

Gamer's Handbook of the

MARVEL UNIVERSE

the *GULF COAST* AVENGERS



MARVEL SUPER HEROESTM
Advanced Game Official Accessory

MARVEL SUPER HEROES™

Unofficial Game Accessory

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GULF COAST AVENGERS

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STATISTICS:

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

Health: 90

Karma: 26

Resources: Excellent (20)

Popularity: 25

BACKGROUND

Real Name: Monica Rambeau

Occupation: Coast Guard Licensed Captain, adventurer, ex-policewoman

Legal Status: U.S. Citizen

Identity: Secret

Other Known Aliases: Photon, Pulsar

Place of Birth: New Orleans, Louisiana

Marital Status: Single

Known Relatives: Frank, Maria (parents)

Base of Operations: Avengers' Plantation

Past Group Affiliations: New Orleans Harbor Patrol, East Coast Avengers

Present Group Affiliation: Gulf Coast Avengers

KNOWN POWERS:

Energy Sheath: An energy field of Uearthly intensity surrounds her body. By manipulating this field, she can attain her old powers without risking the dangers associated with her old body-to-energy transformation. The field gives her these powers:

- *Flight:* Uearthly speed (600 mph in air, 40,000 mph in space)

- *Energy Blast:* Monstrous rank, either in the form of a beam with a range of 60 areas or a spherical field 75 feet wide. The energy forms she can use include:

- *Hard Radiation Emission*
- *Heat*
- *Light Generation*
- *Kinetic Bolt*

- *Radiowave Generation:* This power can be used to communicate with Monstrous ease or to jam other transmissions with static.

- *Forcefield:* Gives her Monstrous protection against energy attack by diverting the energy into another dimension

WEAKNESS:

In her current form, she can fly and use a maximum of a single other

power at a time. She can switch to another power once each turn.

Talents: Criminology, Law Enforcement, Maritime Law, Maritime Navigation, Boating, Marksmanship (pistol), Martial Arts A, B, and E. She speaks Portuguese, Spanish, and French with varying degrees of fluency.

Contacts: Avengers, New Orleans Harbor Patrol, FBI agent Derek Freeman, James "Rhodey" Rhodes



(a.k.a. Iron Man II/Warmachine), physicist Andre LeClaire.

ADDITIONAL NOTES:

When the Wasp left the Avengers for a much needed vacation, the chairmanship was left open. Captain America nominated Captain Marvel and, although she felt unsure of her capacity to lead, she assumed the position. Unfortunately she never felt she was able to live up to Captain America's faith in her. Although she grew increasingly self-confident, she had the misfortune to lead the group through one of the fastest shifting rosters in its history, including the temporary disbanding of the entire East Coast organization.

To be fair, it must be stated that Nebula, then operating as Nebula Kang, was subtly controlling the subconscious minds of certain Avengers at this time. It is possible that Captain Marvel's self-admitted inability to take command may have been a result of this interference.

Her personal life slid into virtual non-existence. She spent most of her time in uniform on Avenger duty and rarely took time to relax. Among the perks of the job was meeting FBI agent Derek Freeman. Although the two took an immediate liking to each other, that relationship still has not had a chance to advance past casual flirtation.

Her control of her own powers fared little better. When she was in her energized form, she had to constantly concentrate on retaining the coherence of her energy form so that she could resolidify at her previous mass. Unfortunately her control over her powers slipped and she was losing mass each time she transformed to energy.

Following the Masters of Evil assault on the Avengers Mansion, Captain America decided it was time to expand the Avengers to a third team – the Gulf Coast Avengers. He tapped Captain Marvel as the initial chairperson, and tasked her with filling out the roster.

Captain Marvel's crisis point came during the Avengers' assault on the rampaging MARRINA when she transformed herself into a blast of electricity. Despite her effort, her body's energy dispersed throughout the ocean. It took a day to collect enough of her energy to resolidify.

When she did so, all she could produce was an emaciated version of her former self. The Avengers flew her home to New Orleans for a lengthy recuperation.

During this period, she believed she had lost her powers. It is possible that the power loss was a result of her subconscious fear of losing herself again. Certainly something was going on at a subconscious level, for when her powers suddenly returned months later, they were of a different nature. Captain Marvel later theorized that she had restructured her powers by unconscious force of will.

ROLE-PLAYING NOTES

Despite her impressive history, she is still fairly new to the superhero trade. She is prone to fits of self-doubt, but these periods of indecision tend to give her even greater determination to try. She still has a tendency to let her private life slip away while concentrating on superheroics.

HISTORY

Monica Rambeau was a capable woman who grew up from a loving couple in New Orleans. Her father a firefighter, Monica herself became a policewoman and sailor in Louisiana's Harbor Patrol. On one such case, Monica went undercover to expose a crime lord, who was at the time experimenting with an energy weapon that would harness energy from another dimension. Monica busted the crime boss and smashed the energy portal only to be bathed in its rays and being transformed into a super hero.

Shortly thereafter, she joined the Avengers. Initially she resisted revealing her identity to the Avengers because she simply did not trust them, such as the Sub-Mariner. Eventually she overcame this, although some Avengers may still be unaware of her true identity.

STATISTICS:

F EX (20)
A IN (40)
S RM (30)
E IN (40)
R RM (30)
I RM (30)
P TY (6)

Health: 130
Karma: 66
Resources: Excellent (20)
Popularity: 10

BACKGROUND

Real Name: Dr. Grant Fitzpatrick
Occupation: Historian, adventurer
Legal Status: U.S. Citizen with no criminal background
Identity: Known to the Avengers
Other Known Aliases: None
Place of Birth: Key West, Florida
Marital Status: Divorced
Known Relatives: Rachel Fitzpatrick (daughter), John & Patricia Fitzpatrick (parents), Alexandra Fontaine (ex-wife).
Base of Operations: Avengers' Plantation
Past Group Affiliations: None
Present Group Affiliation: Gulf Coast Avengers

KNOWN POWERS:

Battlesuit: This battlesuit is specifically designed to work underwater. It provides Remarkable protection from physical, heat, and cold attacks; and Incredible protection vs. energy. It also provides the following abilities:

Force Field: Provides Amazing protection vs. physical, heat, and cold attacks.

Gliding: Good flight speed (120mph) @ 8 areas/rd. Gliding is done with extremely thin artificial membranes between the arms and torso and can reach an altitude of 250 ft by launching himself out of the water at full speed.

Hyper-swimming: Amazing speed (120mph) @ 8 areas/rd.

Water Freedom

Water breathing

Sonar: Shift Y passive (listening only) sonar (30 mile range); Monstrous active (sends out sound energy) sonar (6 mile range); can be used to detect actual shape and size of objects.

Chemical Detection: Same area only, Amazing ability to detect the presence of chemicals and analyze type and concentration.

Light emission: Excellent intensity spotlight, for viewing at deep depths.

Video camera: Voice activated video camera for documenting underwater exploration.

Devil Darts: Battlesuit is configured to fire darts at a target up to 3 areas away in water, and up to 10 areas away in air. Up to 10 darts can be fired per turn. The battlesuit carries 5 clips with auto reloading capability, and each clip holds 100 darts. Each dart causes Excellent damage, and can penetrate Excellent armor.

Grappling Cable: Devilray has a grappling cable connected to his right arm. This cable is actually pulled by a



small self-propelled grapple, which is wire-guided and can make multiple turns around an object. Both the grapple and the cable are of Incredible material strength. The cable can be detached from his suit to allow it to be connected to something else (i.e. submarine, ship, etc.). It contains 250 feet of cable, which is the thickness of fishing line.

Dr. Grant Fitzpatrick's normal stats (unarmored) are as follows:

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

Health: 60

Karma: 56

Talents: Engineering, Nautical History, Electronics, Oceanography

Contacts: Avengers, Dr. Bob Ballard, Woods Hole Oceanographic Institute, and the U.S. Navy.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Dr. Fitzpatrick has been living his lifelong dream of creating the perfect vehicle for finding historic shipwrecks and underwater cities. He worked with Dr. Bob Ballard for years, assisting in the finding of the Titanic, the Bismarck, and other great shipwrecks. He has just recently decided to use the Devilray battlesuit for protecting the environment, as well as defending humanity from the likes of Orka. He is excited about his new role in the Avengers, but also a little unsure of himself, although he puts up a good front.

HISTORY

After completing a dual Doctorate in History and Marine Engineering, Grant Fitzpatrick went on to create the perfect underwater exploration tool. He gained experience in underwater exploration with Dr. Robert Ballard, honing the requirements for an underwater suit for exploration. After designing the suit, he went on to search for and find multiple shipwrecks and sunken cities. He has come into conflict with Jeremy Swimming-Bear on multiple occasions before either of them entered the super-powered business.

It was when searching for a sunken WWII U-boat that he came upon Orka, an Atlantean exile. During a fierce battle in which his suit was severely damaged, he finally beat Orka by stunning him with his active sonar.

This convinced Devilray that he could not only do historical and scientific research, but also protect the oceans, their resources, and the historical treasures they hold. Devilray repaired and improved his battlesuit, learning from his battle with Orka.

Shortly afterwards, he heard from Tony Stark that he had been recommended for the newly-formed Gulf Coast Avengers, and decided to accept their offer.

STATISTICS:

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

Health: 160

Karma: 50

Resources: Excellent (20)

Popularity: 5

BACKGROUND

Real Name: Clayton Wilson

Occupation: Ex-teacher's assistant, ex-mercenary, researcher for Stark Enterprises' Barstow Electronics Subsidiary, adventurer

Legal Status: US citizen (as Wilson) with criminal record, considered legally deceased; (as Walker) US citizen with no criminal record

Identity: Known to the Avengers.

Other Known Aliases: Carl Walker

Place of Birth: Missouri

Marital Status: Divorced

Known Relatives: None

Base of Operations: Avengers' Plantation

Past Group Affiliations: Former employee of Justin Hammer

Present Group Affiliation: Gulf Coast Avengers

KNOWN POWERS:

Battlesuit: This Force armor is a heavily modified version of the original Force armor used when Clay was working for Justin Hammer. Tony Stark assisted Clay with his improvements, using some of the technology of some of the older Iron Man armors. It works heavily on the principle of force-field manipulation, and possesses the following powers:

Armor: Force's metallic armor provides Excellent protection from physical and energy attacks when his force field is deactivated.

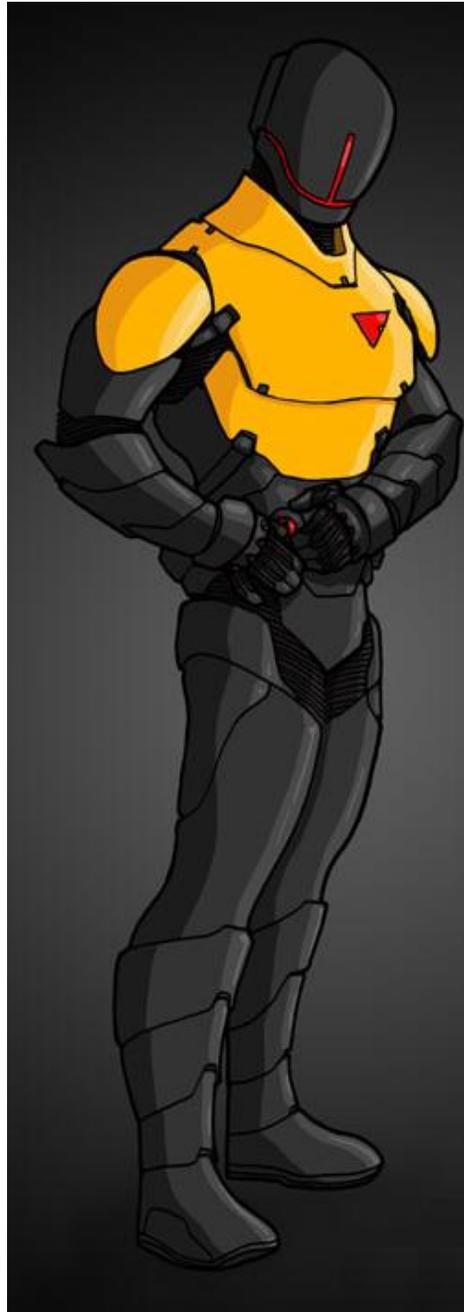
Force Field: Activated when armor is in use, it provides Incredible protection from physical, acid, heat, and cold attacks; and Amazing protection vs.

energy and radiation; and Monstrous protection vs. electricity.

Absorption: The armor can absorb up to 200 points of energy, but unlike the Iron Man armor, can only be used to recharge his systems. With an Incredible intensity Reason FEAT, he can use this energy to increase his Strength, Flight, or Force pulses to Monstrous intensity for 3 turns. Each round he overloads his system in this way, he must obtain a Red result on

the Incredible intensity column. Failing this, the armor short-circuits and is drained of power until repaired. This power operates at the Monstrous level.

Force Pulse: Force can manipulate his force field to create pulses of force out to a 10-area range, with Amazing intensity.



Electro-shock: The Force armor can reroute power from his power generation systems to the gauntlets, producing an Amazing intensity shock, but with touch range only. Force can only use this once in a 1 hour time-period.

Magnetism: Force can generate magnetic control at Incredible intensity. He is limited to moving metallic objects around.

Electro-Magnetic Pulse: The Force armor can generate an EMP that dampens all electrical systems for 10 minutes. This will also affect Force's own systems, with the exception of life-support and sensors.

Light Emission: Excellent intensity light beam, no laser ability.

Flight: Incredible speed flight (20 areas/rd) by utilizing the Earth's magnetic field.

Sensors: The Force armor has the following sensors:

- Radar - 25 mile range
- Thermal Vision - 3 area range
- ESM - detects emissions of energy in the electro-magnetic spectrum (radio/radar) at a 50 mile radius, with the ability to determine type and direction.

ECM: Remarkable invisibility to radar, and Excellent invisibility to sonar.

Radio: Able to communicate on any radio frequency, as well as the encrypted Avenger's communications frequency.

Tracking Device: Can be placed on any target, provides a +2CS to targeting, as well as acts as a homing beacon for 1 week up to 1,000 miles away.

Air-supply/Environmental Controls: Provides a 2 hour supply of stored/recycled air, as well as temperature insulators and regulators.

Clay Wilson's normal stats (unarmored) are as follows:

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

Health: 50
Karma: 50

Talents: Electronics, Bionics, Physics, Engineering, Criminal Underworld

Contacts: Clay Wilson has severed all ties to Justin Hammer. Tony Stark was his most recent employer. Any member of the Avenger's Franchises would assist Clay.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Previously, Clay was a second-hand thug in a battlesuit; a formidable opponent, but not quite good or lucky enough to be a major league villain. He was content enough to follow orders and make money, happy to be wielding power in the form of his battlesuit. Later, Wilson was sickened by his career and realized that the power of Force was not as thrilling as it was at the start of his career. He gave up his criminal past and was content to work in the technical field. His guilt finally built up, and he also actually enjoyed fighting villains; he now wants to redeem himself. He is the second most battle-hardened member of the Gulf Coast Avengers, but is reluctant to take on any leadership role.

HISTORY

Clay Wilson was a cocky young man when he invented the Force armor and decided to use it for personal gain. He had a long career as a criminal that brought him into conflict against superheroes such as the Sub-Mariner and Iron Man, and eventually struck a deal with Justin Hammer; he would share half of the profits of his crimes with Hammer, in

return for Hammer's protection and financial backing. However, as time passed, Wilson became sick of his life of crime and violence. When he confided in Justin Hammer about his feelings, the criminal businessman responded by confining him and putting a failsafe mechanism into his armor to kill him if he ever escaped.

But Force escaped anyway, and turned to Tony Stark for assistance. After Stark disabled Hammer's failsafe mechanism, Wilson surrendered the Force armor. But Hammer, angered by Wilson's betrayal, sent the Beetle, Blacklash, and the Blizzard to kill him. Eventually Force defeated Blizzard in combat, and the assassins were forced to retreat. To prevent Hammer from bothering Wilson again, Tony Stark staged Force's escape and accidental death. In reality, Clay Wilson lived, with Tony Stark giving him a job as a researcher for Barstow Electronics under the name of Carl Walker. Wilson assisted Stark several times against foes when Stark was overcoming his alcohol and back problems.

Walker was happy working as a technician, but he finally realized the opportunity to redeem himself when he heard of the new Avengers franchise that was starting in New Orleans. He approached Tony Stark, asking to be considered with his new and improved Force armor. After being accepted into the team, he has proven a valuable member, although he is still concerned that Justin Hammer will find out his real identity, and that Hammer would endanger his teammates.

When the Gulf Coast branch teamed up with the East Coast branch to defeat the creature Leviathan, Captain Marvel was dispersed after striking Leviathan with electricity. He was forced to assume the chairperson position during her absence and recovery, and although he performs the job well, he is still hesitant about his leadership abilities.

STATISTICS:

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

Health: 145
Karma: 18
Resources: Typical (6)
Popularity: 2

BACKGROUND

Real Name: William Cantler
Occupation: Foundry worker, Adventurer
Legal Status: Citizen of the U.S. with no criminal record
Identity: Known to the public
Other Known Aliases: None
Place of Birth: Dothan, Alabama
Marital Status: Single
Known Relatives: Unrevealed father, mother,
Base of Operations: Avengers' Plantation
Past Group Affiliations: None
Present Group Affiliation: Gulf Coast Avengers

KNOWN POWERS:

Armor Skin: Pig Iron's ore-infused skin provides him with Amazing protection from physical attacks, Incredible protection from fire, heat, and cold attacks, and Remarkable protection from electricity and radiation. However, his skin is permanently given a dark charcoal gray color and texture, and cannot change back to his human form.

Residual Heat: One side effect from his transformation is that if he is attacked by a fire- or heat-based attack, his body retains the heat. On the round following a successful attack, his body retains heat at a level -2CS from that original attack. For each round following, it drops by 1CS. For example, he runs into a burning building (Remarkable fire/heat) – the round he leaves the building, his body will emit Good rank heat. The following round, it will be Typical, and

so on. Depending on the level, this gives his body a glowing look.

Regeneration: Pig Iron has Good rank regeneration, giving him the ability to heal 10 times faster (5 health points every 6 turns).

Avengers Jacket: Made of a synthetic material with the appearance of leather, these jackets are now a standard accessory for many Avengers. Despite their simple

appearance and casual wear, these jackets hold more than expected.

- *Body Armor:* The material, thinner and more supple than Kevlar, is nearly bullet-proof and provides Good protection vs. physical attacks and Typical protection vs. energy attacks.
- *Tracking Beacon:* The red "A" shoulder patch on the jackets contains circuitry for an Amazing range beacon that can be traced from any Avengers base to locate team members.



- *Temperature Resistance:* The material has a micro-circuitry weave that generate heat or cold, affording the wearer Good rank protection from such temperature attacks or climes.
- *Material Strength:* The jackets are made of Excellent strength material.

WEAKNESS:

Vulnerability: Due to Pig Iron’s body structure, he suffers a -2CS defense against sound and vibration attacks.

Talents: Auto Mechanics, Martial Arts B & E

Contacts: Avengers

ADDITIONAL NOTES:

chemicals). He was burned over 100% of his body, but after a month in the hospital, when they peeled off the bandages, the doctors saw his skin had been merged with the ore.

Becoming somewhat of a local celebrity, he showed off his newfound abilities at the local county fair, and also helped out the local authorities during a bank robbery. It was this media exposure that gained him the attention of Captain Marvel, who was looking for someone with his abilities to join the Gulf Coast branch of the Avengers. Ready to put his normal human past behind him, he joined up, and has been an active member since.

ROLE-PLAYING NOTES:

Pig Iron is a simple guy, who likes nothing more than working on his '67 Impala and enjoying a couple of beers. However, he is growing fond of the super-hero lifestyle. His combat style is one of directness – he does not use much in the way of tactics when in combat. He has accepted his new physical form, but deep down is disappointed about his lack of romantic prospects.

HISTORY

William “Billy” Cantler is a young man who worked in the Jannasey Iron Foundry outside his hometown of Dothan, Alabama. As he worked as a simple laborer loading pig iron, he earned his burden as a nickname. During an industrial accident, he was showered with melted pig iron (that secretly was imbued with additional

STATISTICS:

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

Health: 100

Karma: 86

Resources: Excellent (20)

Popularity: 5 (15 in Bayou country)

BACKGROUND

Real Name: Jean-Louis Dubois

Occupation: Adventurer, former soldier

Legal Status: Citizen of the U.S. with no criminal record

Identity: Known to the public

Other Known Aliases: None

Place of Birth: Thibodaux, Louisiana

Marital Status: Single

Known Relatives: Henry Dubois (father, deceased). Jean Levesque Dubois (paternal grandfather, deceased), Francois Jean Dubois (ancestor, deceased).

Base of Operations: Avengers' Plantation

Past Group Affiliations: None

Present Group Affiliation: Gulf Coast Avengers (Reserve)

KNOWN POWERS:

All of Swamp Fox's powers are magical in origin, but are not spells; see history.

Magical Detection: 1 area range, Amazing ability.

Resistance to Magic: Incredible resistance to all magical attacks.

Environmental Awareness: Limited to swamps of southern Louisiana only, Shift Y ability.

Blending: Remarkable ability to blend in with his surroundings – he must not move and is only active when he makes a conscious effort.

Stealth: Remarkable ability to move stealthily. His rank is subtracted from



those attempting to either detect him while moving or to track him after.

Shapeshifting: Limited to swamp animals only (i.e. alligators, opossums, owls, etc.); Amazing ability. Not limited by size/duration.

EQUIPMENT:

Swampfox typically carries with him while in the swamps his hunting rifle and handgun:

Hunting Rifle: Range 8 areas; 10 points damage, 8 shots

Browning M9 handgun: Range 3 areas; 4 points damage; 16 shots

Talents: Occult Lore, Mystic Background, French/Cajun language, Martial Arts "B", Guns

Contacts: Avengers, Papa Marais

ADDITIONAL NOTES:

Industries. When the Avengers started looking for a new base of operations for their Gulf Coast branch, he realized the potential for having other super-powered individuals to assist him in his cause. He volunteered the use of his family plantation as the Gulf Coast Avengers headquarters, and acts as a Reserve member of the team.

ROLE-PLAYING NOTES:

Swamp Fox is a lighthearted Cajun, who simply wants to have a good time. He loves hanging out during Mardi Gras, but spends most of his time in the bayous around New Orleans. When it comes to his duty of protecting the bayous, he is very serious, and will defend them to his death, if necessary. He is almost overconfident in his abilities, but is new enough to this Avengers business that he will request assistance when necessary.

HISTORY

Jean-Louis Dubois grew up in the swamps of Louisiana, in Cajun country. His father was a respected Sheriff in Thibodaux, Louisiana, but was shot by poachers when Jean was only 14. Afterwards, Jean spent a lot of time in the swamps around the town, getting a sense of the swamps. After graduating high school, he joined the US Marines, participating in various campaigns throughout the world.

At 21, he claimed his inheritance, the Wormwood Plantation, which had been in his family for generations. He also met Papa Marais, a Cajun voodoo practitioner, who told him he had been chosen by the spirits of the swamp to act as a protector. Jean agreed, and Papa Marais cast several enchantments on Jean, giving him multiple abilities to assist him in his duties.

Swamp Fox spent the last several years combating everything from poachers to corporate polluters and black voodoo houngans. He has clashed with Black Talon numerous times, and has fought with companies such as U.S. Petrol and SouthChem

STATISTICS:

F EX (20)
A RM (30)
S TY (6)
E MN (75)
R GD (10)
I IN (40)
P IN (40)

Health: 131

Karma: 90

Resources: GD (10)

Popularity: 5 (20 w/Fae community)

BACKGROUND

Real Name: Unknown

Occupation: Mystical personality

Legal Status: Member of the Faerie pantheon.

Identity: Known to the public

Other Known Aliases: None

Place of Birth: Arcadia, land of the Fae

Marital Status: Single

Known Relatives: Oberon (father), Titania (mother), multiple sisters and brothers, Morgan Le Fay (distant relative)

Base of Operations: Mobile

Past Group Affiliations: Faerie Pantheon

Present Group Affiliation: Gulf Coast Avengers

KNOWN POWERS:

Immortality: Being a member of the Faerie pantheon, Thorn is immortal in this plane. If reduced to 0 health and Shift 0 Endurance, she will not die. Her Karma reserves are reduced to 0, and she will automatically begin to heal. In the dimension of Arcadia, and other such dimensions, she is mortal, and can be killed.

Immunity: Thorn has CI1000 immunity to disease, toxins, and aging.

Mental Domination: Excellent ability vs. Male humanoids only.

Teleport Self & Others: Remarkable ability to teleport, but can only teleport from one tree to another. This allows her to travel up to 250,000 miles in one teleport. She must enter a tree, and can exit from another tree. Normally, she uses this for quick



maneuvers, escape, or just to elude detection.

Plant Growth: Can cause plants to grow with Monstrous ability. Normally doesn't use this power on higher-level plant life (basically trees), unless in an emergency. She will normally only use this on small shrubbery, vines, etc.

Plant Control: Thorn has the Amazing ability to control plants. However, just because she can, doesn't necessarily mean she does all the time. She only does it when absolutely necessary, and tries to return them to their original state or better when it is safe to do so.

Communicate w/Plants: Amazing ability to communicate with plants.

WEAKNESS:

Cold Iron: As a member of the Fae, she has the traditional weakness to weapons made of iron. They are +3CS to damage.

Talents: Faerie Lore, Mystic Background,

Contacts: N'yhri, Avengers. She does not realize that she can call upon members of the Faerie pantheon yet.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Thorn tends to be rather flighty and easily distracted. Although her memory of her life prior to being found in the woods near Wormwood Plantation is gone, she still has knowledge of her abilities, and to an extent, her purpose for being forced on Earth. She tends to be finicky about the plants she uses, and gets very upset when forced to use plants when in combat.

HISTORY

Nothing is known of Thorn's history prior to her showing up at Wormwood Plantation (shortly after the formation of the Gulf Coast Avengers). She arrived at the plantation with the specific goal of joining the team, but with no knowledge of why.

What she doesn't know, is that due to her past acts and behavior while in Arcadia, she was banished from her home realm to better herself. Her mother and father were tired of her spoiled nature, and cursed her with a loss of her past memories and an urge to join a team of heroes. Oberon had heard from Thor that a new team was being created, and Oberon decided it would be a good way to teach her some humility and respect.

She knows that N'yhrri is a friend; however, she does not know what the previous relationship she had with her – namely, Thorn was a princess of the Faerie Pantheon and N'yhrri was her handmaiden.

STATISTICS:

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

Health: 140
Karma: 100
Resources: IN (40)
Popularity: 0

BACKGROUND

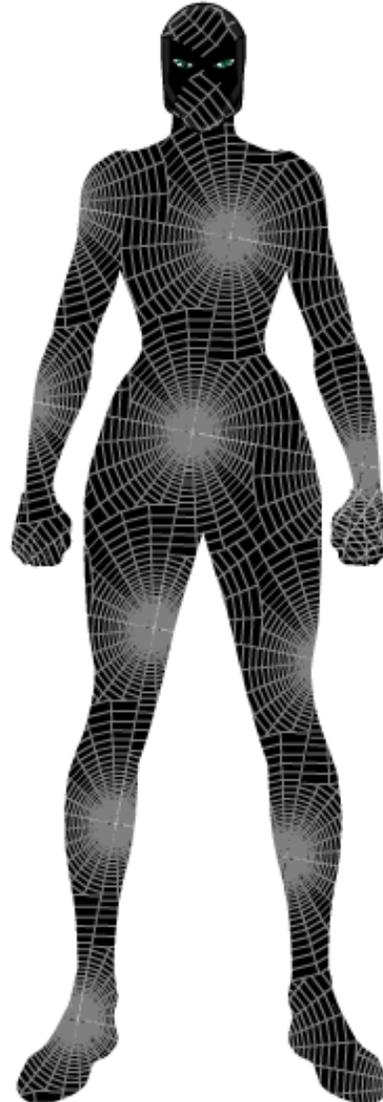
Real Name: Abigail Jenson
Occupation: CEO and owner of Jenson Oil
Legal Status: Citizen of the US with no criminal background
Identity: Secret
Other Known Aliases: None
Place of Birth: Dallas, Texas
Marital Status: Single
Known Relatives: Robert Jenson (Father, deceased); Rebecca Jenson (Mother, deceased)
Base of Operations: Dallas, Texas
Past Group Affiliations: None
Present Group Affiliation: Gulf Coast Avengers

KNOWN POWERS:

Collection: Weaver may collect any desired element, compound, or material, whether raw or finished product, with Incredible ability inside a 25 mile radius sphere centered upon her. Limitations include that it may not collect something that is already bonded with another material (so cannot collect hydrogen by removing hydrogen atoms from water for example, or remove iron atoms from steel, but could collect iron in the form of rust) nor may it under normal circumstances remove materials from inside a particular person (to remove a toxic substance for example) except on a Red power feat. The power may however be used to collect say insulin or blood of a specific type by gathering it in minute quantities from everyone within range, levels insufficient to injure anyone yet still meet the demand. It's also possible to gather life forms provided that they are within

the weight limit of the power (40 lbs total), so could collect all the mice, rats, roaches, etc within the range of her powers and materialize them within one area of her current location. She could even teleport a small child or person provided they were within the range and weight limits of the power. Collected materials will materialize at any chosen location within 10' of Weaver.

Web-casting: As a specialized adaptation of her Collection power Weaver may subconsciously gather the appropriate elements and compounds from her surroundings and synthesize them into various kinds of webs with Incredible ability. Basic restraining



webs have Incredible material strength and possess Monstrous adhesive properties. All webs have a duration of 1d10hrs before harmlessly degrading back into their basic components and may be fired up to one area away. Some specialized webs include the following:

- By including elements like lead she may produce protective web barriers and restraints that block radiation with Amazing shielding, Monstrous for extra thick and heavy webbing (takes an extra two turns to produce sufficient amounts of webbing for this purpose). This webbing is less durable than the basic webbing and has a maximum material strength of Remarkable.

- By focusing on non-conductive materials like rubber, she can create webbing that insulates against Electricity with Monstrous shielding and maximum material strength of Incredible.
- Create specialized webbing that is extremely conductive, allowing Weaver to ground objects or substitute for damaged or missing electrical wiring with Amazing ability and Incredible material strength.
- Create weblines allowing her to swing up to 3 areas per turn.

Body Coating: Similar in function to Weaver's web-casting ability she may collect existing materials and synthesize them into a variety of body coatings that provide different benefits, with known coatings including the following:
 -Basic flexible body armor that provides Incredible protection against Physical and Energy attacks.
 -Specialized body armor against hard radiation (based off of the webbing with similar properties) that provides Monstrous protection against radiation but only Remarkable protection against other physical and energy attacks.
 -Specialized for dealing with electricity this coating provides Monstrous resistance to electrical attack and Incredible against other Physical and Energy attacks.

Bonding: Weaver is capable of causing matter to bond at a molecular level with Monstrous ability and strength, with the strength of the bond starting at Feeble and increasing one CS per turn until reaching a maximum bond strength of Monstrous after nine full turns. This bond is permanent unless she or someone with access to similar powers reverses it. She's managed to develop the following power stunts:
 -Create a short-term adhesion field between her molecules and that of any surface allowing her to Spiderclimb with Amazing ability.
 -Combine her Bonding power with her Web-casting in order to give her webs Monstrous adhesive properties.

Talents: Business/Finance; Heir To Fortune; History (Spain); Trivia (Spanish Wrecks); Gemology; Archaeology
Contacts:

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Abigail manages to remain a fairly happy person although never forgets the loss of her parents and finds her actions tempered by that loss. While she keeps a set of trusted managers to help her manage the family company she always makes sure to keep an eye on things and hold tightly to the reins to ensure that failures brought about by incompetent or thieving managers like she'd seen in other companies wouldn't happen to hers. She strives hard to balance her super-heroic actions with her corporate ones and still find time to be herself and enjoy some relaxing pursuits to keep herself sane and balanced.

HISTORY

The super-heroine known as Weaver was born to Robert and Rebecca Jenson; a wealthy industrialist and award-winning chemist who had a chance meeting when their interests crossed and developed an instant attraction towards one another that blossomed eventually into love. Growing up with a range of private tutors and caregivers Abigail grew up fairly well-adjusted and loved with a greater level of maturity than many children of wealthy parents, a maturity that would prove useful in the coming years when her mutant powers began to manifest themselves when puberty hit.

Manifestations of her mutant power of Collection began at first, randomly collecting things that had caught her interest and leaving her suffering a period of false accusations of theft before she realized what was happening and practiced long and hard to gain control over it so it only worked when she wanted it to. Weathering that phase she had similar efforts that had her spending much time alone for years until she was certain she wouldn't manifest any of her powers in an embarrassing or potentially dangerous fashion.

Heading off to college she decided major in chemistry having found it a more interesting thing than dealing with running a business like her father did, and minored in history and archaeology in regards to Spain, having always found the stories about Spanish conquests and gold told to her by one of her private tutors fascinating. She'd have likely settled into a career related in one of those fields if not for a botched terrorist plane hijacking that led to the deaths of both her parents.

Devastated she found herself thrust into the position of inheriting their estate and a company she was ill prepared to handle on her own. Changing her major to business management she went in for a crash course in what it would take to effectively manage her inheritance while finding a reputable firm to help her handle things in the meantime. With the loss of her parents due to the evil actions of others she decided she'd been wasting her potential as well, when she'd seen so many able to do far less than her acting to help others. She knew it'd be a challenge running a company and protecting the innocent at the same time but she knew she had to give it a try, as the newest heroine on the scene: Weaver!

During one of her adventures, she ran worked with Swampfox against the machinations of Southchem Industries. She was shortly thereafter approached about joining the newly formed Gulf Coast Avengers, which she jumped at the chance. She has worked with Tony Stark and several other of the Avengers with business experience in order to gain knowledge.

STATISTICS:

F EX (20)
A EX (20)
S RM (30)
E IN (40)
R TY (6)
I GD (10)
P TY (6)

Health: 110
Karma: 22
Resources: TY (6)
Popularity: 0

BACKGROUND

Real Name: Trevor Dawson
Occupation: Adventurer, Mechanical Engineer
Legal Status: Citizen of the United States with no criminal background
Identity: Known to the Federal Government
Other Known Aliases: None
Place of Birth: Taos, New Mexico
Marital Status: Single
Known Relatives: None
Base of Operations: Lackland AF Base, San Antonio, Texas
Past Group Affiliations: None
Present Group Affiliation: Texas Rangers

KNOWN POWERS:

Whirlwind: Dust Devil can travel by producing a small cyclone. He can fly at Monstrous rank ground speed (9 Areas/Round).

Resistance: He has Amazing resistance to Physical and Sonic attacks.

Sandblast: Dust Devil can generate a blast of fine sand from his hands, inflicting Incredible physical damage to a target two Areas away. He has developed the following power stunts:

- Pinpoint – he can produce a pinpoint sandblast with Remarkable strength in the same area.
- Sandstorm – he can create a blast of sand one Area away with Remarkable ability.



Talents: Mechanical Engineering

Contacts: New Mexico Power and Light, Texas Rangers, Gulf Coast Avengers

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Dust Devil is a no-nonsense kind of guy. He takes everything very seriously – from his personal life to his business and adventuring life. The other members of the team (especially Texan) tend to pick on him about that, but he has yet to budge.

HISTORY

Trevor Dawson grew up a normal kid, eventually going to college at University of New Mexico for mechanical engineering. What everyone didn't know was that he was a mutant, and on his regular backcountry hikes and camping trips he would practice his powers.

After college, he got a job with New Mexico Power and Light designing and constructing wind turbines for power generation. While he was out attempting to repair a disabled wind turbine, he came upon Junkyard, who was the reason for the disabled turbines in the area. Having to come out and display his powers to protect his co-workers, he shortly afterwards claimed he received his powers due to an industrial incident earlier in his life.

He was later approached by the Governor of New Mexico to represent the state in the Texas Rangers, and he agreed.

STATISTICS:

F EX (20)
A IN (40)
S RM (30)
E IN (40)
R EX (20)
I RM (30)
P TY (6)

Health: 130

Karma: 56

Resources: Excellent (20)

Popularity: 10

BACKGROUND

Real Name: Bonita Juarez

Occupation: Social Worker, Adventurer

Legal Status: U.S. Citizen

Identity: Known to the Avengers

Other Known Aliases: Espirita

Place of Birth: Taos, New Mexico

Marital Status: Single

Known Relatives: Mr. & Mrs. Juarez (full names unrevealed), at least two brothers (names unrevealed), Chita Juarez (grandmother, deceased), Benito Juarez (grandfather, presumably deceased), Carlotta Valdez (ancestor, Chita's great-aunt, deceased)

Base of Operations: Lackland AF Base, San Antonio, Texas

Past Group Affiliations: Catholic Church; West Coast Avengers, Queen's Vengeance

Present Group Affiliation: Texas Rangers

KNOWN POWERS:

Fire & Force Generation: Firebird can generate bolts of Amazing Intensity flame or Incredible force; these bolts have a range of 2 areas. She cannot use both types simultaneously. She can do one power stunt:

* Firebird Effect - Firebird can fill 3 areas (including the one she is in) with a blast of Amazing Intensity Flame shaped like a large bird.

Body Armor: When flying or using her flame powers, Firebird is surrounded by a sheath of flame. These flames automatically destroy weapons of Remarkable strength material or less. Any attacker who touches her flaming body suffers Remarkable damage.



Firebird cannot use this armor when making a force attack.

Resistance to Fire & Heat: Firebird has Unearthly resistance to these forms of attack.

Invulnerability: For causes yet unknown, Firebird is unaffected by disease, poison, or the rigors of space.

Flight: Firebird can fly at Excellent speed.

Magic Detection: Firebird has Excellent magic detection powers.

Visions: From time to time, Firebird has received mystical visions. To date she has seen the death of a 19th century woman who may have been her ancestor, and a premonition of Henry Pym's suicide attempt. These occur very infrequently.

Talents: Bonita has training in social work. Despite the original evidence, she now has the Mystic Background skill.

Contacts: Firebird is a member of the Rangers, both before disbanding as well as it's most current reformation as the State of Texas' officially sanctioned super-hero team. Firebird was a provisional member of the West Coast Avengers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

Originally Bonita was a somewhat naïve girl possessed of amazing powers that she did not understand. She believed that her powers were a direct gift from God, but upon finding out the true origin of her powers, she concluded her powers were simply an indirect gift.

HISTORY

Bonita Juarez was walking across the desert near Albuquerque, New Mexico when a huge ball of cold fire plummeted out of the sky and struck the sand ten feet from where she stood. Bathed in its extraterrestrial radiation, Juarez soon discovered that she had acquired vast energy-wielding powers. Believing the fireball to be a manifestation of the American Indian legend of the firebird, Juarez fashioned herself a costume and decided to use her powers to help the people of the Southwest under the name of Firebird.

Firebird intercepted a shortwave distress call meant for the Avengers, and met with four other superhuman crimefighters also responding to the call. After handling the menace of the Corruptor, the five champions, Firebird, Red Wolf, Shooting Star,

Texas Twister, and Night Rider, decided to band together whenever a menace threatened too large for them to handle individually as the Rangers. However, partly because the various Rangers were geographically scattered across the American Southwest, their gatherings were infrequent. When her encounter with the sorcerer Master Pandemonium took her to the West Coast Avengers, Firebird assisted the team in their battle against him. Mockingbird nominated her for membership in the West Coast Avengers.

While the Avengers came looking for her to ask her to join, Firebird was starting a spiritual journey which led her to briefly adopt the name La Espirita. As Espirita, she returned to the Avengers' west coast mansion just in time to stop Hank Pym from committing suicide. Together, they found the time-lost Avengers' message and helped rescue them and defeat the villainous alien computer, Dominus. Espirita did not stay with the Avengers long, but parted good company and presumably accepted their membership offer.

Bonita was later captured by various assembled aliens, who revealed to her that the flaming fireball that gave her powers was a discarded child's experiment. Briefly engaging a crisis of faith, Bonita nonetheless decided that God was still responsible for her powers, but still returned to her other code-name, Firebird.

When the Governor of Texas reformed the Texas Rangers as a state-sponsored superhero team, she agreed to rejoin the team.

STATISTICS:

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

Health: 140
Karma: 22
Resources: Good (10)
Popularity: 5 (as Lonestar)

BACKGROUND

Real Name: Simon Maddicks
Occupation: Adventurer
Legal Status: U.S. Citizen with a criminal record
Identity: Known to the government
Other Known Aliases: Killer Shrike, Harold Simmons
Place of Birth: Williamsburg, Virginia
Marital Status: Single
Known Relatives: None
Base of Operations: Lackland AF Base, San Antonio, Texas
Past Group Affiliations: Former agent of the Roxxon Oil Company
Present Group Affiliation: Texas Rangers

KNOWN POWERS:

Maddicks is an augmented human, but the populace and his teammates believe all his powers come from his powersuit.

Powersuit: Lonestar's powersuit provides him with a +1CS to his Strength and Endurance (already factored in to the above stats). Without his powersuit, he is still a formidable hero. The power suit provides him with the following abilities:

Body Armor: His powersuit provides him with Remarkable protection from physical, acid, electricity, and fire attacks.

Flight: Maddicks already has Typical speed flight (6 areas/round) from his implanted anti-gravity units, but the suit provides him with Remarkable speed flight (15 Areas/round) through the use of boosters.

Fire Generation: His powersuit provides Remarkable flame generation out of the generators on his wrists.

Life Support: Maddick's suit provides him with a 2 hour supply of air as well as environmental controls giving him Poor protection from Heat and Cold.

Simon Maddicks' normal stats (unarmored) are as follows:

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

Health: 120
Karma: 22

Talents: Martial Arts A and Military.
Contacts: It can be presumed that Maddicks still retains some contacts in



Roxxon Oil, along with the rest of his criminal contacts.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

Lonestar is not much of a team-player. He gives the rest of the team the cold shoulder and does not speak much except in the line of duty (aside from a sarcastic remark about his teammates here and there). He creeps out the rest of the team, and even Red Wolf's wolf Lobo growls when he's around. After missions, the rest of the team never sees him, as Lonestar retreats to his own quarters until the next mission.

with Spider-Man and the Beast, Weems was killed before he could uphold his end of the bargain. The Shrike escaped and was soon contacted by agents of the Brand Corporation. They helped restore his memory, and assigned him to undercover work as bodyguard to Brand president James Melvin.

Shortly after, on an assignment for James Melvin, he was arrested, and given a choice between incarceration at the Vault or to join up with the Texas Rangers. Refusing to give up either the Brand Corporation or his freedom, he joined up, and has been a somewhat willing member of the Texas Rangers.

HISTORY

Simon Maddicks, a military man turned mercenary was selected by the Roxxon Oil Company to be a special agent in covert operations. Sent to the Mutagenics Laboratory of Roxxon's subsidiary Brand Corporation, Maddicks underwent extensive conditioning to increase his strength and endurance, and surgery to implant a miniature anti-gravity generator in the base of his spine. Given a special baffle-suit with electrical offensive weaponry, Maddicks was assigned the code name Killer Shrike. For his first mission, he was sent to infiltrate the subversive organization called the Conspiracy, which Roxxon learned about through major purchases of technology from the Brand Corporation.

For his initiation, the Conspiracy sent Killer Shrike to capture the monster called Goram. Instead, he found himself engaged in battle with the adventurer Ulysses Bloodstone and was defeated. Injured by the short-circuiting of his electrical weaponry, the Shrike was taken to a New York hospital by Bloodstone's agents. There he lay comatose for several weeks.

Upon awakening he had temporary amnesia, but was soon contacted by one of the Brand scientists, Dr. Stephen Weems, who operated upon him. Weems, calling himself the Modular Man, had been the victim of a microwave experiment that backfired, and sought the Shrike's help to acquire more power. In return, Weems promised to disclose to the Shrike knowledge of his past. In battle

STATISTICS:

F EX (20)
A GD (10)
S AM (50)
E MN (75)
R PR (4)
I EX (20)
P TY (6)

Health: 155

Karma: 30

Resources: Feeble (2)

Popularity: 5 (20 for University of Texas fans)

BACKGROUND

Real Name: Unknown

Occupation: Adventurer

Legal Status: No legal status

Identity: Known to the Texas Government

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: Unknown

Base of Operations: Lackland AF Base, San Antonio, Texas

Past Group Affiliations: None

Present Group Affiliation: Texas Rangers

KNOWN POWERS:

Armor Skin: Longhorn's tough skin provides Remarkable protection from physical attacks, and Good protection from energy attacks.

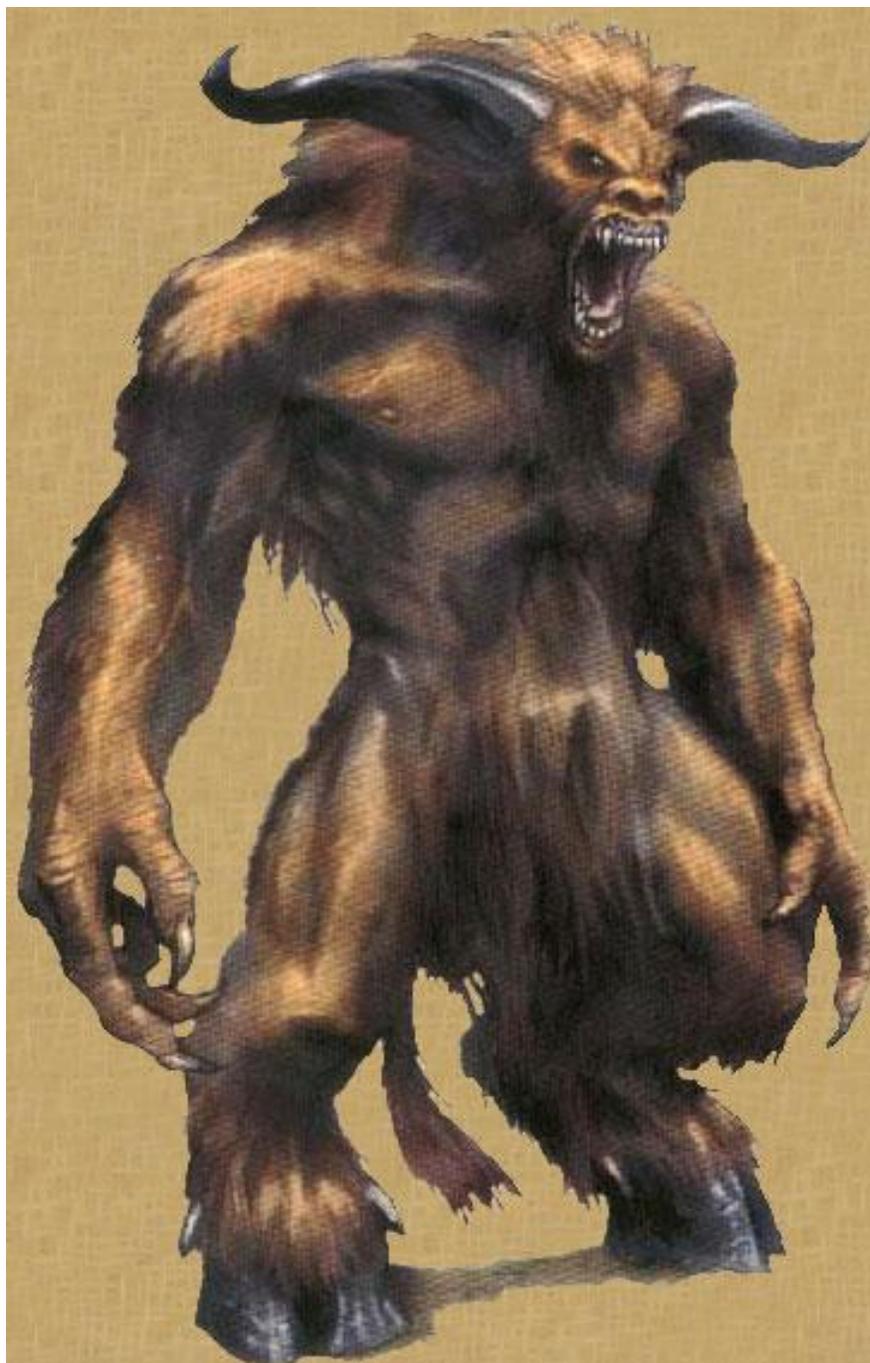
Resist: Cold: Longhorn's thick fur provides Excellent protection from cold temperatures and cold attacks.

Hyper-Olfactory: Longhorn has an improved sense of smell, with Good ability.

Natural Weaponry: Longhorn has claws, horns and strong hooves that he can use as natural weaponry:

- **Horns:** His horns cause Incredible Edged Attack damage
- **Claws:** His claws cause Remarkable Edged Attack damage
- **Hooves:** When kicking, he can cause Amazing Blunt Attack damage

Charge: Longhorn is especially skilled in Charge attacks, giving him a bonus



+1CS for any charge attack. When charging, he also attempts to gore his target with his horns.

WEAKNESSES:

Weak Sight: Longhorn's long range sight is not the greatest, giving a -1CS for each area away the target is at (farther than adjacent areas).

Talents: None

Contacts: Texas Rangers, Gulf Coast Avengers

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

Longhorn is not the sharpest tool in the shed, and behaves more like a child than an adult. He is very eager to please, but can be quite naïve. The majority of the team realizes this, and tries to protect him as much as possible from those who would take advantage of his naivety. However, Lonestar tends to make fun of him, but more for the benefit of the rest of the team, as most of the jokes go over Longhorn's head.

HISTORY

Longhorn's history is unknown, and was introduced as a member of the team by the team's coordinator, Linda Blake.

STATISTICS:

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

Health: 80

Karma: 70

Resources: Typical (6)

Popularity: 5

BACKGROUND

Real Name: Will Talltrees

Occupation: Former soldier, former construction worker, now professional adventurer

Legal Status: Citizen of the United States with not criminal record

Identity: Secret

Place of Birth: Wolf Point, Montana

Marital Status: Single

Known Relatives: Thomas (father, deceased), Rebecca (mother, deceased), William (uncle)

Base of Operations: Lackland AF Base, San Antonio, Texas

Past Group Affiliations: None

Present Group Affiliation: Texas Rangers

KNOWN POWERS:

Weapons: Red Wolf carries two weapons. The first is a 6-foot-long wooden coup-stick (fighting staff) which can be used as a bludgeon or as a javelin to do 10 points of Blunt damage and be thrown up to 3 areas. The second weapon is a flint-edged tomahawk which can inflict 10 points of Edged damage or 16 points Blunt damage. Both times have Remarkable material strength.

Wolf: Red Wolf has a trained wolf, Lobo, with the following statistics:

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

Health: 50

Karma: 10

Good Edged Damage

Lobo is trained to follow Red Wolf's verbal commands, and can track with Excellent ability.



Talents: Red Wolf has Wrestling, Thrown Weapons, and Acrobatics. He has had Military training, and can track at Excellent rank.

Contacts: Red Wolf is a member of the Rangers, both before disbanding as well as it's most current reformation as the State of Texas' officially sanctioned super-hero team. He has also worked with East, West, and Gulf Coast Avengers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

Red Wolf is a stern, no-nonsense type of superhero. In a fight he prefers to

come across as a grim champion of the Indian people. He does not make wisecracks during a battle and is not particularly showy fighter, preferring to dispatch his opponents as quickly and effectively as possible.

HISTORY

Among the Cheyenne Indians of the American Plains is the widespread belief in Owayodata the Wolf-Spirit. This spirit, one of the Native American gods, is an entity on the order of the Asgardians or Olympians, but generally chooses to imbue his essence and attributes within a human host, rather than to physically materialize on the earthly plane. Within the bloodline of a certain Cheyenne family, Owayodata has often chosen to manifest himself, creating a quasi-superhuman champion of the people called the Red Wolf. How long the Wolf-Spirit has been manifesting himself in this way is not known, nor is why he has chosen the particular bloodline fig has.

The first Red Wolf was said to have tamed the first horse, and driven his people's enemies such as the Sioux from the plains so that the Cheyenne would have a land of their own. The first Red Wolf about whom there are historical details is the young full-blooded Cheyenne who, after his tribesmen were massacred by the U.S. Army cavalry, was raised by a kindly white couple who called him Johnny Wakely. Wakely became an orphan again when Indians slaughtered his foster parents. Pursued by renegade members of his own tribe, Wakely stumbled into a spot where the ceremonial garb of the Red Wolf was buried. There he was visited by the spirit Owayodata. Bidden to don the ceremonial garb and given the totem of power, the coup-stick, Wakely became the latest incarnation of the Red Wolf. A wolf, Lobo joined him at the burial place. As the Red Wolf, Wakely used the great skills and prowess he had acquired from Owayodata to try to bring peace between the white and red peoples. How he eventually met his demise has not yet been recorded.

In the latter half of the Twentieth Century, another man assumed the mantle of Red Wolf. Will Talltrees, the son of Thomas Talltrees, one of the Cheyenne tribal leaders, grew up on a reservation, hearing tales of the Red Wolf from the spiritual leaders of the tribe. Reaching adulthood, Talltrees left to enlist in the U.S. Army, and after serving his time, he became a construction worker in New York City. Returning home, Talltrees witnessed his father being intimidated into selling his property to a corrupt businessman. Cornelius van Lunt. That night Talltrees became the sole survivor of the massacre of his family at the hands of Lunt's henchmen. Swearing vengeance, Talltrees donned the ceremonial garb of the Red Wolf kept by his tribe's spiritual leaders and performed the ritualistic dance he had once witnessed as a youth. He was then visited by Owayodata, and imbued with his spiritual legacy. Talltrees then found a wolf cub whom he named Lobo and trained to be his companion, as in the legends of the previous Red Wolves. Stalking van Lunt back to New York, Red Wolf exacted vengeance from him with the aid of the Avengers. Upon his return to the Southwest he began a career as a masked vigilante and champion of freedom.

Red Wolf was one of several heroes of the American Southwest who responded to a distress call from Rick Jones to rescue the Hulk from the Corrupter. He remained with the loosely organized group that came to be known as the Rangers. Recently the Rangers were pitted against the West Coast Avengers by a demon in Scooting Star's form. With The disappearance of the real Shooting Star, and Firebird's departure, the Rangers disbanded.

A couple of years later, the Governor of Texas reinstated the team as the state's officially-sanctioned supers team, and his team coordinator (Linda Blake) invited Red Wolf to the team. He accepted, as he felt he still had a duty to the region to protect those needing help.

STATISTICS:

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

Health: 110
Karma: 60
Resources: TY (6)
Popularity: 5 (10 in Texas)

BACKGROUND

Real Name: Jake Fletcher
Occupation: Professional bull-rider, adventurer
Legal Status: U.S. Citizen
Identity: Secret
Other Known Aliases: None
Place of Birth: San Antonio, Texas
Marital Status: Single
Known Relatives: none known
Base of Operations: Lackland AF Base, San Antonio, Texas
Past Group Affiliations: none
Present Group Affiliation: none

KNOWN POWERS:

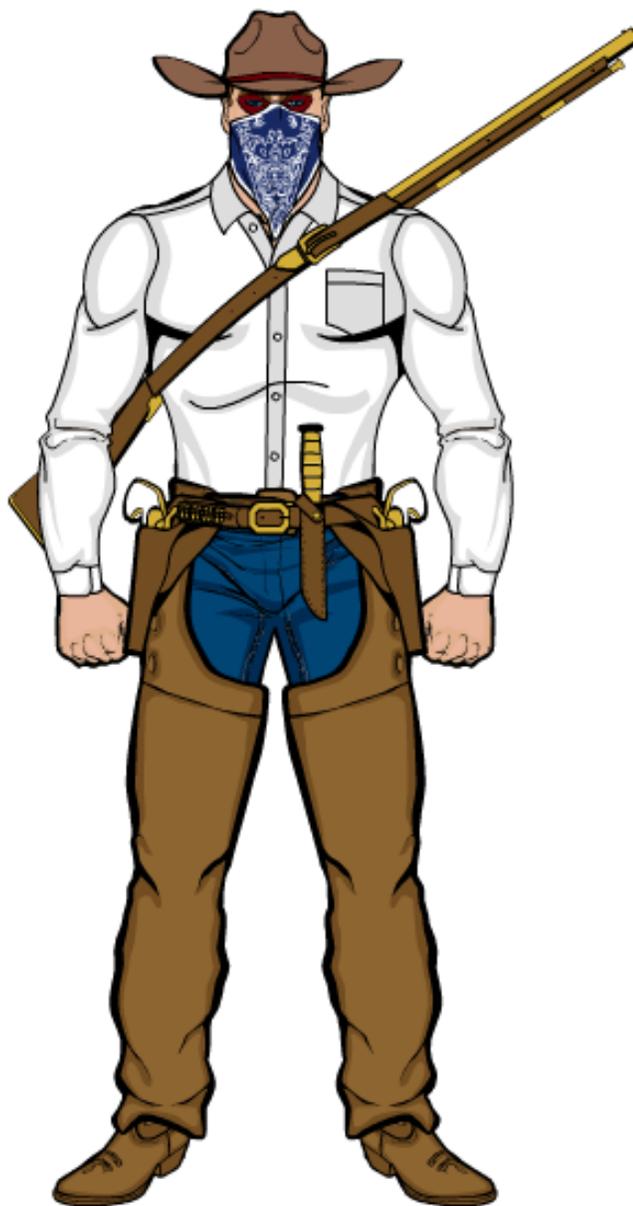
All of Texan's powers come from his endowment from the spirits of Texas' founders. He has been endowed with the following powers:

Armor Skin: Since being chosen, Jake's skin has hardened, giving him Good protection vs. Physical, Electrical, Fire, Heat, Cold, and Magical attacks.

Trouble Detection: Jake can sense when serious trouble is happening in the state and surrounding states. The more serious the issue, the farther he can detect it. For example, he will sense a purse-snatching one area away, can detect a bank-robbery cross town, and can detect serious life-threatening incidents across the state. (Judge's discretion how exactly this works in gameplay).

EQUIPMENT:

Enchanted Revolvers: Texan's two revolvers have been enchanted and ignore all body armor and force fields (non-magical in nature) up to



Unearthly. They cause Good damage up to 3 areas away.

Enchanted Bowie Knife: His Bowie knife has the same enchantment as his revolvers – ignoring all body armor and force fields (non-magical in nature) up to Unearthly. They cause Good Edged Damage.

Enchanted Long Rifle: Holds the same enchantment as his revolvers – ignoring all body armor and force fields (non-magical in nature) up to

Unearthly. They cause Excellent Damage with a range of 10 areas.

WEAKNESS:

Tied to an area: As the protector of Texas, he is tied to the state and surrounding states. If he leaves those areas, his enchantments are no longer in effect, unless pursuing a danger to the state of Texas (Judge's discretion).

Talents: Bull riding, Marksmanship, Martial Arts B

Contacts: Gulf Coast Avengers, Texas Rangers.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Jake Fletcher is a good-ole boy through and through. His dream has always been to be a bull-riding champion, but as he was chosen to be the protector of Texas, he has taken up the challenge with gusto. A bit of a hot-head, he does sometimes charge into situations that might be a little above his power-level.

HISTORY

Jake Fletcher grew up outside San Antonio, Texas on a ranch. He dreamed of becoming a professional bull-rider, and worked constantly to achieve that goal. However, while on a trip visiting the Alamo, he witnessed a robbery in action – several criminals were attempting to steal the Alamo battle flag. When he intervened, he was struck down by two of the criminals – but then something happened. He swears he saw ghostly images of Davy Crockett, James Bowie, and several other Alamo defenders rose up and presented him with a set of revolvers, a knife, and a long rifle.

After the smoke cleared from the encounter, all the criminals were trussed up by their necks along the ramparts, and Jake Fletcher was a changed man. Secreting the weapons to his home, he realized what he had been given, and took up the mantle willingly.

STATISTICS:

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

Health: 185
Karma: 22
Resources: AM (50)
Popularity: 5

BACKGROUND

Real Name: Unknown
Occupation: Corporate Security
Legal Status: Unknown
Identity: Unknown
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: None
Base of Operations: Roxxon Tower
 (New Orleans Corporate Headquarters)
Past Group Affiliations: None
Present Group Affiliation: Roxxon
 Oil Corp.

KNOWN POWERS:

Battlesuit: The Bulwark armor uses previous research into microwave energy and uses a reusable/rechargeable microwave collection system, and possesses the following powers:

Armor: Bulwark's metallic armor provides Remarkable protection from physical and Incredible protection from energy attacks when the energy field is deactivated.

Microwave Energy Solidification: Activated when armor is in use, it provides Incredible protection from physical and heat attacks; and Amazing protection vs. energy, radiation, and electricity. Bulwark can also create microwave energy cloaks that provide the same protection up to 7 areas in size.

Microwave Energy Absorption: Amazing ability to absorb Microwave energy, utilizing it for the power system.

Radiowave Control: Remarkable power rank.

Microwave Generation: Amazing power rank. He has exhibited the following power stunts:

- Heat Generation - 2 area size
- EMP - 4 area range
- Microwave bolt - Amazing damage and range

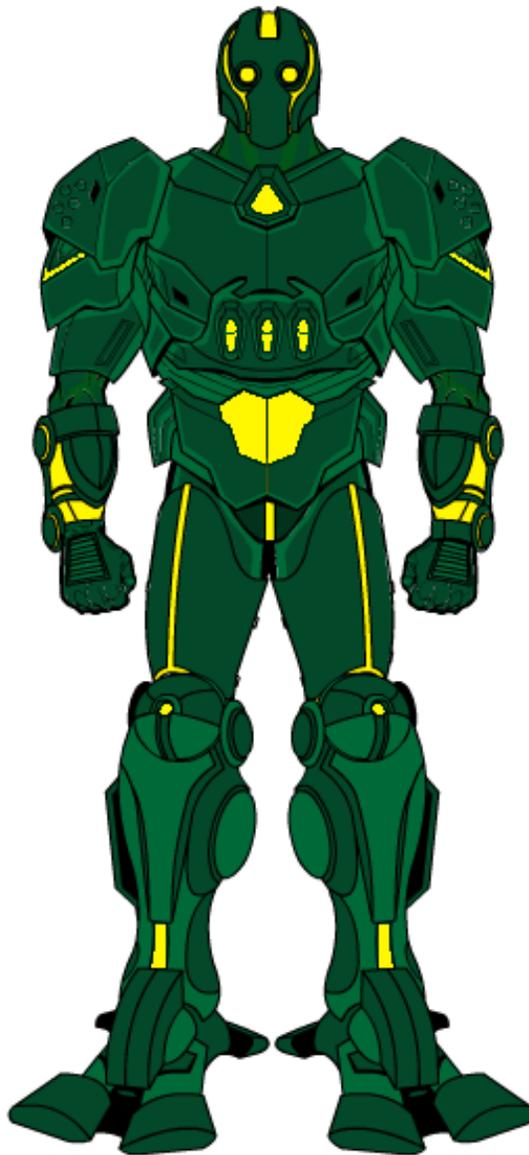
Flight: Incredible speed flight (20 areas/rd) by utilizing the Earth's magnetic field.

Sensors: The Bulwark armor has the following sensors:

- Radar - 25 mile range
- Thermal Vision - 6 area range
- ESM - detects emissions of energy in the electromagnetic spectrum (radio/radar) at a 100-mile radius, with the ability to determine type and direction.

Air-supply: Provides a 6 hour supply of stored/recycled air.

Self-Destruct Device: With anything Roxxon has built, they can destroy as well. Given the history of Roxxon and



its equipment, it can be safely assumed that the armor has a self-destruct device installed, and that the person using the armor knows about it – thereby preventing the armor from being used against the company.

Talents: He has not exhibited any specific talents as of yet.

Contacts: Roxxon Oil Corporation and all its subsidiaries.

ADDITIONAL NOTES:

claim. After an attack on an oil refinery, a research building, and the old regional headquarters, Roxxon introduced Bulwark as its new corporate security specialist. Bulwark defeated the mutants, as he already knew of their weaknesses, and was hailed as a hero by the public.

Bulwark has also been used to destroy Roxxon's competition in overseas countries, but those operations have been done stealthily and without repercussions as of yet.

ROLE-PLAYING NOTES:

The person behind the Bulwark armor is a no-nonsense type of combatant. He/she is not flashy in combat, and is extremely efficient at what he/she does.

HISTORY

Nothing is known of the man behind the armor of Bulwark. Roxxon Oil designed the suit as a replacement of the failed Sunturion/Stratosfire Project. The Sunturion Project was supposed to be a counter to Stark Enterprises' Iron Man, but both attempts at the project failed. Roxxon decided that instead of altering a human being with inherent super powers, they would create an armored suit; that way the person inside would be easier to replace.

Roxxon, always concerned with public relations, wanted the public to believe a reason was needed to introduce a corporate protector. So, using third parties, they hired several mutants to begin attacking Roxxon holdings. Roxxon of course ensured that what was destroyed was obsolete, thereby able to not only get rid of something, but also file an insurance

STATISTICS:

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

Health: 90
Karma: 80
Resources: RM (30)
Popularity: 0

BACKGROUND

Real Name: Candra

Occupation: Power Broker;
Benefactor; owner of Petite Chou club

Legal Status: Thought to be a citizen of the US with no criminal background

Identity: Secret

Other Known Aliases: Benefactress;
Candra of the Floating Spire

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Base of Operations: New Orleans, Louisiana

Past Group Affiliations: Externals

Present Group Affiliation: Assassins and Thieves Guilds of New Orleans

KNOWN POWERS:

Immortality: Candra is immortal, and if reduced to 0 health and Shift 0 Endurance, she will not die. Her Karma reserves are reduced to 0, and she will automatically begin to heal. However, it is rumored that the destruction of the gem known as Candra's Heart can cause her death.

Telekinesis: Candra has exhibited a large degree of skill in telekinesis, with Amazing ability. She prefers to demonstrate her powers as blunt psionic bursts.

X-Factor Activation: Candra has the Monstrous ability to tap into any mutagenic potential and activate an individual's x-factor. However, she only has Good ability to remove a superhuman ability from a mutant, as for her it is considerably more difficult.



Magic: Candra's long life has allowed her to develop her skills in sorcery, and she has exhibited the following spells. It is likely she has many other magical spells she may use.

Possession: Incredible ability to control another's mind, who loses both control and consciousness while under her control.

Cloaking: Magically invisible (Hallucinatory version from Ultimate Powers Book) with Amazing Rank.

Elixir of Life: Candra has demonstrated the alchemical ability to create the Serum of Life. This potion gives the imbiber extended life span.

Talents: Business, Alchemy, Medicine

Contacts: Externals

ADDITIONAL NOTES:

power. However, when Candra used Jamil to lure Storm to her and reacquire her Heart (the power gem), it was discovered that Jamil was only a psychic projection of Karima, another young thief, who was the true mutant. Cyclops destroyed Candra's Heart, and it appears that Candra may have died as a result. However, she may also be biding her time as this may be part of one of her long-hatched plots.

ROLE-PLAYING NOTES:

Being long-lived, she has no problem biding her time to allow her plans to unfold, although she has at times exhibited impatience when waiting for something important to happen.

HISTORY

Candra was an immortal, so her exact origin was unknown. Candra never joined with the other Externals, and preferred to play the power broker alone. To that end, years ago she placed the sum total of her power into a gem, which later a young Storm stole.

She had a deal with the Thieves' and Assassins' Guild of New Orleans, in which she provided them with power in exchange for monetary tributes. This deal was broken by Gambit, whom she encountered when he journeyed back to the past to stop the Thieves' Guild from giving her the secrets of Apocalypse.

Candra was also behind Belladonna's abduction of Cody, the boy sent into a coma by Rogue's first kiss, in an attempt to torture Gambit by trapping Rogue and having her killed. Fortunately, Rogue survived the attempt.

Sometime later, Candra's 'heart gem' was stolen by one of Karima's illusions. Due to one of the illusions claiming to be involved with the Shadow King and Storm's former master in Egypt, the X-Men investigated. When Storm's teacher Achmed El Gibár died, Candra convinced the young thief Jamil, who seemed to be a powerful mutant, to join her, promising him even greater



Los Castillos are a group of various Latin American supers chartered by the Organization of American States (OAS). Assembled by various Latin American states, they are tasked with both protecting Central and South America from outside attacks as well as providing relief in the event of natural disasters.

Currently based in Asuncion, Paraguay, their headquarters location rotates on a yearly basis amongst its contributing members.

There have been instances of the group being used for political gain by their host country, which has created difficult situations, as well as strife between the members.

In the last couple of years, the United States, being a member of the OAS, has also petitioned to get a member on the team, but the rest of the member-nations have voted against it in an attempt to minimize the US's involvement in Latin American politics.



CAPITÃO FORÇA

STATISTICS:

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

Health: 110
Karma: 18
Resources: TY (6)
Popularity: 0 (5 in Brazil)

BACKGROUND

Real Name: Unrevealed
Occupation: Adventurer
Legal Status: Citizen of Brazil with no criminal record
Identity: Secret
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Married
Known Relatives: Unnamed wife
Base of Operations: Asuncion, Paraguay
Past Group Affiliations: None

Present Group Affiliation: Los Castillos

KNOWN POWERS:

None

Talents: Martial Arts A & B, Leadership

Contacts: Unknown

ROLE-PLAYING NOTES:

He takes his role as hero very seriously, and feels very responsible to correct any wrong-doing that he may know of.

HISTORY

Capitão Força's history is unrevealed as of now. He appeared a couple of years ago stopping a bank-robbery in progress, where heavily-armed men were overwhelming the local law-enforcement in Sao Paolo. The media captured him tossing a vehicle into the group of armed men and subduing them; he quickly became a national celebrity. Recently asked by the Brazilian government to represent his country on the international team Los Protectores, he gladly accepted.



DEFENSOR

STATISTICS:

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

Health: 70

Karma: 18

Resources: TY (6)

Popularity: 0 (10 in Argentina)

BACKGROUND

Real Name: Gabriel Carlos Dantes Sepulveda

Occupation: Adventurer, construction worker

Legal Status: Citizen of Argentina with no criminal record

Identity: Secret

Other Known Aliases: None

Place of Birth: Cordoba, Argentina

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Asuncion, Paraguay

Past Group Affiliations: None

Present Group Affiliation: Los Castillos

KNOWN POWERS:

Body Armor: Armored Exoskeleton: Defensor's suit is modeled after the armor worn by ancient conquistadors. It is made of Vibranium (Incredible strength material) and provides him with Incredible protection against Physical, Energy, and Force attacks. The armor also increases Defensor's Strength by +2 CS (his normal strength is Good). The armor is open at the face and has a built in cooling system. He is also immune to sonic attacks less than Shift X in strength.

Shield: Also made of Vibranium, this shield is considered Incredible strength material and provides Incredible protection against Physical, Energy, and Force attacks. However, even with the armor and shield, Defensor is subject to Slam and Stun attacks. Defensor can throw the shield up to four areas away, causing Remarkable Blunt Throwing Damage.

Talents: Defensor is skilled with his shield, giving him a +1CS to attacks. His Reason is considered Good when dealing with engineering or architecture. He knows how to drive a variety of construction and excavation machinery.

Contacts: She-Hulk

ROLE-PLAYING NOTES:

Gabriel Sepulveda was an unassuming construction worker before he discovered the suit, but now tries to live up to his image of a gallant hero. Defensor believes that he is a Latin charmer. He is always trying to sweep women off their feet. His chivalrous attitude toward women, however, sometimes comes across as chauvinistic. He especially has problems when working with female heroes; he is always trying to protect them.

HISTORY

Gabriel Sepulveda was employed as a construction worker who

discovered an underground passageway. Sepulveda snuck into the passageway after his superiors had told him to ignore it. Inside the underground cavern, he discovered a suit of armor connected to a strange machine. After donning the armor, he was attacked by a group of creatures. He fought his way to the surface. Sepulveda decided to use the armor as the hero Defensor.

During the first Contest of Champions, Defensor was teleported away from the group of paramilitary fanatics he had been fighting. He was selected by the Grandmaster to serve on his team in a game against Death.

Later assigned by the Argentine government as its representative on the Latin American supers team, Los Castillos, he serves with pride as team leader.



EL CONDOR

STATISTICS:

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

Health: 110

Karma: 20

Resources: GD (10)

Popularity: 10 in Chile (0 rest of world)

BACKGROUND

Real Name: Manuel Velasco de Quintanilla

Occupation: Adventurer

Legal Status: Citizen of Chile with no criminal record

Identity: Secret

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: Unrevealed

Base of Operations: Asuncion, Paraguay

Past Group Affiliations: None

Present Group Affiliation: Los Castillos

KNOWN POWERS:

Wings: El Condor is a mutant who grew his wings after puberty. They are a part of his body, and can be injured just like any other body part.

Flight: El Condor can fly at Excellent speed (10 Areas/Rd).

Resistance to Cold: El Condor has Good resistance to cold.

Telescopic Vision: Poor telescopic vision (25 miles).

Talents: El Condor has Amazing Agility when it comes to his flight skills. He also has

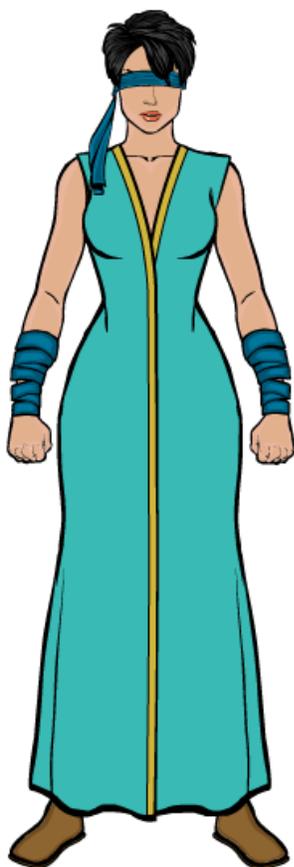
Contacts: Multiple contacts in the Chilean media.

ROLE-PLAYING NOTES:

Condors being the national symbol of Chile, he grew up being quite the national celebrity, and he lives the part.

HISTORY

El Condor is a mutant who grew wings after he started puberty. Being a handsome young man and an excellent soccer (football) player, he was well on his way to playing for the national team, but all that changed when his wings started to grow out. However, he turned possible tragedy into triumph by celebrating his wings, and naming himself after the national symbol of Chile, the Andean Condor.



OJO MACABRA

STATISTICS:

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

Health: 22
Karma: 46
Resources: TY (6)
Popularity: 0 (5 in San Gusto)

BACKGROUND

Real Name: Candelaria Vélez
Occupation: Adventurer
Legal Status: Citizen of San Gusto with no criminal record
Identity: Secret
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Unrevealed
Known Relatives: Unrevealed
Base of Operations: Asuncion, Paraguay
Past Group Affiliations: None
Present Group Affiliation: Los Castillos

KNOWN POWERS:

Petrification Sight: Candelaria can simply turn a person into stone (temporarily) by looking at them. She turns people into stone with Unearthly ability, and victims must make a Yellow Endurance Feat to prevent it. If turned to stone, subtract the victim's Endurance rank number from 100, and that is the number of turns they are petrified for (+d10 turns). While petrified, they are in a suspended animation, and need neither food, water, or air to survive. When the victims are turned to stone, they consist of Excellent material strength stone.

Talents: Tailoring
Contacts: None revealed

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Candelaria lives a very lonely life, as anyone she looks at turns to stone.

HISTORY

Candelaria grew up in her family tailoring business in the capital city of La Ciudad de los Bolívar. However, when she was 16 years old, a mixture of dry cleaning solvent was splashed into her eyes, causing permanent damage. She underwent experimental surgery to repair the damage, but upon her recovery, when her bandages were removed she opened her eyes and petrified both the doctor and nurses who were in her room.

She was immediately turned over to the government health department who looked into her newfound powers. She has since been kept in relative isolation, and rarely has gotten out in public due to her condition.

EL CAIMÁN NEGRO [BLACK CAIMAN]

STATISTICS:

F **GD (10)**
A **TY (6)**
S **RM (30)**
E **IN (40)**
R **TY (6)**
I **EX (20)**
P **TY (6)**

Health: 86

Karma: 32

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Unrevealed

Occupation: Adventurer

Legal Status: Citizen of Estrella with no criminal record

Identity: Secret

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Asuncion, Paraguay

Past Group Affiliations: None

Present Group Affiliation: Los Castillos

KNOWN POWERS:

Natural Weaponry: El Caimán Negro has several forms of natural weaponry on him. His teeth cause Good Edged damage, and also causes Remarkable Grappling damage. The claws on his hands and feet cause Good Edged damage, and his tail causes Remarkable Blunt damage.

Underwater Vision: El Caimán Negro can see underwater clearly, even in murky water.

Hyper-Swimming: El Caimán Negro can swim at Typical speeds – 3 Areas/Round.

Talents: None revealed

Contacts: None revealed



ADDITIONAL NOTES:

HISTORY

El Caimán Negro is Estrella's contribution to Los Castillos. His history prior to being offered for the group is unrevealed, as Estrella is a fairly quiet country - only recently embroiled in a conflict with Roxxon Oil and Cybertek over revenues from a dam being built by Roxxon.

ROLE-PLAYING NOTES:

El Caimán Negro is a quiet being, necessarily because his voice makes him difficult to understand, as he speaks extremely gravely.

STATISTICS:

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

Health: 110
Karma: 70
Resources: RM (30)
Popularity: 5

BACKGROUND

Real Name: Francisco Velázquez de Cádiz

Occupation: Adventurer, former explorer & soldier

Legal Status: Citizen of Spain, assumed deceased

Identity: Unknown by the general populace

Other Known Aliases: None

Place of Birth: Cadiz, Spain

Marital Status: Widowed

Known Relatives: Unnamed wife (deceased)

Base of Operations: Mobile

Past Group Affiliations: former Capitán in the Spanish Army

Present Group Affiliation:

KNOWN POWERS:

Immortality: Conquistador is immortal in this plane. If reduced to 0 health and Shift 0 Endurance, he will not die. His Karma reserves are reduced to 0, and he will automatically begin to heal.

EQUIPMENT:

Body Armor: Made from iron, his body armor provides Excellent protection from Physical Attacks.

Buckler: Made from iron, his small shield provides Excellent protection from Physical Attacks, and when used in combat, can cause Good Blunt Damage in a bashing attack.

Sword: Excellent Edged Damage

Spear: Good Edged Damage, can be thrown up to 3 areas.



Talents: Swordsmanship, horsemanship, Martial Arts A & B. He is fluent in Spanish, English, Portuguese, as well as both Incan and Mayan languages.

Contacts: Most of his original contacts are deceased, but he has been allied with the Gulf Coast Avengers in the recent past.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Having lived over 400 years, he has become accustomed to his lonely life. He does enjoy the benefits of his immortality, and often runs headlong into battle without regard for his life – knowing he is immortal.

HISTORY

Francisco Velázquez de Cádiz was born in 1534, and when old enough, joined the Spanish Army. Assigned in 1559 to join an expedition to La Florida led by Don Tristán de Luna y Arellano, he was pulled away from establishing a colony in present day Pensacola. Led by the man only known as Capitan, he and several

others went on an expedition in search of the Fountain of Youth. After several fruitless years of searching, they were finally successful – but at a price. Several of the men drank the waters, and were turned into ogre-like creatures, but Francisco only bathed in the waters, and gained immortality.

However, the others that only bathed, for some unknown reason, also lost the ability to feel stress – for when they did, they lost their extended lifespan. Why Francisco does not suffer from this is not clear.

Since then, he has wandered the Americas searching for a purpose, encountering many villains, heroes, and everything in between. He disapproves of how the future has turned out, and especially disapproves of the drug trade – a serious issue in the areas he regularly travels.

STATISTICS:

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

Health: 70

Karma: 50

Resources: GD (10)

Popularity: 2 (10 in New Orleans)

BACKGROUND

Real Name: Jackson Kennewith, Jr.

Occupation: Student

Legal Status: United States citizen without a criminal background

Identity: Secret

Other Known Aliases: None

Place of Birth: New Orleans, Louisiana

Marital Status: Single

Known Relatives: Unrevealed mother and father

Base of Operations: New Orleans, Louisiana

Past Group Affiliations: None

Present Group Affiliation:

KNOWN POWERS:

Shadowcasting: Excellent rank ability to emit a field that decreases light.

Shadowshaping: Excellent rank.

Teleport – Self & Others: He is able to teleport himself and others through the shadows he creates. He simply walks into the shadow (if on a wall) or dives into the shadow (if on the ground). However, if there are no shadows (if in a spotlight, for example), he cannot teleport. He has Typical rank teleportation (250 mile range).

EQUIPMENT:

Kevlar Body Armor: Good Body Armor vs. physical attacks.

Metal Baton: The Crescent Shadow keeps an Asp (telescoping metal baton) on him to use in close combat – primarily to take out criminals at the legs. Good Blunt Attack damage, Good material strength.



Talents: Student, Martial Arts A

Contacts: Brother Voodoo, Swampfox

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

The Crescent Shadow is a relatively inexperienced street-level hero. He does what he does because he hates how certain areas of his hometown have become, and he hopes to make a change.

HISTORY

Jackson Kennewith, Jr. was born and raised in New Orleans. His father, a New Orleans Police officer, was

arrested and convicted of multiple charges, including corruption, drug trafficking, and assault when he was only eight. His mother, unable to cope with the stresses of the crimes her husband had committed and having to look after her son every day, left Jackson Jr. with her parents, and has not been seen since.

His grandparents live in an area of New Orleans that has become worse with crime and the drug trade, something he hates passionately. Ashamed of what his father did, and not trusting the local law enforcement, he decided to use his powers for the betterment of his town.

He has battled not only the drug dealers and thugs of his town, but also the crooked cops.

STATISTICS:

F **FB (2)**
A **FB (2)**
S **FB (2)**
E **PR (4)**
R **GD (10)**
I **IN (40)**
P **MN (75)**

Health: 10
Karma: 125
Resources: RM (30)
Popularity: -10 (20 with followers)

BACKGROUND

Real Name: Edward Alexander Crowley

Occupation: Researcher, magical practitioner

Legal Status: Citizen of Great Britain with no criminal record (legally deceased)

Identity: Known to the public (believed to be deceased)

Other Known Aliases: Frater Perdurabo, the Great Beast 666

Place of Birth: Leamington, Warwickshire, England

Marital Status: Widowed

Known Relatives: Rose Kelly (wife, deceased), Lola Zaza (daughter, deceased), Poupee (daughter, deceased)

Base of Operations: Mobile

Past Group Affiliations: Hermetic Order of the Golden Dawn

Present Group Affiliation: Ordo Templi Orientis

KNOWN POWERS:

Immortality: Crowley has been granted immortality through one of his dark practices. What deity or entity gave him his immortality is unclear. If reduced to 0 health and Shift 0 Endurance, he will not die. His Karma reserves are reduced to 0, and he will automatically begin to heal. He has Cl1000 resistance to disease.

Aleister Crowley is a practitioner of "Magick", a combination of Kabbalah (Jewish Mysticism), alchemy, tarot, astrology, divination, numerology, Masonic symbolism, and ritual magic into one coherent system. He has exhibited the following powers:



Satannish: Amazing rank
Valtorr: Incredible rank

Personal

Apparition: (Amazing)
Astral Projection: (Monstrous)
Foretelling: (Remarkable)
Heal: (Incredible)
Levitation: (Remarkable)
Trance - Feign Death: (Monstrous)

Universal

Conjure: Incredible rank
Eldritch Beams/Bolts: Incredible rank
Glamour: Remarkable rank
Illusion: Monstrous rank
Mental Control: Amazing rank
Teleportation: Unearthly rank

Dimensional

Denak: Monstrous rank
Ikonr: Amazing rank
Mabdhara: Amazing rank

Aleister Crowley has also learned the art of creating the Golem, an artificial creation in the form of a large man. Here are its stats:

F A S E R I P
 GD GD AM MN FB FB FB
 Health: 145 Karma: 6

Armor Skin: Remarkable protection vs. physical and energy attacks.

Resistances: Monstrous resistance vs. electricity, radiation, vibration, and sonics.

Weaknesses: Cold, heat, and flame attacks slow it down (they harden the clay), reducing its Agility by -1CS per round of attack greater than Excellent intensity. When reduced to Shift 0 Agility, it can no longer move.

Talents: Occult Lore, Mystic Background, Italian
Contacts: Diabolo, Black Talon, Ordo Templi Orientis

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Crowley is an extremely patient and cunning foe, who has no qualms about leaving his current allies to ensure his escape.

HISTORY

Aleister Crowley was born October 12th, 1875 as Edward Alexander Crowley into a wealthy and religious family at the height of the Victorian era. Crowley despised and rebelled against his family at every turn, even renaming himself 'Aleister' to avoid sharing the same first name as his father, who passed away when Crowley was 11.

Crowley went on to attend Cambridge University, where he apparently studied alpine climbing, living in the manner of the privileged aristocracy. He also began working in the Diplomatic Service, but as Crowley himself said "the fame of an ambassador rarely outlives a century", and Crowley wished to make a greater imprint on the world.

Having had this epiphany, he began searching for more lasting pursuits and in 1898, at age 23, Crowley began his path of magical enlightenment by joining The Hermetic Order of the Golden Dawn. Led by Samuel Liddell MacGregor Mathers other members included such notables such as William Butler Yeats, Maud Gonne, Constance Wilde, (the wife of Oscar Wilde), Arthur Machen, Moina Bergson, Arthur Edward Waite, Florence Farr, Algernon Blackwood and

possibly, though records for their membership are shaky, Sax Rohmer and Bram Stoker.

Crowley advanced quickly through the ranks of the Golden Dawn, initially studying under Alan Bennett, who was Mathers' spiritual heir. Bennett left England in 1899 for health reasons, moving to Ceylon, what it now Sri Lanka, where he joined a Buddhist monastery. Unfortunately, Crowley, left to his own devices, managed to severely fragment the order through sheer force of personality. In 1900, he completed the studies necessary in order to obtain the rank of Adeptus Minor, however the London controllers of the Order, disapproving of Crowley's magical dabblings, refused to advance him. Crowley traveled to Paris, where Mathers himself performed the ceremony, which only served to further outrage the London members.

The ensuing uproar caused several of the London members to resign. Mathers was eventually expelled from the Order, specifically on the grounds that he had put its authority into jeopardy by revealing his suspicions that the founding documents linking them to an older occult order in Germany had been forged by another member (which they had been). Crowley attempted to obtain possession of the Order's property on behalf of Mathers, interrupting one of their rituals in full Highland regalia, wearing a black hood. As with any serious dispute between occultists, astral attacks ensued. Crowley reported that the rebels directed hostile magic against him as evidenced by the fact that his rubber raincoat burst spontaneously into flames and he found himself in a "furious temper" for no reason, so extreme that horses ran away in fear at the sight of him. In the end, however, it was the police who resolved the matter.

Crowley was expelled from the Golden Dawn, only 2 years after joining, chiefly through the efforts of William Butler Yeats, who reportedly did not approve of Crowley's magical methods.

Crowley, understandably tired of all the fighting, chose to travel the world, visiting Mexico, India, France, Ceylon, where he reunited with Alan Bennett

and studied Yoga. He also married Rose Kelly, later revealed to be clairvoyant, travelling with her to Egypt.

In fact it was in Egypt, in March of 1904, that Crowley had the most important experience of his life. Crowley had been trying for several years to contact his Holy Guardian Angel using the methods described in *The Book of the Sacred Magic of Abramelin the Mage* with no success. However it was in Cairo that Crowley finally encountered an entity known as Aiwass, whom Crowley believed was his Holy Guardian Angel.

According to Crowley's own account, while (unsuccessfully) trying to summon sylphs for his wife's amusement, she began to receive a very powerful psychic message from the Ancient Egyptian god Horus.

Skeptical of his wife's sudden clairvoyancy, Crowley demanded answers to a series of questions from her, of which she had no possible prior knowledge. Upon answering all things correctly, he took her to a museum, and after passing several images of Horus (which the still skeptical Crowley reports, he "noted with silent glee"), she pointed across the room to a stele which could not be clearly seen from where they stood. When they examined the stele (now referred to as the Stele of Revealing, it was painted with the image of Horus, and to Crowley's further conviction, it was labeled as item number 666 in the museum catalog.

Crowley had himself adopted 666 as his personal moniker in rebellion to his religious upbringing many years before. After invoking Horus, Crowley made his fateful breakthrough. For three days Crowley took dictation from the entity identifying itself as Aiwass, the resulting text, *Liber AL vel Legis*, became what is now known as *The Book of the Law*.

This book was to become the central core of Crowley's philosophy. Crowley was named the Prophet of a New Aeon that would end the Age of Osiris and usher in the Age of Horus, a signal that a new era had begun for mankind, and that the old religions were to be swept aside.

After the encounter with Aiwass, in typical grandiose fashion, Mathers received a letter announcing that the Equinox of the Gods had come, and that Crowley had forged a new link with the Secret Chiefs, thus making him the supreme magical authority. This naturally resulted in a magical duel, which Crowley seems to have eventually won.

Mathers sent one of his followers, a vampire, to him. She appeared to him in the guise of a "young woman of bewitching beauty", but was able to defeat her, and she was "transformed into hag of sixty, bent and decrepit". Mathers then sent a "current of evil" which struck Crowley's bloodhounds dead and caused his servants to fall ill. Crowley retaliated by summoning up the forces of the demon Beelzebub and his 49 attendant fiends. Following this effort, Mathers' magical assaults on Crowley ceased. Years later, when Mathers passed away of influenza, many felt that Crowley had murdered him with magic.

It is not clear why shortly after his encounter with Aiwass and his battle with Mathers, Crowley seems to have lost interest in things magical for several years. In 1905, he was part of an ill-fated expedition to climb a Himalayan mountain peak, in which several members of the party died. He spent several years travelling through China, Canada and the United States, with and without his wife and child. It was not until his return from the United States that he found out that his daughter Lola Zaza had died from typhus in Rangoon, India.

In 1907, Crowley formed the Argenteum Astrum, the Order of the Silver Star, a magical organization centered on his re-discovered Book of the Law manuscript. In 1909 he began publishing the *Equinox*, a biannual publication arriving on the vernal and autumnal equinoxes, the official organ of the AA, the majority of the writing contributed by Crowley himself.

In 1909, Crowley divorced his wife, on the grounds of her alcoholism. The divorce enabled Crowley to indulge in his passions for magick, unchecked by the constraints of married life.

It might be interesting to note at this point that Crowley believed

himself to be the reincarnation of the occultist Eliphas Levi who died the same year that Crowley was born. He had also determined that his past lives had included Count Cagliostro, an 18th century occultist, founder of 'Egyptian Rite Masonry', Alexander VI, the notorious Borgia Pope, and Edward Kelley (who along with John Dee were the Elizabethan court magicians who deciphered Enochian, the language of the angels.)

In 1910, Crowley was contacted by the head of a German magical order known as the Ordo Templi Orientis; often referred to as the OTO. (Alternately translated as either "the Order of the Templars of the East" and "the Order of the Temple of the Orient" in a variety of sources.) The OTO accused Crowley of having published the secret of their IXth degree. Crowley was mystified until a conversation revealed that a passage he published led the OTO to assume that Crowley was involved in magick which they used in their rituals. He joined the order shortly thereafter, and in 1912, became the head of the English speaking branch of the Order.

In 1916, while living near Bristol, New Hampshire Crowley promoted himself to the rank of Magus through a ceremony of his own devising. According to Richard Cavendish, in History of Magic and The Powers of Evil in Western Religion, Magic, and Folk Belief, this involved baptizing a toad as Jesus of Nazareth, then crucifying it.

After the first world war, Crowley had a daughter, Poupee, with Leah Hirsig (AKA the Scarlet Woman), and in 1920 he set up the notorious Abbey of Thelema in Sicily.

The Abbey, however, was an "unsanitary hovel". Poupee died there, while Crowley was travelling between London, Paris and the Abbey. It was when one of the Crowley's undergraduates Raoul Loveday died from drinking impure water, that the Abbey's fate was finally sealed. Loveday's wife Betty May went back to England and sold her story to the London tabloid newspaper The Sunday Express.

The papers were filled with reports of black magic rituals allegedly

performed at the Abbey. These reports came during the same time as the rise of the Mussolini regime and Crowley was quickly expelled from Sicily in 1923.

In 1925 he was elected World Head of the O.T.O., and 1929 saw the publication of his seminal work *Magick: In Theory and in Practice*.

In 1955, Kenneth Anger shot the documentary *Thelema Abbey* at the Abbey, which had been exorcised after Crowley's departure, painstakingly exposing the whitewashed walls to reveal paintings and other physical evidence of Crowley's occult activities.

After his expulsion from Italy, Crowley's life took a turn for the worse. His reputation as "The Wickedest Man in the World" was now more than ever playing against him. Unable to find a reliable publisher for his writing, or for that matter, a reliable place of residence, he spent the remaining years as a wanderer, desperately in need of both disciples and money.

Aleister Crowley was thought to have died on December 1st, 1947 at age 72. He actually entered into his trance to slow his metabolism and feign death. It has not yet been revealed what he did for the next 47 years, but it is thought that he studied with several practitioners of varying magical schools.

He was first spotted recently in Spain, in the company of Diablo, the practitioner of alchemy and enemy of the Fantastic Four. He spent several months learning under him, and then disappeared again. He recently resurfaced again in New Orleans, apparently to study the Houngan arts under Black Talon. When he and Black Talon started using the black arts to create zombies, the Gulf Coast Avengers and Brother Voodoo battled them both, and eventually defeated them and their zombie army. Both have disappeared again, and have not been seen since.

DOGS OF WAR [LOS PERROS DE GUERRA]

GROUP HISTORY

The Dogs of War are a group of super-powered individuals who work as El Caudillo's enforcers and protective detail.

El Caudillo

STATISTICS:

F GD 10

A TY 6

S TY 6

E GD 10

R EX 20

I GD 10

P GD 10

Health: 32

Karma: 40

Resources: IN (40)

Popularity: 10 (20 in Terra Nueva)

BACKGROUND:

Real Name: Marco Flores-Medina

Occupation: Dictator, General in Terra Nuevan National Army

Legal Status: Citizen of Terra Nueva with criminal background purged

Identity: Known by the public

Other Known Aliases: None

Place of Birth: La Ciudad de Bolivar, Terra Nueva

Marital Status: Single

Known Relatives: None

Base of Operations: La Ciudad de Bolivar, Terra Nueva

Past Group Affiliations: Terra Nuevan National Army

Present Group Affiliation:

KNOWN POWERS:

None

Talents: Leadership, Military, Politics,

Contacts: Hugo Chavez (President of Venezuela)

ROLE-PLAYING NOTES:

El Caudillo is a vicious, power-hungry dictator, who will stop at nothing to consolidate and spread his power. However, he is also very smart at using the media to his advantage, including the US media, making it difficult to sway the United Nations into establishing sanctions against the country.

HISTORY

General Marco Flores-Medina was a soldier who worked his way quickly up the ranks to General in the Terra Nuevan National Army. His leadership was influential in several victories against Marxist rebels in his country. However, he used his influence in the country to stage a coup against the unpopular President, who has subsequently vanished.

Since taking over, he has nationalized several large industries, including the highly profitable oil and natural gas production companies, much to the displeasure of the American companies who were working with those nationalized companies.

His country under his rule has a history of disappearances and violent retaliation against disparaging remarks against his government.

La Guarnición [Garrison]

STATISTICS:

F GD 10

A GD 10

S GD 10

E GD 10

R TY 6

I TY 6

P TY 6

Health: 40

Karma: 18

Resources: GD (10)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Mercenary, former soldier

Legal Status: Citizen of Terra Nueva with criminal background purged

Identity: Secret

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: La Ciudad de Bolivar, Terra Nueva

Past Group Affiliations: Terra Nuevan National Army

Present Group Affiliation: Los Perros de Guerra

KNOWN POWERS:

Self-Duplication: Amazing ability to duplicate himself. He can make up to 50 duplicates of himself, and usually drives around in a small truck with enough guns and ammunition to outfit all of his duplicates. The duplicates last one hour, then simply dissipate.

Talents: Military, Guns

Contacts: El Caudillo

ROLE-PLAYING NOTES:

La Guarnición acts as El Caudillo's footsoldiers and guards – for those unaware, it can make El Caudillo not guarded very well – until La Guarnición goes into action. He enjoys his job, and has no emotional attachment to his duplicates.

El Granadero [Grenadier]

STATISTICS:

F RM 30

A EX 20

S RM 30

E AM 50

R TY 6

I RM 30

P RM 30

Health: 20

Karma: 80

Resources: GD (10)

Popularity: 0

BACKGROUND:

Real Name: Felipe Calderon

Occupation: Mercenary, former soldier

Legal Status: Citizen of Terra Nueva with criminal background purged

Identity: Secret

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: La Ciudad de Bolivar, Terra Nueva

Past Group Affiliations:**Present Group Affiliation:** Los Perros de Guerra**KNOWN POWERS:***Energy Grenades:* El Granadero can project energy "grenades" up to a range of 10 areas. These grenades explode, causing Incredible Energy Damage.**Talents:** Military, Guns**Contacts:** El Caudillo**ROLE-PLAYING NOTES:**

El Granadero is El Caudillo's heavy artillery. He doesn't usually get into the mix of battle, normally hanging back and lobbing his projectiles towards any target he can see.

El Donante de la Muerte [Reaper]

STATISTICS:**F** RM 30**A** EX 20**S** RM 30**E** AM 50**R** TY 6**I** RM 30**P** RM 30**Health:** 20**Karma:** 80**Resources:** GD (10)**Popularity:** 0**BACKGROUND:****Real Name:** Unrevealed**Occupation:** Mercenary, former soldier**Legal Status:** Citizen of Terra Nueva with criminal background purged**Identity:** Secret**Other Known Aliases:** None**Place of Birth** Unrevealed**Marital Status:** Unrevealed**Known Relatives:** None**Base of Operations:** La Ciudad de Bolivar, Terra Nueva**Past Group Affiliations:** Terra Nuevan National Army**Present Group Affiliation:** Los Perros de Guerra**KNOWN POWERS:***Deathstroke:* With a touch of his hands, El Donante de la Muerte can cause a heart attack and death in his victim. Potential victims must make two separate FEAT rolls against his Excellent power rank. The first is to see if his power has caused a heart attack, and the second, an Endurance FEAT to see if the heart attack causes death. If he succeeds the first, no damage is caused, and no chance of death. If he doesn't pass the first, but succeeds on the second FEAT roll, he only receives 20 points of damage due to the heart attack.**Talents:** Military, Guns**Contacts:** El Caudillo**ROLE-PLAYING NOTES:**

El Donante de la Muerte is the darkest and most dangerous of El Caudillo's mercenaries. He relishes in the power he has, and enjoys seeing the suffering of his victims.

El Repetidor [Repeater]

STATISTICS:**F** TY 6**A** TY 6**S** TY 6**E** GD 10**R** TY 6**I** TY 6**P** TY 6**Health:** 28**Karma:** 18**Resources:** GD (10)**Popularity:** 0**BACKGROUND:****Real Name:** Unrevealed**Occupation:** Mercenary, former soldier**Legal Status:** Citizen of Terra Nueva with criminal background purged**Identity:** Secret**Other Known Aliases:** None**Place of Birth** Unrevealed**Marital Status:** Unrevealed**Known Relatives:** None**Base of Operations:** La Ciudad de Bolivar, Terra Nueva**Past Group Affiliations:** Terra Nuevan National Army**Present Group Affiliation:** Los Perros de Guerra**KNOWN POWERS:***Power Duplication:* El Repetidor can duplicate any one power within a one Area range, but only up to Excellent rank (regardless of the original power rank). This lasts only for 6 minutes, and fades in a power rank each minute thereafter. He does not gain any power stunts of the original.**Talents:** Military, Guns**Contacts:** El Caudillo**ROLE-PLAYING NOTES:**

El Repetidor is a taker. He takes what he wants, and his power simply reinforces how temporary things are, which makes him want even more.

El Fabricate de la Viuda [Widowmaker]

STATISTICS:**F** RM 30**A** EX 20**S** RM 30**E** AM 50**R** TY 6**I** RM 30**P** RM 30**Health:** 20**Karma:** 80**Resources:** GD (10)**Popularity:** 0**BACKGROUND:****Real Name:** Unrevealed**Occupation:** Mercenary, former soldier**Legal Status:** Citizen of Terra Nueva with criminal background purged**Identity:** Secret**Other Known Aliases:** None**Place of Birth** Unrevealed**Marital Status:** Unrevealed**Known Relatives:** None**Base of Operations:** La Ciudad de Bolivar, Terra Nueva**Past Group Affiliations:** Terra Nuevan National Army

Present Group Affiliation: Los Perros de Guerra

KNOWN POWERS:

True Flight: Excellent air speed (10 Areas/Round).

Talents: Military, Guns

Contacts: El Caudillo

ROLE-PLAYING NOTES:

El Fabricate de la Viuda typically is armed with several machine guns, and his favorite tactic is strafing his targets from above.



Machete

STATISTICS:

F RM 30

A EX 20

S GD 10

E RM 30

R TY 6

I GD 10

P TY 6

Health: 90

Karma: 22

Resources: GD (10)

Popularity: 0

BACKGROUND:

Real Name: Ferdinand Lopez

Occupation: Ex-revolutionary, mercenary

Legal Status: Citizen of San Diablo

Identity: Secret

Other Known Aliases: El Liberador de San Diablo

Place of Birth: San Diablo

Marital Status: Unrevealed

Known Relatives: Alfonso Lopez (brother), Mariano Lopez (brother)

Base of Operations: La Ciudad de Bolivar, Terra Nueva

Past Group Affiliations: Batroc's Brigade

Present Group Affiliation: Los Perros de Guerra

KNOWN POWERS:

None

WEAPONS:

He can attack with swords, machetes, and knives at Incredible rank. He carries at least two machetes and eight to ten daggers at all times.

Gauntlets: Directional electromagnets in the palm of his hands enable Machete to attract a chosen target up to 200 pounds in weight at a distance of 1 area. The electromagnets pull with Excellent Strength.

Talents: Bilingual in English and Spanish

Contacts: El Caudillo

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Machete sees himself as the liberator of San Diablo. He is working to raise the money to fund a successful revolution.

HISTORY

Ferdinand Lopez was a revolutionary in his native South American country of San Diablo, but he could not manage to organize a successful revolution. He began working as an international mercenary to get the money for his revolution, considering himself "El Liberador de San Diablo".

He joined Batroc's Brigade and Doom's Brigade as a means towards that goal. This led him to fight Captain America and other super heroes. He most recently has joined up with El Caudillo in hopes to either raise enough money to foment a rebellion in San Diablo, or to enlist his help in the revolution.

STATISTICS:

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

Health: 140
Karma: 60
Resources: EX (20)
Popularity: 0 (10 in Brazil)

BACKGROUND

Real Name: Maria Concepcion de Guzman

Occupation: None

Legal Status: Brazilian citizen without a criminal background

Identity: Secret

Other Known Aliases: None

Place of Birth: Duque de Caxias, Brazil

Marital Status: Single

Known Relatives: unnamed father (deceased), unnamed mother, Luiza de Guzman (aunt, deceased)

Base of Operations: Rio de Janeiro, Brazil

Past Group Affiliations: Sometime ally of Capitão Força

Present Group Affiliation: None

KNOWN POWERS:

Jaguar's mystic background has provided her with the following powers:

Danger Sense: Jaguar has Incredible (40) rank Danger Sense, and will warn her up to 40 seconds prior to being attacked with a successful power FEAT roll.

Claws: Jaguar has claws on both her hands and feet, which can cause Remarkable Edged damage.

Hyper-Leaping: Jaguar can leap long distances with Unearthly ability (1 area up or across, and 1.5 areas down).

Hyper-Running: Jaguar can run at Good Rank (4 areas/round).

Stealth: Jaguar has Remarkable rank stealth.



Hyper-Senses: Jaguar has Thermal Vision, Hyper-Olfactory, Hyper-Hearing, and Tracking; all at Remarkable rank.

Talents: Acrobatics, Military, Brazilian Rain Forest, Mathematics, Tracking, Stealth. She also speaks both English and Portuguese fluently.

Contacts:

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Maria Concepcion de Guzman is a shy and insecure young Brazilian girl who has been given the responsibility of controlling the considerable de Guzman fortune by her father. Consequently, despite her protests, she was sent to study business and mathematics at the University of Miami in America, where the poor girl was a stranger in a strange land.

Maria finds herself excited by the fire that the Jaguar lights in her soul, and is enticed by the animalism her new alter ego; nevertheless, she has yet to find a satisfying balance between time spent as The Jaguar and time spent pursuing her business responsibilities. Since becoming the

Jaguar is very tiring, she must learn not to let her super-heroics affect her family business.

HISTORY

During her youth, Maria lived with her aunt Luiza, who secretly was a Brazilian jungle warrior and protector of the land. At one point, Luiza took Maria with her and performed a ritual to channel certain mystical powers that passed down intermittently through the family line. However, seeing Luiza turn into a werejaguar, Maria panicked and fled. She was found by her father who, believing that Luiza was badly caring for her, took her home. Maria has since studied maths and science, in order to avoid the merest hint of magic and mysticism.

Meanwhile, Luiza was becoming more and more predatory and killed many government men in order to protect the rain forest; the Brazilian army finally caught up with her and killed her, but young Maria, who had been sent to study in the U.S. the day before, inherited her powers. She also received a costume as a last gift from Luiza, and discovered she could at will become the super powerful Jaguar, a fierce, feral avenger of evil.

STATISTICS:

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

Health: 80

Karma: 36

Resources: Typical

Popularity: 20 (see text)

BACKGROUND

Real Name: Unrevealed

Occupation: Revolutionary

Legal Status: Citizen of the U.S. with no criminal background

Identity: Secret

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: Unrevealed father

Base of Operations: Tierra Verde

Past Group Affiliations: None

Present Group Affiliation:

KNOWN POWERS:

Leadership: La Bandera has the Remarkable-rank mutant ability of leadership. She harnesses peoples' beliefs and unites them in a common cause, while she gains power from their beliefs. She can influence and draw power from all people within a two-area radius of her body. These targets must be willing to support her on some level and cannot be hostile toward her in any way. With this popular support, she can perform the following power stunts:

-Rally: She can rally the group she is with to fight alongside her for her cause, but never simply for her benefit.

-Energy Conversion: Bandera can fire a bolt of energy from her staff, inflicting force or energy damage equal to the number of her supporters (e.g., 26 supporters = 26 points of damage), to a maximum of Amazing (50) intensity.

-La Bandera's supporters treat her as if she has a Popularity of 100. Of course, popularity doesn't preclude common sense; if the supporters meet



some threat beyond their ability to fight, they will leave.

WEAPONS: Bandera wields a staff, both as a blunt weapon and as the focus of her power blasts. Made of Incredible strength materials, the staff inflicts Good (10) blunt damage when used as a weapon.

Talents: Bandera is a Weapons Specialist with her staff. Bandera is also an excellent speaker, able to arouse strong emotions from her intended audience.

Contacts: Wolverine,

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Bandera is a young heroine, prone to exuberance and the mistakes that come with youth. She is highly dedicated to a cause once committed to it, and she possesses a strong desire to accomplish the goals she sets for herself. With her determined sense of right and wrong, this young woman will be quite a heroine after gaining some needed experience.

In MARVEL SUPER HEROES campaigns, your heroes might be called in by an unscrupulous city official who wants you to stop this young lady from inciting riots among his dock workers or other employees. This problem of not knowing who to trust is a standard in comic books, and works quite well in game situations. Play upon the heroes' doubts over who

is right and wrong in this case; this can always extend into longer campaign goals of uncovering the city official's illegal activities (e.g., the real reason Bandera is after him).

Perhaps the heroes themselves, whether in civilian identities or in costume, get swept up by Bandera's power and find themselves fighting alongside her against a common evil. As stated before, Bandera is highly enthusiastic and doesn't always pay heed to how much danger she is in; the heroes may find themselves saving La Bandera from overwhelming foes.

which Wolverine was being held captive. This time, her revolution succeeded, but it forced a creature created by the Deviant race, Spore, to reveal itself. It had been hiding in the body of Caridad. Wolverine and Bandera fought the Deviant-created creature but it was ultimately defeated by the healing touch of Sister Salvation.

When last seen, Bandera was in meetings with her rebel partners, trying to iron out the new government - a task that she's not sure she is capable of.

HISTORY

Bandera's early history has not been revealed yet. It is known that her father was a 'big deal' in Fidel Castro's revolution in Cuba, but he became disillusioned soon after Fidel gained power. He fled to Florida, became hooked on drugs, and eventually died a junkie. It can be assumed that Bandera's vehemence and determination while fighting the corrupt ruler of the country of Tierra Verde can be traced back to her father's tragic life.

Bandera began her public superhero career by taking on the powerful villain Tiger Shark in the city of Puerto Verde. With the timely assistance of Wolverine, Tiger Shark was driven off. Bandera then led a short-lived revolution against Caridad, the corrupt ruler of Tierra Verde. During this attempt, she crossed paths with Wolverine again. They lost a battle against the villains Geist and Tiger Shark, but managed to escape in a helicopter with Sister Salvation (Caridad's wife, who has a healing touch) and a reformed villain, Roughhouse. Again, Bandera split with the group to gather factions of her people together to continue the battle against Caridad.

Wolverine and his group were captured when Sister Salvation betrayed them to the forces of Caridad. Her son was still with the army, and to protect him she turned in her companions. Bandera, with her new allies, attacked the complex in

STATISTICS:

F **GD (10)**
A **TY (6)**
S **TY (6)**
E **IN (40)**
R **GD (10)**
I **IN (40)**
P **AM (50)**

Health: 62
Karma: 100
Resources: None
Popularity: -5

BACKGROUND

Real Name: Marie LaVeau

Occupation: Voodoo Priestess, former hairdresser, nurse

Legal Status: Citizen of the US, legally deceased

Identity: Public

Other Known Aliases: Madam Parizien, Marie Auguste, Marie Glapion, Voodoo & Witch Queen of New Orleans, Pope of Voodoo, the Widow Paris, Queen of the Lost

Place of Birth: New Orleans, Louisiana

Marital Status: Widowed

Known Relatives: Jacques Paris (first husband), Christophe Glapion (second husband); Marie Eucharist (aka. Marie the Second), Louise Philomene (daughters); Francois, Archange (sons); Charles Laveaux (father), Marguerite Darcantel (mother); Marie Darcantel, Marie Laveaux (half-sisters); Francois Auguste, Louis Foucher, Celestin Glapion (brothers-in-law); Charles Trudeau (grandfather), Marie Laveaux (grandmother); Joseph Crocker, Victor Crocker, Joseph Legendre, Alexander Legendre (grandsons); Aldina Crocker, Esmeralda Crocker, Marie Glapion, Eugenie Legendre, Noime Legendre, Fidela Legendre (granddaughters); Pierre Crocker, George Legendre (sons-in-law); "Luke Turner" (great-grandnephew); Saint Henriette Delille (distant cousin); several unidentified nieces and nephews (all of the above deceased)

Base of Operations: Maison de la Douleur (House of Sorrow), French Quarter, New Orleans, Louisiana



Past Group Affiliations: Former ally and lover of Cagliostro, former ally of Chthon, Baron Blood (Victor Strange), Deacon Frost, Varnae

Present Group Affiliation:

KNOWN POWERS:

Sorceress: Marie Laveau is a powerful Voodoo priestess, and has demonstrated the following spells:

Personal:

Astral Projection: Amazing

Precognition: Monstrous

Clairvoyance: Incredible

Shape-Shifting, Unlimited: Incredible

Universal:

Mesmerism: Amazing

Eldritch Bolts: Amazing

Nature Control – Weather: Incredible

Dimensional:

Summoning: Unearthly – she has summoned numerous entities of the Voodoo Loa.

EQUIPMENT:

Cagliostro's potion: By using this potion – made from vampire's blood – she can maintain her youthful appearance. However, as demonstrated when vampires were eradicated from Earth, she can still survive using the formula without vampire's blood, but it does not maintain her youthful appearance.

Black Mirror: The Black Mirror is a large wardrobe sized mirror that provides the ability to travel through time and space, providing the following powers;

- *Dimensional Aperture:* Monstrous
- *Teleportation:* Monstrous
- *Time Travel:* Excellent

Arrows of Eros: Marie Laveau has used two different types of the Arrows of Eros:

- Golden Arrow: Being struck with this arrow causes the target to fall in love with the first person he/she sees, and to serve them willingly (Amazing Emotion Control).
- Lead Arrow: Being struck with this arrow causes the target to passionately hate and want to destroy the first person he/she sees (Amazing Emotion Control).

She has also in the past had access to both the Darkhold and the Book of the Vishanti, and may still be able to recall spells and rituals from those mystical tomes.

Talents: Mystical Background, Theoginist (Voodoo), Occultist,

Contacts: Deacon Frost, Cagliostro,

ADDITIONAL NOTES:**ROLE-PLAYING NOTES:**

Marie Laveau is a worldly woman, but has been deceived by men in the past. She has come to rely upon herself primarily, and is very hesitant to trust anyone else. She is rather serious about maintaining her youthful appearances, and has gone to great lengths to keep it – especially after the Montesi Formula was enacted, wiping out all traces of vampirism on Earth.

HISTORY

Born in New Orleans in 1801, Marie was a Creole beauty who treated victims of warfare and epidemic. In 1819, she married Jacque Paris and, after his disappearance, bore Christophe Glapion five children, the first she also name Marie. Allegedly inducted into the Voudou faith by houngan John Bayou and/or manbo Sanite Dede, Marie supplied clients with mystic charms and led ceremonial dances, her namesake joining her at adulthood. Marie held mystic and political power, reportedly helping slaves escape and opposing religious oppression. Reported dead in 1881, Marie survived via sorcerer Cagliostro's potion but continued aging.

Her good deeds were slandered, but Cagliostro's secret may have corrupted Marie in truth. Little is known of her for over a century but the tales grew taller and darker. Finally, she captured Dracula, whose vampire blood, in Cagliostro's potion, restored her youth. A rival of Brother Voodoo in recent years, Marie was captured by the fanatic Silver Dagger to lure Dr. Strange into a trap. Marie was prepared to kill either Dr. Strange or his nemesis to escape, but it was the latter who fell, earning Strange's wary respect.

When Strange destroyed Earth's vampires, Marie sent Captain Marvel to 1784 for fresh vampire blood, again from Dracula; however, Strange's spell destroyed the prize, and Marie searched the world for any hint of surviving vampirism. Ironically, she discovered Strange's comatose brother Victor, partially vampirized from Strange's failed healing attempts.

With Victor in tow, Marie performed the Vampiric Verses spell and – despite Strange, Brother Voodoo, the Gulf Coast Avengers, and others – resurrected Varnae, long-dead first of vampires, whom she thought to control; but Varnae escaped, spreading vampirism until dying in a clash with Blade and the Nightstalkers.

Marie and some newly made vampires re-created Varnae, who again broker her control. Months later, Marine and vampire Deacon Frost, seeking control of New Orleans, fought Brother Voodoo, Blade, and the Gulf Coast Avengers. Marie invoked the Loa to empower her zombie legions, but Brother Voodoo convinced the serpent-god Damballah that Marie did not respect him and he defeated her. She has not been seen since, but given her immortality, she is likely still alive.

STATISTICS:

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

Health: 90

Karma: 90

Resources: IN (40)

Popularity: -5 (10 to those of Aztec descent)

BACKGROUND

Real Name: Unknown

Occupation: Would-be ruler of Mexico

Legal Status: Citizen of Mexico, citizenship proclaimed to that of Restored Aztec Empire.

Identity: Not known as a half-Deviant

Other Known Aliases: Montezuma

Place of Birth: Coatzacoalcos, Mexico

Marital Status: Married

Known Relatives: Teotlalco (wife), unrevealed mother

Base of Operations: Jungles west of Lake Catemaco, Mexico

Past Group Affiliations: None

Present Group Affiliation:

KNOWN POWERS:

Reflection: Amazing protection vs. Physical Attacks only. Does not apply to energy or any other types of attacks.

EQUIPMENT:

Genetic Amplifier: Part of the cache found amongst the Deviant cache, this machine was an experimental chamber that amplifies any potential mutant ability in a normal human. He uses this to provide a gift to his followers – but only to those who prove themselves in battle. *GM Note: This means that any in his army of Lieutenant and above have some sort of mutation and the options are wide-open to what can be found in his army.*

Deviant Weaponry: The following are examples of Deviant weapons found in the large cache of Deviant technology:



- Projectile weapons that do Incredible energy or force damage.
- Remarkable flame projectile weapons
- Amazing rank Snaring missiles
- Unearthly paralyzing touch weapons

The numbers of weapons currently in use are unknown – he does not seem

to have run out of either weapons or ammunition for his large army.

Talents: Moctezuma is a skilled warrior, with Remarkable fighting skill in the Aztec bow, spear, sword, and mace. He also has leadership skill.

Contacts: None revealed. He cannot count on the Deviant race, as since he looks human, he would be considered a reject to them.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

The self-proclaimed reincarnated Moctezuma is a highly intelligent strategist, who always thinks out several steps ahead in his plan to restore the Aztec Empire. He is more than willing to make what he feels are short-term losses for long-term gains.

HISTORY

The man who would be known as Moctezuma was born to a human mother in Coatzacoalcos, Mexico. His father, however, was a member of the Deviant race, and Moctezuma gained some of his father’s genetic abilities.

Knowing he has always been different, he was an avid student of history, and began believing himself to be destined to restore the Aztec Empire to its previous glory. Upon discovering a cache of Deviant technology deep in a cavern near his home, he saw the means with which he could achieve his goals.

Gaining followers, he has quickly carved out a chunk of territory in Mexico, despite the attempts of the Mexican Army to stop him.



TEOTLALCO

STATISTICS:

F EX (20)
A TY (6)
S AM (50)
E MN (75)
R TY (6)
I PR (4)
P PR (4)

Health: 151
Karma: 14
Resources: None
Popularity: -5

BACKGROUND

Real Name: Unrevealed
Occupation: Queen
Legal Status: Unrevealed
Identity: Thought by the public to be the reincarnated Aztec Queen Teotlalco
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Married
Known Relatives: Moctezuma (husband)
Base of Operations: Jungles west of Lake Catemaco, Mexico
Past Group Affiliations: None
Present Group Affiliation:

KNOWN POWERS:

Precognition: Teotlalco has been provided the gift of foresight. However, it is not generally a clear vision of what is to come. Her Shift Z ability (allowing her to see events up to 6-weeks out) primarily gives her vague visions that are open to interpretation. *GM Note:* Use this power mainly to provide a means for Moctezuma to be victorious in a battle, or for his interpretation of the visions to be faulty and goes in a wrong direction with his strategies.

Talents: History (Aztec), Theology (Aztec)

Contacts: None revealed

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Teotlalco tends to be a cruel and manipulative woman to all below her. She can be quite dramatic when dealing with her lesser, and tries to increase her reputation as a mystic with her precognition powers.

HISTORY

Teotlalco grew up in a tiny village in Eastern Mexico. From a poor family, she did whatever she could for money, but when she met the man who would be called Moctezuma, she realized he was destined for greatness. Whether that is part of her Precognition, or just a gut instinct is up for debate. She has been following him since, pushing him for even more conquests.



Night Warrior

STATISTICS:

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

Health: 90

Karma: 66

Resources: None

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Assassin

Legal Status: Unrevealed

Identity: Secret

Other Known Aliases: None

Place of Birth: Unrevealed

Base of Operations: Jungles west of Lake Catemaco, Mexico

Past Group Affiliations:

Present Group Affiliation:

KNOWN POWERS:

Serial Immortality: When the Night Warrior is reduced to 0 Health, he bursts into a pile of ash. One hour later, he will emerge from any large fire of his choosing (typically one at Moctezuma's headquarters). He sometimes uses this as a method of escape or simply to cover his tracks – by killing himself after his assassination is complete, all that is left is a pile of ash.

EQUIPMENT:

Ceremonial Dagger: His weapon of choice in assassinations – he makes them himself, and has a ready supply of additional daggers at his quarters. Of Excellent material strength, they cause Excellent Edged Damage.

Bow & Arrows: Good Edged Damage, Good material strength.

Masks: He uses several different masks, each with different abilities. The masks are made of clay and are rather fragile, only having Poor Material Strength:

- *Mask of Shadows:* Provides the blending ability with Remarkable strength.
- *Mask of Sight:* Provides the ability to see that which is hidden/invisible, including secret passages and those with invisibility power.
- *Mask of Transformation:* Provides the ability to transform into animal form – animals from 1 pound to 500 pounds. This includes their abilities and senses, as well.

Talents: Sharp Weapons, Martial Arts A

Contacts: Moctezuma

ROLE-PLAYING NOTES:

The Night Warrior is Moctezuma's solution that requires stealth and surgical precision. Night Warrior gets his assignments directly from Moctezuma, and never disregards an order. He will continue on his mission until ordered otherwise or his mission is accomplished (in other words, dead).

HISTORY

His history is unrevealed; although it is assumed he gained his powers from Moctezuma's genetic amplifier.



Eagle Warrior

STATISTICS:

F EX 20
A EX 20
S GD 10
E RM 30
R TY 6
I GD 10
P TY 6
Health: 80
Karma: 22
Resources: TY 6
Popularity: 0

EQUIPMENT:

Spear: Good Material Strength, Good Edged Damage

Shield: Excellent Material Strength, Excellent protection from Physical and Energy attacks.

Talents: Martial Arts A, Spear

Contacts: Moctezuma

ROLE-PLAYING NOTES:

Scouts of Moctezuma's Army, they are highly trained and dedicated to Moctezuma's cause.



Jaguar Warrior

STATISTICS:

F EX 20
A GD 10
S EX 20
E RM 30
R TY 6
I TY 6
P TY 6
Health: 80
Karma: 22
Resources: TY 6
Popularity: 0

EQUIPMENT:

Obsidian Sword: Excellent Material Strength, Excellent Edged Damage

Obsidian Mace: Excellent Material Strength, Excellent Blunt Damage

Shield: Excellent Material Strength, Excellent protection from Physical and Energy attacks.

Talents: Martial Arts A, Swordsmanship

Contacts: Moctezuma

ROLE-PLAYING NOTES:

Ground troops of Moctezuma's Army, they are highly trained and dedicated to Moctezuma's cause.



GROUP HISTORY

The NASA Protective Services consists of approximately 700 uniformed agents, a special cadre of 45 armored agents, and several super-powered agents. They are organized into squads, with different squads assigned to different NASA facilities around the nation and world. They also are present at international launch facilities when U.S. interests are at stake. The group is led by veteran NASA astronaut Salia Petrie, who is quite powerful herself.



BOOSTER

STATISTICS:

F EX (20)
A EX (20)
S RM (30)
E IN (40)
R GD (10)
I GD (10)
P TY (6)
Health: 110
Karma: 26
Resources: GD (10)
Popularity: 0

BACKGROUND:

Real Name: Brandon Harsh
Occupation: Security Agent
Legal Status: Citizen of the United States, no criminal record
Identity: Known to NASA
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Unrevealed
Known Relatives: Unrevealed
Base of Operations: Kennedy Space Center, Florida
Past Group Affiliations: US Navy EOD Unit Four
Present Group Affiliation:

KNOWN POWERS:

Rocket: Remarkable speed flight (25 Areas/Round).

Concussive Blast: Incredible damage and range (11 Areas) concentrated sonic blast.

Talents: Law Enforcement, Military, Explosives

Contacts: NASA, US Navy

ROLE-PLAYING NOTES:

Booster is pretty calm under pressure, used to working with high explosives on a regular basis. Although new to the super-power business, he is taking everything in stride.

HISTORY

Brandon Harsh spent a few years in the Navy working in an Explosive Ordnance Disposal (EOD) unit, clearing mines and unexploded ordnance from

various areas around the world. Looking for something else, he joined the NASA Protective Detail, and was screened for the special detail.

Since completing training, he has prevented a couple of attacks from minor super-powered individuals, but nothing spectacular. He is still awaiting a true test of his abilities.



CARBIDE

STATISTICS:

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

Health: 145

Karma: 26

Resources: GD (10)

Popularity: 5

BACKGROUND:

Real Name: Jake Austin

Occupation: Former astronaut, security agent

Legal Status: Citizen of the U.S. with no criminal background.

Identity: Not known by the general public

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Divorced

Known Relatives: Unnamed ex-wife

Base of Operations: Johnson Space Center, Texas

Past Group Affiliations: None

Present Group Affiliation:

KNOWN POWERS:

Armor Skin: Amazing protection vs. physical, electricity, heat, and cold

attacks, Incredible protection vs. Radiation, and Remarkable protection vs. Acid.

Talents: Pilot, Military

Contacts: John Jameson, NASA

ROLE-PLAYING NOTES:

Since the accident, Jake has had difficulty in adjusting to his new form and new life. He had thrown himself into his work in a way to compensate for his lack of personal life now.

HISTORY

Jake Austin was the pilot of a one-man shuttle assigned to carry chemicals into space for experimentation. When the number two engine malfunctioned during launch, he attempted to abort, but he was too late and there was an explosion. He emerged from the wreckage disoriented, and attacked NASA guards and fire-crews, but was stopped by John Jameson (Man-Wolf) and convinced to allow the medical teams to help him.

After tests and a month in observation, he was finally allowed to get in contact with his family. However, when his wife saw his new form, she was frightened away, and has since filed for divorce. Deemed psychologically fit for full duty, he has been asked to stay on with NASA as part of their Protective Services.



THRUSTER

STATISTICS:

F EX (20)
A EX (20)
S RM (30)
E IN (40)
R EX (20)
I GD (10)
P TY (6)

Health: 110

Karma: 36

Resources: GD (10)

Popularity: 0

BACKGROUND:

Real Name: Unrevealed

Occupation: Security Agent

Legal Status: Citizen of the United States with no criminal background

Identity: Known by NASA

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Johnson Space Center, Texas

Past Group Affiliations: Unrevealed

Present Group Affiliation:

KNOWN POWERS:

Rocket: Remarkable speed flight (25 Areas/Round).

Light Beam: Thruster has two light generators that can emit a concentrated beam of light with a few different effects:

- Blinding – Remarkable intensity light to blind people or illuminate his surroundings (up to 4 Areas).
- Laser – Incredible intensity laser to cut or burn through items.

Talents: Engineering

Contacts: NASA

ROLE-PLAYING NOTES:

Thruster is a bright, but brash, young man. It is suspected that he was a former NASA engineer, but decided to move to something a bit more exciting.

HISTORY

Little is known about Thruster's history other than he speaks a little more like an engineer, vice a typical boisterous hero.



Occupation: Former scientist and astronaut, now Director of NASA's Protective Services

Legal Status: Citizen of the US with no criminal record

Identity: Not known by the general public

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Married

Known Relatives: Colonel David Adamson (husband)

Base of Operations: Johnson Space Center, Texas

Past Group Affiliations: Ally of Ms. Marvel

Present Group Affiliation: NASA Protective Services

KNOWN POWERS:

Eyebeams: Remarkable intensity, 4 Area range.

Ionic Sword: Incredible energy damage.

Powersuit: The majority of Director Petrie's powers come from the powersuit given to her by the Faceless One when she was kidnapped by him. It provides the following powers:

Defensive Force Field: Incredible protection vs. Physical attacks, Remarkable protection vs. Energy attacks.

Hunter Mini-missiles: Excellent damage with a range of 6 Areas. -2CS to dodge attack. Even if they miss, they have the ability to retry their attacks up to 4 times.

DIRECTOR PETRIE

STATISTICS:

F IN 40

A RM 30

S RM 30

E AM 50

R GD 10

I RM 30

P RM 30

Health: 150

Karma: 70

Resources: EX (20)

Popularity: 5

BACKGROUND:

Real Name: Salia Petrie

Talents: Pilot, Astrophysics

Contacts: Ms. Marvel, Vance Astro, NASA

ROLE-PLAYING NOTES:

Director Petrie is a determined woman. She has worked her way up through the ranks at NASA, and has done so on her own merits. She does not often use her powers anymore, but when required, she does so decisively. She still has a desire for revenge against the Faceless One for enslaving her, and does not tolerate mental domination or similar behavior against women.

HISTORY

Salia Petrie was a scientist who worked for NASA after college, and worked on the Skylab project. Eventually she was selected for the Athena One shuttle program, which was to transport the Cavorite Crystal to Skylab. However, during the flight, the Cavorite Crystal exploded and left Salia hurling into space, and NASA believed she was dead along with the rest of the crew.

Salia was saved, however, by the Faceless One just before entering the atmosphere and burning up. She was transported to the Drydock (the Guardians of the Galaxy space station) where the Faceless One was hiding. He installed a psychic module in her brain and enslaved her, as well as trained her in combat and gave her the powersuit and Ionic Sword.

Months later, Salia returned to Earth, kidnapped Carol Danvers and teleported her to the Drydock. Ms. Marvel fought the Faceless One, who though beaten, managed to escape by teleporting away. Salia was almost teleported with him, but was saved by Ms. Marvel; meanwhile, Vance Astro used his telekinesis to destroy the enslaving module in her brain, and released her from the Faceless One's subjugation.

Salia returned to work at NASA, and has gradually worked her way through the ranks. After an attack at a NASA facility during an attempted rocket launch that was aborted, she proposed to NASA that they create a special protective detail – she was selected to lead the detail.

Now in her '50s, she suits up occasionally to lead her detail in the field.

Armored Agents

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

Health: 100 **Karma:** 26

Known Powers:

Body Armor: In protection from physical attacks, Ex protection from energy attacks, and Mn protection from radiation.

Flight: Rm speed, 15 areas/round for up to two hours. Boot-jets can be used as weapon and do Ex damage to any target within 2 areas.

Repulsor Rays: In damage, range 2 areas.

Life Support: Internal air supply good for 30 minutes.

Talents: Martial Arts A

Uniformed Agents

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

Health: 40 **Karma:** 26

Known Powers:

None

Equipment:

Plasma Beam Pistol: Remarkable range, Good Force damage, 10 shot power pack, Typical material strength.

Talents: Martial Arts A, Marksmanship



NASA Protective Services Armored

Car: Designed by NASA, this off-road vehicle can carry up to 10 passengers in the back, with a driver and navigator in the front. It has the following stats:

Control: Good

Speed: Excellent

Body: Incredible

Protection: Incredible



NASA Protective Services Air

Transport: Designed by NASA engineers, this air transport plane can carry one NASA Armored Car, as well as 18 passengers and two tons of cargo, and has the following statistics:

Control: Excellent

Speed: Incredible

Body: Excellent

Protection: Typical

Range: 1800 miles

STATISTICS:

F **GD (10)**
A **AM (50)**
S **PR (4)**
E **EX (20)**
R **GD (10)**
I **EX (20)**
P **IN (40)**

Health: 84

Karma: 70

Resources:

Popularity: -5

BACKGROUND

Real Name: N'yhrri

Occupation: former handmaiden, now part-time observer and full-time party-goer.

Legal Status: Inapplicable

Identity: Her existence as a member of the Seelie Court is not known by the public

Other Known Aliases: Neri

Place of Birth: Arcadia

Base of Operations: mobile

Past Group Affiliations: Seelie Court (now cast out)

Present Group Affiliation:

KNOWN POWERS:

Combat Sense: Remarkable rank. N'rhhi can receive up to 30 seconds warning of an imminent attack upon a successful power FEAT roll.

Energy Solidification: Incredible rank. Forms solid, blue-ish/white "light" objects into several simple shapes:

- Arrows (Rng: 7, Qty: 1 or Agility FEAT for G/Y/R= 2/3/4 arrows (1 @ -1CS if White result) up to 4 targets; Damage: -4CS Force or Energy attack)
- Throwing Spines (Rng: 3, Qty: 3, up to 3 targets; Dmg: -4CS Force or Energy)
- Whip Power rank Mat Str, 10 pts physical dmg + Grab/Grapple @ power rank Str.
- Glow Sticks: Provides up to EX intensity light, 1 area; GD adjacent areas

Teleport Ability: Excellent ability to teleport self, or all within one area including self, Feeble distances without penalty (up to 2 miles; UPB Range E), or further distances at -1CS per rank

above Feeble to a current upper limit of Good range (2500 miles, -3CS success rate). Failure indicates teleportation still occurs but with arrival roughly half the intended distance, and post-teleport disorientation checks at -1CS penalty for all travelers. Note: Advancement of either Ability Success Rate or Max Range are treated separately.

Blending: Amazing ability in Wilderness/Outdoor settings. -2CS otherwise.

Hyper-Leaping: Good (10). 20' Up/Across, 30' Down.

Emotion Control - Lust: Poor ability vs. Male humanoids only (Racial perk). She typically uses this power to get men to buy her drinks, as well as pay for other financial obligations for her.

Illusion-Casting: Excellent ability to cast an illusion over her body, to make it look human. It does not require concentration – once produced, it stays. However, she is limited to four hours at a time in a 24-hour block.



This illusion makes her horns disappear and her ears and legs appear human. She cannot change the appearance of her hair or eye color, or any other physical change.

EQUIPMENT:

Bow. Range: 7 areas. Ammo and Damage: see "Energy Solidification Arrows". Good Material Strength.

Talents: Thrown Weapons, Bows

Contacts: Thorn knows of her existence, but does not know of N'yhri's past as her handmaiden. N'yhri primarily hangs out at the Sanguine Club, where the patrons believe she has a great costume. She can call on the owner for help as necessary.

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

N'yhri is a loveable, youthful faun who enjoys nothing more than enjoying herself at a party. She tends to get distracted easily, especially around New Orleans, and doesn't have much of a sense of time, so tends to duck out at the last minute as she feels her self-illusion fading.

She has thrown herself fully into the human realm, getting tattoos and piercings, and enjoying the night (and day) life of New Orleans. There is no shortage of men for her to get a meal or other things out of.

HISTORY

N'yhri (pronounced Near-ee) was Thorn's handmaiden while she lived as a princess in the Seelie Court. However, when Thorn was cast out, N'yhri was punished as well, and assigned to monitor Thorn in the Earthly realm.

STATISTICS:

F IN (40)
A GD (10)
S AM (50)
E UN (100)
R TY (6)
I EX (20)
P GD (10)

Health: 200
Karma: 26
Resources: GD (10)
Popularity: -10

BACKGROUND

Real Name: Unknown
Occupation: Unknown
Legal Status: Not Applicable
Identity: Secret
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Unrevealed
Known Relatives: Unrevealed
Base of Operations: Mexican Jungles in the Yucatan Peninsula
Past Group Affiliations: Unrevealed
Present Group Affiliation:

KNOWN POWERS:

Body Armor: Petroglyph's entire body is made of an unknown type of living stone. This gives him Unearthly resistance to physical and energy attacks.

Self-Sustenance: Petroglyph does not require any food, water, or air in his current state, but does require being in contact with the Earth for long periods of time. If out of physical contact (i.e., in an airplane), then he must make a yellow Endurance Feat each XXX or he will become unconscious.

Blending: Petroglyph's rock form allows him to blend easily with similar backgrounds. When in his natural (South American jungle) habitat, he is considered to have Typical blending.

LIMITATIONS:

Petroglyph is very slow (maximum 1 Area/Turn). Also, every time he moves (walking, turning his head, moving his arms, etc.), there is a grinding sound of rock against rock.



Talents: Petroglyph has Martial Arts A and Wrestling.

Contacts: None

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Petroglyph is an enigma. His history, and more importantly, his purpose for being here on Earth are unknown, which is cause for great concern.

HISTORY

The history of the creature known as Petroglyph is unknown prior to his discovery by archaeologists. Thinking they had discovered a simple statue,

they were quite alarmed when the statue moved its head and looked at them. As the archaeologists and their laborers ran away, Petroglyph slipped into the jungle and has only been seen rarely.

STATISTICS:

F MN (75)
A AM (50)
S AM (50)
E SH X (150)
R AM (50)
I MN (75)
P AM (50)

Health: 325
Karma: 175
Resources: AM (50)
Popularity: 2 (10 in Mexico)

BACKGROUND

Real Name: Quetzalcoatl
Occupation: Aztec god of sun, sky, wind, and wisdom
Legal Status: Not Applicable
Identity: Secret
Other Known Aliases: Ehecatl (the god of wind)
Place of Birth: Unknown
Marital Status: Single
Known Relatives: Ometecuhtli (father), Hurakan (foster father), Omecihuatl (mother), Xolotl (twin-brother), Quetzalpetlatl (twin-sister), Nanauatzin (son), Thor, Huitzilopochtli (half-brothers), Coyoxauhqui (half-sister), The Adityas and the Titans (half-brothers and half-sisters), Tezcatlipoca, Xipe Totec, Camaxtli (uncles), Miclantecuhtli (cousin)
Base of Operations: Topán
Past Group Affiliations: Council of Godheads
Present Group Affiliation:

KNOWN POWERS:

Teotl Physiology: Tezcatlipoca is the Aztec god of war and strife. This gives him not only the statistics as shown above, but also the following abilities:

- *Body Resistance:* Monstrous resistance to Physical and Energy Attacks.
- *Immortality:* CL1000 resistance to aging, disease, and toxins. If reduced to 0 Health and Endurance, he does not die.
- *Self-Sustenance:* Unearthly
- *Regeneration:* Unearthly ability to heal.

Mystical Powers: As the Aztec god of the sun and sky, he has significant



mystical abilities, and it can be assumed that this represents only a small fraction of what he is capable of:

- *Fire Control:* Monstrous rank
- *Electrical Control:* Monstrous rank
- *Gravity Control:* Monstrous rank
- *Light Control:* Monstrous rank
- *Weather Control:* Monstrous rank
- *Matter Animation – Air:* Monstrous rank
- *Teleport:* Unearthly – 2.5 billion miles.
- *Gateway:* Monstrous ability to create gateways to any point in space or other dimensions.
- *Growth:* Amazing growth – 12 times normal size, providing a +2CS to hit as he is an easier target to hit.
- *Shapeshifting:* Monstrous ability to change his shape to any form

desired. Below is the form he typically takes (pictured above).

Feathered Serpent Form:

F A S E R I P
 MN AM AM ShX AM MN AM

Health: 325

Karma: 175

Powers:

Natural Weaponry: Teeth – causing Amazing Edged damage and subsequent bleeding. Also injects Amazing level poison on a successful attack.

Flight: Incredible speed (20 Areas/Round)

Talents: All Weapons Skills, Politics.

Contacts: Aztec Gods

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Quetzalcoatl is a curious deity, one that has a significant dual nature. He hates his brother deity, Tezcatlipoca, and yet he was able to work together with him to defeat Cipactli as well as in all the various creations of the world. He can be benevolent, but he can also be extremely malicious based on his mood.

HISTORY

Quetzalcoatl supported Itzamna, as Tezcatlipoca demanded blood sacrifices from the Aztecs. Tezcatlipoca hated the young god for his loyalties to older heritage. The two warred for centuries. Quetzalcoatl was actually able to depose Tezcatlipoca and, after changing him into a jaguar, dumped Tezcatlipoca into the ocean. Quetzalcoatl was then, in turn, deposed by Tlaloc, the water-god, working for Tezcatlipoca.

Returning to take control, Tezcatlipoca impersonated a god named Titlacauapan in order to shame Quetzalcoatl into getting drunk enough to rape his sister, Quetzalpetlatl. He then showed Quetzalcoatl's true image as a feathered serpent in his "smoking mirror" and shamed him into fleeing Teotihuacan. Promising to return, Quetzalcoatl went into exile with the Mayan Gods in the underworld. In his final act of revenge to undo the good Quetzalcoatl had created, Tezcatlipoca took mortal form and convinced the Aztecs to accept the Spanish Conquistador Hernando Cortez as the returning Quetzalcoatl. The Aztecs believe that Cortez was their returning

god made it that much easier for the Spanish Conquistadors to conquer the Aztecs.

In recent years, Quetzalcoatl was sent to aid Thor and many other gods against the menace of Demogorge the God Eater, who had been raised from the dawn of time by Ahpuch and the death-gods of other pantheons. Unable to affect the entity in battle, he was consumed with the death-gods as well as his allies but was freed when Thor caused a shift in the creature's palate. Becoming Atum once more, his true being, Demogorge released Quetzalcoatl as well as all of the other swallowed immortals.

Later, alongside various Earth heroes, Abstractions, and other gods, Quetzalcoatl was summoned by the Living Tribunal to oppose the mad Titan Thanos, who had usurped true omnipotence in the Marvel Universe.

Recently, the Sons of the Serpent summoned him in his feathered serpent form in Atlanta. Confused Quetzalcoatl attacked the heroes and civilians at Trump Plaza. Due to his summoning spell not being finished, the monster was out of control. The Defenders (Blazing Skull, Colossus, Nighthawk, She-Hulk) struggled to contain it. As the monster attacked the buildings, causing high collateral damage, She-Hulk tossed Blazing Skull at it, but Quetzalcoatl put his flames out by batting his wings. The monster then blew fire at Colossus before She-Hulk knocked it into another building, then Blazing Skull defeated it with a fiery blast between the eyes.

Most recently, with the stirring of the Latin American area deities, he has been sighted in certain rural areas. His intent is uncertain at this time.

STATISTICS:

F GD (10)
A GD (10)
S AM (50)
E AM (50)
R EX (10)
I GD (10)
P TY (6)

Health: 120
Karma: 26
Resources: Ex (20)
Popularity: -5

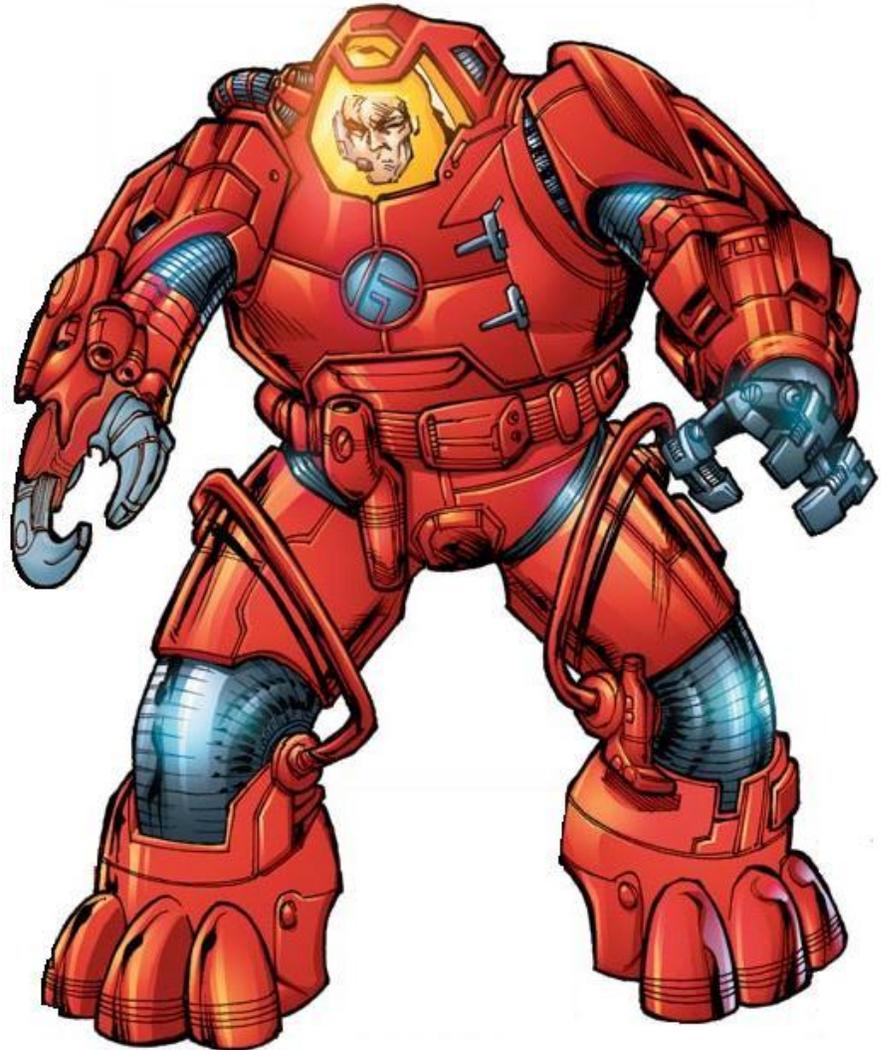
BACKGROUND

Real Name: Jeremy Swimming-Bear
Occupation: Marine salvage specialist, plunderer, mercenary
Legal Status: US Citizen with a criminal background
Identity: Publicly known
Other Known Aliases: None
Place of Birth: Unrevealed
Base of Operations: mobile
Past Group Affiliations: Formerly Deep Six
Present Group Affiliation:

KNOWN POWERS:

Armor: Jeremy Swimming-Bear's only abilities comes from his marine salvage armor. He is very well-versed in its use, and his fighting skill improves to Excellent when using his armor. It provides him Amazing protection from physical and energy attacks. It is capable of surviving great depths, and provides the following abilities:

- *Hyper-Swimming:* Excellent speed (5 Areas/Round)
- *Heat Conduction Coil:* A Monstrous Strength coil for ensnaring opponents, with a 1 Area range. It also heats up, causing Incredible heat damage to those entangled.
- *Cutting Blade:* from his right gauntlet he can extend a foot-long Remarkable strength blade.
- *Metal Spikes:* He can fire foot-long metal spikes of Remarkable material strength up to 4 Areas away.
- *Electrical Generator:* He has electrical generators in his suit that can shock everyone in a 2 Area range with Remarkable strength electricity.
- *Spotlights:* He has spotlights attached to his armor allowing him



to see even in the darkest of depths out to 2 Areas.

- **Communications:** He can communicate with his support ships topside.

Without his armor, his stats are as follows:

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

Health: 36

Karma: 26

Support Ship: This is an example of his support ship (he's used several in the past). It not only carries his armor when not in use, but is also equipped with dredging and salvage equipment for his pillaging operations, as well as firearms, heavy weapons, and 50 depth charges for his hired crew.

Control: Good

Speed: Typical

Body: Excellent

Protection: Excellent

Range: 3000 miles

Depth Charges: Causes 40 points to underwater targets in a 1 area radius.

Talents: Atlantean history, Nautical Operations and Diving, Marine Engineering, Marine Archaeology, fluent in both Russian and English.

Contacts: Attuma, Orka, Tiger Shark

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Jeremy Swimming-Bear is a criminal through-and-through. He is a profiteer, seeking to gain that which others have lost, with no regard to the morality. He would gladly scavenge off the Titanic if he thought it would get him some money, regardless of if it's classified as a gravesite or not.

HISTORY

Jeremy Swimming-Bear is a treasure hunter and salvage expert. He despised the name of Sea Urchin that the Media dubbed him, as it implied he was something that he was not. The treasure hunter came into conflict with the young Atlantean Namorita after she discovered his crew was sneaking ancient Atlantean artifacts into the Staten Island, New York.

Namorita followed the boat for almost ten miles to a large shipping vessel off the coast of Staten Island. The vessel had equipment to catch and salvage from the deep. Sea Urchin attacked Namorita as she in turn attacked the crew on his boat. Sea Urchin released blades from his armor that emitted a heat to dehydrate Namorita.

The Sea Urchin proceeded to beat the young Atlantean half to death. A police helicopter found Namorita floating in the ocean and took her to the headquarters of Oracle Inc., which was owned and run by her cousin Namor the Sub-Mariner.

Namorita informed Namor about the Sea Urchin and the plundering of Atlantis which enraged the King. The Sea Urchin was located three hundred miles off the coast of North Carolina on a vessel. He was then again confronted by Namorita who had now put on a special Atlantean armor called the Blood-Code Carapace, following the custom behind it was to fight to the death.

Namorita could easily locate the Sea Urchin vessel as he had to record his route of expedition and the salvage projects with the Maritime Commission. A ferocious submarine fight ensued but Namorita proved victorious and returned Sea Urchin to

the surface. She then discovers that an old associate named Michael Shauneghann of Project Earth was working undercover on the vessel and tipped Namorita of Swimming-Bear's pillaging of Atlantis and it's relics in the first place.

Urchin has also come into conflict with Devilray on several occasions, as he has prevented Urchin from pillaging several underwater wreckage sites.

STATISTICS:

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

Health: 70
Karma: 26
Resources: GD (10)
Popularity: 0

BACKGROUND

Real Name: Sol Brodstroke
Occupation: Mercenary
Legal Status: Unrevealed
Identity: Secret
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Single
Known Relatives: none known
Base of Operations: Mobile
Past Group Affiliations: Dominus' Minions
Present Group Affiliation: none

KNOWN POWERS:

Energy Conversion: Incredible ability to absorb, store, and release solar energy, light, and heat. He can release the power for these effects:

- Heat: Incredible rank
- Light: Visible flash of Incredible intensity
- Gliding of Typical airspeed atop thermal updrafts he creates.

Costume: Although it disguises his features, the costume is transparent to light. It also features glider wings that enable him to soar.

WEAKNESS:

Sunstroke can use his powers for a maximum of 40 turns before he is depleted. He can recharge his powers after 1 -7 hours of exposure to sunlight.

Talents: Unrevealed

Contacts: None

ADDITIONAL NOTES:



it is interesting to note that Sunstroke was the only one of the minions who was not cloned into an army before the final battle with the Avengers.

The Avengers stumbled across Dominus' minions and were ultimately confronted by Dominus himself, who tricked the Avengers into becoming trapped in the past via a malfunctioning time machine. The Avengers nevertheless managed to return and confront Sunstroke and an army of multiple lifeforms. The dozens of lifeforms were destroyed, and Dominus nearly succeeded in putting the Avengers under his thrall if it were not for the multiple personalities of Moon Knight. Dominus fled, launching itself into space, and Sunstroke fled the area.

He has since been in conflict with the Texas Rangers, only to be remanded to Black Butte Penitentiary, where he remains (as of now).

ROLE-PLAYING NOTES:

Sunstroke was the leader of the minions, but now that he is a free-agent, he is active in trying to get new work. He currently does small-time robberies just to get himself by.

HISTORY

Unlike the rest of Dominus' minions, Sunstroke is a human who developed his own powers. He was recruited by Dominus, although it is unknown whether Sunstroke developed his powers on his own beforehand or received them after joining Dominus' service. Likewise, it is not known whether his powers are natural or artificial in origin. However,

STATISTICS:

F **GD (10)**
A **IN (40)**
S **IN (40)**
E **UN (100)**
R **IN (40)**
I **GD (10)**
P **TY (6)**

Health: 190
Karma: 56
Resources: AM (50)
Popularity: 0

BACKGROUND

Real Name: Arthur Dearborn
Occupation: Former Roxxon
 Engineer, now owner and CEO of
 Quantum Dynamics.
Legal Status: U.S. Citizen
Identity: Secret
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Single
Known Relatives: none known
Base of Operations: Star Well II,
 Mobile
Past Group Affiliations: Roxxon
 Corporation
Present Group Affiliation: none

KNOWN POWERS:

Energy Body: Uearthly rank.
 Sunturion's body has been
 permanently changed into microwave
 energy.

Self-Sustenance: Uearthly – he can
 survive simply by replenishing himself
 with solar radiation.

Microwave Energy Control: Uearthly
 rank.

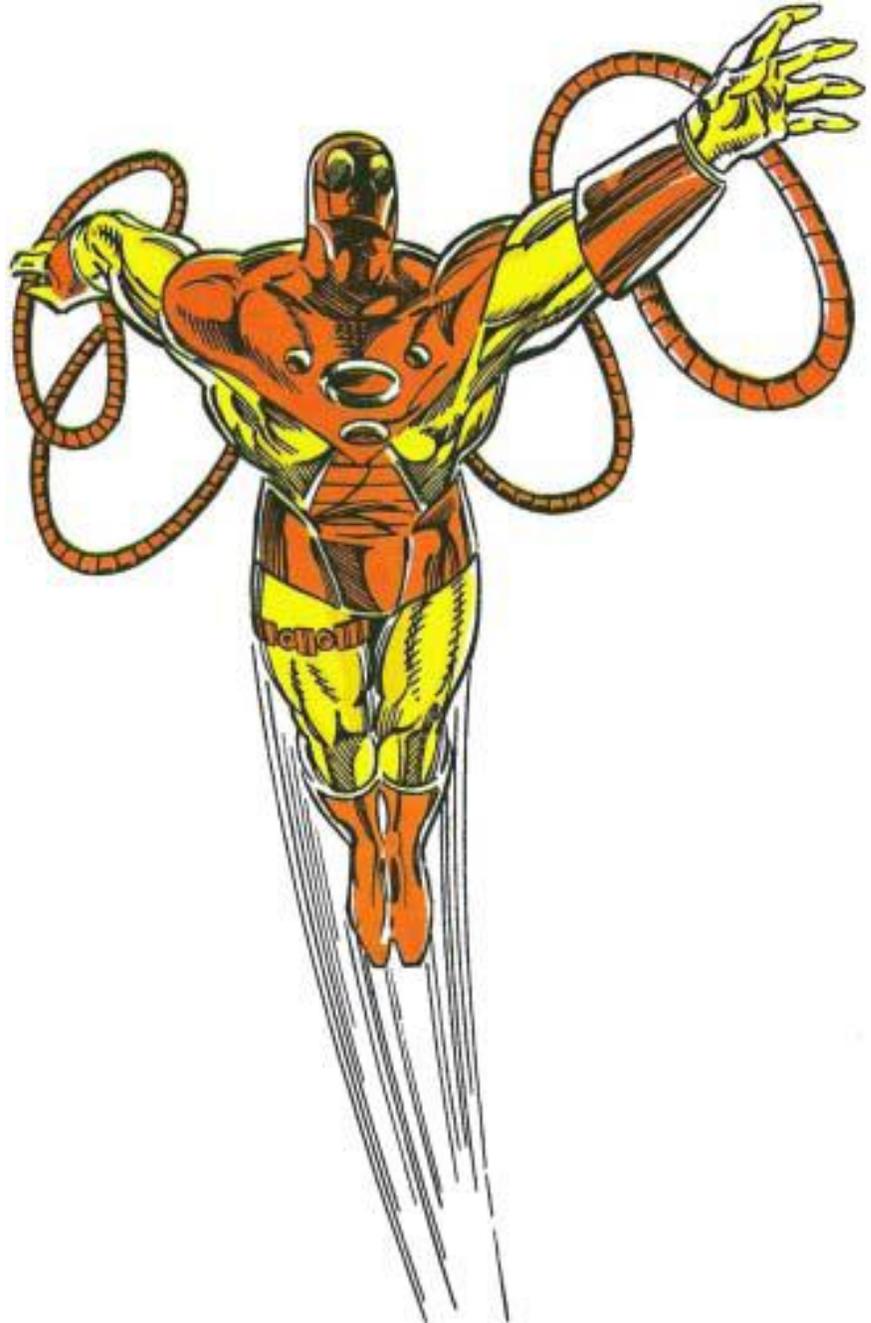
Microwave Energy Absorption:
 Uearthly power rank.

Microwave Energy Solidification:
 Monstrous rank. Sunturion could
 create energy bubbles that provided
 Monstrous protection against physical,
 energy, and heat attacks. The bubble
 could cover 1 area.

Radiowave Energy Control: Uearthly
 rank.

Radiowave Generation: Uearthly rank
 microwaves only.

*Body Transformation-Others/Molecular
 Conversion:* Sunturion could transform
 living beings and objects into
 microwave energy.



Teleport *Self/Others/Objects:*
 Uearthly power rank. He could only
 do this to other people and objects
 when he had transformed them into
 microwave energy.

Flight: Uearthly power rank.

Shapechange: When he turned solid,
 he could take any form he wished.
 This power is only at Good rank, since
 he only used the power to change the
 appearance of his clothing.

Invisibility: Uearthly power rank.
 When in pure microwave form, he was

invisible to the naked eye. He could be
 detected by energy sensors.

Communicate with Cybernetics:
 Amazing power rank.

Talents: Arthur Dearborn is an expert
 in solar energy, electronics, physics
 and engineering.

Contacts: Gulf Coast Avengers, Iron
 Man

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Arthur Dearborn is a good man, who wants to help the whole human race and bring peace to the world. Unfortunately, he was also an extreme idealist and scientist, who believed that a small loss of life was acceptable, if it benefited billions of lives. His recent encounter with Stratosfire caused him to re-think his values, and he now takes a more cautious approach to technology.

HISTORY

Arthur Dearborn began his career as a design engineer for Roxxon Corporation. Dearborn designed a space station that would serve as a reception and storage unit for solar radiation. The solar energy would then be converted into microwave energy, and transmitted down in a tight beam to receiving antennas on Earth. Roxxon liked the idea, but the company accountants said that the cost of keeping a crew on board, to repair and evaluate problems, would make it too costly.

For this reason, Dearborn volunteered for some experiments being done by one of Roxxon's subsidiaries, the Brand Corporation. The experiments converted Dearborn's body mass into microwave energy that he could mentally control. Since Dearborn no longer needed food or air to survive, he volunteered to become the entire crew of his solar space station. Roxxon agreed, and built the space station, Star Well, in orbit. The space station was provided with radar jamming devices, to prevent intervention from governments or rival corporations.

A few months after the station became operational there was an accident. A transmission malfunction occurred, bathing Allantown, Iowa with the microwave beams, killing everyone. Iron Man traced the microwave energy to its source, Star Well. Iron Man met Suntuturion, the station's guardian, and accused the Star Well of causing the deaths. Dearborn admitted to a slight malfunction at the time of the deaths. Dearborn insisted that the lives of a few hundred people meant nothing since they were developing a power source that could save billions. Before Iron Man could shut down the station, it was attacked by Russian "killer satellites." Iron Man and Suntuturion worked together, and defeated the satellites. A Roxxon leader, Mr. Hale, then contacted the space station. Finding out of about Iron Man's presence, Hale tried to activate the station's self-destruct device, but Iron Man had already disconnected it. Iron Man then set out to remove the station's solar panels, rendering the station's solar energy gathering powers. Suntuturion intervened, and during the battle between the two men, the Star Well was knocked out of orbit. As the massive station began to fall to Earth, Iron Man calculated that its debris would fall right on top of Sarasota, Florida. Iron Man tried to use his deflector beam to push the Star Well away from its course, but it wasn't powerful enough. Suntuturion asked Iron Man to try again, which he did. This time, Suntuturion used the energy that composed his body to increase Iron Man's deflector beam. This time it worked, knocking the Star Well into the Gulf of Mexico. Unfortunately, this apparently totally dissipated Suntuturion's body.

At one point, Roxxon tried to reintegrate Suntuturion, using some sort of Suntuturion "suit," but the experiment failed, after Daredevil became involved. Later, Roxxon lost control of another employee, Stratosfire, who had been given microwave powers like Suntuturion.

This time, they successfully reintegrated Suntuturion, and asked him to stop Stratosfire. After stopping the stunned Iron Man from being killed by Stratosfire, Suntuturion and Iron Man joined forces to stop her. Iron Man and Suntuturion next fought Stratosfire during the launch of a space shuttle containing some orbital "Star Wars" technology. While Iron Man distracted her, Suntuturion sneaked up behind her and put his hands inside her body. Suntuturion then activated a special self-destruct device built into Stratosfire's body. She had discovered the device and had been jamming the signals to it. Suntuturion was caught in the explosion that apparently destroyed Stratosfire. Suntuturion reverted to his human form and began to fall, but Iron Man saved him. The explosion somehow reverted Dearborn's molecules back to normal, causing him to lose his microwave powers, and he returned to Roxxon.

Roxxon developed NuForm, an unstable synthetic Vibranium which degenerated from energy-absorbing Wakandan Vibranium to metal-destroying Antarctic Vibranium; Hale told Dearborn that Roxxon was trying to stabilize NuForm with microwaves, though Hale failed to mention this was only a temporary fix. NuForm drew the unwanted attentions of Iron Man, Ultron, the Kingpin, Spiderman, the Black Panther and the Ghost. When the latter three fought in a Roxxon lab, Dearborn pushed the Panther out of the way of a lethal microwave blast, taking the hit himself, and accidentally regained his own powers. Though opposing their investigations against Roxxon at first, Dearborn ultimately helped the heroes prevent any of the villains from stealing the NuForm.

However, the interaction with Hale convinced Dearborn to leave Roxxon, and started up his own company with the assistance of Stark Enterprises. Lately, he has been working with NASA on the new Star Well II.

TEZCATLIPOCA

STATISTICS:

F UN (100)
A AM (50)
S AM (50)
E SH X (150)
R AM (50)
I MN (75)
P AM (50)

Health: 350
Karma: 175
Resources: AM (50)
Popularity: 2 (10 in Mexico)

BACKGROUND

Real Name: Tezcatlipoca
Occupation: Aztec god of war, strife, and sorcery
Legal Status: Not Applicable
Identity: Secret
Other Known Aliases: Tepeyollotl ("Mountainheart")
Place of Birth: Unknown
Marital Status: Married
Known Relatives: Tonacatecuhtli (father), Tonacacihuatl (mother), Mixcoatl, Camaxtli, Xipe-Totec (brothers), Tlacolteotl (sister/wife), Itzli, Mictlantecuhtli (sons), Mictlantecuhtli (daughter), Camazotz, Xecotocovah, Cotzbalam, Tecibalam (sons by Xilonen), Quetzalcoatl, Huitzilopochtli, Cineteotl (nephews), Xochiquetzal, Coyoxauhqui (neices), Chamer (grandson), Ixtab (granddaughter)
Base of Operations: Topán
Past Group Affiliations: Council of Godheads
Present Group Affiliation:

KNOWN POWERS:

Teotl Physiology: Tezcatlipoca is the Aztec god of war and strife. This gives him not only the statistics as shown above, but also the following abilities:

- *Body Resistance:* Monstrous resistance to Physical and Energy Attacks.
- *Immortality:* CL1000 resistance to aging, disease, and toxins. If reduced to 0 Health and Endurance, he does not die.
- *Self-Sustenance:* Unearthly
- *Regeneration:* Unearthly ability to heal.



Beserker: Amazing ability to enter a Beserker rage during combat – he has full control of when he enters the rage, and typically only does it as a last resort.

Mystical Powers: As the Aztec god of sorcery, he has significant mystical abilities, and it can be assumed that this represents only a small fraction of what he is capable of:

- *Fire Control:* Monstrous rank
- *Electrical Control:* Monstrous rank
- *Gravity Control:* Monstrous rank
- *Light Control:* Monstrous rank
- *Darkforce Manipulation:* Monstrous rank
- *Force Field vs. Magic:* Unearthly protection against magical attacks.
- *Gateway:* Monstrous ability to create gateways to any point in space or other dimensions.
- *Growth:* Amazing growth – 12 times normal size, providing a +2CS to hit as he is an easier target to hit.

-
- *Shapeshifting:* Monstrous ability to change his shape to any form desired. Below is the form he typically takes (pictured above).

Jaguar Form:

F A S E R I P
 UN AM AM ShX AM MN AM

Health: 350

Karma: 175

Powers:

Natural Weaponry: Claws and teeth – causing Amazing Edged damage and subsequent bleeding.
Hyper-Leaping: Monstrous ability – can leap 100 feet up and/or across, and 150 feet down without injury.
Hyper-Running: Amazing speed (8 Areas/Round).

Talents: Military, All Weapons Skills, Politics, Martial Arts A-E.

Contacts: Aztec Gods

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Tezcatlipoca is a curious deity, one that has a significant dual nature. He hates his brother deity, Quetzalcoatl, and yet he was able to work together with him to defeat Cipactli as well as in all the various creations of the world. He can be benevolent, but he can also be extremely malicious based on his mood.

HISTORY

Tezcatlipoca was one of the four sons of the ancient Earth gods Tonacatecuhtli and Tonacacihuatl. During the Ancient Mayan Empire, he was the patron god of the ancient Toltecs, but as the Mayans lost their power, he led the Toltecs into conquering the tribes protected by his own brothers, thereby taking their powers. The merged tribes became the founders of the Aztec Empire out of the ashes of the Mayan Empire as the gods themselves divided their loyalties between Tezcatlipoca and the deposed Itzamna, leader of the Mayan Gods.

Demanding blood sacrifices from his worshippers, Tezcatlipoca did not expect retaliation from the sons of his brothers. He managed to warp the allegiance of the war-god Huitzilopochtli into serving him, but Quetzalcoatl was actually able to depose him and after changing him into a jaguar, dumped him into the ocean. Quetzalcoatl was then in turn deposed by Tlaloc, the water-god, working for Tezcatlipoca. Returning to take control, Tezcatlipoca impersonated a god named

Titlacauapan in order to shame Quetzalcoatl into getting drunk enough to rape his sister. He then showed Quetzalcoatl's true image as a feathered serpent in his "smoking mirror" and shamed him into exile with the Mayan Gods in the underworld. In his final act as revenge to undo the good Quetzalcoatl had created, Tezcatlipoca took mortal form and convinced the Aztecs to accept the Spanish Conquistadore Hernando Cortez as the returning Quetzalcoatl. Hence, through Cortez, Tezcatlipoca destroyed the Aztec Empire.

Somewhere around 1000 AD, Tezcatlipoca ceased hostilities with Itzamna to meet with other foreign gods. The meeting was actually catered by Odin and Zeus to discuss the threat of the Third Host of the Celestials. Due to the earlier pact he made with Odin, Tezcatlipoca voluntarily offered a portion of the life energies required to revive the Asgardians after the Fourth Host of the Celestials had destroyed them.

Since then, the Council of Godheads has met to discuss the threat of Demogorge (Quetzalcoatl was sent to represent the Aztec Pantheon). They have also met to discuss the threat Thanos the Eternal posed with the Infinity Gauntlet. Tezcatlipoca was stranded in Asgard with the others when Thanos shattered the Rainbow Bridge.

Later, Tezcatlipoca attended the Council of Godheads gathered by Athena to assemble a team of champions with which to confront the Skrullian gods. Tezcatlipoca convinced the Eternal Ajak to represent their gods, observing that Ajak had stood in place of the Aztec gods in the past and that his role as communicator to the Celestials was no longer active.

Recently, with the stirring of the Latin American area

deities, he has been sighted in certain war-torn countries. His intent is uncertain at this time.



STATISTICS:

F EX (20)
A RM (30)
S IN (40)
E IN (40)
R TY (6)
I TY (6)
P TY (6)

Health: 130
Karma: 18
Resources: GD (10)
Popularity: -5

BACKGROUND

Real Name: Steven Broch

Occupation: Petty criminal, boat mechanic

Legal Status: Citizen of the U.S. with a criminal record

Identity: Known to the public

Other Known Aliases: None

Place of Birth: Mobile, Alabama

Marital Status: Single

Known Relatives: Brian Broch (brother)

Base of Operations: Pensacola, FL

Past Group Affiliations: None

Present Group Affiliation: Employee of Justin Hammer, ally of Water Wizard

KNOWN POWERS:

Broch's powers come from his powersuit:

Body Armor: Broch's powersuit provides him with Remarkable protection from Physical attacks, and Good protection from Cold and Electrical attacks.

Blending: Broch's powersuit can blend in with the background when in the water or in shadows, and gives him Incredible rank blending.

Air Supply: The Torpedo power suit provides up to 4 hours of air without needing to replenish his supply.

Titanium Tentacles: The power suit contains two separate 1-Area long lines that can move around according to the desires of the suit operator. Broch uses these primarily for salvage operations, but they can cause

Remarkable crushing damage to a person.

Mini-torpedoes: His power suit has a supply of 20 mini-torpedoes fired from a launcher on each forearm. Each mini-torpedo is self-guided, allowing for re-attacking if its first attempt misses. These attack through the water at Excellent speed (5 Areas/Round), and cause Excellent damage. It has a maximum range of 10 Areas, after which it self-detonates.

Hyper-Swimming: Broch's power suit can swim at a cruising speed of Amazing (8 Areas/Round), and can

provide a burst of speed for five rounds up to Unearthly speed (10 Areas/Round). This burst of speed can only be used once before it has to be recharged.

Infrared/Thermal vision: The helmet in his power suit provides infrared and thermal vision, allowing him to see underwater up to 2 Areas.

Sonar: Provides a three-dimensional view of his surroundings underwater, out to 5 Areas. This is the active version, he does not possess passive sonar.



Steven Broch's normal stats (unarmored) are as follows:

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

Health: 36
Karma: 18

Talents: Auto/boat mechanics

Contacts: Justin Hammer

ADDITIONAL NOTES:

ROLE-PLAYING NOTES:

Broch is a petty-criminal working out of his league. His only strength is that he knows it. He has no qualms about retreating when he sees he's in a losing situation, which explains why he has never been incarcerated. He is not one of Justin Hammer's favorites, but Hammer tolerates him because Broch knows how to avoid the law.

HISTORY

Broch grew up in Pensacola, not graduating high school, but attending trade school for boat mechanics. Although a successful boat mechanic, he had a weakness – gambling. This weakness, and specifically how bad he was at it, drew him to the attention of Justin Hammer, who had need of someone with his unique mechanic skills. His first job for Hammer was to don the suit and to sink an older boat of Hammer's – for insurance fraud.

Successful at that venture, he went on more assignments for Hammer, teaming up on occasion with Blacklash and Water Wizard. He has run afoul of Devilray on several occasions, but has always beat a hasty retreat before he could be apprehended.

WHITE STAR (ESTRELLA BLANCA)

STATISTICS:

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

Health: 140

Karma: 30

Resources: TY (6)

Popularity: 10 in Cuba; -10 with Cuban

BACKGROUND

Real Name: Mariela Ibarra

Occupation: Former Cuban Army doctor, now national guardian

Legal Status: Citizen of Cuba with no criminal record

Identity: Known to the public

Other Known Aliases: None

Place of Birth: Mariel, Cuba

Marital Status: Single

Known Relatives: None

Base of Operations: Havana, Cuba

Past Group Affiliations: Cuban Revolutionary Army, sometime ally of El Toro

Present Group Affiliation: Cuban Ministry of the Interior

KNOWN POWERS:

Armor Skin: Mariela's skin has been strengthened to Remarkable strength.

True Flight: Mariela has the ability to fly at Remarkable speed (15 Areas/Rd).

Iron Will: Mariela has Incredible Iron Will – this is probably what power she had even before being bombarded with gamma-rays, and allowed her to survive the process relatively intact.

Talents: Medicine, Military, Genetics

Contacts: Cuban Government

ADDITIONAL NOTES:



ROLE-PLAYING NOTES:

Mariela grew up poor, but had demonstrated through her determination and stubbornness that she can succeed where others would have failed. It is probable that her strong will is what allowed her to survive the gamma bombardment.

Although proud of her Cuban heritage, she is not swayed by the strong nationalism that is usually projected by the Cuban government. There are times where she is not deployed by the government (although they wish they could) on missions that might have a strong moral issue. Being a doctor, she still tries to follow the medical ethics precept of "First, do no harm."

HISTORY

Mariela Ibarra grew up in the city of Mariel, Cuba. While in school, she gained the attention of the Cuban medical system due to her grades. Selected to attend the Escuela Latinoamericana de Medicina (ELAM), or Latin American School of Medicine, she received her medical degree, and was assigned to the Cuban Revolutionary Army.

During her period with the Army, she not only supervised but also participated in a genetic survey of all personnel in the Cuban Army. When it was complete, the results indicated that she had a strong indicator for

potential mutation. Along with several others, she was bombarded with gamma-rays, hoping to force the mutation to take place.

Being the only known survivor of the process, she was introduced to the Cuban public as White Star (Estrella Blanca), the new Cuban national hero. She has performed several public acts of heroism in her homeland of Cuba, including helping the preparation and recovery during a hurricane, but her larger role has been on numerous "darker" missions, such as kidnapping vocal opponents to her government and destruction of property on other countries' soil.

STATISTICS:

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

Health: 100
Karma: 20
Resources: Pr (4)
Popularity: -2

BACKGROUND

Real Name: Theodore Masterson
Occupation: None
Legal Status: Citizen of the U.S. with no criminal record
Identity: Known to the public
Other Known Aliases: None
Place of Birth: Outside New Orleans, Louisiana
Marital Status: Single
Known Relatives: Eric Masterson (father, deceased), Joan Masterson (mother)
Base of Operations: Outside New Orleans, Louisiana
Past Group Affiliations: None
Present Group Affiliation:

KNOWN POWERS:

Claws: Teddy has claws on his fingers and toes, and cause Excellent Edged Damage.

Leaping: Teddy has Typical Leaping, and can leap 10 feet up or across, and 15 feet downward safely.

Talents: None

Contacts: Anton Cartier, Swampfox, Simon Garth

ADDITIONAL NOTES:



ROLE-PLAYING NOTES:

Teddy is a very simple young man, almost child-like in his intelligence, and although he has been taught some morals by his mother, he is still often unaware of the possible consequences of his actions.

HISTORY

Born deformed (potentially a mutant or an experiment), he grew up loving the book "Where the Wild Things Are", and his mother had taken to calling him a wild thing. His father had been living in a shack in the bayous outside New Orleans, and was performing experiments there.

Unfortunately, it appears that Teddy was a result of those experiments. After he was born, his parents kept him locked up in a shack outside their cabin for almost 20 years.

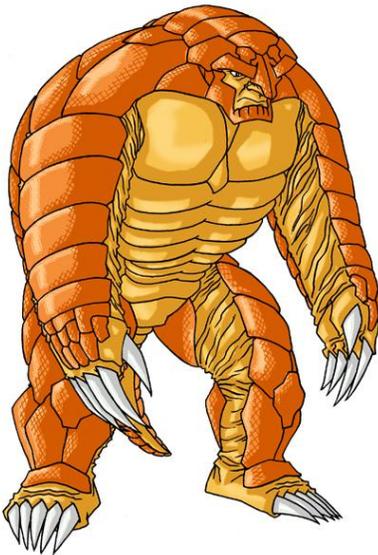
When the voodoo priestess Layla came to the Masterson cabin, Eric Masterson decided to give Layla to Teddy so that he could see what Teddy would do with a woman. When Simon Garth, the Zombie, companion of Layla, arrived, Eric released Teddy to fight the Zombie. Teddy put up a ferocious battle, breaking some of the Zombie's bones, and tearing at his flesh, but it had no effect upon his foe's undead state. Fearful, Eric hid himself in the shack while Joan refused to abandon her son. As Joan spoke to Teddy she seemed to calm him, but they were interrupted by a scream

from the shack-- Layla, whom Eric had thought dead, had actually befriended Teddy, and killed Eric when he entered the shack. Layla told Joan that Eric was the real monster, not Teddy, and the mother and son embraced each other. Layla and the Zombie then departed.

When Simon Garth was temporarily released from his state as a zombie, he arranged for his fortune to help provide for Teddy, and for his friend Anton Cartier to look after him. Since then, Teddy has continued to live in his shack in the bayous of Louisiana, making rare appearances (which people think he's more of a skunk-ape than human).

GROUP HISTORY

The Zoo Crew is a group of low-grade villains led by the villain Raven. They were named the Zoo Crew by the media after their first attack – a name they don't particularly care for. They initially came together to seek revenge on the Audubon Zoo in New Orleans for being fired, but have since moved on to simpler things like greed. They currently are based in Dominus' old desert HQ in New Mexico, but are rarely there, as they move around as often as they can, performing small-time heists to get enough money to survive. Their most recent team member was Armadillo, but it is unclear how long he will remain with the group.



ARMADILLO

STATISTICS:

F EX (20)
A GD (10)
S IN (40)
E RM (30)
R TY (6)
I TY (6)
P TY (6)

Health: 100

Karma: 18

Resources: Good (10)

Popularity: -10

BACKGROUND

Real Name: Antonio Rodriguez

Occupation: Professional Wrestler

Legal Status: Citizen of the U.S. with a criminal record

Identity: Secret

Other Known Aliases: None

Place of Birth: San Antonio, Texas

Marital Status: Married

Known Relatives: Bonita (wife)

Base of Operations: Mobile

Past Group Affiliations: Former henchman of Dr. Karl Malus, member of Unlimited Class Wrestling Federation

Present Group Affiliation: Ally of Raven, Serpent, and Gila (Zoo Crew)

KNOWN POWERS:

Body Armor: Armadillo's body is covered with a thick hide and armor plates, providing Amazing protection from physical and energy attacks, and Excellent protection from heat, fire, acid, and cold-based attacks.

Claws: Armadillo's hands and feet end in long, non-retractable claws which are capable of rending up to Remarkable strength materials. In combat, Armadillo inflicts Incredible Edged Attack Damage. Armadillo has used his claws to tunnel (see blow) and climb up buildings. The latter he does at 1 floor per turn, leaving large claw-prints in his path.

Tunneling: Using his powerful claws, Armadillo can burrow through soil and rock of up to Excellent material strength. He may move in this fashion underground at a rate of 1 area per round (Feeble speed).

Talents: Wrestling

Contacts: Unlimited Class Wrestling Federation

ROLE-PLAYING NOTES:

Armadillo is a simple man who has been transformed into a huge, orange-skinned behemoth in order to help his wife, Bonita, who later proved to be unfaithful to him. Slow in mind and easily manipulated, Armadillo has been used by individuals such as Karl Malus to further criminal ends. Armadillo is capable of murderous rampages when upset.

HISTORY

Little is known about the background of Antonio Rodriguez other than he was a criminal record and a wife named Bonita. His wife critically stricken with an undiagnosed disease, Rodriguez took her to every doctor who would see her but none was able to help her.

In desperation, Rodriguez sought the criminal scientist Dr. Karl Malus, who specializes in the generation and bestowal of superhuman powers, whom he heard about while in prison. Malus agreed to try to cure her in exchange for Rodriguez agreeing to become his test subject and employee for an indefinite period of time. Malus subjected Rodriguez to an experimental process that combined genetic material from an armadillo with the man's human genes. Dubbing Rodriguez the Armadillo, he assigned him to break into the Avengers' West Coast compound to steal the comatose body of the villain Goliath, who was being held there. Rodriguez complied as soon found himself in combat with the visiting Avenger, Captain America. Although physically superior, Rodriguez lost to Captain America's superior combat skills. Taking compassion on the Armadillo's plight, Captain America refused to turn him over to the authorities.

After Malus cured Bonita, Rodriguez then joined the Unlimited Class Wrestling Federation. The Armadillo became a major draw for the UCWF, and remained in his monstrous form to earn money for himself and his wife.

However, when Rodriguez discovered Bonita was seeing another man, he went on a grief-stricken rampage that was halted only when he jumped from the side of the Empire State Building. Gravely injured, he was reprimanded to police custody.

Rodriguez has recently escaped custody and has joined up with the Zoo Crew.



CROC-MASTER

STATISTICS:

F EX (20)
A EX (20)
S IN (40)
E AM (50)
R TY (6)
I GD (10)
P TY (6)

Health: 130

Karma: 22

Resources: Typical (6)

Popularity: -5

BACKGROUND

Real Name: Hector Gonzalez

Occupation: Reptile handler, criminal

Legal Status: Citizen of the U.S. with a criminal record

Identity: Known to the public

Other Known Aliases: None

Place of Birth: Immokalee, FL

Marital Status: Single

Known Relatives: Unknown

Base of Operations: Swamps of Louisiana

Past Group Affiliations: None

Present Group Affiliation: Ally of Raven, Serpent, and Gila (Zoo Crew)

KNOWN POWERS:

Circular Vision: Able to see in 360 degrees.

Armor Skin: Incredible resistance to physical attacks and Remarkable resistance to energy attacks.

Communication w/Animals: Reptiles only, Amazing rank.

Hyper-swimming: Typical speed - 3 areas/rd (45mph).

He also owns a pet Crocodile named Morrison:

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

Health: 64

Can inflict Excellent edged attack damage with teeth, Good blunt attack damage with tail with chance of stun. He moves 1 area/turn on land, 2 areas/turn in water.

Talents: Wrestling, Animal handling - Reptiles, Martial Arts - C, Biology - Reptiles, Spanish, Weapons Specialist (Whip).

Contacts: Raven, Snake-Eyes

ROLE-PLAYING NOTES:

Croc-Master is a cold and uncaring individual. Even his former co-workers at the zoo stated that he was never friendly and always seemed more at home with his crocodiles and alligators than with people. He acts the part of the strong arm of the group, and is willing to do whatever is necessary to get what he wants.

HISTORY

Hector Gonzalez grew up in a small town in south Florida. His family members were poor migrant workers, who moved from town to town, following where the work was. He dropped out of school in 8th grade, and continued working with his family; but during a trip to Gatorland when he was 17, he demonstrated his affinity for Alligators and Crocodiles. He actually took up a challenge to wrestle an alligator, and won easily. Impressed, the management immediately hired him. After 4 years working for Gatorland and making a reputation for himself in the Herpetology community, he garnered a position with the Audubon Zoo in New Orleans.

At the Audubon Zoo, he worked very diligently with the alligators and crocodiles, seeming to make better friends with them than any of his co-workers. He eventually did get along with two fellow animal handlers, James Hall and Hans Fruehling. When

they were all laid off due to cut-backs, all three decided to seek revenge on the Zoo and the assistant director, Will Burton, who was instrumental in firing them. Obtaining costumes, they entered the Zoo and kidnapped both Will Burton and the director, taking them into the swamps. Swampfox sensed the intrusion into his swamp, and found where they were.

Swampfox saw his opportunity to rescue the hostages, and defeated the three. Croc-Master is especially embarrassed about being defeated by someone he considers his lesser.

All recently broke out of prison during



GILA

STATISTICS:

F GD (10)
A TY (6)
S IN (40)
E AM (50)
R TY (6)
I PR (4)
P FE (2)

Health: 106

Karma: 12

Resources: None

Popularity: -20

BACKGROUND

Real Name: None

Occupation: Construct, Criminal

Legal Status: None

Identity: Known to the public

Other Known Aliases: None

Place of Birth: None

Base of Operations: Southern US
Past Group Affiliations: Former minion of Dominus
Present Group Affiliation: Ally of Raven, Serpent, and Croc-master (Zoo Crew)

KNOWN POWERS:

Prehensile Tail: Gila can deliver a stunning blow of Remarkable Strength with its tail.
Poisonous Bite: Excellent intensity poison is injected when Gila bites a victim.
Armorskin: Gila's reptilian hide gives him Excellent protection against physical attacks.

Weakness: As a reptile, Gila is prone to cold-based attacks. He has -2CS resistance to such attacks. He is also sensitive to smell-based attacks, with a -2CS resistance.

Talents: None
Contacts: Raven, Snake-Eyes, Croc-Master

ROLE-PLAYING NOTES:

Gila hisses when he speaks. When attacking, he will either swing his tail into his foes or lunge with his hands and attempt to bite.

HISTORY

Gila is one of many constructs created by Dominus in the Arizona desert. In a fight with the West Coast Avengers, Dominus was defeated. During his escape, the majority of his constructs (including Butte and Cactus) were all destroyed, but at least one Gila was able to escape the cave-in.

He made his way through into Texas, where he fought Texan. Texan was unable to prevent Gila from escaping back into the desert where he eventually was found by Croc-Master, who was able to manipulate his thoughts into joining the Zoo Crew. Gila was also the one who pointed out Dominus's old desert headquarters as a possible hide-out.



RAVEN

STATISTICS:

F RM (30)
A IN (40)
S GD (10)
E EX (20)
R GD (10)
I EX (20)
P TY (6)

Health: 100
Karma: 36
Resources: Typical (6)
Popularity: -5

BACKGROUND

Real Name: James Hall
Occupation: Animal handler, Accountant, criminal
Legal Status: Citizen of the U.S. with a criminal record
Identity: Known to the public
Other Known Aliases: None
Place of Birth: Pensacola, FL
Marital Status: Divorced
Known Relatives: Felicia Hall (ex-wife), Regina Hall (daughter)
Base of Operations: Mobile
Past Group Affiliations: None
Present Group Affiliation: Ally of Croc-Master, Serpent, and Gila (Zoo Crew)

KNOWN POWERS:

Flight: Excellent speed (10 Areas/round)

Animal Control & Communication: Incredible ability to communicate with and control any sort of bird.
Talons: Raven has Excellent material strength talons on gauntlets he can put on – these gauntlets are also used when holding his specially trained hawk.

Hawk: Raven has trained a hawk that he uses for scouting as well as attack. It has the following attributes:

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

Health: 64
 Talons inflict Typical Edged Attack damage, and can fly at Excellent speed.

Talents: Finance, Aerial Combat, Accounting
Contacts: Croc-Master, Snake-Eyes, Gila

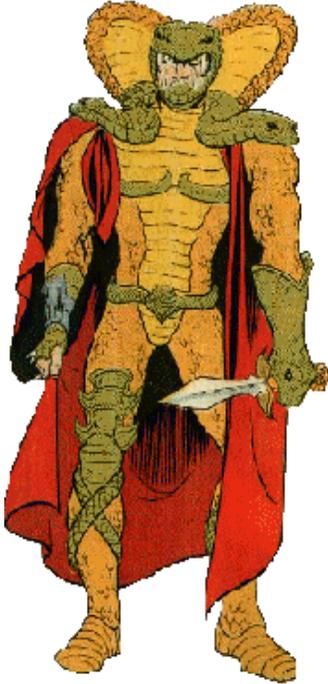
ROLE-PLAYING NOTES:

Raven is a pompous over-confident villain, who can easily be challenged into doing something he has no chance of succeeding in. During combat, he primarily has others do his work, which causes some friction in the group.

HISTORY

James Hall went through college as a finance and accounting major, and after college was hired by the Audubon Zoo in New Orleans in their accounting department. However, he soon realized that he had an affinity for their birds in the aviary, and would often spend at first his lunch time, then later many free hours there. He specifically gained the attention of a hawk.

When he was laid off due to budget cutbacks, he joined forces with Hans Freuhling and Hector Gonzalez who were also laid off in seeking revenge on the zoo, and specifically on the manager who they blamed. They were defeated by Swamp Fox, but escaped while being transported to jail.



SERPENT

STATISTICS:

F EX (20)
A AM (50)
S GD (10)
E RM (30)
R TY (6)
I RM (30)
P TY (6)

Health: 110

Karma: 42

Resources: TY (6)

Popularity: -5

BACKGROUND

Real Name: Hans Freuhling

Occupation: Animal handler, criminal

Legal Status: Citizen of the Germany with a criminal record

Identity: Known to the public

Other Known Aliases: None

Place of Birth: Berlin, Germany

Marital Status: Single

Known Relatives: Unknown

Base of Operations: Mobile

Past Group Affiliations: None

Present Group Affiliation: Ally of Croc-Master, Raven, and Gila (Zoo Crew)

KNOWN POWERS:

Hyper-Leaping: Incredible rank leaping ability; 50 feet up/across, 75 feet down.

Hyper-Olfactory: Amazing rank sense of smell, no range.

Thermal Vision: Incredible rank ability, 11 area range.

Body Armor: Remarkable protection against physical attacks, Excellent protection against energy attacks.

Natural Weaponry:

- Artificial fangs on helmet - Excellent edged damage, Remarkable strength neuro-toxin, causes paralysis.
- Artificial fangs on left gauntlet - Excellent edged damage, Remarkable strength neuro-toxin, causes paralysis.

Martial Arts Supremacy: Martial Arts "E", at Excellent ability.

Communicate w/Animals: Snakes only, at Amazing ability.

Also owns several Cobras, with the following stats:

F A S E R I P

GD TY FB PR FB FB FB

Health: 22

Bite is Poor damage Edged attack, with Excellent intensity neuro-toxin as venom.

Talents: German, Martial Arts - A & C, Trance, Tumbling, Acrobatics, Animal Handling - Reptiles.

Contacts: Croc-Master, Raven

ROLE-PLAYING NOTES:

Serpent is a small-time criminal with little imagination. His ultimate goal is to be invited to the Serpent Society, but all his attempts (which are not known by his team-mates) have been rebuffed by King Cobra. He has yet to get the hint.

HISTORY

Hans Freuhling is a German expert on herpetology; however, his reputation was bolstered by fake diplomas. His main ability was to communicate with snakes, which gave him the ability to determine their needs and care for them properly.

Based on his inflated reputation, he was hired by the Audubon Zoo in New Orleans, but when the budget was slashed a couple of years later, he was laid-off.

He and his co-workers took revenge upon the zoo's management, but was defeated by Swamp Fox, and imprisoned. They recently escaped while being transported, and were most recently seen in the desert of the American Southwest in the company of one of Dominus's constructs, Gila.

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