

MHSP-4

MARVEL SUPER HEROES™

SECRET WARS



K'UN-LUN COMPENDIUM

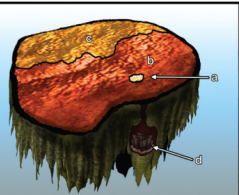
MARVEL SUPERHEROES™

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SECRET WARS



BATTLEWORLD



20. MANHATTAN

- a. ATTILAN
- b. MANHATTAN - EARTH-616
(Marvel Universe)
- c. MANHATTAN - EARTH-1610
(Ultimate Universe)
- d. MONSTER METROPOLIS
(Below MANHATTAN - EARTH 616)

MARVEL SUPERHEROES™

SECRET WARS

K'UN-LUN COMPENDIUM

AN UNOFFICIAL GAME ACCESSORY

By Christopher P. Tyner



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This publication is a fan-made accessory for the out of print Marvel Superheroes Role Playing Game.
This publication is not for sale and is for entertainment purposes only. Artwork has been pulled from
MARVEL publications and from internet sources.

A NOTE FROM THE ADAPTOR

Greetings, True Believer!

Welcome to the Marvel Super Heroes Role Playing-Game fan created Secret Wars Compendiums!

The Adaptor has volunteered to compile as much information as he can to build the world known as Battleworld together for your gaming pleasure. Compendiums will be released at the Adaptor's leisure, as he is a father, theatrical director, and has a day job to boot.

Each volume of Marvel Super Heroes Secret Wars Compendiums have been compiled by pulling directly from the individual comic book series in the 2015 Secret Wars titles and the online marvel.wikia.com. Most of the character history descriptions come directly from marvel.wikia.com. Power sets are based, when available, off of the original MSH RPG by TSR from the Gamer's Handbook of the Marvel Universe. Many of these have been tweaked however to reflect either modern interpretations or versions based off of the characters depicted in the individual Secret Wars titles. The Adaptor reserves the right to a little creative licence to fill in some of the blanks on both powers and histories when needed.

All descriptions in each of the compendiums are written in past tense, describing the action as though the stories in each of the Battleworld Domains have reached their completion.

It is the intention of the Adaptor that these compendiums be used to tell one-shot stories or ongoing campaigns that can be set before, during or after any of the events depicted in the description of each Domain or in the histories of any of the characters defined within the pages of each compendium.

The Adaptor has made an effort to include as many key players in each domain as detailed as possible and

secondary characters will be fleshed out in lesser detail.

Occasionally, when characters are identical versions to those depicted in the 616 Universe, the Adaptor reserves the right to make a list of these characters that are available in the Official Gamer's Handbook of the Marvel Universe that can be easily found at classicmarvelforever.com.

A LITTLE BACKGROUND ON SECRET WARS AND BATTLEWORLD:

Battleworld appeared in the 2015 Secret Wars storyline, after numerous "incursions" destroyed the Multiverse. The remains of several realities were all merged to form a new Battleworld. All of these realities are known as Domains and most have the ability to interact with each other. The Deadlands (which contains the Marvel Zombies), Perfection (which contains the Ultron Sentinels), and New Xandar (which contains the Annihilation Wave) are separated from the rest by a Great Wall known as "The Shield" because each of these Domains contain threats that if loosed would destroy the other Domains.

Battleworld was created by its ruler Doctor Doom (who is worshiped as its deity God, "Emperor Doom") after he and Doctor Strange went to the Beyonders to stop an incursion of their reality. Doctor Doom presumably kills the Beyonders by using thousands of Molecule Men, allowing Doom to take the Beyonders' power as his own, ultimately incorporating the remnants of all realities destroyed by the incursions, or more precisely, their incursions points, to create his own image of Battleworld with Strange unable to do anything else but to follow his words.

Each of Battleworld's Domains is ruled by an appointed "Baron" or

"Baroness". The borders of each Battleworld Domain are clearly defined and travel between different domains is discouraged, as it requires special dispensation from the local Baron or from Doom himself.

Battleworld is overseen by the Thor Corps who serve as Battleworld's police force and answer to God Emperor Doom, himself.

Battleworld is orbited by a small Sun, in fact the Human Torch, consigned to the role for acting against Doctor Doom, and Knowhere, that acts as Battleworld's moon. Besides the Sun, Knowhere and Battleworld itself, there were originally no more celestial bodies in its universe, until Singularity, a mysterious young girl who actually represents a pocket universe that gained sentience during the multiversal collapse, appears to give her life to save the citizens of Arcadia from a horde of Zombies which made the stars appear in the sky.

This Battleworld would eventually collapse after God Emperor Doom's Beyonders' power was transferred to Reed Richards, who was considered by Doom himself and Molecule Man to be more worthy, and rectified the artificial reality.

A FINAL WORD

Thanks so much for taking the time to download and enjoy these compendiums. These are truly a labor of love, and I am thoroughly enjoying putting these together. I began playing the Marvel Super Heroes RPG way back in 1985. There probably hasn't been a year since that I haven't played or ran a game using that system.

Thanks for letting me share my playground.

From one Marvel-Phile to another:
EXCELSIOR!

Christopher P. Tyner
The Adaptor

K'un Lun is one of the domains located on God Emperor Doom's Battleworld and its baron is Emperor Shang-Chi, who succeeded his father, Emperor Zheng Zu.

This domain consists of a world where martial artists actively trained and fought against one another, similar to the original mystical city of K'un-Lun. It is also home to Shang-Chi, an exiled martial artist who lives actively on wine, as well as the Morlocks, the royal guard of Zheng Zu (Razor Fist, Typhus, and Nightwind) and top assassins Red Sai and Laughing Skull. K'un-Lun is also home to a messenger named "Herald" and Rand-K'ai, who wields the power of the Iron Fist.

According to Shang-Chi, in the past, there was a great war that involved many martial arts schools and almost all of them were wiped out except for the Ten Rings and the Iron Fist clans. They eventually realized that K'un Lun was being destroyed and created the Thirteen Chambers challenge, wherein the masters would fight each other every thirteen years to decide the new emperor. Eventually, the Emperor Zheng Zu came to power, and would rule for 100 years.

After disobeying an order by the royal guard of Zheng Zu, Shang-Chi engaged them in combat and later a group of Outcasts joined the fight, causing a distraction for Shang-Chi and he descended into a underground network of tunnels. Meanwhile, his father, Zheng Zu, ordered his top assassins and Daniel Rand to capture Shang-Chi.

Below the streets, Shang-Chi was training the Outcasts but they complained that he wasn't giving them proper training, just as everyone else refused to train them. Kitten offered some

encouragement to Shang-Chi, but unfortunately, though Shang-Chi was one of the greatest fighters ever, a master of nine of the ten techniques from the Ten Rings School, he wasn't the man he once was and could only think about getting drunk. He told them of what it would mean for him to teach them as his father would, and he informed them of all the ways that his father would torture each one of them for being so weak, then he went to find a place to pass out.

A little dissonance happened in the royal chamber after Rand-K'ai and Emperor Zu had heated words. The Emperor had just cut-off Razor-Fists' hands for failing him and he wasn't in the best of moods. A visitor showed up, and it was Callisto. She had came to tell the Emperor where his son was in exchange of her admittance to join the Ten Rings.

Shang-Chi woke up only to find the Outcasts face-down and about to be executed by Red Sai and Laughing Skull, who was barely being controlled by Rand-K'ai. In fact, Laughing Skull stabbed Cy right through the chest, and was about to kill Caliban when Shang-Chi leapt out and disarmed him. He yelled for the others to run, calling upon the Nightbringer Technique to summon darkness to cover their escape. They managed to get away, but everyone was remorseful at the loss of Cy; especially Rahne. Shang-Chi admitted to being his father's personal assassin and admitted he had killed Rand-K'ai's master. He vowed to never use the Ten Rings Techniques again; however he realized that he must enter the tournament to defeat his father. The rules say that any master, great or weak, must have a school in order for him or her to enter the Thirteen Chambers tournament, so he

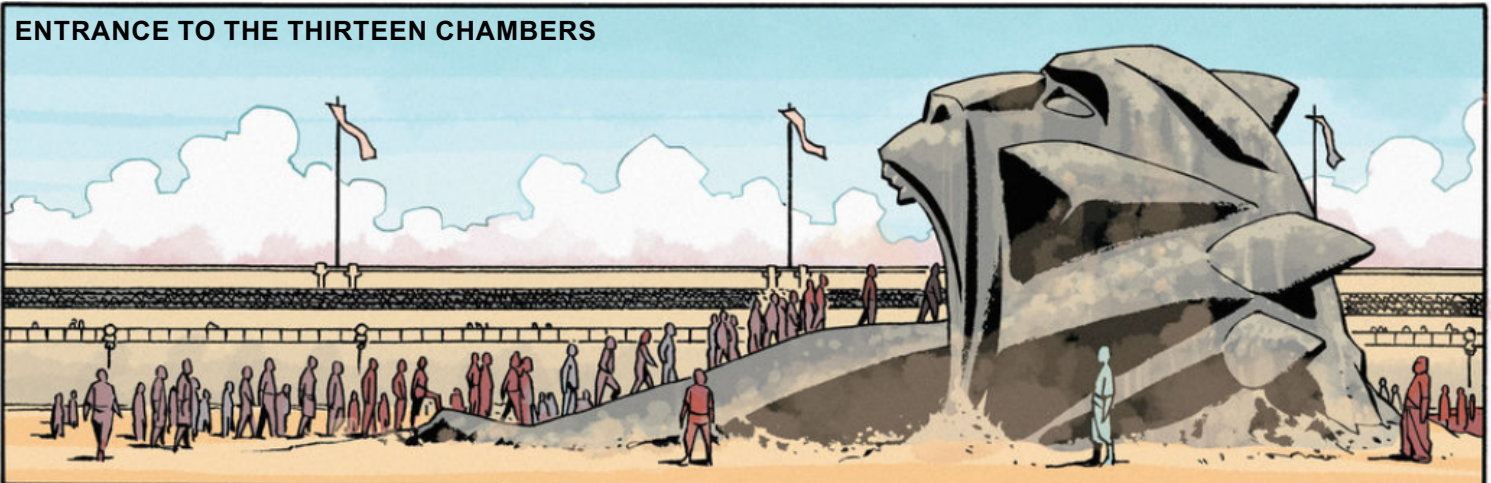
asked the Outcasts if he could be their master.

Later on, the Emperor introduced the contestants for the Contest of the Thirteen Chambers and was about to begin it when the "Lowest Caste" school walked through the door led by Shang Chi. As though calls of "murderer" arose, Shang Chi declared that he was going to enter into the tournament since the only requirements were that a master had both a school and students, and so he could not be denied. Emperor Zu agreed and then summoned a gigantic open-mouthed head statue from beneath the arena and all the contestants entered it. While descending deeper into it, Shang Chi noticed that Kitten had followed him in. He chose not to dismiss her, though, since she was perpetually incorporeal and couldn't interfere; thus making her a mere observer.

Coming down to a chamber that quickly filled with water, Shang Chi met his first opponent: Namor, the Sub-Mariner. He claimed to hit with the force of the tides and to have trained his lungs to breathe water. Shang Chi defeated him easily by transforming his hands into knives and puncturing his lungs – the Mortal Blade technique. Namor was taken away by the magic's of the chamber to be healed. Chi soon realized that he would be forced to fight every one of the other contestants, but through the use of his various techniques he managed to defeat them all, claiming that he didn't fight to rule, but to prevent the further rule of his father; and none of the others could defeat Emperor Zu. As he suffered from the many blows received from his last opponents, Chi found new ones: Rand K'ai and Red Sai.

(continued...)

ENTRANCE TO THE THIRTEEN CHAMBERS



SHANG-CHI VS. THE ROYAL GUARD



Shang-Chi told Rand-K'ai his story that he was born with a heart forged by the Ebony Blade within the Eternal Flame, two Infinity Gems for eyes, and the Cosmic Cube for a brain, Emperor Zu baptised Shang Chi in the Styx River. He was a still-born but brought to life after his father filled his lungs with the ashes of the

Phoenix, but in reality, he probably just couldn't remember which of his concubines Shang's mother was.

Hearing enough of the story, Rand-Kai attacked Shang, shadowed closely by Red Sai. They put up a good fight, but Shang had only been defending. Red Sai got in a good shot with her blade and revealed that its tip was poisoned. Rand-Kai didn't want vengeance in such a dishonorable way, but demanded that Shang repent for the murder of Lord Tuan. Red Sai spoke up and told Rand-Kai that she was sent by Emperor Zu to assassinate Lord Tuan. She failed and Shang Chi was sent by the Emperor to finish the job. Kitty pled with Rand-Kai to understand that the command of Zheng Zu was not just the command of Shi's father, but of the Emperor as well. Rand-Kai didn't know what he would have done in such a situation, but he understood that Shang-Chi was the only warrior who stood a chance of defeating the Emperor, so he used his iron fist technique to heal Shang.

After walking through the doors to the 13th Chamber alone, Shang-Chi met the Emperor. The Emperor chastised Shang for not completing his task of assassinating all the great masters. Shang stood defiantly, fighting back

blow-for-blow. Emperor Zu taunted him by reminding him that he'd taught Shang nine on the ten styles of the Ten Rings School. He never taught Shang the 10th style, the "Spectral Touch".

He then used this style, going for the killing blow, but Shang used the technique that Kitty was trapped in. Though she was stuck in her ghost form, Shang had mastered it and could shift between solid and intangible at will. In this form, Emperor Zu couldn't harm him. Shang-Chi then used all the Ring Techniques that he knew against the Emperor. The Mortal Blade, the Nightbringer, the Zero Touch, the Flaming Fist, the Shocking Palm, the Long Breath, the Daemon's Eye, Remaker's Gift, and the Lost Hope; bringing Emperor Zu to his knees.

Shang demanded the Emperor to yield, but Zheng Zu refused. He attacked his son again, but Shang channeled his energy and touched Zheng's forehead, calling upon a technique that he had recently invented; the Gorgon's Touch. The final moments of Emperor Zu were lived in a mixture of shock and terror as he turned into stone. With the battle over, Shang-Chi went out to the welcoming citizens of K'un-Lun as K'un-Lun's new emperor.

ENTRANCE TO K'UN-LUN



STATISTICS

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

Health: 120

Karma: 90

Resources: Homeless: FE (2) Emperor: IN (40)

Popularity: 30

BACKGROUND

Real Name: Shang-Chi

Occupation: Former Drunkard,
Emperor of K'un-Lun

Identity: Public

Legal Status: Citizen of K'un-Lun

Other Known Aliases: Master of Kung Fu

Place of Birth: K'un-Lun

Marital Status: Single

Known Relatives: Zheng Zu (father)

Group Affiliation: Schools of K'un-Lun

Base of Operations: K'un-Lun

KNOWN POWERS

Shang-Chi learned the Ten Rings techniques from his father:

- *Zero Touch:* RM Ice generation. Can encase fist in ice for RM cold damage when punching.
- *Nightbringer:* EX Darkforce Generation. Shang-Chi uses this to create weapons out of Darkforce Energy and to create a field of darkness to blind his enemies. Anyone trapped in his darkness is at a -3CS on all actions.
- *Shocking Palm:* IN Electrical Generation. This effect can be charged into a punch or kick.
- *Mortal Blade:* Shang-Chi can turn either of his lower arms into a blade made of AM material which will do RM edged damage in combat.
- *Flame Fist:* IN flaming punch.
- *Long Breath:* Shang-Chi can call forth winds of RM strength through complex hand motions.
- *Daemon's Eye:* This is a RM level psychic attack. Victim must make a Psyche roll to resist. Failure means the fighter falls victim to visions of all his sins for 1-10 turns. All actions while

suffering from this effect are at -3CS.

- *Lost Hope:* This IN level psychic attack causes the victim to lose faith in his own abilities. His intuition drops to Feeble and his FASE suffers a -1CS for 1-10 rounds.
- *Remaker's Gift:* With a successful Psyche FEAT, Shang-Chi can harden his body to the strength of a diamond. This gives him AM body armor for 1-10 rounds.

Shang-Chi also learned techniques from members of The Outcasts and has developed a powerful finishing move on his own:

- *Ghost Walk:* EX Phasing ability. Cannot attack while using this power.
- *Simple Mind:* EX Total Memory
- *Cypher's Tongue:* EX ability to understand any language.
- *Marrow's Bones:* EX Body Armor
- *Wolf's Bane:* EX Tracking Ability
- *Gorgon's Eye:* AM ability to turn living tissue to stone. This is a finishing technique and will drain Shang-Chi of his ability to access his Chi for 1-10 hours.



Talents: Martial Arts A, B, C, D, E, Wrestling, Edged Weapons, Oriental Weapons, Leadership, Acrobatics, Tumbling, K'un-Lun History and Lore

Contacts: Masters of all of K'un-Lun's Schools, The Outcasts

ADDITIONAL NOTES:

HISTORY

Shang-Chi was the son of Zheng Zu, Emperor of K'un-Lun and head of the Ten Rings, one of K'un-Lun's many schools of martial arts. Shang-Chi has offered two accounts of his birth. In the first, Zheng Zu created Shang-Chi by "forging his heart from the steel of the Ebony Blade melted in the Eternal Flame". He was given Infinity Gems for eyes, and a Cosmic Cube for a mind. After being baptized in the River Styx Shang-Chi was born dead, until his father filled his lungs with the smoke of Phoenix ashes. The second, much more likely origin is that his mother was simply one of his fathers many concubines. Shang-Chi was trained since childhood to become his fathers most promising student, mastering nine of his ten techniques.

Zheng Zu sent Red Sai, head of the Red Hand school, to kill Lord Tuan, the head of the Iron Fist school, after he humiliated him in the Thirteen Chambers, the martial arts tournament used to decide the new emperor. She failed and Zheng Zu threatened to kill her, and her and all students.

Shang-Chi completed her task, sacrificing his honor to save her life and the lives of her students. Zheng Zu, in an attempt to cover his own crimes, had Shang-Chi exiled.

Following his exile Shang-Chi became a drunken outlaw. While telling the history of K'un-Lun and the Thirteen Chambers to a dog in a park Shang-Chi was accosted by Razorfist, Typhus, and Nightwind, students of the Ten Rings school sent by the Emperor to clear the park of vagrants. Shang-Chi quickly defeated his enemies with ease. After realizing their opponent was no mere drunk but instead a wanted fugitive, the trio attempted to collect the bounty on Shang-Chi's head. Their effort was rendered futile when a group of Outcasts that witnessed the fight intervened. They rescued Shang-chi and brought him to their

underground hideout.

Shang-Chi agreed to teach the Outcasts some self-defence tips but their leader Callisto begged him to fully train them. When Shang-Chi refused, Kitten, another member of the Outcasts, explained their plight in an attempt to convince him. Shang-Chi responded by telling each of them of the kind of punishments his father would bestow upon them for failing. Callisto then went to Zheng Zu and offered to give Shang-Chi to him in exchange for acceptance into the Ten Rings.

Zheng Zu sent Red Sai, Laughing Skull, and Rand-K'ai, once a student of Lord Tuan, to the Outcast's location. Rand-K'ai promised not to harm any of them if they told him where to find Shang-Chi. Just then the Outcast named Cy attempted to fight back only to be killed by Laughing Skull. Shang-Chi intervened and used the Nightbringer technique to get the remaining Outcasts to safety. Shang-Chi then vowed to fully train the Outcasts as his students and face Zheng Zu in the Thirteen Chambers.

On the day of the tournament Shang-Chi publicly confronted Zheng Zu, demanding the right to compete. Zheng Zu agreed but warned him that should he become the emperor again, he would personally execute each of Shang-Chi's students. As the tournament began Shang-Chi entered the Thirteen Chambers along with Kitten. His first opponent was Lord Namor, whom he fought underwater. Using the Mortal Blade technique Shang-Chi turned his fist into a sword and stabbed Namor in the lungs. Shang-Chi vowed to Kitten not to kill any of his opponents and he left Namor to be healed.

After fighting his way through opponents from every school in K'un-Lun, Shang-Chi and Kitten encountered Rand-K'ai and Red Sai.[4] After engaging in a short fight

with Rand-K'ai, Shang-Chi was cut by Red Sai's namesake blade, which she coated in poison. As Shang-Chi slipped into unconsciousness Red Sai revealed the truth about Tuan's murder. Kitten begged Rand-K'ai to save Shang-Chi's life, stating that Shang-Chi had to follow Zheng Zu's orders as he was his master, and asking Rand-K'ai if he would do the same for Lord Tuan. Rand-K'ai agreed to help save Shang-Chi's life by using the Iron Fist technique to burn the poison out of his system.

Upon being restored, Shang-Chi continued on to the final chamber and met his last opponent: Zheng Zu. Initially Zheng Zu had the upper hand, easily subduing Shang-Chi using several of his ten techniques. Before he could use The Spectral Touch, the only technique Zheng Zu didn't teach his son, Shang-Chi made his body intangible, a skill he learned from Kitten. Regaining his footing, Shang-Chi proceeded to overpower Zheng Zu using eight of his father's techniques before turning him to stone by using The Gorgon's Eye, a skill Shang-Chi discovered on his own.

With Zheng Zu defeated Shang-Chi became the new Emperor of K'un-Lun.

STATISTICS

F MN (75)
A RM (30)
S EX (20)
E AM (50)
R GD (10)
I IN (40)
P MN (75)

Health: 175

Karma: 125

Resources: IN (40)

Popularity: 40

BACKGROUND

Real Name: Zheng Zu

Occupation: Emporor of K'un-Lun

Identity: Public

Legal Status: Citizen of K'un-Lun

Other Known Aliases: Fu Manchu, Han

Place of Birth: K'un-Lun

Marital Status: Widowed

Known Relatives: None

Group Affiliation: Order of the Ten Rings

Base of Operations: K'un-Lun

KNOWN POWERS

Zheng Zu is master of the Ten Rings. Thus, he is able to access the most powerful techniques of his clan.

- **Zero Touch:** IN Ice generation. Can encase fist in ice for IN cold damage when punching.
- **Nightbringer:** IN Darkforce Generation. Zheng Zu uses this to create weapons out of Darkforce Energy and to create a field of darkness to blind his enemies. Anyone trapped in his darkness is at a -4CS on all actions.
- **Shocking Palm:** IN Electrical Generation. This effect can be charged into a punch or kick or can be released from his fingertips in a series of lightning-like strikes.
- **Spectral Touch:** Zheng Zu can drain the Chi from any individual with this technique with IN ability. Victim must make Red Psyche feat to break control. A failure results in a Stun effect, which allows Zheng Zu to continue to drain the life force out of his victim.
- **Mortal Blade:** Zheng Zu can turn either of his lower arms into a blade made of AM material which will do RM edged damage in combat.
- **Flame Fist:** IN Fire Generation. This effect is usually focused as its namesake describes, but Zheng Zu has developed a power stunt where he can make flaming weapons using this technique as well.
- **Long Breath:** Zheng Zu can call forth winds of RM strength through complex hand motions.
- **Daemon's Eye:** This is an IN level psychic attack which is similar to the Ghost Rider's Penance Stare. Victim must make a Psyche roll to resist. Failure means the victim falls victim to visions of all his sins for 1-10 turns. All actions while suffering from this effect are at -4CS.
- **Lost Hope:** This IN level psychic attack causes the victim to lose faith in his own abilities. His intuition drops to Feeble and his FASE suffers a -1CS for 1-10 rounds.
- **Remaker's Gift:** With a successful Psyche FEAT, Zheng Zu can harden his body to the strength of a diamond. This gives him AM body armor for 1-10 rounds.

Talents: Martial Arts A, B, C, D, E, Wrestling, Edged Weapons, Oriental Weapons, Leadership, Politics, Diplomacy, K'un-Lun History and Lore

Contacts: Masters of all of K'un-Lun's Schools



HISTORY

Zheng Zu was the Emperor of K'un-Lun, head of the Ten Rings school, and the father of Shang-Chi. One hundred years ago Zheng Zu won the throne after winning in the Thirteen Chambers, the annual martial arts tournament used to choose K'un-Lun's next emperor.

Ever since Zheng Zu became emperor, Lord Tuan of the Iron Fist school opposed him in the Thirteen Chambers and every time he almost won. Though he never defeated Zheng Zu, Lord Tuan did the next best thing: he humiliated him and caused him to bleed. In retaliation Zheng Zu sent Red Sai of the Red Hand school to kill Tuan. Red Sai failed in her task and was threatened with death along with her students. Shang-Chi completed Red Sai's mission, saving her life and the lives of her students. To cover up his own involvement, Zheng Zu had his son exiled and placed a bounty on his head.[2][1]

Zheng Zu sent three of his students, Razorfist, Typus, and Nightwind, to clear a local park of vagrants and began harassing a drunk. After a brief fight the drunk revealed himself to be none other than Shang-Chi, who managed to escape with the help of some members of K'un-Lun's lowest caste. Hearing of this, Zheng Zu sent his herald to collect Red Sai and Laughing Skull for the purpose of hunting down his son.

On the day of the Thirteen Chambers, Shang-Chi publicly confronted Zheng Zu and demanded the right to participate. Zheng Zu agreed

but warned that should Shang-Chi fail, he would personally execute every member of the lowest caste. After fighting his way through the Thirteen Chambers Shang-Chi finally encountered his father. Zheng Zu at first had the upper hand and easily overpowered his son. Before delivering the final blow, Shang-Chi countered using a technique he learned from Kitten, a lower caste member. Shang-Chi then used a new technique he discovered, The Gorgon's Eye, and turned Zheng Zu to stone.

Following Zheng Zu's death, Shang-Chi became the new Emperor of K'un-Lun.

ADDITIONAL NOTES:

STATISTICS

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

Health: 110

Karma: 100

Resources: TY (6)

Popularity: 30

BACKGROUND

Real Name: Daniel Rand-K'ai

Occupation: Iron Fist, Sheriff of K'un Lun

Identity: Public

Legal Status: Citizen of K'un-Lun

Other Known Aliases: Iron Fist

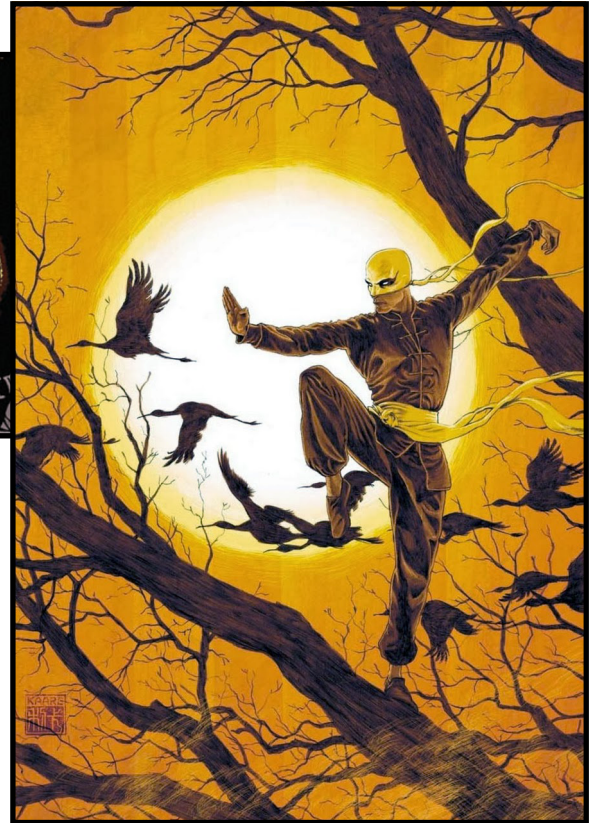
Place of Birth: K'un-Lun

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: Order of the Iron Fist

Base of Operations: K'un-Lun



KNOWN POWERS

Chi: Once per day, Rand-K'ai can channel his psychic energy to increase any one of his physical (FASE) abilities by +1CS for 10 rounds. Requires 1 round of concentration to complete and a successful Psyche FEAT to use. The increased ability does not add to Rand-K'ai's Health total. At the conclusion of 10 rounds Rand-K'ai must make an Endurance FEAT on the Stun column to avoid becoming physically and mentally exhausted.

Healing: Amazing ability to heal himself or others with Chi. He must have an appropriate amount of Karma equal to the amount he wishes to heal in order to use this ability.

Iron Fist: Rand-K'ai can channel his Chi into his hand for one devastating punch. As before, he must spend 1 round concentrating to deliver this attack to an opponent. He can only maintain the Iron Fist for 3 turns or until he connects with his punch, whichever comes first. Damage is determined by making a Psyche FEAT.

- Green: Incredible (40) damage

- Yellow: Amazing (50) damage
 - Red: Monstrous (75) damage
- If result is Red, Rand-K'ai must make an Endurance FEAT on the Stun column immediately after striking the blow. Rand-K'ai may summon the iron fist punch as often as he likes but each time after the first attempt his Psyche FEAT suffers a cumulative -1CS drop. Rand-K'ai cannot perform this attack if his effective Psyche rank would fall below Shift-0.

Hypnotic Fists: Rand-K'ai can manifest Excellent rank Hypnosis from the power of the Iron Fist. This power does not require a Psyche FEAT, but it does count towards the cumulative -1CS drop for using the Iron Fist power multiple times.

Lightning Kick: Rand-K'ai has exhibited a lightning style kick that can do RM energy damage. As a power Stunt, he can use this kick to propel him upwards or sideways giving him GD Hyper-Leaping ability up to 20' in height or length.

Iron Will: Excellent

Talents: Martial Arts A, B, C, D, E, Wrestling, Edged Weapons,

Oriental Weapons, Leadership, Acrobatics, Tumbling, Detective/Espionage, K'un-Lun History and Lore, Multi-lingual (English, Tibetan, Chinese, Japanese, K'un Lun)

Contacts: Masters of all of K'un-Lun's Schools

ADDITIONAL NOTES:

HISTORY

Daniel Rand-Kai was born and raised in the Battleworld city of K'un-Lun. As a youth he trained in the arts of the Iron Fist under the tutelage of Master Tuan.

When Rand-Kai completed his training, he was sent to battle the enormous fire-breathing serpent called Shou-Lao the Undying which lived in a cave outside the city and ferociously guarded a brazier containing its heart, which had mystically been removed from its body. In their battle, Rand-Kai grabbed the serpent's body, which bore a scar that in turn imprinted itself upon Rand-Kai's chest. Killing the serpent, Rand-Kai plunged his hands into the now unguarded brazier containing Shou-Lao's molten heart when his hands shone with a quasi-mystical force and he earned the title "Iron Fist," for he could now summon superhuman energy to reinforce the power of blows struck by his hands.

Rand-Kai emerged from his battle to discover that his Master had been slain by a former sparring partner from a rival school - a yong man known as Shang-Chi. Rand-Kai vowed to one day avenge his master but was unable to locate the alleged assassin.

Years later, Shang-Chi resurfaced as a drunken martial arts master on the streets of K'un-Lun. Rand-Kai, with members of the Ten Rings Royal Guard, Laughing Skull, and Red Sai, Leader of the Red Hand tracked Shang-Chi down at the request of Zheng-Zu.

Ultimately, Shang-Chi and the other members of the Schools

of K'un Lun met in battle in the 13 Chambers. Rand-Kai and Red Sai confronted Shang-Chi and after being poisoned by Red Sai, it was revealed that Red Sai was the original intended assassin sent after Master Tuan. She had failed in her mission and Shang-Chi was sent in her place by Zheng Zu.

Realizing that his hatred had been warped all of these years, Rand-Kai used his healing Chi powers to burn the poison from Shang-Chi's blood, replenishing his rivals health so he could face Zheng Zu in mortal combat.

When Shang-Chi emerged victorious, Rand-Kai was given leadership of the Iron Fist Clan and began training a new generation of Iron Fists.

ADDITIONAL NOTES:

STATISTICS

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

Health: 110

Karma: 80

Resources: GD (10)

Popularity: 0

BACKGROUND

Real Name: Elektra Natchios

Occupation: Leader of the Red Hand

Identity: Secret

Legal Status: Citizen of K'un-Lun

Other Known Aliases: Elektra

Place of Birth: K'un-Lun

Marital Status: Single

Known Relatives: Unknown

Group Affiliation: Red Hand

Base of Operations: K'un-Lun

KNOWN POWERS

Red Sai is the master of the Red Hand. As such it is assumed that she has the abilities exhibited by her followers.

Invisibility: RM ability to remain unseen in shadow.

Teleportation: Red Sai can Vanish in a puff of smoke at a rank of TY. This ability cannot be used in rapid succession and is typically only used to escape or enter the fray.

Phasing: TY ability to pass through solid objects.

Smoke Generation: TY ability to fill a 1 area circumference with thick smoke. This causes a -2CS on all attacks for anyone within the smoke. Red Sai and members of the Red Hand are immune to this effect.

Weapons:

Sai: GD Edged damage. Red Sai coats her blades with a deadly poison that takes effect 1-10 rounds after her first blood drawn. The poison can effect anyone with an endurance of IN or lower. A successful Red result on an endurance FEAT can stave off the



poison, but without medical help or Chi Healing, the poison will eventually take hold until it is flushed out of the blood.

Talents: Martial Arts A, B, C, D, E, Weapon Specialist: Sai, Edged Weapons, Oriental Weapons, Leadership, Acrobatics, Tumbling, K'un-Lun History and Lore, Tracking, Multi-lingual (English, Greek, Japanese, K'un Lun)

Contacts: Masters of all of K'un-Lun's Schools

HISTORY

Very little is known of the past of the assassin known as Red Sai. As a youth, Elektra was trained in the ways of the Red Hand and grew to befriend two boys of rival clans; Rand K'ai of the Iron Fists and Shang-Chi of the Ten Rings. The trio often fought and played together until Emperor Zheng Zu called for the death of the leader of the Iron Fist Clan, Master Tuan. Elektra was secretly chosen for this task, but failed to complete it and was bested in battle by Tuan. Zheng Zu passed the assassination on to his son, Shang Chi who succeeded in the task and disappeared shortly thereafter.

Elektra went on to assume the mantle of the Red Sai, Master of the Red Hand. Still honor bound to Zheng Zu, she and Rand K'ai ferreted out Shang Chi with the help of the Laughing Skull to bring him to the Justice at his father's throne.

Shang Chi and the others were cast into the 13 Chambers in trial by combat, and it was there that Red Sai finally came clean about her role in the death of Rand K'ai's Master after fatally wounding Shang-Chi with her poisoned sai. Rand K'ai looked deep within himself and healed Shang-Chi so that he could best his father in battle.

After Shang-Chi assumed the title of Emperor, Red Sai, Rand-K'ai and the other schools were returned to their respective positions to train new warriors for K'un Lun.

ADDITIONAL NOTES:

LAUGHING SKULL & THE ROYAL GUARD

LAUGHING SKULL

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

Health: 100

Karma: 60

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Unrevealed

Occupation: General of the Ten Rings
Royal Guard

Identity: Secret

Legal Status: Citizen of K'un-Lun

Other Known Aliases: None

Place of Birth: K'un-Lun

Marital Status: Unknown

Known Relatives: Unknown

Group Affiliation: Order of the Ten Rings

Base of Operations: K'un-Lun

KNOWN POWERS.

- *Zero Touch:* EX Ice generation. Can encase fist in ice for EX cold damage when punching. Limited to touch only.
- *Shocking Palm:* EX Electrical Generation. Laughing Skull can channel this energy through his Katanas.
- *Flame Fist:* EX Fire Generation. This effect is usually focused as its namesake describes.

Weapons:

Katanas: EX Edged damage.

Talents: Martial Arts A, B, C, D, E, Weapon Specialist: Sai, Edged Weapons, Oriental Weapons, Leadership, Acrobatics, Tumbling, K'un-Lun History and Lore, Tracking, Multi-lingual (English, Greek, Japanese, K'un Lun)

Contacts: Zheng Zu, Rand K'ai, Red Sai

HISTORY

Laughing Skull is the leader of Zheng Zu's Royal Guard and a master trainer of the Order of the Ten Rings. Little is known of his past history, but it appears as though Laughing Skull was a peer



to Shang-Chi, Rand-Kai, and Red Sai, but is most likely several years their senior.

Laughing Skull tends to be rather vicious in both battle and training and never shies away from bloodshed.

His top three students make up the Royal Guard, each of which were taught a special technique by Zheng Zu himself.



HERALD

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

Health: 136

Karma: 130

Resources: GD (10)

Popularity: 30

BACKGROUND

Real Name: Norrin

Occupation: Seer, Messenger

Identity: Secret

Legal Status: Citizen of K'un-Lun

Other Known Aliases: None

Place of Birth: K'un-Lun

Marital Status: Unknown

Known Relatives: Unknown

Group Affiliation: Order of the Ten Rings

Base of Operations: K'un-Lun

KNOWN POWERS

Levitation: TY

Clairvoyance: RM

Total Memory: AM

Talents: Martial Arts A, B, C, D, E, Oriental Weapons, K'un-Lun History and Lore, Multi-lingual (English, Greek, Japanese, K'un Lun)

Contacts: The people of K'un Lun

HISTORY

The Herald is the emissary of the Ten Rings' Royal Guard. He acts as advisor to the reigning Emperor of K'un Lun and carries out messages across K'un Lun at his Master's request.

Little is known of his past history, but it appears as though The Herald has served as emissary to Emperors throughout the ages. He is quiet and soft-spoken and is unfailingly loyal to his Master.

ROYAL GUARD



RAZOR FIST

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

Health: 100

Karma: 26

Resources: PR (4)

Popularity: -10

BACKGROUND

Real Name: Unrevealed

Occupation: Royal Guard

Identity: Secret

Legal Status: Citizen of K'un Lun

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Ten Rings

Base of Operations: K'un Lun

KNOWN POWERS

Mortal Blade or Razor Fists: RM
Depending on when the campaign takes place, Razor Fist originally used Mortal Blade. However, his hands were cut off by Zheng Zu in punishment for failure to capture Shang-Chi and he was later fitted with literal razor fists.

Talents: Martial Arts A, B, C, Edged Weapons

Contacts: Ten Rings

NIGHTWIND

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

Health: 90

Karma: 26

Resources: PR (4)

Popularity: -6

BACKGROUND

Real Name: Unknown

Occupation: Royal Guard

Identity: Secret

Legal Status: Citizen of K'un Lun

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Group Affiliation: Ten Rings

Base of Operations: K'un Lun

KNOWN POWERS:

Weaponry:

Darkforce Generation: RM - can fashion darkforce into a handheld weapon.

Talents: Weapons Specialist: short swords, Martial Arts C, D, Acrobatics

Contacts: Ten Rings

TYPHUS

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

Health: 120

Karma: 20

Resources: PR (4)

Popularity: -6

BACKGROUND

Real Name: Unrevealed

Occupation: Royal Guard

Identity: Secret

Legal Status: Citizen of K'un Lun

Other Known Aliases: Mary

Place of Birth: Unrevealed

Marital Status: Unknown

Known Relatives: None

Group Affiliation: Ten Rings

Base of Operations: K'un Lun

KNOWN POWERS

Pyrokinesis: GD - can fashion flame into a handheld weapon.

Mind Control: GD

Pheromones: GD

Talents: Weapons Specialist: short swords, Martial Arts C, D, Tumbling

Contacts: Ten Rings



CALLISTO

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

Health: 90

Karma: 60

Resources: FE (2)

Popularity: 0

KNOWN POWERS

Hypersenses: IN senses of sight, hearing, smell, touch, and taste, as well as nocturnal vision.

Tracking: IN

Detect Poisons: IN

Combat Sense: Would-be attackers are at -6CS to surprise her.

Weapons:

Knife: GD Edged damage.

Talents: Martial Arts A, B, C,
Weapons Specialist: Knife

Contacts: Outcasts, Shang-Chi

CALIBAN

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

Health: 60

Karma: 76

Resources: FE (2)

Popularity: 0

KNOWN POWERS:

Total Memory: IN

Emotion Projection: IN

Night Vision: No CS penalty for darkness

Talents: None

Contacts: Outcasts, Shang-Chi

MARROW

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

Health: 100

Karma: 26

Resources: FE (2)

Popularity: 0

KNOWN POWERS

Regeneration: RM - can heal self up to 3 HP per round.

Bone Control: Can form edged weapons with her bones for EX Edged damage.

Talents: Edged Weapons,
Martial Arts A, C

Contacts: Outcasts, Shang-Chi

CY

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

Health: 28

Karma: 46

Resources: FE (2)

Popularity: 0

KNOWN POWERS

Linguistics: IN ability to translate any language.

Weapons:

Baton: TY Blunt damage.

Talents: Martial Arts A, B, C,
Weapons Specialist: Baton,
Language Master, Mathematics

Contacts: Outcasts, Shang-Chi,
Rhane



KITTEN

LOCKHEED

RHANE

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

Health: 70

Karma: 36

Resources: FE (2)

Popularity: 0

KNOWN POWERS:

Bite/Claws: EX Edged damage
Tracking: RM

Talents: Martial Arts A, C, E

Contacts: Outcasts, Shang-Chi,
Cy

KITTEN

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

Health: 56

Karma: 50

Resources: FE (2)

Popularity: 0

KNOWN POWERS

Ghost Form: IN Phasing Ability.
This power is in a perpetual locked state and cannot be broken until Kitten receives proper training in the skill. This power does however grant the following abilities:

Air Walk: GD

Disrupt Electrical Equipment

Astral Sight

Talents: Martial Arts C, E,
Acrobatics

Contacts: Lockheed, Outcasts,
Shang-Chi

LOCKHEED

F GD (10)
A RM (30)
S FE (2)
E GD (10)
R EX (20)
I EX (20)
P EX (20)

Health: 52

Karma: 60

Resources: FE (2)

Popularity: 0

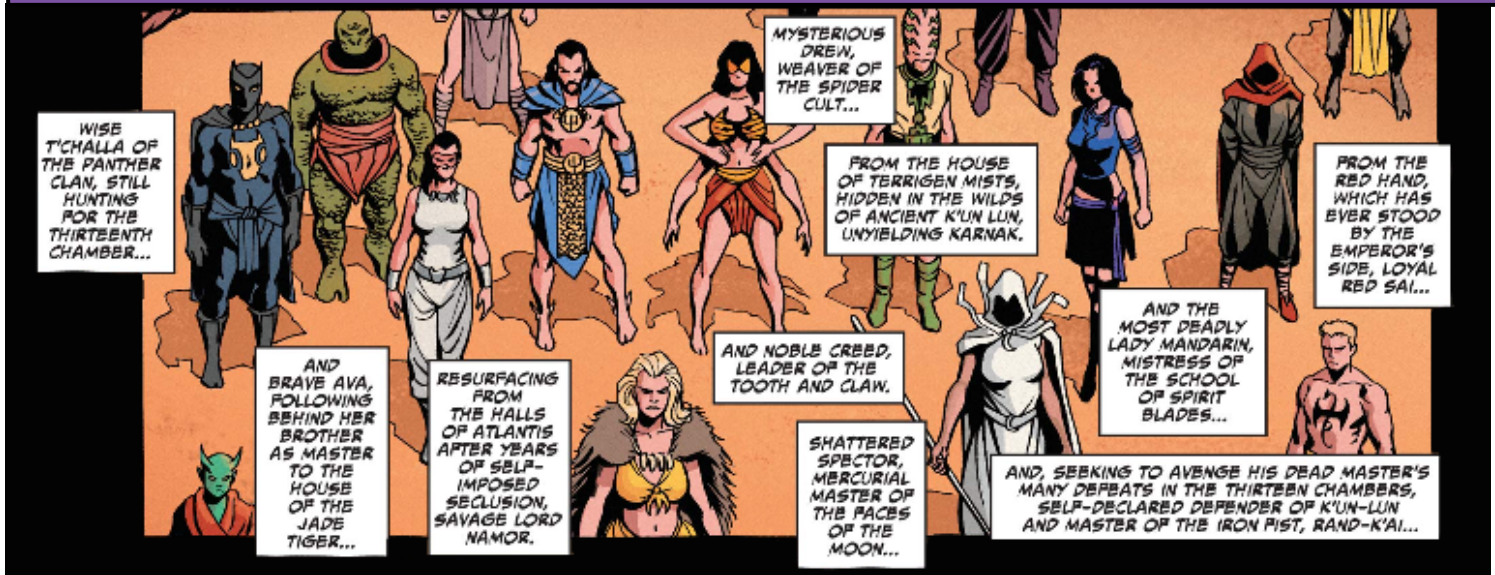
KNOWN POWERS:

Fire Breath: RM
Flight: TY (6 areas/round)
Psi-Screen: CL1000

Talents: None

Contacts: Kitten, Outcasts,
Shang-Chi

CLANS OF K'UN-LUN



PANTHER CLAN

The Panther Clan is led by Wise T'Challa who carries the spirits of his ancestors into battle. All of his subjects utilize the Way of the Panther in their training and have special claws made of a mysterious unbreakable metal known as Vibranium. Their society is more technologically advanced than their fellow schools of thought.

T'CHALLA

F AM (50)
A IN (40)
S EX (20)
E RM (30)
R GD (10)
I RM (30)
P EX (20)
Health: 140
Karma: 60
Resources: RM
Popularity: 20

KNOWN POWERS

Tracking: AM up to 12 hours
Claws: RM Edged damage
Talents: Martial Arts A, B, C, E, Acrobatics, Tumbling, Physics

TYPICAL PANTHER CLAN MEMBER

F EX (20)
A EX (20)
S GD (10)
E EX (20)
R TY (6)
I GD (10)
P TY (6)
Health: 70
Karma: 22
Resources: TY
Popularity: 0

KNOWN POWERS

Claws: GD Edged damage
Talents: Martial Arts A, B, Acrobatics, Tumbling

HOUSE OF THE JADE TIGER

The House of the Jade Tiger has similar ties to the Panther clan. Their beliefs differ however in that they rely more on mysticism than technology. The followers of the House of the Jade Tiger are often referred to as "Sons of the Tiger"

AVA - THE WHITE TIGER

F IN (40)
A RM (30)
S GD (10)
E RM (30)
R TY (6)
I GD (10)
P TY (6) 17

Health: 110

Karma: 22

Resources: GD

Popularity: 10

KNOWN POWERS

Claws: RM Edged damage
Talents: Martial Arts A, B, C, D, E, Acrobatics, Tumbling

TYPICAL SON OF THE TIGER

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

Health: 70

Karma: 22

Resources: TY

Popularity: 0

KNOWN POWERS

Claws: GD Edged damage
Talents: Sons of the Tiger each chose one style of Martial Arts to specialize in. Chose one for each individual Tiger when creating a character for play. Additional Martial Arts are learned by spending Karma. Martial Arts A, B, C, D, or E, Acrobatics, Tumbling

ATLANTEANS

The Atlanteans' broke off from the schools for many years, but recently came back into the competition for the Thirteen Chambers with their Master Namor in control of their clan. All Atlantean's have trained themselves to breathe underwater and are incredible swimmers. Most (with the exception of Namor) have blue skin.

NAMOR

F IN (40)
A RM (30)
S IN (40)
E IN (40)
R TY (6)
I RM (30)
P IN (40)
Health: 150
Karma: 76
Resources: RM
Popularity: 10

KNOWN POWERS

Water Breathing: Namor is completely adapted for surviving underwater. He has EX resistance to Cold.

Hyper Swimming: TY, 40MPH

Strength of the Kraken: Namor can increase his strength to AM when in water.

Talents: Martial Arts A, B, C,

TYPICAL ATLANTIAN

F EX (20)
A EX (20)
S RM (30)
E EX (20)
R TY (6)
I GD (10)
P TY (6)
Health: 90
Karma: 22
Resources: TY
Popularity: 0

KNOWN POWERS

Water Breathing: RM

Talents: Martial Arts A, C

SPIDER CULT

The Spider Cult views their technique as a religion. Their Mantra: "With Great Power Comes Great Responsibility". Weavers in the Spider Cult are stealthy silent warriors with great devotion to their clan.



DREW

F EX (20)
A IN (40)
S RM (30)
E IN (40)
R GD (10)
I EX (20)
P EX (20)
Health: 130
Karma: 50
Resources: TY
Popularity: 0

KNOWN POWERS

Venom Strike: RM Paralysis.
Endurance FEAT to resist.

Multiple Arms: 2 Attacks per round

Wallcrawling: RM

Pheromones: TY Pleasure in Male opponents, TY Fear in female opponents.

Talents: Martial Arts A, B, C, E, Acrobatics, Tumbling

TYPICAL WEAVER

F EX (20)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I GD (10)
P TY (6)
Health: 80
Karma: 22

Resources: PR

Popularity: 0

KNOWN POWERS

Wallcrawling: EX

Talents: Martial Artsd A, B, C, Acrobatics, Tumbling

HOUSE OF TERRIGEN MISTS

Karnak leads the House of Terrigen Mists. Each of the members of his house have been exposed to the magical mists in the wilds of K'un-Lun and have developed Inhuman powers never before seen in the City of K'un-Lun.

KARNAK THE UNYIELDING

F AM (50)
A EX (20)
S RM (30)
E RM (30)
R GD (10)
I AM (50)
P EX (20)
Health: 130
Karma: 60
Resources: TY
Popularity: 0

KNOWN POWERS

Martial Atrs Supremacy: AM
Damage in lieu of his regular strength.

Weakness Detection: GD

Hyper Swimming: TY, 40MPH

Super Strike: Study an opponent for 1 turn with a successful Psyche FEAT to get an UN

strike.

Ignore Resistance: With a successful Psyche Feat he may stun or slam any opponent and ignore body armor.

Iron Will: AM

Talents: Martial Arts A, D, E, Wrestling, Acrobatics

TYPICAL INHUMAN

F EX (20)

A GD (10)

S GD (10)

E EX (20)

R TY (6)

I GD (10)

P TY (6)

Health: 60

Karma: 22

Resources: PR

Popularity: 0

KNOWN POWERS

A Typical Inhuman possesses at least one power from the Ultimate Powers Book at the EX level. Judge's Choice.

Talents: Martial Arts A, B

TOOTH AND CLAW

Members of the Tooth and Claw are feral savage beasts with a knack for taking a lot of damage. The Berserkers of Tooth and Claw are led by the fearsome noble hunter, the Lady Creed.

CREED

F RM (30)

A EX (20)

S RM (30)

E IN (40)

R TY (6)

I IN (40)

P EX (20)

Health: 120

Karma: 66

Resources: PR

Popularity: 0

KNOWN POWERS

Regeneration: MN

Claws: IN Edged damage

Tracking: MN

Berserker: UN - Ignores all Stun results and mental attacks. Must make a Yellow Psyche FEAT to come out of this state.

Talents: Martial Arts A, B, C, E, Survival, Hunting

TYPICAL BERSERKER

F EX (20)

A EX (20)

S GD (10)

E EX (20)

R TY (6)

I GD (10)

P TY (6)

Health: 70

Karma: 22

Resources: FE

Popularity: 0

KNOWN POWERS

Claws: GD Edged damage

Tracking: RM

Talents: Martial Arts A, B, C, Survival, Hunting

FACES OF THE MOON

the Faces of the Moon draw their power from the lunar reflections of Knowhere over the skies of Battleworld. Their abilities shine most bright in the dark of night.

SPECTOR

F RM (30)

A EX (20)

S EX (20)

E EX (20)

R GD (10)

I EX (20)

P RM (30)

Health: 90

Karma: 60

Resources: TY

Popularity: 0

KNOWN POWERS

Power Boost: When Knowhere shines in the night sky, her

Fighting, Agility, Strength and Endurance increase +1CS and health increases to 130.

Ankh: MN danger sense, raises Intuition to AM, EX Blunt damage.

Throwing Crescents: GD Edged damage

Talents: Martial Arts A, B, C, E, Acrobatics, Tumbling, Soldier

TYPICAL FACE

F EX (20)

A EX (20)

S GD (10)

E EX (20)

R TY (6)

I GD (10)

P TY (6)

Health: 70

Karma: 22

Resources: PR

Popularity: 0

KNOWN POWERS

Power Boost: When Knowhere shines in the night sky, their Fighting, Agility, Strength and Endurance increase +1CS and health increases to 110.

Talents: Martial Arts A, B, C, Acrobatics, Tumbling

SCHOOL OF THE SPIRIT BLADES

Lady Mandarin and her Spirit Blades have mastered power over the mind in combat. They have developed psychic weapons to damage the minds of their opponents. Many of the Spirit Blades are thieves and spies.

LADY MANDARIN

F IN (40)

A IN (40)

S EX (20)

E RM (30)

R GD (10)

I RM (30)

P AM (50)

Health: 130

Karma: 90

Resources: TY

Popularity: 0

KNOWN POWERS

Psychic Blades: AM Psychic damage.

Telepathy: AM

Talents: Martial Arts A, B, C, D, E, Tumbling, Acrobatics, Stealth, Thief, Oriental Weapons

TYPICAL SPIRIT BLADE

F EX (20)

A GD (10)

S GD (10)

E EX (20)

R TY (6)

I GD (10)

P RM (30)

Health: 60

Karma: 46

Resources: PR

Popularity: 0

KNOWN POWERS

Psychic Blades: AM Psychic damage.

Telepathy: AM

Talents: Martial Arts A, B, C, E, Thief, Tumbling, Acrobatics, Stealth

THE RED HAND

Members of the Red Hand are vicious Assassins.

There are none equal to the ferocity and the swift silence that accompanies the deathblow of The Red Hand. Led by Red Sai, The Red Hand are feared across K'un-Lun and Battleworld.

TYPICAL RED HAND MEMBER

F EX (20)

A EX (20)

S GD (10)

E EX (20)

R TY (6)

I GD (10)

P GD (10)

Health: 70

Karma: 26

Resources: GD

Popularity: 0

KNOWN POWERS

Members of the Red Hand typically have one of the following powers at the EX level:

Invisibility, Phasing, Smoke

Generation, Darkforce

Generation, Teleportation

Members of the Red Hand are also masters of at least one Edged or Oriental Weapon

Talents: Martial Arts A, B, C, D, E, Tumbling, Acrobatics, Stealth, Oriental Weapons, Thrown Weapons, Edged Weapons

TYPICAL IRON FIST

F EX (20)

A EX (20)

S GD (10)

E EX (20)

R TY (6)

I GD (10)

P EX (20)

Health: 70

Karma: 36

Resources: PR

Popularity: 0

KNOWN POWERS

Chi Focus: Can increase any one stat +1CS with a successful Psyche FEAT.

Chi Punch: EX damage and can Stun or Slam any opponent regardless of Endurance or Armor.

Talents: Martial Arts A, B, C, D, E, Tumbling, Acrobatics



IRON FIST

Members of the Iron Fist are the protectors of K'un Lun. They are a noble clan that mete out justice on the wicked and outlying forces meaning to do harm to their clan or K'un-Lun.

STORY SEEDS

Rise to the Throne

The Characters are from one or multiple Clans who have taken it upon themselves to overthrow a Clan Leader or usurp the throne of the Emperor himself.

League of Assassins

The Characters have been called to duty by Zheng Zu for a series of important assassinations of important clan leaders threatening his throne.

The Emperor's New Shoes

The Emperor is looking to broaden his horizons and his rule over neighboring Domains. This is a dangerous mission that could incur not only the wrath of the Thor Corps, but possibly God Doom himself. Perhaps Zheng Zu is preparing a coup to unseat God Doom himself.

God Save The Outcasts

The Characters are all members of the lowest caste and must do whatever it takes to survive in this cruel world of martial arts.

The Drunkard

The Characters discover a man with familiar tattoos drunk on the street fighting with the Royal Guard. With the help of the Outcasts, they convince Shang-Chi to overthrow his father as the events of the main story unfold. The Characters run through a parallel storyline to distract the Royal Guard and other schools from the oncoming battles in the Thirteen Chambers

Lucky Number 13

The Characters somehow become trapped in the Thirteen Chambers and have to fight their way out, level by level. What happens when the Chambers are buried in the earth, and how does one escape?

The Search for the Ten Rings

There is a legend that tells of a set of ten physical rings that can be wielded by mortal men that would rival the power of the Emperor himself. The Characters follow this myth to the source on a quest for the Ten True Rings.

Training Day

The Characters have all been chosen by the leader of one of the Clans for training as warriors.

A Call for Peace

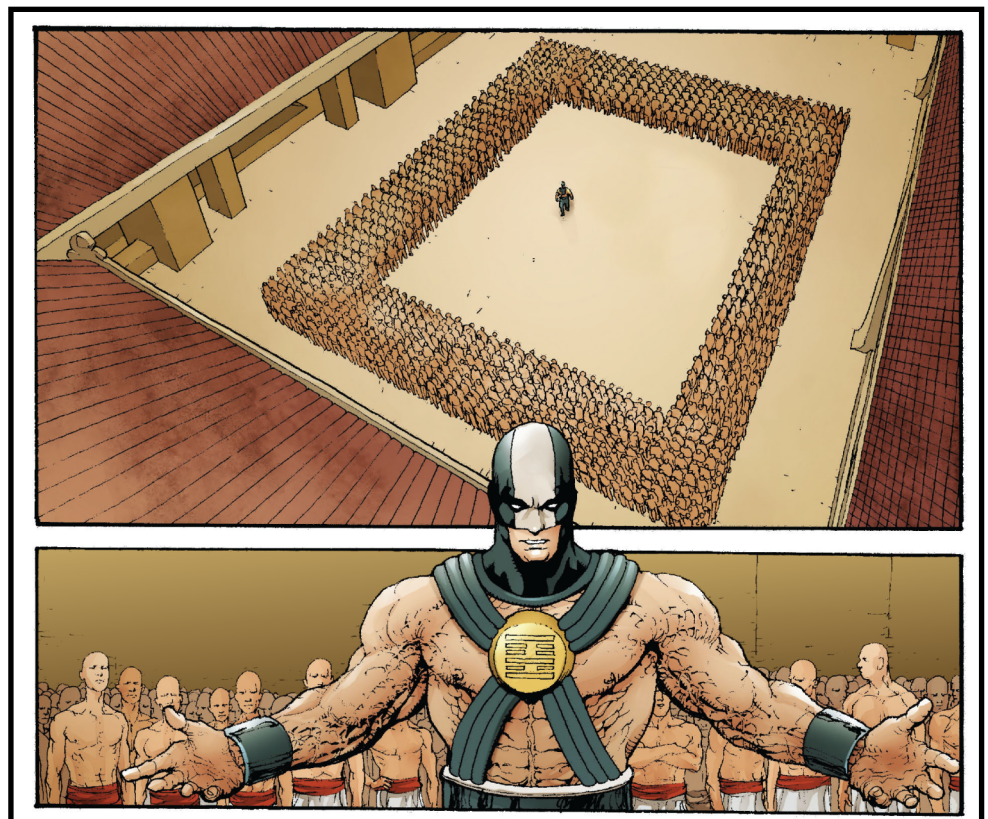
Shang-Chi has overthrown his father's rule. Now it is time to bring peace to the land, and the Characters have been hand chosen to help bring about this peace. But at what cost?

Mortal Combat

There has been a breach in the SHIELD and the Zombies are on the attack! Will martial arts beat back the hordes of the Undead?

Who Watches the Watcher?

Who is the Mysterious Herald and what is his ultimate agenda? The Herald has pulled together a ragtag bunch of Characters to perform missions under the nose of the Emperor. What does this mean for K'un-Lun?



CREDITS

The Adaptor pulled information from the following publications and websites to compile this Compendium:

Marvel Unlimited Membership

Marvel.com

marvel.wikia.com

www.classicmarvelforever.com

<http://www.angelfire.com/comics/benriely/>

wikipedia.com

The Official Handbook of the Marvel Universe - Multiple Issues

The Gamer's Handbook of the Marvel Universe Vols. 1-4

and 1989-1992 Updates

Master of Kung Fu #1-4

The Adaptor highly recommends the Marvel Unlimited membership and application.

This is the best tool for running any game in the Marvel Universe.

This is simply the adaptor's opinion and is given completely of his free will.

He does not work for nor is endorsed by Marvel Comics or the Disney Corp.

He's just a big Marvel Phile and prefers to pay for a subscription rather than pirate issues illegally.

MARVEL SUPER HEROES™ SECRET WARS

K'UN-LUN COMPENDIUM AN UNOFFICIAL GAME ACCESSORY

