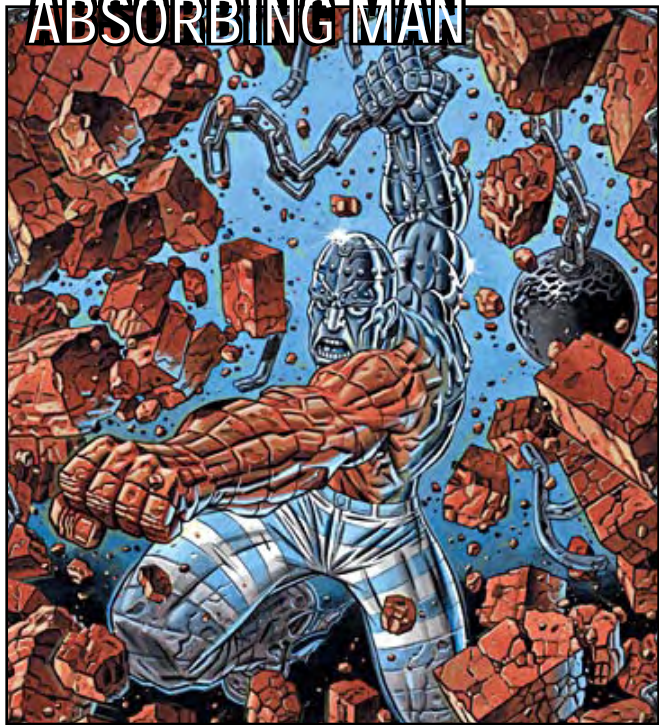




MDSnowman's

MARVEL FILES

ABSORBING MAN



STR	DEX	CON	INT	WIS	CHA
+17	+1	+3	-1	+0	-1
45/19	13	17	9	10	9
TOUGHNESS		FORTITUDE		REFLEX	
+17		+18		+6	
				+5	

COMBAT: Attack +11 [Unarmed +17, Ball & Chain +17; 18-20 Crit; 15ft.] Defense 20 (10 flat-footed)
Init +1

SKILLS: Bluff 8 (+7), Climb 13 (+17), Intimidate 17 (+16), Notice 8 (+8.), Profession [Criminal] 8 (+8.), Sense Motive 4 (+4), Stealth 8 (+9)

FEATS: All-Out Attack, Diehard, Fearsome Presence (6), Improved Critical [Ball & Chain] (2), Improved Grapple, Improved Pin, Power Attack, Startle, Stunning Attack, Weapon Bind

POWERS: Object Mimicry 13 (Density 13 [26 Strength, 6 Impervious Protection, 4 Immovability, 4 Super Strength] **Protection 8**; 72pp), **Device 1** [Ball and Chain – **Strike 1** (*Power Feats*: Extended Reach [2], Mighty); 3pp], **Regeneration 7** (Recovery Check 6, Resurrection 1; 7pp)

DRAWBACKS: *Involuntary Transformation* (To anything he touches; Uncommon Occurrence; Major Intensity; 3pp), *One Way Transformation* (Very Common Occurrence; Minor Intensity; 3pp), *Vulnerable* (Forced Transformation; Uncommon Occurrence; Major Intensity; 3pp)

Abilities 14 + Skills 17 (ranks) + Feats 16 + Powers 88
+ Combat 42 + Saves 25 – Drawbacks 9 =210 PP

PL 14

ADAM-X



STR	DEX	CON	INT	WIS	CHA
+5	+5	+5	+0	+0	+1
20	20	20	10	10	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+6	+9	+6

COMBAT: Attack +6 (+12 w/ Blades) [Unarmed +5, Swords +8; 19-20 Crit] Defense 22 (13 flat-footed) Init +13

SKILLS: Acrobatics 8 (+13), Bluff 12 (+13), Climb 8 (+13), Concentration 8 (+8), Diplomacy 6 (+7), Intimidate 10 (+11), Knowledge [Civics] 4 (+4), Notice 8 (+8), Sense Motive 8 (+8), Stealth 8 (+13)

FEATS: Accurate Attack, Attack Specialization [Blades] (3), Benefit [Status], Defensive Attack, Dodge Focus (6), Equipment (3), Evasion, Improved Block, Improved Disarm, Improved Initiative (2), Power Attack, Takedown Attack

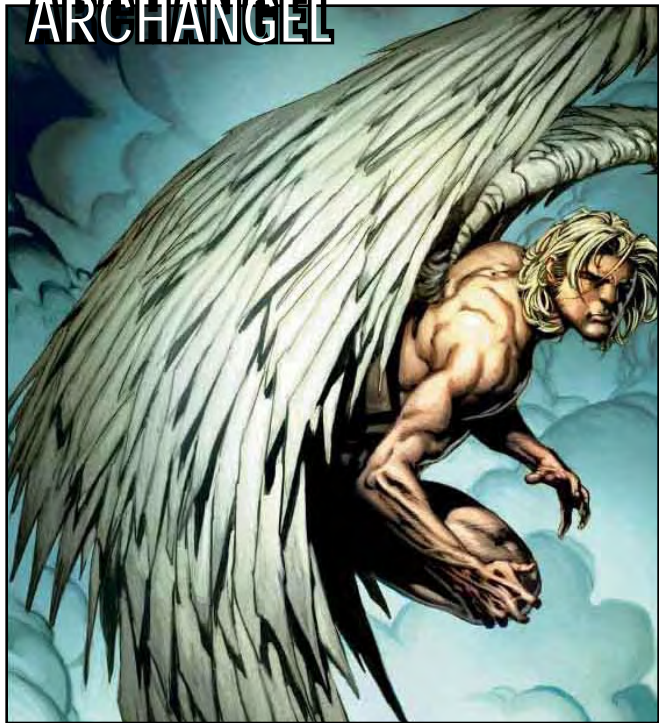
POWERS: **Mental Blast 10** (Extra: Alternate Save – Fortitude [+0], Duration - Concentration [+1]; Flaws: Only on foes with an injured status [-1]; 40pp)

EQUIPMENT: *Twin Blades* [+3 Damage; Auto-Fire; Mighty; Improved Critical; 8ep], *Body Armor* [+3 Protection; Strike 2 (Extra: Aura); 7ep]

**Abilities 32 + Skills 20 (80 ranks) + Feats 22 + Powers 40
+ Combat 24 + Saves 12 – Drawbacks 0 = 150 PP**

PL 10

ARCHANGEL



STR	DEX	CON	INT	WIS	CHA
+6	+3	+3	+2	+1	+5
22	16	16	14	12	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	+5	+11	+5

COMBAT: Attack +10 (+12 in Air) [Unarmed +6] Defense 22 (24 in Air) (14 flat-footed) Init +11

SKILLS: Bluff 10 (+15/+19)*, Diplomacy 10 (+15/+19)*, Gather Information 11 (+16)*, Knowledge [Civics] 12 (+14), Notice 13 (+14), Pilot 8 (+10)*, Sense Motive 8 (+9), Stealth 8 (+10)

FEATS: Attractive, Benefit [Wealth x3, Status] (4), Connected, Contacts, Dodge Focus (4), Endurance, Environmental Adaptation [High Altitudes], Equipment, Favored Environment [Airborne] (4), Improved Initiative (2), Move-by Action, Skill Mastery [Bluff, Diplomacy, Gather Information, Pilot], Sneak Attack, Teamwork (3), Well-Informed

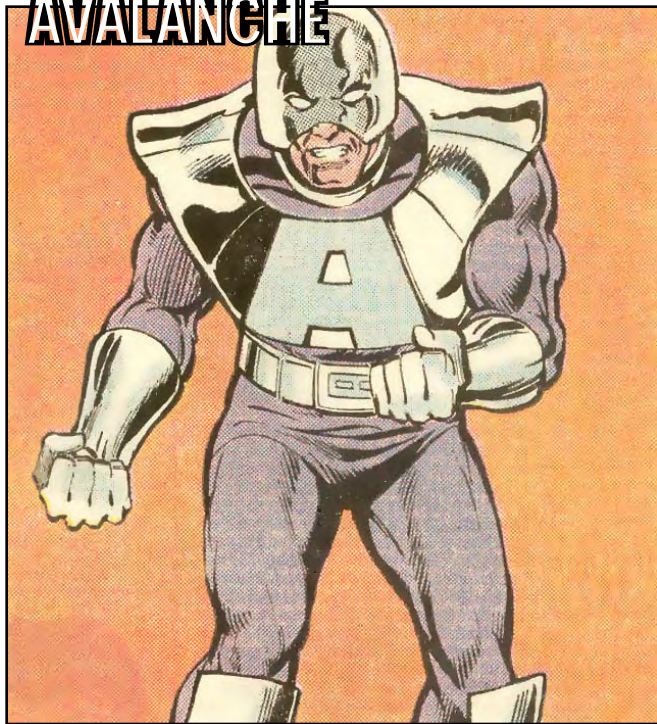
POWERS: **Flight 4** (8pp), **Super Senses 5** (Extended Vision (5); 5pp)

EQUIPMENT: *Uniform* [+3 Toughness; Subtle; 4ep], Comm-Link [1ep]

Abilities 40 + Skills 20 (80 ranks) + Feats 26 + Powers 13
+ Combat 36 + Saves 14 – Drawbacks 0 = 145 PP

PL 10

AVALANCHE



STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+0	+0	+0
14	12	14	10	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+7	+7	+7	+6

COMBAT: Attack +7 (+9 w/Vibrations) [Unarmed +2] Defense 20 (15 flat-footed) Init +1

SKILLS: Bluff 11 (+11), Climb 8 (+10), Drive 8 (+9), Intimidate 8 (+8), Knowledge [Earth Sciences] 8 (+8), Notice 8 (+8), Sense Motive 8 (+8), Stealth 8 (+9), Survival 8 (+8), Languages [Greek]

FEATS: All-Out Attack, Attack Specialization [Vibrations], Defensive Roll, Improved Block (3), Improved Sunder, Teamwork (2), Weapon Break

POWERS: **Disintegration 9** (*Flaws:* Ineffective vs. Organic Material [-1]; *Alternate Powers:* Shapeable Area **Environmental Control** [Distract & Hamper Movement], Shapeable Area **Trip**, Ranged **Nauseate**; 30pp)

EQUIPMENT: *Uniform* [+4 Toughness; 4ep], *Helmet* [+1 Toughness; 1ep]

DRAWBACKS: Vulnerable [Reflected Vibrations; Uncommon Occurrence; Moderate Intensity; 2pp]

Abilities 10 + Skills 21 (84 ranks) + Feats 10 + Powers 30
+ Combat 34 + Saves 17 – Drawbacks 2 = 120 PP

PL 9

BARON ZEMO



STR	DEX	CON	INT	WIS	CHA
+4	+3	+4	+5	+3	+3
18	16	18	20	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+8	+8	+8

COMBAT: Attack +10 (+13 Melee)[Unarmed +4, Sword +7; 19-20 Crit] Defense 23 (12 flat-footed) Init +11

SKILLS: Bluff 12 (+15), Craft [Chemical] 12 (+17), Craft [Mechanical] 8 (+13), Diplomacy 8 (+11), Disguise 12 (+15), Drive 4 (+7), Intimidate 4 (+7), Knowledge [Technology] 12 (+17), Notice 8 (+11), Sense Motive 12 (+15), Stealth 8 (+11), Languages (English, Italian, Russian, French; Base: German)

FEATS: Accurate Attack, Attack Focus [Melee] (3), Benefit [Status, Wealth] (2), Defensive Attack, Dodge Focus (10), Equipment (6), Improved Block (2), Improved Disarm (2), Improved Initiative (2), Inspire (4), Inventor, Luck, Master Plan, Minions [10 Soldiers] (5), Power Attack, Sneak Attack, Uncanny Dodge [Hearing]

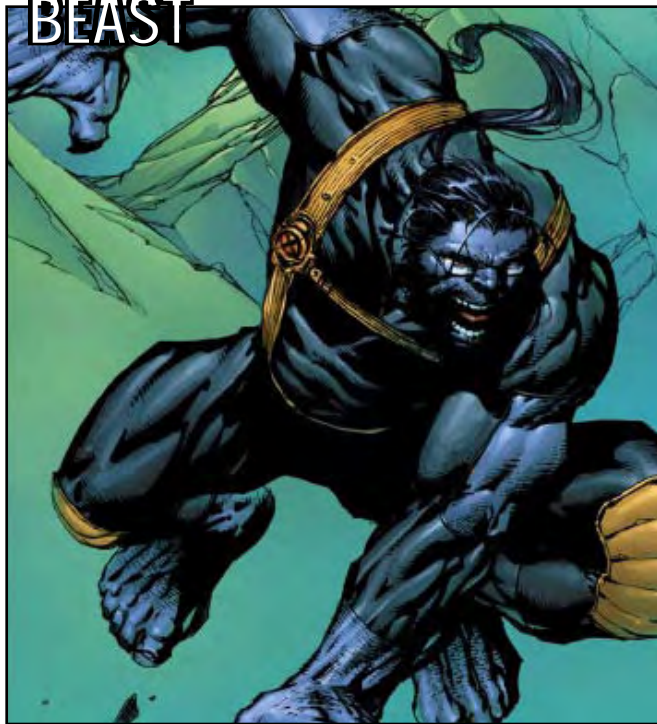
POWERS: **Device 4** [Adhesive X Blaster – **Snare 10**; 12pp]

EQUIPMENT: *Sword* [+3 Damage; 19-20 Crit; Mighty; 5ep], Uniform [+3 Toughness; 3ep], *Comm-Link* [1ep], *Heavy Pistol* [+4 Damage; 8ep], *Zemo Estate* [Size: Huge; Toughness: 10; Features: Communications, Garage, Holding Cells, Infirmary, Laboratory, Library, Living Space, Security System, Workshop; 13ep]

Abilities 44 + Skills 26 (148 Ranks) + Feats 43 + Powers 12
+ Combat 26 + Saves 14 – Drawbacks 0 = 165 PP

PL 10

BEAST



STR	DEX	CON	INT	WIS	CHA
+6	+6	+6	+6	+4	+2
22/16	22/14	22/16	22	18	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9	+8	+8	+7

COMBAT: Attack +9 [Unarmed +6] Defense 19 (13 flat-footed) Init +6

SKILLS: Acrobatics 12 (+18), Climb 8 (+14), Computers 8 (+14), Craft [Mechanical] 12 (+18), Craft [Electrical] 12 (+18), Craft [Chemical] 12 (+18), Diplomacy 12 (+14), Investigate 12 (+16), Knowledge [Life Sciences] 12 (+18), Knowledge [Physical Sciences] 12 (+18), Knowledge [Technology] 12 (+18), Medicine 12 (+16), Notice 8 (+12), Search 4 (+10), Sense Motive 4 (+8)

FEATS: Acrobatic Bluff, Ambidexterity, Chokehold, Dodge Focus (4), Eidetic Memory, Equipment, Improved Escape, Improved Grab, Improved Pin, Inventor, Luck, Power Attack, Sneak Attack (2), Teamwork

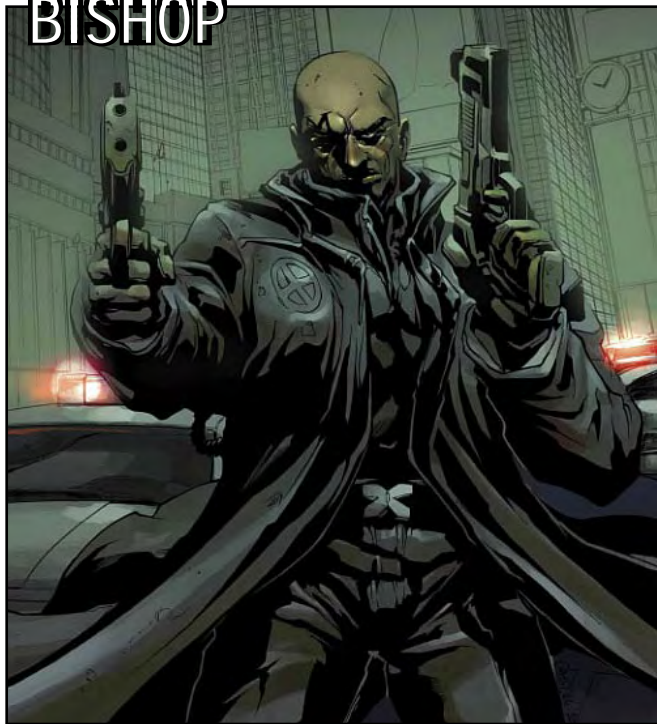
POWERS: Enhanced Strength 6 (6pp), Enhanced Dexterity 8 (8pp), Enhanced Constitution 6 (6pp), Super Senses 2 (Acute Scent; 2pp)

EQUIPMENT: *Uniform* [+3 Toughness Save; Subtle; 4ep], *Glasses* [0ep]

**Abilities 40 + Skills 36 (144 ranks) + Feats 17 + Powers 22
+ Combat 28 + Saves 7 – Drawbacks 0 = 150 PP**

PL 9

BISHOP



STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+0	+2	+0
16	14	16	10	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+6	+8	+8

COMBAT: Attack +10 [Unarmed +3, Heavy Pistols +4] Defense 20 (13 flat-footed) Init +6

SKILLS: Bluff 12 (+12), Climb 8 (+11), Disable Device 4 (+4), Drive 8 (+10), Intimidate 12 (+12), Knowledge [Streetwise] 8 (+8), Notice 8 (+10), Search 12 (+12), Sense Motive 12 (+14), Stealth 8 (+10), Survival 8 (+10)

FEATS: Accurate Attack, All-Out Attack, Dodge Focus (4), Elusive Target, Equipment (4), Improved Aim, Improved Initiative, Power Attack, Quickdraw (2), Track, Ultimate Effort [Ultimate Aim]

POWERS: Absorption [Energy] 10 (Boost: Blast; 40pp)

EQUIPMENT: *Twin Heavy Pistols* [+4 Damage; Auto-fire; 12ep], *Undercover Vest* [+3 Toughness; Subtle; 4ep], *Cell Phone* [1ep], *Shades* [0ep], *Leather Jacket* [+1 Toughness; 1ep]

**Abilities 20 + Skills 25 (100 ranks) + Feats 18 + Powers 40
+ Combat 32 + Saves 15 – Drawbacks 0 = 150 PP**

PL 10

BLACK CAT



STR	DEX	CON	INT	WIS	CHA
+1	+5	+1	+2	+0	+3
12	20	12	14	10	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+3	+5	+10	+5

COMBAT: Attack +9 (+12 Melee) [Unarmed +1, Claws +3; 18-20, Whip +3; 15ft. Reach]
Defense 22 (13 flat-footed) Init +13

SKILLS: Acrobatics 12 (+17), Bluff 6 (+9/+17), Climb 12 (+13), Computers 8 (+10), Disable Device 8 (+10), Escape Artist 8 (+13), Knowledge [Streetwise] 8 (+10), Notice 10 (+10), Sense Motive 8 (+8), Stealth 12 (+17)

FEATS: All-Out Attack, Attack Focus [Melee] (3), Attractive (2), Defensive Attack, Defensive Roll (3), Dodge Focus (7), Equipment, Elusive Target, Improved Initiative (2), Luck (4), Power Attack, Sneak Attack (2), Takedown Attack

POWERS: Device 2 [Black Cat Suit – **Protection 2, Strike 2 (Power Feats:** Mighty, Improved Critical [2]), **Super Movement** (Swinging); *Power Feat:* Fascinate Bluff; 8pp], **Device 2** [Whip – **Snare 4 (Alternate Powers:** Strike 2, Mighty, Extended Reach 2, Improved Disarm (2), **Super Movement** (Swinging); 6pp], **Luck Control 1** (Jinx; 3pp)

EQUIPMENT: *Infrared Contacts* [1ep], *Masterwork Lock Picks* [1ep], *Cell Phone* [1ep]

Abilities 24 + Skills 23 (90 ranks) + Feats 29 + Powers 17
+ Combat 28 + Saves 14 – Drawbacks 0 = 135 PP

PL 9

BLACK PANTHER



STR	DEX	CON	INT	WIS	CHA
+6	+7	+3	+3	+3	+3
22/16	24/16	16	16	16	16
TOUGHNESS		FORTITUDE		REFLEX	
+7		+7		+6	

COMBAT: Attack +12 [Unarmed +6, Claws +8; 18-20 Crit] Defense 23 (12 flat-footed) Init +11

SKILLS: Acrobatics 8 (+15), Bluff 8 (+11)*, Climb 6 (+12), Computers 6 (+9), Diplomacy 14 (+17)*, Drive 8 (+15), Gather Information 8 (+11), Intimidate 8 (+11), Knowledge [Physical Sciences] 6 (+9), Notice 8 (+11), Search 8 (+11), Sense Motive 10 (+13), Stealth 12 (+19)*, Survival 8 (+11)*, Languages (English, Arabic; Base: Swahili)

FEATS: Accurate Attack, All-Out Attack, Benefit [Diplomatic Immunity, Status, Wealth (3)] (5), Defensive Attack, Dodge Focus (10), Elusive Target, Equipment (3), Improved Disarm, Improved Initiative, Master Plan, Power Attack, Skill Mastery [Bluff, Diplomacy, Stealth, Survival], Takedown Attack, Track, Uncanny Dodge [Hearing]

POWERS: **Enhanced Strength 6** (6pp), **Enhanced Dexterity 8** (8pp), **Super Senses 3** (Extended Vision, Low-Light Vision, Scent; 3pp), **Device 4** [Black Panther Suit — **Protection 4**, **Camo Clothing** (Shadows), **Strike 2** (*Extras*: Penetrating [+1]; *Power Feats*: Mighty, Improved Critical (2); *Alternate Powers*: **Strike 2** (*extra*: Auto-Fire [+1]; *Power Feats*: Mighty, Improved Critical (2)), **Super-Movement** (Wall Crawling), **Leaping 1**, **Mind Shield 3**, **Super Movement 1** (Slow Fall; 2pp); 16pp Total]

EQUIPMENT: *Shuriken* [+1 Damage; Autofire; 3ep], *Motorcycle* [Strength: 15; Speed: 5; Defense: 10; Toughness: 8; Size: Medium; 9ep]

**Abilities 36 + Skills 30 (120 ranks) + Feats 30 + Powers 31
+ Combat 30 + Saves 8 – Drawbacks 0 = 165 PP**

PL 10

BLINK



STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+1	+2	+3
14	16	14	12	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+2	+5	+10	+6

COMBAT: Attack +6 (+10 Unarmed or Thrown Weapons) [Unarmed +2, Teleportation Javelin +10] Defense 23 (13 flat-footed) Init +11

SKILLS: Acrobatics 12 (+15), Bluff 8 (+11/+15), Diplomacy 6 (+9/+13), Escape Artist 12 (+15), Knowledge [Tactics] 8 (+9), Notice 8 (+10), Search 8 (+9), Sense Motive 8 (+10), Stealth 12 (+15), Survival 10 (+12)

FEATS: Attack Specialization [Thrown] (2), Attack Specialization [Unarmed] (2), Attractive, Defensive Roll (5), Dodge Focus (7), Evasion, Inspire (2), Improved Initiative (2), Sneak Attack (2), Uncanny Dodge [Hearing]

POWERS: **Teleport 10** (*Extra:* Accurate [+1], Portal [+2]; *Alternate Powers:* Teleport 10 (*Extras:* Attack [+1], Ranged [+1]), **Disintegration 10** (*Extras:* Auto-Fire [+1]), **Deflect** [All Ranged] 10 (*Extras:* Reflection [+1], Free Action [+2]); 53pp)

Abilities 26 + Skills 23 (92 ranks) + Feats 25 + Powers 53
+ Combat 24 + Saves 14 – Drawbacks 0 = 165

PL 10

BLOB



STR	DEX	CON	INT	WIS	CHA
+11	+2	+2	-1	-1	-2
32/14	14	14	8	8	6

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+10	+6	+0

COMBAT: Attack +7 [Unarmed +11] Defense 14 (12 flat-footed) Init +6

SKILLS: Bluff 14 (+12), Intimidate 14 (+12), Notice 8 (+7), Sense Motive 8 (+7)

FEATS: All-Out Attack, Chokehold, Distract [Intimidate], Improved Defense, Improved Grab, Improved Initiative, Improved Pin, Power Attack, Stunning Attack, Taunt, Teamwork, Ultimate Effort [Ultimate Toughness Save]

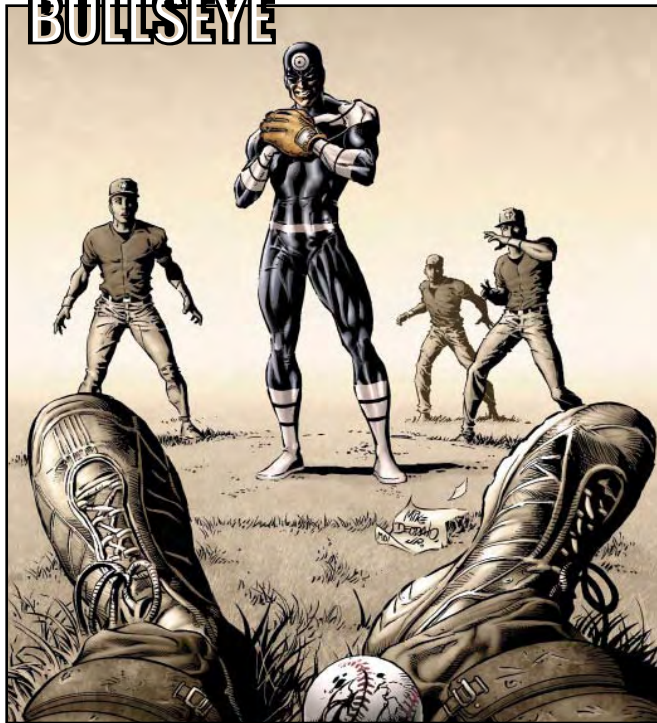
POWERS: **Density 9** (+18 Strength, Protection 4 (Impervious), Immovable 3; 24pp), **Immovable 7** (7pp), **Protection 8** (Extra: Impervious [+1]; 16pp), **Super Strength 5** (25pp)

DRAWBACKS: *Weak Point* [1pp]

Abilities 4 + Skills 11 (44 ranks) + Feats 11 + Powers 75
+ Combat 22 + Saves 13 – Drawbacks 1 = 135 PP

PL 9

BULLSEYE



COMBAT: Attack +8 (+11 Ranged) [Unarmed +2, Thrown +7; 15-20 Crit] Defense 22 (15 flat-footed) Init +12

SKILLS: Bluff 12 (+14)*, Climb 8 (+10), Disable Device 8 (+9), Drive 10 (+14), Intimidate 10 (+12), Notice 12 (+12)*, Profession [Mercenary] 4 (+4), Sense Motive 10 (+10)*, Sleight of Hand 12 (+16), Stealth 12 (+16)*

FEATS: Accurate Attack, Assessment, Attack Focus [Ranged] (3), Defensive Attack, Distract [Bluff], Dodge Focus (3), Elusive Target, Equipment, Improved Aim, Improved Critical [Thrown] (5), Improved Initiative (2), Power Attack, Precise Shot (2), Ranged Pin, Skill Mastery [Bluff, Notice, Sense Motive, Stealth], Quick Draw (2), Taunt, Throwing Mastery (7)

POWERS: Protection 3 (Power Feat: Innate; 4pp)

EQUIPMENT: Shuriken (+1 Damage; Autofire; 3ep)

DRAWBACKS: Vulnerable [Magnetic Powers; Uncommon Occurrence; Major Intensity; 3pp], Weak Point [1pp]

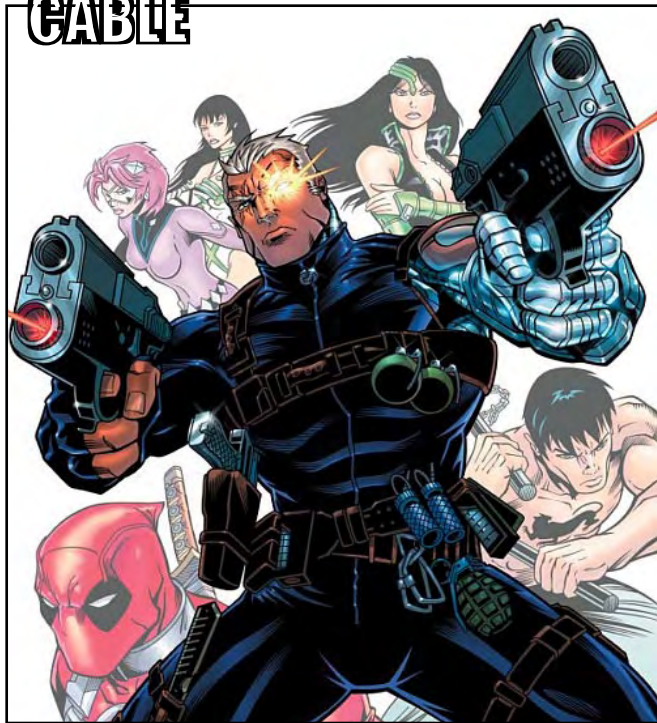
STR	DEX	CON	INT	WIS	CHA
+2	+4	+3	+1	+0	+2
14	18	16	12	10	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	+8	+10	+4

**Abilities 24 + Skills 25 (100 ranks) + Feats 35 + Powers 4
+ Combat 34 + Saves 17 – Drawbacks 4 = 135 PP**

PL 9

CABLE



STR	DEX	CON	INT	WIS	CHA
+3	+3	+4	+2	+2	+3
16	16	18	14	14	16
TOUGHNESS		FORTITUDE		REFLEX	
+12/+11		+10		+8	
				+10	

COMBAT: Attack +15 (+16 w/ Blaster Rifle) [Unarmed +3, Psimtar +9; 10ft Reach; 17-20 Crit, Blaster Rifle +8] Defense 22 (13 flat-footed) Init +7

SKILLS: Bluff 8 (+11), Climb 9 (+12), Computers 9 (+11), Concentration 9 (+11), Drive 4 (+7), Gather Information 8 (+11), Intimidate 12 (+15), Knowledge [Tactics] 12 (+14), Medicine 8 (+10), Notice 12 (+14), Search 8 (+10), Sense Motive 12 (+14), Stealth 8 (+11), Survival 12 (+14), Swim 8 (+11), Languages (Modern English; Base: Future English)

FEATS: Accurate Attack, All-Out Attack, Defensive Attack, Defensive Roll, Dodge Focus (6), Elusive Target, Equipment (8), Evasion, Fearless, Improved Block, Improved Disarm, Improved Initiative, Inspire (2), Instant Up, Power Attack, Set-Up, Sneak Attack, Startle, Takedown Attack, Teamwork, Well-Informed

POWERS: **Device 4** [Psimtar – **Strike 6** (*Extras:* Penetrating [+1]; *Power Feats:* Mighty, Extended Reach, Improved Critical (3), Affects Insubstantial; *Alternate Power:* **Stun 6** (*Extra:* Alternate Save – Will [+0]; *Power Feats:* Mighty; Extended Reach, Improved Critical (3), Affects Insubstantial; Restricted – Those with Mental Powers; 12pp), *Protection 3* (3pp), **Telekinesis 8** (Dynamic; *Alternate Powers:* **Telepathy 8** – Dynamic; 20pp)

EQUIPMENT: *Body Armor* [+4 Toughness; 4ep], *Comm-Link* [1ep] *Arsenal* [Plastic Explosives – [+10 Damage; Explosion Area; 30ep], Blaster Rifle w/ Laser Sight – [+8 Damage; Auto-Fire; Attack Focus; 25ep], Twin hand Guns – [+3 Damage; Auto-Fire; 9ep], Tear Gas – [**Dazzle 4** + **Nauseate Explosion 4**; 18ep]; 33ep]

DRAWBACKS: Techno Organic Virus [If Pushed to Unconscious State using Extra Effort on Telekinesis he dies; 4pp]

Abilities 34 + Skills 35 (140 ranks) + Feats 34 + Powers 35
+ Combat 42 + Saves 19 – Drawbacks 4 = 195 PP

PL 12

CANNONBALL



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+2	+4	+3
15	15	15	14	18	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+4	+8	+10

COMBAT: Attack +10 [Unarmed +2] Defense 14 [18 in flight] (12 flat-footed) Init +10

SKILLS: Diplomacy 8 (+11), Gather Information 4 (+7), Handle Animal 8 (+11), Knowledge [Earth Sciences] 8 (+10), Notice 8 (+12), Profession [Miner] 4 (+8), Sense Motive 8 (+12), Stealth 4 (+6), Survival 8 (+12)

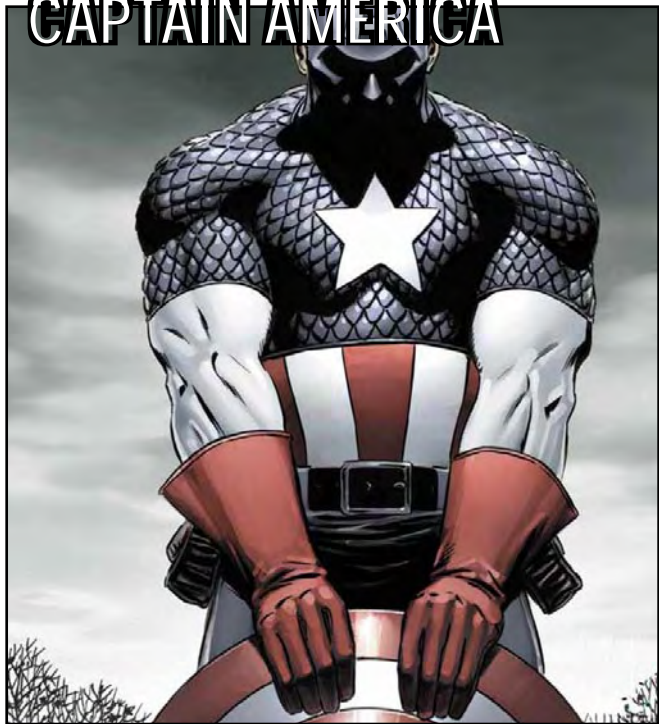
FEATS: All-Out Attack, Defensive Attack, Die Hard, Fast Overrun, Favored Environment [Airborne] (4), Improved Initiative (2), Improved Overrun, Improved Trip, Inspire (2), Leadership, Luck, Move-by Action, Power Attack, Teamwork (2)

POWERS: **Flight 12** (Dynamic; *Alternate Power: Strike* (Extra: Penetrating [+1]) – Dynamic; 27pp), **Force Field 10** (Extra: Impervious [+1] 12; *Flaw: Limited – Only While in Flight* [-1]; 12pp)

Abilities 33 + Skills 16 (64 ranks) + Feats 20 + Powers 39
+ Combat 28+ Saves 14 – Drawbacks 0 = 150 PP

PL 10

CAPTAIN AMERICA



STR	DEX	CON	INT	WIS	CHA
+7	+7	+7	+3	+3	+6
24	24	24	16	16	22

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	+12	+12	+12

COMBAT: Attack +14 [Unarmed +7, Star Spangled Shield +10; Crit 18-20] Defense 19 [24 w/ Shield] (14 flat-footed) Init +7

SKILLS: Acrobatics 4 (+11), Climb 8 (+15), Diplomacy 8 (+14), Drive 4 (+11), Intimidate 8 (+14), Knowledge [Tactics] 16 (+19), Notice 12 (+15), Sense Motive 12 (+15), Survival 8 (+11), Stealth 8 (+15)

FEATS: All Out Attack, Assessment, Benefit [Security Clearance], Defensive Attack, Dodge Focus (2), Elusive Target, Equipment, Fearless, Improved Block (2), Improved Critical [Shield] (2), Improved Trip, Improved Disarm (2), Inspire (5), Leadership, Luck (2), Power Attack, Precise Shot (2), Startle, Stunning Attack, Takedown Attack, Teamwork (2), Ultimate Effort (Ultimate Toughness Save), Uncanny Dodge [Hearing], Weapon Break

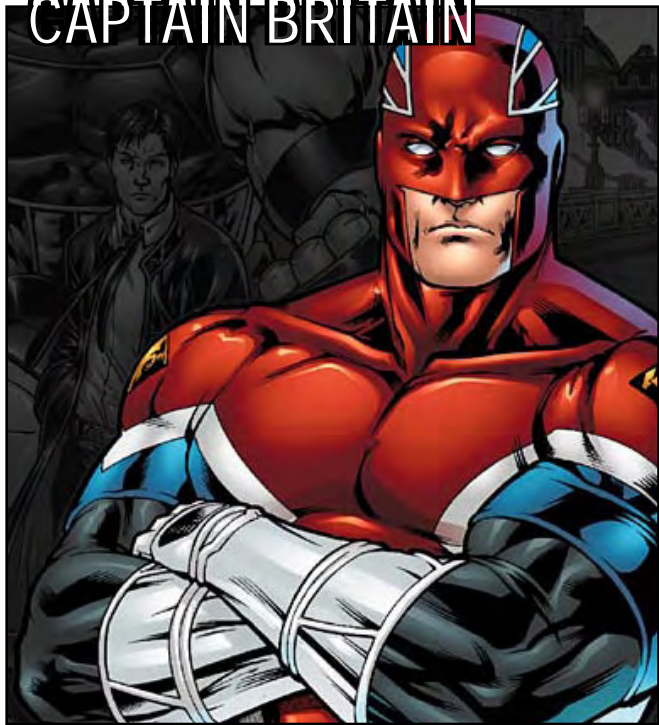
POWERS: Device 6 [Star Spangled Shield – **Strike 3** (*Power Feats:* Mighty, Thrown (6); *Extras:* Penetrating [+1]) Deflect 8 [All Ranged] (*Alternate Power:* **Shield**) 18pp]

EQUIPMENT: *Chain Mail* [+3 Toughness; 3ep], *Com-link* [1ep], *Binoculars* [1ep]

Abilities 66 + Skills 21 (84 ranks) + Feats 34 + Powers 18
+ Combat 42 + Saves 19 – Drawbacks 0 = 200 PP

PL 12

CAPTAIN BRITAIN



STR	DEX	CON	INT	WIS	CHA
+12	+2	+2	+1	+2	+3
34/14	14	14	12	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+8	+2	+7

COMBAT: Attack +10 [Unarmed +12] Defense 20 (15 flat-footed) Init +6

SKILLS: Diplomacy 12 (+15/+19), Drive 8 (+10), Knowledge [Arcane Lore] 8 (+9), Knowledge [Civics] 8 (+9), Knowledge [Physical Sciences] 4 (+5), Sense Motive 8 (+10)

FEATS: Accurate Attack, Attractive, Benefit [Wealth 2, Status] (3), Defensive Attack, Equipment (4), Improved Disarm, Improved Initiative, Inspire (4), Leadership, Power Attack

POWERS: Enhanced Strength 20 (20pp), Flight 6 (12pp), Protection 10 (Extra: Impervious [+1]; 20pp), Super Strength 5 (10pp)

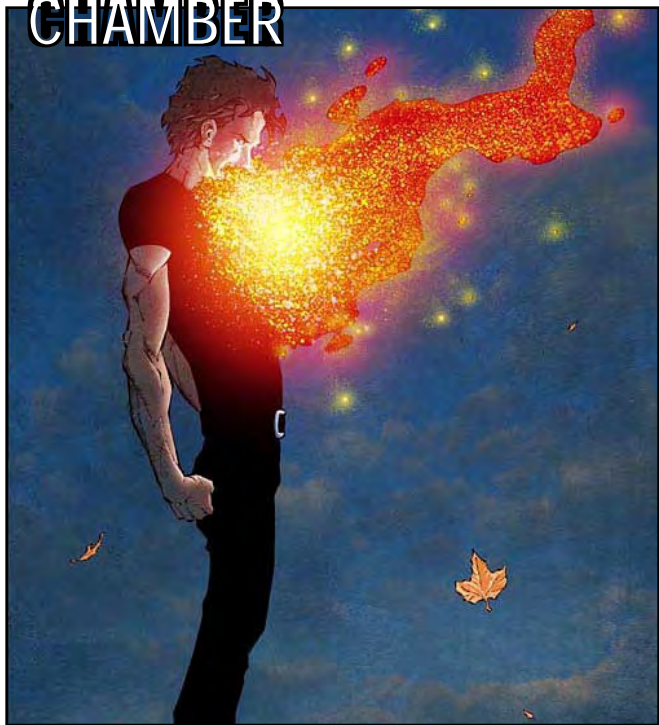
EQUIPMENT: Manor — [Size: Huge; Toughness: 10; Features: Communications, Computer, Garage, Gym, Library, Living Space, Power System, Security System; 12ep], Sports Car [Strength: 25; Speed: 5; Defense: 9; Toughness: 8; Size: Large; 8ep]

DRAWBACKS: Weak Point [1pp]

**Abilities 24 + Skills 12 (48 ranks) + Feats 18 + Powers 62
+ Combat 40 + Saves 10 – Drawbacks 1 = 165 PP**

PL 11

CHAMBER



STR	DEX	CON	INT	WIS	CHA
+1	+1	—	+2	+2	+2
12	12	—	14	14	14
TOUGHNESS		FORTITUDE		REFLEX	
+6		—		+4	
				+7	

COMBAT: Attack +4 (+8 Unarmed) [Unarmed +1, Psionic Blast +10] Defense 24 (13 flat-footed) Init +1

SKILLS: Bluff 8 (+10), Climb 4 (+5), Concentration 4 (+6), Disguise 4 (+6), Intimidate 12 (+14), Notice 8 (+10), Sense Motive 8 (+10), Stealth 8 (+9)

FEATS: Attack Specialization [Unarmed] (2), Dodge Focus (8), Fearsome Presence (5), Startle, Teamwork

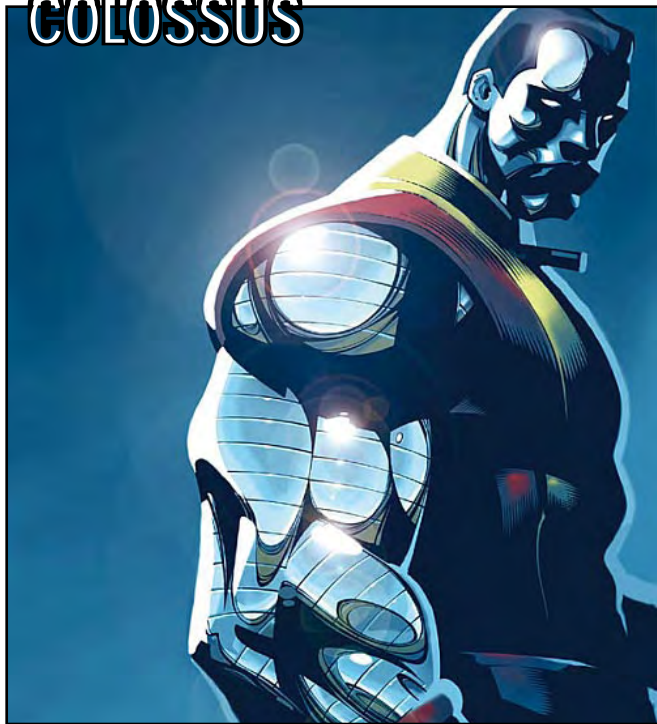
POWERS: **Blast 10** (*Extra:* Shapeable Area [+1], Concentration Duration [+1]; *Power Feats:* Incurable, 41pp), **Immunity 30** (Fortitude Saves; 30pp), **Telepathy 4** (*Alternate Power:* Communication 8; 9pp)

DRAWBACKS: *Disability* [Mute; Uncommon Occurrence; Minor Intensity; 1pp]

Abilities 6 + Skills 14 (56 ranks) + Feats 17 + Powers 80
+ Combat 20 + Saves 14 – Drawbacks 1 = 150 PP

PL 10

COLOSSUS



STR	DEX	CON	INT	WIS	CHA
+12	+0	+3	+2	+4	+2
35/15	11	16	14	18	15

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+12	+4	+8

COMBAT: Attack +8 [Unarmed +12] Defense 16 (13 flat-footed) Init +0

SKILLS: Craft [Artistic] 15 (+17), Climb 8 (+10), Notice 8 (+12), Sense Motive 8 (+12), Language (English; Base: Russian)

FEATS: Accurate Attack, All Out Attack, Defensive Attack, Improved Block (2), Improved Defense, Power Attack, Stunning Attack, Teamwork (2), Weapon Break

POWERS: Alternate form [Solid] 11 (Density 10 [+20 Str, Protection 5 (Impervious), Immovable 3, Super Strength 3 (Power Feat: Ground Strike)] Immunity 9 [Life Support], Protection 6 [Impervious 8]; 55pp)

**Abilities 29 + Skills 10 (40 ranks) + Feats 11 + Powers 55
+ Combat 28 + Saves 17 – Drawbacks 0 = 150 PP**

PL 10

CYCLOPS



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+2	+3	+4
14	14	14	14	16	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+/+5	+8	+8	+8

COMBAT: Attack +8 [Unarmed +2; Optic Blasts +12 Penetrating] Defense 23 (14 flat-footed) Init +2

SKILLS: Concentration 8 (+11), Drive 8 (+10), Gather Information 4 (+8), Knowledge [Tactics] 10 (+12), Notice 8 (+11), Pilot 8 (+10), Sense Motive 10 (+13), Stealth 4 (+6)

FEATS: All-Out Attack, Assessment, Equipment, Defensive Roll (2), Dodge Focus (5), Inspire (4), Luck, Leadership, Power Attack, Teamwork (2), Ultimate Effort [Ultimate Will Save]

POWERS: **Blast 12** (*Extra:* Penetrating [+1], *Duration* - Concentration [+1]; *Flaw:* Limited-Uncontrolled [-1]; *Alternate Power:* Move Action **Deflect** [All Ranged]), **Blast 10** (*Extras:* *Duration* - Concentration [+1], *Line Area* [+1]; *Flaw:* Uncontrolled [-1]; 38pp), **Immunity 1** (Havok's Powers; 1pp), **Device 4** [Visor- Removes Uncontrolled Flaw to Blast; *Power Feats:* Accurate Attack, Improved Aim, Precise Shot (2), Ultimate Effort [Ultimate Aim]; 12pp]

EQUIPMENT: *Uniform* [Protection 3; Subtle; 4ep], *Com-Link* [1ep]

**Abilities 30 + Skills 15 (60 ranks) + Feats 20 + Powers 51
+ Combat 32 + Saves 17 – Drawbacks 0 = 165 PP**

PL 10

DANI MOONSTAR



COMBAT: Attack +6 (+10 Ranged) [Unarmed +2, Bow +5, Psychic Bow +8] Defense 23 (13 flat-footed) Init +3

SKILLS: Bluff 10 (+13/+17), Diplomacy 10 (+13/+17), Gather Information 8 (+11), Knowledge [Tactics] 12 (+14), Ride 8 (+11), Survival 8 (+11)

FEATS: Attack Focus [Ranged] (4), Attractive (1), Connected, Defensive Roll (2), Dodge Focus (7), Equipment (3), Leadership, Track, Uncanny Dodge [Hearing]

POWERS: **Comprehend [Animals] 2** (4pp), **Emotion Control 10** (Extras: Linked to Illusion [+0]; Alternate Powers: Ranged **Mental Blast** [Requires a bow] 8; 21pp), **Illusion 10** (Extras: Linked to Emotion Control [+0]; Flaws: Limited – Only Objects of Fear and Desire [-1]; 20pp)

EQUIPMENT: Bow [+3 Damage; Mighty; 9ep], Uniform [+3 Toughness; 3ep], Comm-link [1ep], Binoculars [1ep], Cell Phone [1ep]

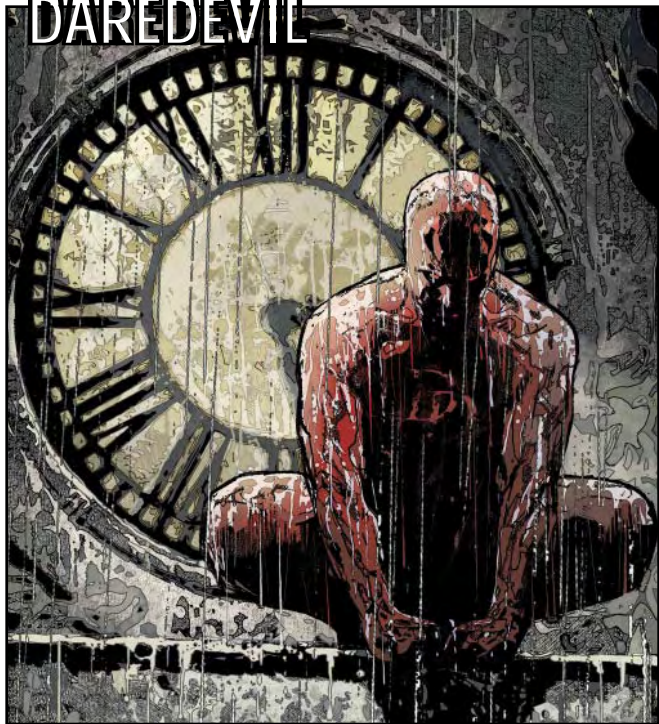
STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+2	+3	+3
14	16	14	14	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+5	+8	+8	+9

**Abilities 30 + Skills 13 (52 ranks) + Feats 21 + Powers 45
+ Combat 24 + Saves 17 – Drawbacks 0 = 150 PP**

PL 10

DAREDEVIL



STR	DEX	CON	INT	WIS	CHA
+3	+5	+3	+2	+2	+2
16	20	16	14	14	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	+5	+10	+9

COMBAT: Attack +12 [Unarmed +3, Billy Club +6] Defense 24 (16 flat-footed) Init +13

SKILLS: Acrobatics 12 (+17)*, Bluff 8 (+10), Climb 8 (+11), Intimidate 8 (+10), Knowledge [Streetwise] 8 (+10), Notice 15 (+17)*, Profession [Lawyer] 10 (+12), Sense Motive 15 (+17)*, Stealth 8 (+13)*

FEATS: Accurate Attack, Acrobatic Bluff, All-Out Attack, Assessment, Defensive Attack, Dodge Focus (2), Elusive Target, Equipment, Evasion (2), Improved Disarm, Improved Initiative (2), Improved Trip, Power Attack, Takedown Attack, Second Chance [Sense Motive], Skill Mastery [Acrobatics, Notice, Sense Motive, Stealth], Sneak Attack, Uncanny Dodge [Hearing], Weapon Bind

POWERS: Device 2 [Billy Club- **Strike 3** (*Extras:* Auto-Fire [-1]; *Power Feat:* Mighty; *Power Feat:* Thrown (2); *Alternate Powers:* **Super Movement 1** (Swinging); 6pp], **Super Senses 14** (Blindsight [Radius, Extended], Acute Touch, Scent, Radio, Tremor Sense, Ultra Hearing; 14pp)

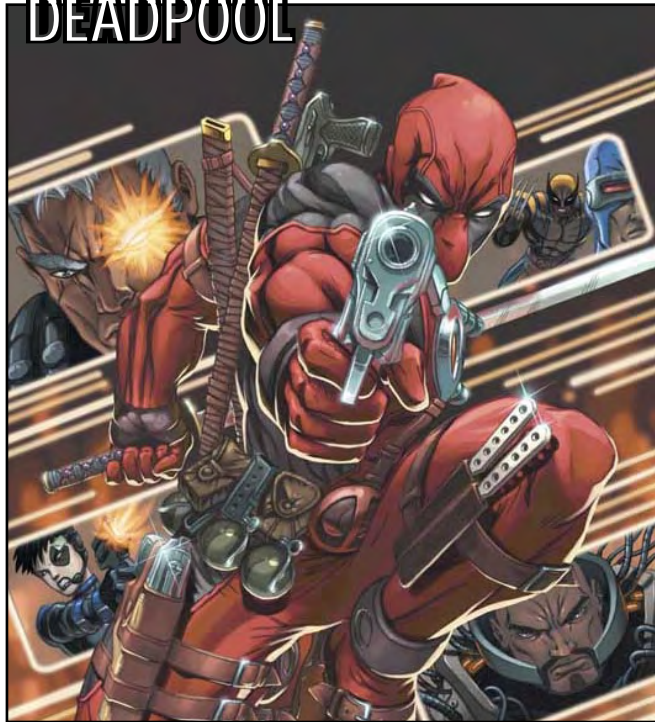
EQUIPMENT: Uniform (+3 Toughness; Subtle; 4ep)

DRAWBACKS: *Disability* [Blind- Uncommon Occurrence, Minor Intensity; 1pp], *Weakness* [Loud Noises / Sonic Attacks — Uncommon Occurrence, Moderate Intensity; 6pp]

**Abilities 34 + Skills 23 (92 ranks) + Feats 21 + Powers 20
+ Combat 48 + Saves 14 – Drawbacks 11 = 150 PP**

PL 10

DEADPOOL



STR	DEX	CON	INT	WIS	CHA
+3	+4	+3	+1	+0	+3
16	18	16	12	10	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+6	+6	+11	+6

COMBAT: Attack +13 [Unarmed +3; Sword +6 (19-20); Heavy Pistol / Submachine Gun +4] Defense 23 (14 flat-footed) Init +12

SKILLS: Acrobatics 8 (+12), Bluff 12 (+15), Climb 4 (+7), Gather Information 8 (+11), Notice 8 (+8), Sense Motive 8 (+8), Stealth 12 (+16), Survival 4 (+4)

FEATS: Accurate Attack, All Out Attack, Contacts, Defensive Roll, Dodge Focus (6), Elusive Target, Equipment (5), Evasion, Improved Initiative (2), Improved Sunder, Improved Trip, Power Attack, Precise Shot (2), Quick Draw, Seize Initiative, Sneak Attack (2), Instant Up, Taunt, Takedown Attack, Uncanny dodge [Hearing]

POWERS: Regeneration 29 (Recovery Rate: 17; Bruised 3, Unconscious 3, Injured 4, Staggered 4, Disabled 6; Ability Damage: 5, Resurrection 4; Power Feat: Regrowth; 30pp),
Device 1 [Teleportation Device – **Teleport 5** (Flaws: Short Range [-1]); 3pp]

EQUIPMENT: *Sword* (+3, Mighty, 19-20 crit; 5ep), *Uniform* [+3 Toughness; 3ep] *Arsenal* – [Fragmentation Grenades (Explosion **Blast 5**; 15ep), Submachine Gun (+4 Damage; Auto-Fire), Heavy Pistol (+4 Damage); 17ep]

Abilities 28 + Skills 16 (64 ranks) + Feats 32 + Powers 33
+ Combat 40 + Saves 16 – Drawbacks 0 = 165 PP

PL 10

DOCTOR DOOM



STR	DEX	CON	INT	WIS	CHA
+13	+1	+1	+9	+3	+5
27/14	12	12	28	16	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+16	+7	+1	+10

COMBAT: Attack +13 [Unarmed +8, Force Blast +15, Mystical Blast +12] Defense 23 (17 flat-footed) Init +1

SKILLS: Bluff 8 (+13), Craft [Chemical] 8 (+17), Craft [Electronic] 10 (+19), Craft [Mechanical] 12 (+21), Diplomacy 8 (+13), Disable Device 10 (+19), Intimidate 12 (+17), Knowledge [Arcane Lore] 10 (+19), Knowledge [Civics] 8 (+17), Knowledge [Earth Sciences] 12 (+21), Knowledge [Life Sciences] 12 (+21), Knowledge [Physical Sciences] 12 (+21), Knowledge [Technology] 10 (+19), Notice 4 (+7), Sense Motive 12 (+15)

FEATS: Benefit [Status, Diplomatic Immunity, Wealth (4)] (6), Equipment (6), Fearless, Fearsome Presence (6), Inventor, Master Plan, Minions (22), Ritualist, Sneak Attack, Startle, Ultimate Effort [Ultimate Master Plan]

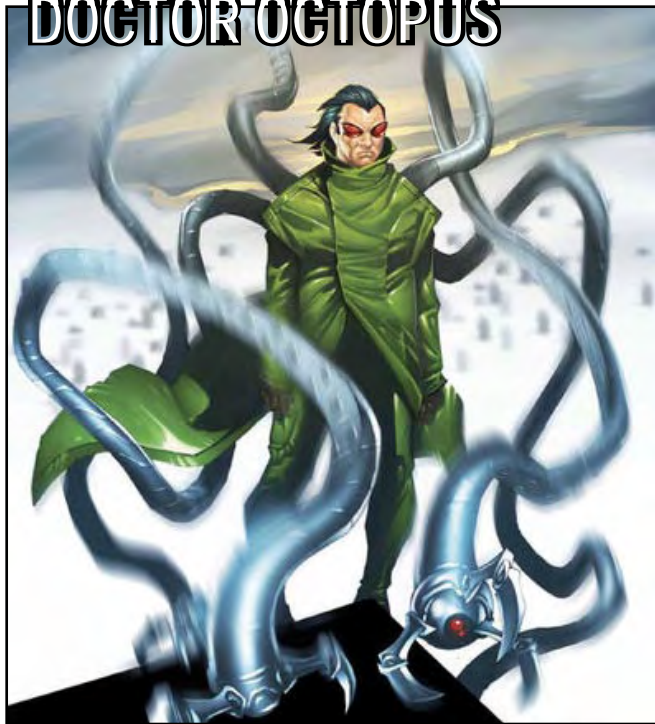
POWERS: **Device 21** [Battle Suit – **Enhanced Strength 13** (13pp), **Strike 10** (*Extra:* Aura [+1]; *Power Feat:* Triggered by Being Touched; 21pp), **Protection 15** (*Extras:* Impervious [+1] 9; 24pp), **Blast 15** (30pp), **Flight 5** (10pp), **Force Field 2** (*Extra:* Impervious [+1], Area [+1]; *Flaws:* Duration – Concentration [-1]; 4pp), **Super Senses 3** (Ultra Hearing, Communication Link, Infravision; 3pp); 84pp Total], **Magic 12** (Mystical Bindings; *Alternate Powers:* **Mystic Blast**, **Super Movement** [Dimensional Travel]; 26pp), **Possession 10** (*Flaws:* Sense Dependent [Sight] [-1]; 30pp)

EQUIPMENT: *Broomhandle Mauser* [+4 Damage; 8ep], *Castle Von Doom* [Size: Gargantuan ; Toughness: 30; Features: Communications, Computer, Defense System, Fire Prevention System, Garage, Holding Cells, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop; 22ep]

Abilities 42 + Skills 39 (156 ranks) + Feats 46 + Powers 140
+ Combat 50 + Saves 13 – Drawbacks 0 = 330 PP

PL 15

DOCTOR OCTOPUS



STR	DEX	CON	INT	WIS	CHA
+8	+1	+2	+5	+1	+1
26/8	12	14	20	12	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+5	+5	+3	+5

COMBAT: Attack +9 (+12 Melee) [Unarmed +8, 25 ft. Reach] Defense 23 (16 flat-footed)
Init +5

SKILLS: Bluff 12 (+13), Climb 6 (+14), Computers 10 (+15), Concentration 12 (+13), Craft [Mechanical] 12 (+17), Craft [Electrical] 12 (+17), Craft [Chemical] 12 (+17), Gather Information 8 (+9), Intimidate 12 (+13), Knowledge [Technology] 12 (+17), Notice 8 (+9), Profession [Nuclear Physicist] 8 (+9), Sense Motive 8 (+9)

FEATS: Ambidexterity, Attack Focus [Melee] (3), Chokehold, Defensive Roll (2), Eidetic Memory, Equipment, Improved Initiative, Improved Pin, Inventor, Master Plan, Power Attack, Startle

POWERS: Device 8 [Harness- **Additional Limb 3**, **Enhanced Strength 18**, **Elongation 3** (*Extras:* Continuous [+1]; *Flaws:* Permanent [-1]), **Quickness 2** (*Flaws:* Limited – Physical Actions [+1]), **Super Strength 3**, **Speed 4**, **Super Movement 2** (Wall Crawling 2), **Super Senses 1** (Radius [Sight]); 32pp]

EQUIPMENT: *Heavy Coat* [+3 Toughness; Subtle; 4ep], *Flash Goggles* [1ep]

Abilities 18 + Skills 33 (132 ranks) + Feats 14 + Powers 32
+ Combat 44 + Saves 9 – Drawbacks 0 = 150 PP

PL 10

DOMINO



STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+1	+1	+1
14	18	14	12	12	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	+6	+8	+6

COMBAT: Attack +14 [Unarmed +2, Knife +3; 19-20 Crit, Twin 9mm +3] Defense 24 (13 flat-footed) Init +12

SKILLS: Acrobatics 12 (+16)*, Bluff 8 (+9), Climb 8 (+10), Computers 8 (+9), Disable Device 8 (+9)*, Drive 4 (+8), Gather Information 8 (+9), Notice 12 (+13), Search 8 (+9), Sense Motive 8 (+9)*, Sleight of Hand 8 (+12), Stealth 12 (+16)*, Survival 8 (+9)

FEATS: Acrobatic Bluff, All-Out Attack, Defensive Attack, Dodge Focus (8), Elusive Target, Equipment (6), Improved Initiative (2), Improved Trip, Instant Up, Power Attack, Precise Shot (2), Skill Mastery [Acrobatics, Disable Device, Sense Motive, Stealth], Sneak Attack (2), Takedown Attack, Uncanny Dodge [Hearing]

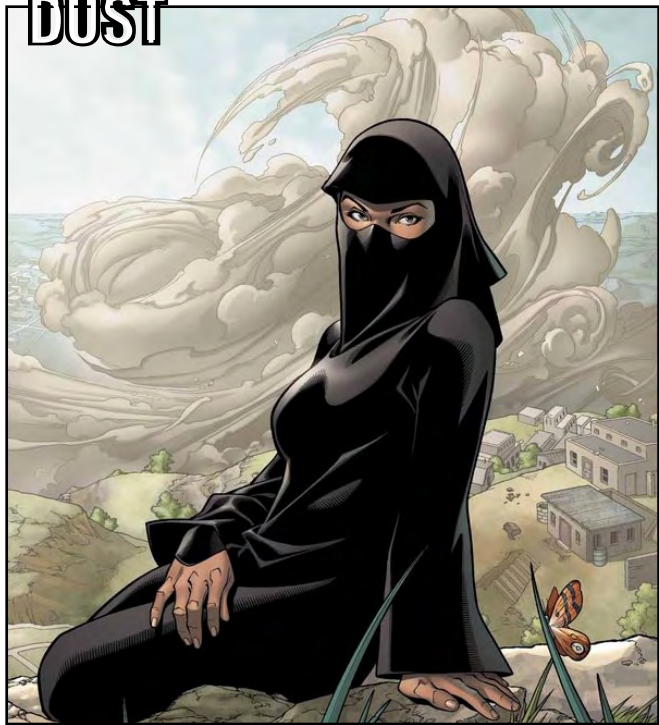
POWERS: Probability Control 8 (32pp)

EQUIPMENT: *Tactical Vest* [+4 Toughness; 4ep], *Night Vision Goggles* [1ep], (5ep in Other Equipment) **Arsenal** [Flash-Bang Grenade (Dazzle Burst 4), Sniper Rifle (+5 Damage; Improved Range (2); Improved Critical), Twin 9mm (+3 Damage; Auto-Fire), Heavy Pistol (+4 Damage), Knife (+1 Damage; 19-20 Crit; Thrown; Mighty); 20ep]

**Abilities 22 + Skills 28 (112 Ranks) + Feats 30 + Powers 32
+ Combat 40 + Saves 13 – Drawbacks 0 = 165 PP**

PL 10

DUST



STR	DEX	CON	INT	WIS	CHA
+1	+1	+2	+1	+2	+0
12	12	14	12	14	10
TOUGHNESS		FORTITUDE		REFLEX	
+6/+2		+3		+1	
				+7	

COMBAT: Attack +6 [Unarmed +1] Defense 20 (13 flat-footed) Init +9

SKILLS: Bluff 8 (+8), Climb 4 (+5), Handle Animal 8 (+8), Knowledge [Philosophy & Theology] 6 (+7), Medicine 2 (+4), Notice 8 (+10), Search 8 (+9), Sense Motive 10 (+12), Stealth 8 (+9), Survival 8 (+10), Languages (English, Pashto; Base: Persian)

FEATS: Endurance, Defensive Attack, Defensive Roll (4), Diehard, Dodge Focus (5), Improved Defense, Improved Initiative (2), Move-by Action, Redirect, Teamwork (3)

POWERS: Alternate Form [Sand Cloud] 11 (Insubstantial 2, Immunity 9 (Life Support), Flight 3, Strike 10 (Extra: Cloud Area [+1], Duration — Concentration [+1]; 55pp)

**Abilities 14 + Skills 18 (72 ranks) + Feats 20 + Powers 55
+ Combat 22 + Saves 6 – Drawbacks 0 = 135 PP**

PL 10

ELEKTRA



STR	DEX	CON	INT	WIS	CHA
+3	+5	+3	+1	+2	+3
16	20	16	12	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	+5	+9	+5

COMBAT: Attack +14 [Unarmed +3, Sai +4; 18-20 Crit, Sword +6; 19-20 Crit] Defense 24 (14 flat-footed) Init +13

SKILLS: Acrobatics 13 (+18), Climb 4 (+7), Escape Artist 8 (+13), Intimidate 13 (+16), Notice 8 (+10), Profession [Assassin] 8 (+10), Sense Motive 12 (+14), Stealth 12 (+17), Languages [English, Japanese; Base: Greek]

FEATS: Accurate Attack, Attractive (2), Defensive Attack, Defensive Roll (3), Dodge Focus (7), Equipment (3), Evasion, Favored Opponent [Ninja] (2), Grappling Finesse, Improved Block, Improved Critical [Sai], Improved Disarm (2), Improved Initiative (2), Improved Trip, Instant Up, Power Attack, Startle, Stunning Attack, Sneak Attack, Takedown Attack, Uncanny Dodge [Hearing]

EQUIPMENT: Arsenal [Sword [+3 Damage; 19-20 Crit; Mighty], Twin Sai [+1 Damage; Auto-Fire; Improved Crit; Weapon Bind; Mighty], Shuriken [+1 Damage; Auto Fire] 7ep), 8 Extra EP

**Abilities 34 + Skills 20 (80 ranks) + Feats 35 + Powers 0
+ Combat 42 + Saves 9 – Drawbacks 0 = 140 PP**

PL 10

ELIXIR



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+1	+1	+2
14	14	14	12	12	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	+10	+5	+6

COMBAT: Attack +4 (+10 Touch)[Unarmed +2] Defense 24 (14 flat-footed) Init +2

SKILLS: Bluff 8 (+10/+14), Climb 6 (+8), Diplomacy 4 (+6/+10), Notice 8 (+9), Sense Motive 8 (+9), Stealth 4 (+6), Survival 6 (+7), Swim 4 (+6)

FEATS: Attack Specialization [Touch] (3), Attractive, Dodge Focus (6), Endurance (2), Equipment, Diehard, Improved Defense (2), Teamwork (3), Ultimate Effort [Ultimate Toughness Save], Ultimate Effort [Ultimate Power Check]

POWERS: **Healing 10** (*Extra:* Total [+1], Standard Action [+1]; *Power Feats:* Persistent, Regrowth; 42pp)

Abilities 20 + Skills 12 (48 ranks) + Feats 21 + Powers 42
+ Combat 24 + Saves 16 – Drawbacks 0 = 135 PP

PL 10

FORGE



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+2	+3	+1
14	14	14	14	16	12
TOUGHNESS		FORTITUDE		REFLEX	
+8		+6		+6	

COMBAT: Attack +10 (+12 w/ Blaster Rifle) [Unarmed +2, Blaster Rifle +8] Defense 22 (14 flat-footed) Init +2

SKILLS: Bluff 8 (+9), Computers 4 (+6), Craft [Mechanical] 15 (+30), Craft [Electrical] 15 (+30), Diplomacy 8 (+9), Disable Device 8 (+10), Gather Information 8 (+9), Knowledge [Arcane Lore] 11 (+13), Knowledge [Technology] 15 (+30), Notice 8 (+11), Sense Motive 8 (+11), Stealth 8 (+10)

FEATS: Accurate Attack, All-Out Attack, Dodge Focus (5), Equipment (5), Improved Aim, Inventor, Luck (3), Power Attack, Ritualist, Ultimate Effort [Ultimate Craft Check], Ultimate Effort [Ultimate Technology Check]

POWERS: **Enhanced Intelligence 26** (Flaw: Only Applies to Craft and Knowledge [technology] checks [-1]; 13pp), **Protection 3** (3pp)

EQUIPMENT: *Blaster Rifle W/ Advanced Targeting Sight* [+8 Damage; Accurate; 18ep], Uniform [+3 Toughness; 3ep], *Masterwork Tools* [1ep], 3 extra EP

**Abilities 24 + Skills 29 (116 ranks) + Feats 21 + Powers 16
+ Combat 34 + Saves 11 – Drawbacks 0 = 135 PP**

PL 10

GAMBIT



STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+1	+0	+5
14	18	14	12	10	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+5	+3	+12	+8

COMBAT: Attack +8 (+14 Staff or Cards)[Unarmed +2, Staff +4; 10ft Reach, Playing Cards +6] Defense 23 (12 flat-footed) Init +12

SKILLS: Acrobatics 8 (+12), Bluff 7 (+12/+20)*, Climb 4 (+6), Disable Device 9 (+12)*, Escape Artist 8 (+12), Gather Information 7 (+12), Knowledge [Streetwise] 12 (+13), Notice 8 (+8), Sense Motive 8 (+8), Sleight of Hand 12 (+16)*, Stealth 12 (+16)*, Languages (English; Base: French)

FEATS: Accurate Attack, Attack Specialization [Staff] (3), Attractive (2), Contacts, Defensive Attack, Defensive Roll (2), Dodge Focus (10), Elusive Target, Equipment (2), Evasion (2), Fascinate [Bluff], Improved Disarm, Improved Initiative (2), Luck, Power Attack, Skill Mastery [Bluff, Disable Device, Sleight of Hand, Stealth], Sneak Attack, Ultimate Effort [Ultimate Bluff Check], Uncanny Dodge [Hearing]

POWERS: **Blast 10** (Extras: Area [Explosion] [+1]; Power Feat: Split Attack (3); Flaws: Requires Medium [-1]; Alternate Power: **Blast 6** (Extra: Auto-Fire [+1]; Power Feats: Accurate (3); Flaws: Requires Medium [-1]); 24pp)

EQUIPMENT: Staff [+2 Damage; 10ft. Reach; 4ep], Playing Cards [1ep], Masterwork Lock Picks [1ep], Uniform [**Protection 3**; Subtle; 4ep]

Abilities 28 + Skills 24 (96 ranks) + Feats 35 + Powers 24
+ Combat 22 + Saves 17 – Drawbacks 0 = 150 PP

PL 10

GHOST RIDER



STR	DEX	CON	INT	WIS	CHA
+12	+3	+12	+0	+1	+3
34/12	16	34/16	10	12	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+14	+3	+10

COMBAT: Attack +8 (+10 Melee) [Unarmed +12, Chain +14; 15ft. Reach, Hellfire Blast +10] Defense 20 (15 flat-footed) Init +3

SKILLS: Craft [Mechanical] 4 (+4), Drive 16 (+19)*, Intimidate 12 (+15)*, Knowledge [Arcane Lore] 8 (+9), Notice 8 (+9), Perform [Motorcycle Stunts] 8 (+11)*, Profession [Motor Cycle Stuntman] 4 (+5), Sense Motive 8 (+9)*

FEATS: All-Out Attack, Attack Focus [Melee] (2), Chokehold, Equipment, Fast Overrun, Fearsome Presence (8), Improved Overrun, Move by Action, Power Attack, Skill Mastery [Drive, Intimidate, Perform, Sense Motive], Startle, Stunning Attack, Weapon Bind

POWERS: **Enhanced Strength 22** (22pp), **Enhanced Constitution 18** (18pp), **Device 7** [Hell Bike (Vehicle)- Strength: 25, Speed: 8, Toughness: 13, Size: Medium; Powers: **Super Movement** (Dimensional Movement), Wall Run, Water Run, **Strike 6** (Hellfire; Extra: Aura [+1]); 21pp], **Device 2** [Hell's Chain - +2 Damage; 15ft. Reach; Mighty; Alternate Powers: **Snare 4**, Shuriken +1 Damage, Autofire; 6pp], **Hellfire Control 10** (Power Feat: Affects Insubstantial; 21pp), **Immunity 9** (Life Support; 9pp), **Emotion Control 12** (Flaws: Sense Dependent - Sight [-1], One Emotion - [Despair] [-1]; 6pp), **Super Sense 5** (Extended [4] Detect Evil; 5pp)

EQUIPMENT: *Chain Covered Leather Jacket* (+2 Toughness; 2ep)

DRAWBACKS: *Normal Identity* (Johnny Blaze; Common Occurrence; Major Intensity; 4pp)

Abilities 22 + Skills 17 (68 ranks) + Feats 20 + Powers 108
+ Combat 36 + Saves 11 – Drawbacks 4 = 210 PP

PL 12

GIANT MAN



STR	DEX	CON	INT	WIS	CHA
+13	+0	+7	+5	-1	+1
36/12	10	24/12	20	8	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	+12	+5	+5

COMBAT: Attack -2 (+3 Melee) [Unarmed +13] Defense 16 (13 flat-footed) Init +0

SKILLS: Bluff 4 (+5), Computers 12 (+17), Craft [Chemical] 12 (+17), Craft [Electronic] 12 (+17), Craft [Mechanical] 12 (+17), Disable Device 8 (+13), Intimidate 8 (+13), Investigate 12 (+15), Knowledge [Life Sciences] 8 (+13), Knowledge [Physical Sciences] 12 (+17), Knowledge [Technology] 12 (+17), Notice 6 (+5), Profession [Biochemist] 10 (+9), Ride 6 (+6), Sense Motive 6 (+5)

FEATS: All-Out Attack, Attack Focus [Melee] (5), Dodge Focus (3), Equipment, Improved Grab, Improved Pin, Inventor, Power Attack, Startle

POWERS: **Device 2** [Helmet - **Animal Control 10** (*Flaws:* Limited — Insects Only [-1]; 8pp), **Growth 12** (+24 Strength, +12 Constitution; *Extra:* Linked to Super Strength [+0]; *Alternate Power:* **Shrinking 16** (*Extra:* Normal Strength [+1]); *Power Feat:* Growth Strike 38pp), **Super Strength 3** (*Extra:* Linked to Growth [+0]; *Power Feat:* Ground Strike; 7pp)

EQUIPMENT: *Uniform* [+3 Toughness Save; 3ep], *Comm-Link* [1ep]

Abilities 14 + Skills 35 (140 ranks) + Feats 14 + Powers 53
+ Combat 18 + Saves 16 – Drawbacks 0 = 150 PP

PL 10

GREEN GOBLIN



STR	DEX	CON	INT	WIS	CHA
+8	+5	+2	+10	+1	+2
26/12	20/10	14	30/16	12	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+4	+7	+4

COMBAT: Attack +10 [Unarmed +8, Blast +10] Defense 20 [23 on Glider](12 flat-footed) Init +5

SKILLS: Craft [Chemical] 6 (+16), Craft [Electronic] 6 (+16), Craft [Mechanical] 8 (+18), Diplomacy 8 (+10), Knowledge [Technology] 8 (+18), Intimidate 12 (+14), Sense Motive 8 (+9), Stealth 8 (+13)

FEATS: All-Out Attack, Benefit [Wealth x3] (3), Connected, Dodge Focus (7), Equipment (4), Fast Overrun, Favored Environment [Airborne] (3), Inventor, Move By Action, Power Attack, Startle, Sneak Attack

POWERS: Enhanced Strength 14 (14pp), Enhanced Dexterity 10 (10pp), Enhanced Intelligence 14 (14pp), Protection 5 (5pp), Device 3 [Glider – Flight 6, Remote Controlled; 9pp], Device 5 [Blaster Gloves – Blast 10; 16pp]

EQUIPMENT: Pumpkin Bombs [Blast Explosion 5; 15ep], Throwing Blades [Damage +1 Damage, Auto-Fire, Mighty, Improved Critical; 5ep]

DRAWBACKS: *Involuntary Transformation* [Into Norman Osborne; Common Occurrence; Moderate Intensity; 3pp], *Normal Identity* [Norman Osborne; Common Occurrence; Major Intensity; 4pp]

**Abilities 18 + Skills 16 (64 ranks) + Feats 25 + Powers 68
+ Combat 26 + Saves 4 – Drawbacks 7 = 150 PP**

PL 10

HAVOK



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+1	+1	+2
14	14	14	12	12	14

TOUGHNESS	FORTITUDE	REFLEX	WILL

COMBAT: Attack +8 [Unarmed +2, Cosmic Energy Blast +12] Defense 23 (16 flat-footed)
Init +6

SKILLS: Bluff 8 (+10/+14), Concentration 8 (+9), Diplomacy 8 (+10), Drive 4 (+6), Knowledge [Earth Sciences] 8 (+9), Knowledge [Physical Sciences] 8 (+9), Knowledge [Tactics] 8 (+9), Notice 8 (+9), Sense Motive 4 (+5)

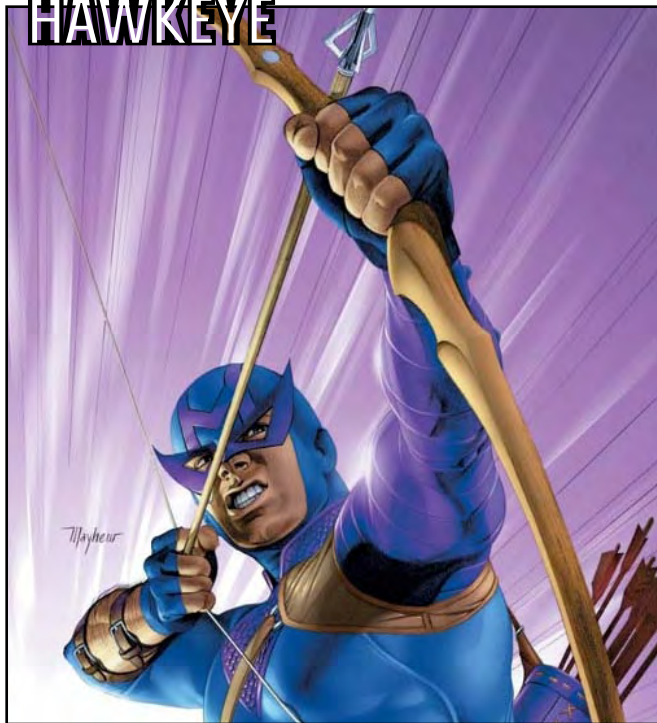
FEATS: Accurate Attack, All-Out Attack, Attractive, Defensive Roll (2), Diehard, Inspire (3), Improved Aim, Improved Initiative, Power Attack, Precise Shot (2), Teamwork (2), Ultimate Effort [Ultimate Aim]

POWERS: **Cosmic Energy Control 12** (*Extras:* Penetrating [+1], *Flaws:* Uncontrolled [-1]; *Alternate Powers:* **Uncontrolled Disintegration 8, Uncontrolled Penetrating Explosion Area Blast [Centered on Self] 10**; 26pp), **Device 3** [Containment Suit — Buys off Uncontrolled Flaw, **Protection 3**; 12pp], **Immunity 1** (Cyclops' Powers; 1pp)

Abilities 20 + Skills 16 (64 ranks) + Feats 17 + Powers 39
+ Combat 42 + Saves 16 – Drawbacks 0 = 150 PP

PL 10

HAWKEYE



STR	DEX	CON	INT	WIS	CHA
++3	+5	+2	+1	+2	+2
16	20	14	12	14	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4	+8	+10	+8

COMBAT: Attack +10 (+14 w/ Bow) [Unarmed +3, Bow +6; 17–20 Crit] Defense 24 (12 flat-footed) Init +9

SKILLS: Acrobatics 8 (+13), Bluff 10 (+12), Climb 8 (+11), Concentration 8 (+10), Drive 8 (+13), Intimidate 8 (+10), Knowledge [Tactics] 8 (+9), Knowledge [Streetwise] 10 (+11), Notice 12 (+14), Profession [Circus Performer] 8 (+10), Search 8 (+9), Sense Motive 8 (+10), Stealth 12 (+17)

FEATS: Accurate Attack, All-Out Attack, Attack Specialization [Bow] (2), Defensive Attack, Defensive Roll (2), Dodge Focus (9), Equipment, Improved Aim, Improved Disarm (3), Improved Initiative, Improved Sunder, Power Attack, Precise Shot (2), Quick Draw (2), Ranged Pin, Teamwork, Ultimate Effort [Ultimate Aim], Uncanny Dodge [Hearing]

POWERS: Device 4 [Bow – Explosive Arrows – **Blast 5** (Extra: Explosive Area[+1])], Alternate Powers: Restraining Arrow [**Snare 6**], Standard Arrow [**Blast 3** (Power Feats: Mighty, Improved Critical (3))], Smoke Arrow [**Obscure [Visual] 7**], Strobe Arrow [**Dazzle [Visual] 6**], Grappling Arrow – [**Super Movement [Swinging]**]; 12pp], **Super Senses 2** (Extended (2) Sight; 2pp)

EQUIPMENT: Uniform [+2 Toughness Save; Subtle; 3ep], Comm-Link [1ep], Binoculars [1ep]

Abilities 28 + Skills 29 (116 ranks) + Feats 32 + Powers 14
+ Combat 30 + Saves 17 – Drawbacks 0 = 150 PP

PL 10



STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+1	+1	+2
14	12	14	12	12	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6	+6	+6	+6		

COMBAT: Attack +8 (+10 Unarmed)[Unarmed +2, Telekinesis +12] Defense 18 (14 flat-footed) Init +9

SKILLS: Acrobatics 8 (+9), Bluff 12 (+14), Climb 6 (+8), Knowledge [Tactics] 10 (+11), Sense Motive 8 (+9), Stealth 8 (+9)

FEATS: All-Out Attack, Attack Specialization [Unarmed], Defensive Attack, Equipment, Improved Block, Improved Critical [Unarmed], Improved Initiative (2), Improved Trip, Inspire, Instant Up, Move-By Action, Power Attack, Ranged Pin, Sneak Attack (2), Teamwork

POWERS: Telekinesis 12 (Dynamic; *Extras:* Damaging [+1]; **Alternate Powers:** Flight – Dynamic, **Force Field** (*Extra:* Impervious [+1]) – Dynamic; 41pp)

EQUIPMENT: *Hellions Uniform* [+4 Toughness; *Comm-Link*; 5ep]

Abilities 18 + Skills 13 (52 ranks) + Feats 17 + Powers 41
+ Combat 32 + Saves 14 – Drawbacks 0 = 135 PP

PL 10



STR	DEX	CON	INT	WIS	CHA
+15	+2	+15	-1	+2	-1
40	14	40	8	14	8

TOUGHNESS	FORTITUDE	REFLEX	WILL
+15	+15	+10	+7

COMBAT: Attack +4 (+10 Melee) [Unarmed +15; 19-20 Crit] Defense 20 (15 flat-footed)
Init +2

SKILLS: Handle Animal 8 (+7), Intimidate 20 (+19), Notice 8 (+10), Survival 8 (+10)

FEATS: Animal Empathy, All-Out Attack, Attack Focus [Melee] (6), Diehard, Fearless, Fearsome Presence (6), Improved Critical [Unarmed], Improved Grapple, Power Attack, Rage (6) [+10 Strength, +5 on Fort and Will Saves; 15 Rounds]

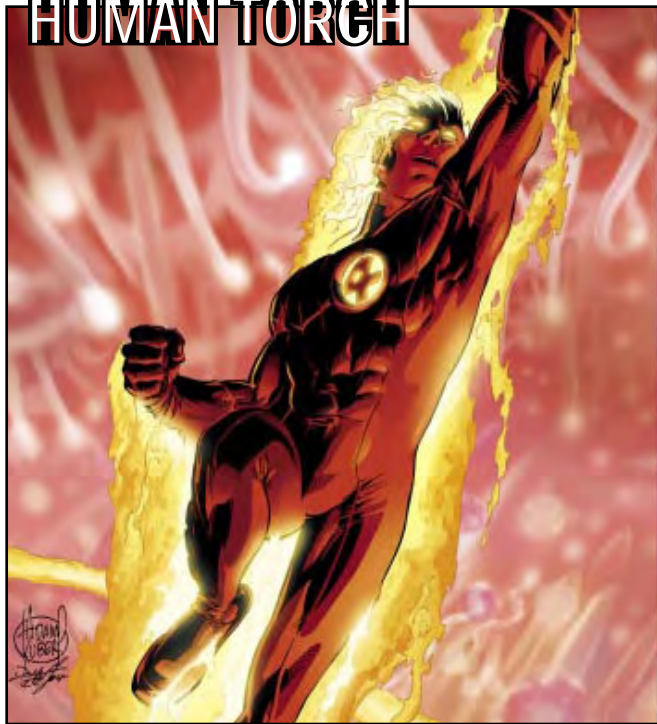
POWERS: **Boost 15** (**Protection**, **Regeneration**, and **Super Strength**; *Power Feat*: Slow Fade (2); *Flaws*: Personal [-1]; 32pp), **Growth 3** (+6 Strength, +3 Constitution; 9pp), **Immunity 14** (Heat, Life Support; 14pp), **Impervious Toughness 12** (12pp), **Leaping 8** (8pp), **Super Senses 6** (Extended (4), **"Birth Place" Awareness**, **Spirit Awareness**; 6pp), **Super Strength 5** (*Power Feats*: Ground Strike, Thunder Clap; 12pp)

DRAWBACKS: *Involuntary Transformation* [Bruce Banner; Common Occurrence; Major Intensity; 4pp], *Normal Identity* [Bruce Banner; Common Occurrence; Major Intensity; 4pp], *Power Drawback* [Boost; Only Available when in Rage; 1pp]

Abilities 64 + Skills 11 (44 ranks) + Feats 25 + Powers 93
+ Combat 28 + Saves 13 – Drawbacks 9 = 225 PP

PL 15

HUMAN TORCH



COMBAT: Attack +6 (+8 w/ Flying) [Unarmed +2, Fire Punch +10, Nova Blast +12]
Defense 18 (20 w/ Flying) (14 flat-footed) Init +11

SKILLS: Bluff 8 (+11/+15), Drive 8 (+11), Knowledge [Pop Culture] 4 (+5), Notice 4 (+4), Pilot 8 (+11), Sense Motive 4 (+4)

FEATS: Accurate Attack, Attractive, Equipment, Favored Environment [Airborne] (4), Improved Initiative (2), Move-by Action, Precise Shot, Taunt, Teamwork (2)

POWERS: Blast 12 (24pp), Flight 6 (12pp), Protection 8 (8pp), Strike 10 (*Power Feat*: Selective; *Extra*: Shapeable Aura [+1]; 21pp)

EQUIPMENT: *Uniform* [Second Chance (Saves vs. Electrical), GPS Receiver, PDA; 3ep]

STR	DEX	CON	INT	WIS	CHA
+2	+3	+2	+1	+0	+3
14	16	14	12	10	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	+3	+10	+3

Abilities 22 + Skills 9 (36 ranks) + Feats 15 + Powers 65
+ Combat 28 + Saves 11 – Drawbacks 0 = 150 PP

PL 10

ICARUS



STR	DEX	CON	INT	WIS	CHA
+4	+1	+2	+0	+0	+3
18	12	14	10	10	16
TOUGHNESS		FORTITUDE		REFLEX	
+7/+6		+2		+7	
				WILL	
				+2	

COMBAT: Attack +6 (+9 in Air) [Unarmed +4] Defense 16 (21 in Air) (13 flat-footed) Init +5

SKILLS: Bluff 8 (+11/+15), Diplomacy 8 (+11/+15), Perform [Singing] 12 (+15), Perform [Stringed Instruments] 12 (+15), Notice 8 (+8), Sense Motive 8 (+8), Stealth 8 (+9)

FEATS: All-Out Attack, Attractive, Defensive Roll, Equipment, Favored Environment [Airborne] (8), Improved Initiative, Move-By Action, Power Attack, Sneak Attack (3), Teamwork (3)

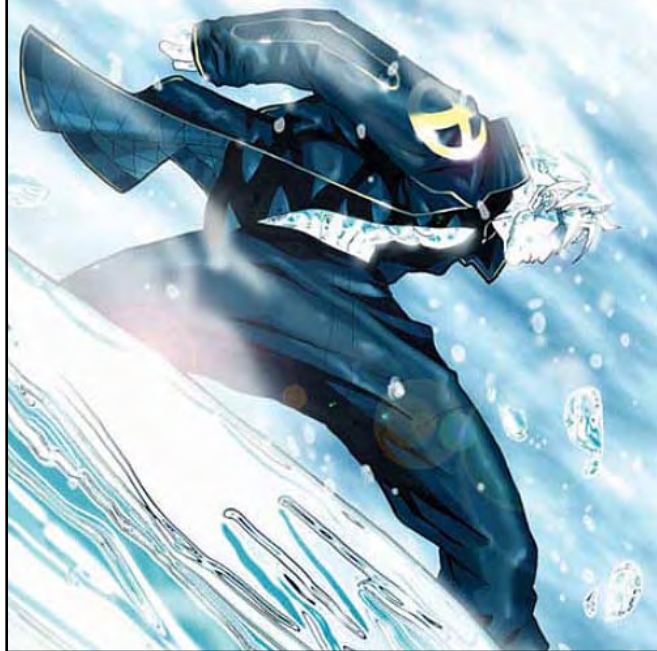
POWERS: Flight 4 (8pp), Illusion [Auditory] 10 (Alternate Powers: Dazzle [Auditory] 9 (Flaw: Distracting [-1]); Power Drawback: Only Sounds he's Heard; 10pp), Regeneration 28 (Recovery Check: 8; Recovery Rate: Bruised 2, Unconscious 3, Injured 1, Staggered 6, Disabled 6; Resurrection: 2; 28pp)

EQUIPMENT: New X-Men Uniform [+4 Toughness; Comm-Link; 5ep]

**Abilities 20 + Skills 16 (64 ranks) + Feats 21 + Powers 46
+ Combat 24 + Saves 8 – Drawbacks 0 = 135 PP**

PL 9

ICEMAN



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+0	+0	+2
14	14	14	10	10	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+4	+8	+4

COMBAT: Attack +6 (+8 Ice Blast or Unarmed) [Unarmed +2, Ice Blast +12] Defense 18 (14 flat-footed) Init +2

SKILLS: Bluff 14 (+16), Knowledge [Pop Culture] 6 (+6), Notice 8 (+8), Sense Motive 8 (+8)

FEATS: All-Out Attack, Attack Specialization [Ice Blast], Attack Specialization [Unarmed], Improved Block (2), Improved Defense (2), Improved Initiative, Improved Overrun, Move-By Action, Power Attack, Taunt, Teamwork (3), Weapon Break

POWERS: Cold Control 12 (Dynamic; *Alternate Powers:* **Blast**, **Environmental Control** [Hamper Movement] –Dynamic, **Obscure [visual]** – Dynamic, **Snare**; 31pp) **Create Object 10** (Dynamic; *Alternate Power:* Super Movement [Air Walking] –Dynamic; 23pp), **Immunity 5** (Cold; 5pp), **Protection 10** (10pp)

Abilities 16 + Skills 9 (36 ranks) + Feats 16 + Powers 69
+ Combat 28 + Saves 12 – Drawbacks 0 = 150 PP

PL 10

INVISIBLE WOMAN



STR	DEX	CON	INT	WIS	CHA
+1	+2	+0	+2	+3	+2
12	14	10	14	16	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+13	+5	+4	+7		

COMBAT: Attack +10 [Unarmed +1, Force Field Blast +10] Defense 17 (14 flat-footed)
Init +2

SKILLS: Bluff 8 (+10/+14), Computers 6 (+8.), Concentration 8 (+11), Diplomacy 8 (+10/+14), Knowledge [Life Sciences] 6 (+8.), Knowledge [Physical Sciences] 6 (+8.), Knowledge [Technology] 6 (+8.), Notice 8 (+11), Sense Motive 8 (+11), Stealth 8 (+10)

FEATS: Accurate Attack, Attractive, Defensive Attack, Equipment, Improved Block (2), Improved Defense (2), Inspire (2), Power Attack, Redirect, Teamwork (2)

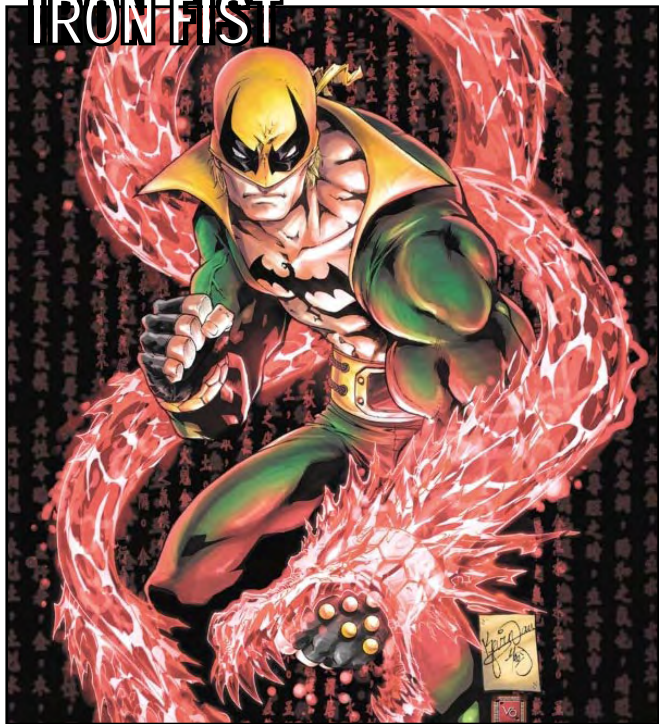
POWERS: Force Field 13 (Dynamic; *Extra:* Shapeable Area [+1], Impervious [+1], Range – Ranged [+2]; *Alternate Powers:* **Blast** – Dynamic, **Create Objects 19** [*Extras:* Movable; *Power Feats:* Progression (4), Stationary, Subtle, Tether] – Dynamic, **Shield**; 73pp), **Invisibility** (Sight; *Extra:* Affect Others [+1]; *Power Feat:* Progression (2); 10pp)

EQUIPMENT: *Uniform* [Second Chance (Saves vs. Electrical Attacks), *GPS Receiver*, *PDA*; 3ep]

Abilities 20 + Skills 18 (72 ranks) + Feats 14 + Powers 83
+ Combat 34 + Saves 11 – Drawbacks 0 = 180 PP

PL 10

IRON FIST



COMBAT: Attack +14 [Unarmed +4, Iron Fist +6; 17-20 Crit] Defense 25 (14 flat-footed)
Init +12

SKILLS: Acrobatics 12 (+16), Bluff 8 (+8.), Concentration 12 (+17), Escape Artist 8 (+14), Intimidate 12 (+12), Knowledge [Arcane Lore] 8 (+8.), Notice 12 (+17), Sense Motive 12 (+17), Stealth 12 (+16)

FEATS: Accurate Attack, Acrobatic Bluff, Defensive Attack, Defensive Roll, Dodge Focus (8.), Improved Block, Improved Critical [Iron Fist] (3), Improved Disarm, Improved Grab, Improved Initiative (2), Improved Pin, Improved Trip, Luck, Power Attack, Stunning Attack, Takedown Attack, Uncanny Dodge

POWERS: **Strike 2** (*Extra:* Penetrating [+1] 6; *Flaws:* Side-Effect (Fatigue) [-1]); **Power** **Feat:** Mighty; *Alternate Powers:* **Boost [Strength] 4, Boost [Dexterity], Super Senses, Healing** [1 minute action], Touch Range **Telepathy** 6; 10pp)

STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+0	+5	+0
18	18	18	10	20	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+4	+9	+9	+11

Abilities 34 + Skills 21 (84 ranks) + Feats 27 + Powers 10
+ Combat 42 + Saves 16 – Drawbacks 0 = 150 PP

PL 10

IRON MAN



STR	DEX	CON	INT	WIS	CHA
+14	+2	+2	+6	+3	+3
38/14	14	14	22	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+6	+6	+8

COMBAT: Attack +10 [Unarmed +14] Defense 20 (12 flat-footed) Init +2

SKILLS: Bluff 12 (+15/+19), Craft [Mechanical] 16 (+22), Diplomacy 12 (+15/+19), Knowledge [Business] 12 (+18), Knowledge [Technology] 12 (+18), Profession [Industrialist] 12 (+15), Sense Motive 8 (+11)

FEATS: Accurate Attack, Attractive, Benefit [Wealth x 3] (3), Dodge Focus (6), Inventor, Power Attack, Teamwork

POWERS: Device 22 [Iron Man Battle Suit - **Protection 12** (*Extras:* Impervious [+1]), **Enhanced Strength 24**, **Blast 14** (*Power Feat:* Split Attack; *Alternate Powers:* Line Area Blast 9), **Immunity 9** (Life Support), **Flight 8**, **Super Senses 4** (Extended sight, Distance Sense, Danger Sense, Infravision), **Super Strength 1**; *Power Feat:* Assessment; 88pp]

**Abilities 36 + Skills 21 (84 ranks) + Feats 14 + Powers 88
+ Combat 28 + Saves 13 – Drawbacks 0 = 200 PP**

PL 12

JEAN GREY



STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+2	+4	+2
12	12	12	14	18	14
TOUGHNESS		FORTITUDE		REFLEX	
+4		+3		+3	
				+10	

COMBAT: Attack +8 [Unarmed +1, Telekinetic Blast +12] Defense 16 (13 flat-footed)
Init +5

SKILLS: Computers 8 (+10), Concentration 12 (+16), Diplomacy 4 (+6/+14), Notice 10 (+14), Pilot 6 (+7), Profession [Teacher] 8 (+12), Profession [Model] 8 (+12), Sense Motive 8 (+12)

FEATS: All-Out Attack, Assessment, Attractive (2), Equipment, Improved Defense (2), Improved Initiative, Inspire (2), Interpose, Luck, Second Chance [Concentration Checks], Seize Initiative, Set-Up, Teamwork, Ultimate Effort [Ultimate Will Save]

POWERS: **Telepathy 10** (Dynamic; *Extras:* Free Action [+2]; *Alternate Powers:* **Force Field 14** (*Extra:* Impervious [+1], Shapeable Area [+1]) – Dynamic, **ESP** (Audio, Visual, Telepathy) – Dynamic, **Mental Blast** – Dynamic, **Mind Control** – Dynamic, **Telekinesis** – Dynamic (*Extra:* Damaging [+1]), **Blast 12** (*Extra:* Action – Move Action [+1], Duration – Concentration [+1]; *Power Feat:* Indirect) – Dynamic, **Astral Form 10** (Dimensional) – Dynamic, **Mind Shield** – Dynamic; 57pp)

EQUIPMENT: *Uniform* [+3 Toughness; Subtle; 4ep], *Comm-Link* [1ep]

Abilities 22 + Skills 16 (64 ranks) + Feats 18 + Powers 57
+ Combat 28 + Saves 10 – Drawbacks 0 = 150 PP

PL 10

JUBILEE



STR	DEX	CON	INT	WIS	CHA
+0	+4	+0	+2	+0	+3
10	18	10	14	10	16
TOUGHNESS		FORTITUDE		REFLEX	
+4/+1		+2		+8	
				+2	

COMBAT: Attack +7 [Unarmed +0, Fireworks +7] Defense 20 (13 flat-footed) Init +8

SKILLS: Acrobatics 12 (+16), Bluff 8 (+11/+15), Climb 4 (+4), Computers 3 (+5), Diplomacy 6 (+9/+13), Knowledge [Streetwise] 8 (+10), Knowledge [Pop Culture] 4 (+6), Sense Motive 6 (+6), Sleight Of Hand 4 (+8), Stealth 12 (+16), Survival 8 (+8), Languages (English; Base: Chinese)

FEATS: Acrobatic Bluff, Attractive, All-Out Attack, Defensive Roll (3), Dodge Focus (4), Equipment, Hide in Plain Sight, Improved Initiative, Luck (2), Power Attack, Sneak Attack (2), Teamwork

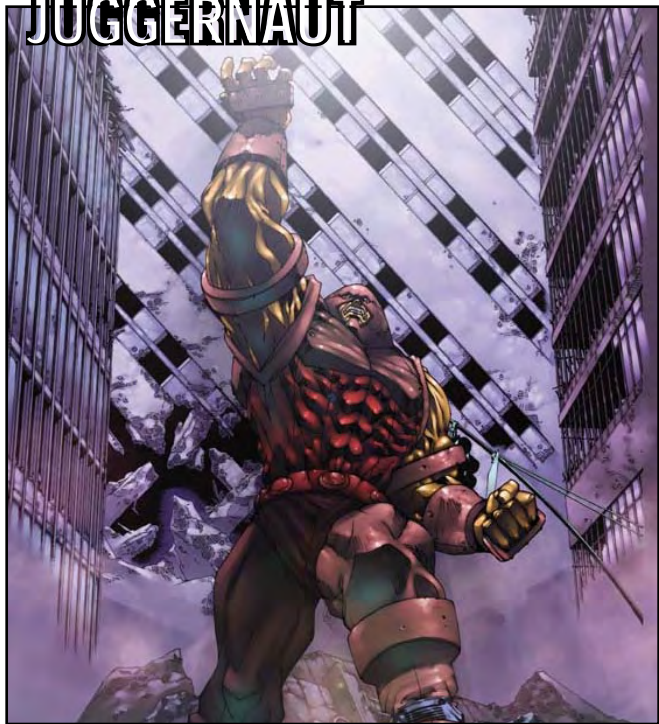
POWERS: Blast 7 (*Alternate Powers:* **Dazzle [Visual]**; 15pp), **Immunity 1** (Own Powers; 1pp)

EQUIPMENT: *Jacket* [+1 Toughness; 1ep], *Cell Phone* [1ep]

Abilities 18 + Skills 19 (76 ranks) + Feats 19 + Powers 16
+ Combat 26 + Saves 7 – Drawbacks 0 = 105 PP

PL 7

JUGGERNAUT



STR	DEX	CON	INT	WIS	CHA
+17	+0	+6	-1	-1	-1
45/25	10	22	8	8	8
TOUGHNESS		FORTITUDE		REFLEX	
+6		+14		+0	

COMBAT: Attack +2 (+11 Melee)[Unarmed +17] Defense 20 (12 flat-footed) Init +0

SKILLS: Intimidate 16 (+15), Notice 8 (+7), Sense Motive 8 (+7)

FEATS: All-Out Attack, Attack Focus [Melee] (9), Dodge Focus (8), Fast Overrun, Fearless, Improved Overrun, Power Attack, Startle

POWERS: **Enhanced Strength 22** (22pp), **Super Strength 3** (*Power Feat*: Ground Strike; 7pp), **Growth 4** [Large Size; +8 Strength, +4 Constitution; *Power Feats*: Innate; *Flaws*: Duration- Permanent [-1]; 9pp], **Immunity 89** (All Lethal and Non-Lethal Physical Damage; All Lethal and Non-Lethal Energy Damage; Life Support; 89pp), **Device 2** (Helmet- **Immunity 10** (Mental Effects); 8pp), **Immovable 7** (*Extra*: Unstoppable [+1]; 14pp)

Abilities 9 + Skills 8 (32 ranks) + Feats 23 + Powers 149
+ Combat 12 + Saves 9 – Drawbacks 0 = 210 PP

PL 14

KINGPIN



STR	DEX	CON	INT	WIS	CHA
+7	+2	+7	+3	+3	+3
24	14	24	16	16	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9	+9	+4	+9

COMBAT: Attack +8 [Unarmed +7, Cane +8] Defense 17 (14 flat-footed) Init +2

SKILLS: Bluff 12 (+15)*, Diplomacy 12 (+15)*, Gather Information 12 (+15)*, Intimidate 12 (+15)*, Knowledge [Business] 10 (+13), Knowledge [Civics] 10 (+13), Knowledge [Current Events] 8 (+11), Notice 8 (+11), Sense Motive 8 (+11)

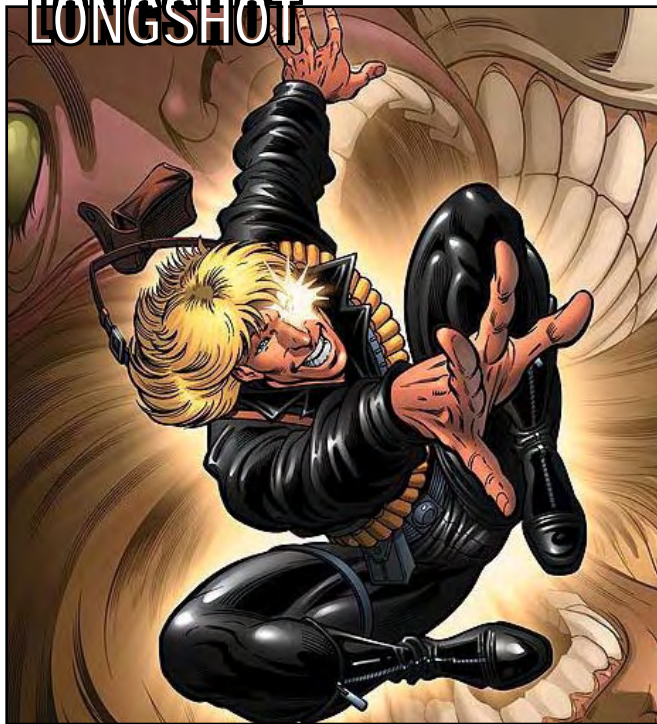
FEATS: Accurate Attack, Benefit [Wealth] (3), Connected, Contacts, Defensive Attack, Equipment (7), Improved Disarm, Improved Grab, Improved Pin, Improved Trip, Master Plan, Minions (16), Skill Mastery [Bluff, Diplomacy, Gather Information, Intimidate], Takedown Attack

EQUIPMENT: *Walking Stick* [+1; Mighty; 2ep], *Undercover Vest* [+2 Toughness; Subtle; 4ep], *Stickpin* [Fatigue 6; 12ep], *Skyscraper* [Size: Large; Toughness: 15; Features: Communications, Computer, Defense System, Fire Prevention System, Gym, Hangar, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop. Cost: 17ep]

**Abilities 50 + Skills 23 (92 ranks) + Feats 37 + Powers 0
+ Combat 30 + Saves 10 – Drawbacks 0 = 150 PP**

PL 8

LONGSHOT



STR	DEX	CON	INT	WIS	CHA
+1	+10	+1	+2	+3	+5
12	30	12	14	16	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+2	+3	+12	+6

COMBAT: Attack +5 (+13 Ranged) [Unarmed +1, Throwing Knives +7; 19-20 Crit] Defense 25 (13 flat-footed) Init +18

SKILLS: Acrobatics 12 (+22), Bluff 4 (+9/+13), Climb 8 (+9), Escape Artist 8 (+18), Knowledge [Tactics] 8 (+10), Sense Motive 8 (+11), Stealth 8 (+18), Survival 4 (+7)

FEATS: Accurate Attack, Acrobatic Bluff, Attack Focus [Ranged] (8), Attractive, Dodge Focus (10), Defensive Attack, Defensive Roll (3), Elusive Target, Equipment, Evasion, Improved Initiative (2), Luck (5), Precise Shot (2), Quick Draw, Ranged Pin, Throwing Mastery (6), Uncanny Dodge [Sight]

POWERS: **Leaping 2** (2pp), **Luck Control 3** (Extras: Area [+1], Selective [+1]; 15pp), **Super Senses 4** (Post Cognition; Flaws: Touch Range [-1]; 2pp)

EQUIPMENT: *Throwing Knives* [+1 Damage; 19-20 Crit; Auto-Fire; 4ep], *Leather Jacket* [+1 Toughness; 1ep]

DRAWBACKS: *Power Loss* [Luck Control; When he believes motives are Evil/Selfish; Uncommon Occurrence; Minor Intensity; 1pp]

Abilities 44 + Skills 15 (60 ranks) + Feats 46 + Powers 19
+ Combat 20 + Saves 7 – Drawbacks 1 = 150 PP

PL 10

LUKE CAGE



STR	DEX	CON	INT	WIS	CHA
+10	+2	+10	+0	+0	+1
30	14	30	10	10	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	+14	+4	+3

COMBAT: Attack +8 [Unarmed +10; 18-20 Crit] Defense 18 (14 flat-footed) Init +2

SKILLS: Bluff 6 (+7), Climb 6 (+15), Craft [Mechanical] 6 (+6), Drive 6 (+8), Intimidate 14 (+15), Knowledge [Streetwise] 10 (+10), Notice 6 (+6), Sense Motive 8 (+8), Stealth 6 (+8)

FEATS: Accurate Attack, All-Out Attack, Chokehold, Defensive Attack, Improved Block (2), Improved Critical [Unarmed] (2), Luck, Power Attack, Startle, Stunning Attack, Weapon Break

POWERS: **Density 1** (+2 Strength; *Extra:* Continuous [+1]; *Flaw:* Permanent [-1]; 3pp).

Immunity 3 (Heat Conditions, Cold Conditions, and Pressure; 3pp), **Impervious Toughness 6** (6pp), **Super Strength 4** (8pp)

Abilities 44 + Skills 17 (68 ranks) + Feats 13 + Powers 20
+ Combat 32 + Saves 9 – Drawbacks 0 = 135 PP

PL 9

MACH IV



STR	DEX	CON	INT	WIS	CHA
+8	+5	+1	+3	+1	+0
26/12	20/12	12	16	12	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	+3	+8	+3

COMBAT: Attack +6 (+10 Melee, +12 Blaster) [Unarmed +8, Blaster +6] Defense 15 (20 Airborne) (13 flat-footed) Init +13

SKILLS: Bluff 4 (+4), Climb 4 (+4), Craft [Mechanical] 12 (+15), Disable Device 8 (+11), Intimidate 10 (+10), Knowledge [Technology] 10 (+13), Notice 8 (+9), Pilot 8 (+13), Sense Motive 8 (+9), Stealth 8 (+13)

FEATS: Attack Focus [Melee] (4), Evasion, Favored Environment [Airborne] (5), Improved Initiative (2), Inventor, Move-By Action, Teamwork

POWERS: Device 18 [Mach IV Armor – **Enhanced Strength 14, Enhanced Dexterity 8, Flight 8, Blast 9** (Extra: Explosion Area [+1]; Alternate Powers: **Blast 6** (Extra: Auto-Fire [+1]; Power Feats: Accurate (3))), **Protection 10** (Extra: Impervious [+1] 5), **Immunity 9** (Life Support); 72pp]

**Abilities 14 + Skills 20 (80 ranks) + Feats 15 + Powers 72
+ Combat 22+ Saves 7 – Drawbacks 0 = 150 PP**

PL 9

MAGNETO



STR	DEX	CON	INT	WIS	CHA
+0	+0	+0	+5	+4	+6
10	10	10	20	18	22

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4	+3	+3	+12

COMBAT: Attack +4 (+12 w/ Magnetic Attacks)[Unarmed +0] Defense 22 (16 flat-footed) Init +4

SKILLS: Bluff 8 (+14), Computers 8 (+13), Concentration 10 (+14)*, Craft [Chemical] 12 (+17), Craft [Electronic] 12 (+17), Craft [Mechanical] 12 (+17), Diplomacy 12 (+18)*, Gather Information 12 (+18)*, Intimidate 8 (+14), Knowledge [Civics] 8 (+13), Knowledge [Earth Sciences] 6 (+11), Knowledge [Life Sciences] 12 (+17)*, Knowledge [Tactics] 8 (+13)*, Knowledge [Technology] 12 (+17), Sense Motive 12 (+16)

FEATS: Assessment, Attack Specialization [Magnetic Attacks] (4), Benefit [Alternate Identities, Status, Wealth x3] (5), Connected, Contacts, Equipment (6), Fascinate [Diplomacy], Improved Initiative, Inspire (5), Inventor, Leadership, Master Plan, Skill Mastery [Concentration, Diplomacy, Knowledge (Life Sciences), Knowledge (Tactics)], Startle, Well-Informed

POWERS: **Device 2** (Helmet – **Immunity 10** (Mental Effects); 8pp), **Magnetic Control 16** (Dynamic; *Alternate Powers:* **Blast 16** – Dynamic, **Force Field 16** (*Extra:* Impervious) – Dynamic, **Flight** – Dynamic, **Deflect** [Slow Projectiles] (*Extra:* Move Action) – Dynamic, Nullify [Electronics] (*Extra:* Concentration Duration) – Dynamic, **Telekinesis** – Dynamic; *Power Feats:* Improved Disarm (4); 44pp), **Super Sense 5** (Extended (4) **Metal Awareness**; 5pp), **Telepathy 3** (6pp)

EQUIPMENT: *Uniform* [+4 Toughness; Quick Change; 5ep] *Asteroid M* [Size: Colossal; Toughness: 20; Feats: Combat Simulator, Communications, Computer, Defense System, Fire Prevention System, Gym, Hanger, Holding Cell, Infirmary, Isolated, Laboratory, Living Space, Power System, Security System, Teleport (affects Others). Cost 23ep]

Abilities 30 + Skills 38 (152 ranks) + Feats 30 + Powers 68
+ Combat 32 + Saves 12 – Drawbacks 0 = 210

PL 14

MARROW



STR	DEX	CON	INT	WIS	CHA
+3	+4	+4	+1	+0	+3
16	18	18	12	10	16
TOUGHNESS		FORTITUDE		REFLEX	
+8		+12		+8	
				+4	

COMBAT: Attack +6 (+12 w/ Bones) [Unarmed +6] Defense 22 (13 flat-footed) Init +8

SKILLS: Acrobatics 8 (+12), Climb 8 (+11), Intimidate 12 (+15), Knowledge [Streetwise] 8 (+9), Notice 12 (+12), Sense Motive 8 (+8), Stealth 8 (+12), Survival 8 (+8)

FEATS: Accurate Attack, All-Out Attack, Attack Specialization [Bones] (3), Defensive Attack, Dodge Focus (6), Elusive Target, Improved Initiative, Inspire (2), Sneak Attack (2), Startle, Takedown Attack, Uncanny Dodge [Hearing]

POWERS: Protection 4 (4pp), Regeneration 9 (Recovery Bonus 5; Recovery Rate: Bruised 3; Injured 1; 9pp), Strike 6 (Extra: Aura [+1]; Alternate Powers: Personal Range Continuous Damaging Create Object as a Free Action; 13pp)

Abilities 30 + Skills 18 (72 ranks) + Feats 21 + Powers 26
+ Combat 24 + Saves 16 – Drawbacks 0 = 135 PP

PL 10

MARY JANE WATSON



STR	DEX	CON	INT	WIS	CHA
+0	+1	+1	+1	+1	+4
10	12	12	12	12	18
TOUGHNESS		FORTITUDE		REFLEX	
+1		+4		+3	

COMBAT: Attack +2 [Unarmed +0] Defense 13 (12 flat-footed) Init +1

SKILLS: Bluff 1 (+5/+13), Acrobatics 8 (+9), Diplomacy 1 (+5/+13), Profession [Model] 9 (+10), Profession [Actress] 9 (+10), Notice 6 (+7), Sense Motive 6 (+7)

FEATS: Attractive (2), Distract [Bluff], Inspire (2), Leadership, Luck

**Abilities 16 + Skills 10 (40 ranks) + Feats 7 + Powers 0
+ Combat 10 + Saves 7 – Drawbacks 0 = 50 PP**

PL 4

MERCURY



STR	DEX	CON	INT	WIS	CHA
+1	+4	+0	+1	+0	+2
12	18	10	12	10	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+4	—	+10	+3

COMBAT: Attack +7 (+10 Melee) [Unarmed +1] Defense 25 (12 flat-footed) Init +12

SKILLS: Acrobatics 12 (+16), Climb 6 (+7), Computers 4 (+5), Disable Device 6 (+8), Notice 8 (+8), Sense Motive 6 (+6), Stealth 10 (+14)

FEATS: Acrobatic Bluff, Attack Focus [Melee] (3), Attractive, Defensive Attack, Dodge Focus (12), Defensive Roll, Equipment, Evasion, Improved Initiative (2), Sneak Attack (4), Teamwork, Uncanny Dodge [Hearing]

POWERS: Alternate Form [Liquid] 12 (Super Movement 2 (Slithering), Immunity 30 (Fortitude Effects), Insubstantial 1, Suffocate 10, Elongation 1; Flaws: Permanent [-1]; 48pp)

EQUIPMENT: *Hellions* Uniform [+4 Toughness; Comm-Link; Sep]

Abilities 16 + Skills 13 (52 ranks) + Feats 29 + Powers 48
+ Combat 20 + Saves 9 – Drawbacks 0 = 135 PP

PL 10

MIMIC (Exiles)



STR	DEX	CON	INT	WIS	CHA
+9	+1	+1	+1	+3	+3
28/12	12	12	12	16	16
TOUGHNESS		FORTITUDE		REFLEX	
+10		+7		+6	
				+9	

COMBAT: Attack +10 [Unarmed +9, Claws +10 (4 Penetrating). Blast 8 (Penetrating)]
Defense 20 (15 flat-footed) Init +1

SKILLS: Bluff 8 (+11/+15), Climb 8 (+9), Diplomacy 8 (+11/+15), Drive 8 (+9),
Knowledge [Tactics] 8 (+9), Notice 8 (+11), Pilot 8 (+9), Sense Motive 12 (+15), Stealth 8
(+9)

FEATS: Assessment, Attractive, Benefit [Status], Inspire (3), Leadership, Sneak Attack

POWERS: Mimic [All Powers] X (Extras: Continuous [+1], Extra Subjects [+2],
Perception Range [+2], Stacking [+1]; Flaws: Limited —Mutant Powers Only [-1], Tainted
[-1], Limited to rank 8 [-1]; 7Xpp)

Colossus — Alternate Form Solid 8 [Density 8 (+16 Strength, +8 Impervious Protection, Immovable
2, Super Strength 2; Ground Strike; 25pp), Immunity 8 (Life Support minus Disease; 8pp)]

Wolverine — Strike 4 (Power Feats: Mighty, Quick Draw; Extra: Penetrating [+1]; 10pp), Super
Senses 5 (Scent [Extended, Accurate], Tracking; 5pp), Regeneration 8 (Recovery Rate 8; 8pp)

Cyclops — Blast 8 (Extras: Penetrating [+1], Duration — Concentration [+1]; AP: Move Action Deflect
[All Ranged]; 33pp), Immunity 1 (Havok's Powers; 1pp)

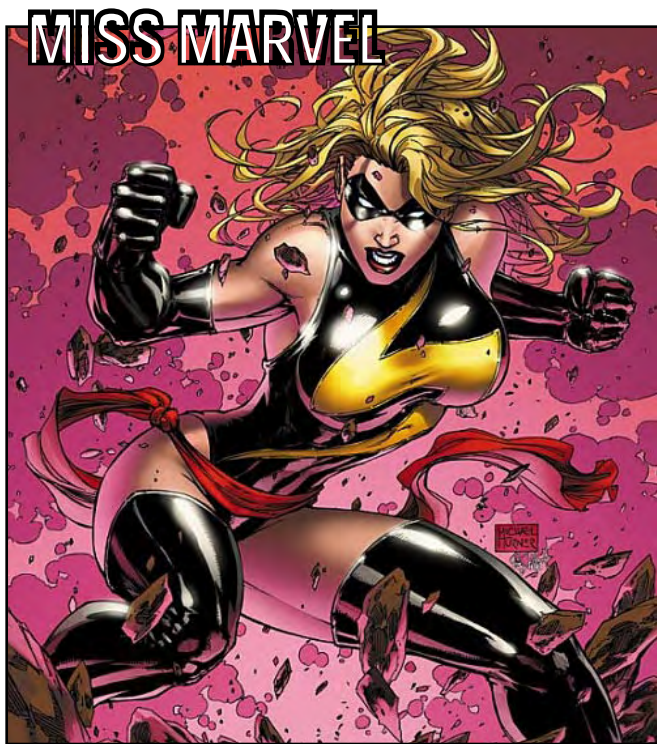
Northstar — Flight 8 (16pp), Force Field 8 (Extra: Linked to Flight [+0]; 8pp)

Deadpool — Regeneration 8 (Recovery Rate 8; 8pp)

DRAWBACKS: Power Drawbacks [Mimic- Only Continuous after spending a great deal of
time with target, Only works within 30 feet; 2pp]

Abilities 20 + Skills 19 (76 ranks) + Feats 8 + Powers 114
+ Combat 40 + Saves 16 – Drawbacks 2 = 215 PP

PL 10



COMBAT: Attack +6 (+10 Unarmed) [Unarmed +12] Defense 20 (13 flat-footed) Init +1

SKILLS: Bluff 8 (+11/+19), Computers 8 (+10), Disable Device 8 (+10), Disguise 8 (+11), Gather Information 8 (+11), Notice 8 (+10), Sense Motive 8 (+10), Stealth 8 (+9)

FEATS: Attack Specialization [Unarmed] (2), All-Out Attack, Attractive (2), Dodge Focus (4), Luck, Power Attack

POWERS: Absorption [Energy] 8 (Boost: Blast; 32pp), Enhanced Strength 22 (22pp), Enhanced Constitution 22 (22pp), Flight 4 (8pp), Immunity 9 (Life Support; 9pp), Super Strength 3 (6pp)

STR	DEX	CON	INT	WIS	CHA
+12	+1	+12	+2	+2	+3
34/12	12	34/12	14	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+15	+5	+5

Abilities 20 + Skills 16 (64 ranks) + Feats 11 + Powers 99
+ Combat 24 + Saves 10 – Drawbacks 0 = 180 PP

PL 11

MISTER FANTASTIC



STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+10	+5	+3
10	12	10	30	20	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+2	+2	+7

COMBAT: Attack +10 [Unarmed +10] Defense 16 (13 flat-footed) Init +1

SKILLS: Computers 12 (+22), Craft [Chemical] 12 (+22), Craft [Electronic] 12 (+22), Craft [Mechanical] 12 (+22), Craft [Structural] 12 (+22), Disable Device 13 (+23), Escape Artist 15 (+16)*, Knowledge [Earth Sciences] 10 (+20), Knowledge [Life Sciences] 10 (+20)*, Knowledge [Physical Sciences] 10 (+20)*, Knowledge [Technology] 10 (+20)*, Notice 4 (+9), Sense Motive 4 (+9)

FEATS: Equipment (4), Inventor, Leadership, Master Plan, Skill Mastery [Escape Artist, Knowledge (Technology), Knowledge (Physical Sciences), Knowledge (Life Sciences)], Ultimate Effort [Ultimate Will Save]

POWERS: Alternate Form [Elastic] 13 (Elongation 11 (11pp), Strike 10 (10pp), Protection 14 (Extras: Impervious [+1]; 28pp) Growth 4 (16pp); Extras: Continuous [+1]; Flaws: Permanent [-1]); 65pp total)

EQUIPMENT: *Uniform* [Second Chance (Saves vs. Electrical Attacks), GPS Receiver, PDA; 3ep] *Sky Scrapper* [Size: Large; Toughness: 10; Features: Communications, Computer, Defense System, Fire Prevention System, Gym, Hanger, Infirmary, Laboratory, Library, Living Space, Power System, Security System, Workshop; 16ep]

**Abilities 38 + Skills 34 (136 ranks) + Feats 9 + Powers 65
+ Combat 32 + Saves 5 – Drawbacks 3 = 180 PP**

PL 10

MOON KNIGHT



STR	DEX	CON	INT	WIS	CHA
+3	+3	+3	+2	+0	+0
16	16	16	14	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+6	+7	+7	+5

COMBAT: Attack +12 [Unarmed +4, Boomerang +5, Throwing Irons +4] Defense 22 (14 flat-footed) Init +7

SKILLS: Acrobatics 10 (+13), Bluff 12 (+12), Climb 8 (+11), Diplomacy 8 (+10), Disguise 8 (+8), Drive 8 (+11), Escape Artist 8 (+11), Intimidate 12 (+12), Knowledge [Streetwise] 8 (+10), Medicine 4 (+4), Notice 12 (+12), Profession [Mercenary] 4 (+4), Profession [Cab Driver] 4 (+4), Search 4 (+6), Sense Motive 8 (+8), Stealth 12 (+15), Languages (Hebrew, Egyptian; Base: English)

FEATS: All-Out Attack, Benefit [Alternate Identities (2), Wealth (2)] (4), Defensive Attack, Defensive Roll (2), Dodge Focus (4), Elusive Target, Equipment (3), Improved Initiative, Power Attack, Sneak Attack (2), Stunning Attack, Takedown Attack, Uncanny Dodge [Hearing]

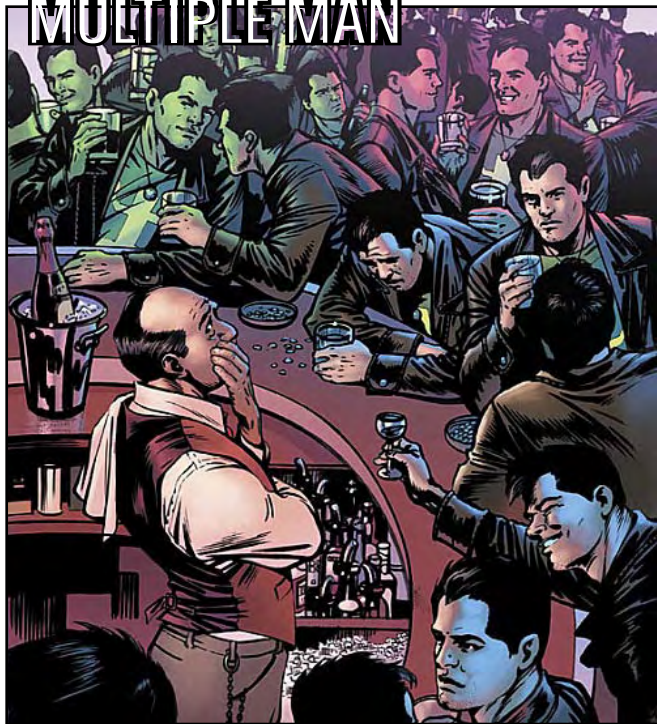
POWERS: **Boost [Physical Ability Scores] 6** (*Power Feats:* Slow Fade [6]; *Flaws:* Limited – Personal [-1], Limited – Only when the Moon is in Gibbous or fuller [-1]; 12pp), **Regeneration 7** (Recovery Bonus 6; Resurrection 1; 7pp)

EQUIPMENT: *Uniform* [+3 Toughness; 3ep], *Bracelets* [Improved Block; 1ep], *Grappling Hook* [Super Movement; Swinging; 2ep], *Arsenal* - [Boomerang - [+2 Damage; Mighty; Ricochet; 6ep], *Alternate Powers:* *Kopesh* - [+3 Damage; Mighty; Improved Critical; 5ep], *Throwing Irons* - [+1 Damage; Auto-Fire; Mighty; 4ep], *Brass Knuckles* - [+1 Damage; Mighty; 2ep]; 9ep total]

Abilities 22 + Skills 33 (132 ranks) + Feats 21 + Powers 19
+ Combat 40 + Saves 13 – Drawbacks 0 = 150 PP

PL 10

MULTIPLE-MAN



COMBAT: Attack +10 [Unarmed +2, Pistol +3] Defense 21 (13 flat-footed) Init +10

SKILLS: Acrobatics 10 (+12), Bluff 12 (+14), Computers 6 (+8), Diplomacy 10 (+12), Drive 6 (+8), Gather Information 12 (+14), Notice 8 (+10), Pilot 6 (+8), Profession [Lawyer] 6 (+8), Profession [Private Investigator] 10 (+12), Search 6 (+10), Sense Motive 10 (+12), Stealth 10 (+12)

FEATS: Accurate Attack, All-Out Attack, Beginner's Luck, Defensive Attack, Dodge Focus (5), Eidetic Memory, Elusive Target, Equipment (2), Improved Disarm, Improved Initiative (2), Improved Trip, Jack of all Trades, Luck (2), Power Attack, Sneak Attack (3), Stunning Attack, Takedown Attack

POWERS: Duplication 11 (*Extras:* Continuous [+1]; *Flaw:* Uncontrolled [-1]; *Power Feats:* Absorption Healing, Progression [6], Mental Link, Triggered — By physical force; 31pp), **Device 3** [Kinetic Dampening Uniform — Removes Flaw on Duplication 11, **Protection 3**, Comm-Link; 12pp]

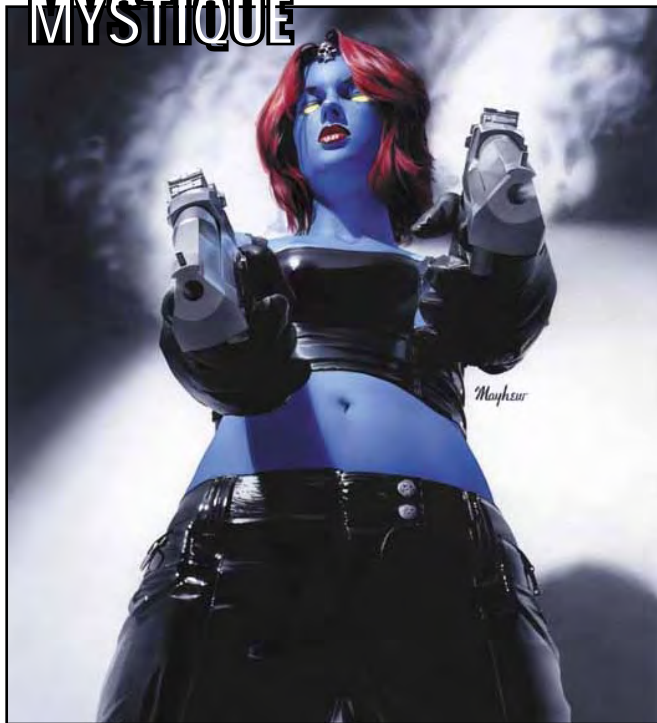
EQUIPMENT: *Pistol* [+3 Damage; 6ep], *Cell Phone* [1ep], *Lap Top* [1ep], *Apartment* [2ep]

**Abilities 24 + Skills 28 (112 ranks) + Feats 26 + Powers 43
+ Combat 32 + Saves 12 – Drawbacks 0 = 165 PP**

PL 8

STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+2	+2	+2
14	14	14	14	14	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+5	+6	+6	+6		

MYSTIQUE



STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+3	+1	+7
14	18	14	16	12	24

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2	+7	+11	+7

COMBAT: Attack +14 [Unarmed +2, Pistols +4] Defense 24 (14 flat-footed) Init +12

SKILLS: Acrobatics 8 (+12), Bluff 12 (+19)*, Computers 8 (+11), Drive 4 (+8), Escape Artist 8 (+12)*, Notice 8 (+9), Pilot 4 (+8), Sense Motive 8 (+9), Stealth 13 (+17)*, Languages (Chinese, French, German, Italian, Japanese, Portuguese, Spanish; Base: English)

FEATS: Accurate Attack, Defensive Attack, Defensive Roll (4), Dodge Focus (6), Elusive Target, Equipment (3), Improved Disarm, Improved Initiative (2), Improved Trip, Inspire (2), Instant Up, Luck, Power Attack, Precise Shot (2), Seize Initiative, Skill Mastery [Bluff, Escape Artist, Disguise, Stealth], Sneak Attack, Stunning Attack, Uncanny Dodge [Hearing]

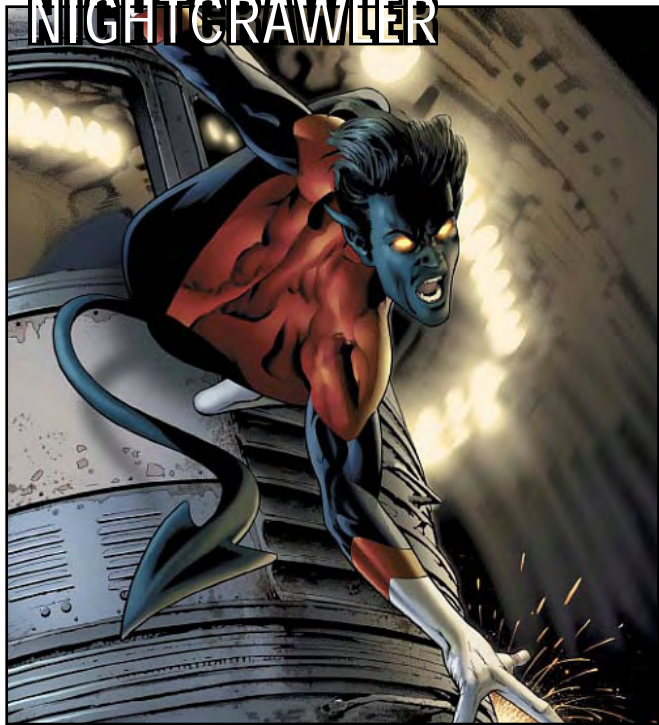
POWERS: Morph 10 (30pp)

EQUIPMENT: *Twin Pistols* [+4 Damage; Autofire; 12ep], 3 extra Equipment Points

Abilities 38 + Skills 20 (80 ranks) + Feats 32 + Powers 30
+ Combat 44 + Saves 16 – Drawbacks 0 = 180 PP

PL 10

NIGHTCRAWLER



STR	DEX	CON	INT	WIS	CHA
+2	+10	+2	+1	+3	+2
14	30	14	12	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2	+4	+13	+8

COMBAT: Attack +8 (+12 w/ Swords) [Unarmed +2, Swords +5 (18-20; Cirt)] Defense 24 (14 flat-footed) Init +10

SKILLS: Acrobatics 9 (+19)*, Climb 8 (+10)*, Diplomacy 4 (+6), Escape Artist 2 (+12)*, Knowledge [Theology & Philosophy] 8 (+9)*, Notice 10 (+13), Profession [Priest] 7 (+10), Sense Motive 10 (+13), Languages (German, Latin)

FEATS: Accurate Attack, Acrobatic Bluff, Ambidexterity, Attack Specialization [Sword] (2), Defensive Attack, Defensive Roll (4), Dodge Focus (6), Elusive Target, Equipment (2), Hide in Plain Sight, Improved Critical [Sword], Set up, Sneak Attack (2), Skill Mastery [Acrobatics, Climb, Escape Artist, Knowledge], Teamwork (3), Uncanny Dodge [Hearing]

POWERS: **Additional Limbs 1** (Power Feat: Innate; 2pp), **Concealment 2** (Sight; Flaw: Limited — Only in Shadows [-1]; 2pp), **Super Senses 1** (Distance Sense; 1pp), **Super Movement 2** (Wall Crawling [2]; 4pp), **Teleport 10** (Power Feats: Change Direction, Change Velocity, Progression [2], Turnabout; Flaw: Short-Range [-1]; 15pp)

EQUIPMENT: Swords (+3 Damage; 19-20 Crit; Autofire; 8ep)

Abilities 40 + Skills 16 (64 ranks) + Feats 28 + Powers 24
+ Combat 32 + Saves 10 – Drawbacks 0 = 150 PP

PL 10

NOCTURNE



STR	DEX	CON	INT	WIS	CHA
+1	+10	+1	+1	+1	+3
12	30	12	12	12	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+1	+5	+10	+5

COMBAT: Attack +10 (+12 Unarmed or Hex Bolts) [Unarmed +1, Hex Bolt +8] Defense 24 (14 flat-footed) Init +10

SKILLS: Acrobatics 10 (+20), Bluff 8 (+11), Climb 5 (+6), Knowledge [Arcane Lore] 9 (+10), Sense Motive 8 (+9), Stealth 8 (+18)

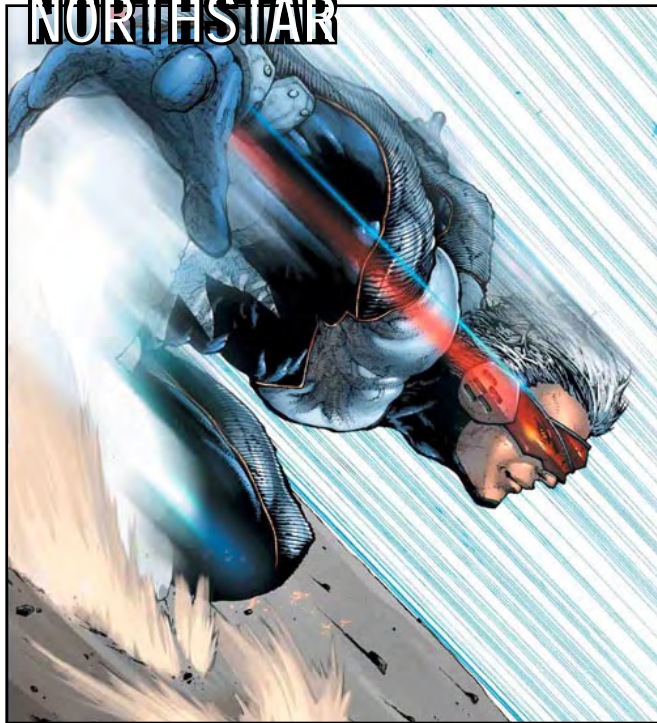
FEATS: Acrobatic Bluff, Attack Specialization [Unarmed], Attack Specialization [Hex Bolts], Defensive Roll (5), Dodge Focus (6), Hide in Plain Sight, Sneak Attack (4), Teamwork (3), Uncanny Dodge [Hearing]

POWERS: **Additional Limb 1** (1pp), **Hellfire Control 8** (Alternate Powers: Touch Range **Possession**; 17pp), **Super Movement 2** (Wall Crawling [2]; 4pp)

Abilities 30 + Skills 12 (48 ranks) + Feats 23 + Powers 25
+ Combat 36 + Saves 9 – Drawbacks 0 = 135 PP

PL 10

NORTHSTAR



STR	DEX	CON	INT	WIS	CHA
+4	+4	+4	+2	+1	+2
18	18	18	14	12	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+3	+10	+3

COMBAT: Attack +12 [Unarmed +4] Defense 12 (11 flat-footed) Init +24

SKILLS: Acrobatics 13 (+17), Bluff 8 (+10/+14), Craft [Creative] 8 (+10), Diplomacy 8 (+10/+14), Knowledge [Pop Culture] 8 (+10), Sense Motive 8 (+9), Sense Motive 6 (+7), Stealth 8 (+12), Languages (English; Base: French)

FEATS: Acrobatic Bluff, Attractive, Dodge Focus (10), Environmental Adaptation [High Speeds], Improved Initiative (5), Move-By Action, Teamwork (3), Sneak Attack (3)

POWERS: **Dazzle 8** [Visual] (16pp), **Flight 12** (Extras: Linked to Protection [+0]; 24pp), **Protection 4** (Extra: Linked to Flight [+0]; 4pp)

DRAWBACKS: *Power Loss* [All Powers; When in contact with Aurora; 3pp]

Abilities 34 + Skills 17 (68 ranks) + Feats 25 + Powers 42
+ Combat 28 + Saves 7 – Drawbacks 3 = 150 PP

PL 10

OMEGA RED



STR	DEX	CON	INT	WIS	CHA
+5	+4	+5	+1	+0	+0
20	18	20	12	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+11	+6	+5

COMBAT: Attack +4 (+10 Melee) [Unarmed +5, Tentacles +10; 25ft. Reach] Defense 18 (12 flat-footed) Init +8

SKILLS: Bluff 8 (+8), Climb 12 (+17), Gather Information 12 (+12), Intimidate 12 (+12), Profession [Mobster] 8 (+8), Notice 9 (+9), Sense Motive 8 (+8), Stealth 8 (+12), Survival 6 (+6), Languages (English; Base: Russian)

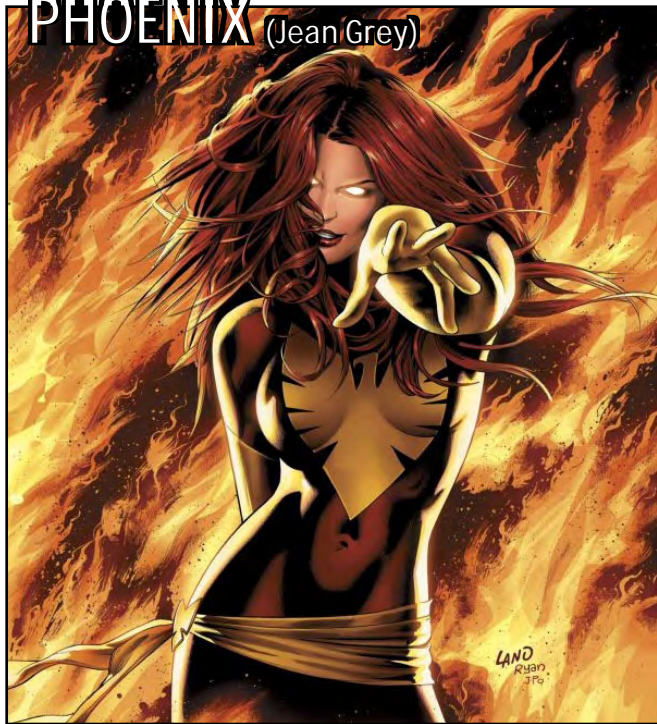
FEATS: Ambidexterity, Attack Focus [Melee] (6), Chokehold, Contacts, Dodge Focus (4), Fearless, Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Throw, Improved Trip, Minions (5) [10 Thugs], Grappling Finesse, Power Attack, Startle

POWERS: Boost [Regeneration] 16 ([Recovery Rate: Bruised 3, Injured 6; Ability Damage: 6, Resurrection: 1]; *Flaws:* Personal Only [-1]; *Power Feat:* Triggered — By Successful Drain Attack; 9pp), **Device 3** [Carbonadium Armor - Protection 7; *Extras:* Impervious [+1]; Comm-Link; 12pp), **Immunity 1** (Own Power; 1pp), **Strike 5** (*Power Feats:* Mighty, Extended Range (4) Improved Critical; 10pp), **Super Strength 3** (*Flaw:* Limited - To Tentacles; 3pp), **Transfer [Strength & Constitution] 8** (*Extra:* Aura [+1]; *Flaws:* Unable to Lower Aura [-1]; 24pp)

Abilities 30 + Skills 21 (84 ranks) + Feats 25 + Powers 59
+ Combat 16 + Saves 13 – Drawbacks 0 = 165 PP

PL 10

PHOENIX (Jean Grey)



STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+2	+4	+2
12	12	12	14	18	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4	+10	+10	+10

COMBAT: Attack +12 [Unarmed +1] Defense 20 (15 flat-footed) Init +9

SKILLS: Computers 8 (+10), Concentration 12 (+16), Diplomacy 4 (+6/+14), Notice 10 (+14), Pilot 6 (+7), Profession [Teacher] 8 (+12), Profession [Model] 8 (+12), Sense Motive 8 (+12)

FEATS: All-Out Attack, Assessment, Attractive (2), Equipment, Improved Defense (2), Improved Initiative (2), Inspire (2), Interpose, Luck, Second Chance [Concentration Checks], Seize Initiative, Set-Up, Teamwork, Ultimate Effort [Ultimate Will Save]

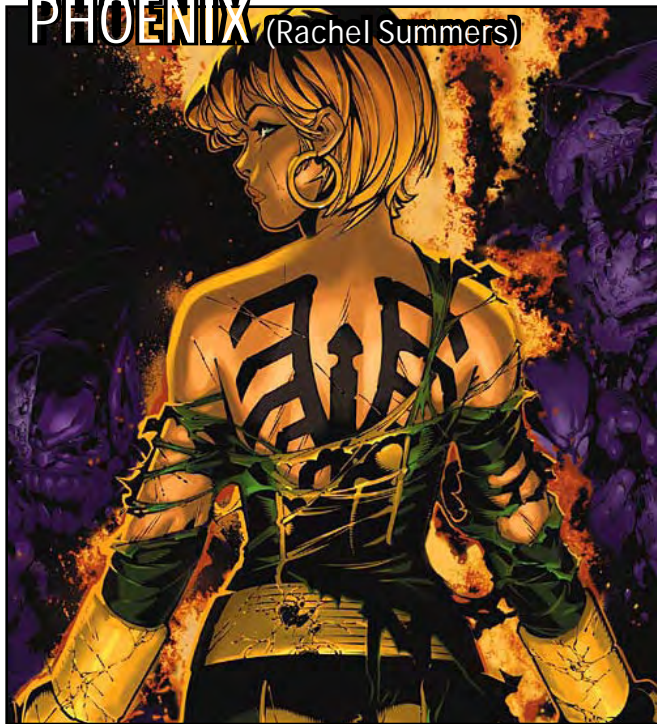
POWERS: Element Control [Fire] 18 (Dynamic; *Alternate Powers:* **Blast** – Dynamic, Strike (*Extra:* Aura [+1]) – Dynamic, **Flight** – Dynamic, **Space Travel** – Dynamic, **Absorption [Energy] 18** (Healing; *Flaws:* Limited – Heat [-2]) – Dynamic, **Super Movement** [Dimensional Travel], **Super Movement** [Temporal Movement]; 49pp), **Immunity 14** (Life Support; Fire Descriptor; 14pp), **Regeneration 9** (Recovery Bonus: 8; Resurrection: 1; 9pp), **Telepathy 17** (Dynamic; *Extras:* Free Action [+2]; *Alternate Powers:* **Force Field** (*Extra:* Impervious [+1], Shapeable Area [+1]) – Dynamic, **ESP** (Audio, Visual, Telepathy) – Dynamic, **Mental Blast** – Dynamic, **Mind Control** – Dynamic, **Telekinesis** – Dynamic (*Extra:* Damaging [+1]), **Blast 12** (*Extra:* Action – Move Action [+1], Duration – Concentration [+1]; *Power Feat:* Indirect) – Dynamic, **Astral Form 10** (Dimensional) – Dynamic, **Mind Shield** – Dynamic, **Life Control** – Dynamic, **Boost** – Dynamic, **Transform** – Dynamic; 93pp), **Gestalt 10** (10pp)

EQUIPMENT: Uniform [+3 Toughness; Subtle; 4ep], Comm-Link [1ep]

22 + Skills 16 (64 ranks) + Feats 19 + Powers 175
+ Combat 44 + Saves 24 – Drawbacks 0 = 300 PP

PL 17

PHOENIX (Rachel Summers)



STR	DEX	CON	INT	WIS	CHA
+1	+1	+1	+2	+3	+2
12	12	12	14	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+5	+3	+3	+10

COMBAT: Attack +8 (+10 w/ Blast)[Unarmed +1, +10 Telekinetic Blast] Defense 20 (14 flat-footed) Init +1

SKILLS: Bluff 4 (+6/+14), Concentration 12 (+15), Intimidate 12 (+14), Notice 8 (+11), Sense Motive 8 (+11), Survival 8 (+11)

FEATS: All-Out Attack, Attack Specialization [Telekinetic Blast], Attractive (2), Defensive Roll (3), Dodge Focus (2), Equipment, Fearsome Presence (2), Luck, Move-By-Action, Rage, Teamwork, Track, Ultimate Effort [Ultimate Will Save]

POWERS: **Element Control [Fire] 12** (Dynamic; *Alternate Powers:* **Strike** (Extra: Aura [+1]) –Dynamic, **Absorption [Energy] 12** (Boost: **Protection**; *Flaws:* Limited – Heat [-2]) – Dynamic, **Flight** –Dynamic; 31pp), **Telepathy 10** (Dynamic; *Extras:* Free Action [+2]; *Alternate Powers:* **Mental Blast** – Dynamic, **Telekinesis** – Dynamic (Extra: Perception Range [+1]), **Blast 10** (Extra: Action – Move Action [+1], Duration – Concentration [+1]; *Power Feat:* Indirect) – Dynamic, **Astral Form 10** (Dimensional) – Dynamic, **Mind Shield** –Dynamic; 29pp)

EQUIPMENT: *Uniform* [+3 Toughness; Subtle; 4ep], *Leather Jacket* [1ep]

Abilities 20 + Skills 13 (52 ranks) + Feats 18 + Powers 60
+ Combat 28 + Saves 11 – Drawbacks 0 = 150 PP

PL 10

POLARIS



STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+1	+1	+3
10	14	10	12	12	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+6	+6	+8

COMBAT: Attack +8 [Unarmed +0, Magnetic Blast +12] Defense 18 (14 flat-footed) Init +2

SKILLS: Bluff 4 (+7/+15), Computers 4 (+5), Concentration 8 (+9), Diplomacy 4 (+7/+15), Disguise 8 (+11), Knowledge [Current Events] 6 (+7), Knowledge [Pop Culture] 8 (+9), Notice 10 (+11), Sense Motive 8 (+9)

FEATS: All-Out Attack, Attractive (2), Distract [Bluff], Improved Block (2), Power Attack, Teamwork, Weapon Break

POWERS: Flight 4 (8pp), **Force Field 12** (Extra: Impervious [+1]; Alternate Power: Move Action **Deflection** [Slow Projectiles]; 25pp), **Magnetic Control 12** (Alternate Powers: **Blast**, Concentration **Nullify** Electronics, **Nauseate**; 27pp), **Super Senses 3** (Extended (2) Metal Awareness; 3pp)

Abilities 14 + Skills 15 (60 ranks) + Feats 9 + Powers 63
+ Combat 32 + Saves 17 – Drawbacks 0 = 150 PP

PL 10



STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+0	+1	+1
14	12	14	10	12	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+6	+4	+4	+9

COMBAT: Attack +8 [Unarmed +2] Defense 18 (11 flat-footed) Init +1

SKILLS: Bluff 8 (+9), Concentration 8 (+9), Craft [Mechanical] 4 (+11), Disable Device 4 (+11), Knowledge [Physical Sciences] 4 (+11), Knowledge [Life Sciences] 4 (+11), Knowledge [Technology] 4 (+11), Sense Motive 8 (+9)

FEATS: Defensive Roll (2), Dodge Focus (7), Eidetic Memory, Equipment (3), Inventor, Improved Tools, Jack of all Trades, Luck, Master Plan, Set-Up, Sneak Attack (3), Teamwork (3)

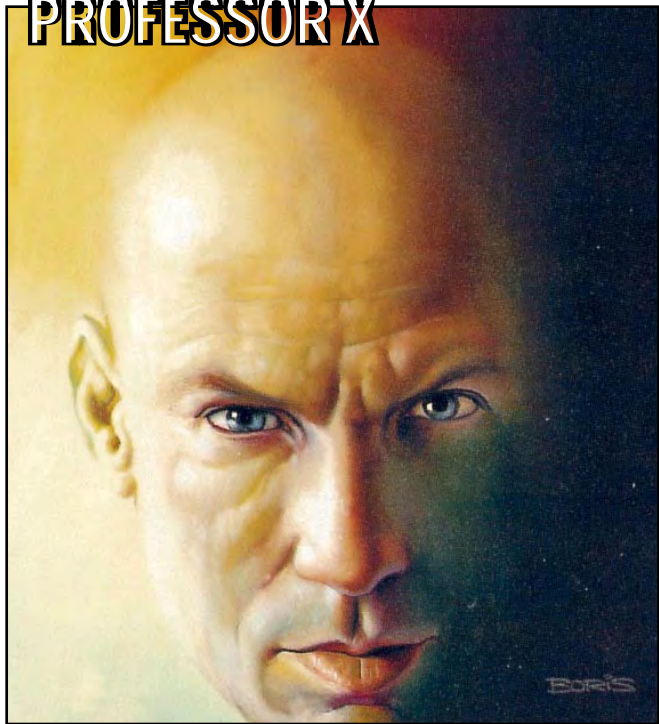
POWERS: Enhanced Intelligence 14 (14pp), Mimic [Skills & Feats] 8 (Extras: Perception [+2]; Flaws: Resisted [-1], Power Ends when Target moves more than 30 feet away [-1]; 24pp), Quickness 2 (Flaws: Mental Quickness [-1]; 1pp)

EQUIPMENT: New X-Men Uniform [+4 Toughness; Comm-Link; 5ep], 10 extra EP

Abilities 14 + Skills 11 (47 ranks) + Feats 25 + Powers 39
+ Combat 18 + Saves 13 – Drawbacks 0 = 120 PP

PL 8

PROFESSOR X



STR	DEX	CON	INT	WIS	CHA
+0	-1	+0	+6	+6	+5
10	8	10	22	22	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+0	+0	-1	+8

COMBAT: Attack +0 [Unarmed +0] Defense 10 (10 flat-footed) Init -1

SKILLS: Concentration 15 (+21), Diplomacy 12 (+17), Gather Information 12 (+17), Knowledge [Civics] 10 (+16), Knowledge [Behavioral Sciences] 10 (+16), Knowledge [Current Events] 8 (+14), Knowledge [Earth Sciences] 6 (+12), Knowledge [Life Sciences] 6 (+12), Knowledge [Theology & Philosophy] 10 (+16), Notice 8 (+14), Profession [Teacher] 5 (+11), Sense Motive 12 (+18), Languages (Latin, Arabic; Base: English)

FEATS: Assessment, Connected, Contacts, Eidetic Memory, Equipment (13), Master Plan, Set-Up, Well-Informed

POWERS: **ESP 7** (Audio & Visual; 14pp), **Telepathy 17** (Dynamic; *Alternate Powers:* **Astral form [Dimensional] 8** - Dynamic, **Mind Control 17** - Dynamic, **Mental Blast 10** - Dynamic; 41pp), **Mind Shield 16** (16pp)

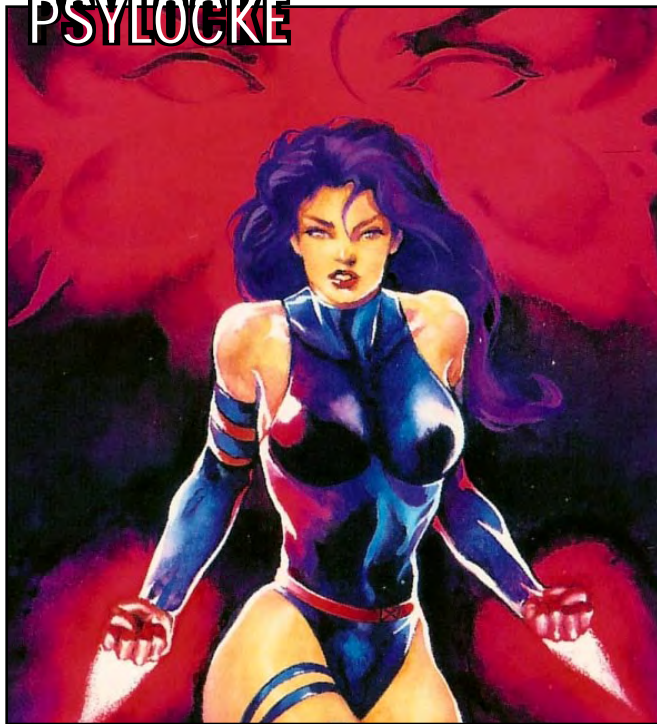
EQUIPMENT: **Xavier's School** - [Size: Large; Toughness: 15; Combat Simulator, Communications, Computer, Concealed, Defense System, Fire Prevention System, Garage, Gym, Hanger, Infirmary, Living Space, Power System, Security System, Workshop; Powers: Boost [ESP] 2, Super Senses 1 [Detect Mutants]; Cost: 21ep] **X-Jet** - [Strength: 65; Speed: 8; Defense 2; Toughness 13; Size: Colossal; Powers: Concealment 2 (Auditory & Radar), Space Travel 4, Chaff -Dazzle (Mechanical Based Senses) 5; 44ep]

DRAWBACKS: *Paraplegic* [Common Occurrence, Major Intensity; 4pp]

Abilities 32 + Skills 29 (ranks) + Feats 20 + Powers 71
+ Combat 0 + Saves 2 - Drawbacks 4 = 150 PP

PL 17

PSYLOCKE



STR	DEX	CON	INT	WIS	CHA
+2	+5	+2	+1	+2	+3
14	20	14	12	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+2	+3	+10	+8

COMBAT: Attack +8 (+12 Melee) [Unarmed +2, Sword +5; 19-20 Crit, Mental Blade +6]
Defense 24 (14 flat-footed) Init +9

SKILLS: Acrobatics 7 (+12), Bluff 8 (+11/+15), Escape Artist 8 (+13), Gather Information 4 (+7), Notice 10 (+12), Sense Motive 10 (+12), Stealth 12 (+17), Language (Japanese)

FEATS: Accurate Attack, Attack Focus [Melee] (4), Attractive, Contacts, Defensive Attack, Defensive Roll (4), Dodge Focus (7), Equipment, Improved Disarm, Improved Initiative, Power Attack, Sneak Attack (2), Takedown Attack, Teamwork, Uncanny Dodge

POWERS: **ESP 2** [Visual] (4pp), **Mental Blast 6** (Flaws: Mental Weapon [-2]; 12pp), **Telepathy 4** (8pp), **Teleport 8** (Power Feats: Progression (3); Flaws: Medium [Shadows] [-1]; 11pp)

EQUIPMENT: *Sword* [+3 Damage; 19-20 Crit; Mighty; 5ep]

**Abilities 30 + Skills 15 (60 ranks) + Feats 28 + Powers 35
+ Combat 30 + Saves 12 – Drawbacks 0 =150 PP**

PL 10

PUCK



STR	DEX	CON	INT	WIS	CHA
+8	+8	+3	+1	+1	+0
26/16	26/16	16	12	12	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+10	+9	+9	+4

COMBAT: Attack +5 (+12 Melee) [Unarmed +8] Defense 20 (12 flat-footed) Init +8

SKILLS: Acrobatics 6 (+14), Climb 10 (+18), Escape Artist 8 (+16), Notice 8 (+9), Search 6 (+7), Sense Motive 8 (+9), Survival 5 (+6), Swim 4 (+12), Languages (French; Base: English)

FEATS: Acrobatic Bluff, All-Out Attack, Attack Focus [Melee] (6), Defensive Attack, Dodge Focus (7), Elusive Target, Improved Block (2), Power Attack, Takedown Attack, Teamwork (2)

POWERS: Enhanced Strength 10 (10pp), Enhanced Dexterity 10 (10pp), Immunity 1 (Aging; 1pp), Leaping 2 (2pp), Protection 7 (*Extra:* Impervious [+1]; 14pp), Shrinking 4 (*Extra:* Normal Strength [+1], Continuous [+1]; *Flaw:* Permanent [-1]; *Power Feat:* Innate; 9pp), Super Strength 3 (6pp)

**Abilities 22 + Skills 14 (56 ranks) + Feats 23 + Powers 52
+ Combat 14 + Saves 10 – Drawbacks 0 = 135 PP**

PL 10

PUNISHER



STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+1	+0	+0
16	14	16	12	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6	+9	+9	+8

COMBAT: Attack +14 [Unarmed +3] Defense 24 (17 flat-footed) Init +6

SKILLS: Bluff 4 (+4), Climb 8 (+11), Craft [Mechanical] 4 (+5), Drive 8 (+10), Gather Information 8 (+8.), Intimidate 12 (+12), Investigate 6 (+6), Knowledge [Tactics] 8 (+9), Notice 10 (+10), Sense Motive 10 (+10), Stealth 8 (+10), Survival 10 (+10)

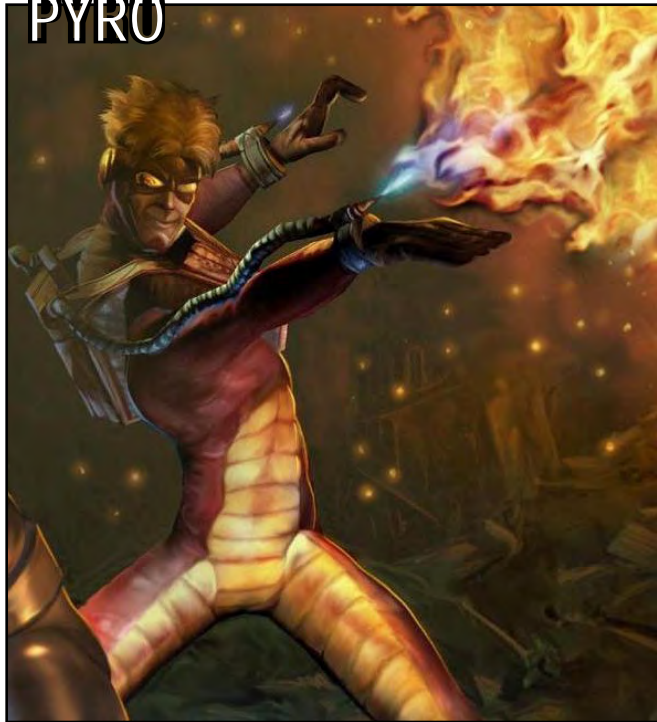
FEATS: Accurate Attack, All-Out Attack, Assessment, Chokehold, Elusive Target, Equipment (11), Fearsome Presence (4), Improved Disarm (2), Improved Initiative, Improved Grab, Improved Throw, Improved Trip, Master Plan, Power Attack, Precise Shot, Well Informed

EQUIPMENT: (55 Equipment Points, usually spent as follows) **Van** [Str 35; Speed 5; Defense 8; Toughness 9; 8ep]; **Colt .45s** [+4 Damage; 8ep]; **Assault Rifle w/ Grenade Launcher** [+5 Damage; Autofire; AP: 5 Explosive 17ep]; **Shotgun** [+5/+6 Damage; 11ep]; **Knife** [+1 Damage 19-20 crit; Mighty, thrown; 4ep]; **Body Armor** [+3 Toughness; 3ep] {Plus 4 Points spent on items like Suppressors, Camo, Night Vision Goggles, Laser Sights, and Targeting Scopes}

**Abilities 18 + Skills 24 (96 ranks) + Feats 30 + Powers 0
+ Combat 56 + Saves 22 – Drawbacks 0 = 150 PP**

PL 10

PYRO



COMBAT: Attack +5 (+9 w/ Fire Blasts)[Unarmed +1, Fire Blasts +9] Defense 21 (14 flat-footed) Init +6

SKILLS: Bluff 8 (+10/+14), Intimidate 8 (+10), Notice 8 (+7), Search 8 (+9), Sense Motive 8 (+7), Stealth 8 (+10)

FEATS: Accurate Attack, All-Out Attack, Attractive, Defensive Roll, Dodge Focus (4), Equipment, Improved Initiative, Precise Shot (2), Power Attack, Taunt, Teamwork (2)

POWERS: Device 6 [Custom Flame-thrower – **Blast 9** (Extras: Line Area [+1]; Power Feat: Split Attack; 24pp), **Element Control [Fire] 9** (Alternate Powers: **Blast**, **Create Object**, **Flight**; Power Feats: Homing (2), Accurate (2); 25pp), **Immunity 1** (Own Powers; 1pp)

EQUIPMENT: *Flame Suit* [+5 Toughness; 5ep], *Lighter* [0ep]

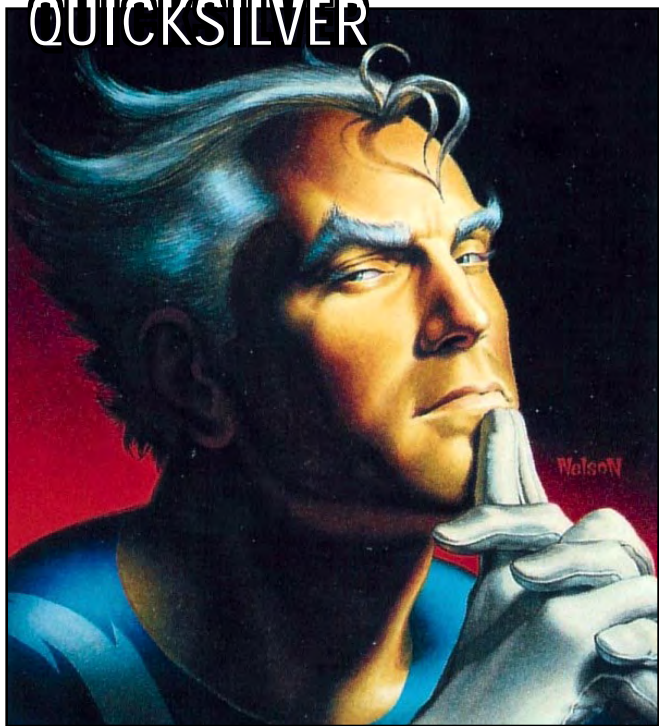
STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	+1	-1	+2
12	14	12	12	8	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+6	+8	+9	+6

**Abilities 12 + Skills 12 (48 ranks) + Feats 16 + Powers 50
+ Combat 24 + Saves 21 – Drawbacks 0 = 135 PP**

PL 9

QUICKSILVER



STR	DEX	CON	INT	WIS	CHA
+2	+4	+2	+1	+1	+0
14	18	14	12	12	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5	+4	+12	+4

COMBAT: Attack +12 [Unarmed +2, Rapid Fire +8] Defense 25 (12 flat-footed) Init +36

SKILLS: Acrobatics 12 (+16), Bluff 10 (+10), Knowledge [Tactics] 10 (+11), Sense Motive 12 (+13)

FEATS: Acrobatic Bluff, Defensive Attack, Dodge Focus (12), Equipment, Evasion, Move-by Action, Sneak Attack (2), Taunt, Teamwork (3)

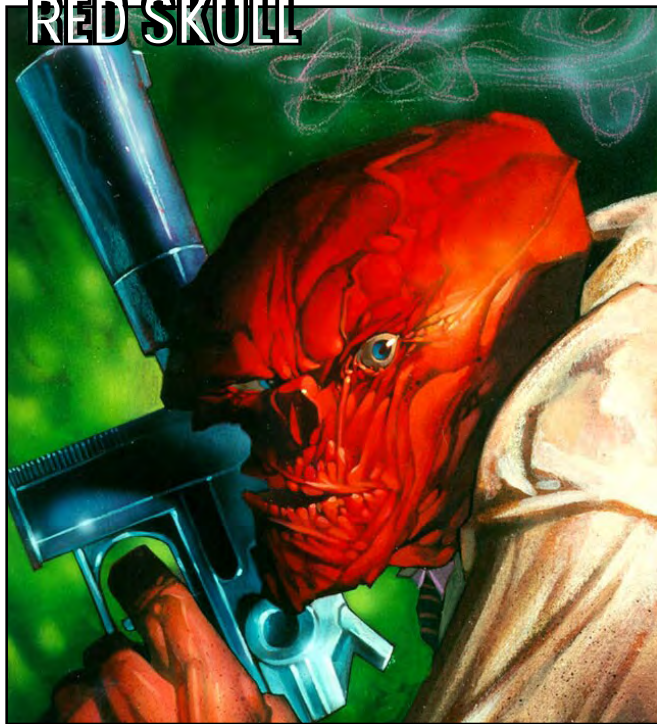
POWERS: **Immunity 5** (Fatigue; 5pp), **Super Speed 8** (Rapid Attack; -Dynamic; *Power Feats:* Wall Run, Water Run, Rapid Fire; *Alternate Power:* **Strike**, **Invisibility** -Dynamic; 47pp)

EQUIPMENT: *Uniform* [+3 Toughness; Subtle; 4ep], *Comm-Link* [1ep]

Abilities 20 + Skills 11 (44 ranks) + Feats 23 + Powers 52
+ Combat 30 + Saves 14 – Drawbacks 0 = 150 PP

PL 10

RED SKULL



STR	DEX	CON	INT	WIS	CHA
+7	+7	+7	+4	+3	+4
24	24	24	18	16	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+9	+9	+8

COMBAT: Attack +13 [Unarmed +7, Sub Machinegun +4] Defense 23 (12 flat-footed) Init +7

SKILLS: Bluff 8 (+12), Craft [Mechanical] 12 (+16), Craft [Chemical] 12 (+16), Diplomacy 8 (+12), Drive 8 (+15), Intimidate 15 (+19), Knowledge [Tactics] 8 (+12), Knowledge [Technology] 14 (+18), Notice 8 (+11), Sense Motive 10 (+13), Stealth 8 (+15), Languages (English; Base: German)

FEATS: All-Out Attack, Chokehold, Dodge Focus (10), Equipment (6), Fascinate [Intimidate], Favored Opponent [Freedom Lovers] (3), Fearsome Presence (6) [DC 16; 30ft.], Improved Throw, Inventor, Master Plan, Minions (9), Power Attack, Sneak Attack (2), Startle

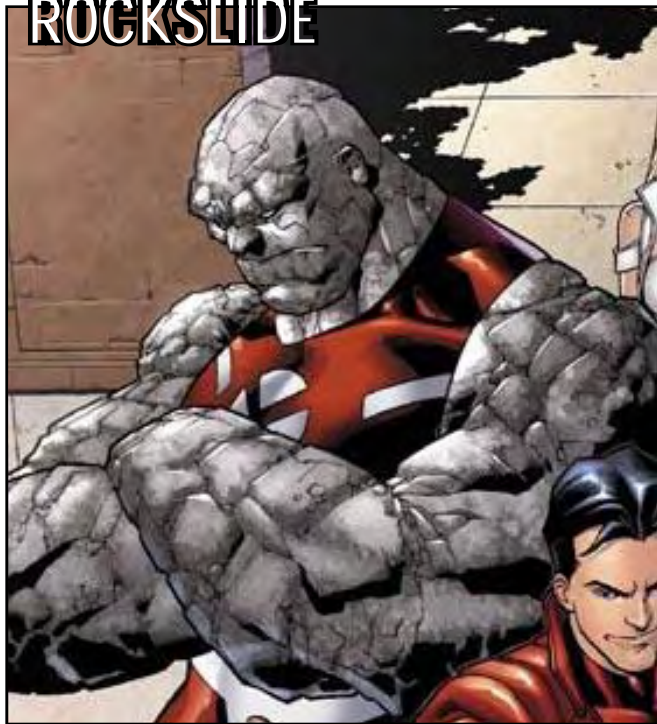
POWERS: Device 4 [Death Dust – **Drain [Constitution] 10** (Extra: Cloud Area [+1]), 12pp], **Immunity 1** (Death's Head Toxin; 1pp)

EQUIPMENT: Arsenal [SMG – [+4 Damage; Auto-Fire; 12ep], Pistol – [+3 Damage; 6ep; 13ep Total], *Underground Lair* [Size: Huge; Toughness: 15; Features: Communications, Computer, Concealed, Defense System, Garage, Holding Cells, Isolated, Laboratory, Library, Living Space, Power System, Security System; 17ep]

**Abilities 64 + Skills 28 (112 ranks) + Feats 44 + Powers 13
+ Combat 32 + Saves 9 – Drawbacks 0 = 190 PP**

PL 10

ROCKSLIDE



STR	DEX	CON	INT	WIS	CHA
+12	+0	+2	+1	+0	+0
34/14	10	14	12	10	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+10	+0	+0

COMBAT: Attack +8 [Unarmed +12] Defense 16 (13 flat-footed) Init +0

SKILLS: Bluff 8 (+8), Intimidate 15 (+15), Notice 8 (+8), Sense Motive 8 (+8), Stealth 5 (+5)

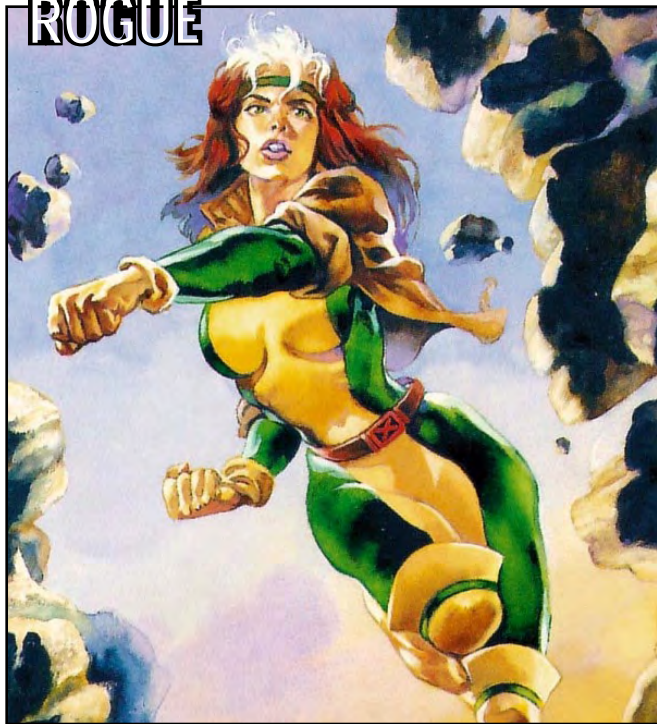
FEATS: All-Out Attack, Chokehold, Defensive Attack, Distract [Intimidate], Equipment, Improved Block (2), Power Attack, Startle, Takedown Attack

POWERS: **Blast 8** (*Extra:* Linked to Anatomical Separation [+0]; *Flaws:* Unreliable [-1]; *Power Feats:* Accurate Attack (2); 10pp), **Anatomical Separation 3** (*Extras:* Linked to Blast [+0]; *Flaws:* No control over separated limbs [-1]; 3pp), **Alternate form [Solid] 11** (Density 10 [+20 Str, **Protection 5** (Impervious), 3 **Immovable 3**, **Super Strength 3** (*Power Feat:* Ground Strike)) **Immunity 9** [Life Support], **Protection 6** [Impervious 8]; 55pp)

Abilities 10 + Skills 11 (44 ranks) + Feats 10 + Powers 68
+ Combat 28 + Saves 8 – Drawbacks 0 = 135 PP

PL 10

ROGUE



STR	DEX	CON	INT	WIS	CHA
+12	+2	+12	+0	+2	+3
34/14	14	34/12	10	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+12	+2	+5

COMBAT: Attack +8 [Unarmed +12] Defense 18 (13 flat-footed) Init +2

SKILLS: Intimidate 8 (+11), Notice 6 (+8), Sense Motive 6 (+8)

FEATS: All Out Attack, Attractive (2), Beginner's Luck, Dodge Focus (2), Power Attack, Teamwork

POWERS: Drain [All Powers at Once] 10 (*Power Feat:* Slow Fade [2]; *Extra:* Linked to Mimic [+0]; *Flaw:* Uncontrolled [-1]; 32pp), Mimic [All Powers at Once] 10 (*Extra:* Linked to Drain [+0]; *Flaw:* Uncontrolled [-1]; 30pp), **Enhanced Strength 20** (20pp), **Enhanced Constitution 22** (22pp), Flight 5 (10pp), **Super Strength 3** (6pp)

DRAWBACKS: Full Power [Drain] (Common Occurrence, Moderate Intensity, 3pp), Full Power [Mimic] (Common Occurrence, Moderate Intensity, 3pp)

Abilities 20 + Skills 5 (20 ranks) + Feats 8 + Powers 124
+ Combat 28 + Saves 1 – Drawbacks 6 = 180 PP

PL 10

SABRETOOTH



STR	DEX	CON	INT	WIS	CHA
+6	+3	+6	+2	+3	-1
22	16	22	14	16	8

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12/+10	+12	+4	+5

COMBAT: Attack +4 (+10 Melee) [Claws +10; 18-20 Crit] Defense 20 (13 flat-footed)
Init +3

SKILLS: Bluff 8 (+7), Climb 12 (+18), Computers 8 (+10), Drive 8 (+11), Escape Artist 12 (+15), Intimidate 12 (+11), Notice 12 (+15), Sense Motive 8 (+13), Stealth 12 (+15), Survival 12 (+15), Swim 12 (+18)

FEATS: All-Out Attack, Attack Focus [Melee] (6), Chokehold, Defensive Roll (2), Distract [Intimidate], Dodge Focus (5), Fearsome Presence (6) [DC 16; 30 ft.], Elusive Target, Improved Block, Improved Critical [Claws] (2), Power Attack, Startle, Rage (2) [+4 Strength, +2 Fort & Will Saves; 10 Rounds], Takedown Attack

POWERS: **Immunity 1** (Aging; 1pp), **Protection 4** (Power Feat: Innate; 5pp), **Mental Shield 5** (5pp), **Strike 4** (Power feats: Mighty; Extra: Penetrating [+1] 7; Alternate Power: **Strike 4** (Mighty; Extra: Auto-Fire [+1]; 13pp), **Super Senses 7** (Scent [Extended, Accurate], Tracking, Dark Vision; 7pp), **Regeneration 29** (Recovery Rate: 17; Bruised 3, Unconscious 3, Injured 4, Staggered 4, Disabled 6; Ability Damage: 5, Resurrection 4; Power Feat: Regrowth; 30pp)

DRAWBACKS: *Vulnerable* [Magnetic Powers; Uncommon Occurrence; Major Intensity; 3pp]

Abilities 38 + Skills 27 (108 Ranks) + Feats 24 + Powers 61
+ Combat 18 + Saves 9 – Drawbacks 3 = 180 PP

PL 11



STR	DEX	CON	INT	WIS	CHA
+0	+2	+0	+6	+3	+2
10	14	10	22	16	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+3	+5	+7	+3

COMBAT: Attack +10 [Unarmed +0, Assault Rifle +5] Defense 21 (14 flat-footed) Init +2

SKILLS: Bluff 4 (+6/+14), Computers 15 (+21), Craft [Electrical] 8 (+14), Disable Device 8 (+14), Drive 8 (+10), Gather Information 12 (+14), Knowledge [Technology] 8 (+14), Notice 8 (+11), Sense Motive 12 (+15), Stealth 8 (+10), Languages (English; Base: Pakistani)

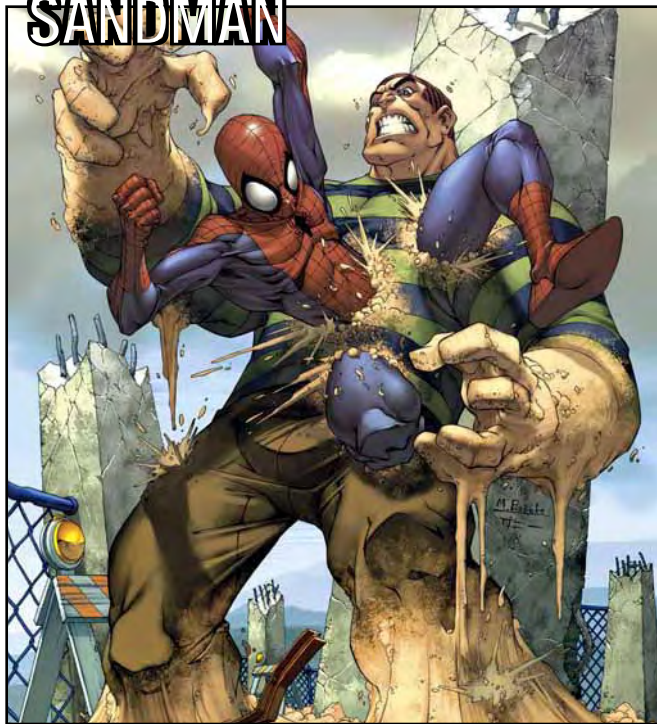
FEATS: Accurate Attack, Attractive (2), Defensive Attack, Defensive Roll (2), Dodge Focus (4), Eidetic Memory, Equipment (5), Grappling Finesse, Improved Disarm (2), Improved Grab, Improved Pin, Improved Trip, Master Plan, Set-Up, Sneak Attack, Stunning Attack

POWERS: **Boost [All Powers at Once] 5** (Flaws: Only Mutant Powers [-1], Others Only [-1]; 10pp), **Quickness 10** (Flaws: Mental Quickness [-1]; 5pp), **Telepathy 7** (Alternate Powers: **Data link** -Dynamic, **Mind Shield 14** - Dynamic; 18pp)

EQUIPMENT: *Cyber Glasses* [Assessment, Comm-Link, Camera, Lap Top Computer, GPS; 5ep], *Assault Rifle* [+5 Damage; Auto-Fire; Improved Range; 16pp], *Uniform* [+3 Toughness; Subtle; 4ep]

**Abilities 26 + Skills 21 (84 Ranks) + Feats 25 + Powers 33
+ Combat 34 + Saves 10 – Drawbacks 0 = 150 PP**

SANDMAN



STR	DEX	CON	INT	WIS	CHA
+10	+0	+2	+0	+1	+1
30/16	11	15	11	13	13

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+6	+7	+6

COMBAT: Attack +9 [Unarmed +9, 50ft. Range] Defense 16 (13 flat-footed) Init +0

SKILLS: Intimidate 12 (+13), Knowledge [Streetwise] 8 (+8), Knowledge [Tactics] 6 (+6), Notice 10 (+10), Profession [Mercenary] 8 (+8), Sense Motive 8 (+8), Stealth 8 (+8)

FEATS: All-Out Attack, Chokehold, Improved Defense, Improved Grab, Improved Grapple, Improved Pin, Power Attack, Startle, Teamwork (2)

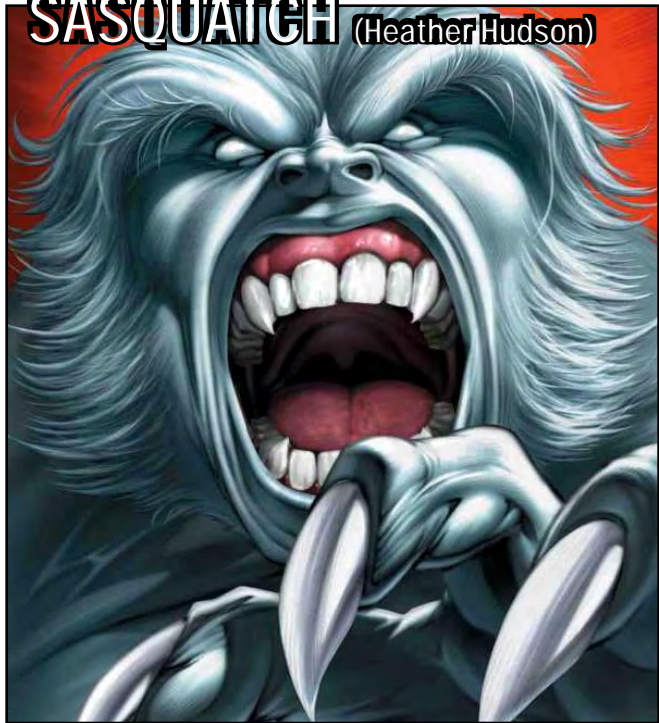
POWERS: Alternate Form [Particulate] 4 (Elongation 4, Immunity 8 [Life Support minus suffocation], Insubstantial 1, Super Movement 1 [Slithering]; Extras: Linked to Enhanced Strength, Protection, and Super Strength [+0]; 20pp), **Enhanced Strength 14** (Extras: Linked to Alternate Form [+0]; 14pp), **Protection 10** (Extras: Linked to Alternate Form [+0]; 10pp), **Super Strength 3** (Extras: Linked to Alternate Form [+0]; 6pp)

DRAWBACKS: *Weakness* [Water; Uncommon Occurrence; Major Intensity; 3pp], *Vulnerable* (wind does damage at +25% DC. Uncommon. Minor intensity. 1pp), *Vulnerable* (heat paralyzes at +1DC. Uncommon. Minor intensity. 1pp)

**Abilities 19 + Skills 15 (60 ranks) + Feats 10 + Powers 50
+ Combat 30 + Saves 14 – Drawbacks 5 = 135 PP**

PL 9

SASQUATCH (Heather Hudson)



STR	DEX	CON	INT	WIS	CHA
+12	+3	+12	+2	+1	+3
34/10	16/12	34/10	14	12	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+12	+5	+5

COMBAT: Attack +8 [Unarmed +12; 17–20 Crit] Defense 18 (14 flat-footed) Init +7

SKILLS: Bluff 8 (+11), Climb 8 (+14), Craft [Mechanical] 12 (+14), Intimidate 12 (+15), Knowledge [Arcane Lore] 8 (+10), Knowledge [Tactics] 12 (+14), Knowledge [Technology] 8 (+10), Notice 8 (+9), Sense Motive 7 (+8), Survival 8 (+9), Swim 8 (+14), Languages (French; Base: English)

FEATS: All-Out Attack, Chokehold, Connected, Improved Critical [Unarmed] (3), Improved Grab, Improved Initiative, Improved Pin, Power Attack, Startle, Teamwork (2)

POWERS: **Enhanced Strength 12** (12pp), **Enhanced Dexterity 4** (4pp), **Enhanced Constitution 18** (18pp), **Growth 6** (+12 Strength, +6 Constitution; Extras: Continuous [+1]; Flaws: Permanent [-1]; Power Feat: Innate; 19pp), **Leaping 3** (3pp), **Super Strength 5** (10pp)

DRAWBACKS: *Normal Identity* [Heather Hudson; 4pp]

Abilities 14 + Skills 23 (92 ranks) + Feats 13 + Powers 66
+ Combat 32 + Saves 6 – Drawbacks 4 = 150 PP

PL 10

SASQUATCH (Walter Langkowski)



STR	DEX	CON	INT	WIS	CHA
+12	+3	+12	+3	+2	+2
34/14	16/12	34/14	16	14	14
TOUGHNESS		FORTITUDE		REFLEX	
+12		+12		+6	
				+4	

COMBAT: Attack +3 (+8 Melee) [Unarmed +12] Defense 18 (13 flat-footed) Init +7

SKILLS: Acrobatics 8 (+11), Bluff 8 (+10), Climb 8 (+14), Diplomacy 8 (+10), Intimidate 12 (+14), Investigate 12 (+14), Knowledge [Physical Sciences] 12 (+15), Knowledge [Life Sciences] 8 (+11), Medicine 12 (+14), Notice 8 (+10), Profession [Scientist] 8 (+10), Profession [Pro Football Player] 8 (+10), Sense Motive 6 (+8), Survival 8 (+10), Swim 8 (+14), Languages (French, English; Base: Polish)

FEATS: Attack Focus [Melee] (5), Chokehold, Connected, Dodge Focus (4), Improved Grab, Improved Initiative, Power Attack, Startle

POWERS: Enhanced Strength 8 (8pp), Enhanced Dexterity 4 (4pp), Enhanced Constitution 14 (14pp), Growth 6 (+12 Strength, +6 Constitution; Extras: Continuous [+1]; Flaws: Permanent [-1]; Power Feat: Innate; 19pp), Leaping 3 (3pp), Super Strength 5 (10pp)

DRAWBACKS: Normal Identity [Walter Langkowski; 4pp]

Abilities 24 + Skills 34 (136 ranks) + Feats 15 + Powers 58
+ Combat 18 + Saves 5 – Drawbacks 4 = 150 PP

PL 10

SAURON



STR	DEX	CON	INT	WIS	CHA
+6	+5	+6	+2	+1	+1
22/14	20/12	22/14	14	12	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+9	+9	+5

COMBAT: Attack +6 (+12 w/ Flying)[Claws +8; 18-20 Crit; Fire Breath +10] Defense 16 (22 w/ Flying) (13 flat-footed) Init +5

SKILLS: Bluff 4 (+5), Computers 4 (+6), Drive 4 (+7), Intimidate 12 (+13), Knowledge [Behavioral Sciences] 8 (+10), Medicine 8 (+9), Notice 8 (+9), Sense Motive 12 (+13), Stealth 8 (+13), Survival 8 (+9)

FEATS: Favored Environment [Airborne] (12), Fearsome Presence (6), Move By Action, Startle

POWERS: **Blast 10** (Extra: Cone Area [+1]; *Flaws*: Full Action [-1]; 20pp), **Drain [Constitution] 8** (8pp), **Enhanced Strength 8** (8pp), **Enhanced Dexterity 8** (8pp), **Enhanced Constitution 8** (8pp), **Flight 4** (8pp), **Mind Control 8** (*Flaw*: Sense Dependent [Sight] [-1]; 8pp), **Protection 3** (3pp), **Strike 2** (*Power Feats*: Mighty, Improved Critical (2); 5pp)

DRAWBACKS: *Involuntary Transformation* [Karl Lykos; 3pp]

**Abilities 18 + Skills 19 (76 ranks) + Feats 20 + Powers 76
+ Combat 24 + Saves 11– Drawbacks 3 = 165 PP**

PL 10

SCARLET WITCH



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+3	+0	+4
14	14	14	16	10	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7/+2	+8	+8	+8

COMBAT: Attack +4 (+8 w/ Hex Bolts) [Unarmed +2, Hex Bolts +12] Defense 23 (17 flat-footed) Init +6

SKILLS: Bluff 8 (+12/+16), Craft [Artistic] 8 (+11), Concentration 12 (+12), Diplomacy 10 (+14), Gather Information 8 (+12), Knowledge [Arcane Lore] 14 (+17), Notice 10 (+10), Sense Motive 10 (+10), Stealth 8 (+10)

FEATS: Attractive, Attack Specialization [Hex Bolts] (2), Contacts, Defensive Roll (5), Luck (4), Improved Initiative, Ritualist, Teamwork, Ultimate Effort [Ultimate Concentration Check]

POWERS: **Blast 12** (*Extras:* Penetrating [+1]; *Flaws:* Wanda is Nuts [-1]; *Alternate Powers:* **Animate Objects, Luck Control, Fire Control, Water Control, Plant Control, Earth Control, Air Control**; 31pp)

**Abilities 26 + Skills 22 (88 ranks) + Feats 17 + Powers 31
+ Combat 34 + Saves 20 – Drawbacks 0 = 150 PP**

PL 10

SENTINEL



STR	DEX	CON	INT	WIS	CHA
+15	+0	—	—	+2	—
40	10	—	—	14	—
TOUGHNESS		FORTITUDE		REFLEX	
+12		—		+3	
				—	

COMBAT: Attack +2 [Unarmed +10, Blast +8] Defense 10 (10 flat-footed) Init +0

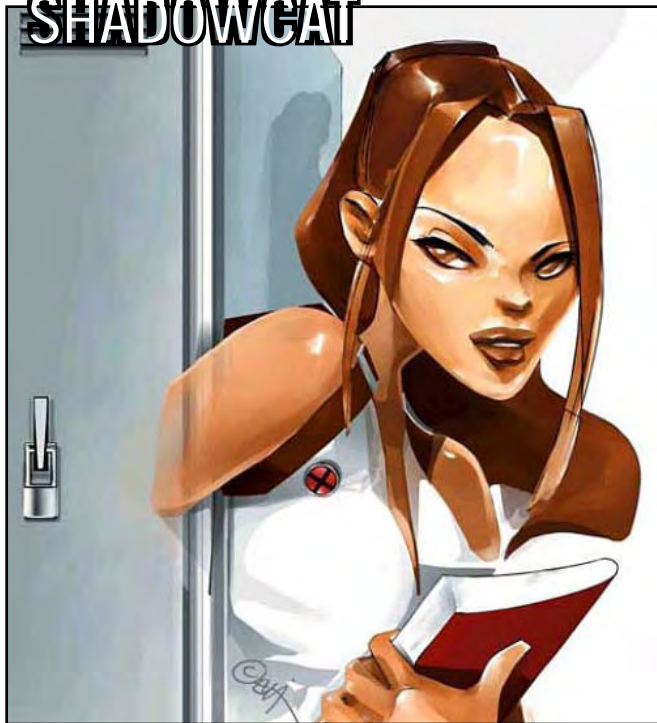
SKILLS: Notice 8 (+10)

POWERS: **Growth 16** (Extra: Continuous [+1]; Flaw: No Constitution Bonus [-1], Permanent [-1]; Power Feat: Innate; 33pp), **Blast 10** (Extra: Line Area [+1]; Alternate Powers: Ranged Cone Area **Paralyze 10**, Explosive Area **Snare 10**, Search **Light**; 33pp), **Immunity 30** (Fortitude Effects; 30pp), **Flight 4** (8pp), **Super Senses 3** (Extended (2) **Mutant Awareness**; 3pp), **Protection 12** (Extra: Impervious [+1]; Flaws: Ablative [-1]; 12pp)

Abilities -26 + Skills 2 (8 ranks) + Feats 0 + Powers 115
+ Combat 36 + Saves 3 - Drawbacks 0 = 130 PP

PL 10

SHADOWCAT



STR	DEX	CON	INT	WIS	CHA
+0	+4	+0	+0	+1	+2
10	18	10	10	12	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+4/+2	+4	+7	+4

COMBAT: Attack +7 (+10 Melee) [Unarmed +0, Ninja-To +3; 19-20 Crit] Defense 22 (13 flat-footed) Init +12

SKILLS: Acrobatics 8 (+12), Bluff 4 (+6/+14)*, Computers 12 (+16)*, Craft [Electrical] 8 (+12), Disable Device 12 (+16)*, Notice 6 (+7), Sense Motive 6 (+7), Stealth 12 (+16)*

FEATS: Accurate Attack, Attack Focus [Melee] (3), Attractive (2), Dodge Focus (6), Defensive Attack, Defensive Roll (2), Equipment (2), Improved Block, Improved Disarm, Improved Initiative (2), Minion (4), Power Attack, Skill Mastery [Bluff, Computers, Disable Device, Stealth], Sneak Attack (2), Taunt, Teamwork (3)

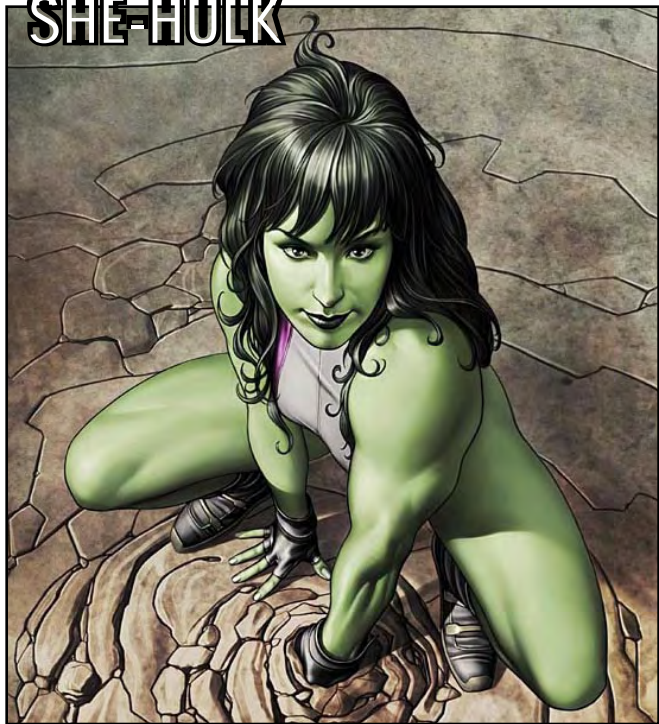
POWERS: Insubstantial 4 (Extra: Linked to Corrosion & Super Movement [+0]; 20pp), **Corrosion 6** (Extra: Aura [+1], Affect Corporeal [+1], Linked to Insubstantial [+0]; Flaw: Only Effects Electronics [-1]; 18pp), **Super Movement 2** (Air Walk 2; Extra: Linked to Insubstantial [+0]; 4pp)

EQUIPMENT: Uniform [+2 Toughness; Subtle; 3ep], Ninja-To [+3 Damage; Mighty; Improved Critical; 5ep], Multi-Tool [1ep], Lap Top [1ep]

Abilities 22 + Skills 17 (68 Ranks) + Feats 33 + Powers 42
+ Combat 26 + Saves 10 – Drawbacks 0 = 150 PP

PL 8

SHE-HULK



COMBAT: Attack +10 [Unarmed +14] Defense 20 (15 flat-footed) Init +3

SKILLS: Bluff 8 (+12/+20), Computers 8 (+12), Diplomacy 8 (+12/+20), Intimidate 8 (+12), Knowledge [Civics] 12 (+16), Notice 8 (+10), Profession [Lawyer] 12 (+14), Sense Motive 4 (+6)

FEATS: All-Out Attack, Attractive (2), Defensive Attack, Elusive Target, Fascinate [Bluff], Improved Block, Power Attack, Takedown Attack, Teamwork

POWERS: Impervious Toughness 10 (10pp), Leaping 7 (7pp), Regeneration 15 (Recovery Rate 15; 15pp), Super Strength 5 (Power Feat: Ground Strike; 11pp)

DRAWBACKS: *Normal Identity* [Jennifer Walters; Common Occurrence; Major Intensity; 4pp]

STR	DEX	CON	INT	WIS	CHA
+14	+3	+14	+4	+2	+4
38	16	38	18	14	18

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	+14	+10	+7

Abilities 62+ Skills 17 (68 ranks) + Feats 10 + Powers 43
+ Combat 40 + Saves 12 – Drawbacks 4 = 180 PP

PL 12

SHOCKER



STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+2	+3	+1
14	13	14	14	16	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+6	+6	+6

COMBAT: Attack +8 [Unarmed +2, Blast +8] Defense 18 (14 flat-footed) Init +1

SKILLS: Bluff 8 (+9), Craft [Mechanical] 12 (+14), Craft [Electrical] 12 (+14), Disable Device 6 (+8), Gather Information 12 (+13), Intimidate 6 (+7), Knowledge [Technology] 6 (+8), Notice 10 (+13), Sense Motive 8 (+11), Stealth 8 (+9)

FEATS: All-Out Attack, Connected, Contacts, Defensive Attack, Elusive Target, Improved Block, Power Attack, Takedown Attack, Well Informed

POWERS: Device 6 [Shocker Suit – Protection 6, Immunity 5 (Entrapment), Vibration Control 8; 24pp]

**Abilities 23 + Skills 20 (80 ranks) + Feats 9 + Powers 24
+ Combat 32 + Saves 12 – Drawbacks 0 = 120 PP**

PL 8

SILVER SAMURAI



STR	DEX	CON	INT	WIS	CHA
+8	+3	+3	+1	+2	+2
26/16	16	16	12	14	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9	+7	+7	+4

COMBAT: Attack +10 (+12 w/ Sword) [Unarmed +8, Channeled Katana +8; 16-20 Crit]
Defense 21 (13 flat-footed) Init +11

SKILLS: Bluff 8 (+10), Diplomacy 8 (+10), Gather Information 11 (+13), Intimidate 12 (+14), Knowledge [Tactics] 8 (+9), Knowledge [Streetwise] 8 (+9), Notice 8 (+10), Sense Motive 12 (+14), Languages (English; Base: Japanese)

FEATS: Accurate Attack, Attack Specialization [Swords], Contacts, Connected, Defensive Attack, Distract [Intimidate], Dodge Focus (5), Equipment (3), Improved Block, Improved Initiative (2), Improved Sunder, Improved Trip, Instant Up, Power Attack, Quickdraw, Startle, Uncanny Dodge [Hearing]

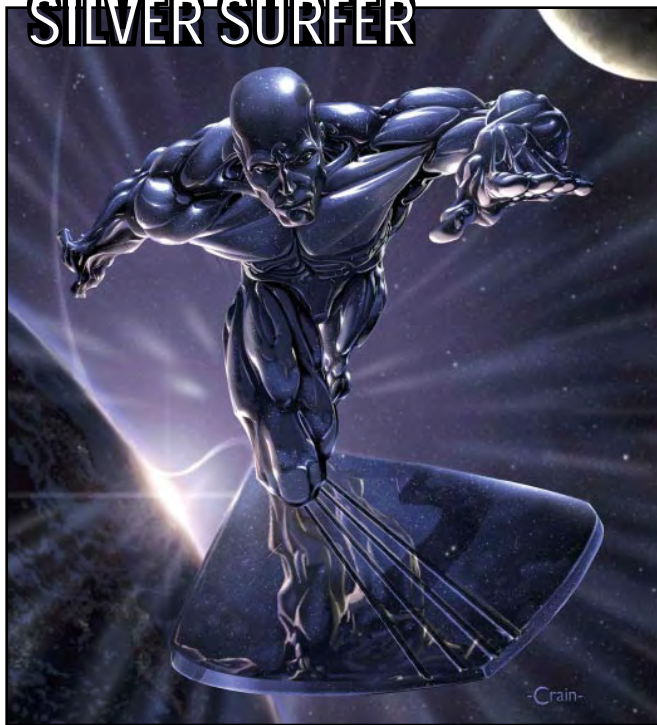
POWERS: **Enhanced Strength 10** (10pp), **Strike 8** (Extras: Penetrating [+1], Auto-Fire [+1]; Flaw: Requires a Sword [-1]; Alternate Powers: Corrosion; Power Feats: Improved Critical (4); 21pp), **Super Strength 3** (6pp)

EQUIPMENT: *Katana* [+3 Damage; 19-20 Crit; Mighty; Sep], *Silver Samurai Armor* [+6 Toughness; 6ep], *Shuriken* [+1 Damage; Auto-Fire; 3ep]

Abilities 28 + Skills 19 (76 ranks) + Feats 24 + Powers 37
+ Combat 32 + Saves 10 – Drawbacks 0 = 150 PP

PL 10

SILVER SURFER



STR	DEX	CON	INT	WIS	CHA
+15	+2	+8	+3	+8	+5
40	14	26	16	26	20

TOUGHNESS	FORTITUDE	REFLEX	WILL
+15	+10	+5	+10

COMBAT: Attack +13 [Unarmed +15; Cosmic Blast +17] Defense 25 (18 flat-footed) Init +2

SKILLS: Diplomacy 12 (+17/+21), Knowledge [Space Science] 12 (+15), Notice 12 (+20), Pilot 16 (+18), Sense Motive 12 (+20)

FEATS: Accurate Attack, Attractive, Luck, Power Attack

POWERS: **Cosmic Energy Control 17** (*Power Feats:* Improved Range, Selective; *Alternate Powers:* **Boost**, **Create Object**, **Healing**, **Transform**; 40pp), **Device 11** [Board — Strength: 45; Speed: Flight 10; Toughness: 15; Size: Medium; Features: Remote Control, Restricted; Powers: Space Flight 15; 33pp], **Immunity 19** (Life Support, Heat, Cold; 19pp), **Protection 7** (*Extra:* Impervious [+1] 15; 22pp), **Super Senses 22** (Extended (10) Cosmic Energy Awareness, Extended (10) Life Awareness; 22pp), **Super Strength 4** (8pp)

Abilities 82 + Skills 16 (64 ranks) + Feats 4 + Powers 122
+ Combat 56 + Saves 5 – Drawbacks 0 =285 PP

PL 15

SIRYN



COMBAT: Attack +5 [Unarmed +1] Defense 20 [24 in Flight] (flat-footed) Init +2

SKILLS: Bluff 4 (+6/+14), Diplomacy 4 (+6/+14), Gather Information 8 (+10), Notice 8 (+10), Sense Motive 8 (+10)

FEATS: Attractive (2), Contacts, Connected, Defensive Roll (2), Endurance, Equipment, Favored Environment [Airborne] (4), Move By Action, Teamwork (2)

POWERS: **Blast 10** (*Extra:* Concentration Duration [+1], Cone Area [+1]; *Alternate Powers:* Concentration Cone Area **Dazzle** [Auditory], Automatic Free Action **Deflect** [Slow Projectiles], **Emotion Control [Love]** [Ineffective vs. Mutants; 44pp], **Flight 4** (8pp), **Super Senses 3** (Extended (3) Hearing; 3pp)

EQUIPMENT: *Uniform* [+3 Toughness Save; Subtle; 4ep], *Cell Phone* [1ep]

Abilities 18 + Skills 8 (32 ranks) + Feats 15 + Powers 51
+ Combat 30 + Saves 13 – Drawbacks 0 = 135 PP

PL 10

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	+1	+2	+2
12	14	12	12	14	14
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+6/+4	+5	+5	+8		

SPEEDBALL



STR	DEX	CON	INT	WIS	CHA
+2	+3	+1	+1	+0	+1
14	16	13	13	10	13
TOUGHNESS	FORTITUDE	REFLEX	WILL		
+10	+4	+7	+3		

COMBAT: Attack +8 [Unarmed +2] Defense 16 (12 flat-footed) Init +7

SKILLS: Acrobatics 8 (+11), Bluff 6 (+7), Notice 10 (+10), Sense Motive 6 (+6), Stealth 10 (+13)

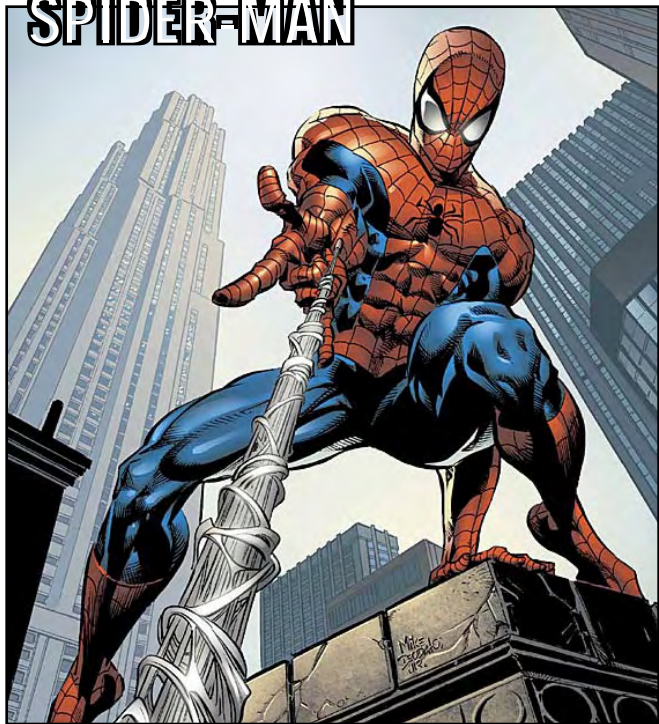
FEATS: All-Out Attack, Defensive Attack, Dodge Focus (3), Improved Initiative, Taunt

POWERS: Absorption [Physical] 10 (Boost: Strike & Blast; Extras: Energy Storage [+1]; 50pp), Leaping 2 (2 pp)

**Abilities 19 + Skills 10 (40 ranks) + Feats 7 + Powers 52
+ Combat 22 + Saves 10 – Drawbacks 0 = 120 PP**

PL 8

SPIDER-MAN



STR	DEX	CON	INT	WIS	CHA
+8	+15	+0	+4	+1	+0
26/10	40/12	10	18	12	10
TOUGHNESS		FORTITUDE		REFLEX	
+6/+5		+5		+15	
				+5	

COMBAT: Attack +4 (+10 Unarmed / Web Shooters) [Unarmed +8] Defense 24 (13 flat-footed) Init +15

SKILLS: Acrobatics 3 (+18), Bluff 12 (+12), Climb 5 (+13), Craft [Mechanical] 6 (+10), Craft [Chemical] 6 (+10), Disable Device 2 (+6), Knowledge [Physical Sciences] 6 (+10), Knowledge [Technology] 8 (+12), Notice 8 (+9), Profession [Photographer] 4 (+5), Sense Motive 8 (+9)

FEATS: All-Out Attack, Acrobatic Bluff, Attack Specialization [Melee] (3), Attack Specialization [Web Shooters], Defensive Attack, Defensive Roll, Dodge Focus (9), Equipment (2), Sneak Attack, Taunt, Takedown Attack

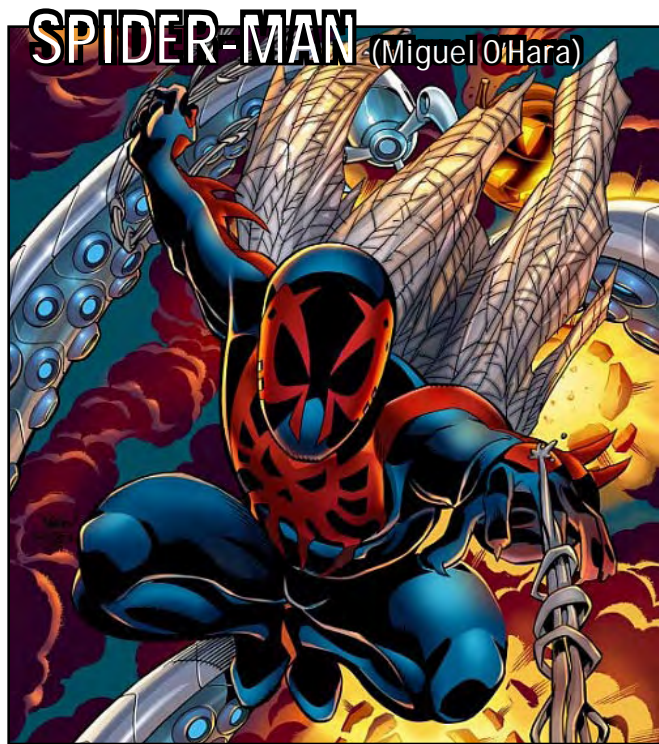
POWERS: Enhanced Dexterity 28 (28pp), Enhanced Strength 16 (16pp), Super Movement 2 (Wall Crawling [2]; 4pp), Super Senses 1 (Danger Sense; 1pp), Super Strength 3 (6pp), Leaping 2 (2pp), Device 6 [Web Shooters – Snare 10 (Power Feats: Tether, Split Attack, Accurate (2); Alternate Powers: Create Object, Dazzle [Sight]), Super Movement 1 (Swinging), Speed 4 (Flaw: Limited- Only to Swinging [-1]); 18pp]

EQUIPMENT: Costume [+5 Toughness; Subtle; 6ep], Apartment [1ep], Mini Tracer [1ep], GPS Receiver [1ep], Camera [1ep]

DRAWBACKS: Less Wealth [1pp]

Abilities 12 + Skills 17 (68 ranks) + Feats 21 + Powers 75
+ Combat 18 + Saves 8 – Drawbacks 1 = 150 PP

PL 10



STR	DEX	CON	INT	WIS	CHA
+6	+10	+1	+4	+2	+2
22/12	30/10	12	18	14	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4	+4	+13	+4

COMBAT: Attack +11 [Unarmed +6, Claws +9; 18-20 Crit] Defense 24 (13 flat-footed) Init +10

SKILLS: Acrobatics 8 (+18), Bluff 8 (+10), Climb 5 (+11), Craft [Chemical] 11 (+15), Craft [Mechanical] 8 (+13), Computers 8 (+13), Diplomacy 8 (+10), Knowledge [Life Sciences] 8 (+12), Knowledge [Technology] 8 (+12), Profession [Research Scientist] 8 (+10), Sense Motive 8 (+10), Stealth 8 (+18)

FEATS: Acrobatic Bluff, All-Out Attack, Benefit [Security Clearance], Dodge Focus (9), Defensive Roll (2), Equipment, Evasion, Power Attack, Uncanny Dodge [Sight]

POWERS: **Enhanced Strength 10** (10pp), **Enhanced Dexterity 20** (20pp), **Leaping 3** (3pp), **Snare 9** (*Power Feat:* Tether; 19pp), **Speed 4** (*Flaw:* Limited to Swinging [-1]; 2pp), **Super Movement 3** (Swinging, Wall Crawling (2); *Alternate Powers:* Improved Critical (2) Mighty Strike 3; 7pp), **Super Senses 2** (Extended Vision, Low Light Vision; 2pp)

EQUIPMENT: *Day of the Dead Costume* – Protection 3, Super Movement (Slow fall); Sep

Abilities 20 + Skills 24 (96 ranks) + Feats 18 + Powers 63
+ Combat 34 + Saves 8 – Drawbacks 0 = 165 PP

PL 10

STORM



STR	DEX	CON	INT	WIS	CHA
+1	+3	+2	+2	+3	+3
12	16	14	14	16	16
TOUGHNESS		FORTITUDE		REFLEX	
+7/+2		+3		+4	
				+9	

COMBAT: Attack +8 [Unarmed +1, Lightning Bolt +10] Defense 17 (23 Airborn)(14 flat-footed) Init +3

SKILLS: Bluff 6 (+9/+13), Concentration 8 (+11), Disable Device 8 (+10), Knowledge [Streetwise] 8 (+10), Knowledge [Tactics] 8 (+10), Notice 8 (+11), Pilot 8 (+11), Sense Motive 8 (+11), Sleight of Hand 8 (+11), Stealth 8 (+11), Survival 4 (+7), Languages (English, Swahili; Base: Arabic)

FEATS: Attractive, Benefit [Status], Defensive Roll (5), Environmental Adaptation [Storms], Favred Environment [Airborn] (6), Inspire (3), Teamwork

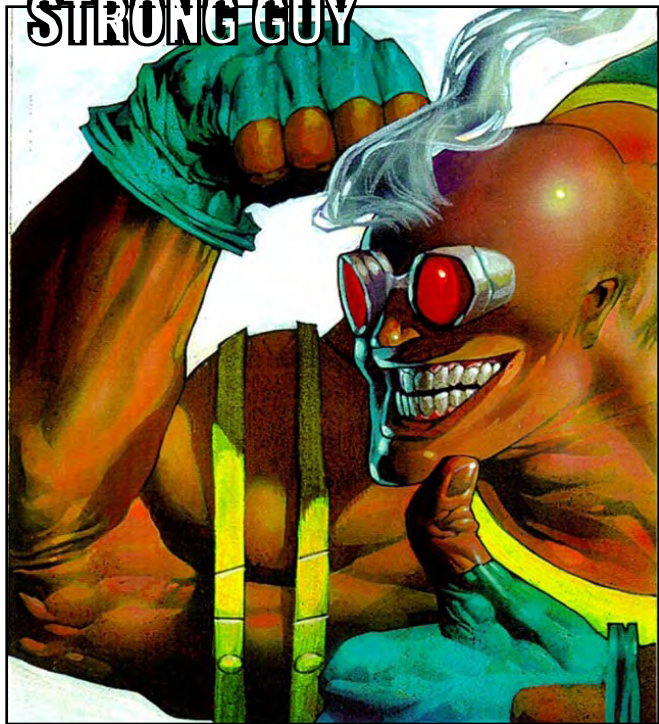
POWERS: Weather Control 11 (Distraction [Precipitation] —Dynamic: *Extras:* Area (Cloud) [+1]; *Power Feat:* Indirect; *Alternate Powers:* **Cold Control** — Dynamic, Hamper Movement — Dynamic, **Air Control** — Dynamic, **Blast** [Lightning] Line— Dynamic, **Dazzle** [Visual & Auditory] —Dynamic, **Fatigue** — Dynamic, **Flight**— Dynamic; 48pp)

DRAWBACKS: *Noticeable* (Weather Control; Uncommon Occurrence, Minor Intensity; 1pp)

Abilities 28 + Skills 21 (84 ranks) + Feats 16 + Powers 48
+ Combat 30 + Saves 8 – Drawbacks 1 = 150 PP

PL 10

STRONG GUY



STR	DEX	CON	INT	WIS	CHA
+10	+1	+10	+1	+2	+2
30/20	12	30/16	12	14	14
TOUGHNESS		FORTITUDE		REFLEX	
+10		+10		+4	
				+5	

COMBAT: Attack +8 [Unarmed +10] Defense 17 (14 flat-footed) Init +1

SKILLS: Bluff 6 (+8), Climb 4 (+10), Intimidate 8 (+10), Knowledge [Pop Culture] 8 (+9), Notice 10 (+12), Profession [Bodyguard] 8 (+10), Profession [Stand Up Comic] 4 (+6), Sense Motive 8 (+10)

FEATS: All-Out Attack, Defensive Attack, Equipment, Elusive Target, Improved Block (2), Improved Defense, Interpose, Power Attack, Taunt, Takedown Attack, Teamwork

POWERS: Absorption [Physical] 3 (*Boost: Other Powers; Power Feat: Slow Fade; 13pp*), Enhanced Strength 10 (10pp), Enhanced Constitution 14 (14pp), Growth 4 (+8 Strength, +4 Constitution; 12pp), Super Strength 3 (6pp)

EQUIPMENT: Goggles [1ep], Cell Phone [1ep]

DRAWBACKS: Disability [Nearsighted without Goggles; -4 to Ranged Attacks; 1pp]

Abilities 16 + Skills 14 (76 ranks) + Feats 12 + Powers 55
+ Combat 34 + Saves 5 – Drawbacks 1 = 135 PP

PL 10

SUNFIRE



STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+2	+1	+0
14	12	14	14	12	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+6	+10	+10	+6

COMBAT: Attack +10 [Unarmed +2, Fiery Aura +10, Blast +10] Defense 22 (14 flat-footed)
Init +9

SKILLS: Bluff 8 (+8), Diplomacy 9 (+9), Intimidate 12 (+12), Knowledge [Tactics] 9 (+11),
Notice 9 (+10), Sense Motive 12 (+13), Language (English; Base: Japanese)

FEATS: Accurate Attack, Defensive Attack, Defensive Roll (2), Distract [Intimidate], Dodge
Focus (5), Equipment, Improved Block, Improved Initiative (2), Improved Sunder, Improved
Trip, Instant Up, Move By-Action, Power Attack, Quickdraw, Startle, Uncanny Dodge [Hearing]

POWERS: Flight 6 (12pp), Immunity 5 (Radiation; 5pp), Strike 10 (Dynamic; Extra:
Aura [+1]; Alternate Power: Blast –Dynamic; 23pp), Super Senses 1 (Infravision; 1pp)

EQUIPMENT: Uniform [+4 Toughness; Subtle; 5ep]

Abilities 16 + Skills 15 (60 ranks) + Feats 22 + Powers 41
+ Combat 34 + Saves 22 – Drawbacks 0 = 150 PP

PL 10

SUNSPOT



STR	DEX	CON	INT	WIS	CHA
+10	+3	+3	+2	+1	+3
30/16	16	16	14	12	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+4	+8	+5

COMBAT: Attack +10 [Unarmed +10, Blast +10] Defense 23 (14 flat-footed) Init +3

SKILLS: Bluff 8 (+11), Diplomacy 12 (+15), Gather Information 8 (+11), Knowledge [Business] 10 (+12), Notice 6 (+7), Profession [Business Administration] 4 (+5), Sense Motive 8 (+9), Languages [Portuguese, Chinese, Latin, and Spanish]

FEATS: All-Out attack, Benefit [Wealth x3] (3), Connected, Dodge Focus (5), Equipment, Endurance, Power Attack

POWERS: Blast [Concussive] 10 (Dynamic; *Alternate Powers:* Heat Blast, Light Blast, Flight - Dynamic; 25pp), Enhanced Strength 14 (14pp), Super Strength 3 (6pp), Strike 8 (*Extra:* Aura [+1]; 16pp)

EQUIPMENT: Uniform (+4 Toughness Save; Subtle; 5ep)

Abilities 30 + Skills 15 (60 ranks) + Feats 13 + Powers 61
+ Combat 36 + Saves 10 – Drawbacks 0 = 165 PP

PL 10

SURGE



COMBAT: Attack +6 (+12 Unarmed / Blast) [Unarmed +1, Electrical Aura +8, Electrical Blast +8] Defense 25 (13 flat-footed) Init +36

SKILLS: Bluff 5 (+8/+16), Knowledge [Tactics] 8 (+10), Notice 9 (+11), Sense Motive 9 (+11), Language (English; Base: Japanese)

FEATS: Attack Specialization [Unarmed] (3), Attractive (2), Defensive Roll, Dodge Focus (10), Equipment, Evasion, Inspire (2), Luck, Move-By Action, Teamwork (2)

POWERS: **Super Speed 8** (Rapid Attack; *Extras:* Linked to Electrical Control [+0]; *Flaws:* Uncontrolled [-1]; 32pp), **Electrical Control 8** (*Extra:* Linked to Super Speed [+0]; *Flaws:* Uncontrolled [-1]; *Power Feat:* Accurate (3); *Alternate Power:* **Strike 8** (*Extra:* Aura [+1]; *Flaw:* Uncontrolled [-1]); 12pp)

EQUIPMENT: *New X-Men Uniform* [+3 Toughness Save; Comm-Link; 4ep], *Power Gauntlets* [1ep]

STR	DEX	CON	INT	WIS	CHA
+1	+4	+1	+2	+2	+3
12	18	12	14	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+5/+4	+3	+10	+5

Abilities 26 + Skills 8 (32 ranks) + Feats 24 + Powers 44
+ Combat 22 + Saves 11 – Drawbacks 0 = 135 PP

PL 10



STR	DEX	CON	INT	WIS	CHA
+3	+2	+3	+0	+1	+1
16	14	16	10	12	12

TOUGHNESS	FORTITUDE	REFLEX	WILL
+7	+7	+7	+5

COMBAT: Attack +9 [Unarmed +3] Defense 19 (15 flat-footed) Init +10

SKILLS: Bluff 13 (+14), Climb 8 (+11), Intimidate 8 (+9), Knowledge [Behavioral Sciences] 10 (+10), Notice 8 (+9), Sense Motive 8 (+9), Stealth 8 (+10), Languages (English; Base: Spanish)

FEATS: All-Out Attack, Defensive Attack, Elusive Target, Equipment, Improved Initiative (2), Inspire (2), Power Attack, Set Up, Sneak Attack (3), Takedown Attack, Teamwork (3)

POWERS: **Mind Control 8** (*Extra:* Burst Area [+1]; *Flaw:* One Command — Run Away From Target; *Power Feat:* Indirect; *Alternate Power:* **Mind Control 8** (*Extra:* Burst Area [+1]; *Flaw:* One Command — Run Toward Target; *Power Feat:* Indirect); 18pp)

EQUIPMENT: *Hellions Uniform* [+4 Toughness; Comm-Link; 5ep]

Abilities 20 + Skills 16 (64 ranks) + Feats 17 + Powers 18
+ Combat 36 + Saves 13 – Drawbacks 0 = 120 PP

PL 8

TASKMASTER



STR	DEX	CON	INT	WIS	CHA
+5	+5	+5	+2	+1	+2
20	20	20	14	12	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8	+10	+10	+9

COMBAT: Attack +12 [Unarmed +5] Defense 24 (15 flat-footed) Init +9

SKILLS: Bluff 4 (+6), Climb 8 (+13), Drive 4 (+9), Intimidate 8 (+10), Notice 8 (+9), Sense Motive 16 (+17), Stealth 8 (+13)

FEATS: Accurate Attack, All-Out Attack, Ambidexterity, Assessment, Beginner's Luck, Chokehold, Defensive Attack, Dodge Focus (4), Eidetic Memory, Elusive Target, Equipment (7), Evasion, Jack of All Trades, Improved Aim, Improved Block, Improved Defense, Improved Disarm, Improved Grab, Improved Grapple, Improved Initiative, Improved Pin, Improved Sunder, Improved Throw, Improved Trip, Instant Up, Power Attack, Precise Shot, Prone Fighting, Quick Draw, Ranged Pin, Redirect, Set-Up, Seize Initiative, Sneak Attack, Stunning Attack, Takedown Attack, Throwing Mastery, Uncanny Dodge, Ultimate Effort (Ultimate Aim)

POWERS: **Nemesis 2** (*Flaw:* Limited - Only Able to Buy Skills and Feats [-1]; 14pp)

EQUIPMENT: *Van* [Str 35; Speed 5; Defense 8; Toughness 9; 8ep], Medium Metal Shield [+2 Dodge Bonus to Defense, +2 on Block checks vs. "Slow" projectiles; 4ep], Undercover Vest [+3 Toughness; Subtle; 4ep], Webshooters [Super Movement (Swinging); 2ep], Sword [+3 Damage; Mighty; 19-20 crit; 5ep] *Arsenal* [Twin 9mm [+3 Damage; Autofire], Bow [+3 Damage; Mighty], Billy Clubs [+2 Damage; Mighty; Throw], Knife [+1 Damage; 19-20; Thrown]; 12ep]

Abilities 42 + Skills 14 (56 ranks) + Feats 48+ Powers 14
+ Combat 44 + Saves 18 – Drawbacks 0 = 180 PP

PL 12



THANOS

COMBAT: Attack +10 (+15 Melee) [Unarmed +22, Cosmic Blast +12] Defense 25 (15 flat-footed) Init +2

SKILLS: Bluff 8 (+11), Diplomacy 8 (+11), Intimidate 12 (+15), Knowledge [Arcane Lore] 12 (+22), Knowledge [Technology] 12 (+22), Notice 8 (+12), Sense Motive 8 (+12)

FEATS: Attack Focus [Melee] (5), Dodge focus (5), Fascinate [Intimidate], Fearless, Fearsome Presence (8.), Master Plan, Inventor, Jack of All Trades, Sneak Attack

POWERS: **Cosmic Energy Control 12** (Extras: Penetrating [+1]; Alternate Powers: **Teleport**; 37pp), **Immunity 10** (Life Support, and Age; 10pp), **Impervious Toughness 10** (10pp), **Protection 3** (Extras: Impervious [+1]; 6pp), **Regeneration 10** (Resurrection 10; 10pp), **Super Movement 3** (Dimensional Travel [3]; 6pp), **Super Senses 6** (Extended [5] Detect cosmic Energy; 6pp), **Super Strength 13** (26pp)

DRAWBACKS: *Power Loss* [Regeneration; If Death can be convinced to revoke immortality; Uncommon Occurrence, Minor Intensity; 1pp]

STR	DEX	CON	INT	WIS	CHA
+22	+2	+20	+10	+4	+3
55	14	50	30	18	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+23	+20	+2	+20

**Abilities 123 + Skills 17 (68 ranks) + Feats 24 + Powers 111
+ Combat 40 + Saves 16 – Drawbacks 1 = 330 PP**

PL 19

THING



STR	DEX	CON	INT	WIS	CHA
+12	+2	+13	+1	+2	+2
35/15	14	36/16	13	14	14
TOUGHNESS		FORTITUDE		REFLEX	
+13		+15		+6	
				+8	

COMBAT: Attack +8 [Unarmed +12] Defense 17 (flat-footed) Init +6

SKILLS: Bluff 8 (+10), Craft [Mechanical] 4 (+5), Intimidate 12 (+14), Notice 8 (+10), Pilot 12 (+14), Sense Motive 12 (+14), Stealth 8 (+10)

FEATS: All-Out Attack, Benefit [Wealth], Chokehold, Defensive Attack, Distract [Intimidate], Fascinate [Intimidate], Equipment, Improved Block (2), Improved Initiative, Luck (2), Power Attack, Startle, Takedown Attack

POWERS: Enhanced Strength 20 (20pp), Enhanced Constitution 20 (30pp), Impervious Toughness 13 (13pp), Super Strength 3 (6pp)

EQUIPMENT: *Uniform* [Second Chance (Saves vs. Electrical Attacks), *GPS Receiver*, *PDA*; 3ep]

**Abilities 26 + Skills 16 (64 ranks) + Feats 15 + Powers 56
+ Combat 30 + Saves 12 – Drawbacks 0 = 155 PP**

PL 10

THOR



STR	DEX	CON	INT	WIS	CHA
+13	+2	+15	+1	+2	+3
36	14	40	12	14	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+15	+15	+2	+8

COMBAT: Attack +10 [Unarmed +13, Mjolnir +16 19–20 Crit, Mystic Blast +16] Defense 21 (13 flat-footed) Init +2

SKILLS: Gather Information 8 (+11), Intimidate 16 (+19), Knowledge [Life Sciences] 4 (+5), Knowledge [Arcane Lore] 12 (+13), Medicine 8 (+10), Profession [Doctor] 8 (+10)

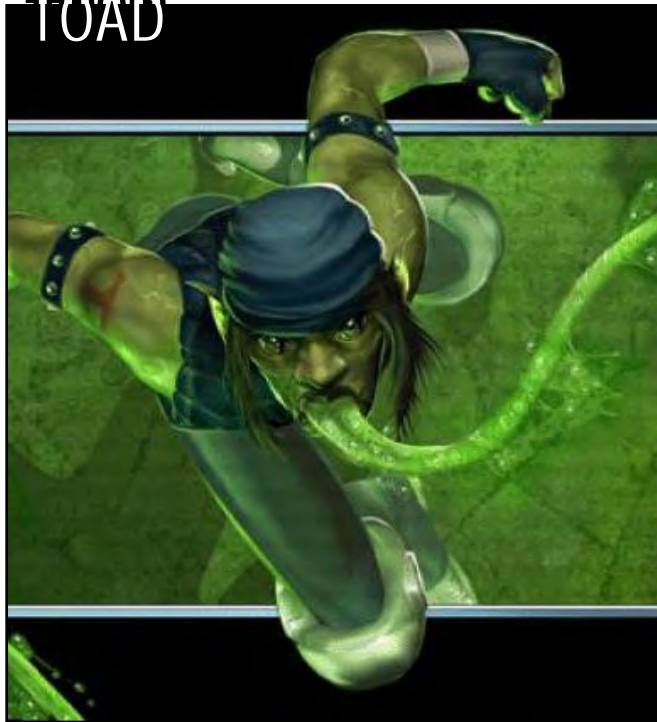
FEATS: All-Out Attack, Benefit [Status], Dodge Focus (6), Fearless, Fearsome Presence (6) [DC 16; 30ft.], Improved Critical [Mjolnir], Power Attack, Startle

POWERS: **Super Strength 5** (*Power Feat:* Ground Strike; 11pp), **Immunity 2** (Disease & Suffocation via Vacuum; 2pp) **Device 14** [Mjolnir – **Strike 3** (*Power Feats:* Mighty, Thrown (3))], **Weather Control 16** (Precipitation – Dynamic; *Alternate Powers:* Slick Surfaces – Dynamic, **Air Control** – Dynamic, **Dazzle [Visual]** – Dynamic, **Dazzle [Auditory]** – Dynamic, **Obscure [Visual]** – Dynamic, **Blast 16** –Dynamic), **Flight 11** (*Alternate Powers:* **Space Travel**, **Super Movement** [Dimensional Travel])), *Restricted:* Those Worthy; 42pp]

Abilities 72 + Skills 14 (56 ranks) + Feats 18 + Powers 55
+ **Combat 30 + Saves 6 – Drawbacks 0 = 195 PP**

PL 13

TOAD



STR	DEX	CON	INT	WIS	CHA
+6	+7	+3	+3	+0	+2
22	24	16	16	10	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+3	+3	+11	+5

COMBAT: Attack +6 (+12 Unarmed or Spittle)[Unarmed +6] Defense 24 (12 flat-footed)
Init +15

SKILLS: Acrobatics 12 (+19)*, Bluff 12 (+14), Climb 12 (+18), Computers 8 (+11), Craft [Mechanical] 4 (+7), Craft [Chemical] 4 (+7), Diplomacy 8 (+10)*, Knowledge [Tactics] 8 (+11), Notice 8 (+8), Sense Motive 12 (+12)*, Stealth 12 (+19)*, Swim 8 (+14), Survival 8 (+8)

FEATS: Acrobatic Bluff, All-Out Attack, Attack Specialization [Unarmed] (3), Attack Specialization [Spittle] (3), Defensive Roll (3), Dodge Focus (10), Elusive Target, Evasion, Improved Initiative (2), Improved Grapple, Improved Trip, Inventor, Grappling Finesse, Sneak Attack, Skill Mastery [Acrobatics, Diplomacy, Sense Motive, Stealth], Taunt, Teamwork (3), Uncanny Dodge [Hearing]

POWERS: **Additional Limb 1** (1pp), **Elongation 2** (Flaws: Limited – Tongue [-1]; 1pp), **Leaping 3** (3pp), **Paralyze 8** (Extra: Alternate Save: Fortitude [+0], Ranged [+1]; 24pp)

**Abilities 42 + Skills 29 (116 ranks) + Feats 35 + Powers 29
+ Combat 20 + Saves 9 – Drawbacks 0 = 165 PP**

PL 10

TOMBSTONE



STR	DEX	CON	INT	WIS	CHA
+9	+1	+9	+0	+1	+2
28/16	12	28/16	11	12	14
TOUGHNESS		FORTITUDE		REFLEX	
+9		+10		+4	
				+6	

COMBAT: Attack +9 [Unarmed +9, Pistol +5] Defense 19 (15 flat-footed) Init +1

SKILLS: Bluff 8 (+10), Gather Information 12 (+14), Intimidate 14 (+16), Knowledge [Streetwise] 8 (+8), Notice 8 (+9), Sense Motive 6 (+7), Stealth 8 (+9)

FEATS: All-Out Attack, Contacts, Defensive Attack, Distract [Intimidate], Elusive Target, Equipment (2), Fearsome Presence (4), Improved Block, Power Attack, Startle, Takedown Attack, Ultimate Effort (Ultimate Intimidate Check)

POWERS: Enhanced Strength 12 (12pp), Enhanced Constitution 12 (12pp)

EQUIPMENT: *Heavy Pistol* (+4 Damage; 8ep)

DRAWBACKS: *Weakness* [Sunlight; Common Occurrence, Minor Intensity; 2pp]

Abilities 21 + Skills 16 (64 ranks) + Feats 16 + Powers 24
+ Combat 36 + Saves 9 – Drawbacks 2 = 120 PP

PL 9



VENOM

COMBAT: Attack +8 (+10 Unarmed or Webbing) [Unarmed +12] Defense 22 (11 flat-footed) Init +10

SKILLS: Acrobatics 2 (+12), Bluff 6 (+6), Climb 5 (+17), Computers 3 (+4), Gather Information 6 (+6), Intimidate 8 (+8), Investigate 8 (+10), Notice 8 (+10), Profession [Reporter] 6 (+8), Stealth 8 (+18)

FEATS: All Out Attack, Attack Specialization [Unarmed], Attack Specialization [Webbing], Dodge Focus (10), Fearsome Presence (6) [DC 16; 30ft.], Improved Pin, Power Attack, Startle

POWERS: **Enhanced Strength 15** (15pp), **Enhanced Dexterity 16** (16pp), **Snare 12** (*Power Feats:* Tether, Split Attack; *Alternate Power:* Create Object; *Extra:* Engulf [+0]; 27pp), **Super Movement 3** (Wall crawling [2], Swinging; 6pp), *Super Senses 1* (Danger Sense; 1pp), Super Strength 2 (4pp), **Speed 4** (*Flaw:* Limited- Only Swinging[-1]; 2pp), **Leaping 2** (2pp), **Morph [Any Humanoid] 6** (6pp), **Immunity 1** (Spiderman's Danger Sense; 1pp), **Protection 9** (9pp)

DRAWBACKS: *Vulnerable [Fire]* [Common Occurrence, Major Intensity; 4pp], *Weakness [Sonics]* [Uncommon Occurrence, Major Intensity 8pp], *Power Loss [All Powers]* [Major Intensity, Uncommon Occurrence; 3pp]

STR	DEX	CON	INT	WIS	CHA
+12	+12	+3	+1	+2	+0
34/19	34/14	16	12	14	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+12	+8	+10	+5

Abilities 25 + Skills 15 (60 ranks) + Feats 21 + Powers 91
+ Combat 20 + Saves 8 – Drawbacks 15 = 165 PP

PL 11

VISION



STR	DEX	CON	INT	WIS	CHA
+14	+0	—	+6	+0	-2
38	10	—	22	10	6

TOUGHNESS	FORTITUDE	REFLEX	WILL
+14	—	+2	+6

COMBAT: Attack +10 [Unarmed +14, Solar Blast +12] Defense 19 (12 flat-footed) Init +0

SKILLS: Computers 16 (+22), Concentration 8 (+8), Disable Device 8 (+14), Knowledge [Technology] 12 (+18), Sense Motive 8 (+8)

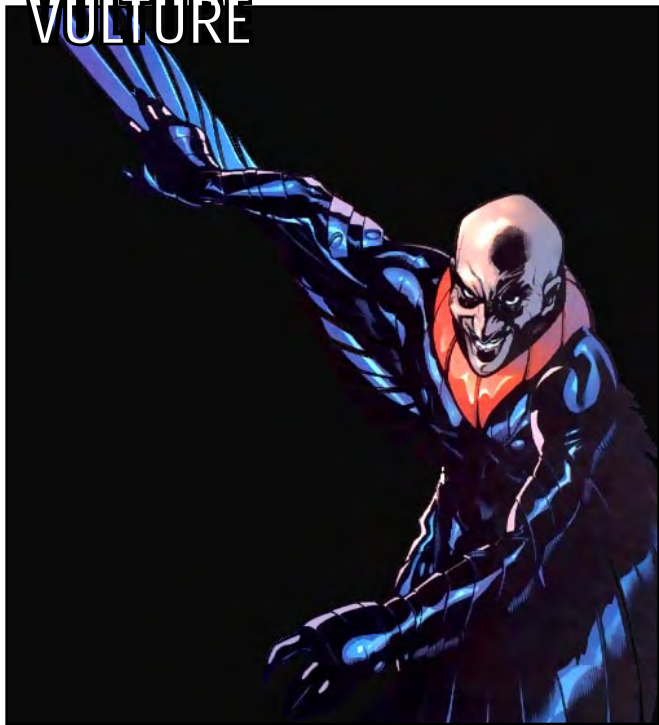
FEATS: Accurate Attack, Dodge Focus (5), Eidetic Memory, Power Attack

POWERS: Blast 12 (*Flaw:* Distracting [-1]; 12pp), Data-Link 5 (5pp), Density 12 (**Impervious Protection 6**, **Immovable 4**, **Super Strength 4**; *Flaws:* No Strength [-1]; *Alternate Power:* Insubstantial 4; 25pp), **Immunity 30** (All Fortitude Effects; 30pp), **Impervious Toughness 7** (7pp), **Flight 8** (*Flaws:* Limited —Only Effective using Decreased Density [-1]; 8pp), **Mental Shield 10** (10pp), **Quickness 6** (*Flaws:* Limited — Mental Quickness [-1]; 3pp), **Regeneration 9** (Recovery Check 9; Power Feat: Regrowth; 10pp), **Super Strength 4** (8pp)

Abilities 26 + Skills 13 (52 ranks) + Feats 9 + Powers 118
+ Combat 28 + Saves 16 – Drawbacks 0 = 210 PP

PL 12

VULTURE



STR	DEX	CON	INT	WIS	CHA
+4	+0	-1	+4	+1	+1
19/8	10	9	18	12	12
TOUGHNESS		FORTITUDE		REFLEX	
+7		+3		+5	
				+6	

COMBAT: Attack +5 (+7 in the Air) [Unarmed +4] Defense 15 [17 in the Air] (13 flat-footed) Init +4

SKILLS: Bluff 6 (+7), Computers 12 (+16)*, Craft [Mechanical] 12 (16)*, Disable Device 6 (+10)*, Intimidate 10 (+11), Knowledge [Technology] 12 (16)*, Notice 10 (+11), Pilot 8 (+8), Sense Motive 4 (+5), Stealth 8 (+8)

FEATS: Fast Overrun, Favored Environment [Airborne] (4), Improved Initiative, Inventor, Move-by Action, Skill Mastery [Computers, Craft, Disable Device, Knowledge], Sneak Attack (2), Startle, Teamwork (2)

POWERS: Device 6 [Vulture Flight Harness – **Enhanced Strength 11, Flight 4, Protection 8, Immunity 1** (Aging); 24pp]

**Abilities 11 + Skills 22 (88 ranks) + Feats 14 + Powers 24
+ Combat 20 + Saves 14 – Drawbacks 0 = 105 PP**

PL 7

WALLFLOWER



STR	DEX	CON	INT	WIS	CHA
+0	+1	+0	+1	+1	+0
10	12	10	12	12	10

TOUGHNESS	FORTITUDE	REFLEX	WILL
+6/+4	+3	+3	+7

COMBAT: Attack +10 Melee [Unarmed +0] Defense 20 (15 flat-footed) Init +1

SKILLS: Bluff 4 (+4/+8), Concentration 8 (+9), Diplomacy 4 (+4/+8), Knowledge [Pop Culture] 8 (+9), Notice 8 (+9), Sense Motive 8 (+9)

FEATS: Attractive, Defensive Attack, Defensive Roll (2), Sneak Attack (4), Teamwork (2)

POWERS: Emotion Control 8 (*Extra:* Action - Free Action [+2], Continuous Duration [+1], Cloud Area [+1]; *Flaws:* Sense Dependent [Olfactory] [-1]; *Power Feats:* Subtle, Reversible; *Alternate Power:* **Emotion Control 8** (Selective [+1], Continuous Duration [+1], Cloud Area [+1]; *Flaws:* Sense Dependent [Olfactory] [-1]; *Power Feats:* Subtle, Reversible); 43pp)

EQUIPMENT: *New X-Men Uniform* [+4 Toughness; Comm-Link; 5ep]

Abilities 6 + Skills 10 (40 Ranks) + Feats 10 + Powers 43
+ Combat 40 + Saves 11 – Drawbacks 0 = 120 PP

PL 8

WHITE QUEEN



STR	DEX	CON	INT	WIS	CHA
+2	+2	+2	+4	+1	+3
14	14	14	18	12	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+2	+5	+5	+3

COMBAT: Attack +10 [Unarmed +2, Small Pistol +2, Mental Blast +10] Defense 16 (13 flat-footed) Init +2

SKILLS: Bluff 6 (+9/+17), Concentration 12 (+13), Diplomacy 6 (+9/+17), Drive 4 (+6), Gather Information 12 (+15), Intimidate 12 (+15), Knowledge [Business] 12 (+16), Notice 8 (+9), Profession [CEO] 12 (+13), Profession [Teacher] 8 (+9), Sense Motive 12 (+13)

FEATS: Attractive (2), Benefit [Wealth 3] (3), Equipment (7), Leadership, Second Chance [Bluff]

POWERS: **Telepathy 10** (Dynamic; *Extras:* Free Action [+2], **Comprehend (2)**; *Power Feat:* Subtle; *Alternate Powers:* **ESP** [Telepathy] – Dynamic, **Mental Blast 10** – Dynamic, **Mind Shield** – Dynamic, **Astral Form 11** [Dimensional] – Dynamic, **Emotion Control 10** – Dynamic, Free Action Phantasm **Illusion [All Senses] 10** – Dynamic, **Alternate Form [Solid]** 11; 57pp)

EQUIPMENT: *Small Pistol* [+2 Damage; 4ep], *Limo* [Strength: 35; Speed: 5; Defense: 8; Toughness: 9; Size: Huge; 8ep], *Mansion* [Size: Large; Toughness: 10; Features: Living Space; 4ep], *Private Jet* [Strength: 40; Speed: 7; Defense: 6; Toughness 11: Size: Gargantuan; 17ep], *The Outfit* [Fascinate – Bluff; 1ep], Cell Phone [1ep]

Abilities 28 + Skills 26 (104 ranks) + Feats 14 + Powers 57
+ Combat 32 + Saves 8 – Drawbacks 0 = 165 PP

PL 10

WIND DANCER



COMBAT: Attack +6 (+8 in Air) [Unarmed +1, Wind Blast +12] Defense 16 (22 in Air)(13 flat-footed) Init +10

SKILLS: Bluff 4 (+7/+15), Computers 6 (+8), Gather Information 8 (+11), Knowledge [Pop Culture] 8 (+10), Notice 8 (+9), Sense Motive 8 (+9), Languages (English, Portuguese; Base: Spanish)

FEATS: Accurate Attack, Attractive (2), Defensive Roll (3), Equipment, Favored Environment [Airborne] (8), Improved Initiative (2), Luck, Move By Action, Teamwork (2)

POWERS: **Element Control [Air] 12** (Dynamic; *Extra:* Cone Area [+1]; *Alternate Powers:* Trip (*Extra:* Knock back [+1], Cone Area [+1]) – Dynamic, **Flight** – Dynamic, **Blast** (*Extra:* Auto-Fire [+1]) – Dynamic; 43pp), **Super Senses** (Extended (5) Hearing; 5pp)

EQUIPMENT: *New X-Men Uniform* [+4 Toughness; Comm-Link; 5ep]

STR	DEX	CON	INT	WIS	CHA
+1	+2	+1	+2	+1	+3
12	14	12	14	12	16

TOUGHNESS	FORTITUDE	REFLEX	WILL
+8/+5	+3	+10	+3

**Abilities 20 + Skills 11 (44 Ranks) + Feats 21 + Powers 47
+ Combat 24 + Saves 12 – Drawbacks 0 = 135 PP**

PL 10

WITHER



STR	DEX	CON	INT	WIS	CHA
+2	+1	+2	+1	+0	+0
14	12	14	12	10	10
Toughness	Fortitude	Reflex	Will		
+6	+7	+3	+3		

COMBAT: Attack +8 [Unarmed +2] Defense 21 (16 flat-footed) Init +0

SKILLS: Bluff 8 (+8), Climb 8 (+10), Drive 8 (+9), Intimidate 12 (+12), Notice 8 (+8), Sense Motive 6 (+6), Stealth 6 (+7)

FEATS: All-Out Attack, Defensive Attack, Elusive Target, Equipment, Fearsome Presence (4) [DC 13; 15 ft.], Improved Block, Improved Grab, Improved Pin, Power Attack, Rage (3) [+8 Strength, +4 Fortitude & Will Saves], Startle, Teamwork (3)

POWERS: Drain [Constitution] 10 (Extras: Duration – Concentration [+1], Vampiric [+1], Aura [+1] 9; Flaws: Uncontrolled [-1]; Alternate Power: **Corrosion** 10 (Extras: Duration – Concentration [+1]; Flaws: Only Effects Organic Material [-1]); 41pp)

EQUIPMENT: *Hellion Uniform* [+4 Toughness; *Comm-Link*; 5ep]

Abilities 12 + Skills 14 (56 ranks) + Feats 19 + Powers 41
+ Combat 38 + Saves 11 – Drawbacks 0 = 135 PP

PL 9

WOLFSBANE



STR	DEX	CON	INT	WIS	CHA
+5	+4	+5	+1	+3	+1
20/12	18/14	20/12	12	16	12
TOUGHNESS		FORTITUDE		REFLEX	
+7/+5		+9		+9	
				WILL	
				+5	

COMBAT: Attack +10 [Claws +7; 17-20 Crit] Defense 23 (17 flat-footed) Init +12

SKILLS: Climb 12 (+17)*, Drive 8 (+12), Intimidate 12 (+13)*, Knowledge [Theology & Philosophy] 8 (+9), Notice 12 (+15), Sense Motive 8 (+11), Stealth 12 (+16)*, Survival 12 (+15)*, Swim 8 (+13)

FEATS: All-Out Attack, Attractive (2), Defensive Attack, Defensive Roll (2), Elusive Target, Equipment (2), Fearsome Presence (4), Improved Initiative (2), Improved Trip, Power Attack, Rage (2), Startle, Skill Mastery [Climb, Intimidate, Stealth, Survival], Takedown Attack, Teamwork (2)

POWERS: **Enhanced Strength 8** (8pp), **Enhanced Dexterity 4** (4pp), **Enhanced Constitution 8** (8pp), **Morph 1** (Power Feat: Metamorph [Wolf Form]; 2pp), **Speed 2** (2pp), **Strike 2** (Power Feats: Mighty, Improved Critical (3); 6pp), **Super Senses 4** (Scent, Extended Low Light Vision, Tracking; 4pp)

EQUIPMENT: Motorcycle [Strength: 15; Speed: 5; Defense: 10; Toughness: 8; Size: Medium; 9ep]

DRAWBACKS: Normal Identity [Rahne Sinclair; Free Action; 3pp]

Wolfsbane (Wolf Form)

Abilities: STR: 12 [16] (+3) DEX: 14 [22] (+6) CON: 12 [20] (+5) INT: 08 (-1) WIS: 13 (+1) CHA: 08 (-1)

Skills: Climb 12 (+15)*, Drive 8 (+12), Intimidate 14 (+13)*, Knowledge [Theology & Philosophy] 8 (+7), Notice 14 (+15), Sense Motive 8 (+9), Stealth 12 (+18)*, Survival 12 (+13)*, Swim 8 (+11)

Feats: All-Out Attack, Attractive (2), Defensive Attack, Defensive Roll (2), Elusive Target, Equipment (2), Fearsome Presence (6), Improved Initiative (2), Improved Throw, Improved Trip, Move By Action, Power Attack, Rage (4) [+10 Strength, +6 Fort & Will Saves; 5 Rounds], Startle, Skill Mastery [Climb, Intimidate, Stealth, Survival], Takedown Attack, Teamwork (2)

Powers: Enhanced Strength 4 (4pp), Enhanced Dexterity 8 (8pp), Enhanced Constitution 8 (8pp), Morph 1 (Power Feat: Metamorph [Werewolf Form] 1; 2pp), Speed 4 (4pp), Strike 2 (Power Feat: Mighty, Improved Critical (3); 6pp), Super Senses 4 (Extended Low Light Vision, Scent, Track; 4pp)

Combat: Attack +10 [Bite +5] Defense 23 (16 flat-footed) Init +14

Saves: Toughness +7 (5 flat-footed) Fortitude +11 Reflex +11 Will +4

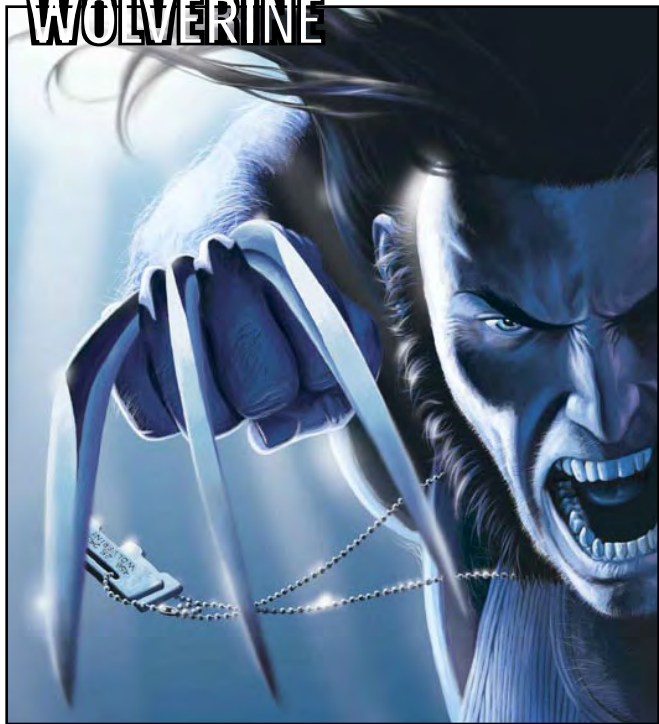
Drawbacks: Normal Identity [Rahne Sinclair; Free Action; 3pp], Disability [Canine Physiology; 1pp]

Abilities 7 + Skills 21 (84 Ranks) + Feats 30 + Powers 36 + Combat 46 + Saves 14 – Drawbacks 4 = 150pp

Abilities 18 + Skills 20 (80 ranks) + Feats 24 + Powers 34
+ Combat 46 + Saves 11 – Drawbacks 3 = 150 PP

PL 10

WOLVERINE



STR	DEX	CON	INT	WIS	CHA
+4	+3	+6	+0	+3	-1
18	16	22	10	16	8
TOUGHNESS		FORTITUDE		REFLEX	
+10		+13		+5	
				+7	

COMBAT: Attack +2 (+10 Melee) [Claws +8 17-20; Crit; Penetrating] Defense 20 (12 flat-footed) Init +7

SKILLS: Climb 12 (+16)*, Drive 8 (+11), Intimidate 14 (+13)*, Notice 12 (+15), Sense Motive 8 (+11), Stealth 12 (+15)*, Survival 14 (+17)*, Swim 8 (+12)

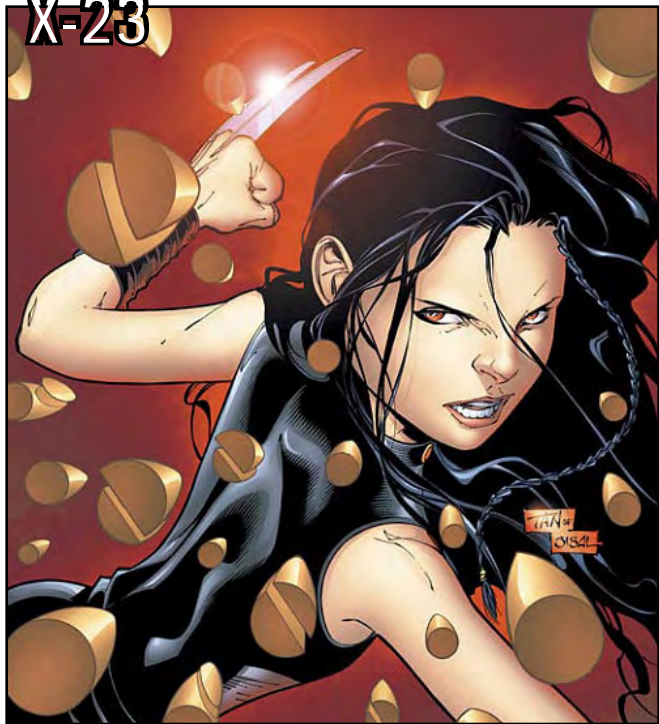
FEATS: All-Out Attack, Attack Focus [Melee] (8), Dodge Focus (6), Fearsome Presence (5) [25 ft. DC 15], Improved Block, Improved Critical [Claws] (3), Improved Initiative, Luck, Power Attack, Rage (2) [+4 Str, +2 Fort and Will Saves, -2 Defense; 10 Rounds], Skill Mastery [Climb, Intimidate, Stealth, Survival], Startle, Takedown Attack (2), Ultimate Effort [Ultimate Toughness Save], Weapon Break

POWERS: **Immunity 2** (Aging, Poison; 2pp), **Protection 4** (Power Feat: Innate; 5pp), **Strike 4** (Power feats: Mighty, Quick Draw; Extra: Penetrating [+1] 8; Alternate Power: Strike 4 (Quickdraw, Mighty; Extra: Auto-Fire [+1]; 14pp), **Super Senses 5** (Scent [Extended, Accurate], Tracking; 5pp), **Super Strength 1** (2pp), **Regeneration 29** (Recovery Rate: 17; Bruised 3, Unconscious 3, Injured 4, Staggered 4, Disabled 6; Ability Damage: 5, Resurrection 4; Power Feat: Regrowth; 30pp)

DRAWBACKS: *Berserker* [Common Occurrence; Major Intensity; 4pp], *Vulnerable* [Magnetic Powers; Uncommon Occurrence; Major Intensity; 3pp]

Abilities 30 + Skills 22 (88 ranks) + Feats 36 + Powers 59
+ Combat 12 + Saves 13 – Drawbacks 7 = 165 PP

PL 10

X-23

COMBAT: Attack +4 (+12 Melee) [Unarmed +6] Defense 21 (12 flat-footed) Init +7

SKILLS: Acrobatics 8 (+11), Bluff 8 (+10/+14), Climb 12 (+14), Intimidate 8 (+10), Sense Motive 8 (+8), Stealth 8 (+11), Survival 8 (+8)

FEATS: All-Out Attack, Attack Focus [Melee] (8) Attractive, Dodge Focus (8), Improved Initiative, Power Attack, Rage, Takedown Attack, Uncanny Dodge [Hearing]

POWERS: **Immunity 1** (Aging; 1pp), **Protection 4** (Power Feat: Innate; 5pp), **Strike 4** (Power feats: Mighty, Quick Draw; Extra: Penetrating [+1] 6; Alternate Power: **Strike 4** (Quickdraw, Mighty; Extra: Auto-Fire [+1]); 13pp), **Super Senses 5** (Scent [Extended, Accurate], Tracking; 5pp), **Regeneration 29** (Recovery Rate: 17; Bruised 3, Unconscious 3, Injured 4, Staggered 4, Disabled 6; Ability Damage: 5, Resurrection 4; Power Feat: Regrowth; 30pp)

DRAWBACKS: *Berserker* [Common Occurrence; Major Intensity; 4pp], *Vulnerable* [Magnetic Powers; Uncommon Occurrence; Major Intensity; 3pp]

STR	DEX	CON	INT	WIS	CHA
+2	+3	+5	+1	+0	+2
14	16	20	12	10	14

TOUGHNESS	FORTITUDE	REFLEX	WILL
+9	+10	+3	+5

Abilities 26 + Skills 15 (60 ranks) + Feats 23 + Powers 54
+ Combat 14 + Saves 10 – Drawbacks 7 = 135 PP

PL 10