, barely conscious. This is the kinder of the two options, and should be used if the players are honestly not enjoying being wiped out, or, conversely, they are having an easy time with their individual foes while the hero chosen by the Beyonder slays the one from Beyond.

KARMA:

- | | |
|--------------------------------|--------|
| ● Killing the Beyonder | + 4000 |
| ● Letting a friend or ally die | - ALL |
| ● Going to ally's aid | + 100 |
| ● Defeating a Sentinel | + 75 |
| ● Defeating a Lesser Demon | + 30 |
| ● Defeating an Ultron Clone | + 75 |



TM

Chapter 21

Storm Warnings

SUMMARY: Angered by many failures, including the failure to even die right, desiring humanity but insane over his inability to experience humanity, the Beyonder gives notice that he is going to destroy the Universe to be alone once more.

STARTING: The heroes may be anywhere, in the city, in the world, or off the world. The Beyonder finds them and goes to them.

ENCOUNTERS: The Beyonder is tying up loose ends, completing cycles, and seeking to bring a special form of vengeance to those that have offended him before he completely destroys the Universe. Even in his madness, he still searches for an answer to his frustration.

A) The Disciple: The Beyonder appears before the one whom he tried to turn into his disciple (if that option was used). Preferably he appears at a time when the former follower is with other members of his group. He then permanently destroys that character and any characters that come to that character's aid. He is merciless in this task, and as unaffected by attacks as he normally is.

WARNING: Most players are extremely piqued when their favorite characters are blown into little bitsies at the wave of the hand. However, given the power of the Beyonder and his temperament, this is exactly what the gentleman in question would do. If you feel that this approach is too hideously cruel for your players, you have several options:

- Do not run this encounter. Months in the future your players find out you had a chance to blow them all away and demured. They may appreciate it.
- For this chapter only, provide the players with other characters, which the former disciple is "visiting" when the Beyonder comes to take his vengeance. The Beyonder is in a foul mood, and other than the prime follower, doesn't care who he blows away. Provide the player who played the Prime Follower with another character to run temporarily. The player's original hero may return later on in play.
- Blow all the player characters away.

Then go to the first encounter in Chapter 22, bypassing all the other encounters in this chapter. The characters immediately awaken, knowing they have "died." Recreated by the Beyonder's machine, these heroes are ordered to defend the Beyonder from a pack of attacking heroes (choose a group from the roster book). Run the encounter as listed in Chapter 22, but with the player-character heroes on the Beyonder's side. Afterwards, these heroes remain alive despite the death of the Beyonder.

As noted, individuals who die at the Beyonder's hand may be recreated in the next chapter. It would be best to run both these chapters in one session to end the gaming session on a positive note.

B) The Love-Interest: If the chapter "All You Need Is Love" was used, have the Beyonder appear to the character who was that love-interest. He demands an explanation! How could such a blob of protoplasm NOT be interested in a being of incredible powers and abilities? He offers the hero One Last Chance. This Universe is close to becoming permanent history. If the hero wishes, the Beyonder spares her, transferring her to his Beyond Realm for eternity. If the hero rejects this last offer, the Beyonder storms away. Literally storming: an Unearthly intensity lightning storm blankets nearby areas, but does not hurt the hero. If the hero is incredibly harsh and insulting to the Beyonder, he may obliterate or merely cripple the hero.

C. The Template: If the hero who the Beyonder originally used as a model is no longer in play, The Beyonder brings him or her back from retirement or death. This individual has the chance to talk the Beyonder out of his mad desire. Let the player character go over why humanity must be saved, the various virtues of mortality, and the idea of honor. The Beyonder is not much for listening to reason, but there is a slight chance he may take the hero's words to heart. After the hero is through, make a FEAT roll on the Class 1000 table. A White result means the Beyonder has at least responded to some of what the hero said, and returns to the Beyond Realm to think about it, but may return at the Judge's choice. A Green result gives the world a 24-hour reprieve, during which time the heroes may marshal forces against the Beyonder. A Yellow or

Red result indicates rejection of the hero's ideas with a surly comment: he teleports the hero to Tübingen, West Germany, on an obscure whim.

D. The Bet: Beyonder appears to Mephisto, restoring him from the void to which he was banished, if need be. After all that has happened, the Beyonder is considering destroying the universe, removing the problems it poses him by reducing it to non-existence. Mephisto argues against rash action, seeking to protect his existence and livelihood. The Beyonder proposes a wager: Mephisto shall pick a champion of Good. The Beyonder then chooses an agent to sway the champion from his or her calling. If the champion forsakes duty, the Beyonder wins and the world is destroyed. If Mephisto's champion does not forsake duty the Lord of Lies gains 24 hours to plan some form of salvation.

Pick one hero, or group of heroes. This is the champion Mephisto chooses with Beyonder's approval. The Beyonder's agent is Zarathos, who formerly possessed the body of Johnny Blaze, the Ghost Rider. Treat Zarathos as a Lesser Demon (Chapter 18) with Unearthly powers of reality manipulation and illusion. The hero has no idea that he or she has been chosen by these powers to decide the fate of the world.

The heroes overhear in the course of the day some plot that will occur that evening. The heroes may overhear it while engaged in stopping another crime or from a criminal seeking a reduced sentence. The hero may overhear a conversation on the bus or subway, or find a piece of blown scrap paper with the information. Anything will do: merely provide the heroes with a clue.

Choose one of the following three plots, or make up one of your own. If the hero overhears one of these plots, the others do not occur: they exist as possibilities only. Possible plots are:

- The Kingpin of Crime eats dinner once a week at the Casa Blanca Restaurant in the El Fernando apartments. A sniper on the top of the Roxxon building is to slay him.
- The criminal known as the Wizard became deathly ill in prison, and is being treated at St. Arbogast's hospital. The source says the illness is

caused by a former associate who will finish the job this evening.

- Kraven the Hunter has snuck back into the country, arriving by helicopter atop the Apex Health and Casualty Building this evening. A former business partner is preparing a warm welcome.

In each case, an individual of questionable morals and worth is threatened. It is up to the heroes to nullify the threat. If the heroes choose to turn the matter over to other heroes or the police, the heroes are shrugging their shoulders to duty. The Beyonder wins.

If the heroes decide to set out for the Roxxon Building/St. Arbogast's/Apex building, they are intercepted by Zarathos. Zarathos does not appear in demonic form, but rather seeks to prey on the minds of the heroes involved. Examples of these mind games are:

- The heroes see someone close, a non-powered friend, relative, or associate being pursued by a mob of young toughs in an alley. The heroes may react, but before anyone can reach the toughs, one of them fires a pistol and the friend falls. The heroes find the friend apparently dead. When the heroes turn on the toughs, they look like police officers who say that the friend was an escaping robber. If the heroes attack the false police, they explode in a fireball, leaving the hero undamaged. The friend also disappears as soon as the heroes back's are turned.
- An old villain, believed dead, returns to attack the heroes. Pick any villain they have fought in the past. One that is deceased is preferable and one slain by the heroes best. The villain fights to the best of his ability, creating havoc and destroying the countryside. The heroes can be damaged in combat, but always have their Endurance rank numbers in Health. When reduced to 0 health the villain explodes in a harmless fireball.
- The heroes get boils. They start feeling unwell, and their skin erupts in puffy bumps. Each round reduce Endurance by one rank, to a minimum of Poor. The disease is all illusionary and attempts to convince others are met with disbelief, as none can see any symptoms but

the heroes.

- The group's mentor, leader, or role model appears to the heroes. This should be an individual the heroes greatly respect, such as Professor X for the X-Men and New Mutants, Captain America for the Avengers, Stick for Daredevil, or Ben Parker for Spider-Man. The mentor tells the hero how badly the hero has failed in the past, describing everything the hero has ever done wrong, including escaped villains, innocents that have perished, and wrong or selfish choices the heroes have made. The heroes should go home, quit kidding themselves about being competent, useful heroes.

This last form has much of Zarathos' being wrapped up in it. If the heroes give up and go home, the Beyonder wins. If the heroes attack their pseudo-mentor, Zarathos is defeated and returns to Mephisto's domain, from which he came. The heroes still must stop the supposed attack.

If successful the heroes arrive just in the nick of time to save whatever scum was threatened by an assassin from danger. There is a single hit man with a sniper rifle atop the Roxxon building...or a single woman who worked for Wizard as an assistant is entering his room with a knife at St. Arbogast's...or a disgruntled enforcer waits inside the doorway roof of the Apex building with a flamethrower. In each case, the heroes, if they have defeated Zarathos, arrive in time to stop the attack. If the heroes choose to stop the attack, or at least try, Mephisto wins and the Earth gains a day of reprieve.

If the Beyonder wins, he banishes Mephisto back to nothingness. The Beyonder retires to his lair to decide whether to destroy the world after all. Chapter 22 begins.

If Mephisto wins, Beyonder honors the bet, and the next chapter does not begin until a day has passed.

The hero may have no idea what just happened and what was hanging in the balance. Merely award Karma and smile knowingly.

AFTERMATH: After all that has happened, the Beyonder is unsure of the wor-

thiness of the multiverse. He still looks for an answer to the human condition, and anyone who notes the fact that the very fragile nature of life defines that life should receive 50 Karma.

As the Beyonder becomes increasingly irrational, players who have read the Secret Wars II series may try to seek out Owen Reece, the Molecule Man. At the time of this chapter, Reece is beset by personal problems of his own, including a great amount of self-doubt about standing up to the Beyonder himself. Molecule Man can not be found by searching heroes, but appears in the next chapter.

KARMA:

- Attacking the Beyonder - 50*
- Defending your allies + 50*
- Trying to reason with the Beyonder + 20*
- Stopping the attack on Kingpin/Wizard/Kraven + 200

*If the heroes survive.



Chapter 22

The Ending of All Songs

SUMMARY: The Beyonder is torn between the idea of experiencing mortality and the destruction of all these hostile and alien consciousnesses. Reasoning that to be fully alone again as he was before is a type of death, the Beyonder decides to try mortality. After a few experiments the Beyonder decides that he definitely wants to be mortal, but retain his godlike powers. At this point the heroes attack, and they, and a large section of the North American continent are blown off the map. The heroes are saved by Molecule Man, who protects them and the other million some innocents affected by the bolt. The Beyonder becomes a newborn mortal within a mechanical womb of his own creation. In this Transition state, the Beyonder is at his most vulnerable, and it is then that the heroes attack. The moral quandry of slaying the Beyonder-child stops many of them, but the limping Molecule Man damages the machine, taking the decision out of their hands. The Machine explodes, slaying the Beyonder-child. Its energy and life, however, return to the the Beyond Realm. Having no physical body to contain it, only empty nothingness, the energies explode in a primal big bang. The Beyonder is forever dead, but in his place is a new Universe.

STARTING: This encounter immediately follows that of those in the previous Chapters, after the Beyonder has talked or dealt with those close to him during his stay on Earth. The heroes, wherever they are, feel a bit woozy, then suddenly realize they have been teleported. They are high in the Rocky Mountains of Colorado. With them is the one known as the Molecule Man, and the villainess Volcana.

The standard "It's-a-villain-let's-attack mode" works no better against Owen Reece than against the Beyonder. Owen sets up an invisible force-barrier to protect him from attacks while he tells his story. He brought the heroes here by summoning all their molecules, since he can now affect living as well as unliving objects.

Molecule Man's Story. Read the Following to the players:

"First, I'd like to thank everyone for coming here, even though it is the result of my teleporting your molecules to this location." Ahememahem. "We are here to confront a great danger, a danger I am sure you are familiar with because he has mentioned you before. This danger is the being who comes from Beyond...The Beyonder.

"I feel responsible for what has happened here because it was my actions, or rather my creation, that opened a hole between his universe and our own, allowing him to observe us. He was all that existed in his own universe, and the idea of other beings, or desire, was new to him. He decided to explore.

"In his exploration he summoned many of us to a planet of his own creation to fight in the Secret Wars. Some of us thought the fight was for his amusement. Actually it was for his education. He was trying to learn from us.

"So after we returned home, the Beyonder decided to come here. He arrived in Denver, where Marsha and I lived after the war, and so I was the first being he encountered here. He said he sought experience, so I sent him to California. There he began checking into this thing called desire.

"I'd heard he bounced around the West and East coasts for a while, and realized that for a brief period he conquered the world. He received no satisfaction from these actions, and gave the world back later.

"The next time I saw the Beyonder he was working on the desire called love. Never being much in the romance department until I met Marsha, ah, Volcana, I gave him the best advice I could, but that apparently didn't work out so good.

"Beyonder dropped out of sight for a while, then popped up in the newspapers as a "Champion of Life" saving cities, stopping criminals, helping people. I knew all the publicity wouldn't help him. At this time we had another guest—this time the Watcher, you know the one I'm talking about? Right. He

decided that I should stand with the great beings of the Universe to challenge the Beyonder. I'm afraid to say I said no then, because I just wanted to be left alone. I should have gotten involved then, because, over everyone's protest, the Beyonder got rid of Death for a few minutes, then had to bring it back. So much for not getting involved.

"It seems the great powers of the universe agreed with me after an abortive attempt to destroy the Beyonder, which would have destroyed the Earth too, which they considered pretty small potatoes given the choice. That plan didn't work and now the "great forces" no longer take an active role. If the universe has a chance, we're it.

"Anyway, the Beyonder appeared on my doorstep a few days ago and we tried to make sense out of the hash he made of his...er...life. The Beyonder was not listening to reason, and threatened to blow up the universe so he'd be the only consciousness again. He's down there now at our feet, making his decision. I think the time has come to get involved, and I want to help you defeat the Beyonder once and for all."

ENCOUNTERS: There are three possible encounters in this chapter as the heroes make their way down to the Beyonder's lair.

A) Ghosts of Days Past: The Beyonder is aware of the heroes moving down to reach him and decides that stopping them is an easy matter. Using the still-surviving spirits of deceased heroes as a "test-run," the Beyonder re-creates the dead heroes and sends them out to battle the invaders.

Any and all heroes that have perished since the initial encounter of this adventure are now reconstituted and given new life at their previous power levels. This includes those slain in the previous chapters, as well as deceased Defenders and other player-characters. These player-characters are under the control of the Beyonder.

The "recreated" heroes appear in area J of map 2, while the other heroes and Mole-

cule Man are in area D. The Beyonder-heroes try to prevent the heroes from reaching the entrance to the Beyonder's hideaway which is in area I.

The recreated heroes are in all ways the original heroes, save they are under the control of the Beyonder. Several things may jar them back to "Normalcy."

- Any successful psionic or telepathic attack will force a Psyche FEAT roll. If a recreated hero fails that roll, he is returned to control of the player who once ran him or her.
- A recreated hero battling a former ally must make a Psyche FEAT roll at the end of each round they are in combat. Failing the roll results in return of his senses.
- Molecule Man can manipulate the Beyonder's control out of the characters, returning them to normal. They must hold still or be defeated for him to do this.

The result of this battle may give those players who have run and lost several characters over the course of this campaign more than one character to run at the same time. While it is suggested that only one hero be run at a time by any one player, choices of which hero to play may be made AFTER this chapter. The heroes are going to need all the help they can get here.

B) Battle with the Beyonder. The heroes work their way down into the Beyonder's lair to find the creature from beyond standing before a huge machine. This machine contains his power and gives him a mortal body, but for now the heroes must contend with the Beyonder at full power.

Use map 2 for this encounter and the one that follows. Treat the sides and lake portion of the map as rock walls. The heroes appear in area G. The Beyonder and his machine are in area E.

The Beyonder gives the heroes 10 seconds to clear out of the way or he's going to knock them out of the Milky Way Galaxy. He counts to ten, and if the heroes are still there, he attacks. The Beyonder also attacks if attacked.

This is a one-punch fight—the Beyonder has no time for finesse. He blows the heroes and most of the western U.S. into space, leaving a huge pie-wedge carved

out of the Rocky Mountains. Read the following to the Players:

The Beyonder motions and a hideously bright bolt of force explodes from his hand. The walls themselves crumble and melt as you are flung back, flying through the air. You never feel yourself hit the ground.

Pause for a moment, then read the following:

You come to on a bare patch of rock with the other heroes nearby. As far as you can see the area is devastated, burned down to bedrock. You've finally gotten the Beyonder mad.

The only reason the players are alive is the action of the Molecule Man, who not only saved the heroes, but moved every other living thing's molecules into stasis in another dimension. The effect has really drained him, and he has trouble standing. The heroes are miles from Denver, but the way back is easily found. The Beyonder's den is where the destruction ends.

C) The Beyonder Besieged! If the heroes return to the Beyonder's lair, they find a slightly different sight. Read the following to the Players:

The place where you last met the Beyonder has changed in ways both great and small. The entire wall you were standing in front of is gone now, along with most of the mountains beyond it. The Beyonder seems to be gone as well. All that remains in the area is a huge, organic machine. Within that machine is a young inhuman-looking child.

The "child" is the Beyonder in his transformation stage as listed in the Roster book, and this may be the only chance the heroes have of slaying the Beyonder once and for all. To succeed, the heroes must perform an act that goes against most moral codes: killing a child.

Let the heroes decide their own actions. Referee arguments about the decision. If one player tries to shut down the equipment while the others say no, run the com-

bat. The fifth round after entering this area the Molecule Man appears. He uses his power to damage the machine, but is badly wounded (Health = 20) and may possibly be defeated. Molecule Man's argument is this: as a mortal the Beyonder will fear death, and use his powers either to destroy it or take our universe with him when he dies.

The heroes have ten rounds to make a decision. At the end of the tenth round the Beyonder, in his new "normal" form, emerges from the machine.

AFTERMATH: If the heroes destroy or shut down the machine there is a tremendous explosion, only part of which exists in our plane. All unprotected characters take Monstrous damage from the blast. The Beyonder's energies travel back to his own realm, creating a new universe in the process.

If the heroes allow the Beyonder to be "born" a mortal, The one from Beyond is in his human form with the ability to call on Beyond level powers at will. He thanks the heroes for not harming him, and ascends into space so as to enjoy the rest of the universe while he can. He recognizes the Earth as being a particularly dangerous place, where there may arise creatures who may someday challenge his power. To prevent this he surrounds the globe with mystical and powerful wards that prevent all contact from other planets or dimensions. The Earth is totally cut off. The Beyonder states he will return when his end is near. He disappears into the heavens.

KARMA:

- Killing the Beyonder-Child 0
- Fighting the Beyonder + 100
- Let the Beyonder be mortal 0
- Regaining a lost character + 50



TM

Epilogue

SUMMARY: With the death of the Beyonder, the Earth is greatly damaged. The only hope for the Earth's survival is Owen Reece, the Molecule Man, whose powers rival that of the Beyonder, but whose own life may be at risk if he rescues the Earth.

STARTING: This encounter begins where the last one left off. The heroes are left on the brink of a huge chasm, with a large section of the Rockies vaporized and its population placed in limbo by Molecule Man. If battle develops, use Map 2 with this adventure. The beach and sea areas are considered to be 50 stories lower, and consist of Magma radiating Unearthly Intensity heat.

ENCOUNTERS: In the period following the Beyonder's demise, the Earth starts to break up. Earthquakes shake the area every 10 rounds or so, knocking the heroes to the ground unless they make an Agility FEAT roll. If the heroes are in caverns or at the edge of cliffs, they might suffer damage from the quakes. Damage is a maximum of Amazing. Heroes with proper equipment making a Reason FEAT roll note that the chasm is widening, and the Earth itself is in danger of total destruction within six hours.

The Molecule Man is on the scene, as is Volcana. Molecule Man appears greatly weakened by his battle with the Beyonder. He can "heal" the chasm and return the population from limbo, but is afraid that such an expenditure of energy may kill him.

It is up to the heroes to convince Molecule Man to help. If they try force or threats, Volcana attacks, seeking to protect Owen from the heroes. If the heroes do not attack, or restrain Volcana if she attacks without

hurting her, Molecule Man agrees to help. If the heroes injure or kill Volcana, Molecule Man tries to leave with her, abandoning the heroes. Allow the heroes to state their case, then make a Popularity FEAT roll. A successful FEAT roll (type determined by the DM based on the logic, intelligence, and sincerity of the arguments) results in Molecule Man agreeing to help.

Molecule Man states that the process is potentially dangerous, and he needs the help of one or more heroes. These heroes will act as guides, helping him channel his power into recreating the Rockies and bringing the people back from limbo. Molecule Man will provide the power. One or more heroes must agree to help, or Molecule Man does not attempt the recreation.

Read the following to the Player or players whose heroes are helping the molecule Man:

Owen Reece sits cross-legged before the gaping, magma-filled chasm, ready to attempt to cure the Beyonder's damage. A golden glow surrounds him, extending to where you are standing. You, more than any other present, are aware of the potential power of the Molecule Man. The glow intensifies and you become aware he is pouring his own life-force into the process, trying to keep the Earth from destruction. You have the choice of sending this being to his own destruction by allowing him to totally feed his life-force into the attempt, help him channel that energy, or add your own small power to his great abilities to effect the healing of the land. What do you do?

To determine the Molecule Man's chance of success in closing the chasm and

returning the Rockies and its population, Make a FEAT roll on the Class 1000 column:

WHITE RESULT: the attempt is only partially successful. The Earth is stabilized but the Chasm remains. Owen dies, and those helping take 200 points of damage.

GREEN RESULT: The attempt is successful, but the stress is too much. Owen dies.

YELLOW RESULT: The attempt is successful, the Rockies and the population are returned, but Owen is permanently neutralized.

RED RESULT: The attempt is successful, and Owen retains his power.

The heroes decision to hurt/help Owen affects the result. If they want to sacrifice Owen in his attempt, shift the result down to the next lowest color (Yellow to Green, Green to White). If they choose to add their own powers, shift the result up one (Yellow to Red, Green to Yellow). Other actions have no effect. If more than one hero is involved, each individual decision shifts the color up or down. If three heroes help, and two others hurt, the net result is an increase by one color.

If Owen dies, Volcana goes berserk. She attacks the heroes as often as possible, and if defeated remains a constant threat to them. If Owen lives, he says that his power is lost, whether it is truly lost or not. He alters molecules to show that this is true if tested.

Finally, the heroes may attempt to try and heal the rift with technology, magic, or their own powers. Any one individual's powers will not be enough to halt the cataclysm, but if the players come up with something that sounds good (two sorcerers working in tandem with the aid of an Asgardian supplying the power for one of Reed's devices, for example). Make a roll as above. Owen secretly helps the characters, seeing that they are trying to save the Earth without him. Consider the color to be raised one rank.

With the healing of the chasm and the saving of the Earth, the saga of Secret Wars II is complete. The Beyonder has been returned to his own plane as a life-giving universe in his own right, and the heroes have saved the world, and are ready for further challenges.

KARMA:

- Convince Owen to Help +50
- Heal the Chasm +200
- Owen Dies -ALL

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Secret Wars II™

Roster Book



Welcome to the most adventurous undertaking yet for the MARVEL SUPER HEROES™ Role-Playing Game! In this book you will find the full abilities of the main players in the saga known as SECRET WARS II™, based on the epic comic series written by Jim Shooter. Here are the major groups, heroes, villains, and cosmic entities involved in the cataclysmic Secret Wars II™.

The full listing of all the creatures involved in this epic story spanning several months of the Marvel Universe cannot be contained even in a 32-page roster book. Some decisions to leave a group, hero, or villain out had to be made. The chief criteria was direct interaction with the Marvel Universe and the Beyonder during the series.

As with previously published roster books for the MARVEL SUPER HEROES™ Game, each hero is defined by a listing of abilities, skills, and powers, known as an entry. Each entry contains the following information:

- NAME of the hero, villain, or being
- IDENTITY, if known
- ABILITY RANKS
- VARIABLE ABILITIES
- POWERS and TALENTS
- RUNNING THE CHARACTER

The first, the NAME of the hero, villain, or cosmic being is the name by which the individual is known in general usage. Identity is the hero's given name, or name used among friends. For example, most of the world recognizes Iron Man, the Armored Avenger, but his identity is Tony Stark, businessman.

ABILITY RANKS and VARIABLE ABILITIES are defined in the MARVEL SUPER HEROES game, with the exception of negative Popularity. Popularity is usually defined as how well-liked the hero is among the general populace. A negative Popularity, used mostly with villains, is a definition of how feared that villain is. Those with an evil reputation can get quick and prompt service, but this is more out of fear than respect for the villain. Low-level NPCs will cooperate with someone with negative popularity, but seek to get out of the way as soon as possible.

POWERS and TALENTS are tailored to the individual villain or hero, and similar powers do not always have the same effect. One talent possessed by many heroes and villains listed within is Martial Arts, and is defined as the ability to Stun or Slam an opponent, even if that opponent has a higher Endurance than the character's Strength. I mention this here only to save repeating it fifty times in the roster.

The RUNNING THE CHARACTER section gives a short, concise background on the individual, usually summarizing origin and present disposition at the start of Secret Wars II. It also gives hints on how to run the individual in the campaign, either as an NPC or hero character. Players who use this section and run their characters accordingly should be rewarded with a bonus of Karma (in the case of Power Pack, this may be the only situation where players are rewarded for acting like five-year-olds!).

You hold in your hands the largest gathering of characters yet assembled for any Marvel Super Heroes game adventure. While not all of them may be used in YOUR version of Secret Wars II, this roster book will be of help in your campaigns by providing a rich background of characters to play or to battle against. Have fun!

Credits:

Based on the original series by: Jim Shooter
Designed by Jeff Grubb with Kate Novak
Edited by: Ed "Sable-Vested Avifauna" Carmien
Layout by: Dennis "sur le tapis" Kauth
Cover by: John Byrne, Color by Jeff Butler
Interior Art by: Jeff "Bang!" Butler and the Mighty Marvel Bullpen
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THE BEYONDER™

One from Beyond™

"Original State"

Fighting:	BEYOND
Agility:	BEYOND
Strength:	BEYOND
Endurance:	BEYOND
Reason:	BEYOND
Intuition:	BEYOND
Psyche:	BEYOND
Health:	NOT APPLICABLE
Karma:	UNLIMITED
Resources:	UNLIMITED
Popularity:	NOT APPLICABLE

"Human" Form

Fighting:	CLASS 1000
Agility:	CLASS 1000
Strength:	CLASS 1000
Endurance:	CLASS 1000
Reason:	CLASS 1000
Intuition:	CLASS 1000
Psyche:	CLASS 1000

Health:	4000
Karma:	3000
Resources:	UNLIMITED
Popularity:	0

"Transition State"

Fighting:	NONE
Agility:	NONE
Strength:	NONE
Endurance:	CLASS 1000
Reason:	NONE
Intuition:	NONE
Psyche:	NONE

Health:	1000
Karma:	NOT APPLICABLE
Resources:	NOT APPLICABLE
Popularity:	NOT APPLICABLE

"Final State"

Fighting:	CLASS 1000
Agility:	CLASS 1000
Strength:	CLASS 1000
Endurance:	CLASS 1000
Reason:	CLASS 1000
Intuition:	CLASS 1000
Psyche:	CLASS 1000

Health:	4000
Karma:	UNLIMITED
Resources:	NOT APPLICABLE
Popularity:	NOT APPLICABLE

Known Powers:

ABILITY SCORES: The Beyonder's scores of "Beyond" are three shifts above Class 1000 on the Universal Table. This can be simulated on the Universal table by adding 20 to any die roll the Beyonder chooses, after the roll is made. In addition, the Beyonder has an unlimited amount of Karma and does not suffer negative Karma modifiers for his actions. He can, in effect, do what he wants when he wants to. Further, in all

but his transition state (Number III), he may access his Beyond-level abilities at will. (This is why powerful entities of the Marvel Universe do not attack—the Beyonder could revert to his original state and destroy them all).

POWERS: The Beyonder is an entire Universe, not a single dimension, galaxy, or continuum, but the sum total of existence in his realm, all that was, at least until recently. He may create and destroy matter as he sees fit. He may heal any and all damage to himself, and while taking the visible effects of damage, may immediately heal himself and others. He may negate any poison, correct any default, and restore to life any being whose astral spirit is still available.

RUNNING THE BEYONDER: The Beyonder is the sum total of his native Universe. Unlike this universe's Eternity, he is not the conception of that universe, he is IT. Everything in his plane of existence is him. Only recently has he discovered the existence of the universe in which Earth exists, and has grown curious over the actions of other sentient beings.

The four sets of statistics represent the four physical states of the Beyonder over the course of the Campaign. The first is the Beyonder's original state, that of his entire universe, with unlimited abilities. The "human" incarnation lists the stats for the Beyonder as the heroes will most often encounter him, reverting to his original form only when need be. The third "transition" state is the Beyonder in Chapter 22, "The End of All Songs", where the Beyonder attempts to become mortal, and is the most vulnerable. He has no powers in this state. The last set of abilities is for the "final" Beyonder, a Mortal Beyonder with incredible power, who is able to remake the universe on a whim and might do so.

As noted, the heroes will most often encounter the Beyonder in "Human" form, the form he has adopted. The Beyonder in the Campaign may take on many physical forms at the whim of the Judge, but will prefer the physical appearance he gained in Chapter 3. He may alter that appearance slightly in terms of hair color, but unless it suits the Judge to drastically alter his appearance, the Beyonder appears as his "template".

As a relatively newcomer to Earth (Chapters 1 to 5), Beyonder is at first insatiably curious, considering the smallest item and the deepest thoughts with the same intensity. He believes that humans are like himself and know everything. "Why is there eating?", "Why is Life?", and "How is Money?" are all equally important questions to the Beyonder at this stage. Play him as an extremely powerful puppydog. He can be easily mislead though he knows at once if someone is lying to him. At times he might go too far in his desire to understand.

As the Beyonder gains more experience in earthly matters he becomes an experimenter, acting like a kid with a chemistry set trying to succeed at earthly tasks (Chapters 6-11). He seeks to play with the idea of desires and place

his subject matter under the microscope. Doing this he creates threats for heroes to fight, becomes a criminal, conquers the world, and tries to fall in love, all in the name of trying to understand human nature.

The Beyonder fails at his attempts, not because of lack of power, but because of literally too much power. The Beyonder conquers the world, but it provides no satisfaction to him. He can do anything he wants, but the achievement means nothing because he has not worked for it. During this time (Chapters 12-13) the Beyonder is depressed and searching for his role in this universe.

The Beyonder attempts to tread the path of good, following the advice of heroes (Chapters 14-16), becoming the ultimate force for good and a champion of life. At this time the Beyonder attempts to be a super-Paladin, eventually conquering Death itself. Again, the Beyonder's problem is that he is too great for any task. He retreats to think about what he has done wrong.

The Beyonder realizes that it is not he who must change but others, and so becomes a leader, healer, and advisor. He sets up his Cosmic Oneness organization to preach the glory of being one with the Universe (Chapters 17-19). Though he achieves some success he is still unsatisfied.

The Beyonder in the Final Chapters (19-22) is a being that is seeking a release, an answer, even if that answer is death. He empowers several beings with the ability to slay him, and he attacks those who have frustrated him in the past. He is an angry deity in this form, a mad god who cannot decide to end his torment with his own death or that of the entire Universe. In this form the Beyonder is his most dangerous.



MEPHISTO™

Fighting:	MONSTROUS
Agility:	MONSTROUS
Strength:	MONSTROUS
Endurance:	CLASS 1000
Reason:	MONSTROUS
Intuition:	MONSTROUS
Psyche:	UNEARTHLY

Health:	1225
Karma:	250
Resources:	UNEARTHLY
Popularity:	-100

Known Powers:

BODY ARMOR: The composition of Mephisto's extra-dimensional body is unknown, but it provides Amazing strength Body armor from all attacks save those which are mystical in origin.

MYSTIC FORCE BOLTS: Mephisto may fire from his hands or eyes force bolts of mystic energy, inflicting up to Monstrous damage at line of sight range.

OTHER POWERS: Mephisto has a host of "super-powers", including Teleportation, Dimensional Travel, Levitation, Invisibility, Matter Control, Size Control of self and others, all at the Unearthly level of ability. Other "super-powers" are available at the Monstrous level as he chooses, but there are two powers denied him:

- Mephisto cannot control the actions of a sentient being without that being's willing submission
- Mephisto cannot read the minds of sentient beings.

RUNNING MEPHISTO: Mephisto is a demon, the lord of an extra-dimensional realm who preys upon humanity and its weaknesses. He may intercept certain astral bodies of humans after death and imprison them within his realm, though the methods and requirements of this imprisonment are currently unknown. Mephisto also draws much of his strength from his belief of humanity as a personification of evil. While Mephisto may be defeated and his body destroyed, he will reform and reappear, drawing his power from his belief.

Mephisto's drawing of power through belief in evil, his capture of souls in his realm, and his inability to scan the minds of others has resulted in a intense fear and hatred of the Beyonder. The Beyonder can wipe out Mephisto and his realm with but a thought, and Mephisto will go to any length (even telling the truth and allying himself with beings of good) to defeat the Beyonder, in order to keep this universe secure for Mephisto's conquests.

ETERNITY™

Fighting:	CLASS 1000
Agility:	CLASS 1000
Strength:	CLASS 1000
Endurance:	CLASS 1000
Reason:	CLASS 1000
Intuition:	CLASS 1000
Psyche:	CLASS 1000

Health:	4000
Karma:	UNLIMITED
Resources:	UNLIMITED
Popularity:	0

Known Powers:

Eternity has all available powers at Class 1000 levels of ability. However, as a conception of the universe it does not use these powers with any great regularity. As an abstract being embodying a concept it cannot be physically touched unless it so wishes. Note that Eternity has an unlimited Karma pool.

RUNNING ETERNITY: Eternity is the collective consciousness of all living things in the Marvel Universe and its associated alternate dimensions. Eternity is a being of almost limitless power, but still may be easily destroyed by one such as the Beyonder, who could shatter it by destroying all life in the multiverse, thereby removing all its component parts.

While intensely powerful, Eternity has been challenged and controlled in the past, often by extra-dimensional creatures such as Dormammu and Nightmare. By controlling Eternity one controls the reality of the Marvel Universe. Powerful sorcerers such as Doctor Strange have fought on its behalf to avoid just that.

Eternity is often disinterested in humanity, being far removed from human kind's level of ability. With the coming of the Beyonder, Eternity and other great powers are concerned about the intentions of this being from Beyond. They take no direct action against the Beyonder: this may be a result of not knowing Beyonder's intentions, or a result of fear (if it may be called that) of the Beyonder destroying them.

DEATH™

Fighting:	CLASS 1000
Agility:	CLASS 1000
Strength:	CLASS 1000
Endurance:	CLASS 1000
Reason:	CLASS 1000
Intuition:	CLASS 1000
Psyche:	CLASS 1000

Health:	4000
Karma:	UNLIMITED
Resources:	UNLIMITED
Popularity:	-1000

Known Powers:

Death has all available powers and abilities at the Class 1000 level of mastery. However, as an abstract concept of death made physical, it does not use these powers with any great regularity. Death is an abstract being embodying the concept of death, and cannot be touched unless it so wishes. It's embrace results normally in everlasting, irreversible death. Note that Death, like its brother-concept Eternity, has an unlimited Karma Pool.

RUNNING DEATH: Death is the name of the living beings of the universe's conception of the "death-forces" of the Marvel Universe. It embodies the principles of mortality. It may appear as either gender, but most often appears as a robed skeleton.

In the course of SECRET WARS II™, there are two versions of Death, the first being the concept that has existed for time immemorial. The second is created by the Beyonder after the first Death has been eliminated by the Beyonder. (see Chapter 15 - "Death-Busters"). Both have identical abilities and motives, and may in fact be the same entities in different incarnations.

Death's motives are often unclear, and whether it is guided by an overall plan or moves by random choice is a matter for conjecture. It has challenged individuals in the past, but often is not the prime mover when it appears, often at the side of some being about to create massive carnage. Examples of such beings in the past include Mephisto, Thanos, and Galactus.

Despite it's power, Death has no effect on the Beyonder, either directly or indirectly, and the One from Beyond has recovered beings who have passed into it's realm. Death can be destroyed by the Beyonder, but at the cost of fixing him at his lower ("Human") levels until the power used returns to him in 1-10 days.

In a general campaign, Death should not be considered a villain, as every living creature in the Universe must submit to it in time. Death should be an observer and a reminder, but not a main actor.

Heroes: The X-Men™

The X-Men are a group of mutants formed by renowned geneticist Professor Charles Xavier, a secret mutant telepath. The first team consisted of Cyclops, Angel, Beast, Iceman, and Marvel Girl. Xavier formed another team when the first disappeared on a mission. This team consisted of Cyclops, Nightcrawler, Colossus, Storm, Banshee, Sunfire, Wolverine, and Thunderbird. Sunfire quickly left the group, Thunderbird died in action, Banshee has retired and Storm has lost her mutant abilities. The team has been joined by Shadowcat, Rogue, the New Phoenix, and Magneto.

CYCLOPS™

Scott Summers

Fighting:	EXCELLENT
Agility:	EXCELLENT
Strength:	TYPICAL
Endurance:	REMARKABLE
Reason:	EXCELLENT
Intuition:	REMARKABLE
Psyche:	REMARKABLE
Health:	76
Karma:	80
Resources:	GOOD
Popularity:	5

Known Powers:

OPTIC BLASTS: Scott's eyes constantly emit a ruby-colored beam of force which he controls by means of an adjustable visor and ruby quartz glasses. Without his visor, Scott can cause Excellent damage at a range of one area, affecting all targets in an area. With his visor, Scott can narrow the focus of his beam, causing up to Amazing damage at a range of 3 areas, and can make called shots. Cyclops fires his optic blasts with Incredible Agility.

Talents: Scott is an accomplished pilot. His Reason and his Agility are Remarkable concerning aircraft and spacecraft. He is also skilled in the Martial Arts.

RUNNING CYCLOPS: Scott Summers was the first mutant recruited by Professor X to form the original X-Men. He remained with the team until the death of the original Phoenix. Since then Scott drifted, finally marrying Madelyne Pryor, a pilot.

Scott was pulled from his honeymoon by the Beyonder for the original Secret Wars, but upon his return retired from active heroing. Madelyne and Scott are expecting their first child at the time of Secret Wars II.

PROFESSOR X™

Charles Xavier

Fighting:	POOR
Agility:	GOOD
Strength:	TYPICAL
Endurance:	REMARKABLE
Reason:	INCREDIBLE
Intuition:	AMAZING
Psyche:	MONSTROUS
Health:	50
Karma:	165
Resources:	REMARKABLE
Popularity:	20

Known Powers:

TELEPATHY: Xavier is normally the world's most powerful telepath, with Unearthly mental abilities. He may easily contact the minds of others and read their thoughts up to 250 miles away without difficulty. He can forcibly alter the thoughts of other sentient beings in the same area, generate mental illusions in line-of-sight range, and cause temporary paralysis in others. Xavier makes a Psyche FEAT roll on the Monstrous column to create any of these effects, shifted left one column for every rank of the opponent's Psyche over Typical.

MENTAL BOLTS: Xavier may normally attack any living target within two areas using bolts of pure mental force. These attacks hit with Monstrous ability, inflicting up to Unearthly damage on the Slugfest column. These bolts pierce most force fields, unless the force field is resistant to mental attacks.

MUTANT DETECTION: All mutants give off a distinct mental wavelength, and Xavier may home in on that wavelength. Alone, Professor X can normally detect a mutant up to four areas away and if the mutant is known to him, identify him or her. With machinery, range is worldwide.

ASTRAL FORM: Xavier can separate his astral self from his body to enter nearby dimensional planes with Monstrous ability.

Talents: Xavier has Amazing reason in matters of electronics and genetics.

RUNNING XAVIER: In the time frame of Secret Wars II, Xavier is recovering from being beaten by mutant-hating students. Any attempt to use his Mental powers above the Good level requires an Endurance FEAT roll, with failure resulting in 10 points damage to Xavier rendering him unable to use his powers for the next 1-10 turns. Xavier has hidden his state from the X-Men and New Mutants.

MAGNETO™

Magnus

Fighting:	GOOD
Agility:	REMARKABLE
Strength:	GOOD
Endurance:	MONSTROUS
Reason:	INCREDIBLE
Intuition:	GOOD
Psyche:	AMAZING
Health:	125
Karma:	100
Resources:	AMAZING
Popularity:	0

Known Powers:

MAGNETIC CONTROL: Magneto can mentally manipulate iron and iron-based substances (including steel and its osmium, vanadium, corundum and adamantium alloys) with Unearthly power.

ENERGY CONTROL: Magneto has Monstrous control over all forms of electro-magnetic energy: Light, heat, electricity, radiation, radio waves and gravitons. He has in the past projected heat, electricity, and gravitons, but may be able to project unknown forces. Magneto inflicts up to Amazing damage within line of sight, and Monstrous damage on touch.

FORCE FIELD: Magneto can generate a force field of Unearthly power around 1 area. This field becomes one rank weaker for each additional area it encompasses. Magneto may use his other powers through this force field, but it is otherwise proof against physical, mental, and energy attacks.

FLIGHT: Magneto may fly up to 15 areas/round at Remarkable speed for long distances. He may move iron-based objects equally well.

Talents: Magneto has Amazing reason in matters of genetics and electronics.

RUNNING MAGNETO: Suffering at the hands of the Nazis in the Second World War, Magneto originally determined to take over the world to make it safe for mutant-kind. Magneto was opposed time and again by Professor X and his X-Men. In time, the super-criminal modified his stance and in the first Secret Wars was placed by the Beyonder in the "Heroes" camp - those who sought beyond personal gain for the good of others. His presence there split the heroes along human/mutant lines, with the X-Men siding with Magneto.

After the war, Magneto remained an ally of the team. With the disappearance of Xavier, Magneto has taken over as mentor of the New Mutants and X-Men. Proud, often arrogant, Magneto has quickly offended many.



COLOSSUS™

Peter Nikolaievitch Rasputin

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

Health: 60 (145)
Karma: 32
Resources: POOR
Popularity: 10

Known Powers:

ARMORED FORM: Peter can convert his body to an organic substance resembling osmium steel at will. When in armored form, he gains the following abilities:

- Peter's Strength, Endurance, and Health are raised to the levels in brackets.
- Damage to Peter's armored form is "healed" when he returns to human form, unless Health drops below 60, in which case Health remains at that lower level until healed. Any damage taken in human form carries over into organic form. If Peter is Stunned or otherwise knocked unconscious while in armored form he will revert to his human state.
- In armored form Colossus gains Amazing Body Armor, Monstrous resistance to heat and cold, and Remarkable resistance to radiation and electricity. He has either no need or a minimal need to breathe while armored. He is unaffected by drowning and gases, but could not survive long in deep space.

Talents: Peter has learned Martial Arts while with the X-Men. He is also an amateur painter.

RUNNING COLOSSUS: Peter Rasputin was recruited by Professor X to form his "new" X-Men from his collective farm near Lake Baikal in the USSR. Peter has remained with the team since that time. In the original Secret Wars, Colossus fell in love with Zsaji, an alien healer, who died in saving the heroes from Doctor Doom. Shattered by the experience, Peter's shaky self-confidence was driven even lower, and his romance with Kitty Pryde ended.

Peter has become the stoic lynchpin of the team. An artist at heart but a fierce armored fighter in combat, the quiet, plainspeaking Russian is plagued by his own doubts about his value to the team and to himself.



ROGUE™

Real Name Unrevealed

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

Health: 90
Karma: 54
Resources: POOR
Popularity: 0

Known Powers:

POWER ABSORPTION: Rogue automatically absorbs the powers and abilities of other beings when touching her flesh to their flesh. She absorbs without conscious control of her ability: anyone touched is so affected. Those avoiding contact may be grappled to effect a touch. Each round of contact translates into Rogue possessing those abilities and memories for 4 rounds, during which time the victim is unconscious. Contact beyond the first round is dangerous, as the transfer may be permanent. In this case, Rogue must make a Psyche FEAT roll. Failure wipes the victim's mind clean permanently and transfers the victim's Powers and Persona permanently to Rogue. Rogue's Psyche is lowered one rank. Should her Psyche drop below Feeble, Rogue should be run by the Game Judge.

Rogue can possess the powers and abilities of multiple victims, taking the highest score of those available. She cannot absorb artificial abilities, abilities from creatures not "alive" such as Wonder Man or the original Phoenix, or abilities from creatures with Class 1000 or higher abilities.

STOLEN POWERS: In one previous case Rogue has permanently drained the powers and memories of an individual: Carol Danvers, formerly Ms. Marvel. As a result Rogue may fly up to 8 areas/turn, has Incredible body armor, and gained a Seventh Sense raising her Intuition.

CONFLICTING PERSONALITIES: Due to the fact Rogue has both her own and Carol Danvers memories, she has Unearthly resistance to mental probes and mental attacks.

RUNNING ROGUE: Rogue fled her home when her mutant powers first surfaced, then was "adopted" by Mystique of the Brotherhood of Evil Mutants. Working for Mystique and unsure of her powers, Rogue inadvertently stripped Ms. Marvel of her powers and abilities in combat. She left Mystique to seek help in controlling her power from Professor X and has remained with the team since. Rogue is unsure of her place in the world, owing to her past and fears to get close to others because of her powers.

WOLVERINE™

Logan

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

Health: 110
Karma: 121
Resources: EXCELLENT
Popularity: 0

Known Powers:

RAPID HEALING: Wolverine has Unearthly Endurance for healing and for FEAT rolls against poison, gases, drugs, and disease.

ADAMANTIUM SKELETON: Adamantium is the strongest substance known to man. Strips of this material have been surgically integrated into Logan's skeleton. As a result, his bare fists do Excellent damage in Slugfest combat, and he can Stun or Slam opponents of a higher Endurance than his Strength. If Wolverine is used as a weapon (a "fastball special," thrown at someone), he should be treated as an Unearthly material. Nothing can cut through his bones, since Adamantium is a Class 1000 material.

CLAWS: Wolverine has three Adamantium claws mounted into the back of each hand. He can pop them out individually or as a group for combat. In combat, these claws do Excellent damage on the Hack & Slash column, and are made of Class 1000 material.

TRACKING: Wolverine can track by smell much like a wolf. He does this with Monstrous ability, and can remember previous scents.

Talents: Wolverine receives an UP ONE shift when using guns, bows, and edged weapons.

RUNNING WOLVERINE: Logan was working for the Canadian Government as a super-powered agent when Professor X recruited him into his "new" X-Men. Brash and violent, Wolverine has mellowed somewhat during his tenure as an X-Man, though he is still capable of violent rages when those close to him are threatened. Trained as a soldier, and a government agent, he is not afraid to make tough decisions. During the first Secret Wars, Wolverine cut loose, deciding that if the conflict was to be war, the standard rules did not apply. With the Beyonder on Earth, Wolverine is limited by his normal personal code, but sees nothing wrong with slaying the Beyonder, if possible.



NIGHTCRAWLER™

Kurt Wagner

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

Health: 106
Karma: 50
Resources: POOR
Popularity: 2

Known Powers:

TELEPORTATION: Nightcrawler can move instantaneously from point to point accompanied by a cloud of sulfurous smoke and a "bamfing" noise. His range is 2 miles east/west, 3 miles north/south, and 2 miles vertically. Kurt can teleport within these limits safely, but if approaching his maximum range (or carrying other people or heavy weights) he must make an Endurance FEAT roll. Failure indicates disorientation or loss of consciousness for 1-10 rounds. Anyone accompanying Kurt on a teleportation must make a Yellow Endurance FEAT roll or suffer the same fate. Kurt does not usually teleport blindly into unknown locations, since teleporting into a solid object would cause severe trauma and possibly death.

PREHENSILE TAIL: Nightcrawler may use his tail as a third hand with Amazing ability.

INDIGO FUR: Nightcrawler's dark fur allows him to blend into deep shadow. Anyone looking for or attacking him in the dark (without infravision, radar, or similar locating abilities) receives a two column shift to the left. Kurt's Intuition should be treated as Incredible when attacking by surprise from darkness.

WALL-CRAWLING: Kurt can adhere to most surfaces with his hands and feet, allowing him to crawl along walls and ceilings at 3 areas per round. He does this with Amazing ability.

Talents: Kurt is a skilled acrobat and fencer, receiving a shift one to the right when fighting with a sword. He is also skilled in first aid, electronics, and mechanical repair.

RUNNING NIGHTCRAWLER: Kurt Wagner was rescued from a hostile mob by Professor X and recruited into the "new" X-Men. The German mutant's good-natured attitude masks a devout and concerned young man who is deeply troubled by the apparent godlike powers of the Beyonder.



SHADOWCAT™

Katherine "Kitty" Pryde

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

Health: 54
Karma: 46
Resources: POOR
Popularity: 10

Known Powers:

PHASING: Kitty can de-synchronize the molecules of her body, allowing her to pass through solid objects unharmed. Her limit on this "phasing" is the length of time she can hold her breath (5 rounds normally, requiring an Endurance FEAT roll for each round after five). When phasing, Shadowcat cannot be harmed by physical attacks, but she can be stopped by force fields and harmed by attacks that are also out-of-phase or multi-dimensional. Kitty's phasing also disrupts electrical equipment with the following effects: Unprotected electronics are automatically scrambled, while those with an Endurance rank must make a successful Endurance FEAT roll or suffer Stunning for 1-10 rounds and 30 points of damage. Battle-suits and computers are disrupted (may not function) for 10 rounds.

Talents: Kitty's reason is Incredible when dealing with computers and electronics. She also is skilled in Martial Arts.

RUNNING SHADOWCAT: The youngest of the X-Men, Kitty Pryde has showed the prowess to maintain her place on the team. She was not among the heroes recruited into the original Secret Wars, and blames the Beyonder for her break-up with Peter (Colossus) afterwards.



PHOENIX II™

Rachel Summers

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

Health: 70
Karma: 90
Resources: POOR
Popularity: 10

Known Powers

TELEKINESIS: Rachel has inherited her mother's ability to move objects with her mind. She may lift up to 400 lbs mentally, up to 800 lbs if she makes a Psyche FEAT roll.

MENTAL BOLTS: Rachel can project bolts of telekinetic force which will penetrate body armor (but not force fields). Use a Psyche FEAT to hit a target. A victim must make an Endurance FEAT roll or fall unconscious for 1-10 rounds. No damage is inflicted. Her range is 3 areas.

TELEPATHY: Rachel may detect thoughts and feelings of others at the Amazing level.

RUNNING PHOENIX: Rachel Summers was thought to be the daughter of Scott Summers and Jean Grey in a divergent universe. The Jean Grey of that universe merged with the phoenix force (as opposed to being replaced by it) and survived to become Rachel's mother.

In her divergent universe Rachel was trained as a Hound, a hunter of other mutants. As a result, she is reluctant to use her mutant powers to track down or locate others, especially mutants. Assign a Karma penalty of 20 points should she do so.

Rachel was sent back by a post-hypnotic suggestion by the adult Katherine Pryde of her dimension, in hopes of changing the past. She found the past was not the one she was familiar with. Now Rachel is trying to cope in this strange world where she hasn't even been born.

Heroes: The New Mutants™

The New Mutants are a third team of mutants formed by Professor Charles Xavier at a time when his "new" X-Men were lost in space. Unlike the first two teams, the New Mutants are significantly younger than either group of X-Men, and were recruited not to fight super-powered menaces, but to help these young mutants come to terms with their powers. Their numbers originally included Mirage, Sunspot, Karma, Wolfbane and Cannonball, but are now joined by Magik, Warlock, Magma, and Cypher. The New Mutants are based in Xavier's School for Gifted Youngsters in Westchester County, NY.

SUNSPOT™

Roberto Da Costa

Fighting:	GOOD
Agility:	TYPICAL
Strength:	TYPICAL(REMARKABLE)
Endurance:	REMARKABLE
Reason:	TYPICAL
Intuition:	POOR
Psyche:	GOOD
Health:	52
Karma:	20
Resources:	EXCELLENT
Popularity:	3

Known Powers:

ENHANCED STRENGTH: Sunspot has the mutant power to absorb solar energy and convert it into strength. When he does this, his strength increases to the rank in brackets. When using this energy, he turns fully black, with motes of dust near him in the air also turning black. He may operate for an unlimited number of rounds in direct sunlight without a drop in his strength, but when in shade, underground, or at night, he may only use his power for 5 rounds. On the sixth and every round of use following without exposure to sunlight he must make an Endurance FEAT roll. Failure indicates that his enhanced strength is diminishing, and he will return to normal the next round. If a second Endurance FEAT roll is failed, Roberto will go unconscious.

RUNNING SUNSPOT: Sunspot is a hot-tempered young Brazilian who is a charter member of the New Mutants. He does not desire to be a hero, only to be able to control his power and survive in a hostile world. He is greatly disturbed by the apparent unlimited power of the Beyonder.



WARLOCK™

Fighting:	GOOD
Agility:	EXCELLENT
Strength:	REMARKABLE
Endurance:	INCREDIBLE
Reason:	INCREDIBLE
Intuition:	GOOD
Psyche:	GOOD
Health:	100
Karma:	60
Resources:	NONE
Popularity:	5

Known Powers:

SHAPECHANGING: Warlock is a "techno-organic" metamorph, able to alter his shape and form into discrete forms as desired. He can extend any portion of his body two areas away from his main trunk, including his optic sensors. He can modify his body to form plugs, supports (of Remarkable strength), even a fully operative spaceship for six with life support—in short, he can turn himself into anything. He seems to have Unearthly control over these changes, but when under stress will resort to his natural shape. Portions of his body can be separated or shredded (Excellent material), and Warlock will merely regrow that part in normal healing.

FORM CHANGE: Because Warlock is both organic and mechanical in nature, he can also assume the shape and appearance of anything organic as well as anything mechanical. He can imitate the form of any humanoid being with Excellent ability.

CONVERSION AND DRAINING: Warlock can immediately heal damage by converting living material to a crystalline matrix and then draining the matrix. The amount of healing gained depends on the source (Health of living creatures, material Strength rank for objects such as plants and food, or the judge's option). He can convert a target into crystal, killing them, with Monstrous ability; success is indicated by Green if his target's Endurance is lower than his own, Yellow if they are equal, and Red if Warlock's Endurance is the lower of the two. Warlock can take nourishment from the Shi'ar computers without ill effect to either side.

RUNNING WARLOCK: Warlock is an alien laying low on Earth, fearing pursuit from his "father", Magus. He is naive in most Earthly customs, and speaks a mixture of English and computer terms. Warlock has been taught by the New Mutants that draining sentients is bad, and will lose all Karma if he does so.

MAGMA™

Lady Amara Juliana Olivians Aquilla

Fighting:	GOOD
Agility:	EXCELLENT
Strength:	TYPICAL
Endurance:	INCREDIBLE
Reason:	REMARKABLE
Intuition:	GOOD
Psyche:	GOOD
Health:	76
Karma:	50
Resources:	GOOD
Popularity:	5

Known Powers:

CONTROL OF EARTH: Magma can influence the movement of tectonic plates and the flow of lava. She does this with Monstrous ability. She may summon earthquakes and fountains of lava within 4 areas. These effects are also at the Monstrous rank. Her powers are tied to her emotional state, and if she is excited or angry (the Judge may interpret this as the player running Magma being excited or angry), she may trigger such an effect.

BODY ARMOR: When acting as Magma, Amara appears as a humanoid of flaming lava. This form provides her only Good protection against physical damage, but Unearthly protection against fire and heat. Unlike the Human Torch, Magma is unaffected by water when in this state.

LAVA BOLTS: Magma can project bolts of elemental heat from her hands with a range of 3 areas with Monstrous damage capability. She can use these bolts to tunnel through solid matter at a rate of 2 areas per round, or 1 area per round for a tunnel safe enough for others to travel through.

HEALING POWERS: Amara gains Health every round that she is in contact with the ground, up to her maximum. This makes her a tough opponent on the ground. If she is brought to 0 Health while in contact with the ground, she will be unconscious for 1-10 rounds thereafter, and then must make a successful Endurance FEAT roll to regain consciousness and full abilities. If she is brought to 0 Health when she is not in contact with natural Earth (eg. inside a building or in a spaceship), check for death as usual.

RUNNING MAGMA: Amara is a native of New Rome, a lost colony of the Roman Empire located in the jungles of Brazil. She is troubled and confused by the ways of the new land she has entered, and relies on her friends in the New Mutants to help understand. She is, however, sure that the ways of her people are more civilized.



CANNONBALL™

Sam Guthrie

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

Health:	54
Karma:	22
Resources:	POOR
Popularity:	4

Known Powers:

FLIGHT: Sam flies by releasing biochemical energy and projecting it backward. This allows him to fly up to 6 areas per round, in a straight line. Turning is very difficult for Sam; making any turn requires a Yellow Agility FEAT roll. Sam hits with Amazing force and damage, carrying along his opponent if the foe has Incredible Endurance or less. A target with better than Incredible Endurance can avoid being carried by making a successful Endurance FEAT roll. Sam can travel as far as one mile on one "blast" of his power. If he is surprised by a sudden attack, he may involuntarily shut off his power (Psyche FEAT roll to avoid), making him vulnerable in the next round.

FORCE FIELD: When in flight, Sam projects a force field around himself that provides Monstrous protection against energy and physical damage, including damage from impact. This protection extends to those he carries. If he drops something he is carrying, it takes damage as if he struck it while charging. Sam can be affected by mental or magical attacks while "blasting."

RUNNING CANNONBALL: The tall, lanky Sam Guthrie first encountered the New Mutants when he was recruited to fight them, but later joined the team. One of the eldest of that group, Sam feels a sense of failure as a team leader whenever he fails to fully control his power.



KARMA™

Xi'an (Shan) Coy Manh

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

Health:	32
Karma:	111
Resources:	TYPICAL
Popularity:	4

Known Powers:

POSSESSION: Xi'an has the ability to take over the minds of other beings. She does this at the Unearthly level of ability, and must be in the same area at the time of initial possession, but her range extends up to a half-mile away after that. Those of Unearthly Psyche must make a Yellow FEAT roll, those of lower Psyche a Red FEAT roll, and those of higher Psyche a Green FEAT roll to avoid being possessed. When possessing someone, Karma's body is immobile, and she returns to her own body if her body is damaged. Her mental control of a target is absolute, but for the first 5 rounds after beginning possession she is slightly disoriented by the new body. During this time she must take a shift one to the left on all attempts with that body, including combat. After the fifth round, she can use the victim's body normally. After about half an hour the possessed character may begin making Psyche FEAT rolls as detailed above to regain control. Karma can possess multiple people, but has trouble making more than one of them act at a time (Red Psyche FEAT roll to succeed at this).

RUNNING KARMA: Shan was one of the original recruits for Professor X's New Mutants, but disappeared on a mission to rescue Danielle Moonstar. Professor X informed the others that Shan had been killed, but she had actually been possessed by an old enemy of Xavier's, Amahl Farouk. Controlled by Farouk, Karma ran the bloody gladiatorial games that pitted mutant against mutant. These games, and the freeing of Shan from Amahl, occurs at the start of the Secret Wars II adventure, but is outside the scope of this adventure. Judges may allow Karma to begin the scenario as one of the New Mutants.

Karma is one of the more mature mutants, having used her powers in adventures before joining the team. Having been controlled once by a powerful outside force, she does not trust any powerful source, such as the Beyonder, not to commit similar acts.

MIRAGE™

Danielle ("Dani") Moonstar

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

Health:	56
Karma:	70
Resources:	POOR
Popularity:	5

Known Powers:

IMAGE GENERATION: Dani has the power to pull and display images from the minds of others with Unearthly ability. She must concentrate on a specific image, such as the "greatest fear" or the "heart's desire" or "symbol of authority." If the target fails a Psyche FEAT roll (Red for less than Unearthly Psyche, Yellow for Unearthly, Green for greater than Unearthly), he or she will see the image (as will everyone else in the area) and react accordingly (running in fear, being attracted to the image, or obeying the authority). Dani can affect multiple targets in the same area with this power, but her range is line of sight.

LIMITED TELEPATHY: While Dani can pull out images, she has no idea what those images will be until she displays them, and she is not a true telepath. She does maintain a telepathic rapport with lesser mammals, in particular canines and felines. She has Monstrous ability to understand these creatures. In addition, this ability allows her to mindlink with Rahne Sinclair (Wolfsbane) when Rahne is in her wolf or wolfdog form.

VALKYRIE POWERS: During the time of Secret Wars II, Mirage and the New Mutants spent some time in Asgard, during which time Dani was accepted into the Chosen of the Slain, the Valkynor. As such she has the following additional powers:

- Mystic link with The Pegasi Brightwind, a winged horse of similar abilities as Valkyrie's Aragorn
- The ability to awe those of Asgardian origin who recognize her as Valkynor.
- The ability to perceive upcoming death. The Judge will use this ability to foretell upcoming disasters of a specific nature.

RUNNING MIRAGE: Dani Moonstar was sent to Professor X by her grandfather, and is one of the first New Mutants. She is team co-leader, along with Sam Guthrie. She is still developing her mutant abilities, and is unsure of them as yet.

WOLFSBANE™

Rahne Sinclair

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

Health:	50
Karma	24
Resources:	POOR
Popularity:	5

Known Powers:

SHAPECHANGE: Rahne is a specific metamorph able to change into two other forms, one a large red wolf and the other a wolf/humanoid (wolfoid) creature. Each shape has advantages and disadvantages. The Health rating given and to be used is for her most powerful form—the wolf.

WOLF—In this form Rahne's statistics are:

F	A	S	E	R	I	P
GD	GD	GD	EX	PR	RM	GD

The wolf-form's claws inflict Excellent damage on the Hack & Slash column, and are made of Remarkable strength material. Rahne may track other creatures with Remarkable ability. She cannot speak or communicate, but can transmit basic feelings and information to Mirage.

WOLFOID—In this transition state Rahne's statistics are:

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

The wolfoid form has claws as well, which do Good damage on the Hack & Slash column. Rahne may track with excellent ability in this form. She may also communicate with her fellow teammates when in this form, and maintain her mindlink with Mirage, but her images are more complex, so that Mirage must make a Psyche feat roll to understand them.

RUNNING WOLFSBANE: Rahne is the ward of Moira MacTaggart, and is one of the first students accepted by Professor Xavier to form his New Mutants. She is shy and modest to the point of extreme embarrassment. Devoutly religious, she feels her wolf-form is a type of "curse".



MAGIK™

Ilyana Nikolovna Rasputina

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

Health:	80
Karma	80
Resources:	GOOD
Popularity:	4

Known Powers:

MAGIC: Ilyana is the Sorceress Supreme of a dimension she calls Limbo, and she wields Monstrous power on that plane. (This is not the same "Limbo" as that of Immortus). She uses Personal and Universal Energies, but not Dimensional Energies. The only interdimensional names she knows belong to ancient, evil powers and their servants. She uses a ceremony (page 11, Campaign Book) when employing magic, giving her a Casting Shift of +2. On this plane Ilyana's powers are limited; she can detect magical auras, enter the astral plane, and call upon her soulsword. She performs the first two feats with Monstrous Ability. Her soulsword comes automatically.

SOULSWORD: A physical manifestation of magical abilities, Ilyana's soulsword does Monstrous damage to any magical creature it hits, attacking on the Hack & Slash column. The sword does no damage to non-magical creatures, machinery, humans or robots. Enchanted beings and transformed humans have the spell over them broken if Ilyana makes a successful Psyche FEAT roll while employing the sword.

BODY ARMOR: Ilyana has the benefit of body armor whenever she uses magic in a battle. This body armor provides her with Incredible protection from physical attack. Her armor will remain for five rounds after any use of magic on her part.

TELEPORT DISKS: Ilyana's mutant power is the ability to summon teleport disks. These disks appear according to her will. Once summoned, a disk teleports those within first to Limbo, and then to the desired destination. Ilyana must attempt a Psyche FEAT roll whenever she tries to teleport herself or others. Failure indicates a misjump, either in space (up to one-quarter mile away) or in time (up to centuries).

RUNNING MAGIK: Magik is the younger sister of Peter Rasputin, and joined the New Mutants following a long stay in Limbo where she developed her magical abilities. She regards the dark side of her abilities as a curse which she must deal with.

CYPHER™

Doug Ramsey

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

Health:	26
Karma	46
Resources:	POOR
Popularity:	3

Known Powers:

LANGUAGES: Doug's gift is the ability to understand languages, both human and machine. He can learn any language by making a Reason FEAT roll, including written and other non-spoken communication.

Talents: Doug has an interest in computers, and in combination with his mutant ability he has already cracked several computer codes. His Reason is Amazing regarding computers.

RUNNING CYPHER: Douglas Ramsey was recruited by the New Mutants about the same time as Warlock joined the team. Unlike the other New Mutants, Doug's mutant abilities have no immediate use in combat, and for that reason he has not received physical training or lessons in combat. He feels like a useless part of the team as a result. His friends are Warlock, and Shadowcat of the X-Men.



Heroes: The Avengers™

The Avengers were formed by Thor, Iron Man, Ant-Man, Wasp, and Hulk as a super-powered team to combat threats to the world beyond the scope of normal peace-keeping forces. Over 30 heroes have served in one form or another as Avengers. The East coast team at the time of Secret Wars II consists of Captain America, Captain Marvel, Hercules, Black Knight, Starfox and Wasp, the team's leader. Starfox is to leave and be replaced by Sub-Mariner in the course of Secret Wars II. The Avengers use a mansion located on Fifth Avenue in New York as a base for their operations.

CAPTAIN MARVEL™

Monica Rambeau

Fighting:	GOOD
Agility:	GOOD
Strength:	GOOD
Endurance:	REMARKABLE
Reason:	TYPICAL
Intuition:	GOOD
Psyche:	TYPICAL
Health:	60
Karma:	22
Resources:	EXCELLENT
Popularity:	20

Known 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 uses her hands to project forces bolts inflicting up to Monstrous damage. If she is in light-form, these are rolled on the Shooting and Throwing chart of the Battle Effects Chart. If she is human form, the effects are on the Slugfest chart. She normally uses the first form against non-living opponents, and the second form against living foes. Her range is line of sight.

RUNNING CAPTAIN MARVEL: Monica Rambeau, former Policewoman of New Orleans, gained her powers when a trans-dimensional energy device went wild. Traveling to New York, Monica joined the Avengers, in order to develop her skills and continue her fight for justice.

Monica is aware of the fact that her name, given her by the New Orleans Press, is the same as the former Kree Captain Mar-Vell. She wishes to live up to the reputation of her predecessor.

CAPTAIN AMERICA™

Steve Rogers

Fighting:	AMAZING
Agility:	INCREDIBLE
Strength:	EXCELLENT
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	INCREDIBLE
Psyche:	GOOD
Health:	140
Karma:	60
Resources:	EXCELLENT
Popularity:	100

Known 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 but magical and psionic forms of energy.

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 inflicts Remarkable damage to those it hits.

Talents: Captain America is an expert in all forms of martial arts and wrestling. He is a master of military strategy and tactics, and his Reason in this subject area is Incredible. He is also a fair artist.

RUNNING CAPTAIN AMERICA: The Sentinel of Liberty first appeared at the start of WWII, fighting the enemy both at home and in Europe. At the close of the war, Cap was lost at sea, where he remained in suspended animation, returning to action only recently.

Captain America believes in the very best of America: he believes in Freedom, both of individuals and nations. His attitudes seem old-fashioned to some, but to those who follow Captain America, he represents the unbeatable nature of freedom.

BLACK KNIGHT™

Dane Whitman

Fighting:	REMARKABLE
Agility:	GOOD
Strength:	GOOD
Endurance:	GOOD
Reason:	GOOD
Intuition:	TYPICAL
Psyche:	TYPICAL
Health:	60
Karma:	22
Resources:	EXCELLENT
Popularity:	60

Known Powers:

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

EBONY SWORD: The Black Knight uses an ebony sword that is made of enchanted, Unearthly material. The sword is immune to all magic and may shatter magical material of up to Unearthly Strength. The sword can also deflect mystical energy: if Dane dodges when a 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.

TELEPORT: If the Black Knight is separated from his ebony sword, he can teleport to any location within a few hundred yards of the sword, crossing barriers of time, space, and other dimensions. The ceremony to effect such a teleport takes 2 hours.

ATOMIC STEED: Dane has previously ridden the mutated horse Aragorn and the mystical beast Valinor. He has reactivated one of the atomic steeds of Wundagore to serve as transportation. This steed has Body = GOOD, Control = REMARKABLE, and Speed = AMAZING, but provides no protection to the rider.

Talents: The Black Knight is a highly skilled swordsman. He gets a one column shift to the right when he uses a sword. The Black Knight can ride horses with Remarkable skill. He can fight normally while on horseback.

RUNNING BLACK KNIGHT: Dane Whitman was a former Avenger who retired to the 12th Century, the time era of King Richard the Lion-hearted and the Crusades, and has only recently returned to active duty. He has recently been freed of a curse on his blade, and does not wish to slay other living creatures.



HERCULES™

Hercules of Olympus

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

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

Known Powers:

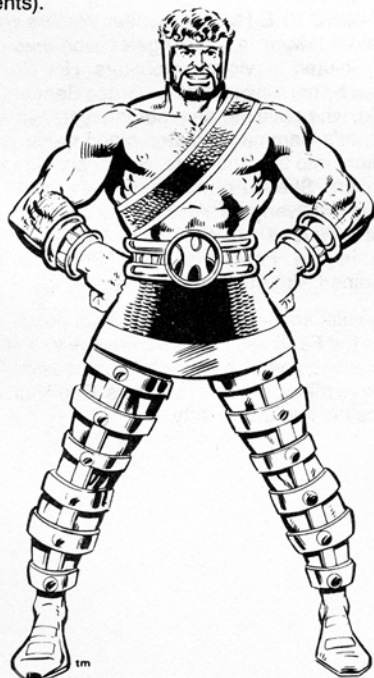
DENSE FLESH The skin of Hercules is very difficult to hurt or penetrate, providing him with Excellent protection from damage.

LEAPING: Hercules can leap up to 4 areas away. 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 involving wrestling.

RUNNING HERCULES: Hercules is the demi-human son of Zeus, ruler of Olympus. He has spent his life adventuring on this Earth and in other planes, and is currently an Avenger because of the comradeship and opportunities for combat, which is Hercules forte. Hercules thinks those that engage in slugfest with him, if deserving, should receive his "Gift," a powerful punch at full strength. The survivor of such a punch can be truly said to be blessed, and Hercules will be very dramatic while delivering his "Gift." (Note that Hercules will NOT do so against normal mortals or other lesser opponents).



STARFOX™

Eros of Titan

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

Health:	110
Karma:	56
Resources:	GOOD(UNEARTHLY)
Popularity:	75

Known Powers:

FLIGHT: Starfox can fly at Monstrous speeds (9 areas/round) through mental control.

DENSE FLESH: Titan Eternals' bodies are slightly tougher than a normal human's. Starfox has Good protection from physical damage.

PSIONIC TICKLE: Starfox 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 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. Robots, artificial life forms, and some aliens, such as Rigellians, are immune to the effects of this power.

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

Talents: Starfox is an accomplished pilot of spacecraft, and has expanded this ability to such terran craft as the Quinjet. His Reason is REMARKABLE in matters of space navigation.

RUNNING STARFOX: Like Hercules, Eros joined the Avengers in search of adventure, finding life on Titan too calm. He is quite a romantic and flirt with the ladies. One item that will shatter his calm is the legacy of his evil brother, Thanos.

SUB-MARINER™

Namor of Atlantis

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

Health:	185
Karma:	76
Resources:	GOOD
Popularity:	5

Known Powers:

BODY ARMOR: Namor's mother was a member of the Atlantean race, giving him Excellent resistance to cold and Good protection from physical attacks.

MOVEMENT: Namor can move 3 areas per turn on land, but in the water can swim at Typical speed (6 areas per round). In addition, Namor can fly at Poor speed (4 areas per round).

WEAKNESS: The above statistics concern Namor when he is underwater, or at least partially wet. Long existence out of water is harmful to the Sub-Mariner. For every hour spent out of water, Namor loses one Rank of his Fighting, Strength, and Endurance, until they drop to Typical levels. His Health is unaffected. Should he be totally deprived of water, Namor will take 30 points of damage per day. Immersion in water automatically restores Health lost through dehydration and brings the Sub-Mariner's statistics to normal.

RUNNING SUB-MARINER: Namor is the son of a human ship captain and Princess Fen, daughter of the ruler of Atlantis. He fought alongside Captain America and the android Human Torch (later the Vision) as a member of the Invaders, but following the war lost his memory. His memory was returned by Johnny Storm, the Human Torch, and Namor led his people in several attacks against the surface world until convinced that the surface-dwellers were not overtly hostile. After several years of sharing an adventuring life alongside his tasks of rulership, the people of Atlantis deposed the monarch, As Namor's temperament was not suited towards peaceful rulership. Namor wandered for some time, eventually joining the Avengers on the invitation of his old ally Captain America.

Namor is very much the hot-tempered youth (by Atlantean standards) he was in the '40's. He is thin-skinned, easily offended, and all-too accustomed to having his every wish fulfilled by willing supplicants. Having worked as a solitary hero for as long as he has, he is used to running into battle first, without thought of his allies.

WASP™

Janet "Jan" Van Dyne

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

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

Known Powers:

SHRINKING: The Wasp has Incredible shrinking powers and may reduce her body to half an inch in height by mental command. She retains her normal mass and strength when reduced in size.

FLIGHT: When Jan reaches 1/2 inch in height, a pair of wings unfolds from her back. She may fly 2 areas/round in this fashion, and can carry about 1/2 ounce in flight.

WASP STING: Jan wears a compressed needle jet blaster on each arm that can shoot a beam of bio-electronic energy. These beams do Remarkable damage to any target in the same area.

INSECT COMMUNICATION: The Wasp has Typical skill communicating and controlling insects. She seldom uses this power.

Talents: Janet Van Dyne has a Reason of Remarkable in business matters.

RUNNING WASP: Janet Van Dyne gained her powers from scientist Henry Pym, and the pair fought crime side-by-side and as members of the original Avengers. Van Dyne married Pym, but they have since divorced.

Janet Van Dyne has in the past cultivated a "ditzzy brunette" image, treating heroing as a grand adventure and gaining a reputation for having a wide variety of costumes, all constructed of unstable molecules. This image has concealed a no-nonsense woman with an excellent business sense, and it is this personality which has emerged since her divorce. She is currently the chairman of the Avengers, no easy task given the hot tempers of Sub-Mariner and Hercules, and in the shadow of Captain America.



Heroes: The Fantastic Four™

The first of an ever-increasing number of super-powered individuals in recent times, the Fantastic Four gained their powers in an experimental rocket flight that was bombarded by cosmic radiation. The radiation transformed Reed Richards, his fiancée Sue Storm, her brother Johnny, and pilot Ben Grimm into their present super-powered identities. Ben left the team following the original Secret Wars, and was replaced by She-Hulk, who is also a reserve member of the Avengers. The Fantastic Four are operating out of the Avengers Mansion until their own headquarters, the Baxter Building, is rebuilt.

SHE-HULK™

Jennifer Walters

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

Health:	175
Karma:	36
Resources:	EXCELLENT
Popularity:	30

Known Powers:

BODY ARMOR: She-Hulk's thick hide gives her Incredible body armor.

LEAPING: Jennifer has powerful leg muscles, and can make Remarkable leaps of 3 areas.

Talents: Jennifer Walters was a licensed lawyer with a practice in California. Her Reason is Excellent in legal matters, but as the She-Hulk she has no patience for law.

RUNNING SHE-HULK: Jennifer Walters was a criminal lawyer in Los Angeles who was critically injured by vicious mobsters. Her life was saved by her cousin, Robert Bruce Banner (The Hulk), who gave her an emergency transfusion. Banner's Gamma Irradiated blood transformed Walters into the She-Hulk. Briefly considered a menace, She-Hulk moved to New York and joined the Avengers. At the close of the original Secret Wars, Thing chose She-Hulk to replace him in the Fantastic Four. She-Hulk has remained with the group ever since.

She-Hulk enjoys using her physical power, and sees the Fantastic Four as a chance to step out of the shadow of her dangerous cousin. As a reserve member of the Avengers, She-Hulk may be called into active duty.

MISTER FANTASTIC™

Reed Richards

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

Health:	42
Karma:	100
Resources:	REMARKABLE
Popularity:	80

Known Powers:

ELASTIC BODY: Reed can make his body malleable at will, and can deform, expand, stretch, or compress all or parts of his body. He can stretch up to 4 areas away without making a FEAT roll, and is able to attack or pick up objects at that range. Reed must make an Endurance FEAT roll to stretch further. He can never stretch more than 10 areas. By stretching, Reed can attack several non-adjacent opponents.

BODY ARMOR: Reed's skin provides Remarkable protection from physical damage (bullets, knives, explosives, and punches), but not against energy rays or wrestling holds. He can absorb damage from up to Incredible explosions, but must make a Green Endurance FEAT roll afterward or fall unconscious.

WRESTLING: Reed does not have wrestling talent, but his slippery, stretchy body makes him a difficult opponent. He grapples as though his Strength was Excellent, but he causes damage using his Typical Strength. He can escape from a wrestling hold with a Green Strength FEAT roll.

Talents: Reed is a master of many sciences. He excels in electronics and physics, and his Reason is Monstrous in these matters.

RUNNING MR. FANTASTIC: Reed Richards and his compatriots Ben, Sue, and Johnny gained their remarkable powers by traveling through a belt of cosmic radiation on their now-famous rocket trip. As the team's leader, Mr. Fantastic seeks to use his mind and abilities to make new discoveries and chart new frontiers. Reed has a tendency to become lost in his work, however, and a new mystery will often cause him to ignore a domestic matter.

Reed is concerned with the Beyonder's presence on Earth, and the danger it may present. While believing in free choice, he feels that the Beyonder can be guided to be a force of good for all.

INVISIBLE WOMAN™

Susan "Sue" Storm Richards

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

Health:	46
Karma:	40
Resources:	REMARKABLE
Popularity:	80

Known Powers:

INVISIBILITY: Sue can make herself invisible to normal sight by bending light around her body. She can make other people or things (line-of-sight range) invisible (or visible) if she makes a Green Psyche FEAT roll.

FORCE FIELD: Susan has the ability to create and use an invisible force field. Used as a shield, the force field absorbs Monstrous damage. If any single attack causes more than Monstrous damage, the field collapses and she must make a Green Endurance FEAT roll or pass out for 1 to 10 rounds. Susan can use the field to lift as much as 10 tons, as if she had an Incredible Strength.

FLIGHT: By creating a column of force beneath herself and allowing it to topple, the Invisible Woman can "fly" at Typical speed (6 areas per round). She can carry up to 10 tons of passengers or material.

RUNNING THE INVISIBLE WOMAN: Sue Storm gained her powers along with Reed and the others on a rocket trip. She has since married Reed, and had one child, Franklin (see Tattletale). Early in the Secret Wars campaign she changed her code name from Invisible Girl to Invisible Woman, which is how she is noted in this text.

Sue is very much the strong bond that keeps the Fantastic Four together. Long in doubt of her own powers, Sue has gained the surety to take on opponents like the Hulk and survive. She is to some degree unaware of the Beyonder's full power, as she was not a member of the heroes in Secret Wars I.



HUMAN TORCH™

Johnny Storm

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

Health:	60
Karma:	26
Resources:	REMARKABLE
Popularity:	80

Known Powers:

GENERATE AND CONTROL FIRE: Johnny can generate flame from all or part of his body. He can also control external fire with Unearthly ability. He can shoot flame with Remarkable Agility up to 3 areas away and can cause up to Unearthly damage.

FIRE RESISTANCE: Johnny has Unearthly resistance to fire and heat.

FLIGHT: When flaming, Johnny can fly at Amazing speed. He can carry up to 180 lbs., but this reduces his speed to Remarkable.

BODY ARMOR: Johnny's flaming surface is Incredible body armor against all shooting, throwing, and hack & slash weaponry, unless it is of Amazing or better material. All slugfest, grappling, and charging attacks cause normal damage, but the attacker suffers Incredible damage automatically.

NOVA BLAST: When "flamed on," Johnny can explode in a super-heated blast of flame, causing 150 points of damage to everything within 5 areas. Johnny's flame dies out immediately after this attack and his powers are reduced to Feeble. He will pass out for 1 - 10 rounds afterward unless he makes a Red Endurance FEAT roll.

Talents: Johnny's Intuition and Reason are Excellent concerning cars and racing.

RUNNING HUMAN TORCH: Johnny Storm gained his powers in the cosmic radiation that converted him, his sister Sue, Reed Richards and Ben Grimm into the Fantastic Four. The youngest of the group, Johnny is still both impetuous and headstrong, often acting without thinking.

Following the first Secret Wars, Johnny began dating Alicia Masters, who was Ben Grimm's steady girlfriend (Ben remained on the Secret Wars Battleplanet). The two have a close relationship, but this relationship has driven a deep wedge between Johnny and Ben.

Heroes: The West Coast Avengers™

Formed as an affiliate of the Avengers based in New York, this super-powered team operates out of a 15 acre seaside estate south of Los Angeles. The current team at the time of Secret Wars II is team leader Hawkeye, his wife Mockingbird, Wonder Man, Iron Man, and Tigra.

WONDER MAN™

Simon Williams

Fighting:	GOOD
Agility:	REMARKABLE
Strength:	UNEARTHLY
Endurance:	MONSTROUS
Reason:	TYPICAL
Intuition:	TYPICAL
Psyche:	TYPICAL
Health:	215
Karma:	18
Resources:	POOR
Popularity:	45

Known Powers:

BODY ARMOR: Wonder Man's skin is so hard that he has an Amazing protection from all forms of damage.

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

FLIGHT: He wears a belt which allows him to fly at Remarkable (15 areas/round) speed. The belt can only lift 300 lbs beyond Simon's weight.

Talents: Simon Williams is an aspiring actor, and has used his invulnerability to an advantage as a stuntman.

RUNNING WONDER MAN: Simon Williams was convicted for embezzling from his failing electronics firm when recruited by the villain Baron Zemo in a plot against the Avengers. Simon was given incredible powers, then ordered to infiltrate and betray the team. Simon joined the Avengers, but chose to sacrifice himself rather than betray them. After an apparent "death" Simon returned to join first the East Coast team, and later the West Coast franchise.

Simon Williams is still plagued by self-doubt, and the guilt that he is truly responsible for the crime he was convicted for.



HAWKEYE™

Clint Francis Barton

Fighting:	GOOD
Agility:	REMARKABLE
Strength:	GOOD
Endurance:	EXCELLENT
Reason:	TYPICAL
Intuition:	GOOD
Psyche:	TYPICAL
Health:	70
Karma:	22
Resources:	TYPICAL
Popularity:	45

Known Powers:

EXTRAORDINARY VISION: Hawkeye has Remarkable vision, allowing him to see distant objects with precision.

POOR HEARING: Hawkeye has had his hearing damaged and now must wear a hearing aid.

BOW SKILL: Hawkeye has Monstrous Agility when firing a bow. His 75-lb. pull bow has a range of 7 areas. Hawkeye may fire up to three arrows in one round.

SPECIALTY ARROWS: Hawkeye's quiver contains 36 arrows, 12 of which are standard target-type (Excellent slugfest damage), 6 of which have triple-bladed razor heads (Excellent Hack 'n Slash damage), and the remaining 18 which may be attached to specialty arrowheads. Below are listed some typical specialty heads:

- Explosive - Amazing Grenade damage
- Tear Gas - Excellent Potency in a single area
- Electric - Amazing Electrical damage to target
- Smoke - Covers one area.
- Thermal - Inflicts Remarkable Heat damage to one target.
- Suction Cup - Remarkable strength suction cup, may be attached to light rope or cable. Adheres to smooth surfaces.
- Boomerang - Returns to firer in one round. May be used with light cable to wrap around an opponent or object.
- Bola - on contact jettisons cable of Incredible Strength which will wrap about the target, securing it.
- Flare - Lights up 2 area radius with Remarkable Intensity.
- Hypersonic - Excellent intensity concussive tip, stuns for 5 rounds.
- Flame-Killer - Amazing Smothering

Talents: Hawkeye is skilled in Martial Arts and is a naturally skilled marksman with aimed and thrown weapons.

RUNNING HAWKEYE: Clint has graduated from being a loud-mouthed East Coast Avenger to being leader of the West Coast Avengers. He is very aware of his team's need to prove itself to the Avengers and others.

TIGRA™

Greer Grant Nelson

Fighting:	EXCELLENT
Agility:	INCREDIBLE
Strength:	INCREDIBLE
Endurance:	REMARKABLE
Reason:	TYPICAL
Intuition:	REMARKABLE
Psyche:	EXCELLENT
Health:	130
Karma:	56
Resources:	TYPICAL
Popularity:	50

Known Powers:

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

NIGHT VISION: Tigra can "see in the dark." Like a cat the pupils of her eyes are shaped as vertical slits and can perceive light that would escape the human eye. Where there is absolutely no light source, such as in an underground cave or a black box she would be unable to see.

CLAWS: Tigra's claws inflict Good damage on the hack 'n slash column. She may choose to use her fists as well.

EMPATHY: This power is similar to telepathy, except that only emotions are perceived, and nothing can be transmitted.

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.

RUNNING TIGRA: Greer Nelson first appeared as a crimefighter known as the Cat, using a variety of technological devices in conjunction with her own enhanced abilities. When subjected to fatal radiation, the mystical Cat People saved her life by transforming her magically into one of their race, supposedly merging her with the spirit of one of their great warriors. Since that time, Tigra has fought crime as a member of the East Coast and West Coast Avengers.

At the time of Secret Wars II, Tigra's catlike personality is starting to emerge more strongly. She will be suddenly be overtaken by a fear of water, a desire for meat, or the need for stroking and affection. At times of the Judge's chosing, ask the player to make a Psyche FEAT roll for Tigra. Failure indicates the supremacy of the "cat" personality. Use this FEAT roll to encourage role-playing (10 Karma for pulling it off) but not to harm Tigra or the other Avengers.

MOCKINGBIRD™

Barbara "Bobbi" Morse Barton

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

Health:	56
Karma:	32
Resources:	TYPICAL
Popularity:	50

Known Powers:

BODY ARMOR: Mockingbird wears a protective suit made of Kevlar and woven Beta cloth. This suit provides Remarkable protection against physical damage and Excellent protection against fire.

BATTLE STAVES: Mockingbird's chief weapon consists of two hollow steel alloy poles (Remarkable material) fitted into holsters on her forearms. She handles these poles with Remarkable Agility, and can use them in a number of ways:

- Fitted together, the battle staves form a javelin which can inflict Remarkable damage when hurled at a target within 4 areas.
- Spring mechanisms in her forearm holsters allow her to fire the staves at targets up to 3 areas away, doing Excellent damage. Her skill in firing these staves permits her to angle shots so that the staves bounce back in her general direction. She can catch them in the air on the rebound by making an Agility FEAT roll.
- Connected and telescoped to full length, the staves form a vaulting pole 8 ft. long. The pole allows Mockingbird to clear the roof of a one-story structure with little effort.

ACROBATICS: Mockingbird receives one shift to the right in her agility (to Remarkable) when Dodging.

Talents: Mockingbird has had extensive experience in the fields of biology, law enforcement, and espionage. Her Reason is Remarkable in these areas. In addition, Mockingbird has an exceptional reputation among law-enforcement agencies. Treat her popularity as Monstrous with regards to S.H.I.E.L.D., Interpol, and government security agencies.

RUNNING MOCKINGBIRD: Bobbi Morse is a former agent of S.H.I.E.L.D., who, after revealing corruption in that organization, went freelance as a costumed hero. After fighting against and alongside Hawkeye, the two married, and are the core of the West Coast Avengers.

IRON MAN™

Tony Stark

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

Health:	165
Karma:	66
Resources:	EXCELLENT
Popularity:	25

Known Powers:

All of Iron Man's powers derive from his sophisticated armor. Without this armor, Tony Stark's abilities are:

F A S E R I P
TY TY PR TY IN EX TY

BODY ARMOR: Made of Remarkable strength material backed by a force field, the armor provides Amazing protection from physical damage, Monstrous protection from most energy attacks, Amazing resistance to heat and cold, Incredible resistance to acids, and Unearthly protection from radiation and physical attack.

FORCE FIELD: Created by shunting power from other systems to the regular force field, this force field may be used safely only a single round, and raises protection from slugfest and concussive damage to Monstrous, and resistance to Energy Attacks to Unearthly. Other weapon systems may not be used when the force field is in operation.

FLIGHT: Normal flight is 10 areas/round, but the boot-jets may reach Unearthly speeds outside the atmosphere. If used as weapons, the boot jets inflict Incredible damage to targets in the same area.

REPULSORS: The main weapons systems of the suit are medium density plasma projectors which may inflict up to Amazing Damage at a range of 10 areas.

PULSE-BOLTS: An expanded version of the repulsors, the pulse-bolts may inflict up to Monstrous Damage at a range of 10 areas.

UNIBEAM: Mounted in the chest, this high-intensity lamp shines with Remarkable intensity, up to 3 areas away. The beam may be tightened to a laser, inflicting Amazing damage at a range of 3 areas.

THERMAL BEAM: Also located in the chest plate, the beam may inflict up to Incredible damage 3 areas away.

DISRUPTOR FIELD: This field may overload electrical equipment with Remarkable ability, up to 2 areas away.

ENERGY ABSORPTION: An Unearthly amount of energy may be absorbed each round, for a total of 400 points of energy, maximum, for four rounds. Storage beyond that point may overload the system (Endurance FEAT to avoid),

inflicting Good damage on the wearer. Energy may be redirected through the weapons systems, inflicting up to Monstrous damage until the stored energy is depleted.

AIR SUPPLY: Fully-functional life-support system allows work in hostile environments for an as-yet undetermined amount of time.

OVERIDE: By removing the safety interfaces on the armor, abilities may be increased. Strength or repulsor damage may be raised to Unearthly by overriding, and any other ability may be raised one rank. Each round of Override, the wearer must make a Yellow FEAT in the Feeble column, with failure indicating the armor is immobilized and must be repaired before it is used again.

DETECTION EQUIPMENT: The Iron Man armor has nightvision lenses allowing the wearer to see 3 areas in darkness. The suit has Radar/Sonar/Heat Detection up to 10 areas, Vital Sign and Exotic Energy detection to 10 miles, a scanner program keyed to specific threats functioning at the Remarkable rank, and an Energy detection device that allows Stark to "see" electrical cables 1 area away, though Remarkable material.

MULTI-BAND RADIO: Built into the helmet, this AM/FM/Shortwave/civilian/navigation radio with satellite and computer capability has a range of 200 miles.

SONIC DISTORTER: Also built into the helmet, the sonic distorter cuts out the high and low frequencies of Stark's voice, providing Amazing protection from detection by electronic voice detectors and similar devices.

ECMs: The armor has Remarkable protection from electronic detection, including radar, and Unearthly protection from signals intended to override suit operations. An implanted holographic projector allows the suit to blend into the background. While not invisible, the suit in this state has Remarkable protection from visible sightings. This may be reduced by complex backgrounds, and is negated by use of the weapon systems.

EYE PROTECTION: Polarized eye shields will drop into place to protect Stark's vision if exposed to bright lights or radiation. The sudden polarization causes 1 round of blindness as the shields adjust.

RUNNING IRON MAN: Tony Stark, after a long battle with alcoholism, has returned to his role as Iron Man in a silver and crimson suit of redesigned armor. Confident that the worst is behind him, Stark is again a hero.



Heroes: Power Pack™

The children of James and Margaret Power were given great power by a dying alien to protect their world. They have since been joined by Franklin Richards, son of Reed and Sue Richards of the Fantastic Four. The group uses New York City as a base.

GEE™

Alex Power

Fighting	TYPICAL
Agility:	GOOD
Strength:	TYPICAL
Endurance:	AMAZING
Reason:	GOOD
Intuition:	TYPICAL
Psyche:	TYPICAL
Health:	72
Karma	22
Resources:	FEEBLE
Popularity:	0

Known Powers:

GRAVITY CONTROL: Gee has the power to control gravity to a Monstrous degree. He can negate the pull of gravity, allowing him to float on air. In addition he can levitate upward or downward 2 areas per round. While he cannot fly in the proper sense, he can degravitize himself and push off of buildings, using self-styled "wings" to glide in the direction he chooses. Gee can degravitize objects when touching them.

LIGHTSPEED™

Julie Power

Fighting	TYPICAL
Agility:	EXCELLENT
Strength:	POOR
Endurance:	AMAZING
Reason:	GOOD
Intuition:	TYPICAL
Psyche:	GOOD
Health:	80
Karma	26
Resources:	FEEBLE
Popularity:	0

Known Powers:

FLIGHT: Lightspeed can fly up to 10 areas per round, maneuvering with Remarkable Agility. As she uses this power, she leaves a colorful trail of blue, yellow, and rose light behind her. She cannot hover in place, but will loop and spin to remain airborne in the same area. Lightspeed can carry up to 100 lbs. when flying.

MASS MASTER™

Jack Power

Fighting	TYPICAL
Agility:	GOOD
Strength:	POOR
Endurance:	AMAZING
Reason:	POOR
Intuition:	TYPICAL
Psyche:	GOOD
Health:	70
Karma	20
Resources:	FEEBLE
Popularity:	0

Known Powers:

MASS CONTROL: Jack has total control over the molecular cohesion of his body. By dispersing his molecules, he can become a cloudy form up to 2 areas in volume, wrapping those within it in a thick fog. This maximum dispersal allows him limited flight, up to 2 areas per round. Jack cannot attack in this form, but cannot himself be harmed by physical or energy attacks. Conversely, by pulling his molecular structure together, Jack can shrink to 6 inches in height while retaining his original mass of 30 kilograms, (66 lbs). In this condensed state he has Remarkable body armor and his Strength increases to Remarkable for damage when he uses himself as a projectile.

ENERGIZER™

Katie Power

Fighting:	POOR
Agility:	TYPICAL
Strength:	FEEBLE
Endurance:	AMAZING
Reason:	POOR
Intuition:	POOR
Psyche:	GOOD
Health:	62
Karma	18
Resources:	FEEBLE
Popularity:	0

Known Powers:

ENERGY ABSORPTION: Katie can convert matter to energy and store that energy within her body, releasing it as energy bolts. She converts matter to energy on touch, disintegrating nonliving material or inflicting Good damage to anyone holding on to her. The amount of energy Katie absorbs equals the cumulative material ranks of the disintegrated objects. When storing energy, the youngest member of Power Pack glows with a bright light that fills one area. She can store up to a Monstrous amount of energy at one time but then can store no more until she discharges some. She "leaks off" this energy naturally at about five points per round.

Each energy bolt Katie discharges inflicts Excellent damage, and drains her of that much energy. Her range is two areas.

TATTLETALE™

Franklin Benjamin Richards

Fighting:	POOR
Agility:	TYPICAL
Strength:	FEEBLE
Endurance:	TYPICAL
Reason:	TYPICAL
Intuition:	EXCELLENT
Psyche:	MONSTROUS
Health:	18
Karma	91
Resources:	NONE
Popularity:	0

Known Powers:

Franklin Richards has potentially great mental powers, restrained by mental blocks placed on his mind. The only part of his powers usable at this time are his precognitive dream powers.

PRECOGNITION: Franklin Richard's mental power manifests itself in the young boy's dreams. Before an adventure, the Judge should make a Psyche FEAT for Franklin. A White result means no noticeable dreams, a Green result means ordinary dreams (Judge may feel free to make something up), and a Yellow or Red result means that the character has peeked into the future. If the latter occurs, inform the player of a "dream" setting it up as if it were the initial encounter. Run it until the dream-Franklin must do something, then end the dream. Be free with information that would otherwise be withheld from a player, but couch it in cloudy terms. Franklin's dreams should give warnings, but not foretell the results of battles, actions, or adventures.

RUNNING POWER PACK: The original four members of Power Pack are the children of James and Margaret Power, later joined by Franklin Richards, son of Reed and Sue Richards. Alex is the oldest, the "team leader", has an interest in hard science and is just discovering girls. Julie is next in line, is an avid reader, enjoys fantasy, and acts as the "acting mother" of the team. Jack, 8 years old, is a smart-alec kid brother, tending to act before thinking. Katie is the youngest of the Power children, and throws tantrums and teases Franklin. Franklin is overjoyed to have other children to play with, feels ignored by his super-powered parents, and has a running feud going with Katie.

Heroes: Defenders™

The Defenders were formed as a "non-team" by Doctor Strange, Hulk, and Sub-Mariner, and many heroes too independent for normal teams found comradery there. The present team consists of former X-Men Angel, Beast, and Iceman, and Gargoyle, Valkyrie, and Andromeda. Their base of operations is Angel's mountaintop retreat in the Colorado Rocky Mountains.

ANGEL™

Warren Kenneth Worthington III

Fighting:	EXCELLENT
Agility:	REMARKABLE
Strength:	GOOD
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	TYPICAL
Psyche:	GOOD
Health:	90
Karma:	26
Resources:	REMARKABLE
Popularity:	12

Known Powers:

FLIGHT: Warren flies by means of two natural, feathered wings jutting from his shoulders (wingspan of 16 feet). He can fly up to 6 areas a turn, but can sprint up to 8 areas a turn. If he is flying at maximum speed, he must make an Endurance FEAT roll for every round after the second. Failure indicates that he is exhausted and must rest for 2 rounds (flying 2 areas a round maximum if not stopping completely) before continuing at normal speed. Angel can lift at least 200 lbs. in flight. Greater weights require a Strength FEAT roll. If he is attacking a non-airborne figure who is unaware of his presence, treat Angel's Intuition as Monstrous for purposes of surprise (optional rule).

RUNNING ANGEL: Warren Worthington III was, along with Scott Summers, Hank McCoy, Jean Grey, and Bobby Drake, one of the original X-Men. With the formation of the "new" X-Men, Angel left the group to form the Champions of Los Angeles, a group which later folded. Angel rejoined the X-Men briefly, then, with McCoy and Drake, joined the Defenders. Angel used his inheritance to support the groups he was a part of, and used his Rocky Mountain retreat as a base for the Defenders. With the disbanding of that group, Angel would go on to become a part of X-Factor, but that lies beyond the scope of this adventure.

Angel has attempted to lead super-powered teams in the past, with disastrous results. The Defenders were officially led by Worthington's girl friend Candy Southern.

BEAST™

Henry "Hank" McCoy

Fighting:	INCREDIBLE
Agility:	AMAZING
Strength:	REMARKABLE
Endurance:	EXCELLENT
Reason:	EXCELLENT
Intuition:	GOOD
Psyche:	EXCELLENT
Health:	140
Karma:	50
Resources:	GOOD
Popularity:	25

Known Powers:

FEET: Hank can use his feet as a second set of hands; they are capable of doing everything his hands do, giving him one column shift to the right when wrestling.

CLIMBING: Hank's Dexterity is so good that he can climb any wall that can give him purchase (such as brick or concrete, but not smooth steel or glass). In addition, he can fall up to 3 stories (30 feet) without damage, provided he lands on his feet (Agility FEAT roll required). He can prevent damage from a long fall by grabbing and swinging off lampposts, flagpoles, signs, etc., as long as he does not fall more than 30 feet between each object, and keeps making successful Agility FEAT rolls.

SPEED: Hank can move up to 4 areas per round when sprinting on all fours. He must make a successful Endurance FEAT roll (modified down one column to the left for every round of continuous sprinting). Failure indicates he must take one column shift left in ALL actions until he rests for 4 rounds.

Talents: Hank has Remarkable Reason in all matters pertaining to biochemistry, genetics, and electronics.

RUNNING BEAST: Hank McCoy was an original X-Man who left the group, first to join the Avengers, then to help form the "New" Defenders. Following the events in Secret Wars II, Beast will become part of X-Factor.

An accomplished geneticist, McCoy's experiments on his own mutant physiology have resulted in his present blue-furred form. His previous bookish nature (and glasses) disappeared, to be replaced by a more self-sure, energetic individual. Beast is in constant motion, and is as comfortable hanging from the ceiling by his claws as he is sitting at a table.



ICEMAN™

Robert "Bobby" Drake

Fighting:	GOOD
Agility:	GOOD
Strength:	TYPICAL
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	POOR
Psyche:	TYPICAL
Health:	56
Karma:	30
Resources:	TYPICAL
Popularity:	3

Known Powers:

ICE GENERATION: Iceman can create superhard ice of Remarkable Strength. He can create weapons, shields, and semi-permanent structures of this strength by drawing ambient moisture out of the air. He can also extend ice under others, causing them to slip unless they make an Agility FEAT roll (or have some applicable wall-crawling or adhesion ability). In normal temperatures, Bobby's ice-constructs have a base lifespan of 5 rounds, plus a variable addition of 1-10 rounds. The base figure increases to 10 rounds in cold regions and decreases to 1 round in hot regions, such as under the desert sun. Bobby can generate ice in any region that has some ambient water vapor. This means he can use his powers anywhere on Earth, but he would be severely limited in outer space. Bobby can also use this power to pull water away from a source, to "dry it up," to some degree.

BODY ARMOR: By "icing up," Bobby can give himself Remarkable body armor. However, due to the rigid nature of the ice, he squeaks when he walks. This ruins any chance for surprise unless he makes a Psyche FEAT roll to control this action. Bobby has Unearthly resistance to cold, but takes damage from heat and flames as if the attack were one rank higher (though his body armor still offers protection).

MOVEMENT: By creating a toppling ramp of ice and gliding along it, Bobby can move up to 4 areas per round for an indefinite period. He can only climb a single story with his ramp in a single round, but can descend from any height to ground level.

RUNNING ICEMAN: Bobby Drake was the youngest of the Mutants forming the original X-Men, and as such was the most clownish and impetuous. Iceman left the group to accompany Warren as a Champion of Los Angeles, and later as a Defender. He too will become a member of X-Factor following the disbanding of the Defenders. Bobby is out of college and still coming to terms to some degree with his mutant hero abilities.

GARGOYLE™

Isaac Christians

Fighting:	EXCELLENT
Agility:	POOR
Strength:	REMARKABLE
Endurance:	INCREDIBLE
Reason:	GOOD
Intuition:	TYPICAL
Psyche:	GOOD
Health:	94
Karma:	26
Resources:	POOR
Popularity:	4

Known Powers:

BODY ARMOR: Isaac's thick hide gives him Excellent protection from physical damage.

FLIGHT: Gargoyle flies by manipulating bio-mystical energies, letting him move 3 areas per round.

REGENERATION: The same bio-mystical force that powers his flight lets Gargoyle regenerate damage at an Amazing rate. In addition, he may regain lost body parts through regeneration, and he is immune to the effects of disease and normal aging.

BIO-MYSTICAL LIFE FORCE CONTROL: Gargoyle can manipulate the bio-mystical life force of others, allowing him to remove up to an Incredible amount of Health from a target on touch. This loss of Health lasts only 2 rounds, but if a victim's Health drops below 0 as a result of such an attack, the victim will die (with resulting Karma loss for Gargoyle). Gargoyle can control how much Health he will take from a victim, but must announce before the attack the amount of Health to be taken (e.g. a Typical attack would remove 6 points of Health).

FORCE BOLTS: Gargoyle can redirect his own bio-mystical life force into force bolts that can inflict up to Incredible damage, but as many points will be removed from his Health as were used in the bolt attack. This loss of Health lasts for 2 rounds.

ANTIMAGICAL FORCE FIELD: Isaac may manipulate his personal life force to project a force field giving him protection from magical energies and attacks at the Monstrous level at a cost of 10 Health points for each round of operation. Health lost by using the force field may only be healed in the normal manner.

RUNNING GARGOYLE: Mayor Isaac Christians was transformed by demons into his present state, but betrayed them and joined the Defenders. An old man beneath the warty hide of Gargoyle, Christians acts as a voice of experience in the group dominated by young mutants. Gargoyle apparently dies during Secret Wars II but a Gargoyle player character need not suffer the same fate.

VALKYRIE™

Brunnhilda of the Valkyrie

Fighting:	MONSTROUS
Agility:	REMARKABLE
Strength:	AMAZING
Endurance:	AMAZING
Reason:	TYPICAL
Intuition:	EXCELLENT
Psyche:	GOOD
Health:	205
Karma:	36
Resources:	TYPICAL
Popularity:	15

Known Powers:

BODY ARMOR: Like all Asgardians, Valkyrie has Good protection from all physical attacks.

DRAGONFANG: Carved from the tooth of an extra-dimensional dragon by an Oriental wizard, Valkyrie's sword Dragonfang was given to her by Doctor Strange. The blade is made of material with Unearthly strength, and when wielding it Valkyrie attacks on the Unearthly column. She can inflict Monstrous damage on the Hack & Slash column or up to Amazing damage on the Slugfest column by using the flat of the blade.

IRON SPEAR: Valkyrie also wields an iron spear which can inflict Amazing Hack & Slash damage and can be thrown up to 10 areas for Incredible damage.

ARAGORN: Formerly the mount of the Black Knight, this snow-white pegasus was given by the Knight to Valkyrie and is faithful to his mistress. Aragorn can run at 5 areas per round, fly at 10 areas per round, and has the following abilities:

F	A	S	E	Health
GD	EX	RM	IN	100

Talents: Valkyrie is skilled at martial arts, and with sharp weapons (swords) and thrown weapons.

RUNNING VALKYRIE: Brunnhilda is one of the Valkyrior, the chosers of the slain entrusted by Odin to escort brave warriors to Valhalla. Upon leaving that position Valkyrie was trapped by the Enchantress, and her body switched with that of an Earth woman. Regaining her rightful body, Valkyrie has begun to act as a true goddess: haughty, proud, and cold to those she fights beside. She counts the Defenders among her friends, but they are mortal and will pass from this Earth. While Valkyrie is apparently slain in the course of Secret Wars II, it is not necessarily the case that a Valkyrie Player-character will suffer the same fate.

ANDROMEDA™

Fighting:	INCREDIBLE
Agility:	REMARKABLE
Strength:	INCREDIBLE
Endurance:	REMARKABLE
Reason:	EXCELLENT
Intuition:	REMARKABLE
Psyche:	GOOD
Health:	140
Karma:	60
Resources:	GOOD
Popularity:	0

Known Powers:

WATER BREATHING: As a member of the race of Homo Mermanus, Andromeda can breath underwater without penalty. However, without special aid she will die if in open air, "drowning" in 10 minutes. To counteract this, Andromeda uses a serum that allows her people to survive up to 12 hours out of water, and in addition provides the skin color of a surface-dweller. It is presumed she has a method of generating this serum in her ship.

BODY ARMOR: As an Atlantean, Andromeda has a tougher skin to allow her to survive in great depths. She has Poor Body Armor from physical attacks.

SWIMMING: Andromeda can move 6 areas per round while swimming.

WARSHIP: Andromeda has in her possession an Atlantean warship with numerous abilities, not all of which are currently known. It may move underwater at Remarkable speed, and fly at Incredible speed. In addition it has onboard computers capable of duplicating common items (such as the serum and credit cards), and is protected by at least a pair of Incredible Strength Atlantean laser cannons.

TRIDENT: Andromeda can use many weapons, but prefers the Atlantean trident. She may hurl the trident up to 5 areas, for Good Hack 'n Slash damage, or wield it in Slugfest for similar damage. She may also use it in combat as a blunt instrument, inflicting up to Excellent damage with it.

Talents: Andromeda is skilled in the Atlantean equivalents of Martial Arts.

RUNNING ANDROMEDA: Andromeda was the last member of the Defenders to officially join before the final dissolution of that group. She claims to be a native of Atlantis who left because the male-dominated military had no place for a capable woman. She sought out the Defenders and joined them. While Andromeda perished in the course of Secret Wars II, this same fate should not necessarily befall Andromeda player-characters.

Heroes and Others:

The following heroes and beings of power have at one time or another served on the side of good and a some have previously belonged to groups mentioned earlier. The majority are loners, however, dealing with crime and other difficulties on their own. All are potentially mobile, and can be involved with any of the encounters found in the Adventure Book.

THE THING™

Benjamin "Ben" J. Grimm

Fighting:	INCREDIBLE
Agility:	GOOD
Strength:	MONSTROUS
Endurance:	MONSTROUS
Reason:	GOOD
Intuition:	GOOD
Psyche:	REMARKABLE
Health:	200
Karma:	50
Resources:	REMARKABLE
Popularity:	80

Known Powers:

BODY ARMOR: The Thing's orange, rocky hide serves as Incredible body armor.

Talents: Ben can fly any airplane or spacecraft of terrestrial design. He can deduce the workings of any alien craft with a Green Reason FEAT roll. His Reason is Incredible when applied to flying vessels.

RUNNING THING: Ben Grimm flew the craft that gave him, Reed, Sue, and Johnny their fantastic powers. In the first Secret Wars, the Thing remained on the Battleplanet, since there he could transform himself to Ben Grimm and back. Further adventures on that planet forced him to reject that ability, and upon returning to Earth he discovered that a) it was a mental block that prevented him from doing it before, b) he was now the Thing forever, and c) his long-time girlfriend Alicia Masters was dating his long-time partner Johnny Storm. Ben left the Fantastic Four and has since been travelling the country, getting involved with a super-powered wrestling organization. He bears a deep grudge against the Beyonder, as it was the Beyonder's meddling in his life that brought him to this point.



THOR™

Thor of Asgard

Fighting:	UNEARTHLY
Agility:	EXCELLENT
Strength:	UNEARTHLY
Endurance:	UNEARTHLY
Reason:	TYPICAL
Intuition:	EXCELLENT
Psyche:	AMAZING
Health:	320
Karma:	76
Resources:	EXCELLENT
Popularity:	100

Known Powers:

DENSE FLESH: Thor has Excellent protection from physical attacks.

MJOLNIR: Thor's magical hammer, Mjolnir, is made from mystical Uru metal, a Class 1000 material. Thor's Fighting is Shift X using it. The hammer has the following enchantments:

- Return: The hammer always returns to the thrower's hand and is caught in the same round it was thrown. Thor can throw it up to 10 areas.
- Worthiness: Other than Thor, only those who are worthy (good, honorable, brave, etc.) may lift Mjolnir. If Thor himself becomes a villain or coward, he cannot lift the hammer again until he proves himself worthy again. Even a worthy character must have at least 1000 Karma and Remarkable Strength to lift the hammer. A non-living force may lift the hammer if it has at least Remarkable Strength.
- Weather Control: The wielder of Mjolnir has Unearthly control of weather. He can call or dispel storms. He can call down lightning bolts for Monstrous damage, and may cause lightning to issue directly from the hammer.
- Dimensional Travel: By spinning the hammer just right, the user can cross into other dimensions such as Asgard, Olympus, Limbo, and numerous pocket dimensions.
- Flight: Thor may throw Mjolnir, grab its thong, and be pulled into the air, flying with Amazing speed. Thor can mentally control his flight path. The only limit to how much weight the hammer can lift is Thor's Strength.
- Shield: By spinning his hammer swiftly, Thor can deflect missiles and energy beams of Remarkable strength or less.

Talents: Thor receives a column shift to the right when using a sword.

RUNNING THOR: The son of Odin, ruler of Asgard, Thor is torn between his duties on Earth and in his father's realm. He will not shirk from his responsibilities to either, but is unaware of Beyonder's plans for Kurse.

BETA RAY BILL™

(English Translation of Name)

Fighting:	UNEARTHLY
Agility:	REMARKABLE
Strength:	UNEARTHLY
Endurance:	UNEARTHLY
Reason:	REMARKABLE
Intuition:	EXCELLENT
Psyche:	AMAZING
Health:	330
Karma:	100
Resources:	GOOD
Popularity:	30

Known Powers:

BODY ARMOR: Bill's bio-engineered body provides him with Excellent body armor.

STORM BREAKER: Bill's hammer, crafted by Odin and the dwarves of Nidavellir has many abilities similar to Mjolnir, and is made of Uru metal. The hammer has the following enchantments:

- Returning: As Mjolnir
- Weather control: As Mjolnir
- Dimensional Travel: As Mjolnir, with the added ability (available to Mjolnir as well) to span great distances of space. Bill does this with Unearthly ability.
- Flight: As Mjolnir
- Shield: As Mjolnir
- Alter Ego—Bill's inhuman visage is the result of biogenetic changes made upon him by his race's scientists. Odin has passed on an enchantment from Thor's hammer that allows Bill to regain his original humanoid form. In this orange, noseless form he has the following abilities:

F	A	S	E	R	I	P
EX	EX	EX	EX	RM	EX	AM
Health = 80				Karma = 100		

SCUTTLEBUTT: Scuttlebutt is Bill's sentient starship and long-time companion. This huge warship may move at Class 1000 speed through space and is armed with numerous Unearthly-class blasters. Scuttlebutt has Incredible Reason, Incredible armor, and is self-repairing.

SENSOR IMPLANT: Grafted into Bill's Body, this implant allows him to discover the location of his space fleet across great interstellar distances.

RUNNING BETA RAY BILL: Bioengineered by his people to serve as a champion for their race, Beta Ray Bill met and defeated Thor, earning the right to bear Mjolnir. Odin rewarded Bill's true spirit, making him Storm Breaker. Bill is dedicated to protecting his race, as is his sentient spaceship Scuttlebutt, but at the time of Secret Wars II, is on Earth. Like Thor, Bill will fight to right any wrong.

DAZZLER™

Alison Blaire

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

Health:	36
Karma:	16
Resources:	POOR
Popularity:	0

Known Powers:

SOUND/LIGHT CONVERSION: Alison has the ability to convert sound waves into coherent light. She can create several effects with this light:

- Laser with a range of 2 areas.
- "Dazzling," creating confusion and/or blindness (giving victims four column shifts down to hit) in those victims who fail to make an Endurance FEAT roll. Range: 2 areas.
- Calming or hypnotizing targets, effective within a range of 1 area.

The damage of the laser and the intensity of the "dazzle" and hypnotic abilities is determined by the amount of ambient sound energy available. In complete silence, no energy is available. In normal-sound areas Dazzler can summon up effects and damage of up to Excellent effectiveness. Even higher ranks can be attained in noisier environments. Use the following as a guide:

Radio, crowded room:	Remarkable
Streets, loud music:	Incredible
Explosions, subways:	Amazing
Jet engines, rockets:	Monstrous
Many Jet Engines:	Unearthly

For each round of Monstrous or Unearthly damage Alison causes, she must make an Endurance FEAT roll to continue damage at the same level in the next round. Failure means that her damage potential shifts down one rank for the next 1-10 rounds.

Talents: Alison is an accomplished and talented singer of Incredible ability. She has also in the past used roller skates in her act and in battle, and can skate up to 3 areas per round.

RUNNING DAZZLER: Alison Blaire is a mutant who destroyed her promising career by demonstrating her powers, triggering a wave of anti-mutant hysteria. Since that time she has trained with the X-Men to improve her abilities, and is trying to make a come back.

In Secret Wars II, Alison may be "targetted" by the Beyonder for his affections as described in Chapter 10 "All you need is Love."

POWER MAN™

Luke Cage

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

Health:	130
Karma:	36
Resources:	TYPICAL
Popularity:	20

Known Powers:

BODY ARMOR: Luke Cage's thick hide provides him with Incredible body armor.

Talents: Luke has picked up Martial Arts abilities from his partner, and in addition has a Reason of Excellent in matters that deal with urban settings and street crime.

RUNNING LUKE CAGE: Sent to prison for a crime he did not commit, Luke gained his powers in an experiment-gone-wild. Finally clearing his name, Luke has teamed up with Danny Rand to form Heroes for Hire, a profit-based hero enterprise. Luke has a very hard-line, city-smart point of view of the world, and will, unfortunately, not hesitate to share it. He is also as fast with his temper as he is with his mouth.



IRON FIST™

Daniel "Danny" Rand

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

Health:	100
Karma:	100
Resources:	TYPICAL
Popularity:	20

Known Powers:

CHI: Danny Rand can channel his psychic energy into either his Fighting, Agility, Strength, or Endurance to raise that ability by one rank. The use of chi requires a Psyche FEAT roll and 1 round of concentration to complete. The effect lasts for 10 rounds. The increased ability does not add to Danny's Health, and in fact the use of chi causes a temporary loss of 25 health points from exhaustion at the end of the 10 rounds. Should Health drop below 0, Rand merely loses consciousness. He cannot die from exhaustion.

IRON FIST: Once per day, Rand can channel his chi into a single blow of Incredible power. As before, he must spend one round concentrating to deliver this blow and will suffer the same resultant Health loss. He must use the Iron Fist within 3 rounds of summoning it or lose an additional 25 Health points when it expires. To determine the damage done by the punch, make a Psyche FEAT roll. A White or Green result indicates Incredible damage, Yellow indicates Amazing damage and Red, Monstrous damage. If the result is Yellow or Red, 50 Health points are lost after the fist is used, and in the case of a Red result, Danny will go unconscious 1-10 rounds as well. This punch cannot be pulled.

Talents: Danny Rand has, obviously, Martial Arts ability, and in addition has a Reason of Excellent involving legends and the Orient.

RUNNING IRON FIST: Danny Rand was taught his abilities by the inhabitants of the lost city of K'un-Lun, and gained his "Iron Fist" when he defeated the great dragon, Shau-Lao the Undying. Returning to the normal world upon becoming an adult, Rand teamed up with ex-convict Luke Cage to form Heroes for Hire, a profit-based hero organization. Spending his youth removed from the day-to-day dealings of the outside world, Rand tends to be more philosophical and thoughtful than his partner, but each will go to great lengths to aid the other.

SPIDER-MAN™

Peter Parker

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

Health:	160
Karma:	110
Resources:	POOR
Popularity:	40

Known Powers:

WALL CRAWLING: Spider-Man sticks to all normal surfaces automatically, and can walk on walls and ceilings with Amazing ability at normal speed.

SPIDER SENSE: Parker's spider-sense warns him of potential danger. If placed in immediate danger, a successful Intuition FEAT roll will allow him to react in time to save himself (dodging a bullet, for example). Failing the FEAT roll indicates that he did not react in time to avoid the danger. No Karma may be added to these rolls. Potentially dangerous persons and situations also cause his spider-sense to react. Potential dangers are estimated in damage. An Unearthly danger will spark more of a reaction than a merely Good danger. The spider-sense is omni-directional and does not require any conscious will to operate. If deprived of his spider-sense, Spider-Man's Intuition drops to Good and his Agility to Incredible.

WEB-SHOOTERS: Spider-Man carries a web-shooter on each wrist, each firing Monstrous-strength webbing up to two areas away. The webbing has Incredible material Strength in the round it is fired, and hardens to Monstrous strength the round following. Spider-Man uses this webbing to restrain foes, to make swing-lines (moving up to 3 areas per round in city areas), as missiles inflicting up to Excellent damage, and as Monstrous strength shields. The adhesive webbing lasts for an hour, then dissolves.

SPIDER TRACERS: Parker owns several small, spider-shaped homing devices, each cued in on a frequency detectable by his spider-sense. The range of the signal is about one mile.

RUNNING SPIDER-MAN: Granted fantastic powers by the bite of radioactive spider, Peter Parker has learned great power comes with great responsibility, and uses his abilities to fight crime. A survivor of the original Secret Wars, the Spider-Man knows what the Beyonder can do and fears his power.

CLOAK™

Tyrone Johnson

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

Health:	76
Karma:	36
Resources:	FEEBLE
Popularity:	3

Known Powers:

DARK DIMENSION: Cloak's body serves as an opening into a dimension of darkness, an extra-dimensional space that may or may not be related to the Darkforce. The darkness serves as Amazing body armor and, in addition, lowers all battle effects against him by one color rank. Cloak may enfold other characters by making a successful wrestling attack. Those trapped within the cloak are subject to the malevolence of the Cloak's darkness, which preys on the deepest fears and secrets of those caught. All those within Cloak's dimension that are not protected by light similar to that generated by Dagger lose one Endurance rank and 5 Health points each round. When Endurance reaches 0, the character is unconscious. When Health reaches 0, the character is dead. The darkness feeds on the "living light" of its victims. Cloak can add the Health points lost by his victims to his own Health point total, to a maximum of 76 Health points. In order to return someone he has swallowed he must make a Yellow Psyche FEAT roll.

DARKNESS GENERATION: Cloak can release a portion of his darkness, covering up to 3 areas. While not as terrifying as the confines of his cloak, all those who do not have light-bearing powers shift three columns to the left when performing FEATs rolls within the darkness.

TELEPORT: Cloak may enter the dimension of darkness and move instantaneously to another area within one-half mile. He may take others with him, but those unprotected by light-bearers such as Dagger will suffer the effects of Cloak's dark dimension.

RUNNING CLOAK: Tyrone Johnson and Tandy Bowen were runaways used as guinea pigs by the mob and injected with an experimental drug. Instead of killing them, the drug transformed them into Cloak and Dagger. Cloak is deathly serious in his task as a vigilante striking against drug pushers. His internal darkness gives him a hunger, a hunger that may only be satiated by the living light of humans, or that generated by Dagger. He sees his powers as a blessing, and his hunger as its curse.

DAGGER™

Tandy Bowen

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

Health:	76
Karma:	30
Resources:	FEEBLE
Popularity:	7

Known Powers:

LIGHT GENERATION: Dagger can illuminate up to 2 areas with a glow radiating from her body. She can use this to Stun her opponents for 1 round; an Endurance FEAT is required of the victim to avoid this effect.

LIGHT DAGGERS: Dagger can hurl daggers of coherent light from her fingertips. These daggers inflict Excellent damage and can penetrate up to Good body armor. Anyone hit by these daggers has their system purged of all foreign substances. The affected person must make an Endurance FEAT roll; failure indicates a loss of three Endurance ranks for one day and paralysis for 1-100 rounds. If Endurance drops below Feeble, the target dies. A successful FEAT roll results in unconsciousness for 1-10 rounds. Those individuals with bodies fully adjusted to external factors such as radiation and super-soldier serums will be unaffected by this purging.

ACROBATICS: Tandy was a student of dance before her transformation and has converted her talents into a unique fighting style. Her ability to dodge is Remarkable.

RUNNING DAGGER: Tandy Bowen and Tyrone Johnson were runaways kidnapped by the mob and used as guinea pigs for an experimental drug. Instead of killing them, this drug transformed Tyrone and Tandy into Cloak and Dagger. Dagger loves the freedom and power she feels as Dagger, and has none of the dark curse that Cloak has. Yet she still longs to lead a "normal" life. Dagger's light can "feed" Cloak without harm to her, so that the two make a tight team.



DAREDEVIL™

Matthew "Matt" Michael Murdock

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

Health:	110
Karma:	91
Resources:	GOOD
Popularity:	42

Known Powers:

SENSES: Matt Murdock has been blind since he was a teenager, but his remaining four senses (hearing, taste, touch and smell) have been heightened to a Monstrous level. These senses are reduced to Incredible if Daredevil is overloaded with sensory information (for instance, in a subway or crowded room). Murdock's sense of smell allows him to track a criminal's trail up to an hour old. His touch permits him to read the raised printing of ink. His hearing can identify the heart-beat of a single man in a crowd at a range of to 5 areas. Daredevil uses this last ability as a make-shift lie detector. He detects lies with Amazing ability, barring forces such as body control, pathological lying, or a pacemaker, all of which artificially steady the heartbeat.

RADAR SENSE: In addition to his powerful senses, Daredevil also has an additional sense that operates as primitive radar. With it he can "see" three dimensional objects up to 3 areas away. This sense is not refined enough to determine details, but is sufficient to reveal would-be attackers and nearby building features. Echoes and rapidly moving objects can foul this radar sense, reducing his Intuition to Incredible. This sense is omnidirectional.

BILLY CLUB: Matt Murdock's cane can be transformed into a fighting baton of Amazing material strength, and be wielded in combat or thrown with a two column shift to the right. The lower part of the club fires a line to any adjacent area. Daredevil can use this line to swing up to three areas per turn.

Talents: Murdock is skilled in gymnastics, boxing, and martial arts, and his Agility is Amazing when dodging. He is a licensed attorney and his Reason is Excellent in matters of law.

RUNNING DAREDEVIL: Young Matt Murdock lost his sight in an atomic accident, but gained exceptional abilities to compensate for his loss. Daredevil is driven, hard-working, and uncomfortably honest. Despite this, in the past he has dealt with the Kingpin of Crime for information and help.

LILA CHENEY™

Fighting:	GOOD
Agility:	EXCELLENT
Strength:	TYPICAL
Endurance:	REMARKABLE
Reason:	EXCELLENT
Intuition:	GOOD
Psyche:	TYPICAL
Health:	66
Karma:	36
Resources:	REMARKABLE
Popularity:	55

Known Powers:

SPECIALIZED TELEPORT: Lila is an extremely powerful long-ranged teleporter with specific limitations. She may only teleport over interstellar distances, and to places that are well known to her, as is a home, or her Dyson sphere. She has homes around the globe. Such homes have been shown in London and Los Angeles. She states she has nothing closer to New York, but could be lying. When teleporting, she takes everyone in the same area, friend or foe, with her.

DYSON SPHERE: Lila's "home," located beyond the range of Earth's scanners, is a Dyson Sphere, a star totally englobed by a construct of unknown origin. The inner side of this sphere, facing the star, is covered by a huge, apparently abandoned city, which Lila uses as a home base. There are a number of high-tech devices in the dome, which Lila has discovered how to operate by trial and error.

RUNNING LILA: Not much is known of the rock star named Lila Cheney, who is also secretly a powerful mutant. She says she is a native of Earth, and was sold into interstellar slavery at an early age, but beyond that nothing is known. She sees herself as an interstellar pack rat and thief of the first order, masterminding the attempted removal of Earth and its people from our solar system. She is also an excellent singer, though her rock career seems to be just one more "kick" for her.

Lila is charmed by Sam Guthrie (Cannonball), and will use her powers to help Sam and other mutants in need of aid. If threatened, she will teleport herself and her friends to the Dyson Sphere, popping them back later to Earth once the danger has passed. Lila has a strong sense of self-preservation.

FIRELORD™

Pyreus Kril

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

Health:	325
Karma:	90
Resources:	POOR
Popularity:	0

Known Powers:

STELLAR FLAME: Firelord has Class 1000 flame generation and fire control. However, use of this power is the equivalent of a small star, so in most solar systems he restricts himself to Unearthly fire generation and control. He is capable of projecting fire, using his staff, up to line of sight range for Unearthly damage, and in addition may project light, heat, gravity, and radio waves, as does a star, at Unearthly ability rank. Firelord's flame is unaffected by water.

BODY ARMOR: Firelord has Amazing body armor against physical attacks, and may in addition superheat his body such that normal weapons and materials vaporize on contact, doing him no damage. He is immune to disease, aging, and the effects of starvation and vacuum. Kill results have no effect on Firelord, but Stuns and Slams do. Firelord cannot be slain save by massive scattering of his molecules.

FLIGHT: Firelord may fly through space at Class 1000 speeds, and enter Hyperspace at will. In a planetary atmosphere, he will only fly at Unearthly Speeds.

STAFF: Firelord chooses to wield his fire through his staff, though he is not limited to it alone. He may also use this staff (made of Class 1000 materials and resistant to his stellar flames) as a striking weapon, inflicting up to Monstrous damage with it.

RUNNING FIRELORD: Pyreus Kril is a native of Xandar, and was recruited by Galactus as his Herald following the death of Gabriel the Air-Walker. Kril served his master well, and was eventually freed of his duties.

Firelord is extremely powerful, but restrains his power to avoid taking a life or wreaking more damage than he has to. He is very loyal but also very short-tempered, and once angered, he will very often fight first and ask questions later.

TIME BOMB™

Tabitha "Boom-Boom," last name unrevealed

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

Health: 44
Karma: 22
Resources: POOR
Popularity: 0

Known Powers

ENERGY BOMBS: Tabitha has the mutant ability to generate balls of energy which are golf to beach ball sized. She may generate a single ball inflicting up to Amazing damage in one area when it explodes, and set the bomb to explode between 1 and 10 rounds from its creation. So far, she has only created one such bomb at a time, and may not be able to create more than one at a time. She may throw these bombs up to 1 area away, but more often places them on the target and lets them explode.

RUNNING TIME BOMB: Tabitha is mutant who ran away from a bad family environment after discovering her power. She was en route to upstate New York, where a secret mutant HQ is rumored to be located, when she first encountered the Beyonder, and within the course of this adventure brings in the other heroes to attack him.

Time Bomb has a problem; needing people but rejecting most advice, responsibility, and friendship. She is not above giving a departing "friend" a big hug of affection while slipping one of her Energy bombs in a back pocket, set to explode after she leaves (10 Points Karma for pulling this one off).



PUMA™

Thomas Fireheart

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

Health: 36/150
Karma: 60
Resources: INCREDIBLE
Popularity: 15

Known Powers:

TRANSFORMATION: Fireheart can transform into his Puma state and back, gaining, while Puma, the bracketed abilities listed above. This Transformation takes two rounds, and is mentally painful to Fireheart. While in Puma-State, Fireheart gains Good Body Armor against physical attack, as well as claws, allowing him to inflict Hack 'n Slash damage.

HYPER-SENSES: While Puma, Fireheart has all of his senses expanded. He may pick out a single man by scent in New York City and track him without effort thereafter. He may detect auras that contribute to super-powers, though he may not always be able to deduce what those auras do. He may hear the hearbeats of an opponent in combat. All such abilities are at the Monstrous level.

CONTACTS: Thomas Fireheart is also head of Fireheart Enterprises. With the resources of a Corporation behind him, Fireheart usually tries to acquire as much information on his foes as possible before he enters into combat.

RUNNING PUMA: Thomas Fireheart, through unknown actions, has the power to transform himself into Puma, protector of his native tribe. Fireheart has a low regard for Indian imagery and ceremony, preferring his role as the leader of a major corporation, but follows the wishes of his uncle, the Shaman of his tribe. Fireheart has in the past rented out his super-powered alter ego for special assignments. His main interest is to test his abilities against others in such contests, though he is not adverse to killing if need be. Fireheart's tribe has legends regarding the coming of "He-Who-Comes-From-Beyond," a being of great power who may destroy the world with his madness. Puma's latest task: to kill the Beyonder.

THE WATCHER™

Uatu

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

Health: 250
Karma: 300
Resources: UNEARTHLY
Popularity: 0

Known Powers:

MENTAL POWERS: The race of Watchers may scan the minds of other living creatures with Unearthly ability, preventing others from doing so while they are so involved. They may also communicate telepathically at unlimited distances.

ENERGY MANIPULATION: The race of Watchers may manipulate energy at the Class 1000 level of ability, allowing them to change their apparent form at will, teleport at will between galaxies, and, if need be, fire concussive bolts and telepathic pushes of up to Unearthly strength.

BODY ARMOR: A Watcher's physical body, such as it is, has Class 1000 protection from all attacks. It would take a dispersion of their molecules over several thousand miles to prevent a Watcher from healing over time.

RUNNING THE WATCHER RACE: The Race known as the Watchers are a powerful ancient race of aliens committed to the task of observing the unfolding history of the universe. While the Watcher known as Uatu also may peer into divergent universes, this is not known to be common among his people. As a result of a planetary tragedy early in their race's life, the race has held a code to not become involved with the races they observe. Watchers are now scattered through-out the universe watching the various races.

RUNNING UATU: Earth's Watcher is Uatu, who lives in the Blue Area of the Moon. Uatu has a great affection for Earth Humans, and has in the past bent the Watcher's Code to help the people of Earth, acting through their heroes. He preserves the letter of the law while ignoring its spirit, and has been brought up on charges on one occasion. Typical Uatu tricks include reading the mind of an important character fighting a mind-reading opponent, preventing that opponent from reading the character's mind, or "joining the party" solely as an observer, thereby adding his Karma to the Party's karma pool.

The Watchers have pledged to be more active during the length of the Beyonder's stay.

The Bad Guys

The following characters are not player characters. They are non-player characters motivated by their own desires as opposed to the desire to help others. This difference was the original measuring stick the Beyonder used to separate heroes and villains in the original Secret Wars. What follows are the Villains. Their motives may vary, but they will act for their own good over the good of others.

ARMIDILLO™

Antonio Rodriguez

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

Health:	100
Karma:	18
Resources:	TYPICAL
Popularity:	-10

Known Powers:

BODY ARMOR: Armidillo's body is covered with a thick hide and armor plates, providing Amazing protection from physical and energy attacks, and Excellent protection from heat, fire, acid and cold-based attacks.

CLAWS: Armidillo's hands and feet end in long claws capable of rending concrete. They inflict Incredible damage on the Hack & Slash column.

TUNNELING: Using his powerful claws, Armidillo can burrow through soil and rock up to 1 area per round. He may do this through matter up to Remarkable material strength without difficulty.

RUNNING ARMADILLO: Antonio Rodriguez became the Armadillo in return for the curing of his critically ill wife, Maria. Dr. Karl Malus, criminal scientist, caused Rodriguez to agree to act as a super-powered henchman. While having a criminal record, Rodriguez feels badly about his actions, and does not wish to hurt or battle an opponent if he can help it.



THUNDERSWORD™

Stewart Cadwell

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

Health:	140
Karma:	18
Resources:	TYPICAL
Popularity:	0

Known Powers:

BODY ARMOR: Thundersword's golden armor provides Incredible protection from all physical and energy attacks.

PROTECTED SENSES: Thundersword's visor provides protection from GOOD intensity light and reduces the intensity of light above that intensity by 1 rank.

THUNDERSWORD: The chief weapon of Thundersword is his lightning-like blade, made of Monstrous strength material and capable of inflicting up to Amazing hack and slash or slugfest damage. In his initial encounter, all of Thundersword's powers derive from this blade, and if he is deprived of it he will become Stewart Cadwell again (All Physical abilities POOR - Health = 16).

BOROMIR: Thundersword's mount Boromir is a Pegasus with the following abilities:

F	A	S	E	R	I	P
EX	EX	EX	EX	PR	PR	PR

Health = 80

Boromir's hooves may shatter up to Remarkable strength material and inflict up to Remarkable damage. He flies at 7 areas/round, and answers to the mental commands of Thundersword, appearing as commanded. Boromir radiates a golden energy shield that acts as Incredible Body Armor.

RUNNING THUNDERSWORD: Thundersword is the first of the Beyonder's experiments with desire, granting writer Stewart Cadwell his desire for power to take vengeance on what he perceives to be the evils of his life. These evils are the mass-market mentality of modern art, fast food, bad TV, and most middle-class culture. In his first encounter, Thundersword will accuse the heroes he attacks of being lackeys of the system and defending a society that allows MacBurgers to sold by the billions.

In the initial encounter, Thundersword receives all his power from his blade. If deprived of the sword he returns to normal. In all following encounters, Thundersword will not be so limited.

KURSE™

Algrim the Elf

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

Health:	325
Karma:	6
Resources:	NONE
Popularity:	0

Known Powers:

BODY ARMOR: Kurse's armor has been enhanced by the Beyonder to provide him with Unearthly protection from all forms of attack.

MENTAL PROTECTION: Kurse does not have much of a mind to speak of, being consumed by one thought. He has Monstrous protection from any and all mental attacks.

PREVIOUS MEMORY: Kurse has the opportunity to remember his past life as a Dark Elf. If placed in a non-threatening situation (such as with small children, who are reminiscent of elves), there is a chance he will not act that turn, being wrapped up in his own reverie of the past.

WEAKNESS: All creatures of Faerie are hurt by iron. Any attack with an iron weapon can stun or slam Kurse (unless it penetrates his body armor, it can do no damage).

RUNNING KURSE: Kurse is the reanimated body of Algrim the Dark Elf Warrior, who was betrayed by his master Malekith while Algrim was in combat with the Mighty Thor. The Beyonder reanimated Algrim, on the brink of death in a lava pit and gave him additional powers and one overriding desire: Destroy Thor.

Kurse sets out with one thought in what is left of his mind. Kill Thor. Kill Thor. Kill Thor. He attacks anyone who reminds him of Thor (carries a hammer, wears a cape, likes blue, red and yellow in a costume, etc...). Otherwise he creates massive havoc as he rips the town apart looking for Thor. He also attacks anyone who attacks him.



NEBULA™

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

Health: 130
Karma: 100
Reasources: MONSTROUS
Popularity: 0 (-100 in space)

Known Powers:

WRIST-BLASTERS: Nebula wears a pair of blasters on her wrists that inflict Excellent energy damage to a target within two areas. She uses these blasters for close combat as well as betrayal.

RUNNING NEBULA: Nebula is a leader of force of Space Mercenaries cutting a swath through the wreckage of the Skrull empire. With her capture of Sanctuary II, the dangerously destructive ship of Thanos, she hopes to rule the ruins of the Skrull Empire and beyond. Nebula claims to be the grand-daughter of Thanos. While this may or may not be true, she uses the claim to command the loyalty of a wide variety of space-pirates, and is as cruel as her supposed grandfather.

NEBULA'S CREW

Nebula has assembled a huge force of space brigands, pirates, and mercenaries to serve in her conquest of the universe. The following are her "inner circle."

KEHL™

Tauran Pirate

F A S E R I P
RM GD MN UN PR FB FB
Health = 215 Karma = 8

Known Powers:

BODY ARMOR: Taurans have Remarkable protection from most attack forms, and may even withstand the vacuum of space for up to 10 rounds without ill effect.

RUNNING KEHL: Kehl, like most Taurans, is very simple-minded, straightforward, and melancholic. The orange-skinned Taurans are one of the races whose home planets have been destroyed by Galactus. Taurans are found through-out the universe in various odd jobs.

LEVAN™

Sark Pirate

F A S E R I P
EX EX GD RM EX EX EX
Health = 80 Karma = 60

KNOWN POWERS: Levan has no powers, but like most space pirates, carries a blaster inflicting Good concussive damage at a range of 5 areas.

RUNNING LEVAN: Levan is Nebula's first officer, but the she-pirate recognizes the blue-skinned alien's weaknesses and dominates him totally. Once away from the influence of his master, Levan proves to be haughty, proud, and capable in combat.

GUNTAR™

Rigellian Pirate

F A S E R I P
GD GD GD GD EX EX IN
Health = 40 Karma = 80

Known Powers:

DENSITY CONTROL: Rigellians may psionically increase their density, granting them Incredible Strength and Remarkable Body Armor.

MIND CONTROL: Rigellians may control the minds of others with Remarkable Ability. (Those affected must make a Psyche FEAT roll). Gunthar, in addition, may project bolts of mental force up to 2 areas away, inflicting up to Incredible concussive damage.

RUNNING GUNTAR: Rigellian Colonizers have established peaceful empires in several galaxies. Gunthar is as humorless as the rest of his large-headed race, but has a cruel streak, impelling him to use his mental powers to push others, especially weak-willed underlings like Kehl, around.

SKUNGE™

Laxidazian Troll Pirate

F A S E R I P
GD GD TY EX GD TY PR
Health = 46 Karma = 30

Known Powers:

None, though Skunge will carry a blaster similar to Levan's at times.

RUNNING SKUNGE: The inhabitants of Laxidazia normally appear as Earth humans, and the majority follow a strict moral code. Certain Laxidazians, such as Skunge, have abandoned this code, with the result that they are transformed into small, satyr-like hedonists. These "Trolls" have been rejected by the race but often find employment in dubious endeavors.

SKRULLS™

Typical Skrull Warrior

F A S E R I P
GD TY TY TY GD TY TY
Health = 28 Karma = 22

Known Powers:

SHAPE-CHANGE: Skrulls may modify their shape and form at will, enlarging themselves up to 1 1/2 times their normal size. They may duplicate humans, humanoids, animals, and fantasy creatures, and while they gain no benefits, they may acquire teeth and claws allowing them to inflict hack and slash damage.

EQUIPMENT: Skrulls in the military who are not involved with changing their shape usually carry Laser-blasters which inflict Good concussive damage, up to 7 areas away.

RUNNING SKRULLS: Skrulls are among the most devious races in the universe, masters of deception, subterfuge, and power. On this basis, the Skrulls built a military empire that spanned the Andromeda galaxy, set up outposts in our Milky Way, fought the Kree in a long, bitter war, and attempted to invade Earth. With the destruction of the Skrull Throneworld by Galactus the empire went to pieces, with every skrull governor declaring themselves Emperor or Empress and declaring war on the others. Despite the Skrull Civil War, the aliens have a special hatred for Earthlings, especially those such as the Avengers and Fantastic Four, who stood in their path in the past.

GENERAL ZEDRAO

F A S E R I P
EX EX EX EX EX EX EX
Health = 80 Karma = 30

Known Powers:

As for Other Skrulls

RUNNING ZEDRAO: Commander of the largest remaining Skrull Fleet, Zedrao is seeking to keep the majority of the Skrull population alive in the current war. His abilities are typical for a powerful skrull in a leadership position. He apparently does not covet rulership himself, but would rather be the power behind any surviving throne, and views the current civil war as useless, with Nebula being the greater danger.



KINGPIN™

Wilson Fisk

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

Health:	100
Karma:	40
Resources:	INCREDIBLE
Popularity:	31

Known Powers:

BODY ARMOR: Fisk has Poor body armor learned from his fighting disciplines.

WALKING STICK: Kingpin's walking stick conceals a three-shot, high-energy laser. It has a range of two areas and inflicts Excellent damage. The stick also carries two doses of Amazing potency sleep gas that induces unconsciousness in a single target for 1-10 hours. The stick is made of Remarkable strength material.

STICKPIN: Kingpin also packs a dose of his sleep gas in a diamond stickpin. He only uses the stickpin gas against an opponent that he is grappling.

Talents: Kingpin is skilled both in the Martial Arts and in Sumo Wrestling. When wrestling, grappling, or escaping, Kingpin receives a shift of one column to the right. Kingpin's Reason is Remarkable in criminal activities and information available on the street.

THUGS: Kingpin rarely travels alone and although his daily fighting regimen makes him superior to most of the bodyguards in his employ, he maintains a small private army of thugs to protect his headquarters and prevent unnecessary interruptions. Kingpin always has 4-13 thugs no more than a room away.

RUNNING KINGPIN: Kingpin is the master of the largest independent criminal operation on the East Coast, and controls an operation more powerful than individual Maggia families. Fisk takes a proprietary view of the city of New York, and considers it "his" city. He acts to protect it and to protect his interests in it. Fisk will deal with heroes and other forces of good if it suits his interest, but assign a -10 Karma penalty to any hero dealing with the Kingpin. While well-known in some circles as the Kingpin, no crime committed by his operation has ever been traced to his level, and to the world at large, Fisk remains what he claims to be, a humble dealer in spices.

ROSE™

Real name unrevealed

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

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

RUNNING ROSE: Rose is typical of the underlings that Kingpin employs to run various facets of his operation. Rose is placed in charge of gambling operations and some counterfeiting, and is unusual only in that he hides his face from his underlings with a purple mask. A similar underling, a bespectacled man with similar abilities called the Arranger, is in charge of extortion and protection rackets, and acts as an information gatherer for the Kingpin. Another individual with similar abilities is Vincent "Vinnie" Corbo, typical of a small gang-boss that pays a percent of his take to the Kingpin. Others undoubtedly exist, but have not been noted as yet. Rose, Arranger, and similar lieutenants share a desire for Kingpin's power and position, and while they follow his direct orders, they always act for their own benefit. They will NOT challenge the Kingpin until they are sure they may defeat him.



KINGPIN'S ORGANIZATION

The statistics below are for various positions within Kingpin's operations and can be used for similar positions in other criminal gangs.

HENCHMEN

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

Health: 28

Henchmen are the rank and file of criminal operations and include petty thieves, gang members, numbers runners, drug dealers, and other low-level street operatives that do the Kingpin's dirty work. They have no special powers, though some may carry knives or handguns.

ENFORCERS

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

Health: 32

Not to be confused with the super-criminal organization of the same name. Enforcers are the hired muscle of the Kingpin's operation. They are the ones to enforce the Kingpin's control and are also called "soldiers." Enforcers usually carry knives, handguns, and brass knuckles (shift one column right to damage), reserving heavier weaponry for times when a gang war is under way.

HIT MEN

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

Health: 32

Hit men are specialized killers used when the need arises. They are usually from out of town but may be local talent, depending on the immediate situation. Such individuals may carry sub-machine guns and assault rifles, using them with Excellent Agility.

UNDERCOVER AGENTS

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

Health: 28

Agents marginally brighter than your standard goon are used as information gatherers, not fighters. They have Excellent Reason with regard to information and rumors on the street and are a guarantee that a costumed crime fighter's activities will be reported to their higher-ups.

MIDDLE MANAGEMENT

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

Health: 24

These are the businessmen of crime. They don't fight; they keep shop, whether it is an illegal gambling operation or a legitimate business used to launder criminal funds. If threatened, they have a tendency to fold unless support (an enforcer or agent) is close at hand.

PSYCHO-MAN™

Fighting:	POOR
Agility:	TYPICAL
Strength:	POOR
Endurance:	EXCELLENT
Reason:	AMAZING
Intuition:	EXCELLENT
Psyche:	GOOD
Health:	34
Karma:	80
Resources:	MONSTROUS
Popularity:	0

Known Powers:

BATTLESUITS: Psycho-Man has constructed a variety of battlesuits over the years, with different powers and abilities. Included here are the two versions that existed during the One from Beyond's stay on Earth:

Earth-sized Version:

F A S E
EX EX MN MN

Suit provides Amazing Body Armor. This is a human-sized suit used for Psycho-man's trip to New York.

Giant-Sized Version:

F A S E
AM EX UN UN

This giant suit is made of Amazing strength material, and attacks against the suit to not affect Psycho-Man directly. This version is twenty-stories tall, in effect being a giant robot controlled by Psycho-Man. It is from this portable HQ (moves 5 areas/round) that Psycho-Man conducts his conquests in the Microverse.

EMOTION-CONTROL BOX: Psycho-Man's chief weapon, this portable emotion stimulator can generate one of three types of emotions in humanoid beings, all with Incredible intensity. Those affected by the beam must make an Intuition FEAT roll or be affected by the type of emotion:

- **FEAR** - Those who are affected by the FEAR ray are paralyzed with fear, or immediately flee the scene.
- **DOUBT** - Those affected by the DOUBT ray may not take any action, as they would be unsure of the result.
- **HATE** - Those affected by the HATE ray will be seized by wild, irrational hate, with the strongest hate being directed towards those who affection is normally shown.

The range of the ray is two areas, and may affect multiple targets in the same area. Effects last for 1-10 game turns per blast.

RUNNING PSYCHO-MAN - Psycho-Man is seeking to expand his empire out of the Microverse and into our Earth. For shaking the effects of these Emotions as well as handling Karma awards for players, see note under Hate-Monger.

HATE-MONGER™

Construct of the Psycho-Man

Fighting:	TYPICAL
Agility:	TYPICAL
Strength:	TYPICAL
Endurance:	GOOD
Reason:	POOR
Intuition:	POOR
Psyche:	MONSTROUS
Health:	28
Karma:	83
Resources:	NOT APPLICABLE
Popularity:	SPECIAL

Known Powers:

EMOTION CONTROL: This Hate-Monger is a protoplasmic construct created by Psycho-Man through which the would-be conquerer may amplify an emotion, in this case Hate. Those within 2 areas of Hate-Monger will be gripped by a feeling of Unease and Hate for others, Hate that is often whipped into a frenzy by the Hate-Monger himself. This hate is a stronger version of the Hate generated by Psycho-Man's Control Box, and will last for 1-10 hours after it has first affected a victim. This Hate is of Amazing intensity, but, should Hate-Monger get close enough to touch a victim, it is treated at the Unearthly intensity rank.

SHAPE-CHANGING: Hate-Monger's form is maleable, and it may appear as male or female, black or white, friend or foe, whichever is best for directing or confusing its victims. If knocked to 0 Health, the Hate-Monger dissolves into mere protoplasm (no loss of Karma).

RUNNING PSYCHO-MAN AND HATE-MONGER: This Hate-monger should not be confused with a villain by that name. Hate-Monger is Psycho-Man's "front-man," setting up his victims, inciting the populace to riot, and bringing new allies into the cause of Hate. Hate-Monger will appear as a friend or ally of a lone hero in order to touch him or her, and gains the Popularity of the individual it imitates.

NOTE: Both the Hate-Ray and the effects of Hate-Monger may be negated by overloading the victim's system with true emotion, such as anger. The Hate-Ray is an artificial manipulation of emotions, and twisting existing emotions may override the Hate-Ray (Intuition FEAT to succeed).

Players under the effects of this artificial Hate/Doubt/Fear should be rewarded by the Judge for good role-playing, about 10 points per incident.

JUGGERNAUT™

Cain Marko

Fighting:	REMARKABLE
Agility:	POOR
Strength:	UNEARTHLY
Endurance:	UNEARTHLY
Reason:	TYPICAL
Intuition:	POOR
Psyche:	GOOD
Health:	234
Karma:	30
Resources:	TYPICAL
Popularity:	-30

Known Powers:

MOVEMENT: Juggernaut moves only 2 areas per round but he is literally unstoppable. Consider him a Class 1000 object for determination of material Strength. Buildings, cars, and other similar objects cannot slow him. Spider-Man's webbing, force fields, and the like will slow him to 1 area per round. Throwing him into hardening concrete 100 feet deep once kept him "on ice" for a few months.

INVULNERABILITY: Juggernaut has Class 1000 body armor, protecting him against physical damage, energy attacks, heat, cold and gases. he has no need to breath, and is not subject to any diseases. He is still vulnerable to mental, psionic and sonic attacks, but wears a helm from the mystic dimension of Cyttorak that acts as an Unearthly force field from such attacks. He has welded this helmet around his head (with Monstrous strength welds) so that it is very difficult to remove. Beneath this primary helmet is a second skullcap which protects him from mental and psionic, but not sonic attacks.

RUNNING JUGGERNAUT: Cain Marko is the half brother of Charles Xavier, who gained his mystic powers of protection from the Crimson Crystal of Cyttorak. In the time since then he has battled the X-Men, old and new, and has of late formed a partnership with Black Tom Cassidy, cousin of the Banshee. Juggernaut, as his namesake, can be mindless to the destruction he causes while on his way to his goal. Given his power, Juggernaut usually takes the direct approach. While Juggernaut can be harmed by no earthly substance, remember that the Beyonder is beyond all such rules, and could destroy, injure, or banish Marko at will.

RHINO™

Real name unrevealed

Fighting:	REMARKABLE
Agility:	EXCELLENT
Strength:	INCREDIBLE
Endurance:	AMAZING
Reason:	GOOD
Intuition:	EXCELLENT
Psyche:	POOR
Health:	140
Karma:	34
Resources:	POOR
Popularity:	-14

Known Powers:

BODY ARMOR: Rhino's suit provides Amazing protection from physical attacks and Remarkable protection from energy, heat, and acid attacks.

MOVEMENT: Due to the mutagenic changes worked on his body, Rhino can move up to 4 areas per round in a straight line. This is most useful to him while charging. Otherwise he may only move 2 area per round.

CHARGING: Rhino gains additional abilities while charging due to the modifications to his body and the surgical addition of his rhino horns. Shift Rhino's Strength, Endurance and body armor two columns to the right when he is charging. This increase of body armor (to Unearthly) applies only when Rhino is charging at full tilt (the full 4 areas per round).

RUNNING RHINO: Rhino's original powers were derived from the battlesuit he wore, but this suit was modified by the Leader, anchoring it to Rhino's mutated skin, making it a permanent part of him. Rhino has acted as a super-powered agent for hire in the past, working for the highest bidder and following orders well.

ELECTRO™

Maxwell Dillon

Fighting:	GOOD
Agility:	EXCELLENT
Strength:	EXCELLENT
Endurance:	AMAZING
Reason:	GOOD
Intuition:	EXCELLENT
Psyche:	TYPICAL
Health:	100
Karma:	36
Resources:	TYPICAL
Popularity:	-12

Known Powers:

ELECTRICAL BOLTS: Electro can fire lightning bolts from his fingertips at a range of 5 areas with Remarkable Agility. These bolts inflict up to Incredible damage to grounded targets. Targets that are not grounded (airborne or insulated by nonconductive material) suffer only Good damage. Targets Electro actually touches (wrestling hold) may take up to Monstrous damage.

RESISTANCES: Electro has Unearthly resistance to electrical damage and Excellent resistance to damage by other forms of energy.

MOVEMENT: By riding lines of electrical potential, Electro can move up to 6 areas a round. For game purposes, such lines can be considered to exist in any non-park area in the city. Electro may climb the sides of buildings in this fashion, but normally stays no more than a foot away from a power source.

ELECTRICAL OVERRIDE: Electro can use his electrical powers to override the control of equipment, including computers, alarm systems, and robots without proper shielding. He does this at an Amazing level and can either take control or inflict Amazing damage to the target. Electrically based items with an Endurance (such as robots) must make a Green Endurance FEAT roll to avoid being controlled or damaged.

RUNNING ELECTRO: Max Dillon gained his powers through a freak electrical accident, and decided to use them to enrich himself through criminal activity. He carries a long grudge, and would like nothing better than to seek vengeance on the large number of heroes who have stood in his path in the past.

VULTURE™

Adrian Toomes

Fighting:	EXCELLENT
Agility:	REMARKABLE
Strength:	EXCELLENT
Endurance:	INCREDIBLE
Reason:	REMARKABLE
Intuition:	GOOD
Psyche:	GOOD
Health:	110
Karma:	50
Resources:	TYPICAL
Popularity:	-3

Known Powers:

FLIGHT: Vulture manages silent flight by means of an electromagnetic antigravity generator, aided by his large wings. These wings are made of Incredible material. The Vulture flies up to 8 areas per round and, due to his long career and practice in the air, can be considered to have Incredible Agility for airborne maneuvers. The Vulture can charge from above gaining a two column shift to the right to hit and damage his opponents.

Talents: Adrian Toomes was a noted electronics engineer before he invented his Vulture power suit. His Reason is Incredible in matters of electronics.

RUNNING VULTURE: Toomes derives his powers from an ability-enhancing body harness attached to a large set of wings. Vulture uses the wings to engage in high-altitude crimes and to escape would-be pursuers. Though retiring on several occasions, Toomes has always returned to take up his criminal career.

ULTRON™

Fighting:	EXCELLENT
Agility:	REMARKABLE
Strength:	INCREDIBLE
Endurance:	UNEARTHLY
Reason:	INCREDIBLE
Intuition:	GOOD
Psyche:	POOR
Health:	190
Karma:	54
Resources:	REMARKABLE
Popularity:	-10

Known Powers:

BODY ARMOR: Ultron's body is made of pure adamantium, a Class 1000 Material. He cannot be affected by most physical, mental, and energy attacks. Individuals with control over molecules may affect him normally.

BLASTERS: Ultron's hands project beams of radiation, electricity or flame of up to Monstrous damage with a 4 area range.

TRACTOR BEAMS: The beams can attract objects from up to 10 areas away with Remarkable strength.

ENCEPHALO BEAM: This 1 area range beam induces sleep with Remarkable intensity. Those affected must make a successful Endurance FEAT roll.

POWER ABSORPTION: This device may drain all energy from any artificially-powered device with Unearthly intensity. Ultron cannot be overloaded with energy.

RUNNING ULTRON: Ultron was an artificial intelligence created by Henry Pym that turned against its inventor and became a power-mad monomaniac with a hatred of all organic life. Ultron has fought the Avengers on numerous occasions.



DOCTOR OCTOPUS™

Otto Octavius

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

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

Known Powers:

TENTACLES: Doctor Octopus mentally controls four metal tentacles attached to a harness about his waist. These tentacles are made of Amazing Strength steel, and each tentacle ends in three pincers made of Remarkable strength material.

A lone tentacle attacks with Remarkable Strength and inflicts Remarkable damage upon hitting. Two tentacles working together and braced by the other two wield Incredible Strength. Tentacles have a range of 1 area, and Doc Ock may attack individuals he is not adjacent to within this range without difficulty. Doc Ock may attack twice per round, attacking different targets if he so chooses. He may attack three or four targets in a single round, though this requires a successful Endurance FEAT roll. Failure cancels all attacks for that round. Multiple attacks upon the same target are resolved by a single die throw, but damage is shifted right one rank for every additional arm used.

Dr. Octopus can use his tentacles to move himself long distances (up to 4 areas per round) and may ignore structures under two stories in height. He can scale sheer surfaces at 3 stories per round, if he can find or punch handholds in the structure.

Octavius is in constant mental contact with his artificial arms, even when separated from them by great distances. He can call the harness, or even arms that have been broken off, to him. The arms do not need to be attached to answer his commands.

Talents: Octavius's Reason is Incredible in mechanics and robotics. It is Amazing in the field of radiation.

RUNNING DOCTOR OCTOPUS: Octavius gained his powers when a freak accident bonded his metal harness and arms to his body and affected his mind, turning him to crime. Doctor Octopus has battled Spider-Man on innumerable occasions, always losing to the wall-crawler. This has further unbalanced him, such that he must make a Psyche FEAT roll if confronted by Spidey, with a white result resulting in immediate catatonic state, and a Red a total berserk attack. Otherwise, Octavius is a crafty and cunning opponent.

KRAVEN™

Sergei Kravin

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

Health:	140
Karma	66
Resources:	GOOD
Popularity:	-33

Known Powers:

NERVE PUNCH: Kraven successfully applies a nerve punch any time he receives a Red result in slugfest combat. The nerve punch Stuns for 2-20 rounds. The victim must make a Yellow Endurance FEAT roll to avoid the effects of the nerve punch.

RUNNING: Kraven can run 5 areas a round for up to 6 rounds an hour. He must, however, run in a straight line for all 5 areas.

WEAPONS: In addition to his natural hunting abilities, Kraven uses weapons including darts (2 area range, Typical damage), axes (2 area range thrown, Good damage), manacles of Remarkable strength material (2 area range when thrown, a Bull's Eye result in the Shooting & Throwing column indicates two limbs have been bound together), spears (4 area range thrown, Good damage), and whips (may attack non-adjacent targets in the same area for Typical damage). Kraven sometimes coats these weapons with paralyzing drugs of up to Remarkable potency (Amazing potency if he has prepared the drug for a specific target, such as Spider-Man).

Talents: Kraven's Reason is Remarkable in chemistry. He is also a master at handling wild animals and often has one or two large cats or similar creatures in his HQ. Kraven is a master of the Martial Arts.

RUNNING KRAVEN: The world's mightiest hunter, Kraven now hunts heroes such as Tigra and Spider-Man for sport. Defeating Kraven is no certain victory, for he will return to remove the smirch on his honor. A wily, vicious fighter, Kraven is not above cheating to defeat a foe.

TITANIA™

Mary "Skeeter" MacPherran

Fighting:	AMAZING
Agility:	GOOD
Strength:	UNEARTHLY
Endurance:	MONSTROUS
Reason:	GOOD
Intuition:	GOOD
Psyche:	GOOD

Health:	235
Karma	30
Resources:	GOOD
Popularity:	10

Known Powers:

BODY ARMOR: Titania's transformed flesh serves as Monstrous body armor against physical attacks, and provides Amazing resistance to heat, flame, cold, energy attacks, and acids.

RUNNING TITANIA: "Skeeter" MacPherran was an inhabitant of the Denver suburb dragged into space by the Beyonder in the original Secret Wars, who was granted her present powers through operations conducted by Doctor Doom. Now invested with incredible power, Titania is a bully and a braggart who throws her weight around.



ABSORBING MAN™

Carl "Crusher" Creel

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

Health:	56
Karma:	14
Resources:	POOR
Popularity:	-10

Known 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." 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, holds an electrical charge, 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.

Creel can absorb the physical shape or characteristics of an object as well. 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.

WEAPON: The prison ball and chain he carries always undergoes the same transformation as Creel 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.

RUNNING ABSORBING MAN: Crusher Creel gained his powers from an enchantment cast by Loki, Thor's evil half-brother, allowing him to absorb the properties of the things he touches. In combat, Creel will seek to touch the strongest material available to give him the best chances of surviving the encounter.

BLASTAAR™

Blastaar of Baluur

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

Health:	180
Karma:	40
Resources:	EXCELLENT
Popularity:	-12

Known Powers:

ENERGY BLASTS: Blastaar can shoot Monstrous blasts of neutrons through his hands, to Excellent range (5 areas).

FLIGHT: Blastaar can fly at Remarkable speed by releasing controlled blasts of neutrons from his fingers.

BODY ARMOR: Blastaar has Remarkable body armor due to his alien physiology.

Talents: Blastaar has Excellent Reason regarding military matters.

RUNNING BLASTAAR: Blastaar is the ruler of an interplanetary empire in the Negative Zone, an anti-matter universe discovered by Reed Richards. Blastaar intends to extend his conquests to Earth, and to that end has often broken through the zone and into our dimension. Blastaar holds a great grudge against the Fantastic Four, but is positive he can defeat the protectors of this realm.



WIZARD™

Real name unrevealed

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

Health:	40
Karma:	52
Resources:	EXCELLENT
Popularity:	-10

Known Powers:

ANTI-GRAVITY DISKS: The Wizard uses anti-gravity disks of his own design as weapons. He throws them with Excellent Agility, and the disks adhere with Monstrous Strength paste (courtesy of the Trapster). Any target struck by a disk floats upward at a rate of 1 story per round, unless fastened to something solid.

FLIGHT: Wizard wears an anti-gravity disk on his costume. This allows him to fly at Typical speed.

POWER GLOVES: Wizard developed a pair of power gloves that give him these powers:

- Raise the wearer's Strength to Excellent.
- Fire Incredible electron-beam blasts with Poor range.
- Generate a Remarkable strength personal force field.

Talents: The Wizard was once a world-famous physicist, and his Reason is Amazing when dealing with sub-atomic particles and other dimensions.

RUNNING WIZARD: The Wizard is a technological genius who first battled the Human Torch, and later the FF, as an intellectual enterprise. With Trapster, Sandman, and alternately Madame Medusa, Thundra, and Electro, Wizard was the leader of the Frightful Four. Wizard prefers working from behind the scenes (or at least behind big henchmen) when fighting super-powered foes.

DOCTOR DOOM™

Victor Von Doom

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

Health:	120
Karma:	140
Resources:	AMAZING
Popularity:	40

Known Powers:

Doom's powers are derived from his nuclear-powered, computer-assisted, iron armor.

BODY ARMOR: Doom has Incredible body armor.

FORCE FIELD: The armor can project a Monstrous force field around him. The force field is effective against all physical and energy attacks, including magnetism, but excluding magical and psionic attacks.

FORCE BEAMS: Doom's gauntlets are equipped with miniature particle accelerators. These shoot beams of Amazing energy to Remarkable distance (7 areas).

FLIGHT: Doom has a jet-pack built into his armor, allowing him to fly at Excellent speed in the atmosphere.

AIR SUPPLY: The armor contains enough air for 4 hours underwater or in total vacuum.

Talents: Victor Von Doom is a scientific genius who has built innumerable super-weapons. His Reason is Monstrous when inventing things.

PSYCHIC TRANSFER: An ability taught or provided him by the Ovoid race, by which Doom may exchange his consciousness with another human's. Doom does this with Incredible ability, and the target must make a Psyche FEAT to avoid the transfer. As far as it is known, Doom has done this transfer twice.

MAGIC: Doom cannot cast spells or manipulate extra-dimensional energy as a true magician, but has an Amazing degree of Occult knowledge, and may use Magical Items. Any manipulations of the natural energies is at the Poor level.

RUNNING DOCTOR DOOM: Doctor Doom is incredibly brilliant, vain, and mad. His great desires in the world have been to destroy Reed Richards, to rescue his mother from the Netherworld, and to conquer the globe. All research he undertakes will be directed to one of these three ultimate goals.

SENTINELS™

Omega series - Hunter/Killers

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

Health:	240
Karma:	70
Resources:	NOT APPLICABLE
Popularity:	NOT APPLICABLE

Known Powers:

MUTANT DETECTION: The heart of the Sentinel is an all-band spectrum organic analyzer that detects all living things within 4 areas and determines whether those things are human or mutant. Each Sentinel carries a memory bank of all known Mutants and the best methods of dealing with them.

FLIGHT: Omega Series Sentinels fly at 10 areas/round.

ENERGY BOLTS: The Omega series have war-systems of unknown design built into their hands, capable of inflicting Amazing concussive damage up to 4 areas away.

BODY ARMOR: The Omega series' internal workings are protected by a flexible non-ferrous micro-chainmail providing Incredible protection from all attacks.

CATCH-WEB CABLES: High-strength plastic cables shoot from the Sentinels' fingers to restrain dangerous mutants. These cables are of Monstrous strength, and may be shot up to 2 areas away.

LEARNING PROGRAM: The Omegas, like their predecessors, may learn from their mistakes. After three rounds of battling an opponent, all Sentinels receive an UP ONE shift against that character in the future (this includes all characters within their memory banks). These Sentinels are aware of the powers and abilities of all Mutants in action at the time of the "death" of the original Phoenix.

BACKGROUND: The Omega series sentinels were or will be or may be constructed at the turn of the 21st Century. They are natives of the alternate time-line that is home to Rachel Summers, the New Phoenix. These Sentinels were designed to solve the mutant menace, but in the process of solving the problem took over North America. These were the model of Sentinel that killed the X-Men of that time (Storm, Wolverine, Colossus, Ariel, Franklin Richards, and Magneto). They are cruel and extremely intelligent in their task of destroying all mutantkind.



And of Course....

MOLECULE MAN™

Owen Reece

Fighting:	FEEBLE
Agility:	POOR
Strength:	POOR
Endurance:	CLASS 1000
Reason:	GOOD
Intuition:	POOR
Psyche:	CLASS 1000
Health:	1010
Karma:	1014
Resources:	UNLIMITED
Popularity:	0

Known Powers:

MOLECULAR CONTROL: Owen Reece has Class 1000 control over all molecules. He can mentally transform, rearrange, or convert molecules as he wishes, making items of Class 1000 strength or complexity. This includes materials that are normally impervious due to force fields or Class 1000 material (such as Captain America's shield or Thor's hammer). All uses of his power require a successful Psyche FEAT roll.

SEMI-OMINISCIENCE: From his control of Molecules, Owen Reece is somewhat in touch with the universe. He notices displaced molecules to detect invisible, out-of-phase, or extra-dimensional creatures, as well as molecules (and individuals) under the control of others automatically.

POWER BOOST: Given Owen Reece's ability over Molecules, he may modify the abilities of himself or others by rearranging available molecules. He may raise any of his abilities to Class 1000, or an other person's to Unearthly in this manner.

RUNNING MOLECULE MAN: Owen Reece was transformed by an industrial accident into the Molecule Man, an event which penetrated the realm of the Beyonder and first called that being's attention to this Earth. For years operating under self-imposed limitations (inability to affect living matter or mechanisms), Molecule Man was defeated by many of Earth's heroes. In Secret Wars I, Owen came to realize his true potential, and it was he who returned the contingent of villains to Earth. Fairly weak-willed, Reece has allowed himself to be dominated by others such as Doctor Doom or his present girlfriend, Volcana. His only desire in the Secret Wars II is to be left alone to live what for him would be a normal life.

VOLCANA™

Marsha Rosenberg

Fighting:	EXCELLENT
Agility:	INCREDIBLE
Strength:	EXCELLENT
Endurance:	REMARKABLE
Reason:	GOOD
Intuition:	GOOD
Psyche:	GOOD
Health:	110
Karma:	30
Resources:	GOOD
Popularity:	5

Known Powers:

FIERY BODY: When Volcana is in her plasma-based form, she has Amazing protection against hand-held or missile weapons. Weapons made of less than Amazing material will melt on contact with her causing her no damage. Anyone who touches her plasma-body suffers Amazing damage. Volcana suffers normal damage from unarmed attacks.

THERMAL ENERGY BLASTS: Volcana can shoot thermal energy blasts with Incredible agility. The blasts cause Unearthly damage, and have a range of 10 areas.

FIRE RESISTANCE: Volcana has Unearthly resistance to heat and fire.

ALTER EGO: Volcana can transform herself from plasma-state to normal, and must do so to eat or sleep. In her normal state Marsha's abilities are as follows:

F	A	S	E	R	I	P
TY	EX	TY	GD	GD	GD	GD
Health = 42				Karma = 30		

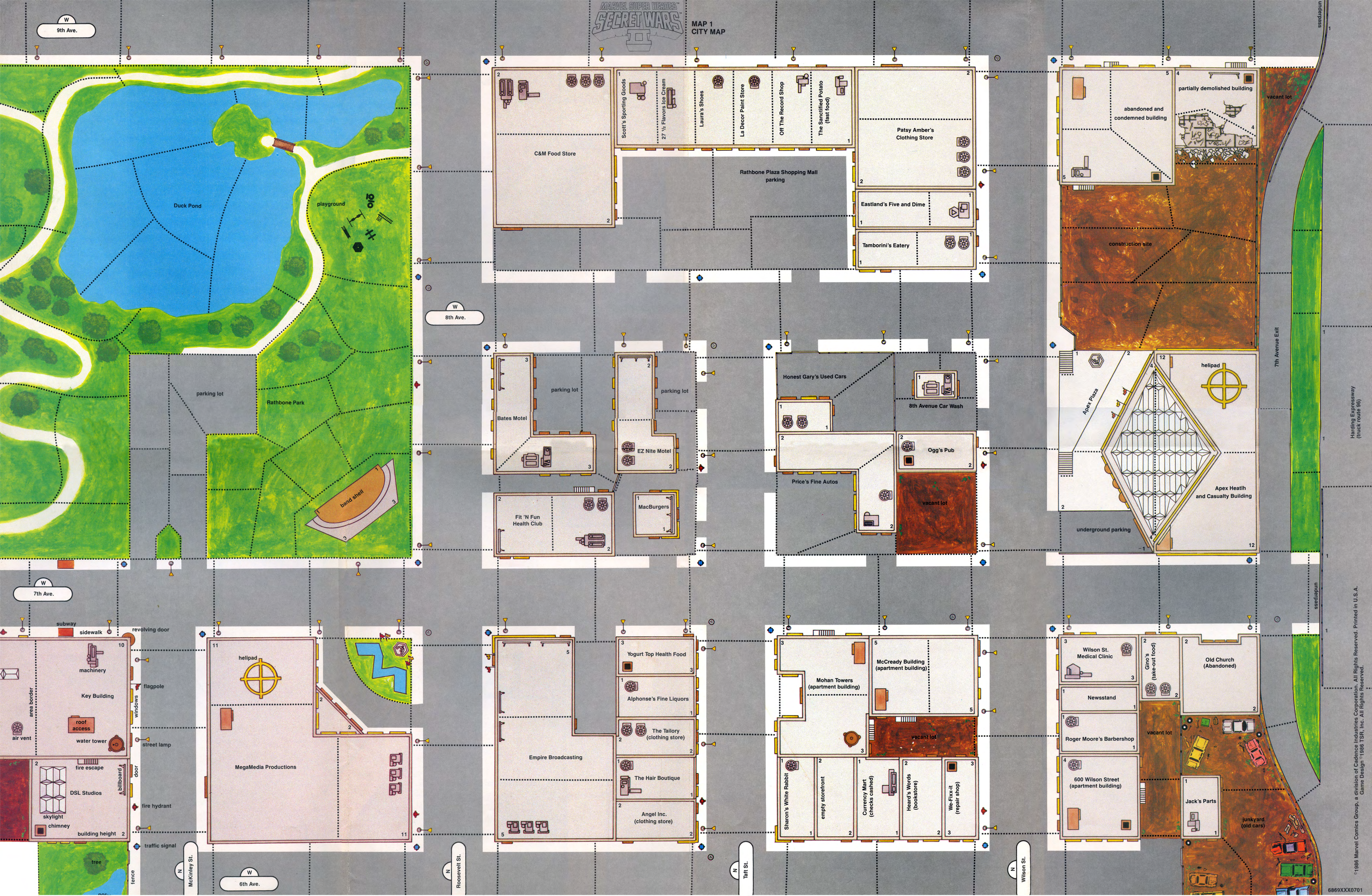
RUNNING VOLCANA: Marsha Rosenberg was one of inhabitants of Denver brought to the Secret Wars Battleplanet by the Beyonder, and was transformed by Doctor Doom into her present state. With the end of Secret Wars I Marsha returned with Owen to Denver, where the two have settled down. Volcana mothers Owen to a great degree, often too much for his own good.



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MAP 2
TYPICAL OUTDOORS



MAP 3
TYPICAL
INTERIORS

Area Marker
L

Door

Incredible Strength Wall

Area Border

Excellent Strength Wall

Elevator

Elevator

A

E

D

G

K

I

J

M

N

B

Q

R

S

T

U

V

P

W

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F

Y

X

Z

H

REFERENCE SUMMARY

On these two pages is a summary of the major participants in the Secret Wars II saga. The summary lists the seven fixed abilities, initial Health and Karma, and lists briefly the major super-powers of the individual. Detailed descriptions of these powers are in the Roster Book of this special campaign accessory.

Name	F	A	S	E	R	I	P	Health	Karma	Powers
Beyonder	Beyo	Beyo	Beyo	Beyo	Beyo	Beyo	Beyo	Unlimited	Unlimited	Unlimited
Mephisto	Mons	Mons	Mons	C1000	Mons	Mons	Unea	1225	250	Body Armor, Mystic Force Blasts, other powers
Eternity	C1000	C1000	C1000	C1000	C1000	C1000	C1000	4000	Unlimited	Unlimited
Death	C1000	C1000	C1000	C1000	C1000	C1000	C1000	4000	Unlimited	Unlimited
Cyclops	Exce	Exce	Typi	Rema	Exce	Rema	Rema	76	80	Optic Blasts
Professor X	Poor	Good	Typi	Rema	Incr	Amaz	Mons	50	165	Telepathy, Mental Bolts, Mutant Detection, Astral Form
Magneto	Good	Rema	Good	Mons	Incr	Good	Amaz	125	100	Magnetic Control, Energy Control, Force Field, Flight
Colossus	Good	Good	Mons	Amaz	Typi	Typi	Exce	145	32	Body Armor
Rogue	Good	Exce	Amaz	Good	Poor	Amaz	Poor	90	54	Power Absorption, Stolen Powers
Wolverine	Incr	Rema	Good	Rema	Typi	Mons	Incr	110	121	Rapid Healing, Adamantium Skeleton, Claws, Tracking
Nightcrawler	Exce	Amaz	Typi	Rema	Good	Exce	Exce	106	50	Teleportation, Prehensile Tail, Indigo Fur, Wall-crawling
Shadowcat	Exce	Good	Poor	Exce	Rema	Good	Typi	54	46	Phasing
Phoenix	Good	Good	Good	Incr	Good	Rema	Mons	70	90	Telekinesis, Mental Bolts, Telepathy
Sunspot	Good	Typi	Rema	Rema	Typi	Poor	Good	52	20	Enhanced Strength
Warlock	Good	Exce	Rema	Incr	Incr	Good	Good	100	60	Shapechange, Form Change, Conversion and Draining
Magma	Good	Exce	Typi	Incr	Rema	Good	Good	76	50	Control of Earth, Body Armor, Lava Bolts, Healing
Cannonball	Good	Poor	Good	Rema	Typi	Typi	Good	54	22	Flight, Force Field
Karma	Good	Typi	Typi	Good	Typi	Exce	Mons	32	111	Possession
Mirage	Good	Typi	Good	Rema	Good	Exce	Incr	56	70	Image Generation, Limited Telepathy, Valkyrie Powers
Wolfsbane	Typi	Good	Typi	Exce	Poor	Good	Good	50	24	Shapechange, Claws, Tracking
Magik	Exce	Good	Good	Incr	Good	Exce	Amaz	80	80	Magic, Soulsword, Body Armor, Teleport Disks
Cypher	Poor	Typi	Typi	Good	Rema	Good	Typi	26	46	Languages
Captain Marvel	Good	Good	Good	Rema	Typi	Good	Typi	60	22	Energy Form, Energy Blast
Captain America	Amaz	Incr	Exce	Rema	Good	Incr	Good	140	60	Shield
Black Knight	Rema	Good	Good	Good	Good	Typi	Typi	60	22	Body Armor, Ebony Sword, Teleport, Atomic Steed
Hercules	Unea	Exce	Unea	Unea	Good	Good	Rema	320	50	Body Armor, Leaping, Resistance to Fire
Starfox	Good	Exce	Incr	Incr	Exce	Typi	Rema	110	56	Flight, Body Armor, Psionic Tickle
Sub-Mariner	Incr	Rema	Mons	Incr	Typi	Rema	Incr	185	76	Body Armor, Movement
Wasp	Good	Exce	Typi	Good	Exce	Exce	Good	46	50	Shrinking, Flight, Wasp Sting, Insect Communication
She-Hulk	Rema	Exce	Mons	Amaz	Typi	Good	Exce	175	36	Body Armor, Leaping
Mister Fantastic	Good	Typi	Typi	Exce	Amaz	Exce	Rema	42	100	Elastic Body, Body Armor
Invisible Woman	Good	Good	Typi	Exce	Good	Exce	Good	46	40	Invisibility, Force Field, Flight
Human Torch	Good	Exce	Good	Exce	Good	Good	Typi	60	26	Fire Control, Flight, Body Armor, Nova Blast
Wonder Man	Good	Rema	Unea	Mons	Typi	Typi	Typi	215	18	Body Armor, Environmental Independence, Flight
Hawkeye	Good	Rema	Good	Exce	Typi	Good	Typi	70	22	Extraordinary Vision, Bow Skill, Specialty Arrows
Tigra	Exce	Incr	Incr	Rema	Typi	Rema	Exce	130	56	Extraordinary Senses, Night Vision, Claws, Empathy, Running Speed
Mockingbird	Exce	Exce	Typi	Good	Exce	Typi	Typi	56	32	Body Armor, Battle Staves
Iron Man	Exce	Rema	Incr	Mons	Incr	Exce	Typi	165	66	Body Armor, Force Field, Flight, Repulsors, Pulse-beams, Unibeam Thermal Beam, other powers
Gee	Typi	Good	Typi	Amaz	Good	Typi	Typi	72	22	Gravity Control
Lightspeed	Typi	Exce	Poor	Amaz	Good	Typi	Good	80	26	Flight
Mass Master	Typi	Good	Poor	Amaz	Poor	Typi	Good	70	20	Mass Control
Energizer	Poor	Typi	Feeb	Amaz	Poor	Poor	Good	62	18	Energy Absorption
Tattletale	Poor	Typi	Feeb	Typi	Typi	Exce	Mons	18	91	Precognition
Angel	Exce	Rema	Good	Rema	Good	Typi	Good	90	26	Flight
Beast	Incr	Amaz	Rema	Exce	Exce	Good	Exce	140	50	Feet, Climbing, Speed
Iceman	Good	Good	Typi	Rema	Good	Poor	Typi	56	30	Ice Generation, Body Armor, Movement
Gargoyle	Exce	Poor	Rema	Incr	Good	Typi	Good	94	26	Body Armor, Flight, Regeneration, Life-Force Control, Force Bolts, Force Field
Valkyrie	Mons	Rema	Amaz	Amaz	Typi	Exce	Good	205	36	Body Armor, Dragonfang, Spear, Aragorn
Andromeda	Incr	Rema	Incr	Rema	Exce	Rema	Good	140	60	Water Breathing, Body Armor, Swimming, Warship, Trident
Thing	Incr	Good	Mons	Mons	Good	Good	Rema	200	50	Body Armor
Thor	Unea	Exce	Unea	Unea	Typi	Exce	Amaz	320	76	Body Armor, Mjolnir
Beta Ray Bill	Unea	Rema	Unea	Unea	Rema	Exce	Amaz	330	100	Body Armor, Storm Breaker, Skuttlebutt, Sensors
Dazzler	Good	Good	Typi	Good	Poor	Typi	Typi	36	16	Sound/Light Conversion
Power Man	Rema	Good	Incr	Amaz	Good	Exce	Typi	130	36	Body Armor
Iron Fist	Incr	Rema	Good	Exce	Good	Incr	Amaz	100	100	Chi, Iron Fist
Spider-Man	Rema	Amaz	Incr	Incr	Exce	Amaz	Incr	160	110	Wall-crawling, Spider Sense, Web Shooters, Spider Tracers
Cloak	Typi	Good	Exce	Incr	Typi	Exce	Good	76	36	Dark Dimension, Darkness Generation, Teleport
Dagger	Exce	Exce	Typi	Rema	Good	Good	Good	76	30	Light Generation, Light Daggers
Daredevil	Incr	Incr	Good	Exce	Typi	Mons	Good	110	91	Senses, Radar Sense, Billy Club
Lila Cheney	Good	Exce	Typi	Rema	Exce	Good	Typi	66	36	Teleport, Dyson Sphere
Firelord	Mons	Unea	Amaz	Unea	Rema	Amaz	Rema	325	90	Stellar Flame, Body Armor, Flight, Staff
Time Bomb	Poor	Typi	Poor	Rema	Poor	Typi	Typi	44	22	Energy Bombs
Puma	Rema	Amaz	Rema	Incr	Exce	Mons	Rema	150	60	Transformation, Hyper-senses
Watcher	Amaz	Amaz	Amaz	Unea	Unea	Unea	Unea	250	300	Mental Powers, Energy Manipulation, Body Armor
Molecule Man	Feeb	Poor	Poor	C1000	Good	Poor	C1000	1010	1014	Molecular Control, Semi-Omniscience, Power Boost



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