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*THE **New!** MARVEL[®]-PHILE*



The 90s Issue!

Marvel-Phile: Über-Grim-and-Gritty

EXTREME Edition!

It was the best of times, it was the worst of times. It was a dark time for the Republic. In short, it was...the '90s. The 1990s were an odd time for comic books. A group of comic book artists, including the likes of Jim Lee and hate-favorite Rob Liefeld, splintered off from Marvel Comics to start their own little company called Image. True to its name, Image Comics featured comic books light on story, heavy on big, flashy art (often either badly drawn or heavily stylized, depending on who you ask), and a grim and gritty aesthetic that seemed to take all the wrong lessons from renowned works such as Frank Miller's Dark Knight Returns.

It wasn't long until the Big Two and other publishers hopped on the bandwagon, which was fueled by marketing gimmicks such as foil-embossed covers issued in a dozen different collectible variants. Not a single one of your favorite heroes was exempt from the 1990s darker and edgier treatment. Wolverine went even more feral than usual, and inexplicably lost his nose. Thor wore a black latex half-shirt. Even Ant-Man bulked up and donned an armored suit as Myrmidon. And so it is in the spirit of gentle fun that I give you my picks for the WORST of the 90s, Marvel-style.

First up we have Vengeance. You'd think that Ghost Rider, a guy with a flaming skull for a head and a demonic motorcycle, would be badass enough for the

90s, but you'd be wrong. Then we have Nightwatch, a bald-faced ripoff of Todd MacFarlane's more successful Spawn. Next, we have Necromancer... the Dr. Strange of Counter-Earth. And best for last, there's Adam X the X-TREME! Oh dear Lord -- is there anything more 90s than this guy? With his backwards baseball cap, combustible blood, a costume seemingly made of blades, and a title that features not one but TWO "X"s, this guy that was teased as the (thankfully retconned) "third Summers brother" is literally everything about the 90s in comics, all rolled into one.

Don't get me wrong, there were a few gems in the 1990s. Some of my favorite indie books were made during that time. But for every Daredevil Fall From Grace or Age of Apocalypse, there were a hundred swimsuit issues, holographic covers, and shoulder padded, useless-belts-and-straps-wearing, enormous gun-toting clones at the ready.

Who are your picks for the worst of the 90s? Teenage Tony Stark? Punisher as an agent of Heaven? Shriek, a femme fatale with fashion inspired by Paul Stanley? Insectoid Janet Van Dyne? Let us know your "unfavorites", or better yet, send in your own write-ups for a future Marvel-Phile at themarvelphile@gmail.com!

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THE UNOFFICIAL CANON PROJECT

F RM (30)
A RM (30)
S AM (50)
E IN (40)
R TY (6)
I EX (20)
P GD (10)

Health: 150
Karma: 36
Resources: TY (6)
Popularity: -5

BACKGROUND

Real Name: Michael Badilino
Occupation: NYPD Detective,
Legal Status: US Citizen, with no criminal record, deceased
Identity: Known
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Divorced
Known Relatives: Officer Badilino (father, deceased)
Base of Operations: None
Past Group Affiliations: Midnight Sons, Agent Uno's Task Force
Present Group Affiliation: None

KNOWN POWERS

Demonic Transformation: Michael Badilino possessed the supernatural ability to transform into Vengeance at will.

Superhuman Durability: Excellent rank Resistance to physical and energy attacks. While transformed into Vengeance, Badilino body is highly resistant to physical injury. He is capable of withstanding great impact forces, temperature and pressure extremes, powerful energy blasts, high caliber bullets, and falls from great heights without sustaining injury.

Invulnerability: Vengeance has Class 1000 resistance to Fire, Heat and Toxins

Regenerative Healing Factor: Regeneration at Excellent rank. The mystical energies of the Vengeance enable him to rapidly heal physical damage much faster and more extensively than an ordinary person being is capable of.

Hellfire Manipulation: As Vengeance, Badilino possessed the ability to generate, control, and project mystical fire, or "hellfire", at will, at Amazing



rank. Hellfire is an empyreal and supernatural flame that burns the soul of a person and can be used to burn their physical body. He could utilize this fire in various ways, including projecting it from his eyes, hands, mouth, or even channel it from his body into his weapons like his shotgun, form walls of hellfire, and even create a motorcycle completely out of hellfire.

Mystical Bone Chain Projection: Incredible damage. As Vengeance, Badilino wielded a mystical bone chain that was capable of growing in length, cutting through almost anything, and transforming into other weapons. He could also spew and project chains from his mouth or chest at will. He also could throw large spikes that emerged from his shoulders and on occasion on his knuckles. Treat chain maneuvers as

a Grappling attack; knuckle and shoulder spikes do Edged damage as thrown weapons. The spikes regrow at the rate of one per round.

Penance Stare: If Vengeance successfully grapples someone for one round and forces the other to look into his eyes, it forces the victim to experience the pain he has inflicted on other. The victim must make a Psyche Feat roll or permanently lose 1 rank in Psyche. Additionally the victim must then make another Psyche Feat versus Amazing intensity or pass out for 1-100 rounds.

WEAKNESSES

Vulnerability to Mystic Attacks: Certain Mystical Attacks (like Hellfire), negate Vengeance's Body Resistance.

EQUIPMENT

Hellfire-Powered Motorcycle: The motorcycle is made out of the blood of innocents. Statistics for Vengeance's motorcycle are:

Control	IN	Speed	AM
Body	IN	Protection	Sh0

In its earthly form, the vehicle resembles a normal motorcycle:

Control	TY	Speed	EX
Body	PR	Protection	Sh0

In addition, the mystic motorcycle has the following attributes:

- *Mental Control:* Vengeance can mentally control the bike from at most 10 areas distance.
- *Self-Revival:* The bike possesses a form of Immortality. It will begin to reform in two rounds after being destroyed.
- *Self-Sustenance:* The bike has Sustenance and does not need gasoline to run.
- *Wall-crawling/Water-walking:* The motorcycle may travel in any direction so long as a surface is available.

Weapons: In addition to his mystic weapons as Vengeance (see above), Badilino himself often carried a pistol.

TALENTS: As a NYPD Detective, Michael has Guns and Law

Enforcement talents. He also displayed the following as Vengeance: Weapon Specialist (Chain), Motorcycle Motorcycles (+1CS to Agility), Occult Lore, and Mystic Background.

CONTACTS: Johnny Blaze, Daniel Ketch, Agent Uno, Midnight Sons. (As Badilino only) NYPD.

ADDITIONAL NOTES

ROLEPLAYING NOTES

Vengeance's dealings with Mephisto have made him obsessive and violent. As his name implies, he will ruthlessly seek retaliation against any villains that cross him. Under the right conditions, Badilino's pre-Vengeance personality may show through, inevitably bringing him remorse for his activities as Vengeance.

HISTORY

Michael Badilino was a detective, often assigned to special cases. Mephisto manipulated Ghost Rider (Johnny Blaze) to blast Michael's father with hellfire. The trauma drove the man insane. He murdered his daughters, wife and then committed suicide while Michael was away on an assignment. Michael blamed the Ghost Rider and took Mephisto's offer to become a similar being called 'Vengeance' to battle them.

After both Ghost Rider (Dan Ketch) and Blaze battled Vengeance, the

Caretaker stopped them. He explained that Badilino's family was also connected to the Medallion of Power, which was why Mephisto had manipulated them as well. In reality, he and had given up his soul for power that was his birthright in the first place. He joined the Midnight Sons. While Ketch was missing, Vengeance filled in for him, patrolling the area around Cypress Hills Cemetery.

Badilino's old enemy Anton Hellgate learned of the powers Vengeance and Ghost Rider possessed. He captured Badilino and murdered Blaze's wife Roxanne. While imprisoned, Vengeance was experimented on as Hellgate sought to duplicate the power of a Spirit of Vengeance and add it to his own. He was eventually freed by Ghost Rider, but seemed to be unstable, and no longer able to transform into Vengeance.

Badilino joined a task force, recommended by Agent Uno. On one mission he suddenly turned back into Vengeance and massacred both his unit and the criminals they were after. He sought out Hellgate again and murdered any criminals he came across rather than simply punishing them.

When confronted by Ghost Rider and Blaze, he used a penance stare that was the first step in learning the truth about the Riders' past. Feeling that he had already gone too far, Vengeance caused a massive explosion that destroyed both himself and Hellgate. He was later seen in Hell being mocked by Blackheart.

SOURCES:

Classic Marvel Forever:
<http://classicmarvelforever.com/cast/vengeance.htm>
Marvel FANDOM Wiki:
[http://marvel.wikia.com/wiki/Michael_Badilino_\(Earth-616\)](http://marvel.wikia.com/wiki/Michael_Badilino_(Earth-616))

NECROMANCER

F GD (10)
A EX (20)
S TY (6)
E RM (30)
R GD (10)
I MN (75)
P UN (100)

Health: 66
Karma: 185
Resources: GD (10)
Popularity: 0

BACKGROUND

Real Name: Stephen Strange
Occupation: Would-be conqueror, former surgeon
Legal Status: Extraterrestrial being (creation of the High Evolutionary)
Identity: Secret
Other Known Aliases: Doctor Strange, Master of the Mystic Arts
Place of Birth: Philadelphia, Pennsylvania of Counter-Earth
Marital Status: Single
Known Relatives: Presumably Counter-Earth versions of Eugene Strange (father, deceased), Beverly Strange (mother, deceased), Donna Strange (sister, deceased) and Victor Strange (brother, deceased)
Base of Operations: Mobile (formerly the New York City of Counter-Earth)
Past Group Affiliations: Former ally of the Magus
Present Group Affiliation:

KNOWN POWERS

The Necromancer is a Master of the Chaos School of magic and, as a doppelganger of the Earth Dimension's Sorcerer Supreme (Doctor Strange), it is assumed that he has the access to most of the magical powers and spells as that of his counterpart.

The following spells are those always available to him.

Personal

- *Alteration – Appearance:* Amazing (50). Necromancer can change his own appearance at will as well as the appearance of those in the same area.
- *Astral Projection:* Unearthly (100)
- *Levitation:* Incredible (40)
- *Shield – Individual:* Monstrous (75)
- *Telepathy:* Unearthly (100)

All other Personal spells Necromancer may use are of a Monstrous (75) power rank.

Universal

- *Conjure:* Amazing (50) (Monstrous (75) rank while possessing a fraction of Eternity's power.)
- *Eldritch Beams/Bolts:* Amazing (50) (Monstrous (75) rank while possessing a fraction of Eternity's power.)
- *Mesmerism:* Amazing (50)
- *Teleportation:* Unearthly (100)

All other Universal spells Necromancer may use are of an Amazing (50) power rank.

Dimensional

The Necromancer doesn't have any Dimensional spells in his magical arsenal, as he was never taught them by the Ancient One of Counter-Earth. He can cast Dimensional spells from scrolls and spellbooks, however.

(While possessing a fraction of Eternity's power, the Necromancer had Dimensional Aperture at Monstrous (75) rank.)



EQUIPMENT

Cloak of Levitation: Necromancer's cloak is a powerful item. Like the name suggests it has the ability to levitate. Nearly indestructible (equivalent to Uearthly material Strength), it allows the wearer to fly magically without taxing his own personal mystical powers. It is operated by mental commands, and even responds when separated from him by vast physical distances. The maximum rate of speed at which the cloak can carry its' wearer is Shift-X (150). The maximum weight the cloak can levitate is equivalent to Incredible (40) strength, and presumably Necromancer can command it to perform discrete actions or even entangle an opponent.

TALENTS: Martial Arts A & E, Medicine Mythological Lore, Occult Lore

CONTACTS: It's uncertain what contacts the Necromancer currently has; he doesn't possess any of the usual mystical contacts a sorcerer of his status normally would, due both to his incomplete training and his years of exile within Eternity's Realm.

ADDITIONAL NOTES

ROLEPLAYING NOTES

As a "mirror universe" image of the true Doctor Strange, the Necromancer embraces all of the worst qualities of the Sorcerer Supreme. He is a ruthless and very powerful sorcerer who believes himself superior to Doctor Strange, and thus to any human magician in the Earth dimension. He continuously boasts of his great powers while conveniently forgetting the fact that he is a less experienced and knowledgeable sorcerer than Strange. It seems important to him to best his counterpart to show him who is the real deal. In fact, he intends to take the place of the real Doctor Strange after disposing of him, followed by global conquest soon after.

HISTORY

The story of the Necromancer begins on the planet known as Counter-Earth, which was the crowning achievement of the geneticist-turned-god known as the High Evolutionary. The Evolutionary used a combination of his advanced technology and a number of Infinity Gems to create Counter-Earth in a number of mere hours, placed it into orbit around the sun 180 degrees from Earth, and cloaked his creation's existence from outside observers. Counter-Earth was an almost exact replica of the real Earth in terms of geography, civilization and native life. As they were unaware of the existence of the Earth, the natives of Counter-Earth believed themselves and their world to be the real deal. There was one key difference, however; while Counter-Earth had counterparts to all of Earth's famous superhumans, most of these doppelgangers did not have superpowers.

One of the exceptions to this rule was Counter-Earth's version of Stephen Strange, who had a history similar to his true-Earth counterpart; Strange was a brilliant and arrogant surgeon who survived a career-shattering car accident that nearly led him to hit rock bottom and, upon hearing of a great sorcerer called the Ancient One, left for Tibet in hopes that the mage would heal his injuries. Instead, he ultimately became one of the mage's disciples, alongside the evil Baron Mordo.

Where their paths of the two Doctors diverge is with the Mordo of Counter-Earth killing the Ancient One early in Strange's training. Nonetheless, the inexperienced Strange managed to defeat and slay Mordo, making himself the undisputed master of sorcery on Counter-Earth.

Unfortunately, The Ancient One, who had sensed a streak of ruthlessness in Strange, didn't tutor Strange about other dimensions, nor did he train his disciple in the use of dimensional magic. It would prove to be a fateful decision; Strange continued his studies on his own by reading his late mentor's scrolls and spellbooks, which included a copy of the Book of Vishanti. Through his self-teachings, he discovered the existence of the real Earth.

The Counter-Earth Strange adopted the alias of "the Necromancer" and began a highly public career as a ruthless superhero. The Necromancer had less maturity than his true Earth counterpart, and bereft of the Ancient One's wise counsel, he grew mad for more power. He resolved to conquer not only Counter-Earth, but also the real Earth.

Delving again into the writings of the Book of Vishanti, the Necromancer discovered the existence of Eternity, the literal embodiment of all life, and vowed to take the entity's power for himself. The Necromancer journeyed into Eternity's realm to confront the entity directly, but discovered that he was entirely outclassed and instead became trapped within Eternity itself.

The Necromancer spent years trapped within Eternity, witnessing many things, including the destruction of Counter-Earth by Thanos. It is mere speculation to suggest that neither event had a positive effect on the Necromancer's sanity.

During the Infinity War, Eternity was rendered catatonic by the actions of the entity known as the Magus, which necessitated the intervention of the world devouring Galactus to cure Eternity with the help of Infinity Watch member Gamora. Gamora entered Eternity's realm and the Necromancer, seeing her, affixed his essence to hers. When Gamora left Eternity's "body", the Necromancer, enhanced by prolong contact with Eternity, was able to slip away, freeing himself from his confinement. He then left Eternity's

realm unseen, but his exertions accidentally launched him into the dimension of the sorceress Shazana, an old foe of Doctor Strange. The Necromancer defeated Shazana, conquered her realm and enslaved its' demonic residents.

The Necromancer returned to his home dimension in command of an army of demons, and arrived on the real Earth –specifically the Sanctum Sanctorum of the real Doctor Strange– and was surprised to discover that the Sanctum's protective spells had been disabled. Entering, he saw what he took to be the real Doctor Strange, but was in fact an evil double of the Doctor created by the Magus. The Magus-created double, which had an aura that duplicated the aura of the true Doctor Strange, had disabled many of the protective spells (as well as captured Strange's servants Wong and Imei.) The Magus-created double then attacked the Necromancer, who promptly destroyed it.

With both the Magus-created double and the real Sorcerer Supreme absent, the Necromancer decided to occupy the mansion and usurp its' possessions. However, since the High Evolutionary hadn't bothered to perfectly duplicate the auras of Counter-Earth natives, the Necromancer could not overcome the Sanctum's protective spells around the Book of Vishanti, as his aura did not match that of the real Doctor Strange. Changing his plans, the Necromancer telepathically contacted the Magus and offered his services, who accepted.

Soon after, the real Doctor Strange returned to the Sanctum Sanctorum from one of the battles in the Infinity War with fellow sorcerers the Scarlet Witch, Agatha Harkness, Dr. Druid and the Shaman in tow, whereupon the assembled group was promptly attacked by the Necromancer's demons. The heroes assumed that the Necromancer was the Magus created double, and while they made some headway against the demons, the battle came to an end when the Necromancer threatened Wong and Imei with one of the Sanctum's items, the "Sword of Ultimate Shadows." Doctor Strange cast a Serphimic Shield to protect his allies, but the psychic backlash left the Sorcerer Supreme unconscious, and the Necromancer's

demons defeated the rest of Strange's allies.

In true villainous fashion, the Necromancer explained his origins to his captives and proceeded to slay Doctor Strange and his allies with the Vapors of Valtoor. However, the true Strange, muttering an incantation under his breath, turned the Necromancer's spell around. A bright flash resulted, with Strange and his allies gone. The Necromancer presumed he had destroyed them all and, elated at his apparent victory, treated his demons by allowing them to do whatever they wanted to nearby humans.

In fact, Strange's spell had teleported them all to an asteroid with a pocket of oxygen. However, as part of a prearranged plan, Agatha Harkness' soul remained on Earth in the body of her cat, Ebony, to serve as a psychic anchor to aid the other adepts in teleporting to Earth. The demons pursued Ebony, which caused Harkness to become too frightened and confused to help her compatriots. When a demon caught Ebony by the neck and started throttling the cat, Doctor Strange teleported the group back to Earth, saving Ebony. While his allies battled the demons, the Doctor once again went to confront the Necromancer.

Strange returned to the Sanctum to find his apprentice Rintah tied up by energy bonds. He freed Rintah, who attacked him. In fact, it was the Magus' Doctor Strange double, resurrected by the Necromancer and transformed into a Rintah doppelganger. The Necromancer joined the battle, which saw both mages using the Magus double as a weapon. (The Necromancer transformed it back into a double of Doctor Strange, while the real Strange transformed it into a crust of energy and hurled it back at the Necromancer.)

The Necromancer flew into the sky to carry the battle elsewhere (not wanting to destroy the Sanctum, since he planned to live there after he defeated the true Doctor Strange.) Necromancer taunted the true Strange about the power he had absorbed from Eternity. The Sorcerer Supreme realized that no adept, certainly not an inexperienced one such as the Necromancer, could handle using even a fraction of Eternity's power, and thus prodded his Counter-Earth counterpart

on into fiercer battle until the Necromancer overexerted himself. Unable to control the onrush of power he had unleashed, the Necromancer appeared to have perished in an explosion.

Or had he? Recently, the Eye of Agamotto searched for a replacement for Doctor Strange as Sorcerer Supreme of the Earth dimension. One of the many candidates it appeared before was the Necromancer, seemingly alive and well. The Necromancer's current whereabouts are unknown.

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

Health: 100
Karma: 46
Resources: EX (20)
Popularity: 2 (as Nightwatch);
 -5 (as Nigtheater)

BACKGROUND

Real Name: Dr. Kevin Barry Trench
Occupation: Physician, vigilante
Legal Status: US Citizen, with no criminal record
Identity: Secret
Other Known Aliases: Nigtheater, Warbringer
Place of Birth: Unknown
Marital Status: Single
Known Relatives: Edward and Katherine (parents, deceased), Drake Trench (uncle)
Base of Operations: New York City
Past Group Affiliations: None
Present Group Affiliation:

KNOWN POWERS

Nanite Costume: Nightwatch's costume was comprised of self-replicated nanites. It boosted his strength, durability and speed by triggering his adrenal glands. The costume granted Trench the following abilities:

Self-repair: The costume's nano-technology allows it to self-repair upon being damaged.

Body Armor: At Good (10) rank.

Telepathic control: The costume responds to his subconscious thoughts to move on its own, allowing Nightwatch to generate tentacles. The tentacles have Excellent strength, and are capable of Grappling attacks.

Blades: Nightwatch's later upgrade allowed him to produce cutting blades capable of Excellent (30) edged weapon damage.

Technological absorption: When coming into contact with similar nano-technology, Nightwatch's costume can absorb the nanotech, siphoning health



from its target and adding it to Trench's own at the rate of 10 Health per round, not to exceed the extra health granted by his opponent's technology.

Gliding/Flight: The costume's cape allowed him to glide on air. (Gliding rank: Excellent). After he was boosted by the later-generation Morelle technology, the durability of the costume increased, the cape became more metallic, and he had something closer to true flight (True Flight at Good rank, but will not work in a vacuum or altitudes greater than 40,000 feet).

Subconscious action: As a result of reacting to Trench's subconscious

thoughts, the upgraded version of Nightwatch's suit granted him one extra attack per round.

TALENTS: Martial Arts A, Medicine (Surgery, First Aid)

CONTACTS: Captain America, Black Cat, Deathlok, Firestar, She-Hulk, Spider-Man, Doctor Druid, Cardiac

ADDITIONAL NOTES

ROLEPLAYING NOTES

Nightwatch operates on his own personal code of justice, believing that the ends justify the means. While Nightwatch puts on the front of motivation by justice and charity, he is secretly motivated primarily by self-interest, notably the desire for respect and a comfortable retirement. Nightwatch appears to have repented for his previous selfish ways, after his incarceration.

HISTORY

Nightwatch was originally Doctor Kevin Trench, who witnessed a costumed man die battling some terrorists armed with invisibility-generating "cloaking" devices, and unmasked the corpse to learn that it was an older version of himself.

Freaking out, Trench stripped the costume from "his" body and fled to a deserted island, reasoning that if he just never wore the suit or went home, he wouldn't die. Events conspired to bring him back, as the criminal Alberto

stole one of the costume gloves after washing up on the island and being nursed to health by Trench. After Alfredo had been dealt with, Trench decided that he couldn't avoid his destiny, and decided to investigate the costume's origins. At some point during this period, Trench adopted the identity of a supervillain known as Nigteater, but eventually switched to a heroic persona known as Nightwatch.

As Nightwatch, he battled menaces like the "Maximum Carnage" gang, who were wreaking havoc across New York and slaughtering dozens of innocent civilians. He had many allies in the fight, including, but not limited to, Captain America, Black Cat, Deathlok and Firestar. He also fought the mutated Deathmask. Nightwatch later encountered similar "cloaked" villains, and was shocked when their technology merged with and enhanced his costume. In between battling menaces like Flashpoint, Cardiac (whose technology had been stolen to create the more vicious Cardiaxe), and Venom, Nightwatch discovered that an old ex-girlfriend was working for the shady Morelle Pharmaceuticals on a nanotech project.

Ultimately, project head Phillip Morelle proved to be recklessly conducting nanotech experiments to make a replacement skin for his dying son Justin. Nightwatch fought his way onto Phillip Morelle's space station to confront him but not before Phillip sends two assassins into the past to kill Nightwatch using his nanotechnology to open a time portal. Much to both Nightwatch and Phillips surprise that same time technology allows a future version of Justin Morelle to travel into the present. Future Justin, armed with a more advanced version of Nightwatch's own suit, kills his father and reveals that the nanotechnology his father was developing produced a dangerously unstable energy matrix that in his time line devastated North America killing billions. Justin upgraded Nightwatch's armor to its final evolution and the two of them worked together to destroy the space station before the disaster could happen. Present-day Justin was later revealed to have received the nanotech skin from the project as his father had dreamed. Seeing his ex-wife happy with her healed son,



Nightwatch chose to travel into the past and complete the time loop with Cardiac's help, ensuring his own death but also ensuring the cataclysm timeline would never come to pass ensuring this happy ending would be the true timeline. The series ends with Kevin's trip into the past while future Justin's fate remains unclear.

Nightwatch was an innocent victim of the Great Game, a competition between wealthy rivals to manipulate super-powered individuals. While trying to protect Justin, he was slain by the mercenaries Polestar and El Toro Negro. Polestar used the magnetic powers of his costume to peel away just enough of Trench's nanite costume for El Toro Negro to shoot him point blank in the chest. El Toro Negro then immediately turned on Polestar, shooting him between the eyes. Nightwatch survived but knew he had been fatally wounded, and used the last of his costume's power to go back in time and try to warn his past self of what would happen, to keep him from meeting this ignoble end, and try to prevent his girlfriend's death in the process. Ultimately, he got sucked into a fight with terrorists and ended up fulfilling the time loop, dying before he could warn himself.

Sometime after his reported death, Kevin Trench reappeared in street clothes at the newly established law practice of Jennifer Walters, a.k.a. the She-Hulk, regarding a legal case referred to only as "the blue file", involving several costumed superhumans, including Walters and Trench, which an unrevealed agency seemed determined to keep unresolved. No explanation was given regarding Trench's previously established "deaths"; instead, he was stated as "keeping...an extremely low profile", using the Nightwatch nanotech sparingly while maintaining a medical practice and doing charity work. He aided Walters in beating back a sudden assault from grotesque creatures, donning the Nightwatch helmet and manifesting tentacles from the inner surface of his trench coat. A few days later, he called Walters and informed her that he had spread word of her fledgling law practice to other "guys from back in the day--people like me who took what they could from the [superhero] game and moved on",

bringing an influx of new potential clients to Walters' office.

However, it was later discovered that Trench himself was behind the attempts to keep Walters from further investigating the "blue file": legal papers regarding a lawsuit filed in a North Dakota county court which named She-Hulk and a small group of heroes and villains as defendants. The suit was a mystery to all involved, as none had any recollection of the plaintiff or having participated in any event in North Dakota. Furthermore, there were no records of any kind or any memories of anyone in the superhero or local community, nor any record of the town in which the actionable event was supposed to have taken place having ever existed.

In truth, it was revealed that the man now known and respected as the retired D-list superhero and wealthy philanthropist "Nightwatch" spent most of his career as a supervillain named "Nigtheater." Wishing to become a superhero for selfish reasons, he hired Doctor Druid, The Shocker, and Vibro to aid him in casting a powerful spell that effectively "retconned" all memories and all existing documented history into believing that "Nightwatch" had worked for years in the superhero community. The spell consumed the lives of the hundreds of residents of the North Dakota town in which it was cast. It was so successful, however, that when it was complete the four heroes (She-Hulk, Tigra, Monica Rambeau, and Wyatt Wingfoot) who had been trying to save the town immediately joined "Nightwatch" in bringing Druid, Shocker, and Vibro to justice.

The spell was effective for many years. It was finally undermined when the lone survivor of the town, who had failed to convince the law enforcement or hero communities that anything had happened whatsoever, filed the civil suit, and left behind a single document that She-Hulk's paralegal was able to locate. She was able to use this document (and her own unexplained mystic powers) to break She-Hulk and her team of their convictions in Nigtheater's false history. "Nightwatch"/"Nigtheater" was brought to justice. His present whereabouts are unknown

SOURCES:

Marvel FANDOM Wiki:
[http://marvel.wikia.com/wiki/Kevin_Trench_\(Earth-616\)](http://marvel.wikia.com/wiki/Kevin_Trench_(Earth-616))
Wikipedia:
[https://en.wikipedia.org/wiki/Nightwatch_\(comics\)](https://en.wikipedia.org/wiki/Nightwatch_(comics))

ADAM X, THE X-TREME

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

Health: 140
Karma: 30
Resources: GD (10)
Popularity: -5

BACKGROUND

Real Name: Unknown

Occupation: Adventurer, wanderer

Legal Status: Citizen of the Shi'ar Empire

Identity: Secret

Other Known Aliases: Disciple of the Claw, Forsaken One, Ascendant One, Adam Neramani

Place of Birth: Ch'yalaritha, Shi'ar Empire

Marital Status: Single

Known Relatives: Emperor Neramani (paternal grandfather, deceased); unnamed paternal grandmother (deceased); Ka'ardum (paternal great-uncle); unnamed paternal aunt (deceased); Lilandra Neramani (paternal aunt, deceased); Cal'syee Neramani (paternal aunt); D'Ken Neramani (father, deceased); Jonath (adoptive father); Gabriel Summers (uncle-by-marriage, deceased); Charles Xavier (ex-uncle-by-marriage); Sharra Neramani (cousin or paternal half-sister); Heather Cameron (possibly cousin); Davis Cameron (possibly cousin); White Noise (cousin); Black Light (cousin); unborn cousin

Base of Operations: Los Angeles, California; formerly Aerie (ship); Alaska; Ch'Reesharaa, Ch'yalaritha, Shi'ar Empire

Past Group Affiliations: Strong Industries, Shi'ar Empire, Crystal Claws

Present Group Affiliation:

KNOWN POWERS

Electrokinetic Haemopyrokinesis/Sanguine Combustion: Adam can send an electric surge through oxygenated blood, which leads to ignition of the electrolytes present in blood, causing a person to burn from the inside out. To use his power, Adam must first saturate opponent's blood with oxygen. He usually uses various blades to injure



the opponent and cause bleeding, thus oxygenated their blood.

Also sometime he uses the trigger word "Burn" to activate his power. When employing his power, his eyes glow with a reddish light. The intensity of the burn is variable: he is capable of producing merely a warming sensation, to incinerating a person within a matter of seconds. X-Treme can affect multiple targets with his power, the average intensity of which is enough to stun. Doing so, however, takes a tremendous effort, usually leaving Adam in a weakened state. For this reason, his abilities are not often used against multiple targets.

This ability can cause up to Amazing (50) damage, but only after his opponent's blood has been oxygenated (in game terms, after the opponent has incurred damage from a bladed weapon). Adam-X can create a lower-intensity burn at will. Adam can affect multiple targets with this ability, but must roll a green Endurance FEAT for each additional target; failure results

in a -1CS Endurance loss for one round. A white result, or losing Endurance down to Shift 0, results in incapacitation until he recovers. His recovery rate is one column per round.

Enhanced Speed: He can cover a few miles for a couple of minutes. Treat as Incredible rank Hyper-Running (40 areas/round maximum) for up to two turns. He must rest for twice the number of turns that he was running before he can use this power again.

Enhanced Eyesight: He can see objects at least a mile away with precise clarity. Treat as Telescopic Vision, rank Feeble.

Enhanced Regeneration: Regeneration at Excellent rank.

EQUIPMENT

Blades: Adam wields cybernetic, retractable blocking blades named Thet'je that are forged of an unknown Shi'ar metal of Monstrous material

strength. The blades do Excellent(20) damage and are an Edged attack.

Throwing knives: Adam's throwing knives do Good (10) damage and are of Excellent strength material (Throwing Edged attack).

TALENTS: Martial Arts D; Martial Arts E; Acrobatics; Bladed Weapons; Thrown Weapons; Pilot - Starship; Tracking.

CONTACTS: X-Men, Genis-Vell, Shi'ar Royal Family

ADDITIONAL NOTES

Adam was intended to be the additional brother to Cyclops once mentioned cryptically by Mister Sinister, but the plans for this were dropped. He was supposed to be the son of D'Ken and Katherine Anne Summers, the mother of mutants Vulcan, Cyclops, Havok, who had been captured by the Shi'ar. While this origin was never confirmed in the comics themselves, Adam is half-human, and Katherine was the only known human woman in Shi'ar space at the time. One story about Adam featured him discovering Phillip Summers (father of Christopher Summers and grandfather of Cyclops and Havok) in the Alaskan wilderness and feeling an unusual connection to the old man.

Adam-X is presumed to be the son of Katherine Anne Summers by Emperor D'Ken based upon a number of suggestions: Adam's blonde hair, the remark made to Cyclops by Sinister (there is uncertainty about whether or not Sinister would have had any knowledge of Gabriel Summers), the connection felt by Adam towards Phillip, Jean Grey's psionic sensation, and the fact that D'Ken kept Katherine as a concubine in his harem prior to ordering her execution.

While it was always intended that Adam X is in fact the "third Summers brother", the idea has been retconned in favor of a new character introduced by Ed Brubaker in the mini-series X-Men: Deadly Genesis: Vulcan. Yet, like Adam X, Vulcan does have a mysterious connection to the Shi'ar.

Adam could still be a half-brother to Cyclops and Havok, as Sinister mentioned only "your brothers." In addition, Vulcan, in-stasis and believed dead while the Legacy Virus was a

problem, could not have been the brother mentioned by Sinister. Also Sinister never says how many brothers Scott and Alex have, so they may have more than one other brother. Adam, being a brother to the Summers, could explain Sinister's interest in him earlier on.

temper and abilities. They made a deal, Strong vowed to use his contacts to find out information about Adam's past, and in return Adam became his bloodhound and hunted for other mutants. At the same time, he met Michelle Balters; they both felt a mutual attraction towards each other and soon fell in love. However, when she ran away from Strong, Adam was ordered to return her. When he found Michelle the X-Force intervened, but Adam easily neutralized them and retreated. Later he agreed to help the X-Force to take down Strong and used his powers to defeat him.

Desiring to learn the truth about his parents, Adam ended up in Alaska. There he encountered Phillip Summers who, while piloting an airplane, crashed as a result of a sudden loss of vision. After happening upon Phillip, Adam cared for him until help arrived. Just before leaving, Jean Grey arrived and sensed that there was a connection between Adam and the Summers family. Adam allowed Jean to transfer memories of his days as a Shi'ar combat pilot to Phillip. Afterward, Adam disappeared.

Adam continued his search and came across the Shi'ar agent Eric the Red, facing him in battle he lost and was brainwashed. Eric sent him to kill Genis-Vell, but in the battle they were dispatched to the Negative Zone that freed Adam from Shikari's mind control. Teamed, Adam-X and Genis went to Shakari's base -- the Aerie -- where they had to fight with the Sidri hunters and in the end with Eric himself.

In his encounter with Eric the Red, Adam-X learned that he was the son of the former Shi'ar emperor D'Ken and an unknown woman (apparently from Earth), who had been bred to introduce a hybrid with specific genetic potential into the Shi'ar Monarchy and to rule the Shi'ar Empire.

When Simon Trask led the Humanity Now! coalition in a march on San Francisco, the then current home of the X-Men and many other mutants, in an effort to get the government to pass breeding restrictions on mutants, Adam-X, alongside fellow mutants Lorelei Travis, Erg, Litterbug and Meld led a counter-protest that quickly turned violent before being interrupted by Hawkeye.

After this initial scuffle, Adam-X, Meld, Lorelei, Sunspot, Match and

ROLEPLAYING NOTES

Adam characterizes himself as an outcast; as a loner, he wanders the earth looking to fill in the missing pieces of his unknown past. He has a grim outlook on life, and a short temper. Despite this, he is quick to defend his allies when they are in trouble.

HISTORY

The man known as Adam-X was raised by a farmer named Jonath in a village on the Ch'Reesharaa planet in the Shi'ar Empire. He himself described the life on the planet as very harsh and hard to survive. At some point the villagers captured wounded Imperial Praetor Guards. They helped them recover and then released them. However, the Guards returned and destroyed the village, with Adam as the sole survivor. He escaped from the planet, and for years wandered from place to place. Never staying for long, he became a fierce warrior and an experienced pilot. Under mysterious circumstances he found himself on Earth remembering almost nothing about his life, including his name.

He was found by Martin Strong, who gave him the name Adam-X and also nicknamed him X-Treme for his

Hellion met at Avalanche's bar, and discussed what actions they should take. Deciding to hold a protest in a public place, the group gathered, openly defying a curfew instituted by Norman Osborn in his capacity as director of H.A.M.M.E.R.. Viewing this protest as a good moment to launch his new mutant team, Osborn ordered Emma Frost to lead her X-Men against the group.

Seemingly, he wasn't freed by X-Force and sent to the newly built mutant Utopia as he was taken in custody for a time by the S.W.O.R.D., in a plan to proceed with the deportation of any alien element of Earth. He returned at some time to San Francisco, unbeknownst to Steven Rogers' intel.

When Kuurth attacked San Francisco, Adam helped the X-Men to stop him, but his powers were ineffective and the results made things worse.

SOURCES:

Marvel FANDOM Wiki:
[http://marvel.wikia.com/wiki/Adam_Neramani_\(Earth-616\)](http://marvel.wikia.com/wiki/Adam_Neramani_(Earth-616))

BONUS!

NINETIES SUPERHERO NAME GENERATOR

It's not hard to come up with a superhero name to fit in with the 90s aesthetic, but now it's even easier! Just choose one from Column A and one from Column B, and there you have it. Don't worry if the name makes no sense or it doesn't fit with your powers -- the real ones didn't either.

<u>Column A</u>	<u>Column B</u>
Blood	Blade
Kill	Flame
Night	Sword
Hell	Ripper
Dark	Killer
Black	Wind
Vengeance	Spike
Dread	Claw
Grim	Wraith
Tech	Fist
Soul	Martyr
Fire	Demon
Death	Slayer
Hyper	Knife
Razor	Wolf
War	Storm
Wind	Star
Toxic	Fire
X-	Hawk
Rage	Devil
Power	Slasher
Razor	Striker
Metal	Thorn
Cold	Stone

Bonus points if you "MicroSoft" it (e.g., RageSpike, GrimHawk, etc.) or incorporate a "kewl" spelling (e.g., Blüd Fist, Nytestorm, etc.). Enjoy!

