

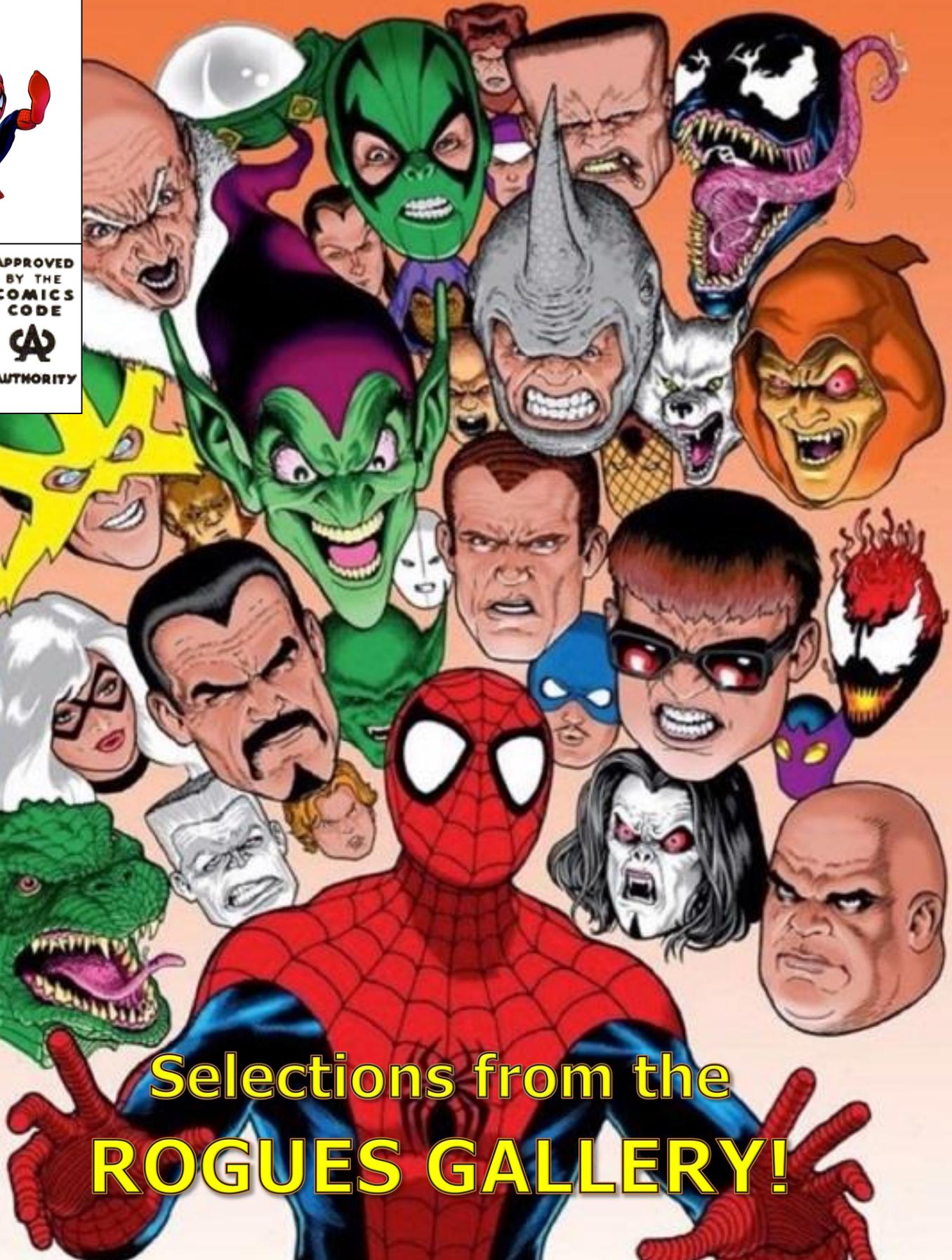
**MARVEL
COMICS**



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SPECIAL DOUBLE-SIZE ISSUE!

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HE *New!* MARVEL[®]-PHILE

**Selections from the
ROGUES GALLERY!**

Spider-Man's Rogues Gallery

In this issue, we visit some of the lesser-known members of Spider-Man's rogues gallery. While others have been published numerous times, and are likely known by the players – why not use throw some unknowns at your players!

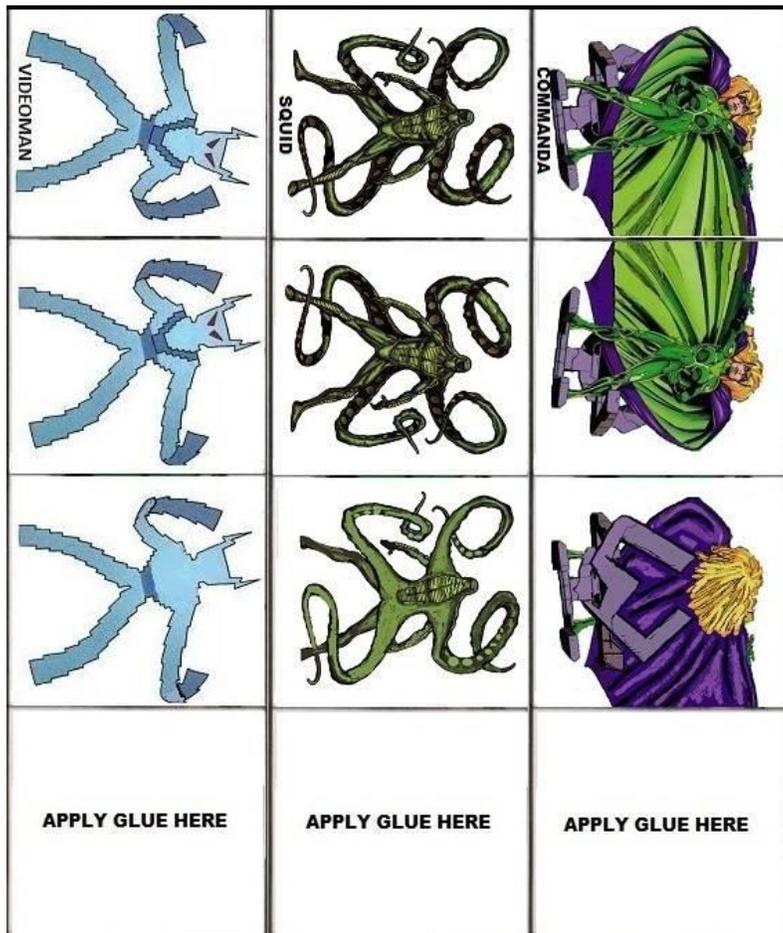
And standby for next month's howling good issue!

In the past, The Marvel-Phile was one of the best resources for new and updated information pertaining to the Marvel Super Heroes Role-Playing Game. We are continuing that fine tradition with the "New

Marvel-Phile". We are certain that each edition will bring something new and exciting for those that still enjoy this great game.

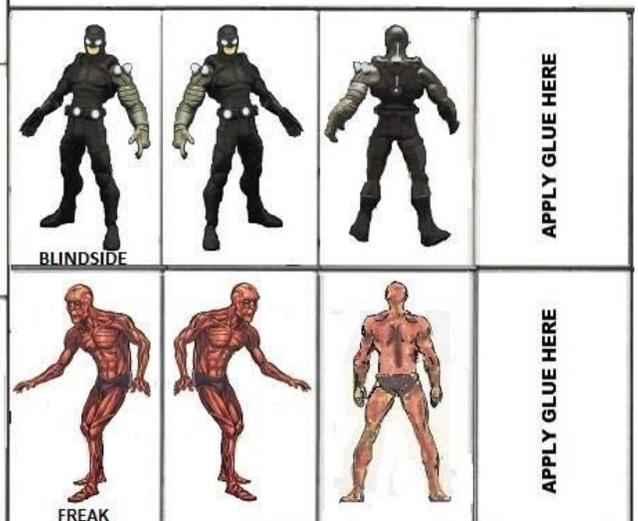
Let us know if you like what we are doing here, or if you want to see something different. Requests are also welcome, but please bear in mind, that we cannot possibly accommodate all requests. Feel free to send requests, feedback, and submissions (especially submissions!) to themarvelphile@gmail.com!

Please enjoy and feel free to give us feedback!



Layout by Steve Jolly
Stand-ups by George Henson
All illustrations by the Marvel bullpen.

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

Health: 60
 Karma: 36
 Resources: GD (10)
 Popularity: 0

BACKGROUND

Real Name: Nick Chernin
Occupation: Criminal; formerly scientist
Legal Status: American citizen with a criminal background
Identity: Known to the authorities
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Single
Known Relatives: Unrevealed
Base of Operations: Mobile; formerly Port Washington, NY
Past Group Affiliations: None
Present Group Affiliation:

KNOWN POWERS

None

EQUIPMENT

Gauntlet: Blindsight wears an oversized mechanical gauntlet and sleeve on his left arm. This gauntlet has Remarkable (30) Material Strength and can deliver a powerful neurotoxin on contact that instantly, but temporarily blinds anyone he touches. The toxin is effective through normal clothing and organic body armor.

- **Blinding Touch:** Victims must make an immune system (Endurance -2CS) FEAT against Amazing (50) intensity or be instantly blinded.
- Victims are blind for 60-minutes minus their immune system rank (Endurance -2CS). Example: Incredible (40) Endurance has an Excellent (20) immune system, 60-min. minus Excellent (20) immunity = blinded for 40-min.

Kinetic Enhancement: Blindsight's mechanical gauntlet can be energized to strike for Incredible (40) force damage, once every 3 rounds.

Unique Weapon/Discovery: Chernin invented the Oedipus neurotoxin and gains a +2CS to Reason and Resources when producing it.



Body Armor: Blindsight's armored costume provides Good (10) protection from physical attacks and prevents him from making contact with his neurotoxin, providing Amazing (50) protection from other skin-contact chemical attacks. Without his armor his Endurance is Good (10) and his Health is 50.

Talents: Biology, Bio-chemistry, Chemistry & Grappling (he gains a +1CS to grab an opponent with his gauntlet).

Contacts: Former partner of Commanda

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Chernin is a fairly generic super-thief. His motivations are simple – wealth. This is spurred by his current girlfriend, the high-tech jewel-thief Commanda.

HISTORY

Biochemist Nick Chernin developed the powerful Oedipus neurotoxin and used it as Blindsight to rob banks until he was thwarted by Spider-Man and Jackpot. In a later encounter, Chernin's neurotoxin adversely reacted with the drugs in Jackpot's system that she used to give herself super-powers, and the combination killed her.

He was later seen in the Bar With No Name, where he fought against Spider-Man and Daredevil. Attempting to blind Daredevil (not realizing he's already blinded), Blindsight was thrown through the front window of the Bar for his efforts. His current whereabouts are unknown.

Optional Rules for fighting blind (or invisible opponents):

If the blinded hero has no sense of what direction the target is in and is picking a direction at random roll a 1D10. A roll of 10 means he or she is shooting/swinging in the right direction and can attempt a blind shot.

- If the target is larger than normal add +1 to the 1D10 roll for every 25 points of growth power (example: the target has Growth at Monstrous (75) rank, add +3 to the 1D10 roll so the hero has a chance of hitting the target on a roll of 7-10).
- When making a blind-shot, relying completely on luck; roll a percentile (1D100). A roll of 90-96 is a Green result, 97-99 is a Yellow and a roll of 100 is a Red.
- If the hero has some sense of where the target is; can hear his footsteps, whispers, gun cocking, etc. the hero can add 1/2 his/her Intuition rank to the percentile roll (example: Incredible (40) Intuition add +20)
- If the hero has a good sense for where the target is; knows the target is right in front of him, hears his voice close by, just got punched by him, etc. he can add his Intuition rank to the percentile roll (Example; Remarkable (30) Intuition, add +30 to the roll).

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

Health: 28
 Karma: 36
 Resources: EX (20)
 Popularity: 0

BACKGROUND

Real Name: Catherine D'Antan
Occupation: Socialite, jewel thief
Legal Status: French citizen with a criminal record
Identity: Secret
Other Known Aliases: Lady Catherine D'Antan
Place of Birth: Puteaux, France
Marital Status: Single
Known Relatives: Unrevealed
Base of Operations: Mobile; formerly France
Past Group Affiliations: None
Present Group Affiliation:

KNOWN POWERS

None

EQUIPMENT

Suit: Commanda's suit of adjustable armor is controlled by her tiara and can be reshaped, shifting from full body armor to seemingly normal civilian attire. They provide her with the following abilities:

Force Field: Remarkable (30) protection vs. Physical and Energy attacks.

Body Armor: Good (10) protection vs. Physical and Energy attacks.

Electric Stunner: Located in her right palm, it does Good (10) electrical damage on contact.

Disguise: Her suit provides her the ability to change in and out of her power suit in one round, forming into whatever she wants. This affects her clothing only – she cannot change her physical appearance.

Drones: Commanda has control over multiple drones, which are also controlled by her tiara. They have the following statistics, and have the following abilities:

- **Levitation:** She is able to assemble multiple individual drones to allow her



to fly at Good (10) speed (4 areas/round).

- **Flight:** Her drones are able to fly at Good (10) speed (4 areas/round).
- **Laser blasts:** The drones can fire laser blasts at Excellent (20) damage with a range of 3 areas.

ADDITIONAL NOTES

Talents: Repair/Tinkering, thief.

Contacts: As long as the relationship lasts, she can likely call upon Blindside for assistance.

ROLE-PLAYING NOTES

Catherine D'Antan is a spoiled dilettante who is always looking for the next thrill. She is, however, quite clever, and enjoys manipulating people in order to get her way.

HISTORY

Bored with her idle life, wealthy Lady Catherine D'Antan became the costumed jewel thief Commanda. Successful as a criminal in France, she visited New York City in search of new challenges. Targeting a private home for her first heist, she was interrupted by Spider-Man. While he bested her in the fight, he was reluctant to harm her, and she used his hesitancy to stun him and escape.

Commanda's next target was the same hotel where she was staying, which was displaying the Crimson Heart jewel. Spider-Man suspected that she would be drawn to the collection, and confronted her there. Knowing of Spider-Man's local reputation, she attempted to seduce him and offered him a role as her partner, but he used the opportunity to get past her defenses and remove her tiara. Before he could turn Commanda over to the authorities, she changed her costume back to her civilian attire, and told the hotel's staff and guests that Spider-Man had tried to rob them. Spider-Man was chased off, but Commanda has not reappeared since.

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

Health: 130
 Karma: 28
 Resources: None
 Popularity: 0

BACKGROUND

Real Name: Unknown
Occupation: former vagrant, criminal
Legal Status: US citizen
Identity: Secret
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Unrevealed
Known Relatives: Unrevealed
Base of Operations: New York City
Past Group Affiliations: Employee of Doctor Octopus
Present Group Affiliation:

KNOWN POWERS

Adaptive Defense – Metamorphosis:
 Whenever Freak is critically injured, including being shot through the head, his body responds by adapting a defense against the type of injury sustained after entering into a state of suspended animation and healing. Freak, conscious or unconscious, generates a protective chrysalis of Amazing (50) material strength. While inside, Freak heals with the power of Regeneration at Excellent (20) rank, recovering 20 Health points every 10-Turns (minutes), with a maximum of 120 points per hour. Freak is able to heal mortal wounds, including damaged brain tissue.

- When Freak emerges his new, usually more physically powerful form, will have gained a defensive power against the type of attack that "killed" or nearly killed him. He gains the minimum rank to defend against the fatal attack, exp: If Good (10) Body Armor would be enough to stop a bullet, that is the rank he/she gains. If he entered into his chrysalis while burning to death in a Remarkable (30) damage fire, he emerges with Remarkable (30) resistance to fire.
- He can gain a defensive power against any one type of attack, with a maximum of Incredible (40) rank. If any gained defensive powers fail to prevent the same type of damage in

- the future, his next transformation will increase the rank of that defense +1CS up to his maximum Incredible (40) power rank.
- During metamorphosis, the Freak remains in suspended-animation for one hour for every point of power rank of his new power (Excellent (20) Body Armor = 20 hours, Incredible (40) = 40 hours, etc).
- Each time Freak has emerged from a chrysalis his physical abilities, notably Strength and speed have been increased. His third stage from is likely the peak of his physical potential. Whatever his physical stats, he had a maximum of 130 Health and Amazing (50) rank in any one ability.

- Freak could also gain new powers, based on the natural abilities of the animal genes he was mutated with, such as an enhanced senses of smell, leaping and climbing. He may have been able to adapt traits like gills if he was to drown.

Alter-Ego: Freak has gone through a number of changes in appearance and abilities. The ranks above are for his stage-2 form. When Freak first emerged he appeared to be skinless, with exposed bone plates. His abilities were unrevealed before he was fatally shot by police. He likely had the following abilities with no other powers.





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

Health: 80
Karma: 14



STAGE-2: When Freak emerged the second time, after being shot, he had the primary stats at the beginning of the profile and the following powers:

- **Body Armor:** Freak had gained reptilian scales and armor plates that provided him with Remarkable (30) protection from physical attacks, Good (10) protection from energy but no resistance to fire.
- **Claws:** Freak's hands and feet grew long, wide, webbed-claws that had Remarkable (30) material strength, inflicted Excellent (20) damage and allowed him to scale buildings made of stone or glass by punching holes in the surface.
- **Leaping:** Freak can leap with Monstrous (75) rank allowing him

jump 75 feet up or across and 105' feet down.

- **Enhanced Senses:** Freak's enhanced sense of smell allows him track an opponent or recognize chemical with Amazing (50) rank.



STAGE-3: When Freak emerged the third time, after burning and being crushed under a collapsing building, he grew into a much larger more physically powerful, armadillo/ape-like creature. He had the following abilities:

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

Health: 130
Karma: 28

- **Body Armor:** Freak had gained heavier armadillo-like armor plates that covered more of his body and provided him with Incredible (40) protection from physical attacks, Excellent (20) protection from energy and Incredible (40) rank resistance to fire.
- **Claws:** Freak's hands claws became shorter with Remarkable (30) material strength and inflicted Good (10) damage. His shorter claws and heavier build likely would have prevented him from climbing.

WEAKNESS

Coating Freak's chrysalis with quicklime will keep him in stasis. Forcing him to inhale/ingest quicklime will incapacitate him and force him into another chrysalis.

Talents: None

Contacts: None

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Freak is a drug addict and his sole motivations are to satisfy his addiction or cure his physical deformity. He will attack anyone in his way or work for anyone who can provide him with his fix.

HISTORY

Nothing is known about the man who would become the Freak except that he was a vagrant drug addict and petty criminal who fled Spider-Man after trying to rob a soup-kitchen. The vagrant stumbled into what he believed to be a drug lab that was in fact the laboratory of Curt Connors, the Lizard. The addict injected himself with experimental animal genes and formed crystals that transformed him into the monstrous Freak. Shortly after emerging he was confronted by the police and shot in the head. His body fell into the sewer and began forming another chrysalis.

He emerged in his stage-2 form, now bullet proof, faster and stronger and tracked down and attacked Spider-Man before he was able to find a meth lab. Spider-Man pursued him and in the ensuing fight, the lab caught fire and the building collapsed around him. Emerging from a third chrysalis in a junk yard, Spider-Man and Dr. Connors tricked him into inhaling quicklime and incapacitated him.

Freak was captured and experimented on by Oscorp before the building was destroyed and collapsed on top of him. He was seen to be one the villains hired by Doctor Octopus to kidnap Menace's infant child who was being protected by Spider-Man. At this time he seemed to have reverted back to his stage-2 form.

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

Health: 80
 Karma: 18
 Resources: TY (6)
 Popularity: -5

BACKGROUND

Real Name: Donald Callahan

Occupation: Criminal

Legal Status: US citizen with a criminal record

Identity: Secret, known to the authorities

Other Known Aliases: None

Place of Birth: New York City

Marital Status: Single

Known Relatives: Mike Callahan (father), unidentified mother (deceased)

Base of Operations: New York City

Past Group Affiliations: Hateful Hexad, formerly All-New Sinister Six, Sinister Sixteen, Hood's criminal army, Masters of Evil, Wicked Brigade

Present Group Affiliation: Army of Evil

KNOWN POWERS

Squid Form: Donald can transform into a green-skinned form with four tentacles growing from his back. This form provides him with the following abilities:

Tentacles: The Squid's tentacles can perform the following power stunts:

- He is able to make up to four multiple attacks on a successful Fighting FEAT.
- He can engage in blunt attacks, wrestling, or a combination of these attack forms.
- He may attack non-adjacent foes up to 1 area away.
- A single tentacle has Remarkable (30) Strength.
- Multiple tentacles used to attack have Amazing (50) Strength.
- Multiple attacks are resolved on a single die roll, but are at +1CS for each arm used.

Malleable Bones: The Squid's entire body and bone structure is very soft. While he cannot change shape, he can fit into small holes and is difficult to hold. Any attempts to grapple the Squid suffer a -3CS penalty to hit.



Ink: The Squid can exude a blinding, foul-smelling viscous ink with Remarkable (30) ability. If struck with the ink on a Yellow FEAT or better, they are blinded for 1-4 turns. Additionally, anyone struck with the ink (blinded or not), suffer a -1CS to any FEAT attempts due to the overwhelming scent of the ink (unless they have some form of protection for their sense of smell).

Talents: Donny doesn't have any significant skills, as he went into crime as a young man, and hasn't developed any real skills.

Contacts: Donny has drifted from criminal group to criminal group, throwing in with anyone that will take

him. However, he is unlikely able to seek any of them out for assistance... at least not without incurring a debt.

ADDITIONAL NOTES

ROLE-PLAYING NOTES

While Donny may want to be the big criminal, he really is just seeking to impress his father, whom he never really had a significant relationship with. He talks big, but so far has been unable to back it up with actions.

HISTORY

After his wife died, Mike Callahan, a friend of Peter Parker's father, found himself unable to relate to his son Donny, who was largely raised by friends and neighbors around Manhattan's Upper West Side while Mike concentrated on running his bar. Trying to get his father's attention, the easily manipulated Donny fell in with local gangs. Donny's girlfriend Laura convinced Donny to join her in letting unidentified parties mutate them into superhuman enforcers, so that no one would ever again tell them what to do.

They joined the Wicked Brigade as the Squid and Ms. Fortune, but on their first mission, attempting to claim a bounty on Spider-Man, they were defeated with embarrassing ease. Their employers turned on the pair, nearly killing Laura, who dumped Donny.

F EX (20)
 A EX (20)
 S IN (40)
 E MN (75)
 R FE (2)
 I IN (40)
 P FE (2)

Health: 155
 Karma: 44
 Resources: None
 Popularity: 0

BACKGROUND

Real Name: None
Occupation: None
Legal Status: Not Applicable
Identity: Unknown
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: Unrevealed
Base of Operations: Mobile
Past Group Affiliations: None
Present Group Affiliation:

KNOWN POWERS

None

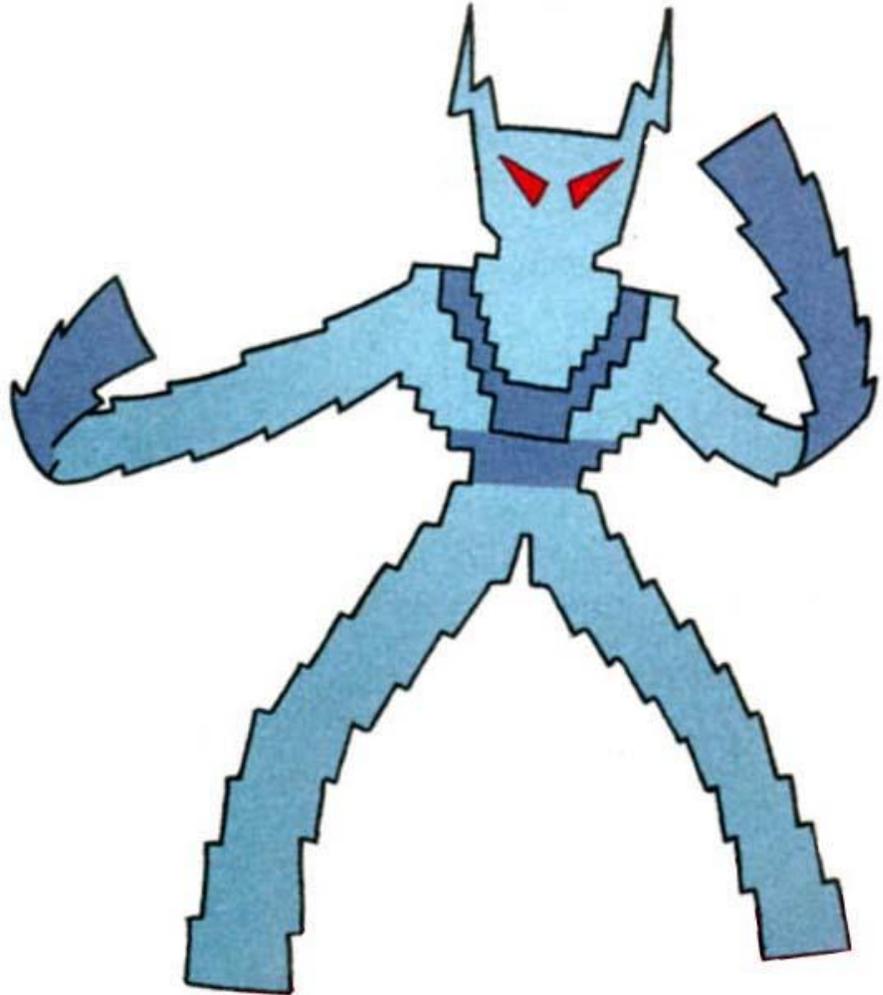
EQUIPMENT

Energy Projection: Videoman can project bolts of electrical energy as a stream or barrage of 2-dimensional rectangular planes. These bolts strike living targets for Incredible (40) electrical damage and targets without specific protection from electricity are at -1CS to avoid being Stunned. When these bolts strike inanimate objects they generally explode. These bolts have a range of 4-areas.

- *Barrage:* Videoman can fire a huge number of energy bolts at a target area, penalizing an opponent -1CS to Dodge but reducing damage by -1CS. It can strike everyone in the target area.

360 Degree Vision: Videoman is a flat, two-dimensional creature with a "face" on both sides of its head and can see in both directions at once, making it difficult to surprise. This is the reason for its high Intuition rank.

Force Field: Videoman's physical body is composed of solidified energy like an animated force field. It has Incredible (40) protection from physical attacks, Amazing (50) from energy damage and Unearthly (100) protection from electrical attacks. It has in the past proven vulnerable to microwave energy attacks.



Two-Dimensionality: Videoman is two-dimensional and could slip side-ways through narrow gaps. This also makes it nearly invisible in profile.

Environmental Independence: The Videoman creature is a being of pure energy and requires no food, water, air or rest, though it may periodically need a source of electricity to recharge or heal.

Adaptation: Videoman seems to possess some limited ability to adapt to forms of attack used to defeat it, like an arcade game upping the difficulty on the next level. After being struck from behind its next incarnation had a face on both sides so it could see behind it. This may be a form of the power Nemesis at Incredible (40) rank.

WEAKNESS

Videoman has demonstrated two specific weaknesses, cold/ice and microwaves.

- Originally, the creature took full normal damage from cold/ice attacks and then adapted a defense so these attacks no longer worked as frontal attacks and could only be used to freeze it from behind. It then adapted 360 degree vision to prevent Iceman from exploiting this weakness. Once frozen the creature could be shattered by physical force. It later adapted greater strength so that it could break out of the ice.
- Firestar's microwaves disrupted its physical body so that it needed to make an Endurance FEAT at -2CS against any such attack or become immobilized. While disrupted by such an attack its force field is neutralized and its core processor is visible and

vulnerable to attack. It may have adapted to this form of attack, but it may be similarly vulnerable to electromagnetic pulses or other forms of radiation.

Talents: None

Contacts: None

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Videoman is essentially a rampaging monster that appears to be fulfilling its role as a video game opponent. It will seek out and target anyone it perceives to have the "high-score" or an opponent who has defeated it in the past.

Players may need to stop its next rampage or it could become a lackey for another super-villain who acquires its central processor.



HISTORY

Under unrevealed circumstances the creature known as Videoman emerged from a vintage arcade game and rampaged through Madison Square Garden until it was seemingly destroyed by Spider-Man and Iceman. However, its core processor survived and it later reformed and attacked Spider-Man. It was again defeated by Spider-Man, Iceman and Firestar. This time, Spider-Man took the creature's processor either for safe-keeping or turned it over to the authorities.

THE BAR WITH NO NAME



The Bar With No Name (Ohio)

OVERVIEW

No one quite knows where the Bar With No Name started, but there have been many - all with the same purpose: to provide a place for super-criminals to relax and possibly pick up work.

THE AREA

The first one to gain public notice was located outside Cleveland, Ohio. This was the location of the infamous slaughter of 18 super-villains by the Scourge of the Underworld (whose identity has never been revealed).

The later version was found in New York City, where Stilt-Man's funeral was being held after he was slain by Punisher. However, it wound up being a trap for many who came to pay their respects, because Punisher showed up dressed as the bartender. He poisoned the drinks, set C-4 explosives around the building, and then detonated them. However, the villains survived, only receiving burns.

The next version was located in a different location in New York City. A man named The Bookie started

placing bets on fights between super-villains and Spider-Man. However, he quickly went bankrupt and was later killed.

DESCRIPTION

The bar does not have a consistent look - other than seedy. The bar will close at one location, and open at another shortly after. The locations are never the same, and word of its current location gets passed around by word-of-mouth on the street.

While it serves only super-villains, it does have a code that most follow. The bar is considered a sanctuary for those with criminal records, or who are on the run from the law. Fighting is not allowed, and there are consequences to anyone that breaks the rule (unless defending him or herself).

NPCs

The primary NPC any super-villain (or hero brave enough to darken its doorstep) would be the owner and proprietor Deke.

Deke

Full name unrevealed
Bar Proprietor

F A S E R I P

GD TY GD GD TY GD PR

Health: 36 Karma: 20

Resources: GD Popularity: 0

Appearance: Balding, with typical bartender garb - jeans, t-shirt, and a sawed-off shotgun. He does not have any powers that anyone is aware of, but his whistle has the ability to get the attention of anyone in the room.

Talents: Business, Guns, Crime

Story Function: Deke can play many functions, but as he primarily will be found in the bar, he can be a source of information (for a price, with no guarantees he'll double-cross you), or just simply to break up a fight.

There are other employees - and as they tend not to do background checks, certain individuals have used that fact in order to get a job at the bar. Examples include the original Scourge of the Underworld (who killed 18 villains at the Ohio location), and Punisher (who shot up multiple villains just before blowing up the bar). Another likely NPC found at the bar is the Bookie:

The Bookie

John Ladue
Illegal betting agent

F A S E R I P

PR TY TY TY TY GD PR

Health: 22 Karma: 20

Resources: TY Popularity: 0

Appearance: Somewhat well-dressed, but with a greasy look about him.



Talents: None. He is, however, a pretty smooth-talker, and is fairly skilled at getting himself out of fights.

Story Function: The Bookie is known to bet on fights between superheroes and supervillains. He even bets on specific details, such as time someone may arrive, the first super-move, etc. He's also not above using super-villains to dress up as superheroes to... hedge his bets. For example, he convinced Screwball to dress up as Spiderman just so he could win a few bets.



CRIMES

Being the hangout of supervillains, one might think that it would be a hotbed of criminal activity. The reality of it is that while there is quite a bit of talk and conspiring (such as hiring of hits or possible other jobs), all the patrons know better than to get on Deke's bad side.

CAMPAIGN USE

New York: The bar is currently located in New York City. This location has many uses as a source of information – but heroes beware, they are not welcome at the bar. It is not easy to find the location, let alone get in unobstructed... at least in costume.

Other Cities: As the bar has opened in many different locations, and Judges should not feel constrained to restrict the bar to New York. Certain events have made it necessary to open up at a new location... such as getting destroyed by bombs or be the site of a massacre.

