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New! THE MARVEL® PHILE



THE ^{New!} MARVEL® -PHILE

Consider this Marvel-Phile something of a teaser for a work in progress. A while ago, I proposed the idea of a “Marvel Guide to Time Travel” supplement that would be a sort of boxed set: a grouping of books that encompassed some alternate rules and power stunts for time travel, a list of various gadgets that heroes and villains have used for mucking about in the time stream, and a roster of NPCs whom one might find while zipping around in the past and future. The idea seems to be picking up steam, and while at the moment I don’t have a release date for it, I’m fairly sure it’s going to happen.

Around the same time, Keith Kilburn was gathering stats for his excellent Old West sourcebook (check it out if you haven’t already) and I wanted to contribute some characters who fit in with the genre, but could be considered a bit unusual. So, with time travel on the brain, and fresh off of my Pride-themed Marvel Phile (check that out too!) [Ed. Note: Issue 20!] , I put together profiles for some of the Runaways’ anachronistic bad guys and good guys, collectively known as the Wonders.

The later issues of volume 1 of the Runaways featured not just one, but three sets of super-types running

around the streets of New York of the 1910s: the conniving Sinners, the stalwart Upwards Path, and caught in the middle, the lower-class waifs called the Street Arabs. Although we normally think of the Golden Age as the start of the Marvel era, the Wonders set the clock back even earlier, providing all sorts of possibilities for Steampunk-ish adventuring decades before Captain America was even a thing. I think that writer Joss Whedon must have thought the same thing when he came up with these guys, since this story arc is loaded with references to the Yellow Kid and other proto-comic books that scholars are now calling “the Platinum Age.”

On top of the Wonders, I’ve also thrown in Professor Duck, a mad scientist not-quite-ally that one could easily see palling around with Fu Manchu (another villain who fits in comfortably with the era) and the Silver Bullet Gang, a more comical take on werewolf hunters that could be used in just about any era from the Old West onward. Deciding that none of these folks really fit in with Keith’s Old West book (and with the time travel sourcebook a ways off, unless you have a TARDIS) I’ve decided to release this as a Marvel-Phile, since they’re fun characters still worth the exposure. Enjoy!



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STATISTICS

F FE (2)
A PR (4)
S PR (4)
E TY (6)
R IN (40)
I RM (30)
P TY (6)

Health: 16

Karma: 76

Resources: EX

Popularity: 2

BACKGROUND

Real Name: Unknown

Occupation: Inventor

Legal Status: Unknown

Identity: Secret

Other Known Aliases: None

Marital Status: Single

Known Relatives: None

Base of Operations:

Past Group Affiliations:

Present Group Affiliation:

KNOWN POWERS:

Intuitive Genius: Hyper-Invention at Incredible rank. Professor Duck was apparently able to understand the workings and mechanics of any device. He was able to construct Tristan's mechanical wings, and even demonstrate knowledge of technology from the future that had not yet been invented.

TALENTS: Biotechnology, Identify Gadgets, Repair/Tinkering, Language: Mandarin Chinese

CONTACTS: Street Arabs

ADDITIONAL NOTES

Duc (pronounced "duck") is a common Vietnamese proper name; if Professor Duck is in fact Chinese, it is possible that he hails from Indochina.

Profile by Andrew Goldstein



ROLE-PLAYING NOTES

Professor Duck is a quintessential mad scientist. He has a twisted sense of humor and a nonchalant attitude towards high technology. Apparently a Chinese immigrant, he speaks in broken English.

HISTORY

Professor Duck is a resident of 1907 New York City. He is Chinese, and resides in Chinatown. His background is unknown, but he was unfazed by future technology and able to recognize it for what it was, implying that he may have had some past experience with high technology and/or time travel before encountering the time-displaced Runaways.

Among other technological accomplishments, he designed mechanical wings for Tristan of the Street Arabs.



SILVER BULLET GANG

TEAM HISTORY

Originally, the Silver Bullet Gang was a group of lycanthrope hunters operating in the Wild West. Eventually they were attacked by the very thing they were hunting becoming werewolves themselves. It is unknown whether or not the team continued to hunt werewolves after their own transformation into lycanthropes.

They were eventually run out of Los Angeles by Robert and Tina Minoru under The Pride's direction. When news got out that the Pride had been murdered, the Silver Bullet Gang returned to L.A. though the Runaways quickly defeated them.

Identity: Secret

Other Known Aliases: Werewoofs; Cowboy Werewoofs

Base of Operations: Mobile; formerly Los Angeles, California

Team Leader: Unknown

Members: Four unnamed werewolves

Contacts: None

All four members of the Silver Bullet Gang have the same characteristics, unless otherwise noted:

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

Health: 70

Karma: 36

Resources: TY

Popularity: -6

KNOWN POWERS:

Natural Weaponry: The gang each has claws and fangs capable of Excellent edged damage.

Senses: Each member has Infravision at Excellent ability, and Amazing level hearing and smelling, which they can use as Tracking.

Running and Jumping: The werewolves can run at Poor ground speed (2 areas/round) and leap 2 areas up or across.

WEAKNESSES:

Silver Vulnerability: Each hit by a silver weapon requires the target to make an



Endurance FEAT roll. A Red or Yellow result is treated as a Kill.

EQUIPMENT:

Fox carries a standard shotgun; the white-furred female brandishes a pair of standard revolvers. Both carry at least one silver bullet as a holdover from their werewolf-hunting days; each member may carry additional supernatural hunting equipment as needed.

TALENTS: All members: Guns, Occult Lore (Lycanthropes), Paranormal Phenomena. Fox: Leadership. Terrier: Martial Arts B and C. White-furred female: Paired Weapons. Black-furred male: Stealth

ADDITIONAL NOTES:

These statistics represent the Silver Bullet Gang in their modern appearance, after their transformation into lycanthropes. Their capabilities and background prior to

their transformation have not been revealed.

ROLE-PLAYING NOTES:

The four members of this team are essentially played for comedy. They speak like B-movie cowboys, with their Old West slang mixed with wolf-like barks and growls.

The foxlike one appears to be the team leader and the "brains" of the group, while the white-furred female plays the role of the combat leader. The small, terrier-like member fills the role of the short, aggressive and impulsive fighter. The personality of the black-furred male werewolf is unknown but he is assumed to fill a stealth role.



Werewoofs!

Cowboy werewoofs!

This town is SO out of ideas.



Mosey on out of here, children. This ain't a showdown you'll walk away from.

Okay then, according to our parents' records, the *Silver Bullet Gang* here was a posse of lycanthrope hunters who were attacked by the very things they were hunting back in the Wild West.

My psychotic mom and dad ran them out of L.A. a few years ago, but I guess these guys must have heard about The Pride's *untimely* departure.

How is this happening, Nico? It's not even a *full moon* tonight!



Your moon is *always* full, android.

You Earthlings have such woefully limited perspective.

FWOOM

TEAM HISTORY

The Sinners were formed by the time traveling couple, the Yorkes in the early 20th century, who established "kingdoms" all across time. This group was to prepare for the war against New York's protectors, the Upward Path. The Swell, leader of the Street Arabs, had collaborated with the Sinners many times. He attempted to enlist the time displaced Runaways into their service. However, they discovered that the Yorkes were the real brains behind the operation. Upon learning that their daughter Gertrude was dead in the 21st century, they planned on sacrificing the Sinners to destroy New York with a bomb for the sake of their daughter.

Identity: Secret

Other Known Aliases: None

Base of Operations: Manhattan, New York, New York

Team Leader: The Yorkes

Members: Maneater, Forget-Me-Not, Kid Twist, Morphine, Ratdog, Goldbrick, Daphne

Contacts: Street Arabs

The Travelers

Dale and Stacey Yorkes

The Yorkes are the team leaders of the Sinners. Their headquarters in 1907 is in the Mineola, a luxury private rail car. Full profiles on the Yorkes can be found in the New Marvel Phile #20 (The Pride).



MANEATER

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

Health: 100

Karma: 26

Resources: GD

Popularity: -10

BACKGROUND

Real Name: Julien Howe

Occupation: Criminal

Legal Status: U.S. Citizen with criminal record

Identity: Secret

Other Known Aliases: None

Marital Status: Single

Known Relatives: None

KNOWN POWERS:

Muscled jaw: Maneater's jaw is so hard that it can even withstand a punch from Xavin using his Thing-strength. It provides the following:

- **Bite:** Excellent damage
- **Damage Resistance:** His jaw can absorb up to Monstrous physical damage if that area is targeted.

TALENTS: Leadership, Negotiations, Intimidation, Streetsmart, Martial Arts B and C, Wrestling

ADDITIONAL NOTES:

There is a suspicious similarity between Maneater and the grown-up version of Tristan, a member of the Street Arabs.

ROLE-PLAYING NOTES:

Maneater is violent, and heavily implied to be a cannibal. He is, however, quite shrewd and acts as the team's leader in the Yorkes' absence.

HISTORY

Maneater was working with the Yorkes, a time traveling couple who established the Sinners in 1907. He was their secretary on the Mineola train, which is where their headquarters was. He was their voice towards outside parties like the Street Arabs.

When a war started between the Sinners and the Upward Path, Nico Minoru, enhanced in magic from an encounter with the Witchbreaker, simply said "Vegan" to Maneater, presumably making him follow such regime.



Advanced Longevity: Amazing rank; Forget-Me-Not claims to have been around "for centuries"

TALENTS: Streetsmart, Martial Arts C, Acrobatics, Tumbling, Seduction

ROLE-PLAYING NOTES

Due to the nature of her powers, Forget-Me-Not plays the role of seductress for the team, using her influence to the team's advantage.

HISTORY

Forget-Me-Not's background is unknown.

FORGET-ME-NOT

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

Health: 32
 Karma: 18
 Resources: PR
 Popularity: -2

BACKGROUND

Real Name: Unknown
Occupation: Seductress, criminal
Legal Status: Unknown
Identity: Secret
Other Known Aliases: None
Marital Status: Single
Known Relatives: None

KNOWN POWERS:

Pheromones: Forget-Me-Not can emit pheromones that make men insanely attracted to her. Her power acts as Remarkable strength Emotion Control; she generally uses it to make men fight over her as a distraction.



KID TWIST

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

Health: 36
 Karma: 26
 Resources: TY
 Popularity: -6

BACKGROUND

Real Name: Unknown
Occupation: Mercenary
Legal Status: U.S. Citizen with criminal record
Identity: Secret
Other Known Aliases: None
Marital Status: Single
Known Relatives: None

KNOWN POWERS:

Superhuman Accuracy: Kid Twist is able to shoot and kill any person once he looks at them. His guns and bullets seem to be magic-based, due to the fact that they act almost as heat-seeking missiles. The bullets do 10 points of Shooting damage, and hit their target with Shift X accuracy.

TALENTS: Streetsmart, Martial Arts B, Dodging, Thief, Criminal Background, Sleight of Hand

ROLE-PLAYING NOTES

Kid Twist is a cold-blooded killer. He is boastful and proud of his ability to kill.

HISTORY

Kid Twist was one of the Sinners; his background prior to his appearance is unknown. He killed Hoyden and Creeper, destroyed Swell's Stick, and was later killed by Dead George



MORPHINE

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

Health: 26
Karma: 36
Resources: GD
Popularity: -2

BACKGROUND

Real Name: Unknown
Occupation: Doctor, Criminal
Legal Status: U.S. Citizen with possible criminal record
Identity: Secret
Other Known Aliases: None
Marital Status: Single
Known Relatives: None
KNOWN POWERS: None known

EQUIPMENT:

Morphine carries a medical bag filled with various medicines, medical tools, and syringes. He is able to throw his syringes as weapons to inject his opponents. The syringes do Feeble (2) damage and contain substances capable of the following; each syringe is capable of only one ability:

Disease: As per Plague Carrier at Excellent rank; symptoms will vary.

Poison: The target must make a successful FEAT roll against Endurance each round, or be reduced by 1 CS of Endurance. The effect lasts 1-10 turns. Recovery is as normal recovery rules, although presumably Morphine carries antidotes with him.

Anesthetic: For 1-10 rounds, the target is able to absorb up to 10 points of new Health damage per turn (i.e., incurred after the anesthetic injection). When the anesthetic's duration is up, the target takes the full damage that was absorbed.

Narcotics: May cause disorientation, hallucination (-3 CS to Fighting and Intuition), or sleep at Remarkable for 1-10 rounds.

Healing: As per the Healing specialty of Biophysical Control, at Excellent rank.

TALENTS: Medicine, Weapons Specialist: Syringes, Chemistry, Pharmacology, Martial Arts D, Surgery

ROLE-PLAYING NOTES

Morphine is a man of science and prefers not to engage in combat directly. He views himself as a pragmatist.

HISTORY

Morphine is apparently a doctor with a specialty in medicine and chemicals. How he came to join the Sinners is unknown

Other Members

The Sinners are implied to have several additional members, three of whom have only been shown in the background. As such, their statistics are not provided.

The three named members are Ratdog, Goldbrick and Daphne. Maneater has stated of Ratdog and Goldbrick that both "can clear a neighborhood each his own self, and they don't mind killing."

Ratdog is a large, hairy, heavily-muscled male with a bestial demeanor and apelike physique. He has pointed ears, and fights with fangs and claws in addition to his apparently considerable strength.

Goldbrick is a man in working-class coveralls, who has golden skin. His powers are unknown; he was shown brawling with Nightstick.

Daphne is a young woman who seems to have six tree-like forearms, joined three to each elbow. It is also implied that there are other members not yet seen.



TEAM HISTORY

In the early 20th century, several runaways and wonders banded together for mutual protection and benefit. Many of the Street Arabs were killed in the battle between the Sinners and Upward Path that was ignited by the arrival in 1907 of the time-traveling Runaways. The team was based in "Camelot", a back lot between tenement buildings in a slum area of New York City.

The team is named for a pejorative term for urban homeless children; the term was in use from the 1860s through the early 20th century.

Identity: Secret

Other Known Aliases: None

Base of Operations: "Camelot", Manhattan, New York, New York

Team Leader: The Swell

Members: Spieler, The Swell, Tristan, Dead George, Hoyden, Creeper, Yellow Kid, Jacob

Contacts: Runaways, Sinners, Professor Duck



THE SWELL

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

Health: 32

Karma: 36

Resources: TY

Popularity: 6

BACKGROUND

Real Name: Eddie Gunnam

Occupation: Street urchin, rogue

Legal Status: U.S. citizen with possible criminal record

Identity: Secret

Other Known Aliases: Stick Man

Marital Status: Single

Known Relatives: None

KNOWN POWERS: It is unrevealed whether Gunnam's powers are solely contained within his stick or whether his powers are inherent and channeled through it. Regardless, he can only use his powers when in contact with it. Gunnam's stick granted him the following abilities:

- **Probability Manipulation:** The Swell's stick allows him to manipulate luck in his favor. When using this power, the GM or player controlling the Swell always selects the higher digit as the tens when making a roll; i.e., a result of "7" and "5" will be interpreted as "75" regardless of which die is normally the higher one. The exception is a roll containing a zero; in this case, the zero will always represent the tens digit.
- **Influence:** While in possession of his stick, the Swell is trusted by others.

Treat as Remarkable strength
Emotion Control, inspiring trust.

The cane is constructed of Poor strength material and may also be used for Blunt damage. It was destroyed in combat by Kid Twist.

TALENTS: Streetsmart, Persuasion, Pick Pockets, Leadership

ROLE-PLAYING NOTES:

Gunnam is an opportunist who will always use his innate charm and the influential power of his cane to his advantage. Initially coming across as friendly and helpful, his main concern is his personal benefit.

HISTORY

Eddie Gunnam was a struggling young man forced to scrounge for work, until the day when Eddie saw a man holding on to a cane struck by lightning five times. The man had died, but when Eddie touched that cane, he knew his life would be different.

Eventually Eddie began calling himself The Swell and came in contact with the Street Arabs in New York City. Using the influence of his cane, the Swell gained power, trust, and renown.

When the Swell spotted the Runaways rescuing child workers from a factory fire, he tried to recruit them to the Street Arabs. Once the Runaways were secure in the ranks of the Street Arabs, the Swell took the information of their arrival to the Sinners. However, the arrival of the Runaways inadvertently triggered a war between the Street Arabs, the Upward Path and the Sinners. During the battle, Kid Twist targeted the Swell with a gunshot, resulting in the destruction of his stick.

SPIELER

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

Health: 56

Karma: 26

Resources: PR

Popularity: 2

BACKGROUND

Real Name: Lillie McGurty

Occupation: Unrevealed

Legal Status: U.S. citizen, criminal record unknown

Identity: Secret

Other Known Aliases: Miss Dance-On-Air

Marital Status: Single

Known Relatives: None

KNOWN POWERS:

Acoustikinetic Flight: Spieler can convert music and song into her own personal kinetic field enabling her to fly and dance on air. She can use this power as Levitation at Excellent strength, and Skywalk at Good ability. There must be sound present in order for her to use this power.

TALENTS: Martial Arts A and C, Tumbling, Performer: Dance, Leadership

ROLE-PLAYING NOTES:

As a young woman, Lillie is known to be spontaneous, funny, kind, and energetic. She is a natural performer who loves being the center of attention. Sadly, she seems to have lost these qualities later in life.



HISTORY

Apparently orphaned at an early age, Lillie joined the Street Arabs gang, becoming particularly close to the metal-winged Tristan. Sometime later, in 1907, the Runaways appeared in the Street Arabs' midst, having accidentally travelled back in time to escape Kingpin in their own time. Sensing the potential for new muscle, Arabs leader Swell invited to join the gang. Lillie fell in love with Runaway Victor Mancha and pursued him.

The Runaways' arrival, however, inadvertently triggered a war between the Arabs and their enemies, the Upward Path and the Sinners, culminating in an attempt to bomb the Arabs' headquarters. The damage was mitigated through the combined efforts of Runaways Xavin, Karolina and Nico, while Tristan carried the bomb as far into the air as possible, seemingly giving up his life in the process. The Runaways opted to flee back to their own time before anything else happened. Lillie was offered a ride to 2007, but

declined, fearing that her powers would not work in the future.

Nearly century later, Lillie, now a depressed old woman, hired the Runaways through Wilson Fisk to steal the Overdrive, a device that enabled time travel. She then sent Tristan, who had survived the explosion horribly burned and scarred, to tell Victor to send a message to her younger self, in hopes of changing the past. Tristan's appearance panicked the Runaways, setting off a chain of events that caused them to end up back in 1907. However, because the younger Lillie declined to follow them, history only repeated itself.

TRISTAN

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

Health: 110
Karma: 30
Resources: PR
Popularity: 2

BACKGROUND

Real Name: Tristan (full name unknown)
Occupation: Unknown
Legal Status: U.S. Citizen with presumably no criminal record
Identity: Secret
Other Known Aliases: None
Marital Status: Single
Known Relatives: None

KNOWN POWERS:

Flight: Tristan had a pair of large mechanical wings built by Professor Duck permanently installed on his back, granting him the ability of Flight, at Remarkable ability (6 areas/round, 90 mph max.)

Longevity: Tristan appears to have been in his late teens in 1907, which would make him well over 116 years old in 2007.

TALENTS: Aerial combat, Martial Arts B, C, and D

ROLE-PLAYING NOTES:

Tristan is soft-spoken and polite. He is in love with Lillie, leading to his jealousy of Victor Mancha.



HISTORY

Apparently orphaned at an early age, Tristan joined the Street Arabs gang, becoming particularly close to Spieler. Sometime later, in 1907, the Runaways appeared in the Street Arabs' midst, having accidentally travelled back in time to escape Kingpin in their own time. Sensing the potential for new muscle, Arabs leader Swell invited to join the gang. Lillie fell in love with Runaway Victor Mancha and pursued him much to Tristan's dismay.

The Runaways' arrival, however, inadvertently triggered a war between the Arabs and their enemies, the Upward Path and the Sinners, culminating in an attempt to bomb the Arabs' headquarters. The damage was mitigated through the combined efforts of Xavin, Karolina and Nico, while Tristan carried the bomb as far into the air as possible, seemingly giving up his life in the process.

It was later revealed that Tristan survived the explosion, although permanently scarred.



DEAD GEORGE

F EX (20)
A EX (20)
S EX (20)
E AM (50)
R PR (4)
I GD (10)
P TY (6)

Health: 110
Karma: 20
Resources: TY
Popularity: 0

BACKGROUND

Real Name: George Pelham
Occupation: Unknown
Legal Status: (Presumably) U.S. citizen with criminal record
Identity: Secret
Other Known Aliases: None
Marital Status: Single
Known Relatives: None

KNOWN POWERS:

Zombie: Dead George was apparently a zombie with that could not be killed by conventional means and who ate brains. He has the following abilities:

Invulnerability: CL1000 vs. disease, gasses that require breathing for effect, cold, heat, and extreme pressure. He does not suffer from Kill effects, but can still be Stunned or Slammed.

Regeneration: Poor (4 Health/10 turns). To facilitate this power, Dead George must eat human or animal flesh at least once per week.

Mental Immunity: Dead George is immune to all mental attacks, as his brain is technically inactive.

TALENTS: Martial Arts B, C and E

ADDITIONAL NOTES:

The character of George Pelham may be named for the New York City architect of the same name, also active in the 1900s. There does not appear to be a connection or resemblance beyond the name however.

ROLE-PLAYING NOTES:

Dead George is a zombie with a natural craving for human brains. He is quiet but can converse and act as a normal human. He dresses in the manner of a turn of the century gentleman.

HISTORY

Very little is known of Dead George's background. He killed Kid Twist and ate his brain.



HOYDEN

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

Health: 120
Karma: 22
Resources: PR
Popularity: 0

BACKGROUND

Real Name: Megan Hoyden
Occupation: Street urchin
Legal Status: Unknown
Identity: Secret
Other Known Aliases: "The Hoyden"
Marital Status: Single
Known Relatives: None

KNOWN POWERS:

Hyper-Speed: In addition to her enhanced strength, Hoyden has Hyper-Speed at Excellent rank, including Hyper-Running at Good ground speed (4 areas/round, 60 mph)

TALENTS: Streetsmart, Martial Arts B, Dodging

ADDITIONAL NOTES: "Hoyden" is antiquated slang, meaning "a girl or woman of saucy, boisterous, or carefree behavior."

ROLE-PLAYING NOTES:

Very little is known about Hoyden. She is a tomboy, as evidenced by her masculine attire and nickname. She is loyal to the Street Arabs and seems to be closest to Creeper.

HISTORY

Hoyden's history before joining the Street Arabs is unrevealed. She was killed escaping from Kid Twist.



ROLE-PLAYING NOTES:

Little has been revealed of Creeper's personality or background. He appears to have a cheerful disposition and is loyal to the Street Arabs. He is closest with Hoyden.

HISTORY

Creeper's background before joining the Street Arabs is unknown. He was killed by Kid Twist.

CREEPER

F PR (4)
A EX (20)
S FE (2)
E PR (4)
R TY (6)
I GD (10)
P TY (6)

Health: 30
Karma: 22
Resources: PR
Popularity: 0

BACKGROUND

Real Name: Unknown
Occupation: Unknown
Legal Status: Unknown, presumably U.S. citizen
Identity: Secret
Other Known Aliases: None
Marital Status: Single
Known Relatives: None

KNOWN POWERS:

Miniature Size: Creeper is approximately 6 inches tall, acting as the personal form of Diminution at Good rank. As a result, all attacks are -1CS to hit him.

TALENTS: Climbing, Stealth

ADDITIONAL NOTES:

It is unknown whether Creeper's miniature stature can be "turned off". Since he is usually carried by Hoyden, it is assumed here that his diminutive size is permanent.



YELLOW KID

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

Health: 74

Karma: 30

Resources: PR

Popularity: -20

BACKGROUND

Real Name: Unrevealed; presumably Mickey Dugan

Occupation: Petty thief

Legal Status: U.S. citizen, criminal record unknown

Identity: Secret

Other Known Aliases: None

Marital Status: Single

Known Relatives: Mr. & Mrs. Dugan (parents); unnamed sister

KNOWN POWERS:

Energy Emission: The Yellow Kid could generate golden energy from his hands; exactly what type of energy and how he created it remains unrevealed, but it could clearly injure people as he used it offensively in combat. Treat as an Excellent level Force attack.

Nightshirt: He wore a long yellow nightshirt with writing on it; the text seemed able to change from time to time, apparently communicating on the silent Kid's behalf; it is unclear whether the Kid couldn't speak, or whether he merely preferred not to talk.

Longevity: The Yellow Kid may also have been unaging (perhaps via contracting vampirism - see below), aged slowly or have skipped through time at some point, as he was active in both 1907 and the modern era without showing any real signs of aging.

TALENTS: Streetsmart, Martial Arts B and C

ADDITIONAL NOTES: A vampire resembling the Yellow Kid was active in the 1930s, identified by the name Sylar Remz. It is unlikely that the vampire was the same individual as the one detailed herein, but it is possible that the Yellow Kid could have become a vampire after his time with the Street Arabs, died when staked by Wolverine circa the 1930s, and resurrected when Blade was tricked into reviving all slain vampires. However, the Kid's presence earlier would mean he would have had to have been resurrected before that, then slain again and revived a second time by Blade's ceremony.

Another possibility beyond simple coincidence is that perhaps Remz was a fan of the Yellow Kid comic strip, or his maker was and chose to turn Remz into a vampire because of his resemblance to the Kid. Or perhaps Deacon Frost created a Yellow Kid doppelganger who took the name Sylar Remz.

ROLE-PLAYING NOTES:

According to his original creator, "He had a sweet character and a sunny disposition and was generous to a fault. Malice, envy or selfishness were not traits of his, and he never lost his temper."

HISTORY

The Yellow Kid first appeared as a character in the humor magazine *Truth* in 1894 before switching to Richard Outcault's newspaper strip *Hogan's Alley* in 1895. The Swell's comment that the Yellow Kid is notorious might suggest that 616's Outcault had seen or heard of the "real" Yellow Kid and based a comic strip character around him, the same way various real Western heroes had Dime Novels based on their exploits.

By 1907, the Yellow Kid had joined the Street Arabs and done occasional criminal work for the Sinners. The Yellow Kid was among the Street Arabs encountered by the Runaways when they traveled in time to 1907. Though initially not visible amongst the combatants, the Yellow Kid was present for the fight between the Street Arabs, Sinners, and Upward Path,

During the conflict, the Yorkes detonated a massive bomb intended to slay all the combatants, even their own allies, the Sinners, but two of the Runaways, Karolina Dean and Xavin, combined their powers to shield as many people as possible. The Yellow Kid was amongst the survivors, and continued to fight, battling both the Sinners' non-powered thug allies and the Adjudicator and Black Mariah.

In the modern era later, the Yellow Kid hung out in Manhattan's Laughing Horse Bar. Though something close to a century had passed since his time with the Street Arabs, he had barely aged.

Jacob

An additional member of the Street Arabs, Jacob, was seen in the background of a few panels featuring the Street Arabs. He appears as a young man with a slight build, wearing spectacles. He was playing a fiddle for Spieler; the extent of his capabilities, or whether he has super powers, is unknown, but it is implied that he can utilize extraordinary powers by playing his fiddle.

TEAM HISTORY

In the early 20th century, an age of rising immigration, labor riots, and sweatshop fires, the Upward Path was formed to try and preserve order in the city of New York. This brought them into conflict with a number of other parties, including the Sinners, the Street Arabs, the Others (time-traveling criminals Dale and Stacy Yorkes), and the Runaways. Although self-designated as New York's protectors, the Path's fervency sometimes overcomes their idealism, as they are not above killing those whom they deem as enemies or obstacles.

Identity: Secret

Other Known Aliases: None

Base of Operations: Manhattan, New York, New York

Team Leader: Difference Engine

Members: Difference Engine, Nightstick, Daystick, Black Maria, Adjudicator, Witchbreaker

Contacts: Unknown

DIFFERENCE ENGINE

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

Health: 116

Karma: 46

Resources: TY

Popularity: 6

BACKGROUND

Real Name: Unknown

Occupation: Leader of the Upward Path

Legal Status: Unknown

Identity: Secret

Other Known Aliases: None

Marital Status: Single

Known Relatives: None

KNOWN POWERS:

Body Resistance: Excellent protection vs. Physical damage

Telecommunication: Difference Engine can communicate via wireless telegraphy with the Path's crime database, using punch cards. He may use this ability to make a Reason check to discover information related to activities and residents within New York City. Presumably he can send telegraphic messages as well. Round-trip transmission takes 3 rounds and a range of 30 square miles.

Guns: Difference Engine has guns built into his arms. They have Typical range and do Good (10) damage; they may be fitted with specialized ammunition.

WEAKNESSES:

Water: Water can cause Difference Engine to short circuit and rust. Each time he is hit with a water-based attack, he suffers a reduction of 1 CS to Endurance (minimum Shift 0)



TALENTS: Leadership, Law Enforcement, Electronics, Steam Engines, Martial Arts B, C, and E.

ROLE-PLAYING NOTES:

Difference Engine appears as a large steampunk automaton. He has a serious demeanor and is concerned with keeping law and order. His speech is sprinkled with oaths to the likes of Ada Lovelace and Charles Babbage.

HISTORY

Difference Engine's background is unknown; it has also not been revealed who constructed him.

NIGHTSTICK

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

Health: 110

Karma: 42

Resources: TY

Popularity: 4

BACKGROUND

Real Name: Unknown

Occupation: Adventurer

Legal Status: U.S. Citizen with no criminal record

Identity: Secret

Other Known Aliases: None

Marital Status: Single

Known Relatives: None

KNOWN POWERS: None

EQUIPMENT:

Nightsticks: Nightstick is armed with a number of batons of varying sizes that may be used as either thrown or handheld weapons (blunt attacks). The nightsticks are of Poor material strength and do Excellent damage.

Body Armor: Nightstick's uniform provides Good protection vs. Physical Attacks

TALENTS: Weapons Specialist: Batons, Law Enforcement, Guns, Martial Arts B and C, Wrestling

ROLE-PLAYING NOTES:

Nightstick appears as a masked turn-of-the-century constable with a gruff and taciturn demeanor.

HISTORY

Nightstick's background is unknown, other than that he is an upholder of the law, possibly with a background in law enforcement. He is the senior partner of Daystick, with whom he may be a counterpart to DC's Batman and Robin.

DAYSTICK

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

Health: 76

Karma: 32

Resources: PR

Popularity: 2

BACKGROUND

Real Name: Unknown

Occupation: Adventurer

Legal Status: U.S. Citizen with no criminal record

Identity: Secret

Other Known Aliases: None

Marital Status: Single

Known Relatives: None

KNOWN POWERS: None

EQUIPMENT: Same as Nightstick, above.

TALENTS: Streetsmart, Weapons Specialist: Batons, Martial Arts B and C, Acrobatics

ROLE-PLAYING NOTES:

Daystick is young, rash, and hotheaded. He is the junior partner of Nightstick.

HISTORY

Daystick's background is unknown, other than his role as Nightstick's junior partner, and possibly ward.

BLACK MARIA

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

Health: 46

Karma: 56

Resources: TY

Popularity: 2

BACKGROUND

Real Name: Unknown

Occupation: Nun

Legal Status: U.S. Citizen with no criminal record

Identity: Secret

Other Known Aliases: None

Marital Status: Single

Known Relatives: None

KNOWN POWERS:

Pain Touch: Black Maria has a touch that apparently causes unspecified pain. It does Excellent damage per round of contact.

Power Sense: She has the ability to sense what a person's power is, correctly stating that Nico Minoru, "is a witch". The Witchbreaker says, "Even Black Maria knows you for a witch," to Nico, an unclear implication. She can identify powers with Monstrous ability; a Red FEAT roll indicates that she is able to determine the power's intensity (ability rank).

TALENTS: Theology, Martial Arts A, C and D

ROLE-PLAYING NOTES:

Little has been shown of Black Maria's personality.

HISTORY:

Black Maria is an apparent nun empowered by the heavenly light. Nothing is otherwise known of her background.



TALENTS: Martial Arts A, B, and C; Weapons Specialist: Guns; Marksman; Detective/Espionage; Stealth; Crime; Intimidation/Interrogation; Theology; Strategist/Tactician

ROLE-PLAYING NOTES

The Adjudicator is fanatically moralistic and burdened with an obsessive need to fight crime. He longs for an excuse to ignite full-fledged war against the Sinners as a means to “cleanse” the city.

HISTORY

Although details of his background are never given, the Adjudicator appears to be the 1907 equivalent of the Punisher, a man obsessed with warring against the criminal elements of New York.



ADJUDICATOR

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

Health: 90
 Karma: 32
 Resources: TY
 Popularity: 0

BACKGROUND

Real Name: Unknown
 Occupation: Vigilante
 Legal Status: Unknown
 Identity: Secret
 Other Known Aliases: None
 Marital Status: Single
 Known Relatives: None

KNOWN POWERS: None known

EQUIPMENT:

Revolver: Adjudicator wields a variety of guns, but typically uses a revolver of Good range, made of Excellent material, that does Typical (6) damage. His guns may take specialized ammunition.

WITCHBREAKER

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

Health: 42
 Karma: 96
 Resources: TY
 Popularity: 2

BACKGROUND

Real Name: Tokiko Minoru
 Occupation: Sorceress
 Legal Status: U.S. Citizen with no criminal record
 Identity: Secret
 Other Known Aliases: None
 Marital Status: Unrevealed
 Known Relatives: Nico Minoru (descendant); Tina Minoru (possible descendant, deceased); Robert Minoru (possible descendant, deceased); Rei (possible descendant)

KNOWN POWERS:

Magical Ability: Witchbreaker channels her magical power through the Staff of One (see below). However, as the full extent of her power has been unrevealed, it is possible that she has additional magic powers as well. As Tokiko Minoru describes herself as a "Witchbreaker", it is probably that her abilities include some sort of magic resistance.

EQUIPMENT:

Staff of One: The Staff of One possessed by Witchbreaker is more powerful than the one originally wielded by Nico Minoru, and Witchbreaker bequeathed her staff to Nico after Nico passed her trial.

Staff of One: The Staff of One is a magical object so powerful that, according to Tina Minoru, it made even the likes of Dormammu tremble. Tina Minoru received the Staff of One by unknown means. When attempting to bring their children back, Tina attacked Nico with the Staff, but instead of wounding her, the Staff was absorbed into her body.

- Witchbreaker's version of the staff is more powerful than Nico or Tina Minoru's. It does not appear to have the requirement of shedding the user's blood in order to take effect. The Staff is able to replicate any single-slot power from the *Ultimate Powers Book*, at Amazing ability.
- To cast spells, the user simply needs to utter a word or simple phrase. However, the Staff of One can only cast a spell once. Attempts to cast a spell a second time result in unpredictable feats of magic or have no resulting effect whatsoever (50/50 chance, roll randomly for Personal spell if a random effect is activated). The Staff recognizes different masters, so the same spell can be cast more than once, as long as it's by different users.
- Direct contact with the Staff of One appears to make spellcasting easier, but advanced practitioners such as Witchbreaker are able to cast spells through the Staff of One without direct contact.
- The Staff of One appears to have an affinity for certain individuals, but it the Staff can be wielded by anyone. However, Witchbreaker's version of the Staff appears to have become more discriminating about who can wield it.
- Witchbreaker can upgrade any version of the Staff of One to the above specifications, provided that the holder is of her own bloodline.

TALENTS: Occult Lore, Ritual Magic, Teacher

ROLE-PLAYING NOTES:

Witchbreaker is extremely shrewd and uses her cunning to pursue her own interests. Although perhaps the most powerful member of the Upward Path, she views them as tools for her own goals, much as the Yorckes views the Sinners. Her outfit is modeled off of traditional Japanese miko garb.

HISTORY

When the Runaways ended up time-displaced in 1907 New York, Nico Minoru was kidnapped and brought by the Upward Path to a woman named "the Witchbreaker." The Witchbreaker claimed she was Nico's great-grandmother, and stated she would teach Nico how to withstand more pain and, therefore, wield more magic with better proficiency. She wielded a weapon similar to the Staff of One, with more adornments. When reunited with her comrades, a significant development to Nico's abilities was evident, where she was freely able to float, displayed more proficiency and confidence in casting spells and was able to use a spell with an effect more complicated than most of her others thus far. Somehow Nico had obtained the Witchbreaker's Staff.