

MARVEL[®]
COMICS
GROUP

JAN
2019

22

UNOFFICIAL CANON GROUP

THE *New!* ***MARVEL[®]-PHILE***

THE OFFICIAL HANDBOOK OF THE

**MARVEL
UNIVERSE**



MISSING IN ACTION

THE OFFICIAL HANDBOOK OF THE

MARVEL UNIVERSE

When this game first appeared in 1984, I was hooked, but I needed new characters and stats to put my heroes against. I started to model stats on the characters that were in the Official Handbook of the Marvel Universe or OHOTMU. I stated out every character within a few weeks and when a new product was released, I found that my stats were for the most part, pretty much dead on with what was official. Eventually most of the profiles from the OHOTMU were officially released in the Gamer's Handbooks. However, there were a few missing, some did not get a profile in the Gamer's Handbook, some had never gotten a write up at all. Well, I don't like seeing something unfinished, and I had already written stats for the missing characters.

This issue of the Marvel-Phile covers some of those characters that had gotten a write up in the original 1983 Handbooks and are not currently planned to appear in an upcoming release. For example, Ajak the Eternal will be

appearing in the first edition of the new Gamer's Handbooks: Marvel Universe Deluxe and Morpheus will appear in the upcoming Marvel-Phile: Ravencroft Institute. Future Marvel-Philes will cover missing characters from the 1985 series, Update 89 and the Deluxe set. Enjoy!

George Henson

Let us know if you like what we are doing here, or if you want to see something different. Requests are always 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!

Write-ups by George Henson, Keith Kilburn & Steve Jolly
Layout by Steve Jolly
All illustrations by the Marvel bullpen.

All characters featured in this book and the distinctive names and likenesses thereof, and all related indicia, are trademarks of Marvel Characters, Inc 2019. This book was originally distributed in and hosted by Marvel Super Heroes - The Unofficial Canon Project on Facebook. If you are in receipt of this book and wish to share it, you must do so strictly on a non-profit basis, and credit the original source. If you're aware of copies in any format made available for sale, please contact [Marvel Super Heroes - The Unofficial Canon Project](#) via Facebook Messenger.

BELLADONNA

STATISTICS

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

Health: 32
Karma: 32
Resources: EX (20)
Popularity: 0

BACKGROUND

Real Name: Narda Ravanna
Occupation: Chemist
Legal Status: American citizen with criminal record
Identity: Secret
Other Known Aliases: None
Place of Birth: Boston Massachusetts
Marital Status: Single
Known Relatives: Desiree Vaughn-Pope (sister)
Base of Operations: New York City
Past Group Affiliations: Leader of own criminal gang, employer of the Prowler (Red)
Present Group Affiliation: None

KNOWN POWERS

Belladonna has no known powers.

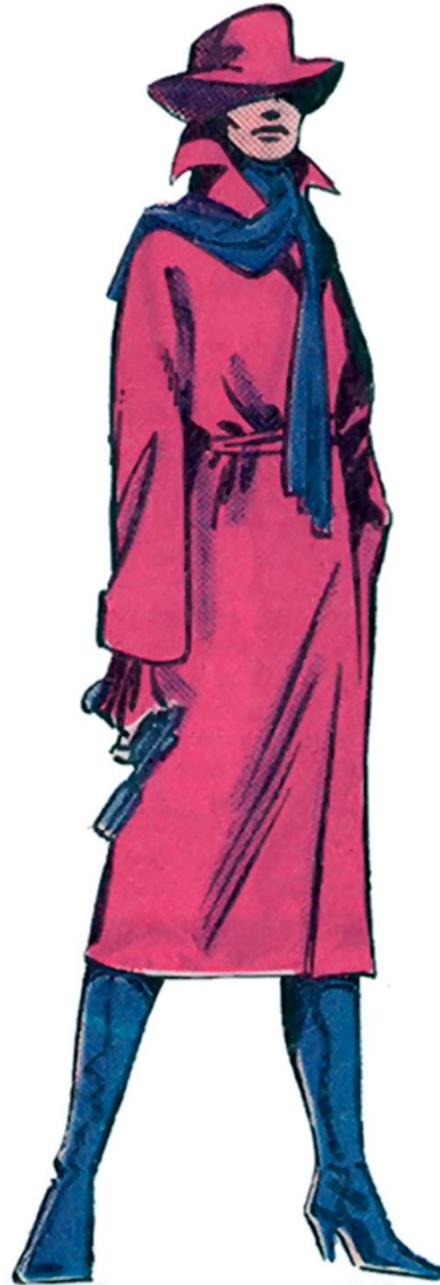
EQUIPMENT

Gas Gun: Belladonna employs a unique weapon that she uses in her crimes. Her gun has the following properties:

- Fires pellets of a knock-out gas based on the belladonna plant. Knock-out gas is AM potency. Range of 3 areas.
- Gas has a side effect of acting as IN strength acid with adhesives, including Spider-Man's webbing.

Wrist Canisters: Belladonna has a one shot gas dispenser built into each arm of her costume, just in case she is disarmed. These canisters can only affect those in the same area that she is in.

Gas Mask: Narda keeps a gas mask with her, so she is protected from her own gas.



HENCHMEN

Manny, Moe, Jack

F A S E R I P
 GD TY GD TY TY TY TY
Health: 32 **Karma:** 18

Belladonna's henchmen carry handguns and use gas masks to protect them from her gas.

Talents: Fashion, Cosmetics, Business/Finance, Chemistry

Contacts: Formerly the Prowler (Red)

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

Belladonna is a scheming and vindictive woman out to get anyone that has wronged her. Cunning and manipulative, she is also cold and brutal and is not above killing those in her way or sacrificing her own hirelings to gain her objectives or avoid capture.

HISTORY

Narda and his sister Desiree were from the US but went on to own one of the largest fashion houses in Europe. Desiree handled the business and designs, and Narda supervised the labs which produced a whole line of Vaughn-Pope Cosmetics. Roderick Kingsley attempted to buy them out, but they refused to sell, and he conspired to ruin them. He had a former model of theirs claim that their cosmetics caused severe skin disorders. Kingsley called in the press, and "championed her cause." Before any legal action could be taken on their behalf, the bad publicity had ruined their business, and they were forced to sell. They went back to the US to start over, but Desiree had lost her motivation, and they were unable to achieve any degree of success. Narda took the identity of Belladonna to gain vengeance on Kingsley.

Belladonna sent her henchmen to Empire States University, where they stole a pair of drums of neo-atropine

gas. From this, Belladonna fashioned her chemical gas weapon, and began her vengeance on Kingsley. She and her goons confronted the fashion designer, accusing him of stealing his designs. Her assault was interrupted by Spider-Man, but her gas dulled his senses, and they managed to subdue him long enough to escape. They next ruined Kingsley's fashion show, destroying the garments, and knocking out the models and audience. Belladonna cornered Kingsley himself, but Spider-Man arrived again and stopped her. She remained bold until he actually got his hands on her, then her demeanor turned to terror, and she escaped his grasp by slipping out of her own overcoat. Spider-Man chased her, but she blinded him with a bright light and escaped before he could regain his sight.

Belladonna sent the criminal formerly known as the Cat, now wearing the stolen Prowler costume, to her sister's apartment. Desiree's bodyguard tried to stop the Prowler and wound up falling to his death. The Prowler fled.

Belladonna had the Prowler set a trap for Spider-Man in a vault. However, she betrayed the Prowler, trapping him in her vault as well, and proceeded to gas both Spider-Man and the Prowler. Spider-Man broke out of the vault, and Peter Parker learned that the place was

owned by Desiree Vaughn-Pope. Spider-Man then tried to track down Desiree--figuring her to be Belladonna, but instead ran into Narda, who played innocent, and told Spider-Man that Desiree was meeting with Kingsley. When Spider-Man departed to rescue Kingsley, Narda, as Belladonna, called Kingsley and told him that Spider-Man had joined her and was coming to kill him. When Spider-Man arrived Kingsley grabbed his gun and seemingly shot him when he entered his apartment. In actuality Spider-Man had seen Kingsley rushing around his apartment, gun in hand, and figured that he had been pushed over the edge. Spider-Man had thrown a web-filled dummy into the room. Belladonna heard the seeming death of Spider-Man from the bugs she had had placed in Kingsley apartment, and figured her vengeance was complete.

However, the Prowler tracked her down and was hungry for revenge. Narda was without her costume and weapons, and was no match for the Prowler, who prepared to toss her off the balcony. Spider-Man--who was not dead--arrived and rescued her. He webbed up both Narda and the Prowler, and also took out Belladonna's three goons.



STATISTICS

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

Health: 40

Karma: 40

Resources: GD (10)

Popularity: 3/30 in Germany

BACKGROUND

Real Name: Franz Mittelstaedt

Occupation: Government operative, Mechanical engineer

Legal Status: German citizen believed dead

Identity: Secret

Other Known Aliases: "Der Blitzkrieger" (the Lightning Warrior)

Place of Birth: Backnang, Germany

Marital Status: Married

Known Relatives: Anna (wife), Johann (son)

Base of Operations: Stuttgart, Germany

Past Group Affiliations: Schutz-Heiliggruppe

Present Group Affiliation: None

KNOWN POWERS

Electrical Control: Blitzkrieg is able to mentally control the electrical charges in living beings, objects, and the atmosphere. By causing the air in a certain area to have a strong positive charge, and an object or person a powerful negative charge, he causes static electricity to spark between them, causing Uearthly damage. The power itself has Uearthly rank, with a control radius of two miles (Class 3000). Since these bolts are drawn to the target, they cannot be dodged, but a person who moves out of the two-mile radius will be safe. The sparks also can be stopped by intervening objects or energy. Blitzkrieg must be able to see a target to be able to charge it. The spark travels at Uearthly speed.

Wind Creation: Blitzkrieg can cause electrically charged particles to spin in a tight circle, causing powerful winds. These winds are of Remarkable intensity.

Flight: By combining high winds with a continuous arc of electricity between his

feet and the ground, he is able to fly at Good speed.

Electric Shapes: Using his control over charges in air particles, Blitzkrieg can form simple objects such as shields, cages and spheres of Incredible strength. These objects only stay together as long as he concentrates on them. He can fly while maintaining such objects, but that is the only other power action or physical action he can take.

Electrical Resistance: Blitzkrieg has Uearthly resistance to any form of electrical attack.

Talents: Franz is a trained Mechanical Engineer.

Contacts: Captain America, Vortmund, Schutz-Heiliggruppe, German government



ADDITIONAL NOTES:

At some point, Mittelstaedt joined a group of German superheroes, the Schutz-Heiliggruppe, and he was among their number when the team was sent to remand the Nazi criminal Red Skull to Germany to stand trial for war crimes, although the Skull later escaped.

Later still, Mittelstaedt was on assignment in South America where he was accosted by the villain Zeitgeist, also known as Everyman, who killed Mittelstaedt. Mittelstaedt is survived by his wife and son.

Stats modified from those originally presented by William Tracy in Polyhedron Magazine # 41

ROLE-PLAYING NOTES

Blitzkreig is a solid family man with a strong sense of responsibility. He is very proud of his country and its progress as a democratic society.

HISTORY

Mittelstaedt was inspecting an electrical power plant when a stray bolt of lightning struck a faulty generator and bathed him in electricity. When he emerged from his coma weeks later, he found that he could summon lightning at will to wield as a weapon. With these powers, he called himself Blitzkreig and began a career as a costumed crime fighter. At one point, he was transported alongside various other international heroes by the alien Grandmaster in order to participate in a so-called Contest of Champions, he was unable to defeat Storm. He later assisted Captain America (Steve Rogers) during the contest then he returned at the end of the encounter. Later, he was seen among those who helped the space-knight Rom against the alien Dire Wraiths.



STATISTICS

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

Health: 100

Karma: 60

Resources: TY (6) personal
UN (100) as agent

Popularity: 3/30 in China

BACKGROUND

Real Name: Han, Chang, Lin, Sun, and Ho Tao-Yu

Occupation: Government agents

Legal Status: Chinese citizens with no criminal background

Identity: Known to Chinese authorities

Other Known Aliases: None

Place of Birth: Wuhan, People's Republic of China

Marital Status: Single

Known Relatives: Mary Tao-Yu (mother, deceased)

Base of Operations: Mobile; formerly Peking, China

Past Group Affiliations: People's Defense Force, 3Peace

Present Group Affiliation: None

KNOWN POWERS

Body Meld: The Collective Man is actually identical quintuplets who are able to merge their bodies into a powerful being. Each individual brother has the following ability scores:

F A S E R I P
 RM GD GD EX TY EX EX
Health: 70 **Karma:** 46

This provides them with the following abilities:

- **Hyper-Running:** The Collective Man can run at Good speed for three minutes before having to rest for thirty minutes.
- **Hyper-Intelligence:** While he doesn't have much knowledge of technology, he is able to make calculations five times faster than an average human and retain five times as much knowledge as an average human. By entering a trance for one round and making a Yellow Psyche FEAT roll, he can draw on the knowledge of any of his countrymen. This allows him to briefly learn any of the various Talents available to characters.



- **Strength Enhancement:** By entering a trance for one round and making a Red Psyche FEAT roll, he is able to greatly increase his abilities. During the following round, the Collective Man's Strength is Unearthly; after that round he will pass out for 1d10 minutes, due to the exertion required. All his ability scores return to normal when he regains consciousness.

Presently, the number of times per day he can raise his Strength to Unearthly is unrevealed.

- **Growth:** Collective Man is able to absorb biomass from the Chinese collective allowing him to grow to giant size (

Theoretically, the five brothers can draw upon the strength and abilities of any

group, maybe even everyone on Earth. Unfortunately, the government has only taught them in terms of the Chinese people, limiting their power.

Talents: The Collective Man has been trained in all five types of Martial Arts and in Oriental Weapons. As an agent of the Chinese government, he has also learned the Law Enforcement and Military Talents (but when only applied to China).

Contacts: Chinese government

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

The five brothers and Collective Man all have the same basic personality. They are quiet and contemplative, and let their abilities and actions speak for them. They are humble, but they are very proud of their country and its people.

HISTORY

The five Tao-Yu brothers were born identical quintuplets to a family of Chinese farmers. One night, while meditating, the brothers discovered their ability to merge their bodies. The Chinese government soon heard of their abilities and took them into custody. Government scientists trained them to use their powers and they were made special operatives for the government.

The brothers were among the heroes of Earth gathered to partake in a

“Contest of Champions” between the Gladiator and Death herself. As an unwitting agent of Death, the Collective Man exhausted himself defeating Sasquatch. The brothers later learned that their mother was dying. Determined to visit her, they took a helicopter, forcing the government to send Ho Ti, the Japanese God of Happiness, to retrieve them. The brothers opposed Ho Ti, who relented after sensing the happiness that the brothers’ mother felt on seeing her sons for the first time in twenty years before she died.

The brothers subsequently returned to government service; however, their growing disdain over the government’s mistreatment of other mutants led them to join the Jade Dragon and Nuwa in forming 3Peace. Allying themselves with Reignfire’s Mutant Liberation Front to free captive Chinese mutants, 3Peace were ultimately betrayed by Reignfire to the government-sponsored China Force team, but they were able to escape. The brothers were then unwittingly drawn into a plot by the fallen god Marduk, who boosted their power to enable them to permanently absorb their countrymen’s collective life force and transfer it into the Genesis Well, thus allowing Marduk to re-empower himself. Opposed by Citizen V and the V-Battalion, the brothers combined and grew to giant size, liquefying V-Battalion council member Goldfire with a simple turn of their head. The brothers were seemingly killed when Citizen V used his Adamantium-coated sword to burst their engorged form, after which the V-Battalion gathered their remains in order to reverse-engineer their powers, allowing them to put the entire

population of Rumekeistan into a slumber so as to oppose Marduk’s plan.

As a byproduct of their enhanced power, the brothers were eventually able to reform, and returned to serving the Chinese government. When the X-Men traveled to China to investigate the mutant Shen Xorn, they were confronted by the brothers, who used their increased power to create a veritable army of Collective Men to oppose them.

After the House of M fiasco mutants all over the world started to lose their powers. Collective Man however is one of the few mutants who retained them and was seen on the Xavier Compound with other mutants, forming the 198.

He was later leading the People’s Defense Force, fighting The Unspoken alongside Ban Luck who was a member of G.R.A.M.P.A, the Mighty Avengers, the Young Avengers, the New Avengers and The Avengers Resistance.

He was later seen in San Francisco, taking over the criminal lead of the Chinese community during Wolverine’s absence (sick with the mutant flue HX-N1). He beat up Lobe’s “New X-Men” but was finally defeated by the Utopian X-Men and let in custody of the authorities.

Stats modified/updated from those originally presented by William Tracy in Polyhedron Magazine # 41.



STATISTICS

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

Health: 50/70

Karma: 18

Resources: GD (10)

Popularity: 3/10 in South America

BACKGROUND

Real Name: Gabriel Carlos Dantes Sepulveda

Occupation: Construction Worker

Legal Status: Citizen of Argentina, believed dead.

Identity: Secret

Other Known Aliases: Defensor is Spanish for "Defender"

Place of Birth: Buenos Aires, Argentina

Marital Status: Single

Known Relatives: None

Base of Operations: Buenos Aires, Argentina

Past Group Affiliations:

Present Group Affiliation:

KNOWN POWERS

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

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



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

Contacts: None

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

Defensor believes that he is a Latin charmer. He is always trying to sweep women off their feet. His chivalrous attitude toward women, however, sometimes comes across as chauvinistic. He especially has problems when working with female heroes; he is always trying to protect them.

HISTORY

Gabriel Sepulveda was employed as a construction worker who discovered an underground passageway. Sepulveda snuck into the passageway after his superiors had told him to ignore it. Inside the underground cavern, he discovered a suit of armor

connected to a strange machine. After donning the armor, he was attacked by a group of creatures. He fought his way to the surface. Sepulveda decided to use the armor as the hero Defensor.

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

Defensor was later killed by the hero-killer Everyman (Zeitgeist) during his rampage against of the heroes of South America.

Stats by George Henson with help from Steve Jolly, modified from stats originally presented by William Tracy in Polyhedron Magazine # 49



STATISTICS

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

Health: 60

Karma: 40

Resources: TY (6)

Popularity: -10

BACKGROUND

Real Name: Charles L. Delazny, Jr.

Occupation: Student, later professional criminal

Legal Status: Citizen of the United States with criminal record, believed dead.

Identity: Secret, presumably now publicly known

Other Known Aliases: Carson Collier Jr.

Place of Birth: San Jose, California

Marital Status: Single

Known Relatives: Charles L. Delazny, Sr. (father)

Base of Operations: Los Angeles, California

Past Group Affiliations: Agent of the Committee

Present Group Affiliation: None

KNOWN POWERS

None known

EQUIPMENT

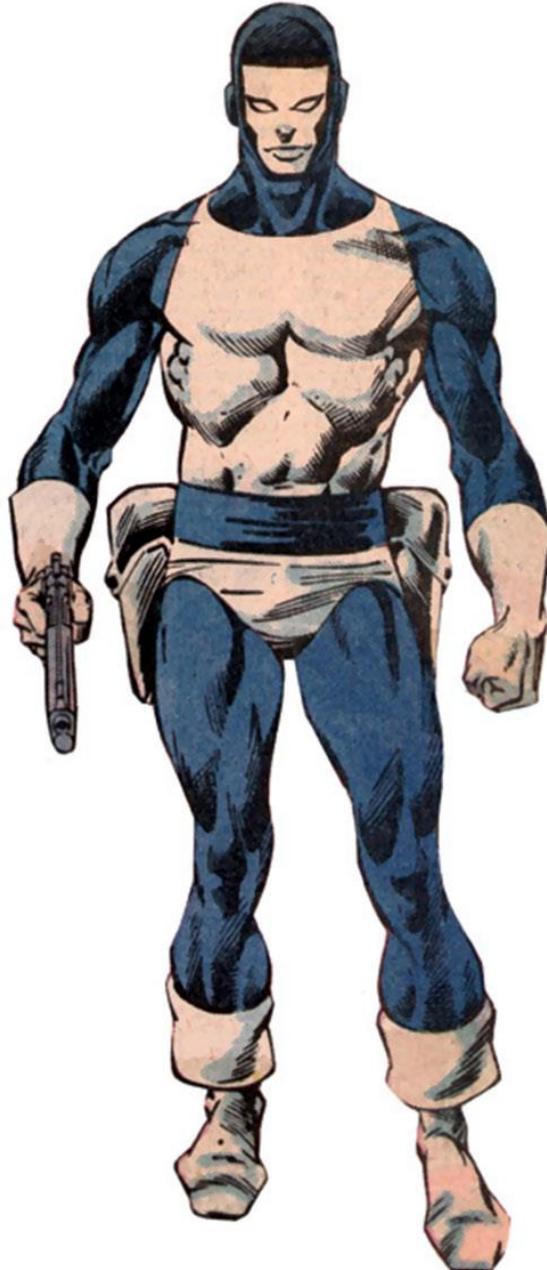
Body Armor: EX rank, with silver nitrate-covered vest for werewolves RM intensity.

Weapons: Two .45 caliber guns with special ammo:

- Ordinary bullets (TY damage)
- Silver bullets (TY damage, for werewolves)
- Tranquilizer pellets (IN intensity)
- Pyro-granulate capsules (RM intensity fire damage)
- IN-intensity "Tingler" that changes the victim's metabolism, causing the victim to burst into flame (IN intensity) by post-hypnotic command.

Disintegrator Amulet: Later a ring, lost before the Enforcer's death (IN intensity, 1-area range).

Talents: Handguns, Martial Arts A, and Hypnotism.



Contacts: The Committee, Gladiator (Potter), Water-Wizard (Aqueduct).

ADDITIONAL NOTES:

ROLE-PLAYING NOTES

A criminal mercenary, the Enforcer fought the Ghost Rider, Spider-Woman, Spider-Man, and Werewolf, operating primarily on the West Coast. Enforcer was a cold hardened killer that had no moral compass.

HISTORY

Charles L. Delazny, Jr. was the only son of the head of Delazny Studios, an independently owned back lot and soundstage where movies were once filmed but which is now used primarily for television production. One of Charles

L. Delazny Sr's longtime associates was Carson "Coot" Collier Sr., a former actor who once directed movie Westerns and now directs a television programs at Delazny Studios. Collier had a son named Carson, Jr., who was the same age as Delazny's son, and the two were schoolmates at Hollywood High School. Hoping to follow in his father's footsteps, Charles Delazny, Jr. enrolled in the University of Southern California film school, only to become heavily involved in dealing narcotics. Developing criminal contacts, Delazny dropped out of school to pursue a career in crime.

The young Delazny contacted agents of a foreign power who hired him to wreak destruction at the San Diego Navy yards. Using the money he was advanced, the young Delazny hired an elderly scientist named Ignatz Goldman to create a bullet-proof costume. Wearing this outfit, the young Delazny became known as the Enforcer. He then hired the costumed criminal known as the Gladiator to steal a disintegration ray generator from the original Eel, who had himself stolen it. The Enforcer himself stole the device from the Eel, who was then murdered by the Gladiator. The Enforcer brought the disintegration device to Goldman, who created a miniaturized version of it in the form of a medallion that could be used as a weapon. Armed with this smaller disintegrator, the Enforcer took over a local criminal organization which had gained control of Delazny Studios after the elder Delazny had borrowed heavily from them. The Enforcer planned to use Delazny Studios to "launder" the ill-gotten money he would accumulate through the criminal empire he intended to build. Goldman further miniaturized the disintegration device so that the third version could be worn in a ring. Using this version of the disintegrator and accompanied by some of the members of his new criminal organization, the Enforcer attacked the San Diego Navy Yards only to be defeated by the Ghost Rider. The Enforcer escaped and hired the Water Wizard to kill the Ghost Rider. But the Enforcer and the Water Wizard each failed to kill the Ghost Rider, who defeated them both. The Ghost Rider summoned the police to take custody of the Enforcer. But before the police arrived, the Enforcer revived, and, under circumstances that have yet to be revealed, managed to mislead the authorities into believing that Carson Collier, Jr. was the Enforcer. Hence, it

was the young Collier who was imprisoned for the Enforcer's crimes. The elder Delazny, however, learned that his son was the real Enforcer. Subsequently, the Enforcer was hired by the Committee, a group of corrupt Los Angeles businessmen. The Committee outfitted the Enforcer with a set of specially modified automatic pistols to take the place of his disintegrator ring, which he no longer possessed due to circumstances that have yet to be revealed. His first assignment was to silence writer Buck Cowan, who was about to expose Committee activity to the police. On this mission the Enforcer clashed with Jack Russell, who is a werewolf, and with the original Spider-Woman. Spider-Woman defeated the Enforcer, who was sent to prison. To confuse the authorities, the Enforcer claimed to be Carson Collier, Jr. and his deception was not exposed, at least not until after the Enforcer made his escape. At large again, the Enforcer attempted a series of major thefts, but was finally defeated by both Spider-Woman and Spider-Man. The Enforcer was again imprisoned but was soon at large again. Whether or not the police had yet been able to establish that the Enforcer was not Carson Collier, Jr. is as yet unknown, nor is it yet known what had become of the real Carson Collier, Jr. during this time. The Enforcer was hired by criminal gamblers to kill champion motorcyclist Flagg Fargo. The Enforcer wounded Fargo, but his victim was not killed. After the Enforcer committed a major theft soon afterwards, the Ghost Rider forced the Enforcer's getaway car off the road into water. However, the Enforcer survived and escaped.

Finally, on his way to fulfill an assignment to kill the criminal called the Termite, the Enforcer was himself murdered by being shot by the enigmatic vigilante Scourge, who was disguised as a bag lady. Later, Captain America captured Scourge, who claimed to be the Enforcer's own younger brother. Scourge claimed to have killed the Enforcer in retaliation for the shame that the Enforcer had brought upon his family, and for the heartbreak their father had felt on learning the Enforcer's true identity. However, the Enforcer had no brothers. Moreover, Scourge claimed that the Enforcer's father was a movie director, but, as far as is known, Charles L. Delazny, Sr. never directed any films. It has been speculated that Scourge was

Carson Collier, Jr., who was the son of a movie director, and who may have wanted vengeance on the Enforcer for framing him for his crimes. It is not known what he had to gain by telling Captain America he was the Enforcer's brother, however. Moreover, the Scourge who claimed to be the Enforcer's brother was himself murdered by an unknown assailant. This murdered man's body has not yet been positively identified as Carson Collier, Jr. or as any other known individual. Complicating matters further, it is possible that there may have been more than one Scourge, and even that the Scourge who claimed to be the Enforcer's brother was not truly the Enforcer's murderer. Hence, the facts about the Enforcer's demise remain clouded in mystery.

After being captured by Captain America, Scourge claimed to be the Enforcer's brother, taking revenge on him for besmirching the family name. However, the "Scourge of the Underworld" was later revealed to be an entire organization with multiple Scourges, who typically claimed to be related to or personally malice by super-villains when caught, throwing his story into doubt.

Stats modified by George Henson based on materials originally presented in the Marvel File by Jeff Grubb in Dragon Magazine # 129



STATISTICS

F TY (20)
 A PR (30)
 S AM (20)
 E IN (10)
 R EX (30)
 I GD (10)
 P EX (30)

Health: 100
 Karma: 50
 Resources: GD (10)
 Popularity: 0

BACKGROUND

Real Name: Karkas
Occupation: Scholar, former gladiator
Legal Status: Citizen of Olympia Greece, capital city of the Eternals of Earth: granted citizenship, by Zuras and Thena after exile from Deviant Lemuria, Former slave of the Deviants
Identity: The general population of Earth is unaware of Karkas' existence
Other Known Aliases: None
Place of Birth: Deviant Lemuria
Marital Status: Single
Known Relatives: None
Base of Operations: Olympia
Past Group Affiliations: Deviant Mutate Gladiators
Present Group Affiliation: Honorary member of the Eternals of Earth

KNOWN POWERS

Mutated Body: A freak even by Deviant standards He is hairless, has no outer ear.

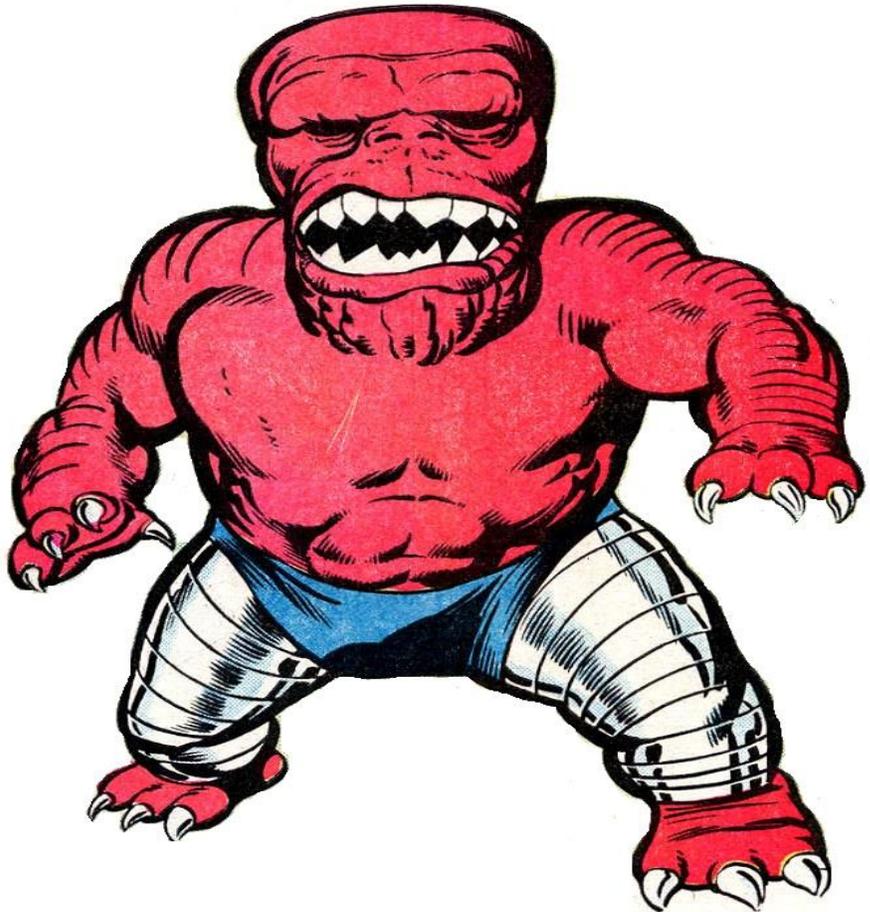
Body Armor. Karkas is covered with a tough, red elephant-like hide over his entire body, providing him with Amazing protection from Physical and Remarkable protection from Energy damage.

Claws: Karkas has six claw-like single-jointed digits on each foot and hand. His lack of opposing digits does not allow him to utilize many ordinary tools. He can use the claws to do up to Amazing Edged damage or to dig through the ground at a rate of 1 area per round.

Leviathan Form:

When transformed and controlled by Apocalypse, Karkas was a giant, 100' tall Leviathan with the following abilities:

F A S E R I P
 EX PR UN MN FB GD EX
 Health: 199 Karma: 32



Body Armor: Unearthly protection from Physical and Amazing protection from Energy damage.

Talents: Karkas has the Student Talent, and receives a +1 CS in matters of Philosophy, his specialty. He also possesses a Photographic Memory, allowing him to retain anything that he is exposed to.

Contacts: Karkas currently resides on Olympia and could call upon Thena and the remaining Eternals for help. Thor, the Deviant Ransak the Reject is his best friend.

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Karkas is a pacifist who does not believe in fighting under any circumstances except for self-preservation. He is extremely loyal to Thena and is constantly seeking knowledge.

HISTORY

Karkas was born to the race of Deviants, an evolutionary offshoot of humanity which is cursed with an unstable genetic code causing random characteristics to crop up with every newborn Deviant child. Karkas was far more monstrously mutated than most Deviants and was labeled a "mutate." The Deviant priesthood publicly marks for execution all Deviants whom it considers having varied too greatly in their genetic codes from the rest of their race. Some of these extreme cases, however, are raised to fight as gladiators in the arena before they are sent to their final fate. Karkas quickly developed such size and strength that he was selected to become a gladiator. Although his heavily-hided body could

resist extremes of punishment, Karkas never had any special inclination to become a fighter. Therefore, he did the minimum required of him as a gladiator to permit his continued existence. In fact, Karkas had a great natural sensitivity emotionally, and was a born philosopher, despite the role of a savage monster that he was forced to play.

Eventually Karkas was pitted against another mutate, the human-looking Ransak the Reject, in a gladiatorial combat witnessed by the Deviants' then-monarch Tode, Warlord Kro, and a visitor to Deviant Lemuria, the Eternal known as Thena. Despite Karkas' far greater size and strength, the savage Reject bested him in battle, wounding him terribly. But then the Deviant city began being destroyed by the alien Eson the Celestial. Amid the turmoil, Karkas asked Thena for sanctuary with her, so that he would be saved from eventual death in the arena and could instead spend his life in a more fruitful way. He also asked for

sanctuary for the Reject, whom, he pointed out, was not born as a "killing machine" but had been turned into one by the Deviants. Thena felt compassion for both and teleported herself, Karkas, and the Reject to Olympia, her home.

Karkas lived in Olympia for some time after that, acting as Thena's loyal companion and taking advantage of enlightened cultural opportunities. Although he is friendly with most Eternals, Karkas's loyalty to Thena exceeds all others, such as when she was branded a traitor to Olympia for her relationship with Kro. Karkas provided assistance to Thena while on the run despite the commands of the Prime Eternal, Ikaris

For a time, Karkas left Olympia and worked as a stunt man for the Eternal actor, Kingo Sunen. His appearance was passed off as "movie magic". Karkas and Ransak also worked for Warlord Kro as part of his Delta Network, Deviants allied with the U.S. government against the crazed priest-lord Ghaur. Karkas and Ransak

eventually joined Kro full-time in Lemuria as rebels opposing Ghaur's religious rule. Therefore, Karkas was present when Apocalypse manipulated the U.S. military into launching nuclear missiles from a submarine at Lemuria. Karkas's unstable genetic code mutated even further under this incident, and Apocalypse used a control implant to send the Leviathan-sized Karkas to destroy San Francisco. The Eternals opposed this plan, and Ransak was forced to kill his friend to stop his rampage.

Stats modified by George Henson based on materials originally presented in the Gamer's Handbook of the Marvel Universe Vol. 1



STATISTICS

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

Health: 120
 Karma: 60
 Resources: MN (75)
 Popularity: 0

BACKGROUND

Real Name: Name in own language is unknown; "Mercurio" is the nearest English equivalent

Occupation: Conqueror, formerly government psycho-explorer

Legal Status: Citizen of Gramos

Identity: Secret

Other Known Aliases: The Fourth-Dimensional Man, Karl Sarron

Place of Birth: Planet Gramos, Sekar system, Milky Way

Marital Status: Single

Known Relatives: None

Base of Operations: Planet Gramos

Past Group Affiliations: None

Present Group Affiliation: None

KNOWN POWERS

Mercurio possesses numerous superhuman powers derived from his alien metabolism and the strange accident that made the right half of his body red, a negative image of his natural form. Mercurio's powers include the following:

Invulnerability: Mercurio's physiology provides him with protections against the following

- Remarkable against Physical, most Energy, Radiation, Poisons, Toxins and Corrosives.
- Class 1000 against all Heat and Cold

Heat and Cold Generation: Mercurio is able to project heat and cold from his body and can project Fire from his right hand or Ice from his left hand if the environment allows it. He can also generate these thermal conditions with touch.

- Right Hand: Heat of Monstrous intensity up to 10 areas
- Left Hand: Cold of Monstrous intensity up to 10 areas
- Flight: Using thermodynamics, Mercurio can manipulate the air molecules around him allowing him to

fly at Poor Air-speed 3 areas per round.

Mind Transfer: Mercurio can transfer his mind and life-force into other bodies at interstellar distances, with Amazing ability. This ability is technological and is how Gramosian psycho-explorers travel.

EQUIPMENT

Space-suit; Mercurio wears a transparent life-support suit that allows him to breath and survive in outer space for up to 6 hours.

Gramosian Spacecraft; Mercurio uses a Gramosian spacecraft to physically travel the universe.

Control: RM **Speed:** CL-1000
Body: EX **Protection:** EX

Force Field: AM

Defensive Lasers: RM damage at 10 areas.

Talents: Universal Geography, Pilot (Space-Craft), Leadership, Multi-Lingual (Gramosian, English)

Contacts: High Lord of Planet Gramos, Thor

ADDITIONAL NOTES

The right half of Mercurio's body is red, the left half blue-black (the natural skin color of Gramosians).

ROLE-PLAYING NOTES

Mercurio is devoted to safeguarding his home world and will let nothing stand in his way. While his intentions are noble and good, his methods are less so.



HISTORY

Mercurio is a native of the planet Gramos, the third world circling the star Sekar in the Milky Way. His world was threatened with extinction when a gravitational distortion blocks out all sunlight.

In a bid to save Gramos, Mercurio was chosen to project his consciousness across the galaxy to Earth, where he took control of a wealthy landlord named Karl Sarron and used his resources to build a device to siphon off Earth's electromagnetic field. Mercurio also detected strange energies coming from the offices of Dr. Donald Blake, the alter-ego of the thunder god Thor. Witnessing a transformation from Blake to Thor, Mercurio siphoned off some of the magical energy in an attempt to transport his body across space to Earth. The process was only partially successful as the right side of Mercurio's body was turned red and his normal fire-generating ability was reverted to ice (on the left side only). Mercurio then battled Thor but was quickly defeated.

Several weeks after returning to Gramos, Mercurio led an army to find the God Jewel, a gem containing enough energy to sustain Gramos forever. The God Jewel, however, proved to be sentient and evolved into a humanoid form called "Xorr", and was capable of sucking the life energy from any source. Coincidentally, Thor and several allies were also seeking the God Jewel as it had imprisoned two Asgardian goddesses. With Thor's help Xorr was defeated, and Mercurio retrieved several fragments of the God Jewel for use on Gramos.

Although Gramos was saved, Mercurio developed a desire to conquer, and attempted to trick Captain Marvel into visiting Gramos and building the Omni-Wave Projector, a device capable of emitting energies on a galaxy-wide scale. Captain Marvel's cosmic awareness, however, warned him of the trap and, after defeating Mercurio, he returned to Earth.

He was captured by the enigmatic alien, the Stranger, and was imprisoned in the Stranger's Labworld for the alien to study him. He remained there until freed by Over-mind.

Zarrko, the Tomorrow Man pulled Mercurio and other villains from out of the time-stream to battle the Thor Corps. The three Thors managed to

defeat all the time-lost villains returning them to their original points in time.

Still disguised as Karl Sarron he released extradimensional creatures to attack Connie Ferrari. Captain America investigated and met with Sarron, who told him he could use Captain America's Shield and his dimensional oscillator to create a portal to expel the demons. The two went to the top of the Statue of Liberty and Cap allowed his shield to be placed in the dimensional oscillator. Mercurio revealed the truth telling him he tricked him into helping escape through a portal back to his home planet. The vibrations from Mercurio's oscillator caused the Statue of Liberty to vibrate and fall apart. Cap disengaged his shield from the dimensional oscillator and Mercurio transported away.

As part of his delusions of conquering, Mercurio began to amass weapons from all over the galaxy. He also hired the pirate Kio to acquire chemical weapons and had inserted a drill to retrieve resources from the planet

of the P'qui. Both of his plans were foiled by Venom.

In retaliation, Mercurio sent one of his subordinates, Pik Rollo, to kill Venom. However, Rollo ended up making a deal with Venom to join forces and together deal with Mercurio.

As part of an intricate plan, Venom and Pik Rollo traveled to Mercurio's base. Rollo pretended to double-cross Venom, allowing Mercurio's soldiers to strip him of the symbiote. Mercurio donned the creature, believing to have turned it to his side. However, after bonding with Mercurio to do a recon mission and learn of the villain's armada, the symbiote returned to Venom.

Numerous of the allies that Venom had made in his space adventures joined forces to destroy Mercurio's armada and base, forcing the villain to retreat, vowing to have revenge on the symbiote and its host.

History from Marvel Wikia



STATISTICS

F RM (30)
A MN (75)
S MN (75)
E UN (100)
R EX (20)
I MN (75)
P AM (50)

Health: 280

Karma: 145

Resources: UN (100)

Popularity: 0

BACKGROUND

Real Name: Shanga Fia Delph'goram

Occupation: Explorer, dancer

Legal Status: Citizen of Planet Zhalla'Kla

Identity: Her existence is not known to the general public or Earth

Other Known Aliases: None

Place of Birth: Planet Zhalla'Kla, Kla'Fom System, Milky Way Galaxy

Marital Status: Married (or at least engaged)

Known Relatives: Blue Diamond (Elton Morrow, mate)

Base of Operations: Outer Space

Past Group Affiliations: None

Present Group Affiliation: Partner of Blue Diamond

KNOWN POWERS

Cosmic Energy Enhanced Physiology: Star-Dancer is from a race that is augmented by the Power Cosmic. Because of this, she possesses vast powerful abilities including the following:

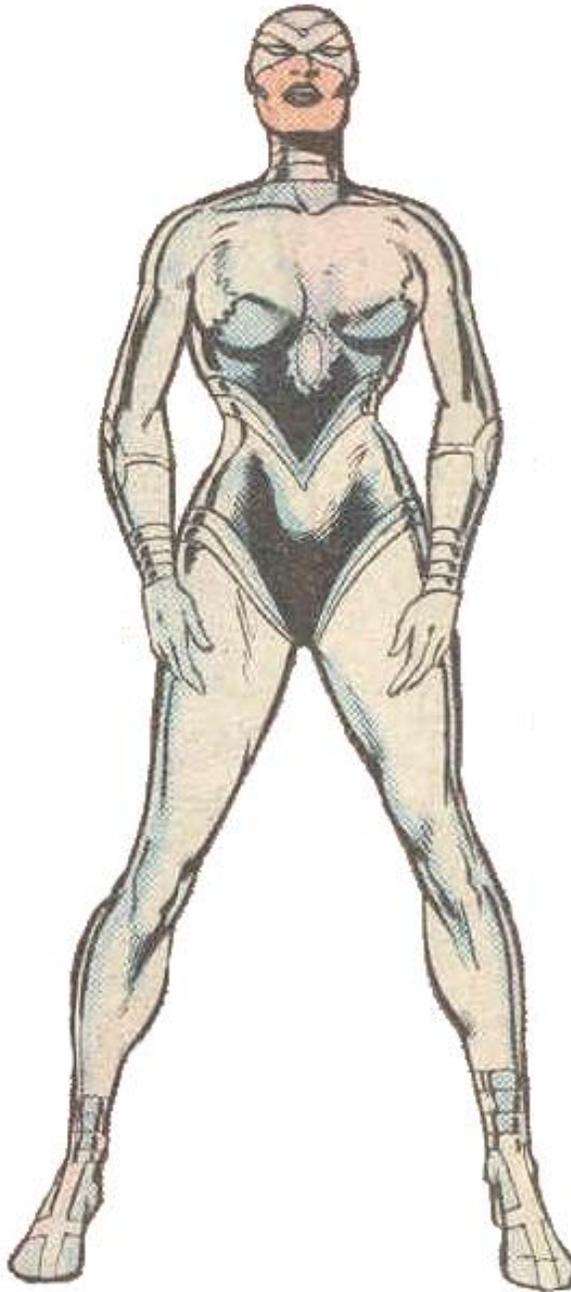
- **True Invulnerability:** Amazing protection from all Physical and Energy damage.
- **Cosmic Energy Manipulation and Control:** Star-Dancer possesses these abilities at Uearthly rank and range.
- **Matter Transmutation and Control:** She possesses these powers with Uearthly ability. With this power she can manipulate living and non-living matter.
- **Force and Energy Bolts:** Uearthly Power and Range.
- **Force-field Generation:** Uearthly rank.
- **Self-Sustenance:** UN rank.
- **Immortality:** Star-Dancer has not aged since reaching adulthood and is not likely to do so in the future.
- **Flight:** CLASS 3000 although she usually travels at UN space speed taking decades or even centuries to

- get to her destination as she dances through space.
- **Telepathy:** Shanga also possesses the ability to communicate via telepathy, at the AM rank.

Stellar Matrix-Sense: This ability is an extrasensory perception of flux in the probability fields that surround her. Aware of such flux, she can anticipate certain critical factors that may affect her life and thus take steps to control them. She can use these abilities in the following ways:

- **Monstrous rank ability to see possible future events.** This gives her a plus 3 to her initiative rolls.
- **DNA Scanning:** Monstrous rank ability to read the total path of an organism's DNA structure. This allows her to know what the organism has evolved from and what it will evolve into.

Talents: Performer (Dancer), Acrobatics



Contacts: Blue Diamond, Thing, Quasar

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Shanga the Star-Dancer is a performer and perfectionist, sometimes taking decades to create a new performance. When creating a new dance, she becomes extremely focused to the point of not paying attention to where she is going and thus got lost, or to dangers around her thus getting captured by the Stranger. Becoming lonely she sought out companionship in the form of a mate, the Blue Diamond.

HISTORY

Shanga was born to a race of cosmically powered humanoid aliens called the Zhalla'Klans, a virtually immortal people possessing natural cosmic energy manipulating powers. Devoting her life to the art of dance, Shanga spent millennia practicing and perfecting her craft.

But even as she grew more skillful, she began to find life on Zhall'Kla unsatisfying. Desiring new thrills and challenges, Shanga began a centuries-long journey through space. Travelling aimlessly, she explored distant star systems, all the while failing to properly mark her course. She eventually realized that she was hopelessly lost.

For the past several eons, she has desperately searched for any clue that could help point out the direction to her homeworld. Happening upon Earth, she took with her a mate, Elton Morrow, who in the 1940s had been known as the Blue Diamond.



At some point, Star-Dancer and her mate were captured by the Stranger and kept in sub-space, unable to escape. Makkari of the Eternals discovered Star-Dancer but learned that while he was capable of leaving the subspace that Star-Dancer was in, she was not able as it was specifically designed to prevent her from leaving. When Quasar, the Stranger and their associates defeated Overmind it was surmised that Star-Dancer managed to escape the Stranger's laboratory and found her mate, Blue Diamond then continued their journey.

THUNDERBOLT

STATISTICS

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

Health: 80

Karma: 30

Resources: GD (10)

Popularity: 1/10 as Thunderbolt

BACKGROUND

Real Name: William Carver

Occupation: Assistant district attorney

Legal Status: American citizen
believed dead

Identity: Secret

Other Known Aliases: None

Place of Birth: Harlem, New York

Marital Status: Single

Known Relatives: Lonnie (brother,
deceased)

Base of Operations: New York City

Past Group Affiliations: None

Present Group Affiliation: None

KNOWN POWERS

Lightning Speed: Bill can move at Remarkable land speed, 6 areas per round, accelerating to full speed in 1 round or stopping within 1 area.

- *Multiple Attacks:* Using his speed Bill can strike up to 3 opponents in a round for Good (10) damage on a Fighting feat for each hit.
- *Hyper Agility:* Bill's speed increases his agility to Amazing, and he can dodge bullets (as long as he isn't blindsided) and catch arrows on a feat roll.
- *Regeneration:* Bill heals faster than normal and can heal 4 health per round while at rest.
- *Resistance to Disease, Drugs and Toxins:* Due to Bill's metabolism, he can resist such attacks at Incredible ability.

EQUIPMENT:

Thunderbolt Costume: Made from Remarkable materials, this friction resistant outfit is made from sturdy materials.

Visor: Remarkable material, fires blinding 'lightning-bolt' bursts of light of Remarkable power, at a 1 area range. It can be fired 4 times before recharging.

Talents: Law, Military



Contacts: The New York District Attorney's office, NYC city government, NYPD and Heroes for Hire (Luke Cage and Iron Fist). Franklin "Foggy" Nelson

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Carver was a driven man who, once he had a goal in mind, focused himself on achieving it no matter what. This drive enabled him to make Special Forces while in the military and to become an Assistant D.A. in his civilian career.

HISTORY

Shortly after returning home to Harlem, having served in the military overseas, William Carver was approached by several members of a local violent street gang called the Thunderbolts. The gang members were eager to have Carver join their group as they believed his military training would be useful in their illegal activities. Carver, however, had no desire to join and refused. The following day, Carver

went to work as an assistant district attorney under then-District Attorney Franklin Nelson. When Nelson heard of the Thunderbolts' offer, he instructed Carver to infiltrate the group and gather as much information as possible against the gang members. The increasingly violent methods of the Thunderbolts had become a cause of concern in recent months and Nelson was determined to end their illegal activities, in the end, Carver gathered enough evidence to send several Thunderbolt leaders to prison.

Several months later, Carver's younger brother, Lonnie, was gunned down before Carver's eyes. On the day of Lonnie's funeral, Carver spotted the murderer and chased him through the cemetery. As the two men fought for control of the gunman's pistol, they were struck by a bolt of lightning. The sniper was killed instantly, but Carver survived, although he was seriously injured.

He was rushed to a nearby hospital, where it was decided that Carver's only chance lay with an experimental cobalt ray treatment designed by Stark International. After Carver underwent the treatment, the doctors discovered that there had been a slight radiation leak in the cobalt ray device, and they feared it would have an adverse effect on Carver's recovery. Despite this, Carver apparently suffered no ill effects, and completely recovered in a matter of hours. It was only afterwards that Carver discovered that the treatment and the accidental exposure to excess radiation had a secondary effect. The cobalt had seemingly mutated Carver's body chemistry. His muscle coordination and reflexes now functioned on superhuman levels. Thus, Carver was able to achieve incredible speeds and his reaction time was far above that of a normal human.

Seeking to learn the identity of the man who had ordered his brother's murder, and developing a growing hatred for all criminals, Carver began his career as a costumed crime-fighter. He called himself the Thunderbolt, after his first underworld foes.

Shortly thereafter, Carver discovered that the cobalt ray treatment had done far more than give him superhuman speed. It had also accelerated his aging rate. His body's metabolism had been sped up to such a degree that he was actually aging at a rate of several years per week. William Carver had only a few months to live

before he died of old age. His quest for Lonnie's murderer now became more desperate than ever.

It was with the aid of Carver's old ally, Power Man, and his partner, Iron Fist, that the mystery of Lonnie Carver's murder was solved. They discovered that it had been attorney "Big" Ben Donovan who had ordered Lonnie's death. Donovan's younger brother, Paul, had been one of the leaders of the Thunderbolts that William Carver had sent to prison. Paul Donovan was killed in prison, and his brother Ben blamed the assistant District Attorney for that death. In revenge, he sought to rob Carver of his own brother.

Having confessed to his crime, Donovan pulled a gun on Thunderbolt. As the two men struggled, the gun went off, accidentally killing Donovan. His mission completed, Thunderbolt succumbed to his body's accelerated aging. He died content that his brother's murder had been avenged.

In recent years, Luis Barrett has taken up the identity and costume of the Thunderbolt and has continued to do so on several occasions.

Stats by Keith Kilburn

