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2022

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BY THE
COMICS
CODE



AUTHORITY

THE **CAT**



**SHE STALKS
BY NIGHT!**
INTRODUCING:
MARVEL'S NEWEST
ACTION BOMBHELL!!

THE
HOUR HAS
COME--

--FOR THE CAT TO
STRIKE!!

HOW
DID A
BEAUTIFUL
GIRL GAIN THE
UNCANNY POWERS
OF A
**KILLER
BEAST??**



THE ^{New!} MARVEL®-PHILE



Another issue in our fabulous female heroes series of the 70s, this time featuring Greer Grant-Nelson – aka The Cat! This is, of course, before she became Tigra, but who doesn't want to see more of this furry female? Plus, given the fact that Mal Donalbain created more than one Cat costume, who knows who else may don the garb of the Cat and go adventuring (or even get up to some mischief)?

By the way, for more awesome Cat info, check out Issue #1 of The New Marvel-Phile for updated stats on Patsy Walker, Hellcat, as well as Issue 50, which features the Cat People as a playable race!

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 to themarvelphile@gmail.com!

Please enjoy and feel free to give us feedback!



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All illustrations by the Marvel bullpen.

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STATISTICS

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

Health: 56 / 100
Karma: 56
Resources: GD (10)
Popularity: +5

BACKGROUND

Real Name: Greer Grant-Nelson

Occupation: Lab assistant, student and adventurer.

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

Identity: Secret

Place of Birth: Chicago, Illinois.

Marital Status: Widowed

Known Relatives: Gregson and Janet Grant (Parents), William Nelson (husband, deceased)

Base of Operations: Chicago, Illinois.

Past Group Affiliation: None

Present Group Affiliation:

KNOWN POWERS

Enhanced Hearing: PR (4)

Empathy: GD (10) ability to detect the emotions of others, she communicates with cats and cat-like creatures using this power at +2CS.

EQUIPMENT

Cat Costume: The costume is specifically designed to grant the following abilities:

- Ability Enhancement: Agility, Strength and Endurance are raised by +2CS, w/out the suit they return to normal levels and health drops respectively.
- Enhanced Hearing: +2CS.
- Infra vision: GD (10), 5 area range.
- Cable Claw: RM (30) material cable with grappling hook, 1 Area Range. It can be used to snare objects with a Green or better Agility FEAT Roll.
- Claws: RM (30) Material Strength retractable claws on gloves and boots. They do EX (20) Edged Damage.
- Wall-Crawling: FB (2) Rank and Speed due to her glove and boot claws. On vertical surfaces only.

Talents: Biology and First Aid.



Contacts: Professor Tumolo and the University of Chicago.

ADDITIONAL NOTES

ROLE PLAYING NOTES

Greer is proud and determined to live her own life. Although she's not a full-fledged feminist like Tumolo, Nelson is sympathetic to the women's lib movement. She wants to stand on her own two feet as a liberated woman. She sometimes wishes her husband were still alive so she could turn to him for support. But she dislikes feeling that way. Like many heroes of the 1970s, the Cat spouts hip, bad, and now dated repartee. This... peppy style sometimes bordered on the nonsensical for those, mmm, too square to dig that rap.

Greer is kind and empathic, even before her empathic sense was enhanced. Thus, she could sometimes be played for a sucker. She's loyal to a fault and taking care of the wounded Dr. Tumolo consumes a lot of her time. She dated Tumolo's handsome lawyer, Ben Richards, but her true love was the Cat. Greer felt a craving for adventure and danger and, like her namesake, developed an intense curiosity.

HISTORY

Born the only daughter to Gregson and Janet Grant, Greer Grant lived in Chicago all her life, and eventually fell in love with a policeman, William Nelson while attending her sophomore year of college. As Will was protective of her, wanting to be the hero in their relationship, Greer chose to drop out of college to be a housewife. However, when they came upon a robbery in progress after a night out, Will was fatally shot and died in her arms. Being unable to afford her home and unable to get a job due to her dropping out, she found good luck in becoming the laboratory assistant to Dr. Joanne Tumolo, her college professor.

Out of financial desperation, Dr. Tumolo accepted private funding for her project from Malcolm Donalbain, an eccentric who planned to use her conditioning equipment in his nationwide chain of health clubs. Not trusting the test subject that Donalbain had coerced her to use, Tumolo had Greer secretly undertake the experiment alongside Donalbain's test subject, Shirlee Bryant, and Greer Nelson emerged from the treatments with superhuman physical capabilities, and heightened senses. However, after Tumolo discovered Shirley dressed in one of Donalbain's specially designed cat costumes, Bryant died in a test of her abilities. After Donalbain had his henchmen set off explosives in the laboratory staged like an accident, Tumolo was injured. Believing her mentor to be dead, Greer was determined to stop Donalbain's plans, she donned a stolen costume, and went calling herself the Cat. She thwarted Donalbain's plans, but due to his intense fear of being touched, he committed suicide. Sometime after this, Greer learned that Tumolo wasn't killed but rather hospitalized for apparent brain damage. During this time, Greer continued as the Cat and pursued a

very brief career under the alias as a crime-fighter, operating mostly within the Chicago area.

Following the Man-Killer after her assassination of the Mayor of Chicago, Greer barely survived their inaugural encounter, and ventured to New York hot on her trail. As most men would dismiss her, Greer had a short "spar" with Spider-Man over the city to prove her abilities. After informing Spider-Man of her mission, he gladly joined her, and the pair ventured to Harlem to stop Man-Killer's attack on a power plant, but lost sight of her after immobilizing her compatriots. When plant manager Watkins informed the heroes that Man-Killer escaped with radioactive materials, Spider-Man intercepted her, and following a short skirmish, The Cat informed Man-Killer that her exo-suit was designed by men from A.I.M. which caused the villain to go into a rage, then a mindless state upon the realization.

Unbeknownst to Greer, Tumolo was a member of the Cat People, a race of humanoids magically evolved from cats in Europe during the Middle Ages. Prior to the explosion, Donalbain had engineered, Tumolo had become aware of a Hydra plot to steal an ancient bacterial culture developed by her

ancestors: The Black Death. Hydra had discovered Tumolo's secret ancestry and suspected her of possessing the formula for "The Final Secret," but Tumolo had feigned brain damage to evade them, however they abducted her from her private home during her 'recovery'. Greer donned her Cat costume and pursued them. Hydra agents fled from the Cat's attack, but during the confrontation managed to shoot her with "alpha radiation." To save Greer's life, Tumolo and the Cat People mystically transformed her into the legendary half-human, half-cat warrior they called the Tigra. As Tigra, Greer helped the Cat People defeat the Hydra agents.

For further history, check out her GHotMU entry in MU4, page 129!



STATISTICS

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

Health: 24
Karma: 40
Resources: GD (10)
Popularity: 0

BACKGROUND

Real Name: Joanne Tumolo
Occupation: Scientist.
Legal Status: Citizen of the Cat People, status unknown.
Identity: Secret
Place of Birth: The Land within.
Marital Status: Single
Known Relatives: None known.
Base of Operations: Chicago, Illinois while on Earth.
Past Group Affiliation: Tigra and the Cat People.
Present Group Affiliation:

KNOWN POWERS

Joanne was a member of the Cat People race, she should have all their standard powers, however we never saw her utilize them in any way.

EQUIPMENT

Transformative equipment: This machine allows Joanne to create Hybrid Cat people.

Talents: Medicine, First Aid, Biology and Electronics. She would also have Mystic Background and Occult Lore.

Contacts: The Cat People and Tigra

ADDITIONAL NOTES

For more information on the Cat People, see The New Marvel-Phile, issue 50!



ROLE PLAYING NOTES

Joanne cared for Greer and her people, wanting what was best for both.

HISTORY

Joanne Tumolo was a member of the Cat People, living disguised as a human scientist doing research on the motor response at the University of Chicago. Malcolm Donalbain helped her finance a private experiment she was conducting, to allow any woman to totally fulfill her physical and mental potential, eventually turning her lab assistant Greer Grant into the superhero the Cat.

When Grant was shot with an alpha radiation weapon while defending Dr. Tumulo from a kidnapping attempt by Hydra agents, the doctor arranged for the Cat People to transform Greer into one of them. She became Tigra. After her transformation, Tumolo brought Tigra to Professor Leon to expose her to a process that would allow her to take human form.

While conveying a device to reverse Tigra's transformation that Professor Leon had created, Dr. Dannemiller was ambushed and killed by Tabur. Dr. Tumolo sacrificed herself to warn Tigra that Tabor had hijacked the device.



"DONALBAIN WANTED TO ENSLAVE WOMEN. HIS PLANS COST SHIRLEE HER LIFE.

"HE TRIED TO MURDER DR. TUMOLO TO KEEP HER FROM EXPOSING HIM.

"I BECAME THE CAT TO BRING HIM TO JUSTICE..."

"...A JUSTICE HIS SUICIDE BLUNTED.

"THEN THE OWL KIDNAPPED DR. TUMOLO..."

"...AND SUMMARILY STOLE HER MIND.

"OH, THE CAT CONTINUED TO BATTLE EVIL..."

DONALBAIN, MAL

STATISTICS

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

Health: 24
Karma: 26
Resources: RM (30)
Popularity: 0

BACKGROUND

Real Name: Malcolm "Mal" Donalbain
Occupation: Businessman and Hunter
Legal Status: Citizen of the United States with no criminal record.
Identity: No dual identity.
Place of Birth: Unrevealed.
Marital Status: Single.
Known Relatives: Zabo Donalbain (brother)
Base of Operations: Chicago, Illinois.
Past Group Affiliation:
Present Group Affiliation:

KNOWN POWERS

None

LIMITATIONS

Phobia: Donalbain has a phobia of being touched. He must make a Psyche FEAT to keep his temper.

Temper: Donalbain has a violent temper and it takes very little to set him off, on a Psyche FEAT of anything less than Red, he will become enraged and violent.

EQUIPMENT

Mind control collar: EX (20) control over the wearer, compelling them to follow his orders.

Talents: Business/Finance, Hunting, Guns and Crime.

Contacts: Zabo, his brother.

ADDITIONAL NOTES



ROLE PLAYING NOTES

Donalbain is a haughty psycho looking down his nose at the whole world. His terrible phobia has warped his sexuality. He wants to control fantasy women with great physical power to quench these proclivities. He hates being frustrated by anybody and will threaten at the drop of a hat.

HISTORY

Malcolm Donalbain hired Shirlee Bryant as a spokesmodel for his new chain of health emporiums. Although she was "arm candy," he suffered from severe haphophobia so she had to strictly avoid touching him. When he met with Dr. Joanne Tumulo looking for some amelioration for her research on the motor response at the University of Chicago, she was unable to help due to dwindling funds. However, he became fascinated with a private experiment she was conducting to allow any woman to totally fulfill her physical and mental potential and agreed to subsidize it.

When the experiment was ready, he insisted Shirlee be her first subject, contrary to Dr. Tumulo's plans to have her lab assistant, Greer Nelson be first. Donalbain was unaware that after Dr. Tumulo threatened to cancel the experiment, Greer volunteered to secretly undergo the treatments alongside Shirlee.

Donalbain had Shirlee use her new eidetic memory to recall and duplicate the doctor's equipment, having planned to eliminate Tumulo and Greer once he had his own conditioning machine. To further his plans for Shirlee, he had her dressed in a cat-like uniform, to be the first of an army of enhanced women who would carry out his orders. Although Shirlee objected to the "Halloween costume," she wore it after gifting her with a studded choker, really a "will nullifier" that reduced Shirlee into zombie-like obedience. Completely enthralled, he ordered Shirlee to climb to the top level of the six-story atrium using

her uniform's claws to dig into the beams. But after he ordered her to cast her claw-hook and swing across to the other side, only for her to fall to her death.

Unable to determine if the equipment malfunctioned or if Shirlee's diminished condition led to her failure, but Donalbain raved that she was incompetent and aimed create as many more prototypes as he needed. Meanwhile, Donalbain was unaware that a dissatisfied Dr. Tumulo was determined to end the experiment and arrived just in time to observe Shirlee's death, taking one of the Cat uniforms as evidence and returned to her lab to recount events to Greer. With Tumulo in her lab, Donalbain ordered his men to cause an explosion staged as an accident. The only thing that survived was the safe containing the Cat uniform, which was later donned by Greer Nelson who stopped Donalbain's plan. Confronted and taunted by The Cat, Donalbain shot himself in the head with his own pistol rather than let her touch him.

ZABO DONALBAIN

STATISTICS

F EX (20)
A TY (6)
S RM (30) / AM (50)
E RM (30) / AM (50)
R FB (2) / PR (4)
I FB (2) / PR (4)
P FB (2) / PR (4)

Health: 86 / 126
Karma: 6 / 12
Resources: FB (2)
Popularity: -5

BACKGROUND

Real Name: Zabo Donalbain.
Occupation: Enforcer
Legal Status: Citizen of the United States with no criminal record.
Identity: No dual identity.
Place of Birth: Unrevealed.
Marital Status: Single
Known Relatives: Mal Donalbain (brother, deceased)
Base of Operations: Mobile, formerly Chicago Illinois.
Past Group Affiliation: Enforcer for his brother's criminal empire.

KNOWN POWERS

Body Armor: GD (10) vs. Blunt and unarmed attacks.
 Growth-Permanent: 7 1/2 feet tall and almost 400 lbs. +1CS to be hit.

Talents: Martial Arts B and E, Crime.

Contacts: While his brother was alive, he had him as a contact.

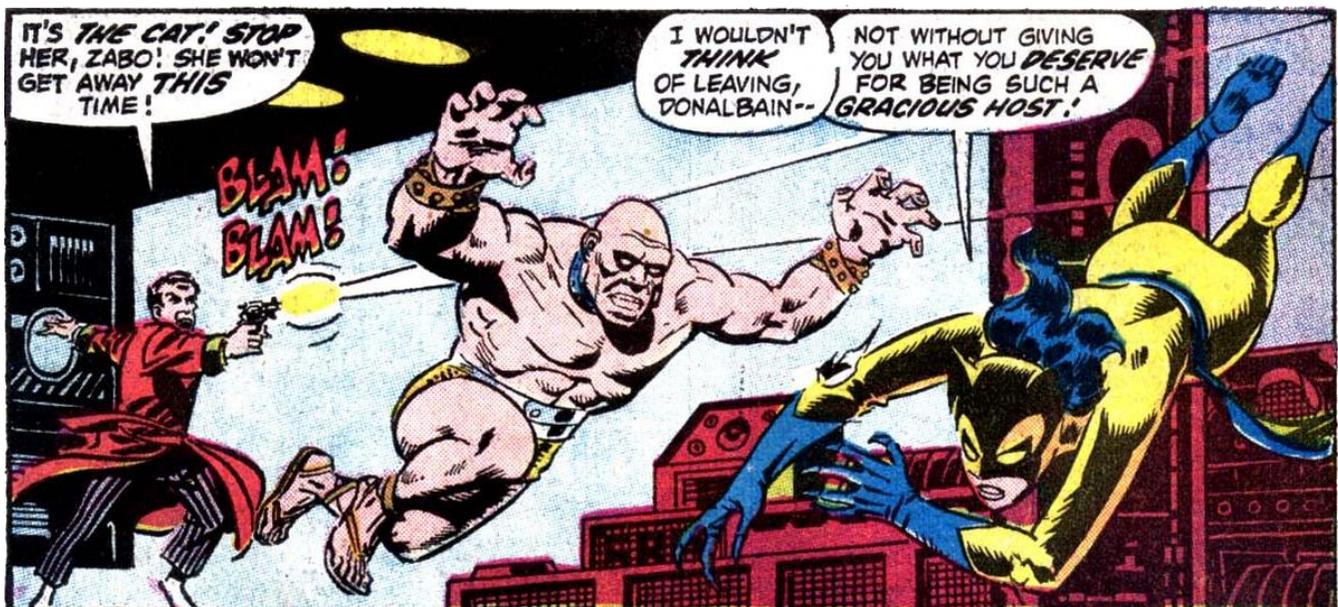
ROLE PLAYING NOTES

At first Zabo was completely silent and seemed mind controlled. After he came back, he wasn't an intellectual powerhouse either, but had basic reasoning skills and sensitivity. And he could at least talk and read.

HISTORY

Zabo was working as the bodyguard of Malcolm Donalbain who was providing financial support to Dr. Joanne Tumolo to help in building her machine that provides the greatest potential of women; the machine would make the women who used it both stronger and smarter. Unbeknownst to Dr. Tumolo, Malcolm had been recreating the machine, his goal being to use the machine along with the Will Nullifier to create perfect amazonian women that worked for him. Greer Grant under the guise of the Cat decided to foil Malcolm's plans after he had his men kill Dr. Tumolo, during the confrontation Greer threw Zabo across a room filled with the recreated machine of Dr. Tumolo where Zabo landed on part of the equipment causing it to explode where he was assumed to have died.

He showed up years later to have a second brief encounter and was able to hold his own against Spider-Man and Tigra before escaping to freedom.



STATISTICS

Exo-Skeleton I (Classic-1973-1980)

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

Health: 106
 Karma: 30
 Resources: EX (20)
 Popularity: -5

Exo-Skeleton II (1981-1997)

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

Health: 140
 Karma: 30
 Resources: EX (20)
 Popularity: -10

Modern version

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

Health: 165
 Karma: 30
 Resources: TY (6)
 Popularity: -10

BACKGROUND

Real Name: Katrina Luisa van Horn.
Occupation: Mercenary, criminal; former professional skier, section chief of Hydra.
Legal Status: Citizen of Germany with an international criminal record
Identity: Public
Known Aliases: Amazon
Place of Birth: Berlin, Germany
Marital Status: Single.
Known Relatives: None known.
Base of Operations: Mobile.
Past Group Affiliation: 50-State Initiative, Thunderbolts, Masters of Evil,



Hydra; A.I.M., employee of Justin Hammer.

Present Group Affiliation:

KNOWN POWERS

Modern version has all powers internalized, except for her Pym Particle gauntlets.

Body Armor: RM (30)

Pym Particle gauntlets:

- Growth: GD (10), her Strength and Endurance only shift at TY (6) or above. She uses this ability for shock and awe.

Sidekicks: Henchwomen (see below)

EQUIPMENT

Exo-Skeleton I: IN (40) material strength covered with a Kevlar/Nomex padded costume provides the following abilities:

- Ability enhancement and mobility: Katrina's abilities shift to the first set above while wearing this suit and it allows her to move despite her paralysis.
 - Body Armor: GD (10) vs. Physical and EX (20) vs. Fire and Heat.
- See image above for this exo-skeleton.

Growth-Table					
Rank	Height	+ hit	Mass Increase	Str/End	Body Resistance
FB (2)	9 ft	+1CS	GD (10)	MN / AM	RM (30)
PR (4)	12 ft	+1CS	EX (20)	MN / AM	RM (30)
TY (6)	18 ft	+1CS	RM (30)	MN / MN (75)	RM (30)
GD (10)	24 ft	+1CS	RM (30)	UN (100) / MN (75)	RM (30)

Exo-Skeleton II: AM (50) material strength covered with a Kevlar/Nomex padded costume provides the following abilities:

- Ability enhancement and mobility: Katrina's abilities shift to the second set above while wearing this suit and it allows her to move despite her paralysis.
- Body Armor: EX (20) vs. Physical and GD (10) vs. Energy.
- Enhanced Movement: TY (6) speed. Man-Killer can move quicker than before, but not superhumanly so.

x6 Razor Discs: IN (40) material, RM (30) damage, 6 area range.

LIMITATIONS

Paralysis: While wearing the exoskeletons she was paralyzed without them and needed them for her continued existence. At some point before her return to activity her scarring and paralysis were cured and are no longer in play recently.

Talents: Demolitions, Piloting, Driving, Weapon Specialist-Discs, Competitive skiing, Multi-lingual: Katrina can fluently communicate in both German and English.

Contacts: The underworld, A.I.M. and Hydra.

ADDITIONAL NOTES

ROLE PLAYING NOTES

Van Horn was traumatized by her near-death experience, crippling, and pain. She generally behaves in a competent, determined way. But this seems to be papering over the damage. Man-Killer, as her name suggests, is driven by a pathological hatred of men. She becomes physically violent if she has to associate with one and employs terror to strike at the patriarchy. Though she could keep her fanatical hatred in check to work with AIM (via avoidance and denial), it overcame her once she was forced to face it.

HISTORY

Katrina Luisa van Horn was a talented skier who was challenged to a battle of the sexes skiing contest by a chauvinistic male skier. During the ski run, the man cheated and cut her off, sending them both plummeting into a ravine. He was killed, and Katrina was crippled. Katrina became fanatically opposed to men, and a group of militant feminists somehow financed her being fitted with an exoskeleton that gave her superhuman strength and durability. Soon after, dubbing herself the Man-Killer, Katrina assassinated the anti-feminist mayor of Chicago, but was soon opposed by the heroes The Cat and Spider-Man. Man-Killer was defeated, and was incensed to discover that her exoskeleton was created by male scientists working for A.I.M.. Later, Man-Killer became affiliated with Hydra, and was sent to abduct prospective S.H.I.E.L.D. director Foggy Nelson. As a result, Man-Killer clashed with the heroes Daredevil and Black Widow and was defeated when the Widow's ally Ivan Petrovich sabotaged her exoskeleton. Man-Killer resurfaced as an agent of Justin Hammer and was part of an army of super-villains who attacked Iron Man and was defeated. Man-Killer was seen again when she abducted an influential female revolutionary, Hildy Dawes, from a courtroom. She came up against Spider-Man once again, this time with

She-Hulk, who in her civilian identity of Jennifer Walters was Dawes' lawyer. Man-Killer was defeated when Dawes grabbed some power cables, electrocuting them both.

Surviving the electrocution, Man-Killer returned as a member of a new incarnation of the Masters of Evil, and as part of that team battled the villains-turned-heroes the Thunderbolts several times. She now no longer needed her exoskeleton, having its powers within her body. However, after their defeat she left the team. After a few brief skirmishes with the Thunderbolts, she rejoined the team, but was defeated by the Thunderbolts once again. Using the name Wilma, Man-Killer started working as a bartender in a Colorado bar. One of the bar's patrons was the Thunderbolts member Atlas, and the pair of them recognized each other but did not say so. The two built up an uneasy friendship, and Katerina strongly hinted that she was a lesbian. She began to ponder whether she could join the Thunderbolts herself, but when Atlas got in a fight with the hero Wonder Man in her bar, she refused to help him as he was a man.

Katrina later drifted back into the employ of Justine Hammer, where she again fought the Thunderbolts. Man-Killer changed sides when she discovered Hammer had double-crossed her by fitting her body with a bomb to control her. Re-outfitting herself as a "hero" called Amazon, she joined the Thunderbolts. After several adventures with them, she soon left them, deciding she didn't have what it took to be a hero. Amazon turned back to crime, robbing a bank, and fighting Spider-Man once again. She briefly flirted with a career as a professional wrestler before she joined a team of Thunderbolts led by Baron Zemo in his campaign to destroy Photon. To help in the battle, Fixer equipped her with size-altering Pym Particles. She was pitted against her former friend Atlas who defeated her due to him having more experience with size alteration. Following the Superhuman Civil War, Amazon joined the 50-State Initiative. During Norman Osborn's reign, Man-Killer fought against the New Warriors when they launched an attack on Camp H.A.M.M.E.R.. She fought Rage during the assault. As the resistance were joined by the Shadow Initiative the Hood's Gang left to help during the

Siege of Asgard, leaving Katerina and the remaining team behind to combat the heroes with their Norn Stone-enhanced powers.

Man-Killer was next seen back at the bar in Colorado when she along with some others heard the call of the Crimson Ruby of Cyttorak. Deciding to go, she left Colorado and headed to Thailand where the gem was located. She arrived there at the same time as the others were battling members of the X-Men. She entered the brawl by taking out Northstar and Nightcrawler. During the fray the original possessor of the gem, Cain Marko teleported in with the Vanisher to presumably reclaim his powers. Man-Killer then went one on one with Marko, but still having some residue strength left over from being the Juggernaut, knocked Man-Killer straight out of the temple. Man-Killer joined up with Baron Helmut Zemo's third incarnation of the Masters of Evil and accompanied them in their fight against the Thunderbolts. During the fight between the Masters and Thunderbolts, the Cosmic Cube entity Kobik threw a tantrum and threatened to rip all of reality apart. Man-Killer and her teammate Whiplash were caught in a maelstrom whipped by Kobik. Man-Killer held on to Whiplash, but Whiplash kicked Man-Killer away to save himself. Man-Killer collided with Kobik and disintegrated.

Initial Henchwomen:

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

Health: 28
Karma: 18
Resources: TY (6)
Popularity: -2

Equipment:

Rifles: GD (10) Shooting damage, 5 area range, AMMO: 10.
 Pistol: GD (10) Shooting damage, 2 area range, AMMO: 6
 Uniform: PR (4) material.

Talents:

Guns and Crime.

Experienced Henchwomen:

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

Health: 40
Karma: 18
Resources: TY (6)
Popularity: -2

Equipment:

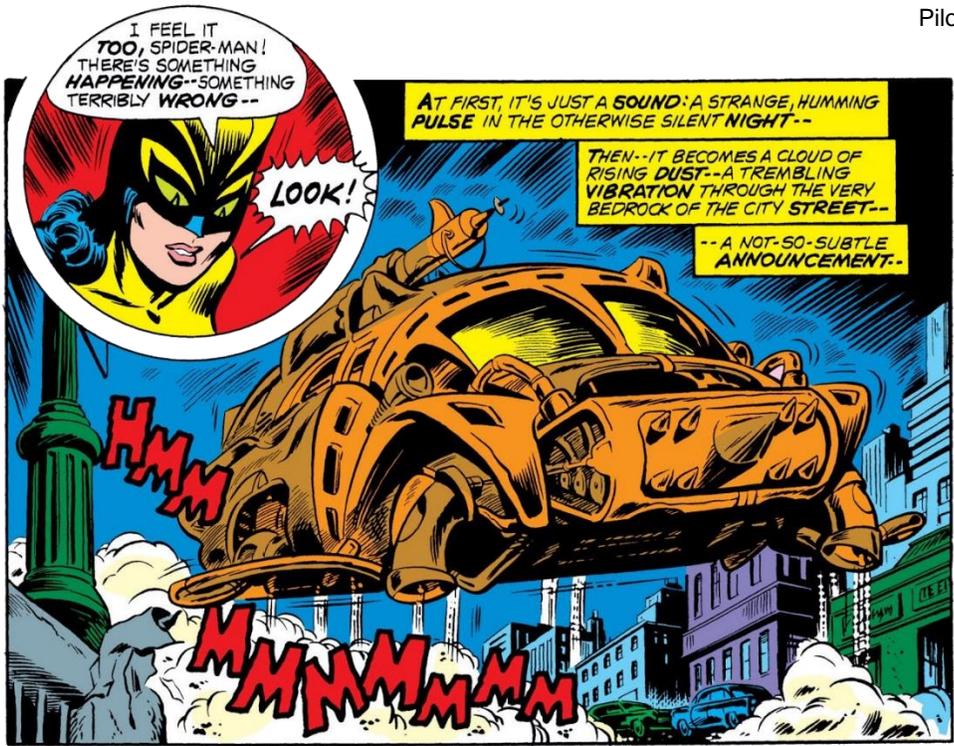
Blaster Rifles: GD (10) energy damage, 5 area range, AMMO: 20.
 Blaster Pistol: GD (10) energy damage, 2 area range, AMMO: 10.
 Uniform: TY (6) vs. Shooting and edged attacks.

Armored Aircar:

Control: GD (10)
 Speed: RM (30)
 Body: EX (20)
 Protection: EX (20)
 • Battering Ram: RM (30) vs. crash damage.
 • Energy Cannon: RM (30) scatter force damage, 7 area range, ROF: 1/1, AMMO: 10 before system recharges for 10 hours.

Talents:

Piloting, Military and Crime.





ELSEWHERE IN THE DEPTHS OF THE CANYONED CITY CALLED NEW YORK, A SOMEWHAT MORE VIOLENTLY DEDICATED MEMBER OF OUR CAST MAKES A RATHER STARTLING ENTRANCE--

FAWHUMP

LORD IN HEAVEN!
IT'S KATRINA!

WHAT DID YOU HOPE TO PROVE BY THAT?

I JUST WANTED YOU TO KNOW, MS. CARTRIGHT-- THE MAN-KILLER'S BACK IN TOWN!

COMMANDER KRAKEN

STATISTICS

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

Health: 56
Karma: 26
Resources: GD (10)
Popularity: 0

BACKGROUND

Real Name: Unrevealed
Occupation: Pirate; former bartender, HYDRA division leader
Legal Status: Citizen of the United States with a criminal record, deceased.
Identity: Secret
Place of Birth: Unrevealed.
Marital Status: Single
Known Relatives: Unrevealed
Base of Operations: Mobile
Past Group Affiliation: HYDRA
Present Group Affiliation:

KNOWN POWERS

None

EQUIPMENT

Bionics: Commander Kraken has multiple pieces of bionics implanted on his body, including the following:
Bionic Left Hand: Originally a hook capable of emitting a RM-intensity electrical shock; replaced by HYDRA with a functional bionic hand of RM strength.
Bionic Left Leg: Functioned as normal leg; allowed flight at TY speed (6 areas/turn).

Electro-Sword: Device capable of firing AM-intensity electricity (3-area range); could reflect up to AM-intensity force and energy attacks.

Sea Vessels: Squid-shaped submarines which fired shells of AM damage, and had tentacles of AM material strength.

Control EX **Speed RM**
Body AM **Protection AM**

Talents: Guns, Edged Weapons

Contacts: HYDRA



ADDITIONAL NOTES

HISTORY

Commander Kraken was a modern-day pirate who employed advanced technology. Commanding a nuclear submarine that resembled a kraken (a sea monster believed to be mythological), he plundered and sunk ships. Namor the Sub-Mariner discovered Commander Kraken's submarine while investigating the sinking of a surface world ship. The commander captured Namor, but he escaped and drew the pursuing submarine into an encounter with an actual kraken. The monster crushed the

ROLE PLAYING NOTES

Commander Kraken is your typical over-confident villain, who lives for exposition and grandiose action.

vessel, but Kraken escaped in a smaller, one-man submersible.

Commander Kraken built a new submarine, recruited a new crew and commandeered what appeared to be a US government underwater laboratory in Lake Michigan, intending to utilize it as his new base. However, the laboratory staff were extraterrestrials who joined forces with the costumed adventurer the Cat (Greer Nelson, later Tigra) to rout Kraken and his crew. Following the defeat of Hydra leader Baron (Wolfgang) Strucker, Maggia leader Silvio "Silvermane" Manfredi became Supreme Hydra of the principal American East Coast fragment of Hydra, based in New York City. Commander Kraken accepted Silvermane's invitation to become head of his Naval Operations Division.

After Daredevil (Matt Murdock) and SHIELD defeated Silvermane's Hydra, Kraken left the organization, taking advanced Hydra technology and numerous Hydra agents who remained loyal to him. Kraken directed Hydra scientists and surgeons to perform radical bionic and plastic surgery on him, considerably altering his appearance. Hydra financed the construction of his new vessel, the Albatross, and his new base of operations in an undersea cavern off the coast of Great Britain, near the village Golant. Kraken attacked and sank numerous ships, taking their passengers captive and gathering an impressive cache of munitions with which he hoped to inflict World War III. Using the "cerebro-skan" device invented by former Hydra scientists, Kraken brainwashed his captives, setting them to work either constructing warships and advanced weaponry at his base or serving as crewmen in his private navy. After capturing a vessel which carried Tony Stark, Kraken found he had coincidentally captured Stark's friends Abraham Klein and Krissy Longfellow (Madame Masque in disguise) from another vessel. Kraken used the lives of Stark's friends to persuade him into building him additional weapons, but Stark escaped and became Iron Man. During their battle, Kraken inadvertently damaged the base's central computer, causing an explosion that demolished a wall and flooded the base. While everyone



managed to escape, Kraken lost all of his ships, large weapons and his mesmerized slaves. As a result, he was reduced to operating in the Great Lakes area. Kraken attended a conference of costumed criminals at the "Bar with No Name" in Medina County, Ohio, to discuss strategies for combating Scourge of the Underworld, who was assassinating costumed criminals. Scourge, disguised as the bartender, killed Kraken and all the other criminals in attendance.