

MARVEL
COMICS

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THE ALL **TSR**™ ISSUE!



THE ***MARVEL®-PHILE***

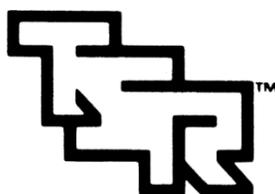
This month we thought we would provide the characters that, although they never made an appearance in a Marvel comic, they did appear in some of the classic TSR products!

These are all characters that can make appearances as NPCs or villains in your campaign, or even be available as player characters!

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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Write-ups by Jeff Grubb, Bruce Nesmith, Anthony Herring, Edward G. Sollers & David Cook.
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 Layout by Steve Jolly
 Illustrations by Jeff Grubb, John Statema, with original illustrations by Michael King.

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STATISTICS

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

Health: 18

Karma: 18

Resources: FB (2)

Popularity: 0

BACKGROUND

Real Name: Tyler Kane

Occupation: Student

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

Identity: Secret

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Unrevealed

Past Group Affiliations: None

Present Group Affiliation:

KNOWN POWERS

Teleportation: Tyler possesses a special form of teleportation at Shift Z (500) rank. He is able to teleport himself and others to distant locations, bring people and objects to him, or banish people and objects away from him. Consider the range of this power to be anywhere on the face of the Earth. When Tyler uses his power to bring things to him, he does not create objects, but snatches existing ones. Tyler can bring a single or group of objects weighing up to 25 tons to his location at one time. In all other respects, this ability functions like the Teleportation power described in the rule book.

LIMITATION

Tyler doesn't realize the full extent of his power. He only knows that he can cause others to vanish. He simply screams, "Go away!" and people disappear.

TALENTS: None

CONTACTS: None



ADDITIONAL NOTES

Possible Alternate History: The Banisher could easily be one of the students at the Xavier Academy, a member of the New Mutants, some kid that one of the X-related groups has to bring in from the cold. He could be forced into submission by Magneto or his Acolytes, maybe even the Brotherhood of Evil Mutants.

ROLE-PLAYING NOTES

For the most part, Tyler is a typical boy. He likes playing baseball, trading baseball cards, and collecting Marvel comic books. Tyler's view of himself forever changed when his mutant ability surfaced. Because he causes people to vanish, Tyler believes himself to be a murderer of the most evil sort. He doesn't understand that the people are not killed, but only teleported to a distant place. Tyler is a confused, scared little boy, who wields awesome power.



HISTORY
Unrevealed

GROUP HISTORY

Felicia Bifrost and her twin brother, Johnny, were born in 1972 in a secret laboratory as part of an experiment designed to inhibit the powers of mutant humans. By infecting their bodies with a new strain of virus, their DNA structures were altered, effectively subduing their powers before they could develop. For five years they lived in the hidden science complex. Without the love of their parents, they had only each other. They grew up under the close observation of impassive scientists, and they were subjected to countless experiments, many of which were cruel and inhumane. As the final stage of the experiment, all memories of their lives at the institute were concealed by mental blocks. False memories were implanted within them, and they were adopted by a couple living in Manhattan.

Their new parents knew of the experiments. They received \$50,000 to raise the twins and to maintain the secret of the twins' past lives. As part of the agreement, a scientist posing as the family doctor was allowed to see the

children monthly. If the doctor discovered any signs of developing powers, he was instructed to inform the institute immediately. Unfortunately, the scientists had not chosen the children's parents well. By the time the twins were teenagers, their father had died, but not before gambling and drinking all of their money away. Knowing they were mutants, their father had always loathed them, and he secretly feared them. Their mother was exactly the opposite. She cared for the twins deeply, but she could not support them. Felicia and Johnny were forced to take to the streets in order to survive.

Felicia found employment as a singer in a sleazy nightclub. Much to her regret, Johnny joined a gang called the Flashing Blades, and he made money by selling drugs and stealing cars. Felicia was unaware that she became the love interest of Alan Fagan (Mister Fear), who saw one of her performances. As part of the deal between Mister Fear and the Fixer and Mentallo, Felicia was captured and subjected to the Mind Control Power of

the hypnoporter. During the process, the Fixer and Mentallo penetrated the mental blocks placed in her mind by the scientists. They exposed her to a strong dose of radiation in order to allow her mutant powers to develop. After fashioning a costume for her, they dubbed her Lady Anguish. They have been using her in their nefarious schemes. Because of the effects of Mind Control, Felicia is unaware of her alternate identity as Lady Anguish. Although her personality remains intact, she has no memory of Mister Fear and the Faces of Fear. Recently, the Fixer and Mentallo secretly arranged for Felicia to be hired as a waitress at the Metropolitan Museum of Art. Her job brings her into contact with the player characters. Scientists from the secret institute have been attempting to locate the twins for some time. She was freed by the help of her brother. Confused and distraught, Felicia moved to California to start a new life. Johnny remained in New York City. Both of them are struggling to understand their powers, and how best to use them.



LADY ANGUISH

STATISTICS

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

Health: 32

Karma: 80

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Felicia Bifrost

Aliases: None

Occupation: Nightclub singer, waitress

Identity: Secret

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

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: John Bifrost (brother) (Blacklight), unnamed foster father (deceased), unnamed foster mother

Base of Operations: Mobile

Past Group Affiliations: Former henchman of Mentallo

Present Group Affiliations:

KNOWN POWERS

Empathy: Amazing (50). 20 area range for reading a stranger's or brief acquaintance's emotions. For people she loves, range is limited only to the same dimension.

Psionic Blast: Incredible (40). She makes a Psyche FEAT to hit. If hit, the victim passes an Incredible (40) Psyche FEAT or is knocked out for 1-10 turns.

Resistance to Radiation: Felicia has Amazing (50) protection against all forms of radiation.

Telepathy: She has the Remarkable (30) ability to send thoughts and read minds at a range of up to six miles.

EQUIPMENT

Costume: Felicia's suit generates an Incredible (40) personal force field. The helmet conceals her face and keeps her from being overcome by her Empathy.

Talents: Felicia has worked as a night club singer and has the Performer skill.

Contacts: She can likely still call upon Mentallo, if she were desperate for help.

ADDITIONAL NOTES

Possible Alternate History: With the birth year being strictly topical, Felicia could be a new member of the Brotherhood of Evil Mutants, one of Magneto's acolytes, a student at the Massachusetts Academy as a member of Generation X, one of the New Mutants, operating with X-Force under Cable (or without him) or maybe even one of the X-Men! Felicia could also be the lone mutant on a team of heroes, ala Scarlet Witch in the Avengers.

ROLE-PLAYING NOTES

Despite the possibility of brain washing and being a minion of Mentallo, Felicia really does love and care for her brother. She keeps her powers hidden from those who don't know and for a time was even unaware that she had powers or was a mutant!

BLACKLIGHT

STATISTICS

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

Health: 46

Karma: 18

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: John Bifrost

Aliases: None

Occupation: street criminal

Identity: Secret

Legal Status: Citizen of the United States, with a criminal record

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: Felicia Bifrost (sister) (Lady Anguish), unnamed foster father (deceased), unnamed foster mother

Base of Operations: Mobile

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS

Mirrored Eyes: Johnny's eyes are solidified, reflective mirrors that glow red. They grant him the following powers:

- **Infravision:** Sight to 5 areas in normal darkness.

- **Emit beams of Remarkable (30) light energy** used to illuminate 1-area or to blind a foe for 1-10 turns. As lasers, they inflict Remarkable (30) damage, 8 area range.

- **Protected Senses:** He ignores attacks to his eyes of less than Amazing (50) intensity.

- **Reflection:** Amazing (50). Attacks must be reflected within 1 round. He may reflect at any target; max range is equal to the range of the original attack. Johnny must succeed at an Agility FEAT to attack, if based on light or lasers he gains a +3CS on his Agility FEAT.

Shadow Form: At will, Johnny can change to look like a humanoid shadow surrounded by a red aura. While in this form, he gains:

- **Flight:** Incredible (40) airspeed.
- **Reflection:** Same as above and provides protection for his shadow form.

Resistance to Radiation: Johnny has Amazing (50) protection against all forms of radiation.

Talents: Martial Arts B and Streetwise.

Contacts: None

ADDITIONAL NOTES

Possible Alternate History: With the birth year being strictly topical, Johnny could be a new member of the Brotherhood of Evil Mutants, one of Magneto's acolytes, a student at the Massachusetts Academy as a member of Generation X, one of the New Mutants, operating with X-Force under Cable (or without him) or maybe even one of the X-Men! Felicia could also be the lone mutant on a team of heroes, ala Quicksilver in the Avengers.

ROLE-PLAYING NOTES

Johnny is on his own now. He knows he is a mutant and that he has a twin sister named Felicia, whom he loves very much. Though he has gotten into trouble with street gangs and crime, Johnny is a good kid. He is very confused about his powers, and afraid that someone is out to get him because of them.

STATISTICS

F GD (10)
A GD (10)
S RM (30)
E AM (50)
R GD (10)
I TY (6)
P FB (2)

Health: 100

Karma: 18

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Ross Kincaid

Occupation: Electrical Engineer

Legal Status: Canadian Citizen with no criminal background

Identity: Secret

Other Known Aliases: Master of the White Water

Place of Birth: Unrevealed location in Canada

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: James Bay Project, Fort George, Quebec, Canada

Past Group Affiliations: Mind-controlled minion of the Leader

Present Group Affiliation:

KNOWN POWERS

Alter-Ego-Elemental Form-Water: Due to his transformation at the hands of the Leader, Ross can transform into a water based being and possesses the following powers:

- **Body Armor:** His liquid form gives him Remarkable (30) protection. Cold reduces that protection to Good (10) as he begins to freeze and must be recirculated.
- **Water Freedom:** Cascade has no penalties while operating in water.
- **Water Breathing:** Cascade can survive unaided while submerged in water.
- **Water Control:** Unearthly (100) ability to control and move water, this mostly applies to his water blast ability.
- **Water Blast:** Monstrous (75) force water 5 areas and around corners. A red FEAT is required to move against it (yellow for Monstrous Strength, green for Unearthly).
- **Electrical Conductor:** Cascade is a conductor of electricity but has an Incredible (40) resistance to it himself.

TALENTS: Engineering

CONTACTS: Alpha Flight



ADDITIONAL NOTES

Possible Alternate History: If Cascade was smart, he'd stay in Canada, with the wide-open spaces and fewer superheroes to deal with. Maybe form a team of his own to deal with Alpha Flight. Of course, there is always the alternative where he becomes some sort of local hero now that he is no longer under the control of the Leader...

ROLE-PLAYING NOTES

Cascade has a thirst for power and desires to be taken seriously. Those who underestimate him typically pay the price.

HISTORY

Ross Kincaid, an electrical engineer in charge of the James Bay Hydro Power Project, was abducted by the Leader in a bid to take over the hydro-electric station in an attempt to summon Kimara the Cloudstalker, which had been imprisoned in the ice somewhere within the vicinity. Having discovered that Kincaid had latent mutant abilities, he bombarded him with gamma rays, which changed him into a more powerful form and mentally enslaved his mind.

Cascade was given the task to amplify and send electricity to a nearby military installation in order to feed power to the imprisoned Kimara so it could break free to walk the Earth again. Alpha Flight was sent to investigate and fought Cascade defeating him and breaking the mental domination of the Leader. He then assisted Alpha Flight in defeating Kimara the Cloudstalker by re-imprisoning it in ice.

STATISTICS

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

Health: 22

Karma: 70

Resources: EX (20)

Popularity: 0

BACKGROUND

Real Name: Ulysses Greitzer

Occupation: Illegal drug chemist

Legal Status: US Citizen with a criminal background

Identity: Known to the authorities

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: New York City, New York

Past Group Affiliations: Maggia

Present Group Affiliation:

KNOWN POWERS

Delayed Mind Control: The Chemist can implant a single command activated by activation triggers (such as the word "hello"). The target gets a Psyche FEAT vs. Monstrous (75) Mind Control. Once triggered, the victim is allowed another Psyche FEAT. If failed, the Mind Control persists until the specified task is completed.

Force Field: He can mentally generate a personal Force Field of Remarkable (30) Intensity.

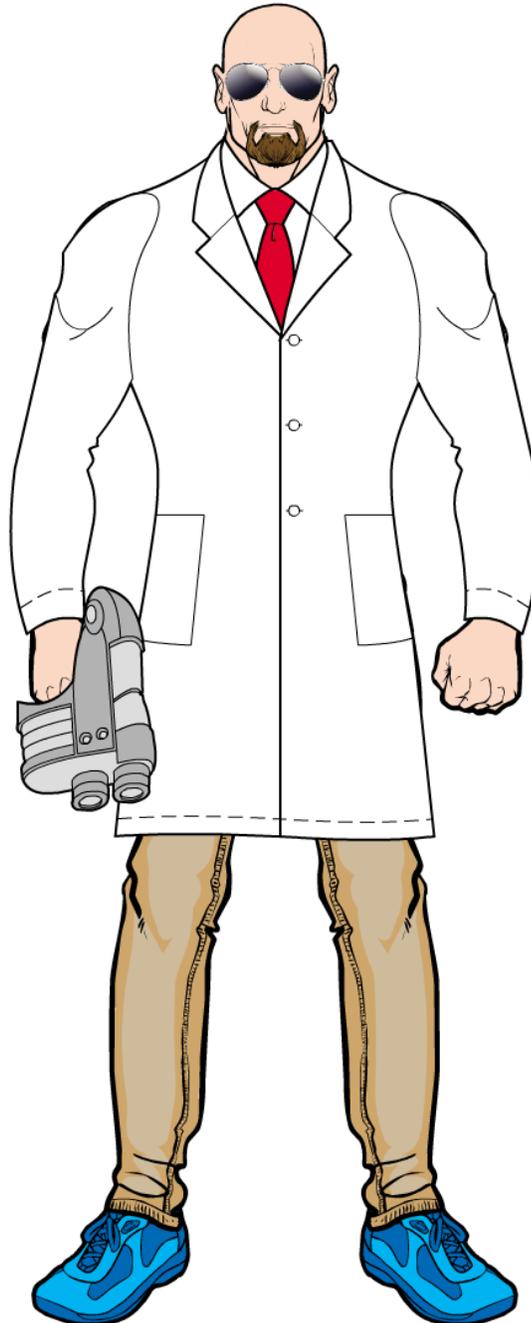
Ultimate Skill: He is considered to have Unearthly (100) ability in the field of Chemistry.

EQUIPMENT

Mirrored Sunglasses: The Chemist's glasses grant his eyes Remarkable (30) vs. blinding light and give him Excellent (20) Infravision.

Air Pistol: Remarkable (30) material, the pistol has rotating chambers to select the pellet fired. He fires the gun up to 2 areas:

- **Explosive:** Contain a liquid that explodes when exposed to air inflicting Incredible (40) blunt scatter damage over 1 area.



- **Gravity Enhancer:** Increases a target to 800 pounds. To move the victim makes an Excellent (20) Strength FEAT. Lasts 2-20 turns, then target returns to normal.
- **Gravity Nullifier:** This pellet negates gravity up to 800 pounds. The victim begins falling upward at 1 area/turn. Lasts 5-50 turns, then target returns to normal.
- **Laughing Gas:** If the victim fails an Incredible (40) Psyche FEAT, they laugh hysterically for 1-10 turns, only

one target. Simply touching the skin is enough.

- **Paralysis Gas:** The pellet surrounds the target with a cloud of paralysis gas. If a Remarkable (30) Endurance FEAT is failed, he is paralyzed for 1-10 turns.

TALENTS: Medicine, Chemistry, Biology, and Computers. He is also a Weapons Specialist with his air pistol.

CONTACTS: None

ADDITIONAL NOTES

Possible Alternate History: The Chemist is a good general villain, he could be a foe to Spider-Man, working with the Maggia to take out Punisher or maybe working with Justin Hammer to destroy and subvert Tony Stark. He could be the Kingpin's designer drug manufacturer. He could work for A.I.M. or even Hydra in some capacity.

the chemical explosion. He also found that he possessed an almost supernatural understanding of chemistry. Ulysses dubbed himself the Chemist and left the sewers in search of an employer who could supply him with a laboratory. He discovered the Maggia and worked for them as a highly paid designer of new, more addictive drugs.

ROLE-PLAYING NOTES

The Chemist works behind the scenes to do his work and rarely, if ever, does face-to-face confrontations with costumed heroes, preferring to avoid fisticuffs if possible.

HISTORY

Ulysses Greitzer was an aspiring medical researcher who took a job with a powerful pharmaceutical company. While working alone in his lab late one night, he became a victim of industrial sabotage. A bomb exploded, spraying Ulysses with a conglomeration of dangerous chemicals. Dazed and confused, he stumbled out of the wreckage, never to be seen again by his friends or family. Ulysses' face was horribly scarred. As he staggered through the night, his hair fell out in clumps. Later, he would discover that his eyes were as white as snow and very sensitive to light. Eventually, he was found by a group of homeless people living in the sewers beneath the city. They tended his wounds and accepted him as one of their own. Seeing the living conditions of his saviors, Ulysses became more and more bitter toward the uncaring people walking the city streets above. His mangled face mirrored his hatred. As Ulysses healed, he discovered that he had acquired marvelous mental abilities as a result of

GROUP HISTORY

City Scouts are much like Boy Scouts or Girl Scouts. However, unlike their conventional counterparts, City Scouts do not go on camping trips or other wilderness excursions. Instead, they explore whatever is good about the place they live in - the big city. City Scouts take trips to zoos, museums, parks, sporting events, hospitals, cathedrals, police and fire stations, and other places of interest. The City Scouts in this adventure are from the Lower East Side of Manhattan.

Thirty City Scouts attended the celebration at Ryker's Island. When the prison was surrounded by Stygorr's black force field, the children were trapped inside. Most of the kids were able to hide from the Cyborgs, and became a small band of resistance fighters. Moving swiftly and quietly through the fortress's ventilation system, they have inflicted considerable damage since their ordeal began.

ADDITIONAL NOTES

Use Fiona Dunbar's statistics to represent those of the average scout.

Possible Alternate History: While Fiona and Rigger's histories are very specific, they could easily be dropped into most any setting. Maybe the alternate worlds of Luther (Deathlok) Manning or Killraven. If you want to keep them in the modern era, they could be fighting the forces of Hydra or AIM over illegal cybernetic experimentation on Rigger and maybe others as well...

FIONA DUNBAR

STATISTICS

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

Health: 36
Karma: 18
Resources: FB (2)
Popularity: 0

BACKGROUND

Real Name: Fiona Dunbar
Other Known Aliases: None
Occupation: Resistance Fighter
Legal Status: Citizen of the U.S. without a criminal record
Identity: Public
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: City Scouts
Present Group Affiliation:

KNOWN POWERS

None

EQUIPMENT

Fiona and the rest of her resistance fighters have access to the following:

Cybo-Stunner: This weird looking rifle comes with a small power pack that can be worn on a shoulder strap or belt. When fired, it shoots a Remarkable (30) Intensity beam of electricity up to 2 areas. Check attack results on the Energy Column. A Cyborg struck by the beam must automatically roll on the Stun Column, in addition to any normal battle effects. The resistance fighters have five of these in their small arsenal.



Cybo-Boogie: This device looks like a metallic frisbee covered with blinking lights. When activated, it emits a signal that short-circuits the cybernetic implants of all Cyborgs within a 1 area radius. Cyborgs are considered to be automatically hit and suffer massive convulsions. Each Cyborg must roll on the Kill Column each round until it fails the roll and begins to die, or the device is switched off. The City Scouts only have two of these available.

Gas Mask: The scouts have 21 of these which used to belong to prison guards. The masks have allowed them to thwart Stygorr's attempts to smoke them out.

TALENTS: First Aid, Streetsmart.

CONTACTS: City Scouts

ROLE-PLAYING NOTES

Like other City Scouts, Fiona knows what it's like to grow up on the mean streets of a big city, but after long months of struggling to survive in Stygorr's fortress, she would give anything to return to those streets! Throughout the ordeal she has proven to be a strong leader. Without her, the other City Scouts would either be dead or Cybos by now. She is one tough cookie and will only follow the heroes' orders if she feels it is the right thing to do anyway.

RIGGER

STATISTICS

F	FB (6)
A	TY (6)
S	FB (4)
E	PR (20)
R	IN (6)
I	TY (6)
P	TY (6)

Health: 14
Karma: 52
Resources: FB (2)
Popularity: 0

BACKGROUND

Real Name: Ramone Webber
Other Known Aliases: None
Occupation: Resistance Fighter
Legal Status: Citizen of the U.S. without a criminal record
Identity: Public
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: City Scouts
Present Group Affiliation:

KNOWN POWERS

Cybernetic Implants: Half of his head and one eye, while cyber-enhancements were added to his brain. Rigger has the following powers:

- **ECMs:** Equipped with countermeasures that provide Remarkable (30) protection from radar, sonar, and other electronic detections.
- **Force Field, Personal:** Rigger can surround himself in a Remarkable (30) rank force field.
- **Hyper-Intelligence:** Rigger's intelligence was augmented by the implants. If his cybernetics are negated, his Reason drops to Good (10).
- **Hyper-Invention:** The implants granted Rigger Incredible (40) ability to comprehend, design, build, and repair technology.
- **Sensors:** Rigger's sensors grant him Incredible (40) ability to generate Radar, Sonar, Electronic Detection, Life and Energy Detection.

TALENTS: First Aid, Streetsmart.

CONTACTS: City Scouts

ROLE-PLAYING NOTES

Ramone Webber was a bright kid with a sparkling smile ... until Stygorr came. Most of his personality was sapped away when cybernetics were implanted in his brain. He seldom shows any emotion at all. Ramone speaks in a slow, deliberate voice using words associated more with a physics professor than a young kid from the streets.

HISTORY

Ramone was captured shortly after the riot at the prison. He underwent the horror of becoming a Cyborg, but was rescued by his fellow City Scouts before the process was complete. Many of his friends were not so lucky. Because of his strange abilities, Ramone, who took the name Rigger, became an incredible asset to the resistance. He is able to tap into Cyborg communications and will alert his friends before Cyborg attack squads can find them.

STATISTICS

F TY (6)
A GD (10)
S MN (75)
E MN (75)
R TY (6)
I TY (6)
P GD (10)

Health: 166
Karma: 22
Resources: TY (6)
Popularity: 0

BACKGROUND

Real Name: Gus Buckman
Occupation: Test subject, formerly homeless
Legal Status: US Citizen with no criminal background
Identity: Secret
Other Known Aliases: None
Place of Birth: Unrevealed
Marital Status: Unrevealed
Known Relatives: None
Base of Operations: Sewers under New York City
Past Group Affiliations: Crony of Fu Manchu
Present Group Affiliation:

KNOWN POWERS

Armored Form: While conscious, the Foreman's flesh transforms into raw steel. When he sleeps or is unconscious, he reverts to his normal human form. The Foreman cannot control his transformations. His armored shape grants him Monstrous (75) protection from physical and energy attacks, and Life Support (no need to eat, drink, or breathe).

While not in his armored form, his statistics are as follows:

F A S E R I P
TY GD TY GD TY TY GD
Health: 32 **Karma:** 22

LIMITATION

The Foreman is very susceptible to electrical and magnetic powers; such abilities are +3CS to affect him.

TALENTS: Gus is a skilled construction worker

CONTACTS: None



ADDITIONAL NOTES

Possible Alternate History: Foreman could easily be a Morlock after his transformation and the loss of his family and friends. He could get the invite to the X-Men, but if Colossus is an active member, maybe he instead becomes one of the Acolytes, or even a member of the government backed X-Factor, or the on the run X-Force.

ROLE-PLAYING NOTES

A regular blue-collar guy, Gus just wants to live a normal life. All that changed when he transformed for the first time, now he feels trapped and is looking for some sort of way out.



HISTORY

Gus worked as a high-rise construction worker in Chicago. During an accidental fall, his latent mutant power activated, transforming his body into steel. Gus survived the fall and was dismayed by his new body and powers. Gus has lived through hard times and sees his newfound abilities as a chance to make a better life for himself. Though not a criminal at heart, Gus has decided to enter a world of crime. It will not be long before he makes his presence known in a big way.

STATISTICS

F GD (10)
A RM (30)
S RM (30)
E IN (40)
R PR (4)
I TY (6)
P PR (4)

Health: 110

Karma: 14

Resources: FB (2)

Popularity: 0

BACKGROUND

Real Name: Bart Buckle

Occupation: Test subject, formerly homeless

Legal Status: US Citizen with no criminal background

Identity: Secret

Other Known Aliases: None

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: None

Base of Operations: Sewers under New York City

Past Group Affiliations: Crony of Fu Manchu

Present Group Affiliation:

KNOWN POWERS

Body Armor: His alligator-like hide provides Good (10) Vs. physical attacks.

Gator Tail: Gator has a 6-foot tail, with which he can inflict Incredible (40) damage.

Reptile Control: He can communicate with and control alligators with Remarkable (30) ability. He can control other species of reptiles as a Power Stunt.

TALENTS: None

CONTACTS: None

ADDITIONAL NOTES

Possible Alternate History: With virtually nothing to go on about this character, perhaps he is a smuggler from the bayou of Louisiana. Maybe an overactive FSU fan or former student football mascot who fell on hard times. While he worked for Fu Manchu, maybe he saw the error of his ways and became a hero...



ROLE-PLAYING NOTES

Gator, is at best, a bargain basement Lizard and will never rise about his station as a lackey to bigger and better villains.

HISTORY

Bart Buckle was a homeless denizen of New York City who took refuge in the Lifelike Manikin Factory, the location of Fu Manchu's hideout. He was captured and subjected to experiments which mutagenically combined his DNA with that of an alligator. Thoroughly brainwashed, Bart took the name of "Gator" and became a super-powered crony of the nefarious Fu Manchu.

Buckle's current whereabouts and activities are unknown.

STATISTICS

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

Health: 46

Karma: 22

Resources: TY (6)

Popularity: 0

BACKGROUND

Real Name: Fiona McKenna

Other Known Aliases: None

Occupation: Police Officer

Legal Status: U.S. Citizen without a criminal record

Identity: Her powers are not publicly known

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Base of Operations: Atlanta, Georgia

Past Group Affiliations: Atlanta Police Department

Present Group Affiliation:

KNOWN POWERS

Material Transformation: Fiona has the power to transform solid objects into liquids. She can extend this power outward from her body to affect every nonliving object within the area she occupies. She can "liquefy" objects of up to Amazing (50) material strength. Affected machines (including power suits) immediately stop functioning. This includes NPC robots, such as Ultron, but would not affect Colossus, who is comprised of "organicsteel."

While Fiona is in the same area and her power is still activated, all melted objects have a material strength of Feeble (2). If she leaves the area or stops concentrating on her power, melted objects solidify, regaining their original material strength. Once melted and re-solidified, an object does not regain its original shape.

As an additional effect of this power, Fiona gains body armor equal to the highest material strength of the objects she has melted. Once the objects resolidify, Fiona loses the body armor.



EQUIPMENT

While on duty, Fiona carries typical law enforcement equipment, to include a police revolver and billy club.

TALENTS: Law Enforcement, Martial Arts A and C.

CONTACTS: Atlanta Police Department

ADDITIONAL NOTES

Possible Alternate History: Who says everyone has to be a superhero? Let's be honest, some people get powers and what if they decide they don't want to wear a costume or risk their lives fighting for mutant rights? The idea that Fiona might want to continue to just be a cop isn't so strange and she could certainly be transferred to District X, maybe as a partner to another mutant (Bishop) or even paired up with a human...

ROLE-PLAYING NOTES

Fiona is a good cop. She's tough on the outside but has a soft heart. She genuinely wants to do what is right.

HISTORY

Unrevealed



STATISTICS

F RM (30)
A GD (10)
S UN (100)
E MN (75)
R TY (6)
I FB (2)
P PR (4)

Health: 215

Karma: 12

Resources: N/A

Popularity: 0

BACKGROUND:

Real Name: Not Applicable

Other Known Aliases: None

Occupation: Robot

Identity: Known to government officials of his Earth

Legal Status: Not Applicable

Place of Birth: Not Applicable

Marital Status: Not Applicable

Known Relatives: Not Applicable

Base of Operations: New York

Past Group Affiliations: None

Present Group Affiliations:

KNOWN POWERS

Growth-Permanent: The Octodroid is a 30-foot-tall robot that looks just like its inventor, Doctor Octopus and is +3CS to be hit.

Body Armor: The Octodroid's tooled vibranium-steel alloy surface is Monstrous vs. physical and energy.

Multiple Attacks: The Octodroid has four tentacles and two humanoid arms. The humanoid arms are more for show and are used when none of the tentacles are free.

- The tentacles can reach up to two areas away.
- Wave-disruptor cannon: There is a cannon mounted in each tentacle. Each cannon can fire twice, and does Amazing (50) damage.

Movement: The robot does not use its tentacles for movement the way Doctor Octopus does. It uses its humanoid feet to move one area per round.

Talents: None

Contacts: None

ADDITIONAL NOTES:

Possible Alternate History:
 Machinesmith rebuilt it and used it against local heroes (either homegrown



or established heroes). Having been used more than a decade previously, it might be thought that Doc Ock himself out for revenge and with the players pursuing him and Doc Ock creating chaos trying to escape them as Machinesmith attempts to infiltrate the heroes base to loot other gadgets and stuff accumulated from various bad guys over the years.

Alternatively, perhaps since the Octodroid was programmed to destroy

New York street by street, maybe it gets refurbished by Damage Control to do demo work.



ROLE-PLAYING NOTES

It is programmed to destroy New York, street by street. The Octodroid is not intelligent and can't be reasoned with, or even talked to! It's just a machine.

HISTORY

Built years and years ago by Doctor Otto Octavius and kept as a failsafe until he needed it, Doctor Octopus unleashed this monster on New York, but it was stopped by the Avengers, a member of the Fantastic Four and the Amazing Spider-Man.

STATISTICS

F EX (20)
A EX (20)
S IN (40)
E IN (40)
R PR (4)
I TY (6)
P PR (4)

Health: 120

Karma: 14

Resources: PR (4)

Popularity: 0

BACKGROUND

Real Name: Donald Elbert

Other Known Aliases: None

Occupation: Hired goon

Legal Status: Citizen of the U.S.A. with a criminal record

Identity: Secret

Place of Birth: Cleveland, Ohio

Marital Status: Single

Known Relatives: Kurt (brother)

Base of Operations: New York City

Past Group Affiliations: Employee of Sebastian Shaw

Present Group Affiliation:

KNOWN POWERS

Body Armor: His tough hide gives him Good (10) vs physical and energy attacks.

Resistance to Cold: Ramhorn has Remarkable (30) resistance to cold.

Horns: These horns curl like a bighorn sheep. If he meets another moving object head-on with his horns, he has Incredible (40) body armor for that attack.

Charge: He can charge with Amazing (50) ability, although he only does Incredible (40) damage if he hits.

Climbing: Ramhorn can climb surfaces that are all but vertical at normal movement speed. The only restriction is that there must be sufficient handholds and footholds

TALENTS: Crime and Martial Arts B

CONTACTS: Sebastian Shaw



ADDITIONAL NOTES

Possible Alternate History: According to the adventure in which he first appeared, Ramhorn's powers were supposed to fade over time. But what if they didn't? He could easily continue as a thug for hire or what if he changed his mind and hooked up with a hero group. He could easily be a member of X-Force, become one of the Morlocks or Mutant Resistance Underground. He has plenty of potential for use in a home-grown campaign or even in a group of established heroes or villains.

ROLE-PLAYING NOTES

Mutated to look like a giant man-goat, no one told Donald that there would be no way to transform back once his DNA was altered. He is bitterly angry and would gladly rip the arms off of either Shaw or Malus if given half an opportunity.



HISTORY

Donald Elbert was a one time thug for hire, employed by Sebastian Shaw of the Hellfire club. He was mutated by Dr. Karl Malus and has had to deal with the hateful stares and jeers of the Mutant hating public.

SEAVER, CAMERON

STATISTICS

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

Health: 20

Karma: 66

Resources: EX (20)

Popularity: 0

BACKGROUND

Real Name: Cameron Seaver

Other Known Aliases: None

Occupation: Student

Legal Status: Citizen of the US without a criminal record

Identity: Public

Place of Birth: Unrevealed

Marital Status: Single

Known Relatives: None

Base of Operations: Houston, Texas

Past Group Affiliations: Roxxon Oil

Present Group Affiliation:

KNOWN POWERS

Hyper-Invention: Cameron has the Amazing (50) ability to comprehend, design, and repair complex technological devices.

LIMITATION

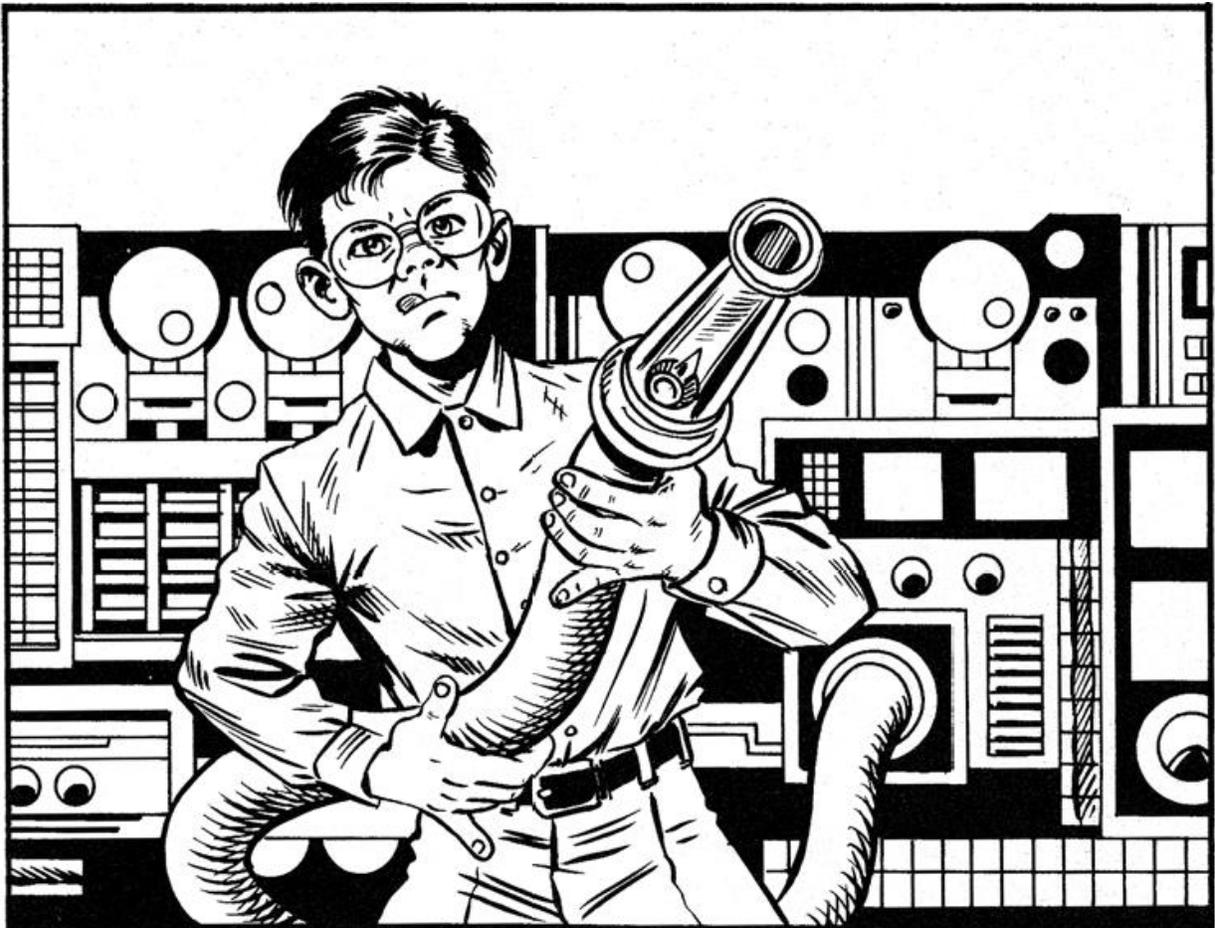
Asthma: Cameron has asthma and requires the use of an inhaler to help when an attack happens. When under major stress, Cameron will suffer an attack, and he will claw at his throat and struggle to breathe. After six rounds, he will begin to lose Endurance ranks at the rate of one per round. Thus, at the end of round nine, his Endurance reaches Shift-0 and he dies. However, the use of the inhaler during the first six rounds will stop the attack and prevent his death.

TALENTS: Cameron is a genius at Computers, Electronics, Engineering, and Physics. He also has the Repair/Tinkering Talent.

CONTACTS: None

ADDITIONAL NOTES

Possible Alternate History: Cameron is a teenager with a vast intellect. He could do or become anything he wanted if he put his mind to it. Maybe he could become a member of the New Warriors, the Champions, The Young Allies, The Runaways, The Young Avengers, Generation X or even the New Mutants! Of course, things might have taken a turn for the bad and he could be a member of the Evil Bastards, the Hellions or some other morally corrupt group of teenagers.





ROLE-PLAYING NOTES

Cameron, while EXTREMELY intelligent, is still somewhat naïve, especially when it comes to social matters.

HISTORY

Cameron's parents realized he was special when he began speaking in complete sentences before he could even walk. Shortly thereafter, Cameron was enrolled in a school for gifted children. Cameron's education was brilliant. At age seven he was tested and found to have one of the top 10 IQs in the world. He graduated college at age 9 and was swiftly hired to work part-time at Roxxon's Experimental Division. In his off hours, Cameron continued his education, eventually receiving doctorate degrees in Physics and Engineering.

TASKMASTER'S ANTI-HERO SQUAD

HISTORY:

Very little is known about the group's history.

ADDITIONAL NOTES

Possible Alternate History: With no background, info or names, this anti-hero group could be the forerunners of Taskmaster's Death Squad. They could in fact be reserve members of the group waiting in the wings for their time to shine.

BOB CAT

STATISTICS

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

Health: 130

Karma: 30

Resources: TY (6)

Popularity: -5

BACKGROUND

Real Name: Unrevealed

Aliases: None

Occupation: Mercenary

Identity: Secret

Legal Status: Unrevealed

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Mobile

Past Group Affiliations: Taskmaster's Anti-Hero Squad

Present Group Affiliations:

KNOWN POWERS

None

EQUIPMENT

Electro-shock claws: Incredible (40) material non-retractable claws, Remarkable (30) damage (Edged and Electrical), connected to an organic battery under his skin.

Body Armor: Remarkable (30) vs. Physical and Energy from super-charged sub-dermal plating under his skin, that also provides Excellent (20) vs. Mental.

Recovery: The super-charged battery under his skin also enhances his body's

ability to recover lost Endurance Ranks daily at, Excellent (20).

Regeneration: The super-charged battery under his skin also enhances his body's ability to recover lost health, Excellent (20).

Talents: Martial Arts E and Crime.

Contacts: Taskmaster

ROLE-PLAYING NOTES

Bob Cat plays at being the tough guy Wolverine really is.

METALLUS

STATISTICS

F TY (6) / PR (4)
A TY (6) / PR (4)
S TY (6) / RM (30)
E GD (10) / AM (50)
R RM (30)
I GD (10)
P GD (10)

Health: 28 / 88

Karma: 50

Resources: TY (6)

Popularity: -5

BACKGROUND

Real Name: Unrevealed

Aliases: None

Occupation: Mercenary

Identity: Secret

Legal Status: Unrevealed

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Mobile

Past Group Affiliations: Taskmaster's Anti-Hero Squad

Present Group Affiliations:

KNOWN POWERS

None

EQUIPMENT

M.E.T.A.L.L.U.S. (Magnetic Energy Transforming Armor Long Lasting Universal System) armored suit: This Remarkable (30) material suit provides a number of powers:

- Body Armor: Good (10) protection vs. Physical/Energy attacks
- Increased attributes: noted above
- Attribute increase: Amazing (50) Endurance FEAT to increase Strength +1CS for each class shift

beyond green. If it overloads, the suit is useless until repaired.

- Magnetic control: Remarkable (30)
 - He can magnetize organic and inorganic objects at Typical (6) for 5 rounds.
 - He can hurl spears of magnetic force which cause severe disruption to mechanical and electronic devices at Remarkable (30) damage,
 - Flight: Good (10) speed.

Body Transformation-Other: Typical (6) Tissue is transformed into metal affected by his magnetic powers (+2CS against transformed target). The effect lasts 30 minutes.

Recovery: Excellent (20) recovery protocols that allow him to recover lost Endurance ranks.

Talents: Repair/Tinker and Crime.

Contacts: Taskmaster

ROLE-PLAYING NOTES

Bright and quick witted Metallus could be something more than a low-level hired gun for Taskmaster, if he put his mind to it.

SHADOW

STATISTICS

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

Health: 120

Karma: 46

Resources: TY (6)

Popularity: -5

BACKGROUND

Real Name: Unrevealed

Aliases: None

Occupation: Mercenary

Identity: Secret

Legal Status: Unrevealed

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Mobile

Past Group Affiliations: Taskmaster's Anti-Hero Squad

Present Group Affiliations:

KNOWN POWERS

Infravision: Amazing (50) ability to see in the dark, up to 5 areas.

Blending: Remarkable (30) ability to blend into backgrounds, shadows and dimly lit corners.

Energy Generation: Remarkable (30) ability and damage upon touching a target, this can be a simple touch, a striking blow or a grappling attack.

EQUIPMENT

None

Talents: Wrestling, Martial Arts B, Acrobatics, Gymnastics and Crime.

Contacts: Taskmaster

ROLE-PLAYING NOTES

Shadow is one of Taskmaster's better students, gaining high marks in the combat classes and the highest marks in the gymnastics class. Dr. Malus endowed him with blending and infravision, and Taskmaster tricked Professor Humble into designing the energy control implants in the palms of his hands. These are triggered by thought command. Taskmaster's science boys have provided him with an unstable molecule suit. Since he is so well-equipped for stealth, Taskmaster intends to make Shadow his number one hit man. He is not the fourth member of the group the player characters see; he has blended into the background, so he is not seen immediately.

SPINNER

STATISTICS

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

Health: 100

Karma: 46

Resources: TY (6)

Popularity: -5

BACKGROUND

Real Name: Unrevealed

Aliases: None

Occupation: Mercenary

Identity: Secret

Legal Status: Unrevealed

Place of Birth: Unrevealed

Marital Status: Unrevealed

Known Relatives: Unrevealed

Base of Operations: Mobile

Past Group Affiliations: Taskmaster's Anti-Hero Squad

Present Group Affiliations:

KNOWN POWERS

Cold Resistance: His body temperature fluctuates so that he can resist cold with Good (10) ability.

Mental Probe: Excellent (20) Spinner finds opponent's weaknesses or fears he exploits during combat.

- The opponent suffers a -1CS against Spinner and Spinner gains a +1CS against his opponent.

EQUIPMENT

Webcasting: Using specially designed wrist jets (using bits of technology from both Spider-Man and Black Widow) that that fire Remarkable (30) Strength webbing upon hardening one round after being fired. 100-foot range and adheres at power rank. It can ensnare anyone in the target site.

- It can form swing-lines to travel 3 areas/turn
- Makes reinforced shields of Monstrous (75) strength
- It makes a hammer-like knob for a charging attack, Incredible (40).

Talents: Acrobatics and Crime.

Contacts: Taskmaster

ROLE-PLAYING NOTES

Spinner makes out like he is some sort of Spider-Man clone, unfortunately for him he lacks the powers, grace and ability of the wall-crawler and frequently takes a beating for it.

STATISTICS

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

Health: 120
Karma: 42
Resources: FB (2)
Popularity: 0

BACKGROUND

Real Name: Mandy Garrett
Other Known Aliases: None
Occupation: Unemployed
Legal Status: Citizen of the US without a criminal record
Identity: Secret
Place of Birth: Unrevealed
Marital Status: Single
Known Relatives: None
Base of Operations: Boulder Colorado
Past Group Affiliations: None
Present Group Affiliation:

KNOWN POWERS

Body Transformation: When in direct contact with earth, she can take the shape of a small hill with a humanoid upper torso, arms, and head. When not touching earth or when unconscious, she must take the shape of a humanoid female made of soil. Mandy cannot transform to her normal human body.

Earth Control: She has the Amazing (50) ability to manipulate dirt, rock, and stone. She can do the following:

- Dig at Typical (6) land speed.
- Raise walls to act as shields equal to their material strength (Excellent (20) for earth, Incredible (40) for stone).
- Move on a wave of earth at Amazing (50) land speed.
- Entrap opponents in pillars of earth or stone at a range of 3 areas.
- Fire rocks that inflict Incredible (40) damage at a range of 8 areas.

Life Support: She has no need to consume air, water, or food.



LIMITATIONS

Water-based attacks act at +3CS against her. In her human shape, all her powers are at -3CS.

TALENTS: None

CONTACTS: None

ADDITIONAL NOTES

Possible Alternate History: Mandy has 'Morlock' written all over her. Change the history, make her an uptown girl who drew the worst mutation ever! She could still be a Morlock even in Colorado, they would have to have some sort of underground even in Colorado.

ROLE-PLAYING NOTES

Bitter and angry about the hand she has been dealt, Mandy lashes out at anyone who tries to invade her personal space or harms those that she has taken a shine to.

HISTORY

While living as a vagrant in a park near Boulder, Colorado, Mandy was attacked by a gang of street toughs. The trauma of the situation released her mutant power. She fused with the soil around her, literally burying her attackers alive. Mandy is now confused, angry, and very dangerous.