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COMICS



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AUTHORITY

# THE **New!** MARVEL<sup>®</sup>-PHILE SECRET WARS 25 YEARS LATER...



# SECRET WARS

## 25 YEARS LATER...

The final issue of the second volume of Marvel's What If...? series featured a story set on the Battleworld of the original Secret Wars series that Marvel did in 1984. The premise of this issue is that the heroes and villains never left Battleworld. Twenty-five years have passed and a truce was made that allowed the heroes and villains to live out their lives together. Various characters ended up in relationships and had children. These children are now in their teens and the son of Dr. Doom decides that it is time for the truce to come to an end. What ensues is a brief but entertaining story of how a group of heroic children battle a group of villainous children.

This issue has long been my favorite of the What If series. I have always wished that Marvel would do more with these characters, but other than a few of them appearing in cameos in the Avengers Forever limited series, Marvel has left these characters alone. It is my hope that creating these stats will give my dreams of further adventures for these characters some reality in game form.

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!



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## STATISTICS

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

**Health:** 190

**Karma:** 60

**Resources:** PR (4)

**Popularity:** 0

## BACKGROUND

**Real Name:** Balder Blake

**Occupation:** Adventurer

**Legal Status:** No legal status on Earth

**Identity:** Secret

**Origin:** Asgardian

**Other Known Aliases:** None

**Marital Status:** Single

**Known Relatives:** Thor (father),  
 Enchantress (mother), Malefactor (half-  
 brother)

**Base of Operations:** Earth-9811

**Past Group Affiliations:** None

**Present Group Affiliation:** Battleworld  
 Avengers

## KNOWN POWERS

**Dense Flesh:** Being the child of two Asgardians, Balder shares the dense flesh common to that race. This provides him with Good (10) protection from physical and energy attacks.

**Magic:** Balder received some training in Asgardian magic from his mother before her death. It is not known to what extent he was able to learn, but it has been stated that he was not diligent in his studies. As such, he seems to have limited spell casting ability. He casts spells with Remarkable ability. To date he has only shown the ability to cast the following spells:

- **Invisibility:** This spell can be used on multiple targets at the same time. Once cast, the targets do not need to be in the same area to remain invisible. If the spell is negated on one target, then it is negated for all affected targets.
- **Shield:** provides spell rank protection from all attacks.

If Bravado knows any other spells, he has not yet shown them. It is possible that he would know all the spells his mother knew. If the Judge agrees, then the player may add these spells to Bravado's list of known spells, otherwise he must learn new spells as normal.



**Talents:** Mystic Origin

**Contacts:** Crusader, Mustang, Torrent,  
 Firefly

## ADDITIONAL NOTES

## ROLE-PLAYING NOTES

Balder is unsure of himself and his abilities, especially his spell casting ability. His unworthiness to lift his father's hammer is at the root of Bravado's self-doubt.

## HISTORY

Balder is the son of Thor and the Enchantress. He is also the half-brother of Malefactor. On his eighteenth birthday he made his third attempt to lift his father's hammer from its ceremonial resting place. He was unable to lift the hammer, which left him disheartened.

Balder was called to a secret meeting by his half-brother, Malefactor. At this meeting Malefactor attempted to recruit Balder to his team. Balder refused and quickly informed his friends. Led by Crusader, the group went to confront Malefactor and his forces.

During the battle, Balder confronted his half-brother. Malefactor's superior mastery of magic proved too much for Balder to overcome. Balder was saved by



the arrival of Crusader, but Malefactor was able to blast her far from Doombase. Balder was able to free himself from the magical bonds placed on him by his half-brother. At that moment Crusader returned wielding Thor's hammer. As the two friends stood to confront Malefactor, they were interrupted by the return of Doctor Doom who spirited his son away.

Balder and his friends then returned home only to be chastised by their parents. When Hulk revealed that he had devised a way home, everyone was overjoyed. The sudden appearance of Uatu the Watcher made the adults reconsider the trip.

Later that night Balder and his friends decided to make the trip anyway. Balder reluctantly agreed that Crusader was right in wielding his father's hammer. On the other side of Hulk's portal, the friends found themselves on an earth overrun by Sentinels.

## STATISTICS

**F**     **RM (30)**  
**A**     **GD (10)**  
**S**     **MN (75)**  
**E**     **AM (50)**  
**R**     **TY (6)**  
**I**     **TY (6)**  
**P**     **GD (10)**

**Health:** 165

**Karma:** 22

**Resources:** PR (4)

**Popularity:** 0

## BACKGROUND

**Real Name:** Trudy Creel

**Occupation:** None

**Legal Status:** No legal status on earth

**Identity:** Secret

**Origin:** Breed Mutant

**Other Known Aliases:** None

**Marital Status:** Single

**Known Relatives:** Absorbing Man (father), Titania (mother)

**Base of Operations:** Battleworld

**Past Group Affiliations:** None

**Present Group Affiliation:** None

## KNOWN POWERS

Absorption: Chokehold has her father's ability to take on the properties of any material she touches, giving her the Strength, Endurance, and body armor equivalent rank of the material she absorbed. (If she grabbed a steel girder, she would gain Remarkable Strength, Endurance, and body armor.) Each time Chokehold changes form, adjust her Health to the new sum of her Fighting, Agility, Strength, and Endurance (in this case Health = 100). Her Strength and Endurance are limited to a maximum of Unearthly (100), even if Chokehold absorbs Class 1000 material. She can remain in her transformed state as long as she wishes. If the absorbed material is holding or emitting energy (such as a battery, steam turbine, or pipe of liquid oxygen), she absorbs the energy properties as well. She absorbs that energy immediately, thereby gaining body armor equal to the damage it would cause. Chokehold is not hurt by the energy she absorbs. She can retain absorbed energy for a maximum of 10 rounds. Chokehold can also absorb physical properties of an object. If she touches a spiked mace, she will get both the strength of iron and spikes. She may enlarge by touching a building. Lastly, Chokehold can take on the physical strength and properties of another character by touching that character. She



can gain Thor's Strength, Endurance, and body armor by touching the Thunder God. She cannot control any new abilities—she could duplicate the Vision's density changes but not control them. Chokehold does not steal the abilities of a person she touches; she merely copies them.

Because Chokehold inherited her mother's vast Strength and Endurance, she does not use her Absorption power as often as her father as most things she absorbs would actually make her weaker. Mostly, Chokehold uses this power defensively to gain protection from attacks when needed.

**Talents:** Wrestling

**Contacts:** None

## ADDITIONAL NOTES

### ROLE-PLAYING NOTES

Chokehold is a reluctant villain. She has a crush on Mustang and Malefactor exploited this to get her to join his team.

### HISTORY

Trudy is the daughter of Absorbing Man and Titania. She has the enhanced Strength and Endurance of her mother, as well as her father's ability to absorb the things she touches.

Trudy has a crush on Mustang, and is a bit worried that he does not return her feelings. After a playful wrestling match with him in which she forced him to say that she was prettier than Sarah, CJ took off for training with his father and left Trudy still unsure of his feelings for her.



Malefactor capitalized on this insecurity to get Trudy to join his villain group.

When the young heroes assaulted Doombase, Trudy confronted Torrent. During the battle, Trudy used her absorption power to withstand Torrent's Lightning bolt. Though she apparently lost the fight as she is shown among the captured villains.

## STATISTICS

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

Health: 140  
 Karma: 66  
 Resources: PR (4)  
 Popularity: 0

## BACKGROUND

**Real Name:** Sarah Rogers  
**Occupation:** Adventurer  
**Legal Status:** No legal status on Earth  
**Identity:** Secret  
**Origin:** Breed Mutant  
**Other Known Aliases:** None  
**Marital Status:** Single  
**Known Relatives:** Steve Rogers (Father), Rogue (Mother)  
**Base of Operations:** Earth-9811  
**Past Group Affiliations:** None  
**Present Group Affiliation:** Battleworld Avengers

## KNOWN POWERS

*Flight:* Sarah inherited her mother's ability to fly at Good air speeds.

## EQUIPMENT

*Unique Weapon (Shield):* Sarah has her father's Shield. This is a Unique Weapon that is made of adamantium and vibranium that created a Class 3000 material. The shield is immune to harm from any damage save that of magic and psionics, though Sarah is still subject to the effects of Stuns and Slams when using it. Due to her enhanced Strength, she is able to do much more damage with the shield than her father could. Sarah inflicts AM (50) damage when hitting with the Shield or IN (40) when using it as a thrown weapon. Her Strength allows her to be able to throw the Shield up to 5 areas. She has shown the ability to have the Shield return to her, but not to the extent that her father is able to do. She may bounce the Shield off one object and have it return. If the object is 1-3 areas away, then the Shield returns the next round. At 4-5 areas, then the Shield returns in two rounds.

*Unique Weapon (Mjolnir):* Sarah was deemed worthy to lift Thor's mystic hammer. This hammer is made of the mystic material Uru which is a Class 3000 material. Sarah causes AM (50) blunt



damage when striking with the hammer, or IN (40) blunt damage when throwing it. The mystical properties of the hammer also provide the following abilities:

- Sarah may throw the hammer up to 10 areas away, with the hammer returning in the following round.
- By throwing the hammer and catching its thong, Sarah may increase her flight Speed to Shift X speeds. As she does not have the same Endurance as Thor to withstand such speeds, she does not do this often. When she does, Sarah must make Endurance FEATs each round after the first to avoid passing out due to the extreme speeds (treat as a Stun effect).
- By spinning the hammer, Sarah may use it as a Shield of Remarkable strength. This shield provides Rank

protection from physical, energy, and magical attacks.

- The hammer provides UN (100) weather control. Sarah can use this power to summon storms and lightning.
- By spinning the hammer, Sarah can create dimensional gateways with UN (100) ability.
- Only those living beings pure of heart may wield the hammer. A worthy being (other than Thor or Crusader) must have at least Remarkable strength and 1000 Karma. If Thor or Crusader become villainous or cowardly, they too must obtain the 1000 Karma level before being able to wield it again. A non-living force with Remarkable strength may also wield the hammer.

**Talents:** Martial Arts A, B, C, D, E, Leadership

**Contacts:** Bravado, Torrent, Mustang, Firefly

#### **ADDITIONAL NOTES**

#### **ROLE-PLAYING NOTES**

Sarah is a natural born leader. She has proven worthy to wield Thor's hammer, although she is sensitive to how this may make Bravado feel. She is quick to take action to right wrongs.

#### **HISTORY**

Sarah is the daughter of Captain America and the mutant Rogue, now known as Carol. She has inherited the ability to fly and slightly enhanced Strength from her mother. From her father she has learned a high moral code as well as great fighting techniques and tactics.

Sarah was present at Balder's latest attempt to lift his father's hammer. She greatly supported him and provided comfort when he was unable to lift Mjolnir. She then helped to keep Balder in the dark about his surprise birthday party.

When Balder informed his friends of Malefactor's intentions of taking over Battleworld, Sarah was quick to bring them together and lead them to put a stop to Malefactor's plans. Her natural leadership and tactical expertise were immediately put to use as she gave orders and battle plans to her friends.

In the battle at Doombase, Sarah was confronted by the Lizard's son Gator. She was able to defeat him with little effort and quickly moved to help Balder face Malefactor. Malefactor hit Sarah with a powerful blast, but she was able to bring her shield up in time to avoid being damaged by the blast. The power of the blast was enough to send her flying away from Doombase and land at the site of the original battlefield where the first generation of heroes and villains had called a truce and set up a memorial that was marked by Thor's hammer.

Sarah was able to lift the hammer and returned to Doombase in time to prevent Malefactor from finishing off Balder. Before Sarah and Balder were able to have their final confrontation with

Malefactor, Dr. Doom returned and whisked his son away.

When Sarah and her friends returned home with the other villainous children in tow, they were disappointed by their parent's less than joyous welcome. The matter was set aside as the newly returned Hulk informed everyone that he had devised a way to return everyone to Earth.

When the return to Earth was postponed due to the sudden appearance of Uatu the Watcher, Sarah and her friends were particularly disappointed. Sarah was convinced that the trip should still be made and led her friends in a late-night attempt to use the device created by the Hulk.

The trip worked and the kids were excited to be on the world they only ever heard about. Their jubilation was cut short when they were attacked by a Sentinel. Sarah was quick to lead the young heroes in fighting the robot. After the battle, Sarah's sense of nobility coupled with the fact that there was no way back to Battleworld led her to decide to help free Earth from the Sentinels. Her friends, inspired by her short speech, agreed to help.

## STATISTICS

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

**Health:** 60  
**Karma:** 18  
**Resources:** PR (4)  
**Popularity:** 0

## BACKGROUND

**Real Name:** Matthew Storm  
**Occupation:** Adventurer  
**Legal Status:** No legal status on Earth  
**Identity:** Secret  
**Origin:** Breed Mutant  
**Other Known Aliases:** Hotshot, Hotstreak  
**Marital Status:** Single  
**Known Relatives:** Johnny Storm (father), Janet Van Dyne (mother)  
**Base of Operations:** Earth-9811  
**Past Group Affiliations:** None  
**Present Group Affiliation:** Battleworld Avengers

## KNOWN POWERS

Shrinking/Fire Generation: Matthew's powers are derived from his parents' powers, but have become tied together. Matthew shares his mother's IN (40) rank shrinking, allowing him to get as small as a ½ inch. Like his mother, this gives him a +2CS to hit, and his opponents a -2CS to hit him. When Matthew shrinks, the powers of his father become evident as he becomes enveloped in flame. This flaming aura grants him the following abilities:

- **Flight:** In shrunken form, Matthew sprouts a pair of fiery insect wings that allow him to fly at GD (10) air speeds.
- **Energy Sheath:** The flame aura around Matthew provides EX (20) protection from physical and energy attacks. Also, those making physical contact with him will take EX (20) fire damage.
- **Fire Generation:** Matthew is able to shoot blasts of fire up to 3 areas away that cause RM (30) fire damage.

## LIMITATIONS

Matthew's flames require oxygen to work. If all of the oxygen is removed from his area, then his flames will extinguish, and he will immediately pass out (no Endurance FEAT).

**Talents:** Aerial Combat



**Contacts:** Crusader, Bravado, Mustang, Torrent

## ADDITIONAL NOTES

## ROLE-PLAYING NOTES

Matthew is a bit cocky at times, but is also a hesitant hero. He is not always sure about the actions that should be taken, often wondering if the group should inform their parents first. Now trapped on Earth-9811, he will need to find confidence in himself and his teammates.

## HISTORY

Matthew is the son of Human Torch and the Wasp. He has inherited powers from both of them in a unique fashion that intertwines the use of those powers.

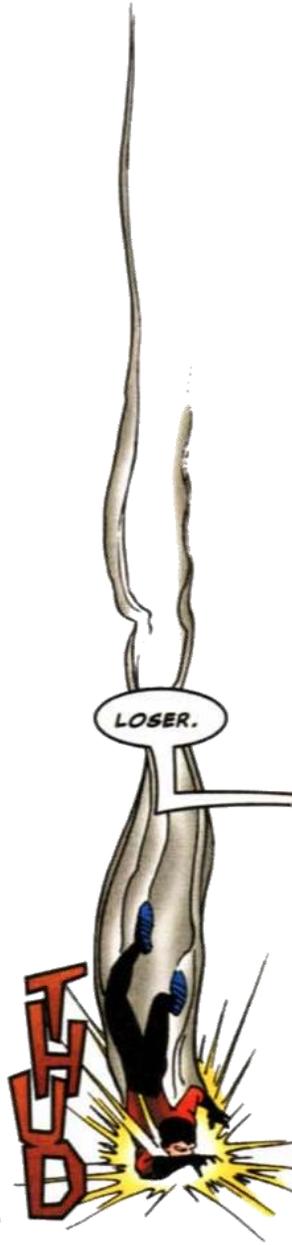
Matthew is a bit of a bully when it comes to Moleculon. On the day of Balder's surprise birthday party, Matthew and his girlfriend, Becky, were enjoying some time together in the mountains. Tucker Reece, a.k.a. Moleculon, was

there and Matthew and Becky teased him about his facial scars and powers.

Later, when the hero children got together to confront Malefactor, Matthew was reluctant to get involved. He thought the group should tell their parents what was going on. He was overruled, and went along.

During the battle, Matthew came into conflict with Moleculon. The battle did not go well for Matthew as Moleculon was able to pull all the oxygen from around Matthew. This instantly extinguished Matthew's flames and rendered him unconscious. Matthew would have been squashed under Moleculon's boot, except for the timely arrival of the Hulk.

When Sarah decided to lead the young heroes to earth, Matthew was reluctant to go along. Once again, he voiced that they should inform their parents. Still, he went along with them and agreed to join in the fight to rid the Earth of Sentinels.



## STATISTICS

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

Health: 150  
 Karma: 46  
 Resources: PR (4)  
 Popularity: 0

## BACKGROUND

**Real Name:** Gator  
**Occupation:** None  
**Legal Status:** No legal status on earth  
**Identity:** Secret  
**Origin:** Breed Mutant  
**Other Known Aliases:** None  
**Marital Status:** Single  
**Known Relatives:** Dr. Curtis Connors (father)  
**Base of Operations:** Battleworld  
**Past Group Affiliations:** None  
**Present Group Affiliation:** None

## KNOWN POWERS

**Armor Skin:** Gator's scaled hide provides him with Excellent (20) protection from physical attacks.

**Tail:** Gator can use his powerful tail to attack opponents. He can only strike those behind him, and the attack is made at -2CS. If struck, then the target takes Monstrous (75) blunt damage.

**Talents:** None exhibited

**Contacts:** None

## ADDITIONAL NOTES



## ROLE-PLAYING NOTES:

Gator is stronger and smarter than his father. He prefers to live in swamp-like environments.

## HISTORY

Little is known about Gator other than that his father was the Lizard. During the battle between the two groups of Battleworld children, Gator confronted Crusader. Though he initially overpowered her, Crusader was able to overcome Gator. He was last seen among the captured villainous children.



## STATISTICS

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

**Health:** 120

**Karma:** 120

**Resources:** PR (4)/MN (75) using  
 Doombase resources

**Popularity:** 0

## BACKGROUND

**Real Name:** Vincent Von Doom

**Occupation:** Would be world conqueror

**Legal Status:** No legal status on earth

**Identity:** Secret

**Origin:** Half-Asgardian, High-Tech,  
 Sorcerer

**Other Known Aliases:** None

**Marital Status:** Single

**Known Relatives:** Dr. Doom (father),  
 Enchantress (mother), Bravado (half-  
 brother)

**Base of Operations:** Battleworld

**Past Group Affiliations:** None

**Present Group Affiliation:** None

## KNOWN POWERS

**Armor:** Malefactor possesses armor of similar design as his father's. The armor provides Incredible (40) protection from physical attacks. The armor also provides the following:

- **Force Beams:** Amazing (50) force blasts from his gauntlets.
- **Air Supply:** Since the armor covers his nose and mouth, it is presumed that it can provide a 4 hour supply of breathable air like his father's.

**Magic:** Malefactor received extensive training in magic from both his mother and father. He possesses Amazing spell casting ability. Thus far he has shown the ability to cast the following spells:

- **Eldritch Blast:** Blasts of magical energy.
- **Illusions:** Spell rank ability to create false images of himself.
- **Dispel:** Spell rank ability to cancel the effects of other spells.
- **Entrapment:** Spell rank magical bonds.

If Malefactor knows any other spells, he has not yet shown them. It is possible that he would know all the spells his mother knew. If the Judge agrees, then the player may add these spells to Bravado's list of known spells, otherwise he must learn new spells as normal.



## EQUIPMENT

Having taken control of his father's fortress on Battleworld, it can be assumed that Malefactor has access to all of the technology and gadgets that would be present in that fortress. MHSP 1: Marvel Super Heroes Secret Wars would be a good resource for determining the types of gadgets that may be available to Malefactor. If this resource is not available, then the Judge may assume that Malefactor has the ability to produce any device needed for game plot purposes that has up to Remarkable effect.

Malefactor does have his own army of modified Doombots. These Doombot appear to be a blend of Doom and Ultron designs and are presumed to be built using the available alien technology present in Doombase. The Doombots have the following abilities:

F A S E R I P  
 EX EX EX RM EX EX EX

These Doombots have Remarkable Body Armor and can project blasts of either radiation, electricity, or flame that cause Amazing damage.



**Talents:** History, Mystic Origin, Occult Lore, Military, Engineering, Resist Domination

**Contacts:** None

#### **ADDITIONAL NOTES**

Because Malefactor is part Asgardian, his enhanced Strength and Endurance are a reflection of this rather than an increase provided by his armor.

upset that his son had failed to defeat the young heroes and even more upset that Victor had tried to assassinate him. Dr. Doom teleported away with his son promising that Victor would pay.

#### **ROLE-PLAYING NOTES**

Malefactor is arrogant and vengeful. He desires to rule all of Battleworld and possibly more. He is resentful of his half-brother Bravado.

#### **HISTORY**

Vincent has spent his life in Doombase being educated by Ultron and studying famous earth rulers. Before her death, Victor's mother also taught him Asgardian Magic. His studies, coupled with the fact that his father is Dr. Doom led Victor to believe he was destined to rule Battleworld. Victor confronted his father and apparently disintegrated him with a massive blast of energy.

Victor then set about recruiting the children of other villains to his cause. He even attempted to recruit his half-brother, Balder. He asked Balder to bring his friends and join in taking over Battleworld. Balder refused and said that he and his friends would stop Victor.

Victor was ready for the young heroes to attack Doombase and easily saw through and dispelled the invisibility spell cast by Balder to sneak into the castle. Victor easily overcame Balder because of his superior spell casting ability. When Crusader attempted to come to Balder's aid, Victor blasted her and sent her flying from Doombase.

While Victor had his half-brother held in magical bonds, he revealed that he had already started his invasion of Battleworld. He had created an army of new Doombots and sent them to attack the adults.

As Victor gloated, Balder freed himself and Crusader returned wielding Thor's hammer. Before the two could confront Victor, his father appeared. Dr. Doom revealed that he had not been killed by Victor's blast but had merely teleported away. Dr. Doom was greatly

## STATISTICS

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

**Health:** 60

**Karma:** 56

**Resources:** Virtually Unlimited due to his ability to create nearly anything with his power

**Popularity:** 0

## BACKGROUND

**Real Name:** Tucker Reece

**Occupation:** None

**Legal Status:** No legal status on earth

**Identity:** Secret

**Origin:** Breed Mutant

**Other Known Aliases:** None

**Marital Status:** Single

**Known Relatives:** Molecule Man (father), Volcana (mother)

**Base of Operations:** Battleworld

**Past Group Affiliations:** None

**Present Group Affiliation:** None

## KNOWN POWERS

**MOLECULAR CONTROL:** Tucker Reece has Class 1000 control over all molecules. He can mentally transform, rearrange, or convert molecules as he wishes, making items of Class 1000 strength or complexity. This includes materials that are normally impervious due to force fields or Class 1000 material (such as Captain America's shield or Thor's hammer). All uses of his power require a successful Psyche FEAT roll.

Tucker has stated that altering living tissue, such as removing the scars on his face, requires "too much concentration." He is able to alter living matter with a Yellow Psyche FEAT, but must maintain the change each round with another Yellow Psyche FEAT.

Tucker has displayed an ability to fire blasts of energy from his hands. As this is a function of his power, the intensity of those blasts is determined by the color of his Psyche FEAT. To shoot a blast of Remarkable or less is a Green FEAT, Incredible is a Yellow FEAT, Amazing to Unearthly requires a Red FEAT. Because Tucker has Class 1000 control, he could conceivably create blasts up to that rank, but his low Psyche would make this difficult. At the Judges discretion, Tucker



can create blasts over Unearthly intensity with a perfect 100 roll on the Psyche FEAT. No Karma should be allowed to be spent on this roll.

use his powers to knock Matthew out. He was then going to crush Matthew under his foot like a bug, but was stopped by the return of the Hulk.

**Talents:** None

**Contacts:** None

## ADDITIONAL NOTES

## ROLE-PLAYING NOTES

Tucker has a bit of a chip on his shoulder. He despises Firefly who has bullied him in the past.

## HISTORY

Tucker is the son of Molecule Man and Volcana. He tried his best to befriend the other children of Battleworld. He desperately wants to prove himself, but the others seem to shun him. Matthew Storm (Firefly) bullied Tucker, which left him angry and resentful. This made it easy for Malefactor to recruit Tucker to his cause.

During the battle between the two groups of Secret Wars children, Tucker confronted Matthew. Tucker was able to



## STATISTICS

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

**Health:** 150

**Karma:** 26

**Resources:** PR (4)

**Popularity:** 0

## BACKGROUND

**Real Name:** Clint Barton Jr.

**Occupation:** Adventurer

**Legal Status:** No legal status on Earth

**Identity:** Secret

**Origin:** Breed Mutant

**Other Known Aliases:** CJ

**Marital Status:** Single

**Known Relatives:** Clint Barton (father), Jeniffer Wlaters (mother), Bruce Banner (2nd cousin)

**Base of Operations:** Earth-9811

**Past Group Affiliations:** None

**Present Group Affiliation:** Battleworld Avengers

## KNOWN POWERS

**Body Armor:** The green skin that CJ inherited from his mother gives him GD (10) protection from physical and energy attacks.

**Resistances:** CJ has some of the same natural resistances that his mother does, to a lesser extent. CJ receives GD (10) resistance to Heat, Cold, and Disease.

## EQUIPMENT:

**Bow and Arrows:** CJ has a bow and specialty arrows similar to his father's. Due to his enhanced Strength, CJ's bow has a 10-area range and only those with Remarkable or better Strength can pull back the drawstring. He has the same unique quiver as his father that allows him to carry 36 shafts. 12 are standard shafts that cause EX (20) blunt damage. 6 are broadheads that cause EX (20) edged damage. The remainder may be equipped with specialty heads. He has the following specialty heads:

- Explosive: AM (50) damage to all in 1 area.
- Tear Gas: EX (20) intensity in 1 area, Failed FEAT vs. the intensity means that those affected can take no actions other than movement until they leave the area, nor for one round after leaving that area.

- Electro-arrow: AM (50) electrical damage.
- Smoke Bomb: covers one area in smoke.
- Sonic: EX (20) intensity sonic attack that stuns all in one area for 5 rounds.
- Flare: Lights 2 areas with Remarkable intensity light.
- Acid Arrow: RM (30) intensity.
- Cable: IN (40) strength line with a 3 area range.
- Putty: RM (30) strength adherence. Can carry a line up to 2 areas.
- Bola: Successful hit indicates target is grappled by IN (40) Strength cable.
- Net: Successful hit indicates all targets in area bound by RM (30) Strength net.
- Rocket: Range of 15 areas, may use with other heads.
- Boomerang: Returns to firer in one round.

**Talents:** Bows, Marksman

**Contacts:** Crusader, Bravado, Torrent, Firefly

## ADDITIONAL NOTES

## ROLE-PLAYING NOTES

Mustang is a bit brash and cocky. He is loyal to his friends. He enjoys adventure and having fun. He may have feelings for Trudy Creel (Chokehold). Mustang's strength gives him more confidence in hand-to-hand combat than his father, but he still prefers to use the bow.

## HISTORY

Clinton Barton, Jr. or CJ for short is the son of Hawkeye and She-Hulk. He has inherited heightened Strength, Endurance, and resistances from his mother. He has also become an excellent bowman thanks to his father's training.

CJ was present during Bravado's attempt to lift his father's hammer. While he joked about the situation, he was truly disappointed for his friend and reassured him that one day he would be able to lift the hammer.

Later, CJ was spending time with Trudy Creel, a.k.a. Chokehold. It seemed that CJ may have feelings for her, but Trudy thought that he may like Sarah as well. After losing a playful wrestling match to Trudy, CJ left to practice the bow with his father.



When Sarah brought the young heroes together to put a stop to Malefactor, CJ was a more than willing participant. During the battle, CJ attempted to ambush Raze while under Balder's invisibility spell. Malefactor dispelled the invisibility before CJ could attack Raze. Raze was able to avoid the ambush and clobber CJ. Given that the young heroes ultimately win the battle, it



is assumed that CJ was somehow able to overcome Raze.

CJ was just as disappointed as Sarah when their parents were not proud of the young heroes for putting a stop to Malefactor's plans. When Sarah leads the group through the portal to earth, CJ is once again eager to join her. Once on Earth, CJ wanted to explore the place before setting out to find a way back to Battleworld. Unfortunately, they were immediately set upon by a Sentinel. CJ was, once again, more than willing to join Sarah in her cause.

## STATISTICS

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

Health: 130  
 Karma: 22  
 Resources: PR (4)  
 Popularity: 0

## BACKGROUND

**Real Name:** Teddy Garthwaite  
**Occupation:** Bully  
**Legal Status:** No legal status on earth  
**Identity:** Secret  
**Origin:** Magically Altered  
**Other Known Aliases:** None  
**Marital Status:** Single  
**Known Relatives:** Dirk Garthwaite (father)  
**Base of Operations:** Battleworld  
**Past Group Affiliations:** None  
**Present Group Affiliation:** None

## KNOWN POWERS

*Dense Flesh:* Like his father, Raze has Excellent (20) body armor.

## EQUIPMENT

*Wrecking Bar:* Raze possesses his father's enchanted wrecking bar. The bar's enchantment gives it Unearthly material strength. His youth means he is not as skilled in its use, so he does not get a bonus to his Fighting when using it like his father does.

*Wrecking Ball:* Raze also carries Thunderball's wrecking ball. It is made of Remarkable material. Again, his youthful inexperience means that he does not gain the bonus to Fighting when using it like Thunderball does.

**Talents:** None shown

**Contacts:** None

## ADDITIONAL NOTES

## ROLE-PLAYING NOTES

Raze is a bully. He is a bit of a loner and does not get along with others well.

## HISTORY

Raze is the son of Wrecker and an unknown mother. Not much is known about Raze. During the battle at Doombase, Raze is briefly seen fighting



Mustang. It is presumed that he lost the battle as he is next seen among the captured Villainous children.



## STATISTICS

**F** EX (20)  
**A** RM (20)  
**S** TY (6)  
**E** IN (50)  
**R** EX (6)  
**I** MN (75)  
**P** IN (30)

**Health:** 96

**Karma:** 111

**Resources:** PR (4)

**Popularity:** 0

## BACKGROUND

**Real Name:** Kendall Logan

**Occupation:** Adventurer

**Legal Status:** No legal status on Earth

**Identity:** Secret

**Origin:** Breed Mutant

**Other Known Aliases:** None

**Marital Status:** Single

**Known Relatives:** Ororo Munroe (mother), Logan (father), Unnamed brother

**Base of Operations:** Earth-9811

**Past Group Affiliations:** Mobile

**Present Group Affiliation:** Battleworld Avengers

## KNOWN POWERS

*Weather Control:* Kendall has the mutant ability to manipulate existing weather patterns with AM (50) ability. She has developed the following power stunts:

- Create storms with rank ability.
- Summon lightning or shoot it from her hands for AM (50) damage. She may also form lightning into claws similar to her father's. These claws allow Torrent to inflict energy damage in melee combat. Torrent resorts to the use of the claws when she becomes angered.

*Flight:* Kendall is able to fly by creating and riding strong wind currents. She can fly at RM (30) air speeds.

*Healing Factor:* Kendall has inherited her father's mutant healing abilities. This grants her the following:

- Regeneration: RM (30)
- Recovery: UN (100)
- Resistances: UN (100) vs. Toxins and Disease.

*Heightened Senses:* Kendall's senses of smell and hearing have been greatly increased which reflects her high Intuition rank. Should she be deprived of these senses, then her Intuition will drop to Feeble until she regains their use.



*Berserker:* When Torrent gets angered, she enters a berserker rage similar to her father. The Judge will determine when circumstances are such that Torrent may become angered. A Psyche FEAT is required to avoid the rage. The color of the FEAT required is also determined by the Judges based on the situation that is possibly angering Torrent.

**Talents:** Martial Arts A, B, C, D, E, Resist Domination, Trivia (Pre-Secret Wars Mutant history)

**Contacts:** Crusader, Bravado, Mustang, Firefly

## ADDITIONAL NOTES

## ROLE-PLAYING NOTES

Torrent is a student of Professor Xavier and has spent much time learning from him about what things were like for mutants before the beginning of the Secret Wars. She longs to have the same connection with a planet that her mother had with Earth. She also shares her father's tendency to go berserk in battle.

## HISTORY

Kendall is the daughter of Wolverine and Storm. She has inherited the abilities of her parents, but is still learning the extent of her weather control abilities.

During Balder's birthday party, Kendall did like she often does and spent time alone with Professor Xavier. She expressed to him that she wanted to have a connection to a planet like her mother had with the planet Earth.

Kendall was a willing participant in the attack on Doombase. She was even eager for the use of their parent's old



battle cry, "Avengers Assemble!" During the battle, Kendall confronted Chokehold. Kendall attempted to strike Chokehold with a lightning bolt, but Chokehold's absorption powers took in the energy of the bolt and transformed her into a being of pure energy. When Chokehold taunted Kendall, the rage Kendall inherited from her father kicked in and she rushed Chokehold with her Lightning Claws. She must have won the battle because Chokehold is among the defeated villains.

Kendall joined the other young heroes in their trip to Earth. After the attack by the Sentinel, Kendall's knowledge of mutant history taught to her by Professor Xavier leads her to the assumption that what started as a hunt for mutants has turned into an all out take over of earth by the Sentinels. When the heroes decide to stay, Kendall believes it is a worthy cause.