

THE  
**MARVEL**  
**UNIVERSE**  
ROLEPLAYING GAME

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Earth : 818



## Earth 818

Earth 818 is an alternate version of 616 with very notable differences. First, most of the standard heroes of Earth 616 came into the forefront during the 1960's and 1970's. This was known as the Golden Age of Heroes. However, during the Secret Wars of 1973, only Doctor Doom and Titania returned from the Battle Planet. It was also shortly after this that the Living Tribunal declared that Earth and the surrounding section of space be limited in power. No powers or Attributes can exceed the rank of 60. And total FASE shall not exceed 160, nor shall the RIP exceed 130. Armor including dense flesh or invulnerability ratings cannot exceed 40.

Following the loss of heroes (and many villains also), during the Secret Wars the government in conjunction with the UN formed an official licensing agency known the IADC (Inter-Agency Defense Command). Heroes were licensed and had the ability to arrest criminals. New teams of Avengers, etc are formed with IADC licensing. However, none of these teams achieved the grandeur of the original Avengers or Fantastic Four, etc. In the late 1980's the IADC was disbanded after an unspecified power struggle within the organization.

In the 1990's, a team of time travelers sent back from the (possibly alternate) future arrives and prevented the assassination of Commission member Hamilton Slade. They transferred the consciousness of the badly injured Slade into a genetically enhanced clone, merging his memories with those implanted in said clone. Slade took the Identity of Judge Dredd, and began to patrol New York. Amassing allies and financial backing, Judge Dredd formed the Judges Guild, with offices world wide. They eventually withdrew from the United States, focusing on other countries over which they held influence.

During the 1990's, the Thunderbolts became active, as well as the teams known as the Redeemers and the teams known as Armed Force and the Champions moved to the forefront.

In the early 2000's, the Avengers reformed as other teams faded. Three distinct teams were formed. The leaper known as Ronin worked closely with Shield and aided Earth on several occasions. In 2009, the heroes return with thousands of refugees. Many of these decide to populate "Counter Earth" which is recovering from it's worldwide physical cataclysms.

# TIMELINE

## Marvel Timeline 818

--- Silver Age (1930's to 1950's) : 818 ---

The World War II Era. Various heroes and even villains join the fight against Japan, Germany and their allies. Teams form to include The Invaders and the Liberty Legion.

--- Post War (1950's) : 818 ---

1950

Spitfire's superhuman powers fade, she is left a normal human being once more.

1953

Albert Malik is recruited by George Malenkov to be the Communist *Red Skull* (II)

The new hero code named *Patriot* is established by the US government as a replacement for Captain America. He is joined by a new Bucky.

1955

Patriot and Bucky go mad and are placed in cryogenic suspension.

1956

Team X agents Sabretooth, Maverick, Mastodon and Wolverine are on a mission into Russia. They are betrayed by Silver Fox

1963

November 22nd 1963: President John Fitzgerald Kennedy is assassinated.

1958

Team X agents Sabretooth and Wolverine return to the USSR to kill the Soviet Super-Solder Epsilon Red and stop the Russians getting to the moon before the Americans

Later that year Team X encounters Soviet Super-Solder Omega Red

J. Jonah Jameson, Inc. purchases the Goodman Building & forms the Daily Bugle

1959

Black Bolt is released from confinement and enters Inhuman society.

Black Bolt is attacked by his brother Maximus to prove he can not control his sonic powers.

Black Bolt is elected by the Genetics Council to rule the Inhumans.

Charles Xavier and Cain Marko discover the Temple of Cyttorak.

Cain Marko is transformed into a Juggernaut and subsequently trapped in a massive cave-in.

---- Golden Age (1960's and 1970's) : 818 ----

1960

Charles Xavier forms the Xavier Academy

Kang fakes the death of Victor Timely Jr. and assumes the alias of his son - Victor Timely III

Odin sends Thor to Earth to learn humility and transforms him into Doctor Donald Blake.

Paul Destine emerges from suspended animation - he renames himself Destiny(I) and sets out to destroy Atlantis. Destiny (I) causes massive earthquakes which destroy Atlantis killing Emperor Thakorr and Princess Fen as well as scattering the Atlanteans.

Namor fights Destiny (I) but is defeated when Destiny (I) compels him to fly to New York City, wiping his memory and dulling his mind in the process.

1961

Dr. Bolivar Trask and his son Lawrence (who doesn't know he's a mutant) are in the process of building the first Sentinel - the Master Mold.

James MacDonald Hudson steals his prototype cybernetic suit from AM-CAM Petroleum, He destroys the suit but keeps the helmet which is his property.

James MacDonald Hudson is employed by the Canadian Gov & forms Department H.

Xavier recruits 6 teens who would later become the first team of X-Men

1962

Reed Richards, Benjamin Grimm, Susan Storm and her brother Johnny take the first flight in an experimental interplanetary rocket. They get bombarded by Cosmic Rays

Soon after the Skrulls return to Earth, four of their spies impersonate the Fantastic Four in preparation for the second Skrull Invasion of Earth - they are defeated by the FF

Henry Pym discovers the formula that allows him to shrink to the size of an ant.

1963

Namor: The Sub-Mariner regains his memory after years - he discovers Atlantis in ruins and attacks humanity. He is defeated by the Fantastic Four.

Testing of an experimental Gamma Bomb takes place, Dr. Bruce Banner becomes the Hulk.

Peter Parker get bitten by a radio-active spider and becomes Spider-Man

Dr. Donald Blake is on holiday in Norway. He discovers he is Thor.

Billionaire Playboy Tony Stark is kidnapped by Communists and forced to make battle armor.

He escapes and becomes Ironman

The X-men's debut against Magneto

1964

Loki plots revenge against Thor. He uses the Hulk as part of his plan.

Thor, Antman, Wasp, Ironman and the Hulk defeat Loki - they form the Avengers.

Stephen Strange becomes Sorcerer Supreme

1965

Captain America (I) is discovered frozen in ice by the Avengers. He joins their ranks.

The Defenders Form

Henry Pym discovers another formula allowing him to become Giant-Man(I)

1969

The 2nd lineup of X-Men form - Storm, Gambit, Wolverine, Rogue, Colossus and Shadowcat.

Defenders Disband

Franklin Richards is born

Maxwell's Militia is founded by Maxwell Silverhammer

1973

The Contest of Champions #1 occurs.

Secret Wars I occurs - Only Doctor Doom and Titania return initially. Doom retires to

Latvertia, and initiates an isolationist policy. Titania is the only one who remains active publicly. The rest are not seen again, this includes heroes and villains. Taken were Thor, Captain America; Captain Marvel (Monica Rambeau), Hawkeye, Iron Man (Jim Rhodes), Shehulk, the Wasp, Mr. Fantastic, Invisible Woman, the Human Torch. Spiderman, Hulk, Professor X and the entire second team of the X-men (Cyclops, Colossus, Nightcrawler, Rogue, Storm, Wolverine) and Magneto.

Villains lost were Magneto, Absorbing Man, Doctor Octopus, Ultron, Klaw, Lizard, the Wrecking Crew, Enchantress and one incarnation of Kang the Conqueror.

1974

Maxwell Silverhammer mysteriously disappears after dimensional experiments.

Maxwell's Militia, lead by Rad, has conflict with the US government. The team is defeated  
And placed in suspended animation.

Iron Man (Tony Stark) is arrested during the Iron Wars

Paibok is banished for treason after having voiced his disapproval over Skrull war plans. He slays the Super Skrull in battle.

1975

The Kree defeat the Skrulls in a massive offensive which is costly to both sides.

1976

The IADC forms a licensed coalition of superheroes for fighting villains and world menaces  
Members of the IADC include various teams, members including Overdrive, and Plantatia.

Susan Richards moves to Latvertia, accepting a position as Doctor Doom's aide and accepting  
his help in guiding Franklin's blossoming powers..

Ben Grimm mysteriously returns, and forms the new Fantastic Four - Unbeknownst to all,  
this Ben Grimm was created by Franklin Richards. He reforms the new Fantastic Four.

The new Fantastic Four lineup is : Grimm, Paibok, Titania, Nova (Frankie Ray)

Vision creates a new line-up of Avengers :

Vision, USAgent, Scarlet Witch, Black Knight, Wonder Man, Sersi.

1976 (continued)

The X-men follow suit with a new lineup of X-men :

Havok, Polaris, Mirage, Sunspot, Warpath, and Wolvesbane.

Beast takes over running of the Xavier Institute, with help from Angel and Iceman.

1977

The Kree-Shiar War occurs, the Shiar taking advantage of the Kree's weakened resources following the Kree-Skrull War.

The Dark Phoenix saga occurs.

1979

Fall of the Mutants Saga - The new X-men fall battling the Adversary

1980

Evolutionary Wars - The Avengers and FF battle the creations of the High Evolutionary.

1982

The new Fantastic Four disbands following the retirement of Grimm and Titania.

The Acolytes form, lead by Exodus.

1984

Juan Montoya is born.

X-Tinction Agenda. The Acolytes are defeated attempting to overthrow the government of Genosha.

1985

The Avengers disband after their Mansion is destroyed by the Masters of Evil.

The Spider Clone Saga occurs. Spiderman (Ben Reilly) retires thereafter.

*This heralds the end of the Golden Age.*

---- The First Modern Age : 818 ----

1990

Judge Dredd is created using the shattered body of Hamilton Slade as a base.

1991

The Judges Guild is formed.

1993

The Judges Guild takes over the nation of Genosha as military defense and law enforcement.

Twelve year old Jennifer Kale apprentices to Stephen Strange

1994

Judge Dredd disappears mysteriously. The peacekeeper Marshal Law becomes Chief Judge.

The Guild also takes control of Genosha, Demonicus, and various other small countries.

They withdraw from activity in the United States.

1995

The Thunderbolts form. Lineup consists of Moonstone, Songbird, Techno, Volt, and Atlas. The Leader, long inactive, begins a major offensive.

1996

Doctor Leonard Samson, long a follower of Bruce Banner's work, irradiates himself and becomes Doc Samson. He forms Gamma Force to battle the Leader's offensives.

1997

The Infinity Watch forms : Adam Warlock, Gamera, Moondragon, Drax and Puck.

1999

Jennifer Kale becomes Sorceress Supreme after the death of her master Stephen Strange.

--- Second Modern Age (Current) : 818 ---

2001

Juan Montoya is a young peak human. At age 17, this genius is about to graduate from college with a dual doctorate in Computer Technologies and Medicine when it is discovered that he has been hacking various government and school computers to stalk various women on campus. He is expelled, but charges are dropped due to a technicality. Since the alleged crimes all occurred before his 18<sup>th</sup> birthday, records of the incident are sealed. However, all college credits are lost.

2002

Juan inherits the House of Glass from his long lost mother. He becomes mystically tattooed, and begins nemesis style astral leaping through time, space and dimensions. He meets another leaper from Earth 816, Carmen Sanchez.

2004

The Avengers reform, with teams in three cities. The New York team is headed by Captain Marvel (Carol Danvers), and includes the new Ben Grimm, the apparently near ageless Powerhouse. The DC branch is headed by the new Patriot.

A group of heroes come to Earth announcing that the heroes lost in 1973 are returning and that they themselves are their descendents. Many join the Avengers ranks.

2009

The heroes return from Battle Planet  
Alternate Dimensions

Note : Many dimensions were encountered during astral nemesis leaps. Movies form an excellent basis for leaps, even a poor movie can prove a fascinating leap with moderate revisions.



## Earth Dimensions

*(Names and Teams in Parenthesis have visited these worlds)*

### Minor Mystic or Non-Powered Only - Past

- 201 : Mystic Plains Universe
- 202 : Space 1889
- 203 : Raiders of the Lost Ark & The Mummy (Carmen-816)
- 204 : Independence Day (Carmen-816 & Juan-818)
- 205 : Silverado, Shanghai Knights, The Missing, Quick and the Dead, Bad Girls
- 206 : Hyborian Age (Juan-818)
- 207 : I Eat Your Flesh (Carmen-816), Severance, Daylight, Taken, 88 Minutes
- 208 : Tantric Witches (Juan-818 & Carmen-816), American WW in London (Juan 818)
- 209 : Incubus (1966 movie) – Set in 1966 (Juan-818), Ginger Snaps
- 210 : Modern Day equivalent persons exist in an Ancient Roman society
- 211 : Caveman universe
- 212 : Matt Helm (Dean Martin Movies)

### Minor Mystic or Non-Powered Only - Modern

- 301 : The Hills Have Eyes (Juan-818)
- 302 : Sharktopus, Tremors, Land of the Lost, The Hangover, The Breed
- 303 : Shooter (Juan-818), A-Team, Losers, Romancing the Stone, Rush Hour, Crank, Gross Point Blank, Nick of Time, Blackhawk Down, High Risk, Misery, Shoot Em Up, Die Hard, Hostel, Armored
- 304 : Heavily Polluted World - (used as banishment for criminals by Juan 816)
- 305 : No Powers & Reverse Genders (Juan-816)
- 306 : Death-race
- 307 : Angels and Demons, Transporter,

### High Powered - DC

- 516 : Earth One - current year. Most heroes appeared in the late 1990's or later.
- 517 : Earth Two - 1980's. Most heroes appeared in the 1950's.
- 518 : Earth Three - 2049. Batman Beyond. Most heroes appeared in the late 1990's or later.
- 519 : Earth Four - A reverse alignment version of 516.
- 520 : Earth Five - Justice Lords Universe.
- 521 : Earth Six - DC Movie Verse
- 530 : Earth Seven - 1930's.
- 591 : Marvel / DC Amalgam Universe One - Features the Green Spider



### High Powered - Marvel (Canon)

- 616 : The Canon Marvel Universe - Modern Heroes appeared in the late 90's and on.
- 617 : A version of 616 wherein Modern Heroes appeared in the 1980's/early 90's.
- 618 : A version of 616 wherein Modern Heroes appeared in the 1960's/early 70's.
- 619 : A reverse alignment version of 616.
- 620 : A version of 618 where the current date is early 1970s.
- 643 : Marvel Movie Verse
- 644 : Marvel Ultimate 616

### High Powered - Marvel

- 716 : The Prime Roleplaying Marvel Universe - Modern Heroes typically appeared in the late 1990's and beyond. It includes non 616 superhumans including Judges Guild members, the villain Headache, etc. The birthplace of Judge Blood.
- 719 : A reverse alignment version of 716.
- 722 : The 'Crane' Universe. A version of 716 wherein mutant Nathaniel Crane caused massive mutant population growth and acceptance.
- 723 : The 716 version of Age of Apocalypse.
- 724 : The 'Knight' Universe. The current year is the early 2030's. In this world's 1980's a dimensional traveler introduced early 21st century tech and became fabulously wealthy - while advancing their local tech level. Time is in flux here, and is currently passing about five times faster than most dimensions.
- 730 : This universe is currently in the 1930's. A slightly mad mutant 'Director' began to make b&w movies. During the filming, the stars would actually ENTER a psychically created pocket universe formed by his power. The heroes were also heroes in their civilian lives, having the same or similar superhuman powers. One alternate dimensional version of the Director would become Nowhere Man.
- 735 : The 'Egyptian' Universe. Affected by a dimensional traveler who arrived in the age of the Egyptian empire. The Egyptians never fell from power and the traveler (a vampiric being) still rules to this day.
- 742 : Holy American Empire Universe
- 743 : 716 version of the Marvel Movie Verse
- 744 : Ultimate Universe 716
- 779 : Cyborg Former Enslaved Marvel Universe

### Low Powered - Marvel

- 816 : A much lower powered counterpart to 716 in which canon 616 characters played a much smaller role in the world compared to non-616 characters. This world's Juan Montoya has released cures for Cancer, Aids, and also clean cold fusion. Juan's cousin Carmen Sanchez is a leaper here instead of Juan.
- 817 : A version of 816 wherein Modern Heroes appeared in the 1980's/early 90's.
- 818 : A version of 816 wherein Modern Heroes appeared in the 1960's/early 70's. Most of Earth's heroes never returned from the Secret Wars in the 1970's.
- 819 : A reverse alignment version of 818 (not 816). Nazi Germany controls Europe.
- 820 : A version of 816 where the current date is early 1970s.
- 841 : No Man's Land of 816.
- 842: Leaper Carmen Sanchez of this world was killed by the Angel-bot
- 843 : Roman Empire still rules

### Misc Earths

- |                           |                                       |
|---------------------------|---------------------------------------|
| 901 : Atlantis Attacks    | 916 : Screamers                       |
| 902 : Star Trek Universe  | 917 : Tooniverse (Juan 818)           |
| 903 : Star Wars Universe  | 918 : Stargate Universe               |
| 904 : Riddick             | 919 : Resident Evil                   |
| 905 : West World          | 920 : Daybreakers                     |
| 906 : 28 Days Later       | 921 : Marvel Zombies (716 version)    |
| 907 : Terminator Universe | 922 : Return of the Living Dead       |
| 908 : Pandorum Universe   | 923 : Percy Jackson's Universe        |
| 909 : Logan's Run         | 924 : Blade, Underworld,              |
| 910 : The Island          | 925 : Xena-Verse                      |
| 911 : Starship Troopers   | 926: Middle Earth                     |
| 912 : Surrogates          | 927 : Demons (the Movie 1985)         |
| 913 : I, Robot            | 928 : Legion (the Movie)              |
| 914 : Jason X             | 929 : New Hyborea (Earth transformed) |
| 915 : The Crazies         | 930 : Austin Powers                   |
- 931 : 'Blood Universe' : The planet Mars of this dimension was settled millennia ago by a cosmically powered vampire, who established great domed cities.
- 932 : Bram Stoker's Mummy, Mirrors, Undead or Alive, Rest Stop, Dream Catcher,
- 933 : Big Trouble in Little China, Dead End, Silent Hill, Rest Stop, The Ruins,
- 934 : Ruled by Intelligent Zombies (Juan-818 & Exiles)
- 935 : Judge Dredd, Aeon Flux,
- 936 : Robocop
- 937 : Alien Nation

Leaper Tattoos: The tattoos were designed to endow the wearer with mystical detection abilities and make them mystically adept. The tattoos are empowered by Agamoto. In theory, they are meant for 'putting right what once went wrong.' However, he doesn't intervene if they are misused. He's a very busy entity.

The night of the new and full moons, the tattoos grant the ability to transfer their host's consciousness through space and time, possessing other beings at critical junctures. It grants limited regeneration and mystical resistance. These tattoos become invisible after the first leap.

If the leaper is sacrificed at the moment of his or her first leap and the heart's blood consumed, the slayer becomes mystically adept and capable of astral projection. They gain increased willpower (psyche +1 CS).

If the leaper is intimately involved at the moment of a leap, he or she may take the other person with them on the leap - possessing a random person within a certain undefined radius of the leaper's target.

Likewise, if a leaper is intimately involved at the time of their return, the other person may return with them, randomly possessing someone again within a certain undefined radius of the leaper's body. If the possessed person is near the leaper at the time of their next leap, the effect reverses returning their spirit to their own body.

The spirit of any possessed persons is stored in body of the person possessing their body. They regain consciousness on a red psyche feat.

The possessor of the Tattoos gains a +1 CS on Psyche, Fighting, Strength and Endurance. They also become mystically adept. However, on their leaps, their power is very limited unless the host body is also that of a mystically adept person. Initially, NO spells are known. Astral Projection is easily learned and often the initial power achieved (Karma cost to achieve Astral Powers are half normal). Regeneration is at a rank 10 (1 per round) after the first 10 points are taken.





Juan Montoya - Earth 818

Codename : Ronin

Fight	40	Reason	30
Strength	15	Intuition	20
Endurance	30	Psyche	30
Agility	20		

Health	95	Karma (Base)	70
Jacket/Armor	20 / 30	Back Armor Plate	40 / 50

Powers :

Mystically Adept	30 (Psyche)
Leaper Tattoos	60 *

**Spells:**

Healing	20	Stunts : Poison, Scar Tissue,
Cure Disease	40	Stunts : Genetic Disorders
Astral Project	40	Stunts : Change Form, Visible/Audible
Tantric Jab	30	Pleasure or Pain, Stuns for 2-20 rounds
Mind Vault	*	Can impenetrably secure 10 pieces of information, typically his true identity and dimensional coordinates of his home dimension are two
Dimensional travel		From homeworld only, Juan can travel to another dimension that he's been to at a cost of 100 Karma each way.

**Languages:** English, Spanish, Italian, French, German, Russian, Yiddish, Arabic, Japanese, Chinese (3 dialects), Korean, Bengali, Hindi, Portuguese, Turkish, Vietnamese, Thai, Serbo-Croatian, Sindhi, Ancient Egyptian, Latin, Various Hyborean Languages, Shiar, Kree, Ieni, Badoon, Federation Common, Klingon, Vulcan, Andorian,

**Personal Tech used on homeworld :**

Light Generation	20	Webcaster	30	Taser	30
K/O Gas (c/o Batman)	30	Dimensional Tracker	20	Sonar / HUD glasses	10
Image Inducer	10	Pseudoderm disguise	20		
Tech Pods :		Dimensional Travel	40	Teleportation	20

Juan has also been known to use a version of a Goblin Flyer and Battlesuit, but only rarely. His webcasters are capable of carrying a Taser line with them.

Juan's girlfriend is an Android with an Incredible reason. He has spent much time training in compressed time VR.



Juan 818 was born believed to be the son of Pedro Manuel Montoya. Shortly after his birth, his mother 'died'. Pedro began to raise the boy but, during a hospital visit, he learned that Juan was not biologically his child. Juan was put up for adoption.

A high strung and often confrontational child, Juan never did get adopted. He became a ward of the state, living in various orphanages and foster homes. In none of which was he overly well treated. At an early age Juan exhibited an extraordinary intellectual and athletic ability. Unfortunately, this often created great rivalry with other orphans and people in his foster homes. A strong willed boy, he sought to advance his gifts rather than hide them. He studied voraciously, and hired a local thug to pose as his father when needed. Such was the case when he signed up for martial arts classes, at which he excelled. The relationship with the thug blossomed and his gang was soon using Juan to run drugs and money. As Juan grew older, he also engaged in illegal racing, car theft and getaway driving. He was never caught in any of these.

Growing up, the only close relationship he developed was with a cousin of one of his foster-siblings. She was a beautiful young girl named Shannon. Juan became infatuated with her, but despite his best efforts she was romantically uninterested in him. Juan settled for friendship.

Juan 818 graduated from high school with top honors at age 14, and accepted a scholarship to UCLA - studying both computer sciences and medicine. During this time he lived in a group home. It took him just under four years to near graduation. However, just prior to turning 18, he was caught hacking the school's computer systems. His purpose was fairly benign - the acquisition of the personal information on certain female students. Further investigation revealed that he had hacked various government databases, though no harm had been done therein. The case was eventually dismissed due to legal technicalities and also his status as a minor. The case file was sealed with upon his agreement to accept expulsion and loss of credits.

A few weeks later, on his 18<sup>th</sup> birthday (Feb 2<sup>nd</sup>), he was contacted by a legal firm. His aunt on his mother's side had learned of Juan and wished to make contact. However, she passed away before having an opportunity to do so. She was quite wealthy, and Juan inherited her home and fortune which included a large number of collectible art and historical pieces. Sadly, the house and much of the collection was destroyed when a hydraulically powered piece of modern art exploded. It was all heavily insured. (13 Ghosts Movie) Juan revamped the building with concrete blocks, chain link fencing and opened a Rave style club.

Juan then appeared to enter into a manic stage and exhibited such odd behavior as getting near full body tattoos and becoming romantically involved with an extremely aged minor film actress of the late 1930's. When the actress passed away not long thereafter, Juan inherited HER fortune as well. However, he surprised everyone by donating the money to charity. He did, however, buy the house out of sentimental reasons using money from his aunt's estate.

His rollercoaster life did not slow down. While vacationing on a cruise, he was among only three survivors of a tragic pirate attack. (Deep Rising Movie) The ship was sunk, and they survived for weeks on a desolate island (LOST). Also on the island were survivors of a crashed transpacific flight. Eventually, all escaped the island and Juan returned to California. On a whim, he purchased 30,000 dollars worth of lottery tickets. And WON. In yet another bout of eccentricity, he again donated the money to charity. On a lesser note, it was revealed that 90% of his tattoos were of a new temporary type of his own design.

For a while, Juan stayed mostly out of the public eye, and went to college. By age 21 he was graduating with a dual doctorate in Physics and Linguistics. When his earlier expulsion was suddenly overturned when new evidence was revealed, he resumed his studies in Medicine and Computer Sciences. He obtained these two doctorates a few months after his 22<sup>st</sup> birthday. To date, he has done nothing significant in any of these fields.

In 2005, Juan's brushes with celebrity inspired him to begin producing and later direct movies. The initial film, a remake of Rocky Horror, was a surprise hit partially due to the incredible performance of actress Sonja Parker. He continued making films, often based on the leaps he and Carmen 816 had had. His big break was shortly before the release of the movie Deathrace. Juan risked his life and was instrumental in the interception of a runaway train which had been packed with explosives and nerve gas by terrorists. (Unstoppable) In a daring feat of driving, he jumped his car from an overpass onto the speeding train. Climbing out, he then leapt from railcar to railcar, disarming the explosives and freeing them from the locomotive. In this manner, he safely removed the nerve gas and explosives from the situation. Next, he managed to slow the locomotive enough to avoid its expected derailment at a fuel storage facility then leapt onto a pursuing police car. The locomotive finally came off the tracks and crashed into an evacuated warehouse district of Sacramento.

The press swarmed Mr. Montoya, and they soon learned that he had been instrumental in thwarting a bank robbery years earlier and in battling mutated Piranha (Movie Pirahna) earlier that summer. He became a favorite of the talk show circuit - and he garnered lucrative endorsements and his movies became hits. An avid artist, pricing on his paintings and artwork skyrocketed. Original storyboards for his movies became collectibles. Juan worked obsessively and managed to put out new movies every four months. Then, just as suddenly as he began, Juan stopped making movies in the fall of 2009 following the release of Monster, possibly his greatest work. His income from his media empire as well as vast profits from investments in various technology and internet based companies makes his net worth staggering for a man who was penniless a few years earlier.

In December 2009, Juan was in Washington DC meeting with heads of SHIELD and the CIA to discuss dimensional travel and possible threats. Driving back to his hotel, Juan observed an aircraft flying low toward the White House (White House Down). Hidden panels opened on the aircraft, and shot down the two fighter jets which had moved in to intercept. A team of terrorists a hundred strong, using the aircraft for support, swarmed the White House and gained control, taking the President and First Family hostage. Juan disguised himself using a mask from a fallen terrorist, and speaking fluent Korean, infiltrated the terrorists and defeated them single handedly. Again basking in media attention, he walked the hostages out of the White House amidst cheers of onlookers.

In January, 2010 Juan was captured by the assassin known as GoGo Yubari. He was forcibly trained by her in various martial arts then released. She also took liberties with him during his capture. His absence was not noticed by the public as suitable stand-ins were available, arranged by SHIELD.

In August of that same year, Juan was nearby when a team of super powered terrorists attacked a crowd in Los Angeles. Using personal tech he engaged them in combat. He defeated them but reportedly died in the exchange. Whether he is truly dead, remains to be revealed.





Carmen Sanchez 816

Codename : Apogee

Fight	40	Reason	25
Strength	12	Intuition	30
Endurance	30	Psyche	60
Agility	30		
Health	95	Karma (Base)	70
Dense Flesh	30 / 20	Nanite Induced	

Powers :  
 Mystically Adept 30 (Psyche)  
 Leaper Tattoos 60 \*

**Spells:**

Healing	20	Stunts : Poison,
Cure Disease	40	
Astral Project	40	Stunts : Change Form, Visible/Audible
Tantric Jab	30	Pleasure or Pain, Stuns for 2-20 rounds
Dimensional travel		From homeworld only, Carmen can travel to another dimension that she's been to at a cost of 100 Karma each way.

Mystical Items : 100 Green Guardian Ring (An alternate reality version of a Green Lantern Ring)

**Languages:** All Earth, Most Marvel Space including Shiar, Kree, Skrull, Ieni, Badoon, Federation Common, Klingon, Vulcan, Andorian,

**Personal Tech used on homeworld :**

Nanite Regeneration	50	Dense Flesh/Nanite	30 / 20	Stun/Force Blaster	50
Image Inducer	50	Teleportation	50	Force Field Gen	20

Carmen's sister on 816 is married to Juan Montoya 816, a more intelligent non-leaper version of Juan 818. He is endowed with an Amazing reason and is a mutant with heat generation, hypnotic voice, and spirit storage. She has access to incredible amounts of technology though seldom takes advantage of it. She has spent much time combat training in compressed time VR. While not a true genius, she has spent immense time in VR studying technology and its use. Not an inventor, her knowledge of technology is very impressive. She has leapt into a cyborg which spoke all Earth languages, and is fluent in all modern ones. She has trained with the Green Lantern core, and her already incredible psyche was increased.

She has moved from Earth 816 to Earth 516 (Earth One) and joined Young Justice as *Apogee*.

## Noteworthy Incidents



Juan 818 encountered a Stargate on one of his early leaps. Investigating the same location on his own Earth, he discovered it likewise existed there. He moved the gate one of the many subbasements located beneath the House of Glass (the previous owner prior to both his mother and himself had been a survivalist and had hidden bunkers installed. Juan had discovered the bunkers while practicing his Astral skills. An underground stream supplies fresh water as well as hydro-electric power.

Juan spent nearly a year exploring other worlds using the device. There he discovered strange races, especially a parasitic one that was capable of possessing other beings. These beings were capable of space travel and Stargate use.



Juan spent approximately two months on the “LOST” island, encountering prehistoric beasts, alien races, other stranded humans, ancient relics and confusing mysteries. He did eventually repair a sunken sailing vessel and escape, bringing with him a few dozen other survivors of various shipwrecks and crashes. The island is known to move locations unpredictably.

Juan 818 has since learned that the island has counterparts in other dimensions. It is Themycira in the DC Universe and ruled by the Eternal Kukulcán in various Marvel worlds.



Juan also spent a few months trapped in space when some extra-terrestrial bounty hunters mistook a mutant friend of his for their prey. He was aided in fighting them by another mutant, a young girl with teleportation abilities. Unfortunately, the bounty hunters had a teleportation intercept device and both she and Juan were captured.

They eventually escaped, teaming up with a team of freelancers in a remote part of Shiar territory (Firefly). This region was heavily populated by humans who had been transplanted decades ago from Earth then abandoned. Their spaceships were relatively slow but eventually a Shiar craft was acquired and Juan returned home with the girl.



## Appendixes :



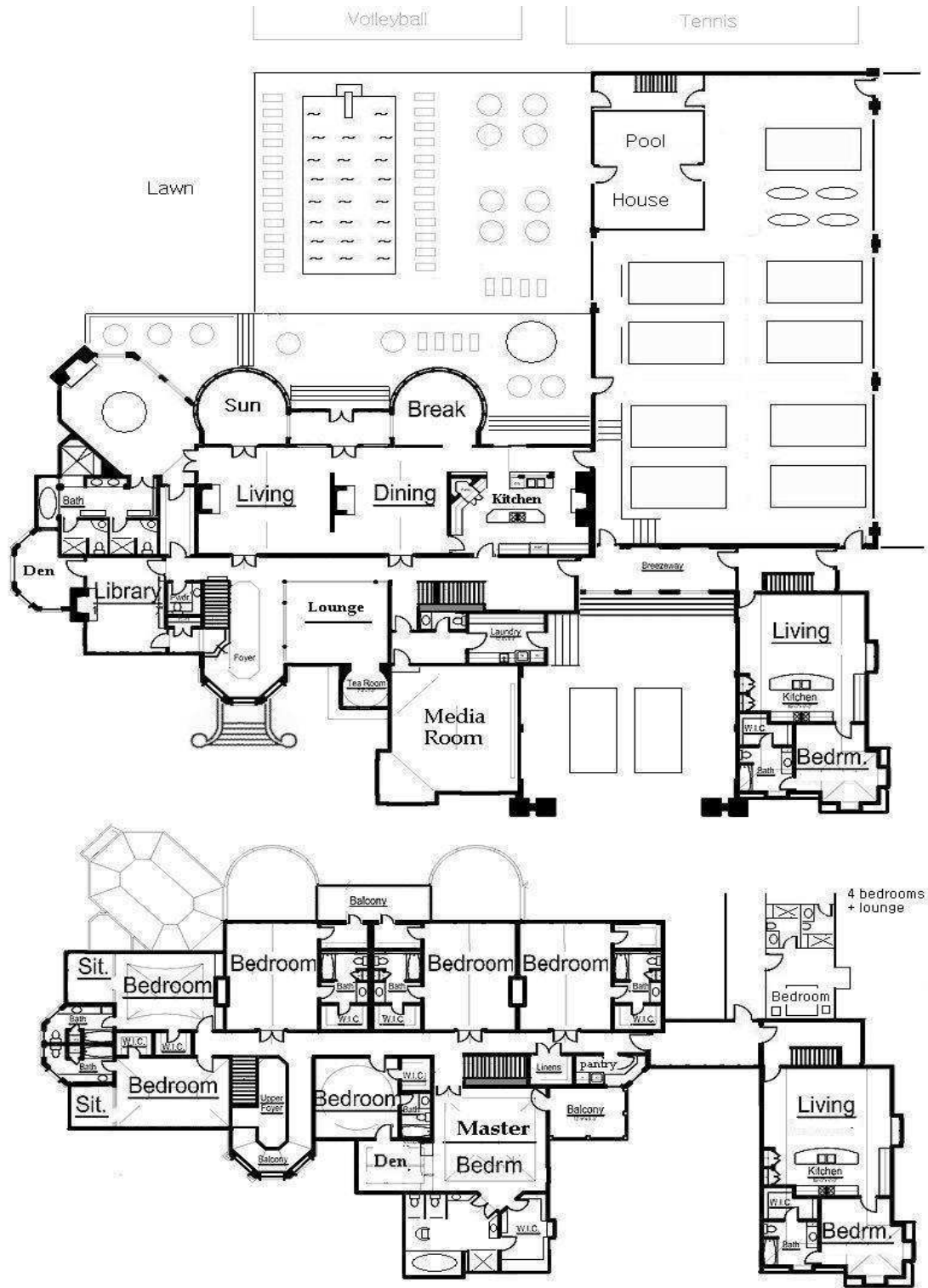
Karma :		Advancement:	
Stop Minor Crime	10	Abilities (FASE RIP) :	5 x Next Level
Stop Felony	20	Cresting to next level :	20 x Next Level
Stop Violent Crime	30		
Stop Major Crime	40	New Power:	1000 for Typical
Stop National Crime	50	Power Advancement:	10 x Next Level
Stop World Wide Crime	60	Cresting to next level:	40 x Next Level
Stop Multi World Crime	75		
Save Life - Minor Effort	10	New Power Stunt Attempt:	100 Karma
Save Life - Major Effort	20	1st Attempt	Red
Save Life - Extreme Effort	30	2nd-3rd Attempt	Yellow
Save Dozens of Lives	200	4th+ Attempt	Green
Save Hundreds of Lives	400	After 10 successes, the Stunt is mastered at -1CS	
Save Thousands of Lives	600		
Save Millions of Lives	800		
Save Planet	1000		
Save Multiple Planets	2000		



**Riviera Condo**

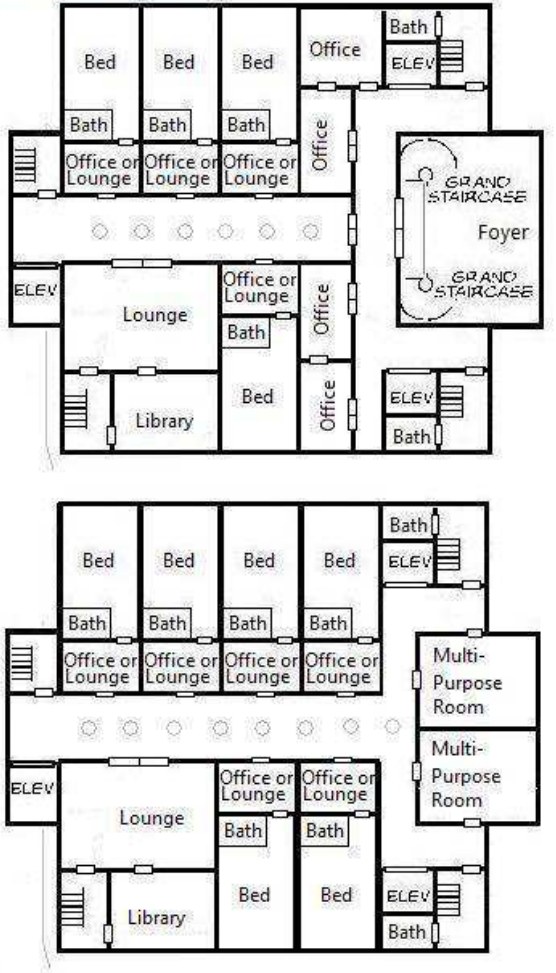
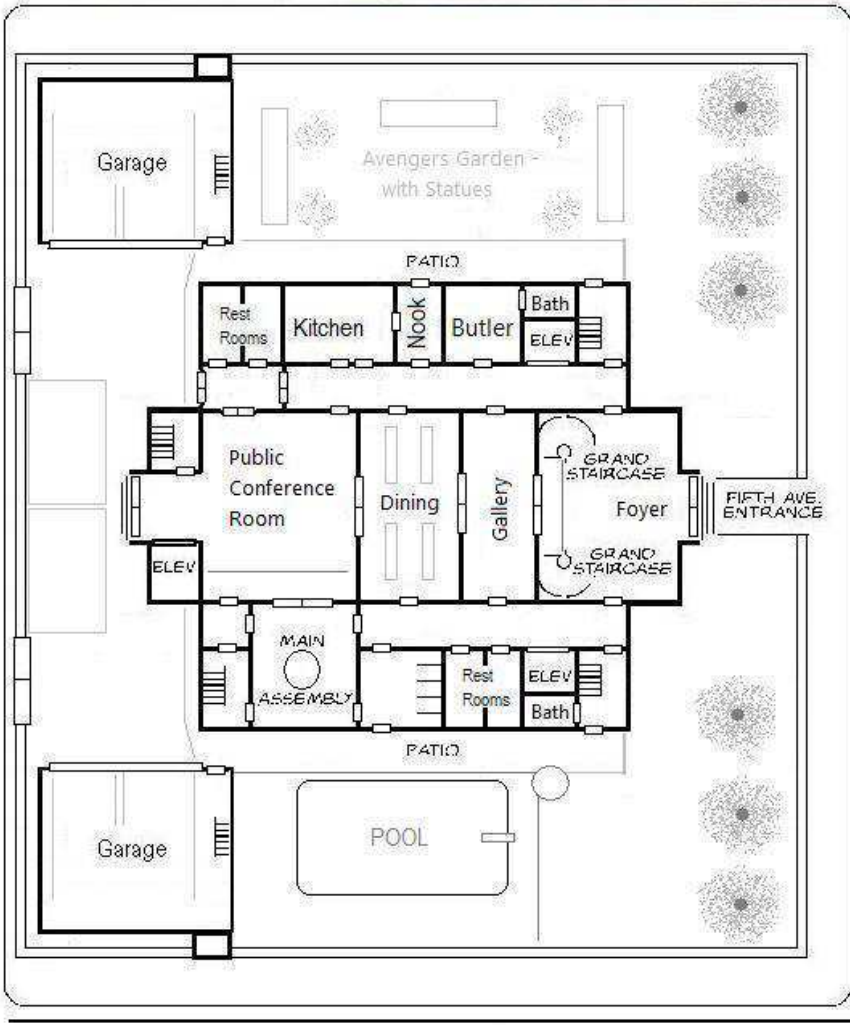
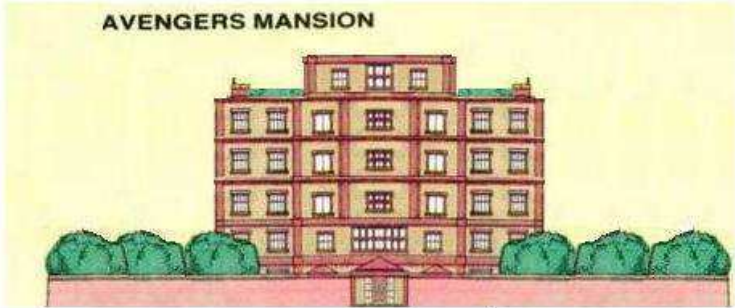


**Montoya Estate**



**Montoya Estate - Interior**

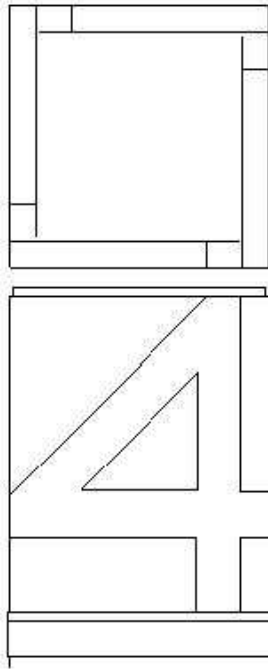
# AVENGERS MANSION



Avengers Mansion



# FOUR FREEDOMS PLAZA



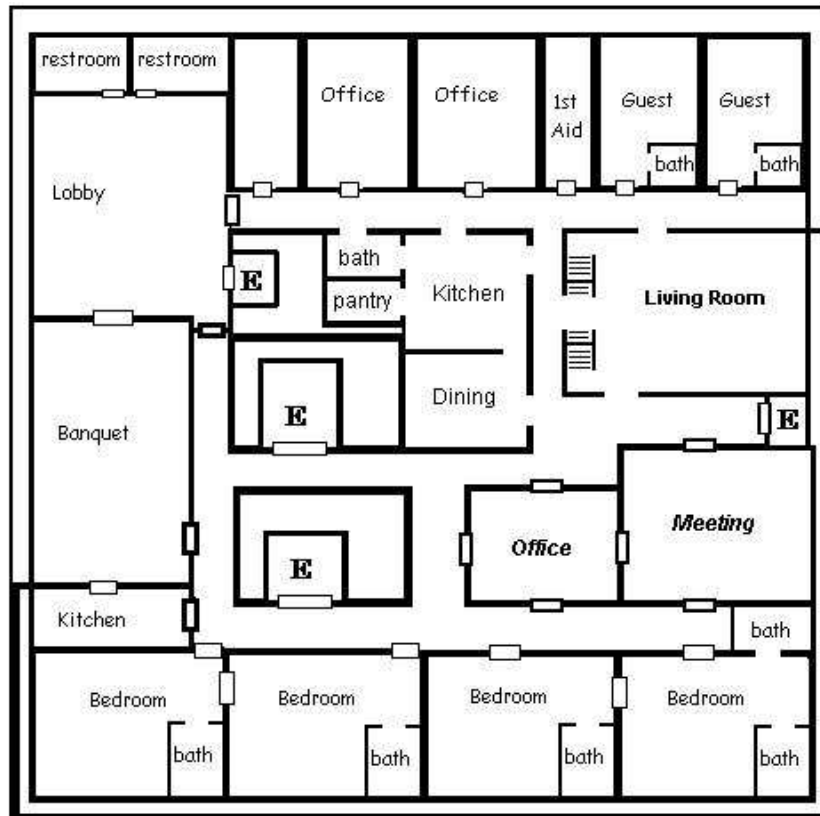
Floor 100 : hanger

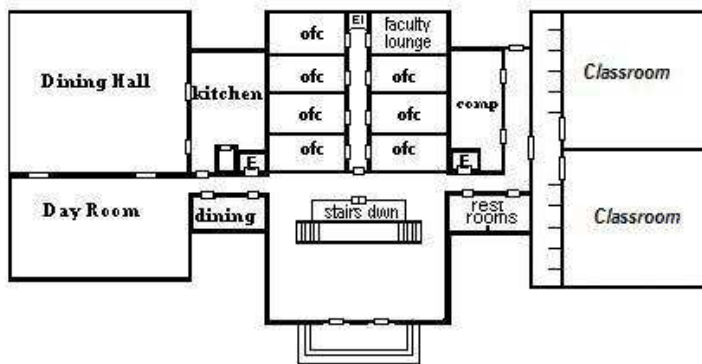
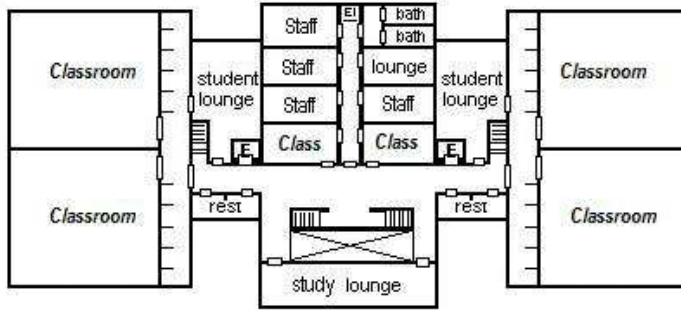
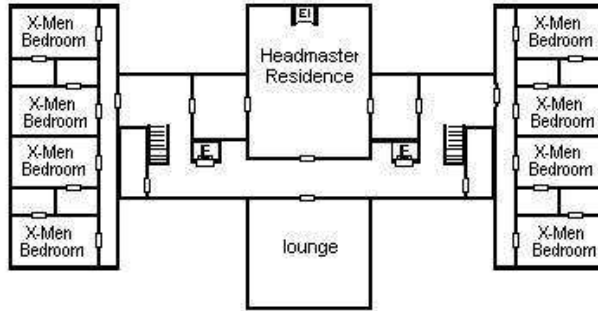
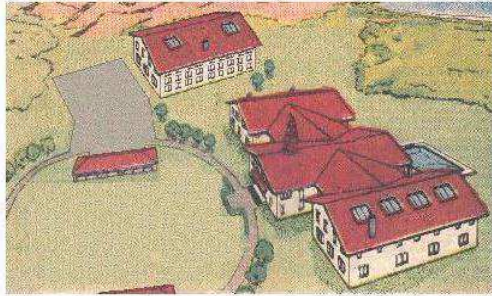
71-100 : FF Residence  
 98-99 : Warehouse & Machine parts  
 95 : Microverse access  
 90 : Negative Zone access  
 81-99 : Labs & Storage  
 78-80 : Storage & Alicia's Studio  
 76-77 : Command Center  
 73-75 : FF Residence  
 72 : "Inn" - Guest Quarters  
 71 : Reception

70: Breakaway Point  
 51-70 : Short Term Leasing  
 54 : Breakaway Point

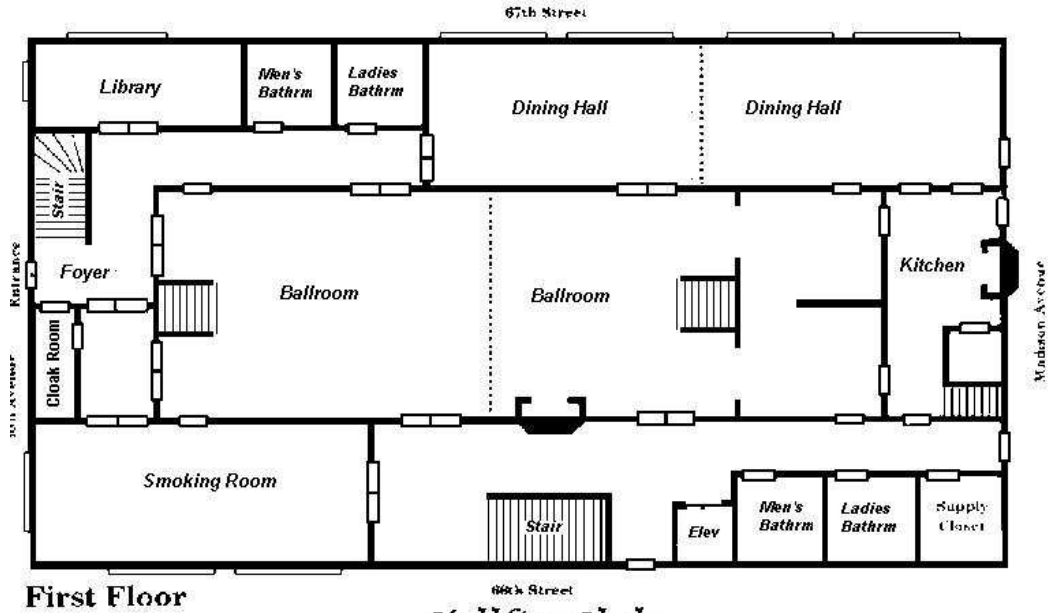
Floors 01-50 : long term leasing

Sublevel 1-2 : Maint  
 Sublevel 3-4 : Freight  
 Sublevel 5 : Aquatic tunnel access  
 Sublevel 6-15 : FF backup facilities -

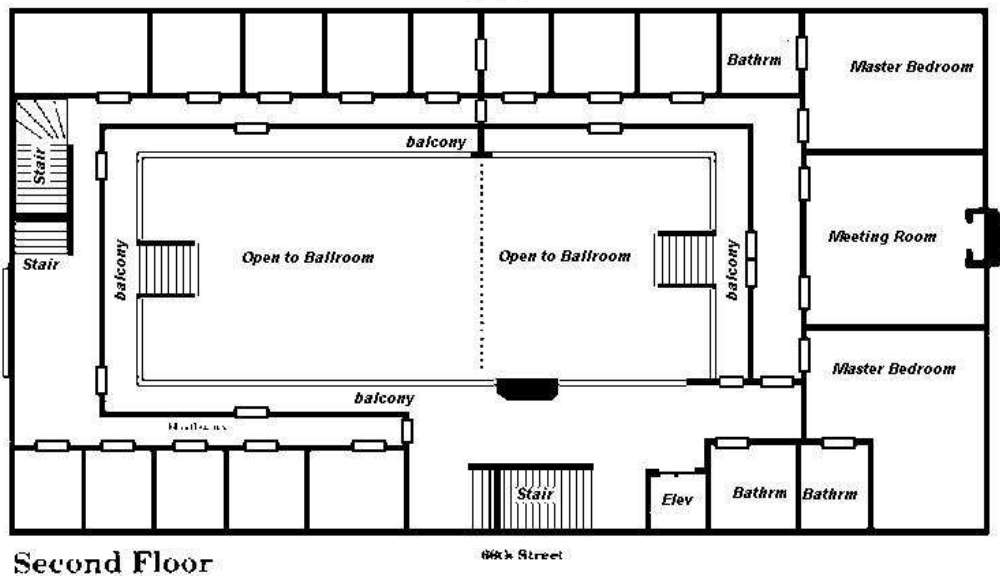




**Xavier Institute**



*Hellfire Club*



**The Hellfire Club**  
Manhattan Branch

## Sample Fight : Spidey & Wolverine vs Electro & Sabretooth

	Blunt Attacks <b>BA</b> Fighting	Edged Attacks <b>EA</b> Fighting	Shooting Attacks <b>Sh</b> Agility	Throwing Edged <b>TE</b> Agility	Throwing Blunt <b>TB</b> Agility	Energy <b>En</b> Agility	Force piling <b>Fo</b> Agility	Grap- ping <b>Gp</b> Strength	Grab- ing <b>Gb</b> Strength	Escap- ing <b>Es</b> Strength	Charg- ing <b>Ch</b> Endur- ance	Dodging <b>Do</b> Agility	Evad- ing <b>Ev</b> Fighting	Blocking <b>Bl</b> Strength	Stun? <b>St</b> Endur- ance	Slam? <b>Sl</b> Endur- ance	Kill? <b>Ki</b> Endur- ance
White	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	Miss	None	Autohit	-6 CS	1-10	Gr. Slam	En. Loss
Green	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Miss	Take	Miss	Hit	-2 CS	Evade	-4 CS	1	1 area	En
Yellow	Slam	Stun	Bullseye	Stun	Hit	Bullseye	Bullseye	Partial	Grab	Escape	Slam	-4 CS	+1 CS	-2 CS	No	Stagger	No
Red	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	Hit	-2 CS	-2 CS	-2 CS	Hit	Hit	Hit

	0	Fe	Pr	Ty	Gd	Ex	Rm	In	Am	Mn	Un	X	Y	Z	1000	3000	5000	B
	Shift	Feeble	Poor	Typical	Good	Exce- llent	Remark- able	Incre- dible	Amaz- ing	Monst- rous	Unear- thly	Shift	Shift	Shift	Class	Class	Class	Beyond
	0	2	4	6	10	20	30	40	50	75	100	150	200	500	1000	3000	5000	∞
	0	1-2	3-4	5-7	8-15	16-25	26-36	37-45	46-62	63-87	88-125	126-175	176-350	351+				
01																		
02-03																		
04-06																		
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76-80																		
81-85																		
86-90																		
91-94																		
95-97																		
98-99																		
100																		

Welcome. This Section gives an example of Combat in the TSR Marvel Roleplaying Game, with House Rules.

Chosen for this Example are Spiderman and Wolverine vs Sabretooth and Electro.



## **HEROES :**

### **Spiderman :**

Fighting 40 Agility 50\* Strength 40 Endur 40

Reason 20 Intuition 50 Psyche 30

Armor - 0 - Health 170 Karma 100

Powers : Wallcrawling 50 Webbing 40 (40 shots per cartridge - 2 cartridges of  
Leaping 4 areas 75 strength webbing 10 shots ... each cartridge  
Dangersense 100 \* expended causes a one week -1 CS on resources)  
Spider Tracer 40 Webbing non-conductive: -5 CS  
Spider Light 10 on conveying electrical current

Combat Notes : Resist Domination Skill

\* Acrobatics Skill

(with Danger Sense adds +2 CS when dodging but not on his attacks: net = 100 UN)

Other : Resources 10

Skills - Chemistry, Electronics, Computers, Photography

### **Wolverine :**

Fighting 40 Agility 30\* Strength 20 Endur 75

Reason 10 Intuition 75\* Psyche 30

Armor - 0 - Health 170 Karma 115

Powers : Claws - adamantium Damage 30 to 75 High Tech Sharpness : -4CS on armor  
Heightened Senses 50 (Hearing, Olfactory, Touch)  
Regeneration 100 (10/rnd)  
Adamantium Skeleton: -4 CS on blunt damage 75% change convert bladed to blunt  
Berserker

Combat Notes : Acrobatics +1 CS Weapon Specialist (claws) +1 CS  
(net effect : fighting 50 AM with claws)

If stunned, every round roll a yellow Regeneration feat to shake it off

Resist domination skill

## **Villains :**

### **Electro :**

FASE-RIP : 20 10 10 50 - 10 20 6

Armor 20\* Health 90 Karma 36

Powers :

Electrical Gen/Control 50 Electrified Body Field 20

Electrical Device Control 20

Flight along Electrical Lines - up to 8 areas /rnd

### **Sabertooth :**

FASE-RIP : 40 30 30 75 - 10 50 30

Armor - 0 - Health 175 Karma 90

Powers :

Claws 30 Regen 100 (10/rnd)

Heightened senses 50

## Success Chart for Reference

Prelude : Gamemaster sets up the scenario. Spiderman spotted Wolverine tracking someone by scent through NYC. Swinging down and speaking to him he learns that Wolverine detected the odd scent of ozone. This was accompanied by the scent of Sabretooth and another human scent.

They continue following the trail and discover Sabertooth speaking with Electro. Sabertooth and Electro roll intuition feats to see if either notices the heroes. Electro rolls a 10 and does not notice (he needs a 41 having a 20 intuition - see the Marvel Universal Chart). Sabertooth rolls a 15 and also does not notice (he needs a 26 having a 50 intuition). Sabertooth with his heightened senses gets a second roll and rolls a 74 on his 50 AM sense of smell and notices their scent.

Round 1 : Initiative is rolled, and group initiative is opted for. The heroes roll a 5 and the villains roll a 9. They add their individual agilities/10. Net result : Spiderman  $5+5=10$  , Wolverine  $5+3=8$ , Sabertooth  $9+3=12$  (Electro doesn't get a roll because he failed to see them coming). Highest initiatives go first. Sabertooth yells to Electro (which gives him an action at the end of the round and allows him to dodge normally) and attacks. He, of course, attacks Wolverine using his claws.

Sabertooth rolls a 58 attacking Wolverine with his claws. He hits with a yellow success (58 on the 50 AM fighting column). Wolverine gets a chance to dodge, needing at least a yellow success to dodge. He rolls a 90 and succeeds (he needed a 66 on the 30 REM agility column).

Spiderman goes next and shoots a web at Electro. He announces he will web the villain then slingshot him into the brick walls nearby. This is called shot and he needs just a 56 on his 50 AM agility to succeed. He rolls a 62, succeeding. Electro may dodge to avoid the attack by rolling a 76 on his 10 Good Agility column to match the yellow success. He rolls an 06, and is stuck with the end of a webline and smashed into the wall. It was only a yellow feat on the blunt table so no check for stun is necessary (had the blunt damage exceeded his Endurance, he would have had to make a check vs stun. Likewise, had it been a bladed attack which equalled his Endurance, then an Endurance check would also have to have been made vs stun.) He takes 40 points of damage temporarily off his 90 health, so he is not feeling overly well.

Wolverine goes next attacking back at Sabertooth. He attacks likewise with claws, rolling a 56 on his 50 AM attack (40 Fighting +1 CS for weapon specialist). Just barely a yellow attack. Sabertooth dodges, rolling a 24 on his 30 agility failing (he needed a 66). Wolverine decides to do a full 75 points of damage and his yellow bladed attack rating requires Sabertooth to check for stun (he would have had to anyway since the bladed damage equaled his Endurance.) Sabertooth rolls a 24, on the 75 Endurance column. Just barely missing a green feat so he is stunned 1-10 rounds. A 1d10 is rolled and a 3 results in a stun for 3 rounds, all actions for 3 rounds being on the SH-0 column.

Electro goes last. He blasts Spiderman with an electrical bolt, rolling a 82 on the 10 agility. He hits in the yellow. Spidey tries to dodge, on the 100 UN. He only needs a 46 to dodge but rolls a 44 and is hit. Since a yellow energy attack is a stun, he must make an Endurance check. He rolls a 35, with a green success so is only stunned 1 round. He needed a 61 on his 40 Endurance to avoid being stunned altogether.

Round 2 :Initiative - The heroes roll a 7 and the villains roll a 5. Spiderman(stunned) gets  $7 - 4 = 3$ , Wolverine gets  $7 + 3 = 10$ , Sabertooth(stunned) gets  $5 - 4 = 1$ , Electro gets  $5 + 2 = 7$ .

Wolverine goes first, wanting to attack Sabertooth but seeing the more real danger in Electro. He attacks, using claws and rolls a 3 on his 50 AM attack. He gets a green result. Electro attempts to dodge, and rolls a 18 on his 10 Good Agility. He is hit. Wolverine decides to only do 40 points of damage, not having fought Electro before. He should have done 50, as this would have brought Electro to - 0 - health but the player has no way of knowing the villains exact health. Since 40 (bladed damage) is below his Endurance and it was only a green attack, Electro likewise does not need to make an Endurance check vs stun. However, one of Electro's powers is Electrified body field. Wolverine takes 20 points of damage back. It is below his Endurance so no stun roll is needed.

Electro blasts back at Wolverine. Before rolling, the players mutually agree Electro is +2 CS to hit due to Wolverine's adamantium bones (a variant of steel - an excellent conductor which attracts electricity). The roll is made and it did not matter, an 85 is rolled (a yellow success on either the 10 or 30 column). Wolverine dodges, and succeeds rolling a 92 on his 30 agility. No hit is scored.

Spiderman goes, but is still stunned. He fumbles for his webline still attached to Electro but rolls a 10 on the SH-0 (because he is stunned).

Sabertooth now has his turn. He heals 10 points and gets a roll on his regeneration power rank to shake off the stun effect needing a yellow success. He rolls a 62 on the 100 and shakes off the stun. He decides to attack the stunned Spiderman. He rolls a 96, a kill result with his claws. Spidey gets to dodge on the SH-0. Not wishing to die, he spends karma. He rolls a 26 and decides not to spend 74 karma points to avoid getting hit altogether. He spends the mandatory 10. He then makes an Endurance feat not to die, and again declares he will spend karma. He rolls a 69 on his 40 endurance, easily in the yellow but he has to spend the mandatory 10 points. So he is now down 80 health (30 from Sabertooth and 50 from Electro).

Round 3: Spiderman shakes off the stun. Initiative is rolled, 6 for the heroes and 6 for the villains. So, Spiderman goes first with an 11, then Wolverine and Sabertooth tie at 9, then Electro with an 8.

Spiderman declares he is placing himself between Electro and Sabertooth. He then attacks Sabertooth, webbing him in a grapple attack using his best webbing. He declares he shall use karma and rolls a 60 on his die roll. He spends 31 to nail him in the red on the 50 agility table (Spidey is pretty mad). Sabertooth tries to dodge and declares he likewise shall use karma. He rolls a 37 but being a villain may only add 20 to his roll, not the red needed. He spends the mandatory 10 points and is pretty wrapped up.

Wolverine heals 10 points. He half turns to attack Sabertooth then sees him taken care of. He declares he will slice off the top of steel post and throw it at Electro. Players agree cutting the post is automatic so no roll is needed, but they also agree the post is unwieldy to throw so he is at -1 CS. He rolls a 49 on the 20 (30 agility -1CS) and hits in the green. Electro dodges rolling a 58 on the 20 agility column.

Sabertooth goes, and tries to break free. Spidey used his good 75 strength webbing so actually Sabertooth has zero chance to escape (the 75 is more than 2 CS above his strength).

Electro opts for the better part of valor and blasts away flying. Surprisingly, he grabs Sabertooth as he flees (doing him 20 points of damage in the process). It is decided that since he is only human strength, he must make a strength roll to grab the heavy Sabertooth as he goes. He rolls a 20 and misses Sabertooth, and decides to abandon him, racing away.

Spidey gives chase and decides to try to flick a spidey tracer into the nonconductive webbing attached to Electro. Players agree it needs a yellow agility to hit the webbing and not fry the tracer in Electro's body field. He rolls a 65 and succeeds. Electro gets a yellow intuition feat to notice, and rolls a 23, failing. Spidey then allows Electro to get away (though he may have anyway since he has the better movement rate in areas with electrical lines.)

Doing a bit of roleplaying, Wolverine is angry that Electro got away, and lips off to Spidey about not being able to keep up. In front of Sabertooth, Spidey decides not to explain. Police arrive and the heroes leave ... Spidey then explains to Wolverine he wishes to track Electro, and try to find out why he was meeting with Sabertooth. Wolverine apologizes Wolverine style ... "That explains why ya let that wimp get away then. Smart thinking, Bub." .... lights a cigar .... "But tracking him is no problem while I'm here."

End Result :

Spidey has taken 80 points of damage (30 from Sabertooth and 50 from Electro.) He has spent 51 karma (10+10+31) Wolverine spent no karma and will be healthy shortly.

Karma : defeating Sabertooth 100 karma / 2 = 50 each  
(highest attribute or useful power - 100 for Regen)

Karma : driving off Electro 25 karma / 2 = 12 each  
(1/2 credit for a defeat)

Karma : attaching the tracer to Electro/roleplaying 10 karma Spidey

Karma : -5 karma Wolverine minor damage to public property

Karma : +5 karma roleplaying bonus Wolverine -  
(for giving grief to Spidey, general attitude)

Note to character Spidey : used 1 dose of 75 strength webbing : 9 more and Spidey is at -1CS on resources for 1 week  
(never his strong point)