

MARVEL
COMICS

23

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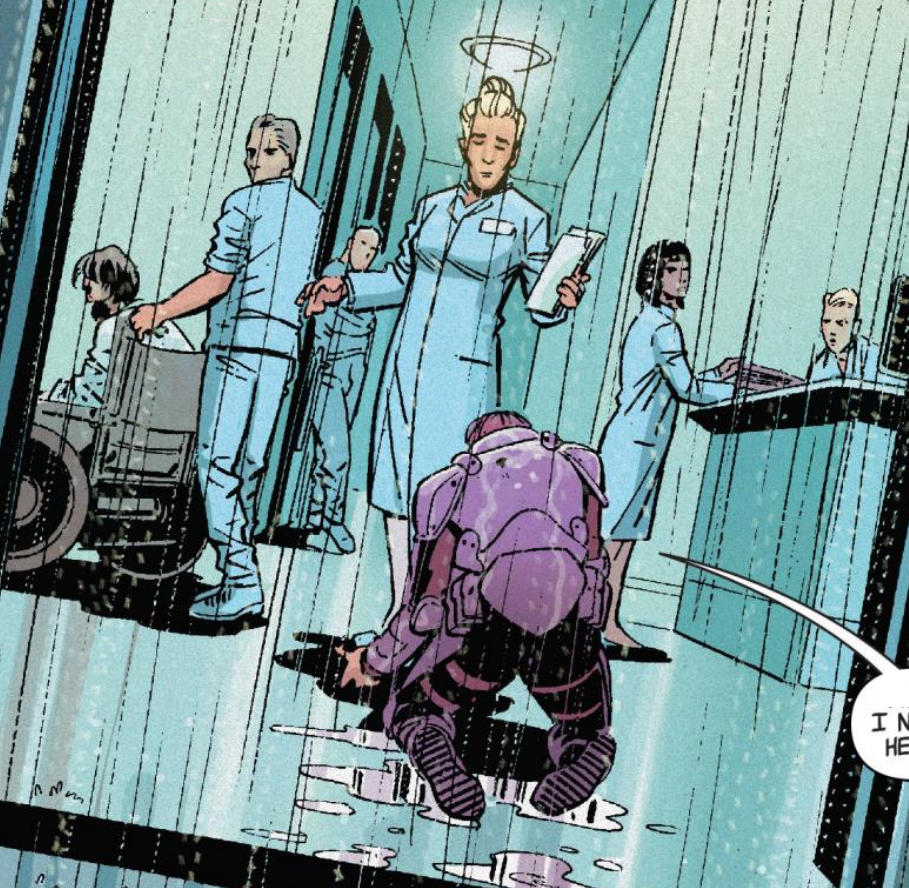
RAVENCROFT

ASYLUM FOR THE CRIMINALLY INSANE

WELCOME TO
RAVENCROFT!

THE **MARVEL®** **PHILE**

New!



I NEED
HELP.

THE ^{New!} MARVEL® -PHILE

Welcome to the February issue of The New Marvel-Phile! This month, we feature a location prominent in New York's history of super-powered criminals. Marvel's version of Arkham Asylum, it's never quite lived up to it's competitor's reputation. However, in your game, you can certainly turn it into you're very own Devil's Den, with your own campaign's rogue's gallery!

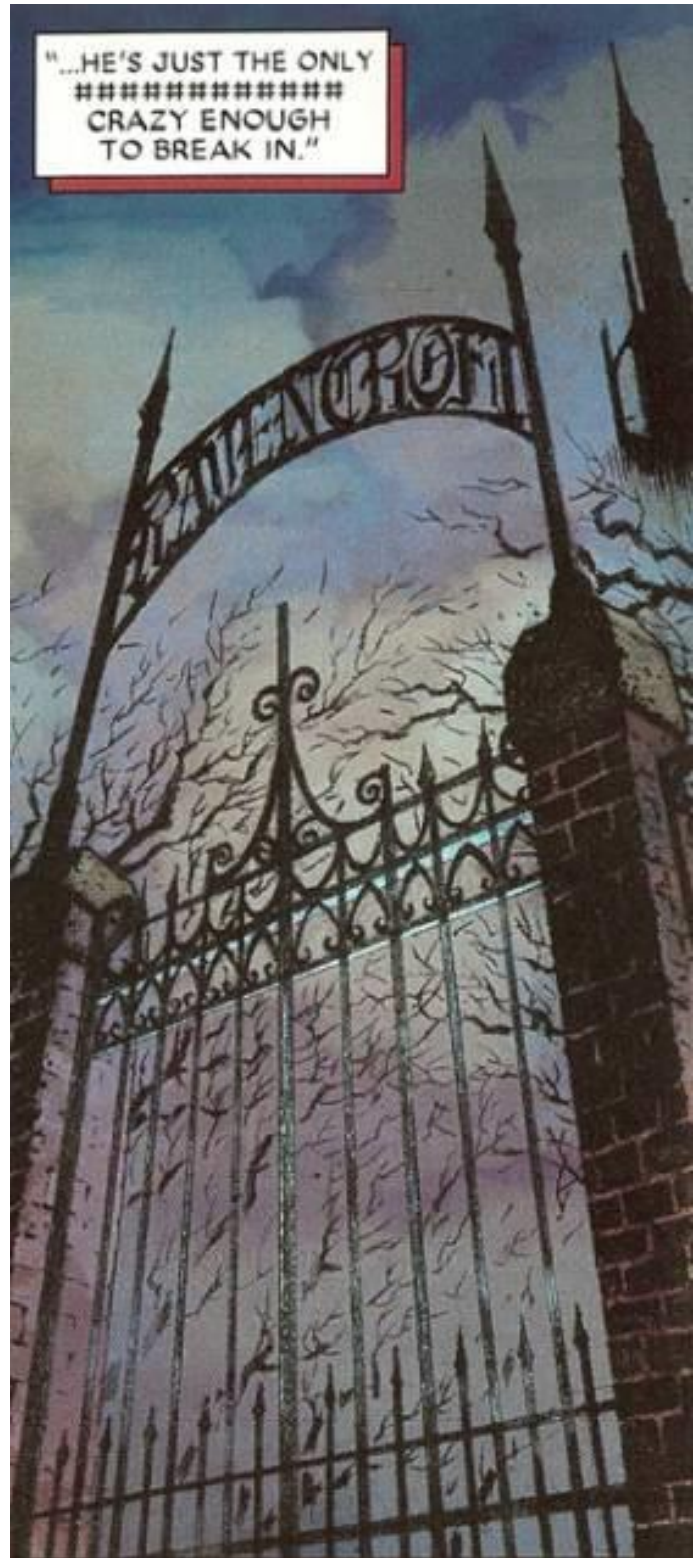
In the past, The Marvel-Phile was one of the best resources for new and updated information pertaining to the Marvel Super Heroes Role-Playing Game. We are continuing that fine tradition with the "New Marvel-Phile". We are certain that each edition will bring something new and exciting for those that still enjoy this great game.

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

Please enjoy and feel free to give us feedback!

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OVERVIEW

Housing many super-powered villains, this facility was designed to treat those deemed criminally insane that are especially dangerous. It was created by the US government after Senator Roeburg was impressed with Dr. Kafka's abilities in treating the mentally ill. Most recently, it was purchased by Hall Industries, so they could do research on the Carnage symbiote to create symbiote-based technology.

THE AREA

Located in Westchester County, New York, this large facility houses some of the world's most dangerous psychotic criminals. Located about 40 miles north of New York City, the facility is in a state-of-the-art gothic building.

DESCRIPTION

The Ravencroft Institute for the Criminally Insane is a massive building, which sits on 100's of acres of property. The outside has huge walls topped with wrought iron, giving it a rather gothic look. However, this is not where the primary security is found. The interior of the main building that houses the inmates is a state-of-the-art facility, with technology specifically designed to keep those being treated safe and secure.

The cells are specially designed to keep their respective prisoners contained. For example, Kletus Cassidy (Carnage) was kept in a specially designed cell with a microwave field (Monstrous rank) that kept him from escaping. The Judge should design cells/containment areas as appropriate for the individual incarcerated.

NPCs

The following individuals have been employees/staff of Ravencroft:

- Dr. Ashley Kafka - Founder, former director (see this issue of the Marvel-Phile!)
- Dr. Leonard Samson - Former director (see GHotMU Vol 1, GHotMUDE Vol 3)
- Mr. Pogue – former director (killed by Carnage)

- John Jameson, Jr. (Man-Wolf) - Former head of security (see this issue of the Marvel-Phile!)
- Edward Whelan (Vermin) - Former assistant to Dr. Kafka (see GHotMU Vol 4, GHotMUDE Vol 12)
- Dr. Tanis Nieves (Scorn) – Former Doctor on staff (see this issue of the Marvel-Phile!)
- Dr. Emmett – Former Doctor on staff
- Dr. Camille Pazzo – Former Doctor on staff
- Barker – Security officer (see this issue of the Marvel-Phile!)
- Dickerson – Security officer who sells Ravencroft memorabilia on the side

PSYCHIATRIC STAFF

With Ravencroft's primary mission to treat and cure the criminally insane, it has a significant number of staff devoted to the treatment of its residents, including Dr. Emmett and Dr. Pazzo. However, given the nature of its residents, the staff (both medical and security) members tend to have a short shelf-life, even with all the protective measures installed at the facility.



Dr. Ashley Kafka

Former Director

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

Health: 20

Karma: 26

Resources: GD Popularity: 2

Appearance: Tall, lean, typically found in comfortable work clothes and a white lab coat.

Talents: Business, Psychiatry

Story Function: Dr. Kafka will likely be a hero's point of contact when discussing a villain's treatment, or when dealing with any potential escape attempts.

SECURITY

As an institute designed to house and study the most dangerous people on the planet, the security protocols and equipment are high-tech. They include non-lethal weapons such as stun guns and sedation dart guns, as well as lethal munitions such as grenade launchers, mini-missiles, flame-throwers, and the following specialized equipment:

Microwave Heat Projector: Incredible heat damage; 1 area range.

Sonic cannon: Incredible sonic damage; 2 area range.



Barker

Full name unrevealed

Security Officer

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

Health: 32

Karma: 24

Resources: TY Popularity: 0

Appearance: Dark haired, well-built man in his '30s.

Talents: Wrestling

Story Function: Barker is not above working for others on the side – for instance, he was getting paid by Reynard (agent of Warrant) to spy on Dr. Kafka's activities in order to get information to be used against her.

KNOWN PATIENTS

The following is a list of known patients who were at one time residents of Ravencroft:

- Black Hole (Morton Kribbee)
- Bushman (Raul Bushman) (see GHotMU Vol 6)
- Carnage (Cletus Kasady) (see GHotMUDE Vol 2)
- Carrion (Malcolm McBride) (see GHotMUDE Vol 2)
- Chameleon (Dmitri Smerdyakov) (see GHotMU Vol 5, GHotMUDE Vol 2)
- D.K. (David Kalen) (see this issue of the Marvel-Phile!)
- Doctor Octopus (Otto Octavius) (see GHotMU Vol 1, GHotMUDE Vol 3)
- Electro (Maxwell Dillon) (see GHotMU Vol 6, GHotMUDE Vol 3)
- Foolkiller (Greg Salinger) (see GHotMU Vol 2)
- Gale (see this issue of the Marvel-Phile!)
- Great Wall (see this issue of the Marvel-Phile!)
- Herman the German
- Jackal (Miles Warren) (see GHotMUDE Vol 5)
- Massacre (Marcus Lyman)
- Mayhem (Brigid O'Reilly) (see GHotMU Vol 3)
- Mindworm (William Turner) (see GHotMUDE Vol 7)
- Morpheus (Robert Markham) (see this issue of the Marvel-Phile!)
- Mysterio (Quentin Beck) (see GHotMU Vol 3, GHotMUDE Vol 9)
- Nelson Cragg
- Prism (Robbie) (see GHotMU Vol 3)
- Pyromania
- Ramon Grant
- Robot-Master (see GHotMUDE Vol 11)
- Shriek (Frances Barrison) (see GHotMUDE Vol 10)
- Sir (Martha Paterson) (see this issue of the Marvel-Phile!)
- Sun King (Patient 86)
- Typhoid Mary (see GHotMU Vol 5, GHotMUDE Vol 12)
- Vulture (Adrian Toomes) (see GHotMU Vol 4, GHotMUDE Vol 13)
- Webber

- Wild Whip (see this issue of the Marvel-Phile!)
- Wolverine

ITEMS STORED

The following is a list of items stored at Ravencroft:

- Burning meteorite fragment that absorbed the super-villain Silencer

CRIMES

The most likely crime committed in Ravencroft is an escape attempt. However, there are others who may attempt to use the incarcerated criminals for their own nefarious plans – Carnage is a good example of that.

CAMPAIGN USE

Ravencroft can be used in numerous ways. While it would typically be used as a facility that the heroes can drop off their recently captured super-villains, it can also be the central focal point of a scene, or even an entire campaign!

Additionally, the facility with its surrounding property is large enough that it could act as the base of operations of any heroes with a psychiatric background, or even an entire team of heroes.

INMATES

Here are the statistics on some of the lesser-known residents of Ravencroft. They may be encountered during a breakout at Ravencroft planned by some evil mastermind, or even be seen out on the streets committing some sadistic crime...

D.K.

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

Health: 155

Karma: 18

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: David Kalen

Occupation: Environmental Consultant

Legal Status: American citizen with a criminal record, believed to be dead.

Identity: Secret

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Single

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: None

Present Group Affiliation:



KNOWN POWERS

Dissolving Touch: David is now an amorphous shape of goo. This allows him to be immune to physical attacks of up to Excellent rank. He is also able to return to his normal human-looking form. David can dissolve material up to Remarkable Material Strength just by touch.

TALENTS: Chemistry

CONTACTS: Spider-Man

ROLEPLAYING NOTES

David Kalen was a broken man after the death of his brother, and lonely after his incarceration in Ravenscroft, wishing to end it all.

HISTORY

David Kalen and his brother Henry were originally environmental consultants who were exposed to toxic sludge while investigating the actions of corrupt businessman Mr. Sanders near Greenlawn in Huntington, New York.

Although Henry was killed in the accident, David was somehow mutated into the monstrous DK, capable of decaying matter merely by touching it. He was talked out of killing Sanders by Spider-Man, who convinced him to go to the Ravenscroft Institute for help.

As time went on; however, David became increasingly dangerous due to his survivor's guilt over his brother's death, to the extent that his power began to turn inwards, whether consciously or subconsciously was never clarified, and he began to destroy himself. Despite the efforts of Peter Parker, now Spider-Man once again after Ben's death, Kalen eventually destroyed himself, breaking out of Ravenscroft to thank Spider-Man one last time for believing in him.

Even after death; however, he left a legacy behind him; when the currently-rejuvenated Vulture attacked Spider-Man as part of his attempt to kill everyone who knew him as an old man, the sludge that had been Kalen reached up to attack the Vulture, apparently undoing the rejuvenation process and leaving the Vulture an old man once more. It is unknown if this is a permanent condition.



GALE

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

Health: 70

Karma: 22

Resources: FB (2)

Popularity: 0

BACKGROUND

Real Name: Gale (last name unrevealed)

Occupation: Unrevealed

Legal Status: American citizen with a criminal record.

Identity: Secret

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Mobile

Past Group Affiliations: None

Present Group Affiliation:

KNOWN POWERS

None

TALENTS: Martial Arts B

CONTACTS: None

ROLEPLAYING NOTES

Gale is quite happy to cause destruction – she has quite a bit of rage pent up inside her.

HISTORY

Gale was a physical fitness nut, who was somewhat unstable. She was sent to the Ravenscroft, where Dr. Kafka's treatments helped her to keep the control of her strength.

Gale was in one of the security cells when Shriek was taken to the Institute. Thanks to Barker's emotions, Shriek fed enough to free herself, Gale, and other "guests" of the Institute: Pyromania, Mayhem, and Webber, manipulating all them with her powers. However, Mayhem didn't ally with assassins like them, and attacked them with her toxic mist. Gale ripped a big metallic panel from the wall and smashed it on Mayhem, knocking her down. Soon after, they found Spider-Man and John Jameson. Gale assaulted John Jameson who shot a couple of sedative darts to her, but with no effect. Then Jameson ran in the direction of Shriek, but Gale pursued him. Jameson was tripped up by Webber, but managed to increase the darts sedative level and shot two more darts at Gale. Stunned, she fell on Webber, knocking him down, too.

A few minutes later Gale, Pyromania, and Webber rose again, and were once again manipulated by Shriek, who changed ideas and directed her energy powers against them. Spider-Man saved them and, after defeating Shriek with the help of Jameson, took Gale and the other criminals to their cells.



GREAT WALL

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

Health: 76
Karma: 12
Resources: FB (2)
Popularity: -2

BACKGROUND

Real Name: Name unrevealed
Occupation: Unrevealed
Legal Status: American citizen with a criminal record.
Identity: Secret
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Unknown
Known Relatives: Unrevealed
Base of Operations: Mobile
Past Group Affiliations: None

Present Group Affiliation:

KNOWN POWERS

Armor Skin: Great Wall's skin is durable, and provides Typical resistance against physical and energy attacks.

TALENTS: Wrestling

CONTACTS: Bushman, Scarecrow, Hood

ROLEPLAYING NOTES

Great Wall is a follower, a typical super-powered henchman, with little initiative for himself.

HISTORY

Great Wall was a superhumanly strong madman, who needed no convincing when someone was in need of a hard-hitting madman. He ended up imprisoned at the D Block of the Ravencroft Asylum.

After Hood, Bushman and Scarecrow broke into Ravencroft and lobotomized many inmates, Scarecrow kicked open the door to D Block to free Herman the German and the Great Wall, who didn't need any convincing to join Bushman's forces against Moon Knight. At Bushman's side, Herman and Great Wall left Ravencroft and went to NYC to wreak havoc on the city and lure Moon Knight to them.

Moon Knight encountered Great Wall, finally defeating him, and then cut his logo into Great Wall's straightjacket, leaving him for the authorities trapped under a wall.



SIR

F EX (20)
A GD (10)
S EX (20)
E RM (30)
R TY (6)
I GD (10)
P PR (4)

Health: 80
Karma: 20
Resources: TY (6)
Popularity: -5

BACKGROUND

Real Name: Martha Paterson
Occupation: Serial killer
Legal Status: American citizen with a criminal record.
Identity: Known to the authorities
Other Known Aliases: None
Place of Birth: Madison, Wisconsin
Marital Status: Unknown
Known Relatives: Unrevealed
Base of Operations: New York City, New York
Past Group Affiliations: Ally of Dr. Angst, Ally of Norman Osborn
Present Group Affiliation:

KNOWN POWERS

None

TALENTS: Martial Arts B

CONTACTS: None

ROLEPLAYING NOTES

Sir is a sadistic but broken person.

HISTORY

Martha was originally a gentle, decent woman living in Madison, Wisconsin. Victimized and brutalized by

"the male animal" her whole life and feeling she needed to become strong and powerful, Martha resolved that she needed to become the "enemy" in order to survive. She undertook various surgical implants and chemical treatments to become masculine by Dr. Angst, an agent of Norman Osborn. Even more psychologically unbalanced after the treatments, he/she began to call him/herself Sir and began to kill women that he/she saw as weak.

After clashing with Daredevil, he/she wanted to take his place, admiring his power. He/she managed to knock Daredevil unconscious and to take possession of his costume. However, Daredevil was able to deduce the secret of Sir, and after it was revealed, he/she suffered a nervous breakdown, winding up locked up in Ravencroft.

At the Ravencroft Institute, Dr. Ashley Kafka had Sir tested, revealing his/her true identity as Martha Paterson. He/she confronted Sir with the truth, calling him/her by his/her real name, but Sir reacted violently, pounding on the walls of the cells and demanding to be called Sir.

He/she later escaped where he/she was recruited by Norman Osborn in a plot against Spider-Man. However, he/she saw weakness in Dr. Angst when Spider-Man had him grappled, and left, leaving Dr. Angst to his fate with Norman Osborn. He/she has not been seen since.

WILD WHIP

F GD (10)
A GD (10)
S TY (6)
E GD (10)
R TY (6)
I TY (6)
P PR (4)

Health: 36

Karma: 16

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Name unrevealed

Occupation: Criminal, former showman

Legal Status: American citizen with a criminal record.

Identity: Public

Other Known Aliases: None

Place of Birth: Unknown

Marital Status: Unknown

Known Relatives: Unrevealed

Base of Operations: Unrevealed

Past Group Affiliations: Unrevealed

Present Group Affiliation:

KNOWN POWERS

None

EQUIPMENT:

Laser Lash: Wild Whip is equipped with a whip that discharges high-voltage (Excellent) concussion blasts within a 1-Area range.

TALENTS: Weapons Master – Whip

CONTACTS: None known

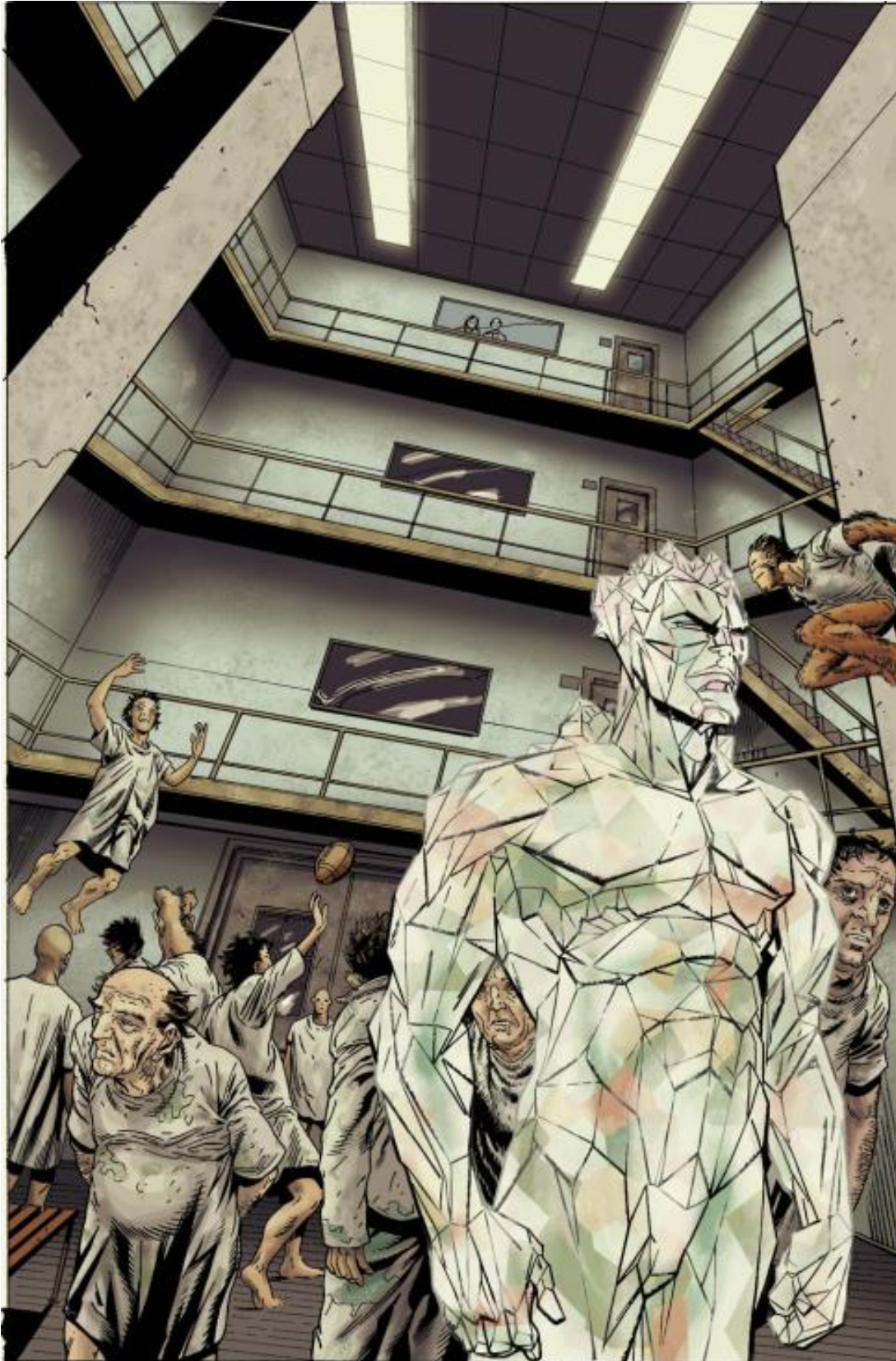
ROLEPLAYING NOTES

He maintained that he wasn't crazy, that he had a unique perspective instead. His philosophy was that "the show is the thing, Gentlemen! Better an exciting death than a boring life!"

HISTORY

Wild Whip was an inmate at Ravencroft due to a previous encounter with Ben Reilly. During a breakout instigated by Judas Traveller, he escaped. However, he was very quickly subdued by Ben Reilly and Spider-Man.





STATISTICS

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

Health: 130

Karma: 60

Resources: GD (10)

Popularity: 10

BACKGROUND:

Real Name: John Jonah Jameson III

Occupation: USAF colonel, formerly adventurer, social worker, astronaut, test pilot, asylum security chief, private pilot of Captain America, monster hunter

Identity: Known to authorities

Legal Status: Citizen of the United States, with no criminal record

Place of Birth: New York City, NY

Marital Status: Divorced

Known Relatives: J. Johan Jameson (father), Joan Jameson (mother, deceased), John J. Jameson Sr. (grand-father, deceased), Betty Jameson (grandmother, presumed deceased), Marla Madison (step-mother, deceased), David Burnoll (grand uncle, deceased), Ms. Franklin (aunt, deceased), Jerry Franklin (uncle), Martha Franklin (cousin), Jennifer Walters (ex-wife), May Parker Jameson (step-grandmother)

Base of Operations: Mobile, formerly Queens New York City, New York, Other Realm

Past Group Affiliations: None

Present Group Affiliations: None

KNOWN POWERS:

Pseudo-Lycanthropy: As Man-Wolf, on the three nights of the full moon, Jameson receives a +1 CS to his Strength Ability for those nights. The rest of the month Man-Wolf's Strength is RM (30).

Regenerative Healing Factor: Man-Wolf, is a fast healer, recovering 3 points of health each round provided that he does not receive damage or engage in combat during this time.

Acute Sense of Smell: The Man-Wolf has the superior senses of an actual wolf, therefore his sense of smell is strong functions at the IN (40) ability,



allowing him to track opponents with ease.

Acute hearing: The Man-Wolf's sense of hearing operates at the IN (40) rank of ability, allowing him to hear things the average human could not.

Teeth and Claws: The Man-Wolf's natural weaponry inflicts upwards of RM (30) Edged damage.

EQUIPMENT:

Not content to fight like a common animal after regaining his intelligence in Other-Realm, Man-Wolf chose to employ swords and bows to challenge

his foes. He carried the following equipment when in Other World:

- Sword which inflicts RM (30) Edged Attack damage and is composed of AM (50) materials.
- Bow with a range of 7 areas and inflicts Good (10) Shooting damage.
- Chain mail armor which provides EX (20) protection versus physical damage and GD (10) protection versus energy damage.

Talents: Astronomy, Martial Arts E, Pilot— aircraft, space shuttles

Contacts: Air Force, Captain America, J. Jonah Jameson, Spider-Man

ADDITIONAL NOTES:

HISTORY:

Colonel John Jameson, son of newspaper mogul, J. Jonah Jameson, was one of the youngest applicants to ever be accepted into NASA's astronaut program. During his first mission, in which he was to orbit Earth, the Forward Guidance Package on Jameson's capsule broke off in space, which caused the craft to spin out of control and plummet back down toward the Earth. The fledgling adventurer Spider-Man, who had just begun his career a few weeks earlier, managed to rescue Jameson by getting a replacement guidance module and attaching it to the falling capsule. John was the able to land the craft safely. This incident which Jameson's father construed as a publicity stunt to upstage his son's accomplishment, provoked the one of the elder Jameson's first editorial denouncements of Spider-Man.

On a later space mission, Jameson somehow contracted an unknown virus, presumably during a spacewalk. Upon his return to Earth, Jameson began to develop super human strength as a side effect of the virus. Jameson was given a special body suit to keep his strength in check by scientists at NASA. When it appeared that Spider-Man was involved in a bank robbery, J. Jonah Jameson persuaded his son to use his strength to subdue the web slinger, and thus become a public hero. John Jameson agreed but was bettered by

Spider-Man, in their first encounter. When the elder Jameson learned Spider-Man was innocent, he tried to stop his son from proceeding in his battle, but John Jameson sought a rematch after his earlier defeat. When the two clashed a second time, Spider-Man managed to neutralize the virus in Jameson's body by a high dosage of electricity. When Jameson recovered, his strength was no longer super human.

Sometime later, Jameson was elected to go on a secret mission to the moon, the reason for which is still classified information. While collecting lunar rock samples, he came across a glittering red gemstone, unlike anything else he had seen there. At the successful completion of the mission, Jameson felt a strange compulsion to possess the unique gemstone, and with the assistance of a colleague, Jameson had it recovered from quarantine and made it into a pendant. Jameson was wearing it around his throat on the first night of a full moon when lunar luminescence reacted with the pendant, causing him to transform into a wolf like humanoid creature.

For months Jameson tried to find a way to fight the three nights of transformation; finally acquiring a radiation suit he hoped would screen out the moon's rays. It failed like all of his other attempts. In his native New York City on the first night of his fifth month of transformations, Jameson began to stalk his own father in his desire to attain help. The elder Jameson was shocked by the seeming attack of the Man-Wolf, and suspected the creature was in partnership with Spider-Man, who happened by in time to fight the werewolf. The J. Jonah Jameson saw the pendant around the Man-Wolf's neck and recognized it as his son's. Confronting his son with his suspicions the next day, the elder Jameson learned of his son's strange plight, and discovered that his son could not end it by removing the pendant since it had somehow grafted itself to his skin. Soon, however, as the Man-Wolf grappled with Spider-Man, the costumed crimefighter tore the pendant from Jameson's throat, unaware of its connection. Although it would take months before the injury to his throat would heal, John Jameson was cured of his lunar triggered transformations, Spider-Man threw the pendant into the Hudson River.

Not long after his throat healed, John Jameson was again inflicted with the curse of the Man-Wolf when Michael Morbius, a scientist with a blood disease that gave him a form of artificial vampiric powers, recovered the gemstone and exposed Jameson to it. Jameson reverted to his wolf-like form, and in that state Morbius placed the gemstone around his neck once more. Morbius hoped to use the Man-Wolf as his pawn in a scheme to cure himself of his vampiric condition, but that scheme was thwarted by Spider-Man. Both Morbius and the Man-Wolf managed to escape. Again, afflicted by monthly transformations, the Man-Wolf's rampages attracted the attention of the police department, who assigned special investigator Simon Stroud to the case. Stroud suspected that the Man-Wolf was actually Jameson, but kept his suspicions to himself. Managing to escape from New York and the authorities, Jameson hitchhiked to Georgia where he became involved in a skirmish between S.H.I.E.L.D and the original Hate Monger.

S.H.I.E.L.D. director Nick Fury, escorted Jameson to NASA headquarters where he was wanted for being absent without leave. NASA officials offered to drop charges against him if he agreed to perform communications breakdown with an orbiting space station. Jameson agreed, and upon his arrival at the space station, learned that the organization had been boarded to by three extra-dimensional humanoids named Garth, Lambert and Gorjoon.

The invaders revealed to Jameson that they had come from the dimension in which his gemstone originated. Jameson agreed to accompany them to the moon where the portal to their world "Other-Realm" was located.

Crash landing on the moon, Jameson now permanently the Man-Wolf due to direct exposure to the Moon's rays, found the portal to "Other-Realm". To his amazement he found that while in this other dimension, he retained his human intelligence while in wolf form.

He was then told the origin of the gemstone. It was an artifact created by the ruler of "Other-Realm", a being known as Stargod. When Stargod felt himself dying, he opened a portal to Earth's moon and went there to die, channeling his godly essence into the jewel. When the "Other-Realm" faced a

situation of dire consequences, he arranged that the gemstone would be found, and a successor possessing his godly might would come to deliver his world from evil. Jameson seemed to be that chosen successor. However, since the mystical radiation that leaked through the moon portal was so weak by the time it reached Earth, the gemstone was only able to effect a partial change to the wolf being. Thus, Jameson had gained Stargod's strength and outward form, but not his wisdom or power. As Stargod's successor, Jameson helped the people of the "Other-Realm" vanquish it's would be conqueror Arisen Tyrk, utilizing the full power of Stargod. Jameson then utilized the gems full power to teleport him back to Earth.

On Earth, Jameson found himself to be at the mercy of the partial effects of the gemstone, again transforming into a wolf against his will. Furthermore, since he had exhausted the gemstone's power in fulfilling its purpose, it was slowly turning into a malignant organism, sinking beneath the surface of his skin and poisoning him. When his father J. Jonah Jameson learned of his plight, he had his son placed in cryogenic suspension, in hopes of arresting the process. An enemy of Jameson Spencer Smythe, released the younger Jameson, hoping to hurt Jameson or his son. Spider-Man managed to quell the Man-Wolf's rampage, but lost track of the creature when he was snatched by Smythe's teleport beam. When John Jameson returned months later, Spider-Man enlisted the aid of Dr. Curt Connors and the two managed to give Jameson a radiation treatment that caused the gemstone to withdraw its root system and be rejected by Jameson's body.

When the gemstone crumbled to powder, Jameson was finally freed from his strange ordeal. For a time he was in a sanitarium due to the strains of what he had suffered in his life. John Jameson joined the support staff for the Avengers, soon becoming Captain America's personal pilot, using the sky sign "Skywolf". During this time, he was temporarily transformed into Man-Wolf by Dredmud Druid, who wanted the power of the Stargod. Jameson left Captain America's employ because of his attraction to Captain America's girlfriend Diamondback. Becoming aimless for a time, John considered becoming costumed hero or private adventurer. He eventually assumed a

position as chief of security for Ravencroft Institute for the Criminally Insane. He worked closely with the director, Ashley Kafka, and the two eventually began dating. John continued to be a pawn of Spider-Man's enemies as he was possessed by the Carnage symbiote, brainwashed by Mad Jack, and manipulated by Judas Traveller. Both John and Ashley were fired by a director angered about the escape of the Chameleon and his subsequent wounding by Kraven the Hunter. Via hypnotherapy, Kafka helped discover that Jack O'Lantern had caused him to attack his hospitalized father. This therapy also briefly unleashed John's Man-Wolf aspect before Ashley was able to help John suppress his changes once more.

John helped Captain America while the latter was in hiding. He was also assisting She-Hulk in locating and signing up unregistered super heroes. John had also been registered as the Man-Wolf under the Superhuman Registration Act. During this time the villain Stregon, temporarily transformed him into the Man-Wolf again, as a side effect of his latest mad scheme, to devolve the entire population of New York City. He attacked Mary Jane and Aunt May in the Avenger's Tower, but was subdued by Tony Stark's Guardians before he could harm them. Reed Richards subsequently cured him of this form.

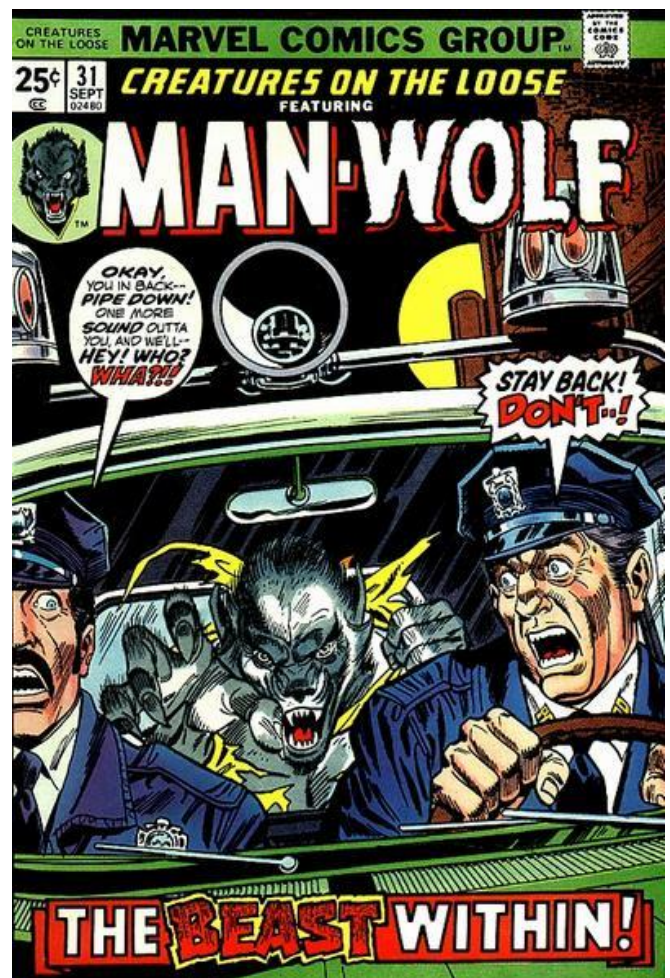
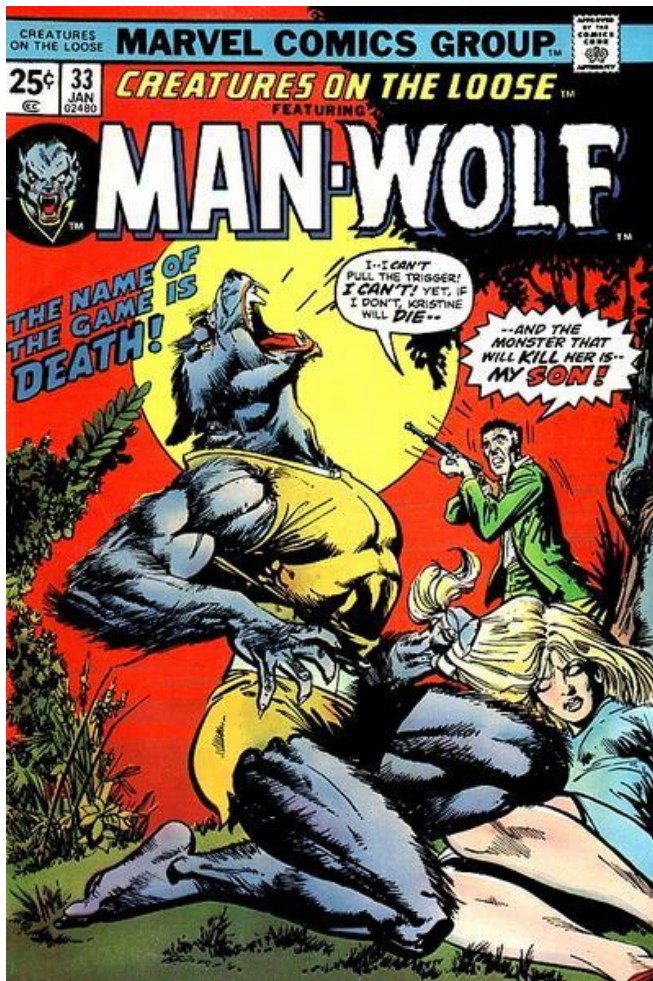
John dated Jennifer Walters and the two lived together for some time along with She-Hulk's coworker, Augutus Pugilese. Eventually they eloped in Las Vegas. However, John was forced into becoming the Man-Wolf once more after being injected by a mysterious substance. After a brief rampage, John stopped fighting his situation and became the Stargod again. He now retains his intelligence while in Man-Wolf form, has the Stargod's powers, and apparently can switch between human and lupine forms. However, John does not want to be the Stargod because he feels that having powers makes him arrogant and savage. She-Hulk and Jameson separated after she found at that her feelings for John were influenced before they were living together by her former Avenger's teammate Starfox, and she learned that John had hoped to convince her to give up her powers permanently. Dejected, Stargod sought adventure in out space, before finally returning to Earth. He resumed his

human form and tried to reconcile with Jennifer, but when she rejected him again, John realized their relationship was truly over and he signed the legal papers annulling their marriage.

When it came time for John Jameson's next mission into space, Alistair Smythe, Scorpion and a new villain named Fly-Girl attacked the launch site with an army of Cyborg minions (each one wanting revenge on J. Jonah Jameson) where they sabotaged the launch and held John Jameson for ransom. John was eventually saved.

Soon after, John Jameson was attacked on the Apogee 1 space station by co-workers mind controlled by Dr. Octopus, who wanted to take control of the station. With the help of Spider-Man, and the Human Torch, he was able to save the day, and the station safely crashed into the ocean, its employees alive and well.





STATISTICS

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

Health: 100

Karma: 50

Resources: FB (2)

Popularity: -5

BACKGROUND

Real Name: Robert Markham

Occupation: Former electrical engineer

Legal Status: American citizen with a criminal record.

Identity: Known to the authorities

Other Known Aliases: None

Place of Birth: New York City, New York

Marital Status: Single

Known Relatives: Unrevealed

Base of Operations: Seaview Research Hospital, New York City, New York

Past Group Affiliations: None

Present Group Affiliation:

KNOWN POWERS

Dense Flesh: Morpheus has dense flesh that provides him with FB protection against Physical attacks.

Claws and Teeth: Morpheus' claws and teeth are of EX material strength and can do Gd edged damage. However he has rarely used these for more than to instill fear in his victims.

Psionic Powers: Morpheus has developed powerful psionic abilities including the following:

Telepathy: Morpheus' Telepathy is of RM rank and range, yet once contact is established, can be maintained at a range of several miles.

Mind Control: Morpheus's Mind Control, has the same power ranks and conditions as with his Telepathy.

Dream Control: This IN ranked power, was unusual in the fact that it was a third-party power. Morpheus could not use this power directly, but had to use his Mind Control to take over the mind of someone else. This someone became a pawn and was temporarily

given the Dream Control power, which was used on another victim. Morpheus has since become able to do this himself without the need for a proxy.

Telekinesis: Morpheus possesses an unusual form of Telekinesis, which manifests itself as semi-solid black (ebon, quite possibly Darkforce) shapes. This power is of IN rank, and

has a range of 5 areas. His powerstunts include:

- Shadowcasting: RM rank.
- Explosive Force: IN explosive rank blast over 3 areas circumference range.
- Force Fields: That repel only objects or persons the he is consciously aware of.



- Shadow blasts: RM bolts that can either be of force or cold life-draining energy, his range is 5 areas.

WEAKNESSES:

Energy storage: Every use of his psionic powers uses up an equivalent amount of energy equal to the rank used. Thus, a power used at Excellent rank, would use 20 points, Remarkable, 30 points etc. Morpheus can store up to 500 points of psionic energy, that he can recharge at a rate of 25 points per hour and can usually be back at full power in 24 hours.

TALENTS: Electrical Engineering

CONTACTS: Bushman, Black Spectre

ADDITIONAL NOTES

ROLEPLAYING NOTES

Morpheus is quite literally, the dark side of Robert Markham. Morpheus retains Markham's memories, but is a completely different personality. Demented by his transformation and deformity, he sought revenge and blames others for his downfall whether right or wrong. While he will concoct various schemes to his benefit, they can quickly get sidetracked if he feels the need for revenge or to "get them back" Psychotic, crazed, evil are all words that can be used to describe Morpheus.

HISTORY

After contracting an unusual viral infection triggering a breakdown of his chromosomal structure, Robert Markham's doctor, genetic disorder specialist Dr. Peter Airaune Jr., prescribed an experimental, untested drug. It mutated Markham's DNA, transformed his appearance and rendered him unable to sleep or close his lidless eyes. Without the ability to dream, Markham went Insane, tapping into the psychic energy dreams

normally processed to produce a tangible ebon "sleep-energy". He renamed himself Morpheus, after the Olympian dream god, and attacked Airaune, blaming the doctor for turning him into a freak; but with his ebon energy almost depleted, Morpheus fled when police arrived. Once his energy levels built back up, Morpheus attacked the hospital where Airaune had been taken, but Airaune's sister, Marlene, was visiting with her boyfriend Marc Spector, secretly the vigilante Moon Knight avatar of the Egyptian lunar vengeance god Khonshu. Moon Knight fought Morpheus, and though the crime-fighter lost the bout, Morpheus retreated when battle drained his energy levels again; he elected to put off killing Airaune for a few days until he had enough power to level the entire hospital. Deciding on a whim he wanted a palace, he broke into a bank for money to build it. Moon Knight again intervened, and after a prolonged battle, tricked Morpheus into blasting a generator; the electricity conducted back along the ebon energy, temporarily robbing Morpheus of his powers, and Moon Knight knocked him out.

Markham was committed to Seaview Research Hospital, regularly sedated to ensure he slept each night. After a few months, Morpheus' doctors switched him to Norepinephrine to help him dream. However, it interacted with his altered DNA, allowing him to reach out telepathically and form a link with Airaune's mind; the ebon energies tainted him, giving him the power to inflict waking dreams on others. For two nights, Morpheus manipulated the sleeping Airaune, having him physically attack Moon Knight and mentally assault him with nightmarish hallucinations. Moon Knight defeated the somnambulating Peter, but Seaview doctors increased Morpheus' dosage, inadvertently waking him. He attacked Moon Knight and Marlene, but discovered physical contact with Peter was now inimical to his powers; Moon Knight eventually overpowered Morpheus, allowing Airaune to make sustained contact, seemingly restoring Morpheus to normal.

Returned to Seaview, Markham was kept medicated lest his abilities return. When a strike caused fill-in nurses to administer medication, Markham was given the wrong drugs and awoke, transforming back into Morpheus. Deciding to turn the hospital

into his temple, he took control of four other mental patients, granting each the power to induce dreams. In others as Airaune once had, then captured Marlene, intending to sacrifice her. Fighting his way past Morpheus' minions, Moon Knight used darts coated in Enkephalin-S to sedate him once more. Later, after Morpheus was transferred to Ravenscroft Asylum, the Ennead death god Seth, who wanted to plunge Earth into another world war, chose Morpheus to serve him; instructed to use his illusion powers to place Seth's statue within the United Nations Building so Seth's Influence could disrupt a peace conference hosting several world leaders, Morpheus escaped Ravenscroft and recruited Moon Knight foes Bushman and Black Spectre (Carson Knowles) to assist him. Moon Knight, warned by Khonshu via dreams, intercepted their helicopter en route to the UN and caused it to crash into the East River with Morpheus on board; Morpheus' fate remains unrevealed.



STATISTICS

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

Health: 150

Karma: 50

Resources: EX (20)

Popularity: 0

BACKGROUND:

Real Name: Tanis Nieves

Occupation: Psychiatrist at Ravenscroft Institute, psychiatrist for Hall Industries, government operative

Identity: Known to authorities

Legal Status: Citizen of the United States, with no criminal record, presumed deceased.

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Unrevealed

Base of Operations: Mobile, formerly Ravenscroft Institute

Past Group Affiliations: Mercury Team

Present Group Affiliations:

KNOWN POWERS:

Symbiote: Scorn's powers come from the symbiote that she wears as a costume. This symbiote is different than others in that it was incubated in a cyber-symbiotic prosthetic, and never learned the difference between itself and the robotics it inhabited.

Characters adjacent to her may attempt to target the costume itself at -4CS. The costume has Remarkable resistance to both blunt and edged physical attacks, but none against energy attacks. It has 30 points of Health, and automatically recovers 6 points of Health each round it's injured. If it is taken below 0 Health, the costume is "unconscious" for 1-10 hours. The costume is psionically bound to Tanis, but if she is deprived of it, she has the following statistics:

F A S E
PR TY TY TY
Health: 16

Technology Bonding: Due to the Scorn symbiote's unique background, it can create and/or bond any technology. Anything up to Amazing material strength can be modified and changed



to create weapons or equipment of different types. The symbiote also has Incredible reason with the Engineering, Electronics, and Repair/Tinkering talents. It can communicate and, in some cases, directly control Tanis's body, allowing it to create all sorts of items. Some examples of creations made by Scorn include:

- Symbiote containment pods
- Symbiote separation sphere – a large spherical building designed to separate the symbiote from its host.
- Tractor – a quickly assembled tractor with scoop on the front used to move Venom and Carnage into the separation sphere.
- Scorn has also grafted a sonic disruptor (Amazing sonic damage, 3

Area range) and an industrial meat saw (Excellent Edged damage) to her right arm (see picture above).

Skin Armor: Scorn's costume cushions some of the damage directed against her. She is considered to have Typical protection against blunt physical damage.

It is unknown if the Scorn symbiote has any of the other typical symbiote attributes, like webbing, fangs, and immunity to Spider-man's Spider-sense.

LIMITATIONS

Weaknesses: Scorn's costume is vulnerable to certain attack forms, just

like other symbiotes. It suffers +3CS of damage when attacked by sonics, and +1CS when confronted with fire. If someone attempts to psionically sever the bond between Tanis and the symbiote, it would prove to be difficult (consider the bond to be of Amazing material strength), but any damage to the bond is taken by Tanis.

Talents: Psychiatry

Contacts: Spider-Man

ADDITIONAL NOTES:

taken into Iron Man's custody in hopes of getting leads on Carnage's location.

When Carnage took over the town of Doverton, Colorado, Scorn was the only active symbiote who could be called on by the government to stop him after he defeated the Avengers, except for Spider-Man. She was partnered up with the Mercury Team, a group of Special Forces who have weapons made of the separated symbiotes that were made up from Hybrid. She manages to use sonic weaponry to separate the Carnage Symbiote from Cletus and the symbiote and Cletus were taken into custody.

Several years later, the Scorn symbiote was affected by the awakening of the dark elder god Knull - who had created the symbiotes - and

Tanis was corrupted, becoming the high priestess of an apocalyptic cult dedicated to reviving him. To this end, she recovered the body of Cletus Kasady and bonded it to a sample of the Grendel symbiote - which Knull had indwelled - in the hopes of turning Cletus into Knull's avatar. While Cletus' connection to Knull proved temporary, Scorn informed him that absorbing codexes - trace remnants of symbiote biomass left inside hosts - could amplify it and offered to undergo surgery to extract the codex that the Carnage symbiote had left inside her. Instead, Cletus ripped out and devoured her spinal cord - presumably killing her.

ROLE-PLAYING NOTES:

Scorn is both repelled by her present condition, but also morbidly fascinated by it. She accepts her role in having to continually go after Carnage - whether that's her mind-set or if she's being influenced by the Carnage's symbiote offspring, has yet to be determined.

HISTORY:

Tanis Nieves was a psychiatrist at Ravenscroft Institute assigned to Shriek before briefly wearing the Carnage Symbiote. It brought her to Cletus Kasady and abandoned her to return to him.

It was later discovered that she was carrying the Carnage symbiote's offspring, which was growing on her prosthetic arm. Horrified by its hunger, she cut off her arm and Shriek claimed it for her own.

With the new symbiote bonded to her arm, Shriek dragged her out into the streets where Carnage was fighting Spider-Man and Iron Man. She scared the symbiote so it abandoned her to return to Tanis, where Tanis accepted the bond and became Scorn. Pulling her by the hair, Scorn forced Shriek to use her sonic scream on Carnage. This put her into a coma and gave Spider-Man and Iron Man the chance they needed to defeat Carnage. However, he was still able to escape. Shriek was

