

# MARVEL HEROES UNLIMITED

Note that these are very old conversions (late 90s, early 2000s or so) and are in no way up to date with any character changes. Still, they may provide a good starting points for your own.

## CAPTAIN AMERICA

**Real Name:** Steven Grant Rogers

**Alignment:** Principled

**Hit Points:** 171

**S.D.C.:** 208

**A. R.:** 14

**Weight:** 220 lbs.

**Height:** 6' 2"

**Age:** ?

**Attributes:** I.Q. 16, M.E. 15, M.A. 21, P.S. 40, P.P. 32, P.E. 35, P.B. 15, Spd. 66 NOTE: P.S. is Normal.

**Disposition:** Courteous, friendly, helpful, All-American.

**Experience Level:** 15

**Power Category:** Physical Training

**PT Focus:** Both

**Combat Skills:** Unique Style

**Attacks Per Melee:** 8

**Bonuses:** (Numbers in parenthesis apply during Hand to Hand combat. The other numbers are general bonuse ).

Strike +8 ( +13 ) +15 with Shield, Parry +9 ( +12 ) +16 with Shield, Dodge +9 ( +15 ), Roll +13 ( +16 ), Initiative +4 ( +11 ), Pull Punch +12 ( +17 ), Disarm ( +11 ), Damage +25 ( +35 ), Auto Dodge ( +12 ), Body Flip ( +11 ), Automatic Backflip ( +9 ), Entangle, Body Flip/Throw, Body Block/Tackle, Karate Punch for 2D4 +bonus, Karate Kick for 2D6 + bonus, Neck Hold, Body Hold, Snap Kick, Crescent Kick, Tripping/Leg Hook, Roundhouse Kick, Arm Hold, Leg Hold, Wheel Kick, Axe Kick, Backward Sweep Kick, Back Flip, Automatic Back Flip, Automatic Body Flip, Critical Body Flip, Knockout/stun on Natural 17-20, Critical Strike on Natural 18-20, Death Blow on Natural 18-20,

**Special Abilities:** Power Punch, Power Kick, Force of Will, Can attempt to parry thrown objects, bullets and energy blasts, but does so at one-half normal Parry bonus.

**Other Bonuses:** +42% Save vs. Coma/Death, +10 Save vs. Disease, +10 Save vs. Poison, +8 Save vs. Magic.

**Educational Level:** Military Training, with one year Art School.

**Skills of Note:** The following skills at 98%{ Climbing, Military Etiquette, Radio: Basic, Basic Electronics, Radio: Scramblers, T.V./Video, Read Sensory Equipment, Detect Concealment, Wilderness Survival, Detect Ambush, Swimming, Prowl, Basic Math, American, Literacy: American}, Intelligence 72%, Pilot Automobile 92%, Wrestling, Athletics, Acrobatics/Gymnastics: {Sense of Balance 98%, Walk Tightrope/High Wire 98%, Climb Rope 98%, Back Flip 98%, Work Parallel Bars& Rings 98%}, Running, W.P. Rifle, W.P. Shield, W.P. Targeting: Shield.

**Secondary Skills:** All of the following at 98% { Pilot Motorcycle, Parachuting, Strategy/Tactics, Drawing, Basic Mechanics, First Aid, Computer Operation, Demolitions }, Demolitions Disposal 92%, Camouflage 72%, Pilot Hovercraft 87%, Streetwise 50%, Advanced Math 67%, Land Navigation 54%, Research 57%, Psychology 37%

**Appearance:** Tall, muscular man, blond hair, blue eyes, clean cut. Or he is in his costume.

**Occupation:** Super hero, freelance illustrator.

**Weapons and Equipment:**

1. Shield: Captain America's shield is a unique item, forged from an Adamantium/Vibranium alloy. It is nearly indestructible. CA is skilled enough in its use to throw it, have it strike/bounce up to three targets, and catch it on it's return. Doing this requires two actions, and a strike roll for each target, and a strike roll to catch it. He can attempt to have it strike more objects from one throw, but each additional target requires another action. The shield inflicts up to 3D6 damage +bonus, but he can pull his throw. Note: The Vibranium in the shield acts as a kind of kinetic energy absorber, so, while strong impacts can knock him down or over, the damage will not translat through the shield.

2. Avengers ID Card with communicator.

**Body Armor:** CA's uniform is fire resistant up to 250 degrees F, and is made out of a Kevlar-like material, providing A.R. 12, with 130 S.D.C. (or, if using the Compendium of Contemporary Weaponry, it is equal to a Class IIIA vest).

## COLOSSUS

**Real Name:** Piotr "Peter" Nikolaievitch Rasputin

**Alignment\*:** Used to be Principled, now somewhere between Scrupulous and Unprincipled.

**Hit Points:** 50

**S.D.C.:** 60 (800)

**Weight:** 250 .lbs (500 .lbs)

**Height:** 6'6" (7'5")

**Age:** ?

**Attributes:** I.Q. 13, M.E. 12, M.A. 12, P.S. 19, P.P. 15, P.E. 18, P.B. 11, Spd.21 In his metallic form, his P.S. is 400 supernatural ( or 67 if using the reduced version ), and his P.E. is 46

**Disposition:** Used to be quite and shy, but very devoted to his friends. As he aged, he has become a very serious, brooding person.

**Experience Level:** 8

**Combat Skills:** Hand to Hand: Expert

**Attacks per Melee:** 5

**Bonuses:** Numbers in parentheses are during actual Hand-to-Hand combat. Numbers outside are general bonuses.

Strike (+2), Parry +1 (+4), Dodge +1 (+4), Roll with Punch/Fall/Impact +2 (+4), Pull Punch (+2), Damage +385 (+387), or +52 (+54), Initiative (+2), Disarm (+2), Critical Strike on Natural 18-20, Kick Attack, Snap Kick, Roundhouse Kick, Body Flip/Throw.

**Other Bonuses:** Save vs. Coma/Death +6% (+46%), Save vs. Poison +2 (+8), Save vs. Magic +2 (+8).

**Super Power Category:** Mutant

**Major Super Ability:** Alter Physical Structure: Metal (modified): Does not need to breathe, and his Spd. remains the same. He can survive extremes of temperature from 70 degrees above absolute zero (-390 degrees Fahrenheit) to approximately 9000 degrees Fahrenheit. He is also unusually resistant to electricity, suffering only 1/20 damage.

**Unusual Physical Characteristics:** Stocky.

**Education Level:** Equal to two years college.

**Skills:** Pilot Automobile 78%, Basic Math 85%, Russian 98%, Literacy: Russian 90%, Drawing 90%, Painting 90%, General Repair 90%, Writing 80%, Running, Swimming 98%, Athletics, Wrestling.

**Secondary Skills:** Sew 80%, First Aid 85%, Land Navigation 68%, Farming 62%, Fishing 80%, Computer Operations 85%, American 80%, Literacy: American 60%, Radio: Basic 60%, Pilot Airplane 62%.

**Appearance:** Large young man with blue eyes and black hair (silver in metal form). In metal form, he appears to be covered in metal bands or strips.

**Occupation:** Artist, adventurer.

## CYCLOPS

**Real Name:** Scott "Slim" Summers

**Alignment:** Scrupulous

**Hit Points:** 60

**S.D.C.:** 58

**Weight:** 195 .lbs

**Height:** 6'3"

**Age:** ?

**Attributes:** I.Q. 12, M.E. 16, M.A. 15, P.S. 13, P.P. 13, P.E. 15, P.B. 10, Spd. 20

**Disposition:** Concerned, bossy, stubborn, but often plagued with self-doubt over his position in the X-Men and his role in the grand scheme of things.

**Experience Level:** 10

**Combat Skills:** Hand to Hand: Martial Arts

**Attacks per Melee:** 7

**Bonuses:** Numbers in parentheses are during actual Hand-to-Hand combat. Numbers outside are general bonuses.

Strike (+2), Parry +3 (+6), Dodge +3 (+6), Roll with Punch/Fall/Impact +3 (+6), Pull Punch (+6), Initiative (+3), Disarm (+2), Critical Strike on Natural 18-20, Automatic Knock-Out on Natural 20, Kick Attack, Snap Kick, Roundhouse Kick, Tripping/Leg Hook, Crescent Kick, Jump Kick, Flying Jump Kick, Body Flip/Throw, Leap Attack.

**Super Power Category:** Mutant

**Major Super Ability:** Superior Energy Expulsion (modified): Cyclops is able to fire ruby red energy beams from his eyes. Despite the appearance of these beams, the energy is kinetic. He cannot shut this power off, and so he must either keep his eyes tightly closed, or wear his visor or specially made glasses with ruby quartz lenses. Cyclops has several modifications to his power. He cannot absorb and redirect energy, he cannot generate an Aura effect, and he cannot glow. He cannot fire a Super Energy Blast unless he is wearing his visor. In fact, he cannot regulate the damage of his blasts without the visor. He is able to generate a Super Energy blast as a normal attack. He is also able to spread the beam out, so as to affect multiple targets. This affects a cone-like area up to 30 feet long, and 25 feet wide at the end. He is also able to ricochet his blasts off of other objects. Each ricochet requires a strike roll, and each object suffers 1D6 damage, reducing the total damage by 1D6. He is also impervious to his own energy and to that generated by his brother, Havok.

**Education Level:** Bachelor's Degree.

**Skills:** Pilot Automobile 80%, Basic Math 95%, American 98%, Literacy: American 98%, Navigation (Air, Land, Water) 98%, Read Sensor Equipment 98%, Weapon Systems 98%, Pilot Motorboat 98%, Pilot Airplane 98%, Pilot Jet Aircraft 98%, Pilot Jet Fighter 98%, Athletics, Body Building, Running, Swimming 98%, Detect Ambush 98%, Intelligence 92%, Detect Concealment 85%, Automotive Mechanics 95%, Aircraft Mechanics 95%, Basic Electronics 98%, Basic Mechanics 98%.

**Secondary Skills:** Radio: Basic 95%, First Aid 95%, Parachuting 90%, Boxing, Wrestling, Climbing 90%/80%, S.C.U.B.A. 98%, Advanced Math 95, Chemistry 80%, Research 98%, Law: General 65%, Pilot Helicopter 75%, Strategy/Tactics 80%, Electronic Counter Measures 75%, Radio: Scramblers 40%, Computer Operations 45%

**Appearance:** Muscular man with short brown hair and brown eyes (eyes are red when powered up).

**Equipment:** Ruby quartz lens glasses, ruby quartz lens visor.

## DOCTOR DOOM

**Real Name:** Victor Von Doom

**Alignment:** Aberrant

**Hit Points:** 79

**S.D.C.:** 45

**P.P.E.:** 70

**Weight:** 225 .lbs

**Height:** 6' 2"

**Age:** ?

**Attributes:** I.Q. 29, M.E. 25, M.A. 19, P.S. 17, P.P. 17, P.E. 19, P.B. 1, Spd. 29

**Disposition:** Arrogant, egomaniacal. Knows he is superior. Cares about his Latverian subjects. He is a man of his word, with a sense of honor.

**Insanities:** Obsessed with destroying/beating Reed Richards. Obsessed with ruling the world Obsessed with bringing his mother back.

**Experience Level:** 11/1

**Combat Skills:** Hand to Hand: Expert.

**Attacks per Melee:** 6

**Bonuses:** Numbers in parentheses are bonuses during actual Hand-to-Hand combat. Numbers outside are just general bonuses.

Strike +1 (+3), Parry +1 (+4), Dodge +1 (+4), Roll with Punch/Fall/Impact +1 (+3), Initiative (+2), Damage +2 (+5), Pull Punch +1 (+5), Disarm (+3), Kick Attack for 2D4+bonus, Snap Kick, Roundhouse Kick, Body Flip, Knock-Out/Stun on Natural 18-20, Critical Strike on Natural 18-20.

**Other Bonuses:** Save vs. Coma/Death +8%, Save vs. Poison +2, Save vs. Magic +3, Save vs. Psionics +5, Save vs. Insanity +8, Skill Bonus +15%, Trust/Intimidate 55%.

**Super Power Category:** Hardware (Analytical Genius)/Mystic Study.

**Spells:** Energy Bolt.

**Psionics:** Mentally Possess Others (15 P.P.E.)

**Education Level:** Self-taught beyond Ph.D. level.

**Skills of Note:** Electrical Engineer 115%, Mechanical Engineer 110%, Weapons Engineer 105%, Robot Mechanics 115%, Robot Electronics 110%, Radio: Basic 135%, Read Sensory Equipment 120%, Chemistry 120%, Chemistry: Analytical 115%, Computer Operations 130%, Computer Programming 110%, Computer Repair 105%, Astrophysics 110%, Art/Painting 98%, Anthropology 100%, Biology 110%, Paramedic 120%, Intelligence 101%, Research 140%, Advanced Math 145%, Basic Math 110%, Pilot Automobile 97%, American 98%, Literacy: American 98%, Native Language 98%, Literacy: Native Language 98%, Biochemistry 135%, Biophysics 130%, Cross-Dimensional Physics 110%, Interdimensional Physics 66%, Nanotechnology 115%, Nuclear Physics 110%, Physical Chemistry 89%, Physics 110%, Temporal Physics 105%, Genetics Engineer 100%, Invention 85%, Metallurgy 126%, Nuclear Engineer 105%, Time Machine Mechanics 115%, Welding (Expert) 100%, Robot Engineer 110%, Radio: Scramblers 120%, Radio: Satellite 110%, Computer Engineer 105%, Computer Networks 140%, Supercomputers 110%, Aerospace/Aeronautical Engineer 100%, Navigation 135%, Astronomy 110%, Cosmology 130%, Weapon Systems 125%, Computer Hacking 115%.

**Secondary Skills:** Chemistry: Alchemical 95%, Cryptography 95%, Laser Communications 100%, Pilot Jet Packs 101%, Pilot Airplane 109%, Blacksmith 99%, Wilderness Survival 100%, Swimming 98%, Witch Lore 80%, Bureaucracy 105%, Occult Lore 70%, Diplomacy 55%, W.P. Auto Pistol (9th level skill), W.P. Energy Pistol (9th level ability ).

**Special Hardware Skills:** Analyze and Operate Devices 117%, Build and Modify Armor 117%, ECM 107%.

**Appearance:** Severely disfigured face, brown hair and eyes. Wears his armor all of the time.

**Occupation:** Monarch.

**Weapons:** Armor, various.

**Vehicle:** Various.

**Body Armor:**

**Armor Rating:** 19

**S.D.C. by Location:**

\*Head-----175

Arms-----175

Legs-----200

\*\*Main Body -500

## **SPEED**

**Running:** Spd. Attribute +4, 50% Fatigue

**Flying:** 200 mph

**Range:** Unknown

## **STATISTICAL DATA**

**Height:** 6' 7"

**Weight:** 190 .lbs

**Physical Strength:** 40 Supernatural

**P.S. ( Reduced Version ):** 40 Extraordinary.

**Power System:** Nuclear (unknown life)

## **WEAPON SYSTEMS**

**1. Particle Accelerators (2):** Mounted in each gauntlet is a miniaturized particle accelerator.

**Damage:** 1D4x10 (2D4x10 when fired simultaneously).

**Range:** 2,600 feet ( 867 yards ).

**Payload:** Effectively Unlimited.

**Rate of Fire:** Equal to Hand-to-Hand Attacks.

**2. Force Field:** The armor can generate a force field to provide additional protection against physical and energy attacks (inc. magnetic attacks).

**S.D.C.:** 500, regenerates 10 points per minute of non-use.

**3. Electrical Generation:** Doom can charge the surface of the armor with a massive amount of electricity.

**Damage:** 1D4x10 per round of contact.

**Duration:** Up to 1 minute, with at least a 30 minute recharge period.

## OTHER FEATURES

**1. Environmental:** Has a 4-hour air supply, suitable for use in outer space or underwater.

**NOTE:** Doom is always modifying and changing his armor.

Use the Bionics and Robotics sections for ideas.

Also see the Rifts cybernetics and armors for ideas.

# DOCTOR STRANGE

**Real Name:** Stephen Strange

**Current Aliases:** Master of the Mystic Arts, Sorcerer Supreme.

**Alignment:** Scrupulous

**Hit Points:** 89

**S.D.C.:** 38

**P.P.E.:** 308 (616 while Sorcerer Supreme)

**Weight:** 180 .lbs

**Height:** 6' 2.5"

**Age:** ? (30-50)

**Attributes:** I.Q. 17, M.E. 30, M.A. 16, P.S. 15, P.P. 16, P.E. 16, P.B. 11, Spd. 20

**Disposition:** Quite, insightful, paternal. Dr. Strange always seems to come off as a creepy, mysterious person who knows more than what he is saying. But when he is with friends, he can be quite humorous and outgoing.

**Experience Level:** Special 16: Due to his particular extra-dimensional experience and status as Sorcerer Supreme of the Earth Dimension. Should he lose this status, he would drop to 13th level.

**Combat Skills:** Hand to Hand: Martial Arts.

**Attacks per Melee:** 6

**Bonuses:** Numbers inside parentheses are bonuses during actual Hand-to-Hand combat. Number outside are general bonuses.

Strike +1 (+3), Parry +2 (+5), Dodge +2 (+5), Roll with Punch/Fall/Impact +2 (+5), Initiative (+3), Pull Punch +1 (+4), Disarm (+3), Damage (+4), Kick Attack, Snap Kick, Roundhouse Kick, Crescent Kick, Tripping/Leg Hook, All Jump Kicks, Body Flip, Leap Attack, Disarm, Critical Strike on Natural 18-20.

**Other Bonuses:** Save vs. Coma/Death +4%, Save vs. Magic +5 (+7 as Sorcerer Supreme), Save vs. Poison +1, Save vs. Psionics +8, Save vs. Insanity +13, Save vs. Horror Factor +13, Save vs. Possession +4, Spell Strength +4.

**Super Power Category:** Mystic Study

**Super Power:** All of the abilities of the Mystic Study, but does not have an animal familiar.

**Educational Level:** M.D. + Special.

**Skills of Note:** The following skills are at 98% {Holistic Medicine, Basic Math, American, Literacy: American, Biology, Chemistry, Pathology, Medical Doctor, Criminal Sciences/ Forensics, Advanced Math, Research, Law: General, Latin, Literacy: Latin, Swimming, Writing, Demon & Monster Lore, Geomancy, Theology, Archaeology}, Spell Translation 45% ( 90% while Sorcerer Supreme ), Pilot Automobile 97%, Running, Athletics.

**Secondary Skills:** The following skills are at 98% {Microbiology, Diagnostics, Chemistry: Analytical, Computer Operations, Chemistry: Pharmaceutical, Surgeon, Dimensional Lore, Magic Lore, Fasting, Tibetan Philosophy, Calligraphy, Wilderness Survival, Tibetan, Literacy: Tibetan}, Detect Ambush 90%, Omens & Superstitions Lore 60%, Astral Lore 51%.

**Equipment:** See **Dr. Strange's Items**.

**Appearance:** Average-looking man with short black hair that is white at the temples, grey, intense eyes.

**Occupation:** Sorcerer Supreme of the Earth Dimension, Occultist.

**Spell Knowledge:** Knows all of the spells found in HU2, and any others you may feel are appropriate. The Following are the spells he uses the most often: Armor of Ithan, Charm, **Cyttorak Entreaty\***, Dimensional Portal, Energy Bolt, Globe of Silence, **Hoggoth Entreaty\***, Levitation, Metamorphosis: Human, **Mists of Morpheus** (Range: 50 feet,

Duration: 1 melee round per level, Saving Throw: Standard every round of exposure, P.P.E.: 10 Covers an area up to 20' x20' x20'. All within the area who fail their saving throws fall into a deep sleep that lasts for the duration of exposure plus 2D6 minutes), Mystic Shield, **Raggadorr Entreaty\***, **Seraphim Entreaty\***, **Telepathy** (equal to Psi power in terms of effects. Range is planetary, P.P.E. is 20, it's considered to be level 3, and he can contact up to 12 persons simultaneously ), Teleport: Lesser, Teleport: Superior, **Vishanti Entreaty\***.

\* **These are multi-purpose entreaty spells.**

## Dr. Strange's Magical Items

### Cloak of Levitation

This cloak allows the wearer to fly for a duration that is limited only by his endurance. Flight speed can reach up to 750 mph. Flying requires very little concentration. The cloak is capable of performing other actions, including grappling, grabbing, wrapping things up, etc. It has an effective P.S. of 40 Supernatural (reduced version use Superhuman or Extraordinary), and a P.P. of 20. The cloak can be mentally commanded from a distance of M.E. x 1000 miles, from another dimension (this requires that the commanding person roll a saving throw vs. Psionics), or while in Astral Form. The cloak provides an Armor Rating of 18 vs. Magical Spell attacks. It has 500 S.D.C. and regenerates 10 S.D.C. per minute. It has a personal A.R. of 20 (if the cloak is specifically targeted, the attack roll must be higher than 20 to even inflict damage).

### Eye of Agamotto

This is the amulet worn by Dr. Strange (although the amulet is actually just a housing chamber for the Eye). The Eye of Agamotto has several mystical powers. When any of the powers are used, the amulet will open to reveal the Eye.

1. The Eye can place a willing or unconscious target into stasis, during which time, the subject is not affected by the passage of time. Unwilling victims receive a saving throw vs. Magic with a +1 bonus to negate the effects.

2. Dimensional Portal: If the wearer makes a successful saving throw vs. Psionics, he can command the Eye to open a portal to another dimension. The amulet will come off, enlarge, and open to reveal the portal.

3. Light of Goodness: On command, the Eye opens and emits a brilliant white light. This provides several abilities:

A: The wearer of the Eye can see through illusions, disguises, possessions, etc.

B: He can track physical and energy beings with 98% ability.

C: Evil supernatural beings and wizards in the light will find their powers and abilities reduced by 20%, and they must save vs. Horror Factor 18.

D: Protective Shield- The Eye can provide protection equal to a Mystic Shield spell at 12th level power, with 300 S.D.C.

E: Mental Abilities- The Eye can be used in conjunction with spells that affect/attack/probe the mind. When used this way, the victim of the spell suffers a -3 penalty to resist. When this ability is used, the amulet opens and a radiant golden third eye appears on the wielder's forehead.

The Eye of Agamotto is controlled by willpower and mental command. Each owner has a psychic link to the Eye. An astral version will even go with him when he uses Astral Projection. The amulet can only be used by someone else with the owner's permission, and even then, the user must roll a saving throw vs. Magic for each use. If someone tries to use the amulet without permission, they must roll a saving throw vs. magic with a -6 penalty, or be placed in stasis. The Amulet has 750 S.D.C. and an A.R. of 17.

### Orb of Agamotto

The Orb is a powerful mystical scrying device. It is able to allow the user to view any place, in any dimension, as long as he has been there or has good knowledge of the location. It can also open a portal to a location that is viewed. It can automatically detect any magic use of 9th level power or greater, and identify the location. It is also able to detect great (GM's discretion) supernatural threats.

## HUMAN TORCH

**Real Name:** Jonathan Lowell Spencer Storm

**Nickname:** Johnny

**Alignment:** Principled.

**Hit Points:** 42

**S.D.C.:** 46

**Weight:** 170 .lbs

**Height:** 5' 10"

**Age:** ?

**Attributes:** I.Q. 10, M.E. 10, M.A. 14, P.S. 16, P.P. 16, P.E. 16, P.B. 17, Spd. 40

**Disposition:** Cocky, a little too arrogant, kind of hot-tempered, but basically a nice guy.

**Experience Level:** 9

**Combat Skills:** Hand to Hand: Basic.

**Attacks per Melee:** 6

**Bonuses:** Numbers in parentheses are during actual hand-to-hand combat. Numbers outside are general bonuses.

Strike +1 (+2), Parry +2 (+4), Dodge +2 (+4), Roll with Punch/Fall/Impact +2 (+4), Pull Punch +1 (+3), Damage +1 (+3), Initiative (+1), Disarm (+2), Kick Attack for 2D4+bonus, Snap kick for 1D6+bonus, Critical Strike on Natural 19-20.

**Other Bonuses:** +5% Save vs. Coma/Death, +1 Save vs. Poison/Magic, 35% chance to Charm/Impress.

**Super Power Category:** Mutant by Accidental Exposure.

**Major Super Abilities:** Alter Physical Structure: Fire (or Plasma), Control Elemental Force: Fire, Sonic Flight (only in Fire form).

**Education Level:** 1 year of college.

**Skills of Note:** American 98%, Swimming 98%, Pilot Automobile 78%, Basic Math 90%, Literacy: American 95%, Automotive Mechanics 80%, Basic Mechanics 85%, Athletics, Running, Body Building.

**Secondary Skills:** Pilot Race Car 82%, Radio: Basic 90%, Read Sensory Equipment 75%, Computer Operations 85%, Basic Electronics 75%, Mechanical Engineer 70% (Only applies towards cars/engines), Pilot Hovercraft 85%, Land Navigation 64%, First Aid 65%, Streetwise 36%, Pilot Airplane 54%, Pilot Motorcycle 64%.

**Appearance:** Handsome young man with short blonde hair and blue eyes.

**Occupation:** Student.

**Weapons and Equipment:** No weapons. Wears a costume made from "unstable molecules" that changes with his fire form and back.

## ICEMAN

**Real Name:** Robert "Bobby" Drake

**Alignment:** Unprincipled

**Hit Points:** 45

**S.D.C.:** 34

**Weight:** 145 .lbs

**Height:** 5'8"

**Age:** ?

**Attributes:** I.Q. 10, M.E. 10, M.A. 13, P.S. 12, P.P. 14, P.E. 17, P.B. 11, Spd. 17.

**Disposition:** Wise-cracking smart ass, but friendly and happy. Devoted to his friends. Occasionally suffers from self-doubting.

**Experience Level:** 9

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** 6

**Bonuses:** Numbers in parentheses are during actual Hand-To-hand combat. Numbers outside are general bonuses.

Strike (+1), Parry +1 (+3), Dodge +1 (+3), Roll with Punch/Fall/Impact +1 (+3), Pull Punch (+2), Initiative (+1), Damage (+2), Disarm (+1), +2 Strike with Snowballs, Critical Strike on Natural 19-20, Kick Attack, Snap Kick, Body Flip/Throw.

**Other Bonuses:** Save vs. Coma/Death +5%, Save vs. Poison +1, Save vs. Magic +1.

**Super Power Category:** Mutant

**Major Super Ability:** Alter Physical Structure: Ice (modified)

**Education Level:** 2 years of college.

**Skills of Note:** Pilot Automobile 78%, Basic Math 95%, American 98%, Literacy: American 95%, Advanced Math 98%, Accounting 90%, Computer Operations 98%, Law (General) 85%, Business and Finance 95%, Research 98%.

**Secondary Skills:** Swimming 95%, Running, Athletics, W.P. Targeting: Snowballs, General Repair 80%, Writing 70%, First Aid 90%, Radio: Basic 80%, Basic Mechanics 65%, Read Sensor Equipment 50%, Pilot Airplane 66%, Basic Electronics 35%.

**Appearance:** Slim, muscular young man with brown eyes and short brown hair.

**Occupation:** Adventurer.

**Equipment:** Costume made of "unstable molecules".

**Power Modifications:** In ice form, Bobby's weight remains the same as normal. He is able to form ice slides and ramps allowing to move at a Spd. of 24. He is also skilled in forming simple ice shapes, such as bats, ladders, etc...

## INVISIBLE WOMAN

**Real Name:** Susan Storm Richards

**Alignment:** Principled

**Hit Points:** 50

**S.D.C.:** 50

**Weight:** 120 .lbs

**Height:** 5' 6"

**Age:** ?

**Attributes:** I.Q. 10, M.E. 12, M.A. 16, P.S. 9, P.P. 10, P.E. 11, P.B. 18, Spd. 11

**Disposition:** Caring, self-sacrificing, nice.

**Experience Level:** 9

**Combat Skills:** Hand to Hand: Basic (7th level ability). I believe that the Invisible Woman has begun martial arts training. If so, she may have Hand-to-Hand: Martial Arts at 3<sup>rd</sup> level ability.

**Attacks per Melee:** 5

**Bonuses:** Numbers in parentheses are during actual hand-to-hand combat. Numbers outside are general bonuses.

Strike (+1), Parry (+2), Dodge (+2), Roll with Punch/Fall/Impact (+2), Initiative +1, Pull Punch (+2), Damage (+2), Kick Attack for 2D4, Snap Kick for 1D6, Critical Strike on Natural 19-20.

**Other Bonuses:** 40% chance Trust/Intimidate, 40% chance Charm/Impress.

**Super Power Category:** Mutant by Accidental Exposure.

**Major Super Abilities:** Create Force Field (can also create columns of force that she rides. Spd. up to 44, support up to 5.25 tons {M.E. + level as Supernatural Strength}), Invisibility.

**Minor Super Abilities:** Bend Light.

**Education Level:** High School graduate.

**Skills of Note:** American 98%, Pilot Automobile 78%, Basic Math 90%, Literacy: American 95%, Acting 90%, Cooking 85%, Sewing 90%, Business and Finance 85%, Computer Operations 90%, Biology 80%, Paramedic 90%.

**Secondary Skills:** Advanced Math 90%, Radio: Basic 90%, Performance 75%, Public Speaking 75%, Skiing 85%, Swimming 95%, Research 80%, Impersonation 52%, Disguise 70%, Diplomacy 72%, Pilot Hovercraft 70%, Prowl 45%, Basic Electronics 35%, Dance 35%.

**Appearance:** Very pretty woman, with shoulder-length blonde hair and blue eyes.

**Occupation:** Housewife, Adventurer, Mother.

**Weapons and Equipment:** No weapons. Costume made of "unstable molecules".

## IRON FIST

**Real Name:** Daniel Thomas Rand-K'ai

**Alignment:** Scrupulous

**Hit Points:** 98

**S.D.C.:** 242

**Chi:** 36

**Weight:** 175 .lbs

**Height:** 5' 11"

**Age:** ?

**Attributes:** I.Q. 11, M.E. 19, M.A. 13, P.S. 16, P.P. 19, P.E. 18, P.B. 12, Spd. 32



**Attributes when Chi is summoned:** P.S. 20, P.P. 26, P.E. 25, Spd. 63. P.S. is supernatural.

**Disposition:** Calm, composed. Friendly. Quiet.

**Experience Level:** 9

**Combat Skills:** K'un-L'un Martial Arts. (As per Ancient Master)

**Attacks per Melee:** 9

**Bonuses:** Numbers in parentheses are during actual Hand-to-Hand combat. Numbers outside are general bonuses.

Note: Bonuses do not include the increased attributes from Chi summoning.

Strike +2 (+8), Parry +2 (+8), Dodge +2 (+8), Roll with Punch/Fall/Impact +6 (+12), Initiative +6 (+8), Damage +1 (+10), Pull Punch +2 (+10), Disarm +2 (+7), Automatic Dodge (+7), Automatic Body Flip (+7), Auto Body Flip, Auto Dodge, Disarm, Entangle, Body Flip ( 2D4 ), All Holds, All Kicks, Paired Weapons, Knock-Out/Stun on Natural 18-20, Critical Strike from behind, Death Blow on Natural 17-20.

**Other Bonuses:** Save vs. Coma +21%, Save vs. Poison +2, Save vs. Magic +2, Save vs. Psionics +2, Save vs. Insanity +2, Save vs. Horror Factor +9, Save vs. Possession +9, Save vs. Mind Control +2.

**Super Power Category:** Modified Ancient Master

**Super Abilities:** Chi Healing (as per *Ninjas & Superspies*), Mind Bond (psionics power, costs 8 Chi), Summon Iron Fist (Duration is up to 1 melee round per level, Fist becomes impervious to pain and injury, inflicts Supernatural Damage x2, must rest for 2 hours for each round it was maintained).

**Education Level:** Equal to High School graduate.

**Skills of Note:** Basic Math 98%, American 98%, Literacy: American 98%, Speak K'un-L'un 98%, Literacy: K'un-L'un 98%, Biology 95%, Drawing 95%, Painting 95%, First Aid 98%, Boxing, Wrestling, Climbing 98%, Cook 90%, Sew 95%, W.P. Blunt, W.P. Chain, W.P. Sword, W.P. Staff, W.P. Targeting, Acrobatics(+10%), Gymnastics (+10%).

**Secondary Skills:** Detect Ambush 75%, Detect Concealment 70%, Wilderness Survival 75%, Body Building, Swimming 95%, Running, Prowl 70%, Business and Finance 70%, Law (General) 45%, Land Navigation 52%, Pilot Automobile 62%, Escape Artist 35%.

**Special Ancient Master Skills:** Feign Death 92%, Cleansing Spirit 88%.

**Appearance:** Muscular man with short blonde hair and blue eyes. Large, black, dragon-shaped mark on his chest.

**Occupation:** Adventurer.

**Weapons:** Many martial art weapons available.

## THE JUGGERNAUT

**Real Name:** Cain Marko

**Alignment:** Miscreant

**Hit Points:** 500

**S.D.C.:** 1400

**Weight:** 900 .lbs

**Height:** 6'10"

**Age:** ?

**Attributes:** I.Q. 9, M.E. 9, M.A. 8, P.S. 360 (60)\*, P.P. 10, P.E. 100, P.B. 8, Spd. 10. P.S. and P.E. are supernatural.

\* The score of 360 is an accurate conversion score. The score of 60 is a "balanced" score for the game.

**Disposition:** Gruff, crude, very mean. Not psychotic or vicious in the same way that Sabretooth is, but he's not a nice guy. Seems a little slow mentally sometimes.

**Experience Level:** 8

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** 5

**Bonuses:** Numbers in parentheses are during actual Hand-to-Hand Combat. Numbers outside are general bonuses.

Strike (+1), Parry +1 (+3), Dodge +1(+3), Roll with Punch/Fall/Impact +2 (+4), Pull Punch (+2), Initiative (+1), Disarm (+1), Damage +345 (+347), Damage Reduced +45 (+47), Critical Strike on Natural 19-20, Kick Attack, Body Flip.

**Other Bonuses:** +8 Save vs. Magic\*

**Super Power Category:** Mega Villain Mystically Bestowed.

**Major Super Abilities:** Supernatural Strength, Create Force Field (modified), Invulnerability (modified).

**Mega-Hero Modifications:** Impervious to Disease and Pressure, Doesn't need to eat, drink, or breathe.

**Unusual Physical Characteristics:** Huge

**Education Level:** Basic Military

**Skills of Note:** Basic Math 85%, Pilot Automobile 78%, American 98%, Literacy: American 90%, Running, Climbing 90%/80%, Military Etiquette 85%, Radio: Basic 95%, W.P. Rifle, Camouflage 70%, N.B.C. Warfare 85%, Recognize Weapon Quality 75%, Trap/Mine Detection 70%, Athletics, Body Building, Swimming 95%, Wrestling.

**Secondary Skills:** First Aid 85%, Detect Ambush 70%, Streetwise 52%, Land Navigation 68%, Basic Mechanics 70%, General Repair 75%, Find Contraband 58%, Pilot Truck 72%, Optic Systems 60%, Computer Operations 55%.

**Appearance:** Well, he's just under seven feet tall, and he weighs around 900 .lbs, and he is nearly as broad as he is tall. He has short red hair, blue eyes, and thin lips. He looks kind of dull.

**Occupation:** Professional Criminal/Assassin.

**Weapons:** Really big fists.

**Body Armor:** Juggernaut's costume is made from an unknown material that appears to be indestructible. His helmet and skullcap are made from an unknown metal that provides resistance to psionic attacks/probes. The helmet alone provides him 75% resistance. The skullcap grants 50% resistance. When he wears both, he has a resistance of 99%. Against Entity-Level beings, the helmet and skullcap provide only 50% of the normal resistance.

\* This does not apply to magic that invokes Cyttorak, or to the spells used by a Sorcerer Supreme, or Entity-Level being.

**Power Modifications:** The Juggernaut is practically indestructible. He suffers damage only from certain mystical attacks, and the few psionic attacks that penetrate his defenses. Supernatural attacks inflict only 1/100th normal damage if they beat an A.R. of 18.

The Juggernaut is also practically unstoppable. Once he starts to move, there is very little that can stop him or even slow him down. He moves normally through most things. Barriers that are designed to restrain beings of his power level will only slow him down to one-half of his normal movement. Barriers designed to restrain more powerful beings will slow him to one-quarter movement. He can still be knocked off his feet by beings as strong, or stronger than he is, if he is not moving.

**NOTE:** After his encounters in the Gem of Cyttorak, Cain became stronger and more powerful. If using him after this incident, increase his P.S. to 400 (67), and his P.E. to 110. Cain may very well be immortal now.

## LUKE CAGE

**Real Name:** Luke Cage

**Alignment:** Scrupulous.

**Hit Points:** 100

**S.D.C.:** 288

**Armor Rating:** 15

**Weight:** 425 .lbs

**Height:** 6' 6"

**Age:** ?

**Attributes:** I.Q. 10, M.E. 12, M.A. 9, P.S. 40 (Reduced=superhuman), P.P.16, P.E. 28, P.B. 10, spd. 40 Strength is Supernatural.

**Disposition:** Gruff, cocky, but a nice guy to those he likes.

**Experience Level:** 9

**Combat Skills:** Unique streetfighting style that is equal to Hand to Hand: Expert.

**Attacks per Melee:** 7

**Bonuses:** Numbers in parentheses are bonuses during actual Hand-to-Hand combat. Numbers outside are general bonuses.

Strike +1 (+3), Parry +4 (+7), Dodge +4 (+7), Roll with Punch/Fall/Impact +3 (+5), Initiative (+2), Damage +25 (+31), Pull Punch (+3), Disarm (+3), Kick Attack, Snap Kick, Roundhouse Kick, Body Flip, Critical Strike on Natural 18-20, Automatic Knock-Out on Natural 20.

**Other Bonuses:** Save vs. Coma/Death +46%, Save vs. Poison +10, Save vs. Magic +10, Save vs. Psionics +3.

**Super Power Category:** Experiment.

**Major Super Ability:** Supernatural Strength.

**Minor Super Ability:** Healing Factor.

**Unusual Physical Characteristics:** Added mass.

**Education Level:** High School Drop-out/Street schooled.

**Skills of Note:** Streetwise 70%, Pilot Automobile 78%, Basic Math 90%, American 98%, Literacy: American 48%, Prowl 75%, Concealment 56%, Find Contraband 62%, Pick Locks 75%, General Repair and Maintenance 80%, Language: Street 955, W.P. Chain.

**Secondary Skills:** Basic Electronics 75%, Automotive Mechanics 70%, Boxing, Running, Athletics, Land Navigation 64%, Radio: Basic 65%, First Aid 65%, Pilot Motorcycle 72%, Law (General) 30%, W.P. Knife, W.P. Auto Pistol.

**Appearance:** Large, black man, with short black hair, and brown eyes.

**Occupation:** Adventurer.

**Weapons:** None normally.

**Body Armor:** Leather Jacket (A.R. 10, S.D.C.: 200).

## SHANG-CHI, THE MASTER OF KUNG FU

**Real Name:** Shang-Chi

**Alignment:** Scrupulous

**Hit Points:** 74

**S.D.C.:** 126

**Weight:** 175 .lbs

**Height:** 5'10"

**Age:** ?

**Chi:** 248

**Attributes:** I.Q. 13 , M.E. 21 , M.A. 14 , P.S. 26 , P.P. 32 , P.E. 26 , P.B. 12 , Spd. 26

**Disposition:** Quiet, insightful, calm and stoic. Very rarely acts without thinking. Shang-Chi dislikes the life of an adventurer.

**Experience Level:** Ninth (9)

**Combat Skills:** See Below

**Attacks per Melee:** See Below

**General Bonuses:**

+8 strike/parry/dodge, +12 roll with punch/fall/impact, +8 pull punch, +11 damage, +9 initiative, +3 save versus psionics, +4 save versus insanity, +6 save versus poison/magic, +22% save versus coma/death

**Hand to Hand Bonuses:** See Below

**Super Power Category:** Dedicated Martial Artist

**Major Super Abilities:** N/A

**Minor Super Abilities:** N/A

**Unusual Physical Characteristics:** None

**Education Level:** Equal to High School Graduate or higher

**Skills:** Mandarin Chinese 98%, Literacy: Mandarin Chinese 98%, Basic Math 90%, Taoism 98%, Calligraphy 80%, Geomancy 60%, Dance 94%, Fishing 98%, Mountaineering 85%, Gardening 77%, Sewing 85%, Gymnastics, Acrobatics, Swimming 95%

**Weapon Proficiencies:** Staff, Chain, Thrown, Spear

**Secondary Skills:** English 95%, Literacy: English 90%, Pilot Automobile 98%

**Appearance:** Average sized, but leanly muscled man. Short black hair, dark brown eyes. Slightly narrow face. High cheekbones. Usually wears some sort of martial arts outfit.

**Occupation:** Adventurer, Secret Agent

**Weapons:** Occasionally uses various oriental hand weapons.

**Armor:** None

**Vehicle:** Various

**Special Equipment:** None

**Money:** ?

Shang-Chi is the greatest (?) living master of Kung Fu. Due to his unusually intense training, his skill in Shao-Lin Kung Fu is equal to 15th level skill, even though he is only 9th level. He is also skilled in She Shen Kung Fu, and Xing Chiao

Kung Fu. He has incorporated all of the hand, foot, and other attacks from both She Shen and Xing Chiao into his Shao-Lin form, giving him an incredible variety of attack types with Shao-Lin Kung Fu.

**NOTE:** On the Attacks per Melee, there will be two numbers listed. The first number is the number of attacks based on the NSS book. The second number is with the base two attacks given to all HU characters (I know it's not in the rules, but it's how I like to do it).

### **Shao-Lin Kung Fu:**

**Attacks per Melee:** Seven (7), or Nine (9)

**Bonuses:** +13 strike, +12 parry/dodge, +20 roll with punch/fall/ impact, +8 pull punch, +14 damage, +9 initiative, +3 backflip\*, +3 leap\*, Knock-Out/Stun on a Natural 17-20, Critical Strike on a Natural 18-20, Death Blow on a Natural 19-20

\* This does not include his P.P. bonus.

### **She Shen Kung Fu:**

**Attacks per Melee:** Two (2), or Four (4)

**Bonuses:** +10 strike/parry/dodge, +14 roll with punch/fall/ impact, +8 pull punch, +12 damage, +9 initiative, Critical Strike on a Natural 18-20, Death Blow on a Natural 20

### **Xing Chiao Kung Fu:**

**Attacks per Melee:** Five (5) or Seven (7)

**Bonuses:** +11 strike, +12 parry, +8 dodge, +14 roll with punch/fall/impact, +8 pull punch, +11 damage, +9 initiative, +4 backflip/somersault/handstand/cartwheel\*, +3 leap\*, Critical Strike on a Natural 18-20, Death Blow on a Natural 20

\* This does not include his P.P. bonus.

**Martial Art Powers:** Shang-Chi has the following martial art powers/abilities:

Stone Ox, Chi Gung, Kick Practice, Iron Hand, Bassai Kata, Kime Kata, Itsutsu-No Kata, Chi-Atsu, Dragon Chi, Hard Chi, Soft Chi, Tamashiwara, Iai-Jutsu, Zanshin, Falling Technique

## **MOON KNIGHT**

**Real Name:** Marc Spector

**Aliases:** Jake Lockley (cab driver), Steven Grant (Millionaire)

**Alignment:** Between Scrupulous and Unprincipled

**Hlt Points:** 72

**S.D.C.:** 105

**Weight:** 225 .lbs

**Height:** 6'2"

**Age:** ?

**Attributes:** I.Q. 12, M.E. 16, M.A. 12, P.S. 26, P.P. 18, P.E. 18, P.B. 11, Spd. 31

**Disposition:** Kind of intense, sometimes with a short temper. Believes in what he's doing for the most part, but he does have an occasional crisis of faith. Due to his constant use of multiple identities, he is close to suffering a breakdown.

**Experience Level:** Eighth (8)

**Combat Skills:** Hand to Hand: Martial Arts

**Attacks per Melee:** Six (6)

**General Bonuses:**

+2 strike, +4 parry, dodge, +9 roll with punch/fall/impact, +2 pull punch, +11 damage, +1 bonus to save versus psionics/insanity, +2 bonus to save versus poison/magic, +6% bonus to save versus coma/death

**Hand to Hand Bonuses:**

+4 strike, +7 parry/dodge, +12 roll with punch/fall/impact, +5 pull punch, +2 initiative, +2 disarm, Kick Attack, Snap Kick, Roundhouse Kick, Tripping/Leg Hook, Axe Kick, Jump Kicks (all), Leap Attack, Critical Strike on a Natural 18-20, +3 initiative with Crescent Darts,

**Super Power Category:** Hunter/Vigilante

**Education Level:** Special

**Skills:** All of the automatic skills available to the Hunter/ Vigilante, plus the following: Spanish 98%, German 98%, Hunting, Rope Works 85%, Skin and Prepare Animal Hides 90%, Track Animals 80%, Escape Artist 70%, Pick Locks 70%, Radio:Basic 85%, Pilot Yacht 90%

**Secondary Skills:** First Aid 85%, Prowl 67%, Boxing, Wrestling, Swimming 90%, S.C.U.B.A. 90%, Demolitions 84%, Climbing 98%/95%, Acrobatics ( Sense of Balance 78%, Walk Tightrope 87%, Climb Rope 88%, Backflip 80% ), Gymnastics ( Work Parallel Bars and Rings 84% ), Running, Body Building, Skiing 55%

**Weapon Proficiencies:** Targeting, Heavy, Blunt, Sharpshooting: Crescent Darts

**Special Hunter Skills:** Modify Weapon Cartridges 86%

**Appearance:** Marc is a large, muscular man with short, conservative brown hair, dark brown eyes, a strong, square jaw, and a slightly crooked nose. He has an intense look in his eyes. He is usually clean-shaven.

**Occupation:** Adventurer, Entrepreneur

**Weapons:** Crescent Darts (equal to shurikens, he carries about 10-12 of these on his belt), Truncheon (This is a weighted club carried by Moon Knight. It inflicts 1D8+1 damage)

**Vehicle:** Mooncopter (Customized helicopter with silent running)

**Money:** Steven Grant is a multi-millionaire.

## MISTER FANTASTIC

**Real Name:** Reed Richards

**Alignment:** Principled

**Hit Points:** 74

**S.D.C.:** 94

**Weight:** 180 .lbs

**Height:** 6' 1"

**Age:** ?

**Attributes:** I.Q. 30, M.E. 15, M.A. 16, P.S. 10, P.P. 24, P.E. 14, P.B. 11, Spd. 12

**Disposition:** Courteous, but often seems inattentive.

**Experience Level:** 11

**Combat Skills:** Hand to Hand: Basic (9th level ability)

**Attacks per Melee:** 6

**Bonuses:** Numbers in parentheses are for actual hand-to-hand combat. Numbers outside are general bonuses.

Strike +6 (+7), Parry +7 (+9), Dodge +7 (+9), Roll with Punch/Fall/Impact +11 (+13), Initiative (+1), Pull Punch +5 (+7), Karate Kick for 2D4, Snap Kick for 1D6, Body Flip, Disarm (+2), Damage (+2), Critical Strike on Natural 19-20.

**Other Bonuses:** +16% Skill bonus (already calculated).

**Super Power Category:** Hardware/Electrical (Special)

**Major Super Ability:** Stretching

**Educational Level:** Ph.D (3)

**Skills of Note:** Electrical Engineer 131%, Read Sensory Equipment 126%, Surveillance Systems 121%, Optic Systems 121%, Computer Operations 141%, Computer Programming 131%, Radio: Basic 136%, Advanced Math 142%, Mechanical Engineer 126%, Robot Mechanics 131%, Weapons Engineer 126%, Basic Mechanics 126%, Automotive Mechanics 121%, Locksmith 116%, Aircraft Mechanics 116%, Pilot Hovercraft 141%, Cryptography 126%, ECM 131%, laser Communications 131%, Microwave Communications 141%, Computer Repair 126%, Radar/Sonar Operations 146%, Radio: Advanced 131%, Radio: Scramblers 136%, Radio: Satellite 126%, T.V./Video 115%, Computer Engineer 121%, Computer Languages 136%, Computer Networks 156%, Supercomputers 126%, Astrophysics 126%, Chemistry 131%, Chemistry: Analytical 126%, Electrochemistry 136%, Geophysics 136%, Interdimensional Theory 52%, Nanotechnology 131%, Nuclear Physics 126%, Physical Chemistry 105%, Temporal Physics 121%, Physics 126%, Robot Electronics 131%, Nuclear Engineer 121%, Aerospace/Aeronautical Engineer 116%, Welding(Expert) 86%, Navigation 151%, Navigation: Space 141%, Invention 101%, Research 151%, Cross-Dimensional Physics 96%, Astronomy 126%, Biology 96%.

**Secondary Skills:** Swimming 98%, Fashion Tools 91%, Metallurgy 112%, Radiation Technology-Industrial 96%, First Aid 116%, NBC Warfare 106%, Strategy/Tactics 101%, Pilot Airplane 98%, Biophysics 116%, Geology 96%, Binding 91% ( with his body, 1/2 with ropes ), Cosmology 86%, Jury Rig 111%, History 76%.

**Special Hardware Skills:** Hot Wiring 117%, Computer Hacking 109%, Electronics Construction 115%, Evaluate and Diagnose Electrical Systems 121%, Building Super Vehicles 122%, Recognize Vehicle Quality 121%.

**Appearance:** Intelligent-looking man. Brown eyes, short brown hair that is grey at the temples.

**Occupation:** Scientist.

**Weapons:** Normally none.

**Vehicle:** Pogo-plane, Fantasti-car, others as needed.

**Body Armor:** Normally none.

## NIGHTCRAWLER

**Real Name:** Kurt Wagner

**Alignment:** Scrupulous

**Hit Points:** 70

**S.D.C.:** 45

**Weight:** 195 lbs

**Height:** 5'9"

**Age:** ?

**Attributes:** I.Q. 11, M.E. 15, M.A. 14, P.S. 12, P.P. 32, P.E. 25, P.B. 12, Spd. 28

**Disposition:** Friendly, insightful, caring. Developed a rather outgoing personality later in his adventures.

**Experience Level:** 8

**Combat Skills:** Hand to Hand: Expert

**Attacks per Melee:** 6

**Bonuses:** Numbers inside parentheses are for actual hand to hand combat. Numbers outside are general bonuses.

Strike +8 (+10), Parry +9 (+12), Dodge +9 (+12), Roll with Punch/Fall/Impact +13 (+15), Pull Punch +8 (+10), Initiative +1 (+3), Disarm (+10), Automatic Dodge (+11), Critical Strike on Natural 18-20, Kick Attack, Snap Kick, Tripping/Leg Hook, Body Flip/Throw.

**Other Bonuses:** Save vs. Coma/Death +20%, Save vs. Poison +5, Save vs. Magic +5.

**Super Power Category:** Mutant.

**Major Super Ability:** Chameleon (modified), Teleport (modified)

**Minor Super Abilities:** Extraordinary Physical Prowess, Adhesion (Optional)

**Unusual Physical Characteristics:** Pointed ears, Pronounced Canines, Indigo Skin and Fur, Yellow Eyes with no visible pupils, three fingers (including thumb) per hand, Two unusually long toes per foot, Unusually flexible spine allowing him to spend long periods in a crouching position and to perform contortionist-like feats of agility.

**Educational Level:** Equal to one year of college.

**Skills of Note:** Basic Math 85%, Pilot Automobile 78%, German 98%, Literacy: German 90%, Prowl 75%, Swimming 98%, Climbing 98%, Athletics, Running, Acrobatics {Sense of Balance 98%, Walk Tightrope/Highwire 98%, Climb Rope 98%, Back Flip 98%}, Gymnastics {Sense of Balance 98%, Work Parallel Bars and Rings 98%, Climb Rope 98%, Back Flip 98%}

**Secondary Skills:** First Aid 85%, Basic Electronics 70%, General Repair 75%, Escape Artist 80%, Computer Operations 80%, Radio: Basic 75%, Pilot Airplane 74%, American 65%, Literacy: American 45%, W.P. Rapier, W.P. Epee, (Optional=You can give him FlashFire's Fencing Martial Art).

**Appearance:** Slightly demonic-looking (Optional Horror Factor of 10). Slim but muscular build (think Bruce Lee). Short wavy indigo hair. He has shining yellow eyes (no visible pupils). His ears are pointed, and he has pronounced canine teeth. His skin is indigo, and his body is covered with short, indigo fur. He has only two fingers, plus thumb on each hand, and only two large toes on each foot. He has a tail that is about three-and-a-half feet long. This tail is prehensile, and has the same, if not better maneuverability as his arms. In fact, the tail has a high enough agility and dexterity that he can fence with it with no penalties. The tail is strong enough to support his full weight, and adds +20% to his climbing abilities. He gains a +5 bonus to dodge attacks that are directed at his tail.

**Occupation:** Adventurer.

**Weapons and Equipment:** Occasionally uses a rapier or epee.

**Powers:** Nightcrawler has a modified version of the major power Chameleon. The only real benefit is that in darkness or shadows, he is almost (99%) invisible to normal sight.

**Teleport-Modified:** Nightcrawler has the ability to transport himself and a limited (undisclosed) amount of additional matter through another dimension. This effectively allows him to teleport from place to place. When he teleports, he leaves behind smoke and the smell of brimstone, and exits with a "BAMF" sound. His teleportation abilities have a limit. He can teleport up to three miles North/South, and up to two miles East/West and vertically. He can teleport up to four

times per melee round. He has perfected this multiple 'port into an attack. He can attack immediately after a 'port if he appears next to the target. He suffers a -2 to strike, but the target suffers a -5 penalty to defend against the attack. Teleportation Limitations: Teleporting with additional weight is physically taxing. Each additional 150 .lbs reduces his effective range by 10%. Each additional 150.lbs inflicts a 10% chance for him to be exhausted upon arrival. If he is exhausted, he will collapse for 1D4+1 melee rounds. He can try to 'port this weight to his maximum range, but this increases his chance for exhaustion by +20%. He is also able to teleport vertically up to two miles, but each quarter-mile inflicts a 10% chance of exhaustion as above. Nightcrawler has a subconscious sense that prevents him from teleporting into solid objects as long as he can see his destination or is familiar with it.

## SABRETOOTH

**Real Name:** Victor Creed (assumed)

**Alignment:** Miscreant

**Hit Points:** 167

**S.D.C.:** 178

**Weight:** 275 .lbs

**Height:** 6' 6"

**Age:** ?

**Attributes:** I.Q. 10, M.E. 17, M.A. 9, P.S. 48\*, P.P. 33, P.E. 43, P.B. 8, Spd. 25

\*I have recently read something that indicated that Sabretooth's strength has been increased due to unspecified implants. If so, his P.S. would be 40 Supernatural, or 67 Superhuman, depending on how high you want his damage bonus to be.

**Disposition:** Creed is a crude, loud, obnoxious homicidal psychopath.

**Experience Level:** 11

**Combat Skills:** Hand to Hand: Assassin

**Attacks per Melee:** 9

**Bonuses:** Numbers in parentheses are bonuses during actual hand-to-hand combat. Numbers outside are general bonuses.

Strike +8 (+10), Parry +11 (+14), Dodge +13 (+16), Roll with Punch/Fall/Impact +12 (+15), Initiative +8 (+11), Damage +33 (+37), Pull Punch +8 (+13), Disarm (+11), Automatic Dodge+11, Kick Attack, Snap Kick, Crescent Kick, Body Flip, Death Blow, Critical Strike on Natural 18-20, Automatic Knock-Out on Natural 20, Knock-Out/Stun on Natural 17-20, Pin/Incapacitate 18-20. **NOTE:** Sabretooth's claws do NOT add to his hand-to-hand damage, but they do turn the damage into a cutting attack. If he has received adamantium implants, his claws inflict a -8 penalty to target A.R.

**Other Bonuses:** Save vs. Coma/Death +63%, Save vs. Poison +11, Save vs. Psionics +4, Save vs. Insanity +1, Save vs. Magic +11.

**Super Power Category:** Mutant.

**Minor Super Abilities:** Extraordinary Physical Prowess, Extraordinary Physical Endurance, Healing Factor (double the normal rates), Heightened Sense of Hearing, Heightened Sense of Smell, Heightened Sense of Taste, Super Vision: Advanced Sight (stuck at level 3 power), (Possibly Super Vision: Nightvision ), Longevity (Ages at one-half to one-third the normal rate ).

**Unusual Physical Characteristics:** Large, pointed canine teeth, claws on hands and feet.

**Education Level:** Military Specialist.

**Skills of Note:** The following skills are at 98% {Basic Math, American, Literacy: American, Climbing, Military Etiquette, Radio: Basic, Detect Ambush, Wilderness Survival, Tracking, Interrogation, Trap Construction, Pick Locks, Detect Concealment, Hojo-Jutsu, Demolitions, Demolitions Disposal, Underwater Demolitions}, Running, Intelligence 96%, Basic Electronics 95%, Basic Mechanics 95%, W.P. Rifles, W.P. Auto-Pistol, W.P. Heavy Weapons, W.P. SMG.

**Secondary Skills:** Boxing, Wrestling, Swimming 98%, Prowl 98%, Camouflage 65%, Parachuting 85%, Streetwise 44%, Pilot Airplane 74%, Read Sensory Equipment 45%, Optic Systems 45%, Gymnastics {Sense of Balance 93%, Work Parallel Bars/Rings 98%, Climb Rope 92%, Back Flip 98%}.

**Appearance:** Large, muscular man with long, shaggy blonde hair, amber eyes that look wild, large, sharp canine teeth, and short claws on both his hands and feet.

**Occupation:** Mercenary Assassin.

**Special Skills due to Enhanced Senses:**

- Estimate the Distance of Sound: 98%
- Estimate Speed and Direction of Approach: 98%
- Recognize a Voice or Sound: 95%
- Imitate a Voice: 85%
- Recognize/Identify Specific Odors: 98%
- Recognize Poisons/Toxins/Chemicals by Scent: 94%
- Recognize a Person by Scent: 83%
- Track by Scent: 73%
- Recognize Common Ingredients by Taste: 98%
- Recognize Exotic Ingredients by Taste: 85%

## SON OF SATAN

**Real Name:** Daimon Hellstorm

**Aliases:** Daimon Hellstrom, Son of Satan

**Alignment:** Unprincipled, possibly more evil if the ruler of Hell

**Hit Points:** 70

**S.D.C.:** 36

**M.D.C.:** In a Rifts-like environment, Daimon would have 53 M.D.C.

**Weight:** 180 .lbs

**Height:** 6'1"

**Age:** ?

**P.P.E.:** 68

**Attributes:** I.Q. 14 , M.E. 26 , M.A. 15 , P.S. 34 , P.P. 30 , P.E. 34 , P.B. 14 , Spd. 44; In Rifts, or similar environments, Daimon would have supernatural P.S. of 17, and P.E. 17.

**Disposition:** Intense, quiet, spooky. Daimon can be as friendly as the next guy, but when he's dealing with business, he can be very unnerving.

**Experience Level:** Seventh Level Priest (As per Rifter #1)

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Five (5)

**General Bonuses:**

+8 strike, +9 parry/dodge/roll with punch/fall/impact, +8 pull punch, +19 damage, +34% save versus coma/death, +8 save versus poison, +14 save versus magic, +12 save versus psionics, +9 save versus insanity, +6 save versus horror factor, +3 Exorcism Strength

**Hand to Hand Bonuses:**

+9 strike, +11 parry/dodge/roll with punch/fall/impact, +10 pull punch, +21 damage, +1 initiative, Critical Strike on a Natural 19-20, Kick Attack

**Super Power Category:** Mutant (Special)

**Major Super Abilities:** *Soulfire/Hellfire Generation*

**Minor Super Abilities:**

- *Sense Magic* (This is identical to the ability possessed by the Mystic Study, but it costs Daimon only one P.P.E. For an additional four P.P.E., he can identify which spells were used, and for another eight P.P.E., he can identify the caster of the spells)
- *Healing Touch* (Once per day per person, Daimon can heal 4D6 Hit Points/S.D.C.)
- *Transformation* (By making the sign of the trident, Daimon can transform into his "adventuring" costume).

**Special O.C.C. Abilities:** Daimon is an expert at the Roman Catholic Rite of Exorcism. This normally takes a long period of time to perform, but due to his special heritage, Daimon can perform the ritual in 1D6 hours. (This is essentially identical to the spell, Exorcism, but it costs no P.P.E. ), other abilities are as per the Priest O.C.C. in Rifter #1 ( If you do not have access to this, don't worry about it. It basically gives Daimon the ability to create Holy Water).

**Unusual Physical Characteristics:** Daimon has pointed ears, and an inverted, circled pentagram birthmark on his chest.

**Education Level:** Equal to Master's Degree

**Skills:** Basic Math 98%, American 98%, Literacy: American 98%, Latin 98%, Literacy: Latin 90%, Italian 98%, Lore: Religion 98%, Lore: Demon and Monster 85%, Research 98%, History 98%, Advanced Math 90%, Astrology 70%,



Computer Operations 75%, Cook 75%, Paramedic 85%, Pilot Automobile 74%, Anthropology 65%, Literacy: Italian 80%, French 98%, Literacy: French 80%, Writing 75%, Streetwise 36%, Pilot Sailboat 80%, Archaeology 30%

**Weapon Proficiencies:** Trident

**Secondary Skills:** Swimming 85%, Running, Athletics, Prowl 60%, Climbing 75%/ 65%, General Repair 70%

**Appearance:** Tall, athletic-looking man with strong facial features. He has cold blue eyes, and long red hair. His ears are noticeably pointed. He has a large birthmark on his chest that strongly resembles a circled, inverted pentagram.

**Occupation:** Demonologist, Ruler of Hell?

**Weapons:** Trident (1D8 damage, 1D6x10 M.D. in Rifts)

**Armor:** None

**Vehicle:** See Below

**Special Equipment:** Trident (The Son of Satan uses a special trident composed of a material known as "Netheranium". This allows him to project his "Soulfire" at 150% normal range. It also allows him to detect the presence of demons (one mile range), flight (Spd of 15), and it protects him from "Satan" (This being can only attack or approach if he rolls a saving throw versus magic with a -10 penalty, each melee round he desires to do so), and to summon forth a fiery chariot pulled by three demonic steeds ( The chariot has 2,000 S.D.C., and flies at 250 mph ).

**Money:** ?

**NOTE:** If Daimon has usurped his father's power and position, his stats will be much higher, especially his Hit Points and S.D.C.

## SPIDER-MAN

**Real Name:** Peter Parker

**Alignment:** Scrupulous

**Hit Points:** 88

**S.D.C.:** 63

**Weight:** 165.lbs

**Height:** 5' 10"

**Age:** ?

**Attributes:** I.Q. 17, M.E. 17, M.A. 14, P.S. 40 (40) P.P. 42, P.E. 35, P.B. 12, Spd. 60 Spiderman's P.S. is Supernatural. If using the reduced versions, lower his P.S. to Superhuman or Extraordinary.

**Disposition:** Friendly, caring, wise-cracking (when in costume).

**Experience Level:** 10

**Combat Skills:** Unique fighting ability equal to Hand to Hand: Expert.

**Attacks per Melee:** 7

**Bonuses:** numbers inside parentheses are bonuses during actual Hand-to-Hand Combat. Numbers outside are general bonuses.

Strike +8 (+10), Parry +9 (+12), Dodge +9 (+12), Roll with Punch/Fall/Impact +9 (+11), Initiative +3, Damage +25 (+28), Auto-Dodge (+11), Pull Punch +12 (+14 ), Disarm (+10), Automatic Dodge, Kick Attack, Snap Kick, Roundhouse Kick, Body Flip, Disarm, Critical Strike on Natural 18-20, +12 Strike with Web-Shooters.

**Other Bonuses:** Save vs. Coma/Death +35%, Save vs. Poison +8, Save vs. Magic +8, Save vs. Psionics +1, Save vs. Insanity +1, Skill Bonus +3%.

**Super Power Category:** Mutant by Accidental Exposure

**Major Super Ability:** Supernatural Strength

**Minor Super Ability:** Adhesion, Extraordinary Physical Prowess, Sixth (Spider ) Sense (equal to psionic ability with no I.S.P cost).

**Educational Level:** Bachelor's Degree, working on Master's.

**Skills of Note:** The following skills are at 98% ability { Basic Math, American, Literacy: American, Computer Operation, Advanced Math, Chemistry, Chemistry: Analytical, Physics, Biochemistry, Basic Electronics, Computer Programming, Computer Repair, Photography, Research, History, Biology, Entomology, Biophysics, Anthropology }, Pilot Automobile 83%, Invention 73%.

**Secondary Skills:** Read Sensory Equipment 88%, Radio: Basic 98%, Surveillance Systems 88%, Basic Mechanics 88%, Detect Concealment 83%, Prowl 90%, Swimming 98%, Concealment 51%, First Aid 73%, Streetwise 43%, Athletics, Acrobatics (Sense of Balance 98%, Walk Tightrope/Highwire 98%, Climb Rope 98%, ), Gymnastics (Work Parallel Bars/Rings 98%, Back Flip 98% ).

**Appearance:** Short brown hair, hazel eyes, slim, but muscular build.

**Occupation:** College student, freelance photographer.

**Equipment:**

- Spider Tracers ( tuned into his spider-sense, he can track them up to two miles away ),
- Equipment Belt ( Has a rear, and front camera attachment, the spider spotlight-treat as a high powered spotlight, and it can hold 30 web cartridges ),
- Web-Shooters ( see following ).

**Web-Shooters:** These are ingenious devices designed by Peter to emulate the web spinning abilities of a spider. They utilize a unique chemical that is similar to nylon, but much stronger. The webs harden on contact with air in 5-6 seconds. When soft, they are incredibly adhesive (P.S. of 30 or better to break free), but they are fairly easy to cut through. once hard, they resist breaking with a P.S. of 45, and require 30 points of S.D.C. cutting damage to tear ( more if in a large quantity )

NOTE: Depending on the strength levels possessed by characters in your games, the strength of the webbing may be increased to very high levels, since he has been able to restrain beings like the Thing with the webs. The webbing dissolves into dust after an hour or so.

Range: 150 to 200 feet for a rope, up to 60 feet for a complex web pattern (farther if shot in an arc).

Payload: 250 shots, with different applications using different numbers of shots.

\*Basic Web Swinging rope for transportation: Each rope uses one shot. He can approach speeds of 30-45 mph, using 1D4+3 shots per melee round.

\*Entangle/Entrapment: Uses one shot. Peter can make just about any kind of entrapping/ grappling attack with this.

\*Projectile: Peter can launch a solid web projectile that inflicts 1D8 damage, and uses two shots. \*Shield: Peter can form a shield with the webbing that has 75 S.D.C. This uses 3 shots. \*Parachute/Glider: He can form either of these for 50 shots. \*Area Webbing: An area of up to 10' x 10' x10' can be covered in a complex pattern of webbing. This reduces movement accordingly, and uses 80 shots.

## THE THING

**Real Name:** Benjamin Jacob Grimm

**Alignment:** Scrupulous

**Hit Points:** 95

**S.D.C.:** 600

**Armor Rating:** 16

**Weight:** 500 .lbs

**Height:** 6'

**Age:** ?

**Attributes:** I.Q 12, M.E. 13, M.A. 12, P.S. 60 (360), P.P. 10, P.E. 35, P.B. 4, Spd. 88

**Note:** There are two values listed for P.S. The lower is the reduced P.S., for game balance, and the higher is if you want to actually reach his strength level ( I like my super heroes, well, super ).

**Disposition:** Puts up a front of being gruff and obnoxious, but he is actually, a lovable, kind, friendly kind of guy.

**Experience Level:** 10

**Power Category:** Mutant/Accidental Exposure.

**Unusual Characteristics:** Stocky, no neck, and, oh yeah, he looks like a walking orange stone wall. He has no outer ears, and only four fingers ( inc. Thumb ) on each hand, and only four toes per foot.

**Major Super Abilities:** Alter Physical Structure: Stone (Note: His APS: Stone is usually permanent, although he has reverted to normal in the past. He does not have the ability to recognize stones or minerals, and has no exceptional knowledge of them). Supernatural Strength.

**Combat Skill:** Hand to Hand: Expert.

**Attacks per Melee:** 6

**Bonuses:** Note: Numbers in parentheses are for actual hand-to-hand combat, numbers outside parentheses are general bonuses.

Strike (+2), Parry +3 (+6), Dodge +3 (+6), Roll with Punch/Fall/Impact +2 (+5), Initiative +2, Damage +45 or +345 (+48/+348), Pull Punch (+4), Disarm (+2). Kick Attack, Tripping/Leg Hook, Body Flip/Throw, Crush/Squeeze, Critical Strike on Natural 18-20, Automatic Knock-Out on Natural 20, Pin/Incapacitate on Natural 18-20.

**Other Bonuses:** +8 Save vs. Magic, +8 Save vs. Poison, +35% Save vs. Coma/Death.

**Educational Level:** College Graduate.

**Skills of Note:** The following skills are at 98% proficiency: { Computer Operation, Research, Photography, Basic Electronics, Basic Mechanics, American, Literacy: American }, Writing 95%, Automotive Mechanics 95%, Aircraft Mechanics 95%, Pilot Automobile 80%, Basic Math 95%, Athletics, Body Building, Boxing, Wrestling.

**Secondary Skills:** The following skills are at 98% proficiency: {Pilot Motorcycle, Navigation, Swimming }, Pilot Airplane 90%, Pilot Jet Aircraft 80%, Urban Survival 85%, Read Sensory Equipment 80%, Gambling 80%, Streetwise 60%, Radio: Basic 80%, Pilot Helicopter 70%, Advanced Math 55%, First Aid 50%, W.P. Blunt.

**Appearance:** Large, stocky being. He appears to have an orange, rock-like hide. He has no visible neck or ears, and only four fingers, including thumb, on each hand, and only four toes on each foot. And he tends to run around in blue underwear. And he has big blue eyes.

**Occupation:** Adventurer/Super Hero.

**Weapons and Equipment:** None really, but he has been known to rip up a light post and use it as a weapon.

**Vehicle:** One of the Fantastic Four's vehicles. He also rides motorcycles sometimes.

## WOLVERINE

**Real Name:** Logan ( unknown if this is his first, last, or real name ).

**Alignment:** Aberrant

**Hit Points:** 161 (131 w/out adamantium)

**S.D.C.:** 173 (143 w/out adamantium)

**A.R.:** 11 (with adamantium)

**Weight:** 300 .lbs w/adamantium, 200 w/out.

**Height:** 5' 3"

**Age:** ?

**Attributes:** with adamantium I.Q. 12, M.E. 19, M.A. 9, P.S. 40, P.P. 34, P.E. 42, P.B. 10, Spd. 23

**Attributes:** without adamantium I.Q. 6, M.E. 9, M.A. 3, P.S. 20, P.P. 34, P.E. 42, P.B. 6, Spd. 30

**Disposition** (with adamantium): Gruff, outspoken, often extremely violent. Has trouble expressing his feelings, but is very protective about those he cares for (would kill without a thought to protect them).

**Disposition** (without adamantium): Savage and beast-like, becoming more feral every day.

**Experience Level:** 12

**Combat Skills:** Hand to Hand: Martial Arts

**Attacks per Melee:** 8

**Bonuses:** Numbers in parentheses are bonuses during actual hand-to-hand combat. Numbers outside are general bonuses.

Strike +8 (+10), Parry +11 (+16), Dodge +13 (+18), Roll with Punch/Fall/Impact +12 (+15), Initiative +8 (+11), Damage +25 (+29), Pull Punch +8 (+11), Disarm (+10), Automatic Dodge +11, Kick Attack, Snap Kick, Roundhouse Kick, Tripping/Leg Hook, Axe Kick, Jump Kick, Flying Jump Kick, Leap Attack, Body Flip/Throw, Automatic Knock-Out on Natural 20, Critical Strike on Natural 18-20, Paired Weapons.

**NOTE:** Add an additional +2 Strike and Parry with his claws.

**Other Bonuses:** Save vs. Coma/Death +62%, Save vs. Poisons +11, Save vs. Psionics +5, Save vs. Insanity +2, Save vs. Magic +11.

**Super Power Category:** Mutant

**Minor Super Abilities:** Extraordinary Physical Prowess, Extraordinary Physical Endurance, Healing Factor (double normal rates with adamantium, one-half normal rates without), Heightened Sense of Hearing, Heightened Sense of Smell, Super Vision: Advanced Sight( stuck at 3rd level power ), Longevity ( ages at one-half to one-third normal rate ), Bio-Weapon: Claws, Adamantium-reinforced skeleton and claws ( This provides him with an A.R. of 11, and adds +1D4 to his punch and kick damage. His bones are effectively unbreakable. The claws inflict 1D6+2 damage each, for a total of 3D6 +6+bonus damage, and they inflict a -12 penalty to the target's A.R. Without the adamantium, the claws inflict 3D6+3, and inflict NO A.R. penalty).

**Education Level:** Military Specialist.

**Skills of Note:** All of the following are at 98%{ Basic Math, American, Literacy: American, Climbing, Military Etiquette, Radio: Basic, Detect Ambush, Intelligence, Wilderness Survival, Tracking, Escape Artist, Detect Concealment, Pick Locks, Prowl, Concealment, Japanese, Russian }, Trap Construction 95%, Streetwise 78%, Card Sharp 92%,

Chinese 90%, Cheyenne 95%, Lakota 95%, Spanish 95%, W.P. All melee weapons, W.P. Archery and Targeting, W.P. Rifles, W.P. Auto-Pistol, W.P. SMG, W.P. Heavy Weapons.

**Secondary Skills:** The following skills are at 98%{ Swimming, Pilot Airplane, Pilot Motorcycle, Pilot Sailboat }, Pilot Jet Airplane 88%, Computer Operations 75%, Parachuting 75%, Read Sensory Equipment 50%, First Aid 65%, Boxing, Wrestling, Literacy: Japanese 82%, Literacy: Russian 85%, Literacy: Chinese 50%, Literacy: Spanish 55%, French 70%, Thai 65%, Vietnamese 35%, Gymnastics {Sense of Balance 96%, Work Parallel Bars/Rings 98%, Climb Rope 94%, Back Flip 98% }.

**Appearance:** Short and stocky, with strange hair. His hair is black, and his eyes are brown. And he has big sideburns (chops). Once his adamantium was removed, he began to mutate further into a savage, bestial form.

**Occupation:** Adventurer ( savage ).

**Hand to Hand Note:** If you are like me, and use *Ninjas and Superspies* for your Rifts and HU games, then you can use the following hand-to-hand skill for Wolverine. This is a combination of Ninjitsu and Zanji-Shinjinken Ryu.

All of the attacks from both styles, inc. weapon skills.

**Attacks per Melee:** 8

Strike +13, Parry +14, Dodge +15, Roll with Punch/Fall/Impact +16, Pull Punch +8, Initiative +8, Damage +7, Maintain Balance +11, Backflip +12, Leap +12, Cartwheel +12, Roll Knock-Down +12, Critical Strike on Natural 17-20, Death Blow on a Natural 20, Knock-Out/Stun on a Natural 19-20, Automatic Knock-Out on a Natural 20.

**Add the following to his skills** (All at 12th level ability unless noted otherwise ): Acrobatics, Archery and Targeting, All appropriate weapon skills, Bonsai, Calligraphy, Go.

**The following martial art abilities:**

The Art of Stealth, the Art of Hiding, the Art of Vanishing, Falling Technique, Fortress Penetration Kata, Kobu-Jutsu Kata: Claws, Windmill Kata, Warrior Spirit Kata, Dam Sung Sing, Ao Dah Jong (from Mystic China), Control Revulsion (from Mystic China). Double his Chi.

## SQUADRON SUPREME

### Doctor Spectrum

Joe Ledger was an astronaut. On one mission, he encountered a being known as the Skrullian Skymaster. In return for rescuing him, the Skymaster gave to Joe a crystal. This crystal was the Power Prism. With it, Joe was able to perform spectacular feats, and demonstrated awesome powers.

Joe eventually hooked up with the Squadron. When the Squadron implemented the Utopia Program, Joe was a staunch supporter. Just a few months into the program, one of the Squadron members, Nuke, learned that his presence was killing those around him and he kind of went berserk. Joe went after him. In the course of the conflict, Joe was forced to unleash a lethal force at Nuke. He never completely recovered from this event.

During the Squadron's conflict with the Redeemers, Joe was forced into a direct conflict with the Black Archer, who had been both a Squadron member and Joe's friend. Joe could not bring himself to attack the Archer, but the Archer felt no such constraints, and fired an arrow. This arrow did hit Joe, but not in a vital area. No, it struck the Prism, which shattered, imbedding its fragments into Joe's skin, bleaching his skin, hair, and costume white in the process. From this point on, Joe discovered that he still had command of the Prism's powers, but now they were more a part of him.

**Real Name:** Joseph "Joe" Ledger

**Alignment:** Scrupulous

**Hit Points:** 56

**S.D.C.:** 46

**Weight:** 190 .lbs

**Height:** 6'

**Age:** 30's

**Attributes:** I.Q. 15, M.E. 16 , M.A. 15 , P.S. 16 , P.P. 17 , P.E. 16 , P.B. 13 , Spd. 21

**Disposition:** Earlier in his career, Joe Ledger was a happy-go-lucky, carefree adventurer type, but ever since he was forced to kill his teammate Nuke, he has become much more cautious, and does not display the former level of joy and arrogance shared by his teammates.

**Experience Level:** Eighth (8)

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Five (5)

**General Bonuses:** +1 strike, +2 parry/dodge, roll with punch/fall/impact, pull punch, +1 damage, +4% save versus coma/death, +1 save versus poison/magic/psionics/insanity

**Hand to Hand Bonuses:** +2 strike, +7 strike with Prism Energy, +4 parry/dodge/roll with punch/fall/impact, +3 pull punch, +3 damage, +1 initiative, +1 disarm, Critical Strike on a Natural 19-20, Kick Attack, Body Flip/Throw

**Super Power Category:** Enchanted Object (Modified)

**Major Super Abilities:**

- Intangibility
- Sonic Flight
- *Create Force Field* (Effective Level 15th, Effective P.E. 35)
- *Superior Energy Expulsion* (Effective Level 15th, He has only the energy expulsion. He does not have abilities #2-5. He is able to emit Light, Heat, Concussive Force/Kinetic Energy)
- *Solidify Energy* (Spectrum is able to partially solidify the energy he emits. He is able to create energy structures like cages, boxes, platforms, limbs, etc. that have an effective P.S. of 58 (350) supernatural).

**Minor Super Abilities:** None

**Unusual Physical Characteristics:** Pure white skin and hair.

**Education Level:** Master's Degree

**Skills:** The following skills are at 98% {American, Advanced Math, Navigation, Pilot Airplane, Pilot Motorcycle, Pilot Jet Fighter, Pilot Hovercraft, Pilot Helicopter, Swimming, Climbing}, Literacy: American 90%, Pilot Automobile 78%, Basic Math 85%, Astronomy 90%, Astrophysics 90%, Aeronautics 90%, Read Sensor Equipment 95%, Pilot Space Shuttle 85%

**Weapon Proficiencies:** Power Prism

**Secondary Skills:** Computer Operation 80%, Radio: Basic 85%, Basic Electronics 70%, Aircraft Mechanics 65%, Basic Mechanics 70%, First Aid 85%, Parachuting 80%, Body Building, Pilot Truck 76%, law (General) 55%, Research 80%, Writing 40%

**Appearance:** Athletic-looking build, short white hair, white skin, brown eyes. Spectrum would have classic all-American features if he wasn't pale white.

**Occupation:** Adventurer

**Weapons:** Power Prism energy

**Armor:** Power Prism energy

**Vehicle:** None

**Special Equipment:** Formerly Power Prism, Now none

**Money:** ?

## Haywire

Almost nothing is known of the young man known as Haywire. What he did or was before becoming involved with the Squadron is unknown.

Haywire was recruited into Nighthawk's Redeemers, and placed in the Squadron as a double-agent. He enjoyed being in the Squadron, and occasionally had doubts about the Redeemer's mission, but he followed his orders. He was the person responsible for removing Lamprey's programming, allowing Lamprey's original, criminal personality to resurface. Haywire also took part in the final battle between the Squadron and the Redeemers. When the universe of the Squadron was threatened, Haywire joined with them to help save everything. He was also trapped with them on the alternate Earth.

**Real Name:** Harold Danforth

**Alignment:** Unprincipled

**Hit Points:** 39

**S.D.C.:** 36

**Weight:** 155 lbs

**Height:** 5'10"

**Age:** 20's

**Attributes:** I.Q. 10, M.E. 13, M.A. 14, P.S. 11, P.P. 15, P.E. 15, P.B. 14, Spd. 18

**Disposition:** Haywire is a smart-ass, flirtatious young man. He likes to perform practical jokes, and sometimes he does not know when to stop. He has become a little (a very little) more serious since he joined the Squadron.

**Experience Level:** Fifth ( 5 )

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Five (5)

**General Bonuses:**None

**Hand to Hand Bonuses:**

+1 strike, +2 parry/dodge/roll with punch/fall/impact, +2 pull punch, +1 initiative, Kick Attack

**Super Power Category:** Mutant

**Major Super Abilities:**

*Tanglewire* (Haywire is somehow able to generate a thin (5mm diameter) wire-like substance from his fingertips. The tanglewire is incredibly durable and tough. Only something with properties similar to adamantium can cut through it. It is resistant to incredibly high and low temperatures, and can support several tons of weight. Haywire can generate this wire at various rates, but the maximum amount appears to be approximately three square feet or 180 linear feet per second (nine square feet, or 540 linear feet per action). Haywire has become fairly adept at using his wire for various purposes, including simple geometric shapes, long wires used for grappling and movement, and large amounts used to trap or bind opponents. The wire remains in existence until he consciously will it to disappear. Haywire can direct the wire through some sort of specialized telekinesis).

**Minor Super Abilities:** None

**Unusual Physical Characteristics:** None

**Education Level:** High School Graduate

**Skills:** American 98%, Literacy: American 75%, Pilot Automobile 70%, Basic Math 75%, Streetwise 45%, Pick Locks 55%, Prowl 55%, Find Contraband 51%, Concealment 45%, Sing 65%, Guitar 65%

**Weapon Proficiencies:** None

**Secondary Skills:** Radio: Basic 65%, Pilot Motorcycle 80%, Detect Ambush 50%, Basic Mechanics 50%, Swimming 70%, Running, Computer Operation 60%, Pilot Hovercraft 65%

**Appearance:** Athletic young man with brown eyes and short, wavy, reddish-blond hair. Rather plain facial features, usually clean-shaven.

**Occupation:** Adventurer

**Weapons:** None

**Armor:** None

**Vehicle:** Various

**Special Equipment:** Padded gloves allowing him to hold onto his tanglewire without injury.

**Money:** ?

## Hyperion

Mark Milton grew up without knowing his past. At some point in time, he was adopted by the Milton's. As he grew, he began to develop super abilities. His foster parents' encouraged him to use his powers for the benefit of humanity, but not to interfere too much. With their help, he adopted a costumed identity as Hyperion. He maintained a secret identity as cartoonist Mark Milton.

Hyperion helped found the Squadron Supreme, and it was his fame and power that allowed the Utopia Program to work. He was also the one who called for the Squadron to surrender to the Redeemers, and for the dismantling of the Utopia Program.

Hyperion has since learned that he is the last of his universe's Eternals. He has begun to train under Makkari (an Eternal from the alternate universe), and he still retains the position of leader of the Squadron (although this is due more to his sheer power than any true leadership ability).

**Real Name:** Zhib-Ran

**Aliases:** Mark Milton

**Alignment:** Scrupulous

**Hit Points:** 293

**S.D.C.:** 607

**Weight:** 460 .lbs

**Height:** 6'4"

**Age:** ?

**Attributes:** I.Q. 51, M.E. 21, M.A. 15, P.S. 67 (400)\*, P.P. 42, P.E. 47, P.B. 13, Spd. 150

\*67 is a balance conversion score; 400 is an accurate conversion score.

Attributes are equal to supernatural

**Disposition:** Hyperion is one of the most arrogant and cocky of the Squadron Supreme. He truly cares about the welfare of Earth, and it's people, but he doesn't really view them as equals. In battle, his arrogance increases, and if a battle doesn't go his way, he tends to lose his temper.

**Experience Level:** Ninth (9)

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Eight ( 8 )

**General Bonuses:**

+8 strike/parry/dodge/roll with punch/fall/impact/pull punch, +52 ( +385 ) damage, +5 initiative, +11 automatic dodge, +87% save versus coma/death, +11 save versus poison, +12 save versus magic, +6 save versus psionics, +4 save versus insanity, +2 save versus possession

**Hand to Hand Bonuses:**

+9 strike, +10 parry/dodge/roll with punch/fall/impact/pull punch, +54 ( +387 ) damage, +6 initiative, +1 disarm, Critical Strike on a Natural 19-20, Kick Attack, Body Flip/Throw

**Super Power Category:** Mega-Hero Mutant

**Major Super Abilities:**

- Invulnerability
- Sonic Flight
- *Molecular Manipulation* (Hyperion is learning to use the natural Eternal ability to manipulate molecules. I have no idea how far he has progressed in this).

**Minor Super Abilities:**

- Energy Expulsion: Energy ( Atomic Vision )
- Extraordinary Physical Prowess
- Healing Factor
- Supervision ( Infra-Red/Ultra-Violet, X-Ray )

**Mega-Hero Modifications:**

- Longevity
- Impervious to Pressure
- *Deadly Metal Allergy* (Hyperion is very allergic to a rare isotope of lead called Argonite. Being within 20 feet or so of even a small amount of Argonite will negate Hyperion's powers. Being in contact with Argonite will negate his powers, and inflict 1D4x10 damage per round. Should the Argonite actually penetrate his body, his powers are negated, his P.S., P.P., and P.E. are reduced to one-quarter normal, and he suffers 1D6x10 points of damage per melee round directly to his Hit Points).

**Unusual Physical Characteristics:** Hyperion's eyes glow red when he uses his Atomic Vision

**Education Level:** Two years of college

**Skills:** American 98%, Literacy: American 95%, Basic Math 90%, Pilot Automobile 78%, Computer Operations 98%, Research 98%, Photography 95%, Writing (Journalistic) 85%, Detect Ambush 90%, Intelligence 83%, Wilderness Survival 90%, Detect Concealment 85%

**Weapon Proficiencies:** None

**Secondary Skills:** Radio: Basic 90%, Radio: Scramblers 80%, Read Sensory Equipment 75%, Basic Mechanics 75%, First Aid 90%, Streetwise 56%, Advanced Math 90%, Law ( General ) 70%, Surveillance Systems 75%, Optic Systems 75%, Astronomy 60%, Land Navigation 64%, Navigation 70%

**Appearance:** Hyperion is a very large, muscular man with bright blue eyes and short, slightly wavy red hair.

**Occupation:** Adventurer

**Weapons:** None  
**Armor:** None  
**Vehicle:** None  
**Special Equipment:** None  
**Money:** ?

## Moonglow

Arcanna was born with a knack for magic, and psychic abilities that developed as she matured. She used her abilities to make money as a medium, but eventually decided to support her family by using her powers to fight crime for profit. Her abilities caught the attention of the Squadron, and she accepted their invitation to join. When the universe of the Squadron was threatened, she was one of the members who ended up stranded in the alternate universe.

**Real Name:** Arcanna Jones

**Alignment:** Scrupulous

**Hit Points:** 34

**S.D.C.:** 29

**P.P.E.:** 140

**I.S.P.:** 52

**Weight:** 135.lbs

**Height:** 5'7"

**Age:** ?

**Attributes:** I.Q. 13, M.E. 26, M.A. 13, P.S. 9, P.P. 14, P.E. 17, P.B. 16, Spd. 14

**Disposition:** Quiet, maternal. Arcanna is protective towards her friends. She can be rather vicious in defense of her family.

**Experience Level:** Fourth (4)

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Five (5)

**General Bonuses:**

+6 save versus psionics, +5% save versus coma/death, +1 save versus poison, +4 save versus magic, +1 save versus possession, +2 save versus horror factor, +9 save versus insanity, +2 spell strength

**Hand to Hand Bonuses:**

+2 parry/dodge/roll with punch/fall/impact/pull punch, Kick Attack

**Super Power Category:** Mystic Study

**Major Super Abilities:** See Below

**Minor Super Abilities:** See Below

**Unusual Physical Characteristics:** None

**Education Level:** High School Graduate

**Skills:** American 95%, Literacy: American 70%, Pilot Automobile 68%, Basic Math 65%, Computer Operations 65%, Computer Programming 55%, Research 75%, Law (General) 50%, Business and Finance 60%, Biology 55%, Paramedic 65%

**Weapon Proficiencies:** None

**Secondary Skills:** Swimming 70%, Running, Radio: Basic 65%, Dance 50%, Detect Concealment 45%, Pilot Hovercraft 70%

**Appearance:** Long blonde hair, creepy, pale blue eyes. Slim, athletic build.

**Occupation:** Mother, Adventurer

**Weapons:** None

**Armor:** None

**Vehicle:** Various

**Special Equipment:** None

**Money:** ?



**Moonglow's Abilities:** Moonglow has a natural aptitude for magic. She is effectively a Mystic Study, but she lacks abilities # 1-6. She knows the following spells: Fly as the Eagle, Energy Field, Energy Bolt, Horrific Illusion.

She has an interesting control over the basic elements (earth, air, fire, and water). This control is manifested as normal spells. She is able to use the Major Super Abilities of Control Elemental Force: Air, Earth, Fire and Water for 35 P.P.E each.

Moonglow also has some minor psychic abilities. She knows the following powers: Mind Block, Clairvoyance and Empathy.

## Power Princess

Power Princess comes from a hidden land known as Utopia. She first entered the "outside" world during the Great War, and after her people left for the stars. The first outsider she met was a man named Howard Shelton. She met other super-powered beings during the war, with whom she helped to form the group called the Golden Agency. After the war, her and Howard married.

Many years later, she met more super-powered beings, and joined them as a team. They were called the Squadron Supreme. When the Squadron implemented the Utopia Program, Zarda was still married to, and loved Howard, who had grown old. Tragically, Howard was killed by a false Hyperion, who wanted Zarda to fall in love with him. Eventually, she and the real Hyperion fell in love and remain so.

**Real Name:** Zarda (Shelton)

**Alignment:** Scrupulous

**Hit Points:** 130

**S.D.C.:** 196

**Weight:** 239 .lbs

**Height:** 6'8"

**Age:** 90's or older

**A.R.:** 10

**Attributes:** I.Q. 14, M.E. 18, M.A. 17, P.S. 17 (80), P.P. 34, P.E. 43, P.B. 17, Spd. 140  
P.S. and P.E. are considered supernatural

**Disposition:** Zarda was calm, confident, and courageous. She exuded an air of authority and command. She displayed an incredible insight into the minds of others (this was one of the reasons she often acted as the spokesman for the Squadron during the Utopia Program). She receives respect without having to demand or ask for it. Once she and Hyperion became lovers, and the Utopia Program failed, she has demonstrated a more aggressive, war-like personality. She has an excellent sense of tactics in battle (better than Hyperion's).

**Experience Level:** Ninth (9)

**Combat Skills:** Hand to Hand: Martial Arts

**Attacks per Melee:** Seven (7)

**General Bonuses:**

+8 strike/parry/dodge, +14 roll with punch/fall/impact, +8 pull punch, +2 ( +65 ) damage, +1 initiative, +43% save versus coma/death, +12 save versus poison, +8 save versus magic, +2 save versus psionics, +5 save versus disease

**Hand to Hand Bonuses:**

+10 strike, +11 parry/dodge, +17 roll with punch/fall/ impact, +11 pull punch, +3 initiative, +2 disarm, Critical Strike on a Natural 18-20, Kick Attack, Snap Kick, Wheel Kick, Tripping/Leg Hook, Roundhouse Kick, ( all ) Jump Kicks, Leap Attack

**Super Power Category:** Mutant Race

**Major Super Abilities:** Supernatural Physical Strength

**Minor Super Abilities:** Extraordinary Physical Prowess, Extraordinary Physical Endurance

**Special Abilities:** Ages at one-half to one-quarter normal. Suffers only half damage from heat/fire, cold, toxins

**Unusual Physical Characteristics:** None

**Education Level:** Equal to a Master's Degree

**Skills:** American 98%, Literacy: American 95%, Basic Math 90%, Detect Ambush 98%, Intelligence 93%, Wilderness Survival 98%, Detect Concealment 95%, Interrogation 98%, Running, Climbing 98%/98%, Radio: Basic 98%, Acrobatics (Sense of Balance 98%, Walk Tightrope 98%, Climb Rope 98%, Back Flip 98%), Gymnastics (Sense of

Balance 98%, Work Parallel Bars 98%, Climb Rope 98%, Back Flip 98% ), Swimming 98%, Wrestling, Computer Operations 98%, Advanced Math 98%, Chemistry 98%, Anthropology 90%, Biology 98%, Chemistry: Analytical 95%

**Weapon Proficiencies:** Shield, Thrown Shield

**Secondary Skills:** Read Sensor Equipment 75%, Basic Electronics 75%, Basic Mechanics 75%, First Aid 90%, Camouflage 65%, Find Contraband 62%, Pilot Automobile 78%, Pilot Hovercraft 95%, Navigation 95%, Prowl 80%, Law ( General )45%, Land Navigation 52%

**Appearance:** Zarda is a very large, well-defined woman (what some might call "Amazonian"). She is very attractive, with long, thick black hair, and bright blue eyes. Her costume resembles a one-piece royal purple bathing suit. She wears a golden sash, gold bracers, and armbands.

**Occupation:** Adventurer

**Weapons:** Shield (see below)

**Armor:** Shield (See Below), Golden battle armor (Zarda occasionally uses this golden, plate-like armor. It has an A.R. of 18, and 500 S.D.C.)

**Vehicle:** Varies

**Special Equipment:** Shield (This is a semi-transparent shield composed of an unknown, almost indestructible material (To damage the shield, the attack must be specifically directed at destroying it. Against attacks, the shield has an A.R. 20, and 20,000 S.D.C.). The shield allows Power Princess to fly at a Spd. 293

**Money:** ?

## Shape

Shape is another member of the Squadron of whom very little is known. He was once a part of a group known as the Institute of Evil, and battled the Squadron. After the Institute was soundly defeated, Shape underwent behavior modification and joined the Squadron.

As a member of the Squadron, Shape acted as the babysitter for co-member Arcanna Jones, a task he truly loved. His behavior modification was reversed so that he could stand against the Squadron with the Redeemers, but when the time came, he sided with the Squadron anyway ( He had actually reformed ). During the battle, Arcanna, who was pregnant, went into labor, and with Shape's help, she managed to get into the delivery room without harm. Shape continues to serve with the Squadron, and to baby-sit Arcanna's children.

**Real Name:** Raleigh Lund

**Alignment:** Scrupulous (Shape is a really good guy, but his understanding of things is a little low, so it is hard to assign an alignment)

**Hit Points:** 39

**S.D.C.:** 120

**Armor Rating:** 10

**Weight:** 255 .lbs

**Height:** 5'9"

**Age:** ?

**Attributes:** I.Q. 6 , M.E. 13 , M.A. 12\*\* , P.S. 18 , P.P. 15 , P.E. 21 , P.B. 9 , Spd. 12; P.S. is extraordinary

*\*\*Shape is very good with children, and has an effective M.A. of 24 with them.*

**Disposition:** Incredibly friendly and nice. Shape is very innocent and child-like. There are many things he does not understand, but he does not hate himself, or blame anyone for this. He is a truly content man.

**Experience Level:** Fourth (4)

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Five (5)

**General Bonuses:**

+1 strike, +2 parry/dodge, +6 roll with punch/fall/impact, +3 damage, +3 save versus poison/magic, +12% save versus coma/death, +5 save versus pain

**Hand to Hand Bonuses:**

+1 strike, +4 parry/dodge, +8 roll with punch/fall/impact, Kick Attack

**Super Power Category:** Mutant

**Major Super Abilities:**

*Shapechange* (Modified): Shape has a limited ability to shapechange. For the most part, he is able to shift a large percentage (70-80%) of his body weight from one part of his body to another. He can stretch, compress, or just enlarge various parts of his body this way (this allows him to duplicate the major super ability of stretching, but he is really only able to stretch, and not bounce, glide, or any of the other special maneuvers). One of his most common tactics is to shift his weight into a hammer-shaped fist (3D6 + P.S. bonus damage). He is able to duplicate non-humanoid forms to some degree, but nothing more complicated than a raft or trampoline (one of his favorite activities is to form into a trampoline so that the children he often watches can bounce up and down on him. He thinks it tickles). Shape could assume more complicated forms, but his intelligence limits him.

**Minor Super Abilities:** Extraordinary Physical Strength

**Unusual Physical Characteristics:** No hair, thick lower body.

**Education Level:** Special Education Drop-Out

**Skills:** American 55%, Literacy: American 38%, Basic Math 32%

**Weapon Proficiencies:** None

**Secondary Skills:** None

**Appearance:** Shape has an interesting, well, shape. Since a majority of his weight is mobile, when he rests, or is not shapechanging, most of his weight is present in his lower body and legs, giving him very thick legs, and a large pot-belly. He has deep-set, sad eyes, and the bones of his face over his eyes are very pronounced. He is also completely hairless.

**Occupation:** Adventurer, babysitter

**Weapons:** None

**Armor:** None

**Vehicle:** Various

**Special Equipment:** None

## Skylark

Linda Lewis was once a performer, a singer, until Dr. Anton Decibel, of the Institute of Evil, surgically altered her vocal cords, granting her sound-based powers. She eventually turned to crime fighting, first teaming with the Golden Archer, and then as a member of the Squadron. She served well as a hero, but always had the desire to return to her life as a performer.

Golden Archer eventually proposed marriage to her, but she rejected him. Displeased with her answer, Archer used Tom Thumb's behavior modification device to program her to love him and only him. The procedure worked, and she accepted his proposal. But the process had the unfortunate effect of altering her personality. She became a little "flaky". This eventually caused both Linda and the Archer to leave the team.

After the Archer died, Linda felt able to return to the Squadron. She helped them in their attempt to save their universe. She felt that her powers weren't enough, so she took to using the wings of deceased Squadron member Blue Eagle.

**Real Name:** Linda Lewis

**Alignment:** Scrupulous

**Hit Points:** 34

**S.D.C.:** 30

**Weight:** 5'6"

**Height:** 130 lbs

**Age:** 20s to 30s

**Attributes:** I.Q. 10 , M.E. 14 , M.A. 17 , P.S. 9 , P.P. 16 , P.E. 14 , P.B. 16 , Spd. 12

**Disposition:** Linda was originally a caring, loving person, but she suffered a bit from a lack of confidence. Her experience with the behavior modification altered her personality so that she began to have severe mood swings. After the Archer died, and she began using Blue Eagle's wings, she developed a more aggressive, edgy personality.

**Experience Level:** Fifth (5)

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Five (5)

**General Bonuses:**

+1 strike/parry/dodge/roll with punch/fall/impact/pull punch

**Hand to Hand Bonuses:**

+2 strike, +3 parry/dodge/roll with punch/fall/impact/ pull punch, +1 initiative, Kick Attack

**Super Power Category:** Mutant (by experimentation)

**Major Super Abilities:** Sonic Power (Modified, She only has abilities # 2-3)

**Minor Super Abilities:** Flight: Winged (See Below)

**Unusual Physical Characteristics:** None

**Education Level:** High School Graduate

**Skills:** American 98%, Literacy: American 75%, Basic Math 70%, Pilot Automobile 70%, Sing 65%, Keyboard/Piano 65%, Sewing 70%, Computer Operation 65%, Writing 55%, French 80%, Literacy: French 60%

**Weapon Proficiencies:** None

**Secondary Skills:** Photography 60%, Radio: Basic 70%, Swimming 75%, First Aid 70%, Read Sensory Equipment 55%, Pilot Hovercraft 75%, Pilot Jet Pack 58% ( This is used to pilot her wings )

**Appearance:** Linda is an attractive woman with shoulder-length strawberry- blonde hair and blue eyes. She has a lean, toned build.

**Occupation:** Adventurer

**Weapons:** None

**Armor:** None

**Vehicle:** See below

**Special Equipment:**

Wings (Skylark uses the wings that were previously used by her fellow Squadron member Blue Eagle. These wings allow her to fly at up to 160 mph. Since the wings are artificial, she does not receive the normal bonuses from the power Flight: Winged).

**Money: ?**

## Whizzer

Stanley Stewart is a native of the other dimensional home of the Squadron Supreme. He gained his powers by passing through a fog bank of unknown origin. After this event, he could run at superhuman speeds. He became a costumed hero and eventually became a founding member of the Squadron Supreme.

**Real Name:** Stanley Stewart

**Alignment:** Principled

**Hit Points:** 50

**S.D.C.:** 153

**Weight:** 180 .lbs

**Height:** 5'11"

**Age: ?**

**Attributes:** I.Q. 10 , M.E. 10 , M.A. 12 , P.S. 10 , P.P. 31 , P.E. 14 , P.B. 11 , Spd. Sonic

P.S. is equal to extraordinary with his legs,

P.E. is considered supernatural while he is running

**Disposition:** Friendly. Stanley is just a good guy all-around. He has a strong sense of right and wrong, and always tries to do the right thing. He is a calm, laid-back individual. And he has a habit of being late. But when Stanley dons his costume, he becomes a lot more impulsive, and overconfident ( this has worked against him several times ). While he is trapped on the alternate Earth, he is a much less calm. He is edgy due to not being in contact with his family.

**Experience Level:** Seventh ( 7 )

**Combat Skills:** Hand to Hand: Basic

**Attacks per Melee:** Nine ( 9 )

**General Bonuses:**

+9 strike, +12 parry, +9 dodge, +15 roll with punch/fall/ impact, +12 pull punch, +7 initiative, +12 automatic dodge

**Hand to Hand Bonuses:**

+10 strike, +14 parry, +11 dodge, +17 roll with punch/fall/ impact, +14 pull punch, +2 damage, +8 initiative, Critical

Strike on a Natural 19-20, Kick attack

**Super Power Category:** Mutant ( by accidental exposure )

**Major Super Abilities:** Sonic Speed ( See Below )

**Minor Super Abilities:** Extraordinary Physical Prowess

**Limitations:** Whizzer can run at incredible speeds for long periods of time, but once he stops running, he feels the effects of fatigue, so he must spend an amount of time equal to that spent running in a deep, hibernation-like sleep. He must also consume 9 to 10 times the normal amount of food to maintain his hyper-active metabolism.

**Unusual Physical Characteristics:** None

**Education Level:** One year college

**Skills:** Pilot Automobile 74%, Basic Math 90%, American 98%, Literacy: American 85%, Computer Operation 85%, Law ( General ) 70%, Research 95%, General Repair 80%, Business and Finance 80%, Biology 75%, Paramedic 85%

**Weapon Proficiencies:** None

**Secondary Skills:** Radio: Basic 80%, Cook 70%, Basic Electronics 65%, Swimming 85%, Athletics, Advanced Math 80%, Postal Knowledge 75%, Read Sensory Equipment 65%, Pilot Hovercraft 85%

**Appearance:** A leanly-built, but muscular man with blondish-white hair kept in a conservative crew-cut, and sparkling blue eyes.

**Occupation:** Adventurer

**Weapons:** None

**Armor:** None

**Vehicle:** None

**Special Equipment:**

Costume ( This is a yellow body suit, with white gloves and boots, and black pinstriping on the outside of the arms, and on the sides of the body. It is specially designed to withstand friction ), Goggles ( Whizzer wears a pair of yellow-tinted goggles to help protect his eyes while running ).

**Money:** ?

**Sonic Speed Modifications:**

Whizzer has developed a number of special abilities based on his super speed. He is able to duplicate the major super ability Intagibility, he is able to create mini-cyclones and tornadoes by running in circles ( This is identical to Spin at High Velocity power #3, but the range is self ). He is also able to run up walls without falling, and across water without sinking.

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