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AUTHORITY

THE ***New!*** ***MARVEL®-PHILE***

RED WOLF



THE *New!* MARVEL® -PHILE

The Marvel Comics character Red Wolf is immensely historic, being Marvel's first Indigenous peoples of the Americas superhero. Over the years, many Cheyenne men have taken up the mantle of Red Wolf. These Red Wolves have fought side by side with the likes of the Avengers, the Rangers, Hawkeye, Tigra and the Scarlet Spider.

The Red Wolf first appeared in AVENGERS #80 (1970) created by Roy Thomas and John Buscema, Owayodata, the god of the hunt who the Cheyenne worship, grants William Talltrees the mantle of Red Wolf. He joins a legacy of other Cheyenne men throughout the years who have been the defenders of the Cheyenne Nation. This issue seeks to provide some detail and clarity on the various versions.

This issue includes the following Red Wolf characters;

1. Wildrun circa 1760
2. Johnny Wakely circa 1880
3. Thomas Thunderhead circa 1970
4. William Talltrees
5. Red Wolf (Earth- 51920)
6. Rojohn Smythe circa 2300 (Earth-829)
7. Lobo
8. Owayodata, god of the Hunt

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!](mailto:themarvelphile@gmail.com)

Please enjoy and feel free to give us feedback!



Write-ups by Frank Stark with assistance by Simon Barns
Layout by Steve Jolly
All illustrations by the Marvel bullpen.

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RED WOLF (WILDRUN)

STATISTICS

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

Health: 80 / 150

Karma: 80

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Wildrun

Aliases: None

Identity: Secret

Occupation: Former Agent of Immortus, Tribal Protector

Legal Status: Citizen of the Cheyenne Nation, American circa 1760

Place of Birth: USA (Old West)

Known Relatives: Johnny Wakely (great-grandson), Thomas Thunderhead (descendant), William Talltrees (descendant)

Group Affiliation: Cheyennes; formerly Anachronauts, Punishers

KNOWN POWERS

If played as the actual human son of Owayodata, apply the increased statistics and following powers:

Enhanced Senses: Monstrous

Tracking: Monstrous

Running: Excellent land speed (4 areas per turn) with Monstrous endurance

Invulnerability to Disease: CL1000

Immortality

EQUIPMENT

Weapons: Red Wolf carries three weapons. The first is a 6-foot-long wooden coup-stick (fighting staff, Good material strength) which can be used as a bludgeon for +1CS Blunt damage up to the material strength of the weapon, or thrown as a javelin to do 10 points of Blunt damage up to 3 areas.

The second weapon is a flint-edged tomahawk which can inflict 10 points of Edged damage or 6 points Blunt damage. Both items have Remarkable material strength.



The third is a bow. Arrows inflict Typical edged damage with a range of 5 areas.

Talents: Wrestling, Blunt Weapons, Thrown Weapons, Acrobatics, Tracking (Excellent), Bows

Contacts: Owayodata, Immortus

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Red Wolf is a stern, no-nonsense type of superhero. In a fight he comes across as a grim champion of the Cheyenne people. He does not make wisecracks during a battle and is not a particularly showy fighter, preferring to dispatch his opponents as quickly and effectively as possible

HISTORY

Wildrun was the first Red Wolf from around 1760. He drove the Sioux from the plains while trying to secure a place for the Cheyenne to live. He claimed to be the human son of Owayodata, the Wolf God. He was picked by Kang to be a member of his Anachronauts, the greatest warriors of all time. Since Kang was the only person to ever defeat Wildrun, he pledged his loyalty to him.

He was the only Anachronaut to survive their battle with Immortus's forces.



RED WOLF (WAKELY)

STATISTICS

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

Health: 80

Karma: 60

Resources: TY (6)

Popularity: 5

BACKGROUND

Real Name: Johnny Wakely (adopted name)

Aliases: Owayodata, Masked Avenger of the Western Plains, Wolfhead Warrior, Wolfskin Warrior, Wolf Warrior

Identity: Secret

Occupation: Keeper of the Peace, Army scout

Legal Status: Citizen of the Cheyenne Nation, American circa 1880

Place of Birth: USA (Old West)

Known Relatives: Unidentified parents (deceased); Martin Wakely (adoptive father, deceased); Emma Wakely (adoptive mother, deceased); Wildrun (ancestor); Thomas Thunderhead (great-great-grandson); William Talltrees (possible descendant)

Group Affiliation: Cheyennes, Ally of Colonel Brett Sabre, Reno Jones, the Rawhide Kid, Two-Gun Kid, Outlaw Kid, Kid Colt, formerly Sensational Seven

KNOWN POWERS

Animal Communication and Control (limited to Lobo): Incredible

EQUIPMENT

Weapons: Red Wolf carries three weapons. The first is a 6-foot-long wooden coup-stick (fighting staff, Good material strength) which can be used as a bludgeon for +1CS Blunt damage up to the material strength of the weapon, or thrown as a javelin to do 10 points of Blunt damage up to 3 areas.

The second weapon is a flint-edged tomahawk which can inflict 10 points of Edged damage or 6 points Blunt damage. Both items have Remarkable material strength.

The third is a bow that shoots arrows for Typical edged damage with a range of 5 areas.



Claws: Red Wolf would sometimes wear claws strapped to his forearms enabling him to strike for Excellent edged damage.

Wolf: Red Wolf has a trained wolf, Lobo.

Talents: Wrestling, Blunt Weapons, Thrown Weapons, Acrobatics, Military, Tracking (Excellent), Bows

Contacts: Owayodata

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Red Wolf is a stern, no-nonsense type of superhero. In a fight he prefers to come across as a grim champion of the Cheyenne people. He does not make wisecracks during battle and is not a particularly showy fighter, preferring to dispatch his opponents as quickly and effectively as possible

HISTORY

The boy who would become Red Wolf could run and swim faster than any of the other children. When he was still a boy, the brave's tribe was slaughtered by American pony soldiers. The boy was saved by Sgt. Hacker and given to Martin and Emma Wakely, a couple who were unable to have children of their own.

They named the boy Johnny Wakely and taught him the ways of the white people, teaching him to farm, read, and to fire a gun. As such, Wakely developed the greatest skills of both the Native people and the white settlers. Eventually the Wakelys were slain by a renegade party of Indian braves leaving Johnny feeling alone and torn. His real parents had been killed by white people while his adoptive family had been killed by natives. Wakely decided that the only thing to be done was to promote peace between the two races in order to stop the bloodshed.

When Johnny refused to sell his house to some white men, they burned it to the ground on him, leaving him with no place to live. As a result, Wakely decided to volunteer his services as a scout to the local Fort Rango. Wakely soon learned of an attack planned on the outpost of a group of Comanches, but he was shot and fell off a cliff before he could escape with this information. Wakely awoke uninjured in the tomb of his ancestor, the first Red Wolf. It was then that the god Owayodata appeared before him and instructed him to go forth and fulfill his destiny as a force for peace on the Plains. With help from Owayodata, Red Wolf was able to expose the renegade native's plot before it was too late. For a time afterwards, Red Wolf protected the area surrounding Fort Rango from several threats including Ursa the Man-Bear and the Devil Mask, all the while promoting peaceful relations between the two races.

At some point afterwards, Red Wolf concluded that white men did not want peace with the Natives, preferring to kill them off instead. From this point onwards, Red Wolf only fought alongside the Natives against their white enemies. Reports place him with Himmaton-Yalaktit and the Nez Pierce in their escape to Canada. In 1885, however, as a favor to Flaming Star, Red Wolf agreed to help other western heroes to protect the mostly African

American town of Wonderment, Montana from the sadistic Nightriders. Red Wolf helped to save a number of the heroes from an ambush set up by the Nightriders and during the main battle; he led a war party of Natives to help turn the tide of battle in the favor of the heroes.

Later still, Red Wolf rescued a young brave from a gang of horse thieves. He was successful in rescuing the young man and the horses but was shot in the process. Once they had travelled a safe distance away, Red Wolf succumbed to his injuries, prompting the other man to take up the Red Wolf identity. Whether or not this was Johnny Wakely who died, or another Red Wolf remains to be seen.



RED WOLF (THUNDERHEAD)

STATISTICS

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

Health: 80

Karma: 80

Resources: TY (6)

Popularity: 5

BACKGROUND

Real Name: Thomas Thunderhead

Aliases: Owayodata, Wolfhead
Warrior, Indian Avenger of the Western
Plains

Identity: Secret

Occupation: Adventurer, Cheyenne
chieftain

Legal Status: Citizen of the Cheyenne
Nation, American circa 1970 AD

Place of Birth: An unidentified western
American city

Known Relatives: Wildrun (possible
ancestor), Johnny Wakely (great-great-
grandfather), William Talltrees
(relationship unrevealed)

Group Affiliation: Cheyenne People;
Ally of policewoman Jill Tomahawk;
former ally of Dragonfly and Gabriel the
Devil-Hunter

KNOWN POWERS

Animal Communication and Control
(limited to Lobo): Incredible

Enhanced Senses (Sight, hearing):
Incredible

Magic (Summoning): Remarkable. He
was also able to magically summon his
coup stick at will to appear in his
hands. He could similarly teleport his
faithful wolf Lobo to his side at will.
Lobo was also capable of becoming
immaterial in order to avoid attacks and
would track, attack or detain others
upon Red Wolf's request.

EQUIPMENT

Weapons: Red Wolf carries three
weapons. The first is a 6-foot-long
wooden coup-stick (fighting staff, Good
material strength) which can be used
as a bludgeon for +1CS Blunt damage
up to the material strength of the
weapon, or thrown as a javelin to do 10
points of Blunt damage up to 3 areas.



The second weapon is a flint-edged
tomahawk which can inflict 10 points of
Edged damage or 6 points Blunt
damage. Both items have Remarkable
material strength.

The third is a bow that shoots arrows
for Typical edged damage with a range
of 5 areas.

Wolf: Red Wolf has a trained wolf,
Lobo.

Talents: Wrestling, Blunt Weapons,
Thrown Weapons, Acrobatics, Tracking
(Excellent), Bows

Contacts: Owayodata

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Red Wolf is a stern, no-nonsense type
of superhero. In a fight he prefers to
come across as a grim champion of the
Cheyenne people. He does not make
wisecracks during a battle and is not a
particularly showy fighter, preferring to
dispatch his opponents as quickly and
effectively as possible.

HISTORY

Thomas Thunderhead had a strange
dream while sleeping in his apartment
in Phoenix. Owayodata had come to
him in his sleep demanding to know
why he had turned his back on his
people and heritage. Thomas found
himself tied to the ground and being
attacked by wolves but awoke just as
they were going to rip him apart.
Thunderhead had never paid any
attention to the stories of his great-
great-grandfather, Johnny Wakely, who
was supposed to have been named
Red Wolf, a champion of justice in the
old west. He regarded these stories
simply as legends and nothing more.
After trying to clear his head from the
strange dream, however, Thomas was
terrified to find a large growling wolf
inside his apartment. Without even
realizing it, he called out the wolf's
name, Lobo, and it immediately
became friendly and docile.



Thunderhead then recalled that Wakely was supposed to also have had a wolf named Lobo, a gift given to him by Owayodata to aid him in his battle against evil. Still unconvinced that this was truly a message from Owayodata, Thunderhead decided to go back to bed, but laid upon his bed he found the Red Wolf costume and a coup stick. The next day, Thunderhead began to study his ancestor and thus took up the mantle of Red Wolf formerly held by his great-great-grandfather. Since the time of his dream, Thunderhead also found that his senses had been heightened.

One of Thunderhead's first adventures saw him stop a gang of criminals from stealing the purse and camera of Rhonda Harper. Unbeknown to her, the film on her camera revealed the gang to have been responsible for a murder. Red Wolf again later saved Harper from the men and left them to be arrested by the police. As it turned out, Harper's great-great-grandfather had been a prospector whose mine struck it rich in the old west. Before he could send the gold to his wife back east, however, he was attacked by renegade natives. Red Wolf came along just in time to witness the attack and capture the Indians, but not before the prospector was fatally wounded. The man asked Red Wolf to inform his wife of what had happened to him, and Red Wolf buried his gold with him and swore if the man's relatives were to come out west, he would bring them to his grave, and drew a map. Thunderhead flew out west with Rhonda in order to help her locate her grandfather's grave. They succeeded in finding Red Wolf's hideout and found the map revealing the location of the man's remains and his gold. Shortly thereafter they found it and Red Wolf turned down a portion of the gold from Harper, saying that it belonged to her family.

Later, Thunderhead helped policewoman Jill Tomahawk capture the art stealing motorcycle gang of King Cycle and helped her to escape from ageing cowboy film star Clay Bickford who had kidnapped her for discovering his plot to illegally gain Native land which contained millions of dollars' worth of oil.

RED WOLF (TALLTREES)

STATISTICS

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

Health: 80

Karma: 70

Resources: TY (6)

Popularity: 5

BACKGROUND

Real Name: William Talltrees.

Aliases: Owayodata, Tommy Thundercloud

Identity: Secret

Occupation: Adventurer; former soldier, construction worker

Legal Status: Citizen of the Cheyenne Nation, American

Place of Birth: Wolf Point, Montana

Known Relatives: Johnny Wakely (ancestor, deceased), Thomas (father, deceased), Rebecca (mother, deceased), William (uncle)

Group Affiliation: Rangers (Texas Initiative), Cheyennes; formerly U.S. Army

KNOWN POWERS

Animal Communication and Control (limited to Lobo): Incredible

EQUIPMENT

Weapons: Red Wolf carries three weapons. The first is a 6-foot-long wooden coup-stick (fighting staff, Good material strength) which can be used as a bludgeon for +1CS Blunt damage up to the material strength of the weapon, or thrown as a javelin to do 10 points of Blunt damage up to 3 areas.

The second weapon is a flint-edged tomahawk which can inflict 10 points of Edged damage or 6 points Blunt damage. Both items have Remarkable material strength.

The third is a longbow that shoots arrows for Good edged damage with a range of 6 areas.

The fourth is a Spear: Excellent edged damage or Good thrown damage with 2 area range.

Small shield: Remarkable material shield capable of blocking one attack



per round as a combat action with a successful Fighting FEAT roll.

Wolf: Red Wolf has a trained wolf, Lobo.

SUPERHUMAN FORM

STATISTICS

F RM (30)
A IN (40)
S RM (30)
E IN (40)
R GD (10)
I MN (75)
P RM (30)

Health: 140
Karma: 115

KNOWN POWERS

Animal Communication and Control
(limited to Lobo): Incredible

Enhanced Senses: Monstrous

Tracking: Monstrous

Running: Excellent land speed (4 areas
per turn) with Monstrous endurance.

EQUIPMENT

As above except damage values are
increased to Remarkable for melee
weapons

Talents: Wrestling, Blunt Weapons,
Thrown Weapons, Acrobatics, Military,
Tracking (Excellent), Bows

Contacts: Owayodata, Rangers

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Red Wolf is a stern, no-nonsense type
of superhero. In a fight he prefers to
come across as a grim champion of the
Indian people. He does not make
wisecracks during a battle and is not a
particularly showy fighter, preferring to
dispatch his opponents as quickly and
effectively as possible.



HISTORY

Following the murder of his family by
the henchmen of Taurus, William
donned the mantle of Red Wolf and
took his revenge. When the Rat Pack
under the leadership of the Super-
Skull attacked the reservation of his
tribe to steal the mystical artifact called
the Soul Catcher, Red Wolf teamed up
with Tigra to defeat the Super-Skull
and avenge his people.

Talltrees has had a number of
adventures over the years, operating
solo and as part of the short-lived team
known as the Rangers. The Rangers
operated in the American Southwest
and primarily opposed superhuman
threats.

At the end of the Civil War, Talltrees
was recruited into a new formation of

the Rangers team, acting as part of the
50-State Initiative program and was
based out of Texas.

During the Secret/Skrull Invasion, it
was revealed that Red Wolf's familiar
Lobo the wolf was actually a Skrull and
was apparently killed.

RED WOLF (EARTH-51920)

STATISTICS

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

Health: 100

Karma: 80

Resources: TY (6)

Popularity: 5

BACKGROUND

Real Name: Red Wolf

Aliases: None

Identity: No dual identity

Occupation: Adventurer, vigilante; former Sheriff of Timely and Deputy of SRSD

Legal Status: Citizen of the Cheyenne Nation, American

Place of Birth: New Mexico Territory (Earth-51920), later displaced to the Prime Earth-616

Known Relatives: Luyu (mother)

Group Affiliation: Cheyenne, partner of Hawkeye; formerly Santa Rosa Sheriff's Department, Underground

KNOWN POWERS

Animal control (wolves): Incredible

EQUIPMENT

Weapons: Red Wolf carries conventional firearms and bladed weapons.

Pistols: Good shooting damage with a range of 4 areas.

Flint-edged tomahawk of Remarkable material strength, which can inflict 10 points of Edged damage or 6 points Blunt damage.

Talents: Wrestling, Thrown Weapons, Acrobatics, Law-Enforcement, Tracking (Remarkable), Bows

Contacts: Owayodata; Hawkeye

ADDITIONAL NOTES



ROLE-PLAYING NOTES

Red Wolf is a stern, no-nonsense type of superhero. In a fight he prefers to come across as a grim champion of the Cheyenne people. He does not make wisecracks during a battle and is not a particularly showy fighter, preferring to dispatch his opponents as quickly and effectively as possible

HISTORY

Not much is known about the early life of Red Wolf other than that he was born in the New Mexico Territory to Luyu of the Heévâhetaneo'o Cheyenne.

After the Multiverse was destroyed by the phenomena known as incursions, and its remnants were

reshaped into Battleworld, Red Wolf and his people found themselves in the Valley of Doom, a portion of the new planet where the town of Timely and its surroundings had been recreated by the iron will of God Emperor Doom.

They struggled because Governor Roxxon had erected the Roxxon Dam to divert water from the Kirby River to help facilitate the operation of the Roxxon Silver Mines. To ease their suffering, Red Wolf was one of twelve warriors who crossed the Savage Mountain dragging a load of TNT to destroy the damn; however, only he survived the trek and his plan was thwarted by Turk Barrett and numerous other men loyal to Wilson Fisk, the

Mayor of nearby Timely, who planned to hang him.

A boy tipped off Ben Urich regarding the imminent lynching and the intrepid reporter notified Sheriff Steven Rogers, who arrived just in time to save Red Wolf's life, taking him into custody, so that he could stand trial before a judge for the crimes for which he was accused. Back at the jail, Red Wolf explained his motives, and Sheriff Rogers told him he would do his best to assure a fair trial, over the objections of Mayor Fisk. Fisk's men then attempted to kill Anthony Stark, in order to silence his drunken singing, forcing Sheriff Rogers to intervene and save his life as well; however, the encounter had been a distraction to lure Rogers out of the jail while Fisk had sent Turk to kill both he and Red Wolf. Red Wolf managed to disarm him, despite being behind bars though, and shot him dead with his own gun, just like the rest of Fisk's men.

Governor Roxxon sent in Bullseye, Grizzly, Elektra, and Otto Octavius to help intimidate Judge Nelson into leaving town rather than presiding over Red Wolf's trial; meanwhile, Natasha Barnes confronted Sheriff Rogers for protecting Red Wolf, as she believed the Cheyenne killed her husband, Deputy Barnes; however, Rogers assured her that the Native Americans were framed by Fisk's men for that death.

Fisk's new quartet ambushed them in the streets of Timely, forcing Sheriff Rogers to remove Red Wolf's leg shackles so that he could run for his life. As Rogers engaged Bullseye, Red Wolf grappled with Elektra, before Otto intervened, causing Red Wolf to flee, leaving Sheriff Rogers to fend for him. Rogers incapacitated Bullseye and killed Otto, as Grizzly and Elektra gave chase to Red Wolf.

The Sheriff dragged Bullseye to the street in front of Mayor Fisk's Office, calling upon the people of Timely to take back their town, but the residents cowered in fear, and Rogers was soon distracted by Grizzly and Elektra cornering Red Wolf. He fired a shot that grazed Grizzly, saving Red Wolf's life; however, it cost him his own, as Bullseye drew a hidden firearm and shot Rogers through the heart. Their attention diverted, Widow Barnes then helped Red Wolf hide, while notifying Bullseye that she had seen him run off.

Following the death of Sheriff Rogers, Red Wolf and Widow Barnes

conspired against Mayor Fisk with the help of the apothecary Bruce Banner. Red Wolf infiltrated Mayor Fisk's saloon while Widow Barnes and Bruce Banner headed to Roxxon Dam. He used a rally for women's rights as a distraction in order to get into Mayor Fisk's saloon. When Red Wolf was spotted, he went outside with Mayor Fisk and his enforcers exiting as well. Red Wolf was able to take out Grizzly, Bullseye, and Elektra. Red Wolf was saved by the inventor, Tony Stark, in battle armor.

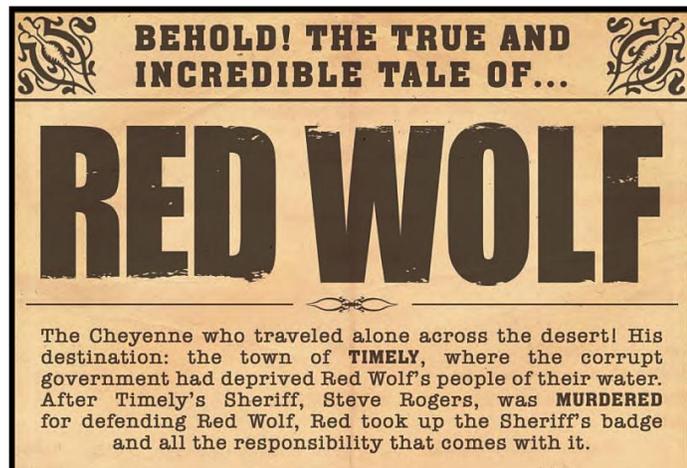
Mayor Fisk tried to send people to attack Red Wolf and Tony Stark only for them to be subdued by the pair. Red Wolf then fought Mayor Fisk, but was defeated, though Red Wolf managed to get free from Mayor Fisk's grasp and stab him in the eye with Sheriff Rogers' badge, then point a gun at him. Although Red Wolf hoped to have Mayor Fisk convicted and executed, his plans didn't happen due to the fact that Widow Barnes killed the Mayor instead. Following Fisk's death, Carol Danvers was sworn in as the new Mayor of Timely, with Red Wolf becoming the new sheriff.

After the Multiverse was restored, Red Wolf and the residents of Timely were returned to their own time where he began investigating the death of the Michaels and was attacked by their murderer, a time-traveler called the Surveyor, who was interested in the Roxxon Silver Mines. As the two battled, Red Wolf struck the Surveyor's time-travel technology with his knife, creating a temporal disturbance which teleported them to Santa Rosa more than a century into the future.

Red Wolf later encountered Hawkeye where he allied with him against the company Oasis Spring Water who had secretly been harvesting the underground water reservoir that was on the Sweet Medicine Indian Reservation. They were ambushed by the militia employed by Oasis Spring Water and swiftly defeated by Hydro-Man.

While being interrogated by Oasis Spring Water's unnamed boss, Hawkeye and Red Wolf managed to untie themselves and then Red Wolf fought the militia, while Hawkeye faced off against Hydro-Man until Silas Fireheart appeared and managed to electrocute Hydro-Man. Afterwards, Hawkeye and Red Wolf were able to contact the local authorities to deal with Oasis Spring Water.

After Steve Rogers revealed himself to be a Hydra sleeper agent and overthrew the United States of America to establish a Hydra Empire, Red Wolf joined the Underground



**BEHOLD! THE TRUE AND
INCREDIBLE TALE OF...**

RED WOLF

The Cheyenne who traveled alone across the desert! His destination: the town of **TIMELY**, where the corrupt government had deprived Red Wolf's people of their water. After Timely's Sheriff, Steve Rogers, was **MURDERED** for defending Red Wolf, Red took up the Sheriff's badge and all the responsibility that comes with it.

RED WOLF (SMYTHE)

STATISTICS

F IN (40)
A IN (40)
S AM (50)
E AM (50)
R EX (20)
I MN (75)
P RM (30)

Health: 180

Karma: 125

Resources: TY (6)

Popularity: 5

BACKGROUND

Real Name: Rojohn Smythe

Aliases: None

Identity: Public

Occupation: Agent of the Talbosian Spirits, Archaeologist

Legal Status: unrevealed

Place of Birth: unrevealed, Earth-829 circa 2300 AD

Known Relatives: none

Group Affiliation: none

KNOWN POWERS

Lifeform Detection (Skrull): Monstrous
Smythe has no control over the transformations as he becomes Red Wolf whenever a Skrull is near him.

EQUIPMENT

Weapons: Red Wolf carries a 6-foot-long metallic coup-stick (fighting staff) of Uearthly material strength which can be used as a bludgeon (+1CS Blunt Damage up to Uearthly) or as a javelin to do Monstrous 75 points of Blunt damage and be thrown up to 6 areas.

- It can project bolts of Amazing energy damage with a range of 10 areas.

Talents: Wrestling, Blunt Weapons, Thrown Weapons, Acrobatics, Tracking (Excellent), Archeology

Contacts: none

ADDITIONAL NOTES



ROLE-PLAYING NOTES

Red Wolf is a stern, no-nonsense character whose only motivation is the destruction of the Skrull race. He is, however, an honorable warrior and holds himself to his own code of conduct.

HISTORY

Coming across the lost planet Talbos in his exploration as an archaeologist, Rojohn Smythe discovered it had been annihilated by a mysterious catastrophe that left a measurable amount of residual radiation. Exploring the surface, he discovered that a great battle was the cause of the planet's

current condition, bones littering the streets of a once mighty city. Studying the bones, he found that some were wolf-like and some were the bones of Skrulls, and realized that the Skrulls had intended to conquer the planet, but the native populace had been more than the invaders had expected. Discovering a massive temple untouched by the devastation, Smythe ran to it eager to discover its mysteries.

Entering the temple, Smythe felt as if he were being watched and was confronted by the lighting of the brazier in a statue's grasp. Scared, Smythe froze in place, and as fumes produced by the flames grew thicker, he found

himself choking on them until he heard a voice. A being representing the spirits of the Talbosians and garbed as their protector Red Wolf appeared before him and imbued him with the power of the Red Wolf. Passing out, Smythe awoke hours later and unsure if he had dreamt the experience or not, fled the planet.

At a refueling station later, Smythe was passed by a group of administrators, one of whom he could, for an unknown reason, sense was a Skrull. The proximity of the Skrull triggered his first transformation as the Talbosian spirits took control of him and forced him to kill the Skrull. Later arriving at another station, a local union leader's arrival was interrupted as Smythe again was forcibly transformed into Red Wolf, killing the union leader. Stopped by the station's guards, Smythe was placed in a jail cell.

After Hercules' arrival on that same station, and his subsequent arrest for the trouble he had caused elsewhere, he was placed in a cell with Smythe. Relating his story to Hercules, Smythe was again possessed by the Red Wolf when Hercules' ally Skyppi, a Skrull who had arrived to free Hercules. Leaping at the Skrull, Red Wolf was stopped by Hercules and the two brawled throughout the station, eventually breaching the hull due to Red Wolf's impetuosity. Although Hercules reacted quickly enough to avoid being sucked out into space, Red Wolf was nearly lost -but Hercules pulled himself and Smythe to safety. Surprised that Hercules spared him, Red Wolf decided he was in debt to the Greek god. At his request, Red Wolf distracted the guards so that Hercules, Skyppi, and their Recorder ally could escape.



STATISTICS

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

Health: 50

Karma: 10

Resources: none

Popularity: 0

BACKGROUND

Real Name: Lobo

Occupation: Companion

Group Affiliation: Red Wolf

KNOWN POWERS

Edged Attack: Bite and claw attacks for Good edged damage.

Enhanced Senses: Excellent

Tracking: Excellent

Running: Excellent land speed (4 areas per turn) with Excellent endurance.

Talents: None

Contacts: Red Wolf

ADDITIONAL NOTES

These stats can be used for Lobo of any era.



ROLE-PLAYING NOTES

The various Red Wolf characters are usually accompanied by a male timber wolf named Lobo. They all have similar stats and abilities. They have an almost magical connection and understanding with Red Wolf.

HISTORY

Lobo was the first wolf who accompanied the Native American superhero Red Wolf. The Red Wolf adopted Lobo as a cub, after having slain its mother in self-defense. Lobo followed Red Wolf in all his adventures, until at some point he was replaced by a Skrull imposter, who was killed at the hands of the Texas Rangers when the Skrull imposters revealed themselves.



STATISTICS

F MN (75)
 A MN (75)
 S MN (75)
 E UN (100)
 R AM (50)
 I UN (100)
 P MN (75)

Health: 325

Karma: 225

Resources: AM (50)

Popularity: 20

BACKGROUND

Real Name: Owayodata

Aliases: Wolf God, Chibiados (Algonquin name)

Identity: Secret

Occupation: God of the hunt, Death god

Legal Status: Unrevealed

Place of Birth: Unrevealed

Known Relatives: E-bangishimog (father); Wiininwaa (mother); Calumet, Hotamintanio, Nanabozho (brothers); Manitou (grandfather); Gaea/Nokomis (grandmother); Haokah, Iktomi, Iya, Tawa (uncles); numerous others

Group Affiliation: The Manidoog (Native American pantheon of gods)

KNOWN POWERS

Body Resistance: Amazing protection to Physical and Energy

Energy Manipulation: Monstrous

- **Plasma Generation:** Monstrous damage plasma from his eyes up to a range of 20 areas.
- **Regeneration:** Monstrous (10 health per round)
- **Dimensional Travel:** Monstrous (75) ability to transverse dimensional barriers
- **Power Creation:** Monstrous ability to create his champions

Enhanced Senses: Unearthly

Tracking: Unearthly

Running: Amazing land speed (8 areas per turn)

Resurrection / Self-Revival: Unearthly (100) ability to return others and himself to life. Owayodata does not resurrect others without good reason.

Invulnerability (Disease): CL1000



All-Speak: can communicate in all the languages of the Nine Realms, Earth's dialects, and alien languages.

Immortality

Telepathy: Owayodata can speak directly into a person's mind at Excellent (20) ability

EQUIPMENT

Weapons: His personal weapon is a coup-stick (a six-foot wooden staff) of Class 1000 material strength that can be used like a quarterstaff offensively for Unearthly blunt damage or thrown for Monstrous damage with a 10 area range. The coup-stick is a symbol of his power

Talents: Mystic origin, Lore (Native American history), Weapons Specialist (coup-stick) + 2 CS to hit

Contacts: The Manidoog, Red Wolf (Champion)

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Owayodata is the spiritual defender of the Cheyenne Nation, and does so primarily through his handpicked champion known as the Red Wolf.

HISTORY

The son of E-bangishhimog, god of the west wind, and the mortal woman, Wiininwaa, who was later apotheosized as the goddess of nourishment, Owayodata is the wolf-headed god of the hunt, worshipped primarily by the Cheyenne Nation tribes. In the 18th century AD, Owayodata empowered the Cheyenne warrior Wildrun to serve as his first of many champions in the Earth realm. When the Cheyenne who inhabited the forests of the Great Lakes, moved westward, Wildrun defeated the Kiowas, Comanche, and Sioux, so that his people could have a land to call their own on the Great Plains. Known as "Red Wolf", Wildrun claimed to be Owayodata's mortal son, but his parentage was never verified. After Wildrun's death, Owayodata chose his direct descendant, US Army scout Johnny Wakely, to inherit the Red Wolf mantle in the late 19th century, and charged him with bringing peace to the Great Plains. In the 1970s, Thomas Thunderhead, another member of the Wildrun bloodline, was similarly empowered by Owayodata and became the next Red Wolf.

In recent years, former US Army soldier and construction worker William Talltress, the latest in the Wildrun bloodline, inherited the Red Wolf identity from Owayodata after his parents were killed by corrupt real estate mogul Cornelius van Lunt (secretly the super-villain Taurus) for refusing to sell their land.

When Owayodata's brothers Nanabozho, Calumet, and Hotamitanio sought to exact violent revenge upon Americans of European descent for their mistreatment of the indigenous population, Talltrees sought to geter them. Due to their interference, both Talltrees and Owayodata were imprisoned on Giizhigong's spiritual plane, but Nanabozho, Calumet, and Hotamitanio were ultimately forced to realize the shame of their actions with the help of Sorcerer Supreme Dr. Stephen Strange and his Eye of Agamotto.



