



# MULTIVERSE ROLE-PLAYING GAME

**OH SNAP!** Get ready to unleash dragon power in *Marvel Snap's* newest season, *Dragons*! We're thrilled to partner with *Marvel Games* and *Second Dinner* to deliver an epic, free expansion for the *Marvel Multiverse Role-Playing Game*.

## New Character Sheets

Dive into brand-new character sheets for this season's fiercest fire breathers: *Dragon Lord*, *Dragon of the Moon*, *Fin Fang Foom* and *Shou-Lao the Undying*. Plus, fan-favorites of *Iron Fist (Lin Lie)*, *Lockheed* and *Shang-Chi* featuring new art from *Joshua Raphael*! Every character comes with a ready-to-print token, so your tabletop adventures are as seamless as your Snap battles.

## New Team Maneuver

Step into the action and embrace risk. Just like the iconic Snap mechanic, this update introduces a bold new team maneuver. Will your heroes gamble for victory, even if it means risking it all?

### Team Maneuver

#### **SNAP! (Offensive, Level 1)**

Every character participating in this battle has all Damage Multipliers doubled for one round.



DRAGON LORD

Art by Joshua Raphael



RANK  
2

KARMA  
5

HEALTH  
60

DAMAGE REDUCTION  
—

FOCUS  
60

DAMAGE REDUCTION  
—

SPEED  
Run: 5  
Climb: 3  
Swim: 3  
Jump: 3

INITIATIVE MODIFIER  
+2

ABILITIES		
ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+4
2 RESILIENCE	12	+2
2 VIGILANCE	12	+2
3 EGO	13	+3
2 LOGIC	12	+2

DAMAGE		
MELEE	<div> <div> MARVEL </div> <div> x 2 </div> <div> MULTIPLIER </div> </div> +	2 ABILITY
AGILITY	<div> <div> MARVEL </div> <div> x 3 </div> <div> MULTIPLIER </div> </div> +	3 ABILITY
EGO	<div> <div> MARVEL </div> <div> x 2 </div> <div> MULTIPLIER </div> </div> +	3 ABILITY
LOGIC	<div> <div> MARVEL </div> <div> x 2 </div> <div> MULTIPLIER </div> </div> +	2 ABILITY

TRAITS & TAGS

**TRAITS**

- ♦ Magic Item
- ♦ Reliance
- ♦ Piloting
- ♦ Presence
- ♦ Stranger
- ♦ Weird

**TAGS**

- ♦ Authority
- ♦ Obligation
- ♦ Powerful
- ♦ Secret Identity

POWERS

**BASIC**

- ♦ Environmental Protection
- ♦ **Iconic Item:** Dragonstaff

**TELEPATHY**

- ♦ Animal Bond (Dragons)

BIOGRAPHY

**Real Name:** Ral Dorn  
**Height:** 5'10"    **Weight:** 170 lbs.  
**Eyes:** Green    **Hair:** Blond  
**Gender:** Male    **Size:** Average  
**Distinguishing Features:** None  
**Occupation:** Leader  
**Origin:** Weird Science  
**Teams:** Dragon Riders of Rammatpolen  
**Base:** Rammatpolen

**HISTORY**  

In the realm of Rammatpolen outside of time and space, the bush-like Houdak train people from many dimensions to become Dragon Riders and to act as free agents in pursuit of justice. Ral Dorn was only the second human in line to get that honor, but he was betrayed by the Dragon Lord Skagerackrakor, who poisoned the young dragons and set Ral up to take the fall.

Escaping to Earth, Ral made the android Dragon Man his steed and chose trial by combat against Skagerackrakor. He was able to expose the leader, and his heroism led to his election as the new Dragon Lord.

Seeking revenge, Baron Skagerackrakor, the son of Skagerackrakor, tried to steal dragon eggs to create an army of dragon men. Ral Dorn hid the eggs on Weirdworld under Crystar's protection. However, this might have led to a dark future where Baron Skagerackrakor would destroy Earth, but a team of Deadpool, Wolverine, Cable, Major X, Shatterstar and Ghost-Spider helped Ral stop Baron Skagerackrakor.

Ral Dorn wields the Dragonstaff, a weapon of the Dragon Riders that can absorb energy attacks and use the power against their foes.

**PERSONALITY**  

Ral Dorn is keenly aware and proud of the history of the Dragon Riders and his role as only the second human to become one. He has a strong sense of justice and follows Rammatpolen's one law: One being may not violate the rights of any other.

ICONIC ITEM

**DRAGONSTAFF**

**POWERS:**

- ♦ Accuracy 1
- ♦ Dimensional Portal
- ♦ Elemental Blast (Fire)
- ♦ Elemental Burst (Fire)
- ♦ Energy Absorption

**RESTRICTIONS:**

- ♦ Carried (Like a weapon)
- ♦ **Team Membership required:** Dragon Rider

**POWER VALUE:** 3

Team Maneuver  
**SNAP! (Offensive, Level 1)**

Every character participating in this battle has all Damage Multipliers doubled for one round.

# DRAGON OF THE MOON

Art by Joshua Raphael



RANK

6

KARMA

—

HEALTH

210

DAMAGE  
REDUCTION

-4

FOCUS

180

DAMAGE  
REDUCTION

—

SPEED

Run: 25  
Climb: 13  
Swim: 13  
Jump: 36  
Flight: 36

INITIATIVE  
MODIFIER

+5

## ABILITIES

ABILITY  
SCORE

3

MELEE

DEFENSE  
SCORE

11

NON-COMBAT  
CHECKS

+6

2

AGILITY

10

+2

7

RESILIENCE

17

+7

5

VIGILANCE

15

+5

5

EGO

15

+7

9

LOGIC

19

+13

## TRAITS & TAGS

### TRAITS

- ♦ Battle Ready
- ♦ Beguiling
- ♦ **Connections:** Outsiders
- ♦ Fresh Eyes
- ♦ Iron Will
- ♦ Monster
- ♦ Presence
- ♦ Stranger
- ♦ **Unusual Size:** Huge

### TAGS

- ♦ Cursed
- ♦ Eternally Immortal
- ♦ Supernatural

## POWERS

### BASIC

- ♦ Brilliance 4
- ♦ Discipline 2
- ♦ Flight 2
- ♦ Mighty 3
- ♦ Sturdy 4

### ELEMENTAL CONTROL (ENERGY)

- ♦ Elemental Burst

### OMNIVERSAL TRAVEL (DIMENSIONAL)

- ♦ Dimensional Travel

### OMNIVERSAL TRAVEL (MULTIVERSAL)

- ♦ Multiversal Travel

### TELEPATHY

- ♦ Command
- ♦ Domination
- ♦ Mirage
- ♦ Orders
- ♦ Telepathic Blast
- ♦ Telepathic Link
- ♦ Telepathic Possession

## BIOGRAPHY

**Real Name:** Unrevealed

**Height:** Variable **Weight:** Variable

**Gender:** Variable (Usually male)

**Size:** Variable (Usually Huge)

**Distinguishing Features:** Black, wormlike demonic being

**Occupation:** Outsider

**Origin:** Magic: Demonic

**Teams:** None

**Base:** Astral plane

### HISTORY

The Dragon of the Moon was a spawn of the Elder God Set. In the distant past, it killed entire civilizations on other planets, including the earlier inhabitants on Titan. There it became trapped thanks to magical and psychic barriers imposed on it.

Many years later, the young Moondragon was being taught to control her psychic powers on Titan. Her skills began to exceed those of her teachers, and she discovered the Dragon of the Moon. Intending to fight it, she accidentally released the beast into her mind. Since then, the stories of Moondragon and the Dragon of the Moon have become intertwined. The Dragon of the Moon tries to corrupt the young hero thanks to her mix of arrogance and good intentions.

As its host becomes more corrupted, the Dragon of the Moon becomes more powerful and becomes more and more of a physical presence in the world.

### PERSONALITY

The Dragon of the Moon is a spirit of destruction that would be terrifying to behold if fully released into reality. Within a character's mind, it becomes a nagging presence offering its power to its host, which will inevitably corrupt the host and give the Dragon more power.

**Note:** The stats in this profile represent the Dragon of the Moon while it is still tethered to a host. Its power would be Rank X or more if fully released on reality.

## DAMAGE

MELEE	 x 9	MULTIPLIER	+	3	ABILITY
AGILITY	 x 6	MULTIPLIER	+	2	ABILITY
EGO	 x 8	MULTIPLIER	+	5	ABILITY
LOGIC	 x 10	MULTIPLIER	+	9	ABILITY

### Team Maneuver

**SNAP! (Offensive, Level 1)**

Every character participating in this battle has all Damage Multipliers doubled for one round.



FIN FANG FOOM

Art by Joshua Raphael



RANK

6

KARMA

—

HEALTH

270

DAMAGE REDUCTION

-4

FOCUS

120

DAMAGE REDUCTION

—

SPEED

Run: 5  
Climb: 3  
Swim: 3  
Jump: 3

INITIATIVE MODIFIER

+2

ABILITIES		
ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
9 MELEE	17	+13
2 AGILITY	17	+3
9 RESILIENCE	19	+9
4 VIGILANCE	14	+4
3 EGO	13	+3
3 LOGIC	13	+3

DAMAGE		
MELEE	<div><div></div><div>× 10</div><div>MULTIPLIER</div></div> <div>+</div> <div><div>9</div><div>ABILITY</div></div>	
AGILITY	<div><div></div><div>× 7</div><div>MULTIPLIER</div></div> <div>+</div> <div><div>2</div><div>ABILITY</div></div>	
EGO	<div><div></div><div>× 6</div><div>MULTIPLIER</div></div> <div>+</div> <div><div>3</div><div>ABILITY</div></div>	
LOGIC	<div><div></div><div>× 6</div><div>MULTIPLIER</div></div> <div>+</div> <div><div>3</div><div>ABILITY</div></div>	

TRAITS & TAGS

- TRAITS
- ♦ Combat Expert
  - ♦ **Connections:** Outsiders
  - ♦ Enduring Constitution
  - ♦ Fresh Eyes
  - ♦ Monster
  - ♦ Presence
  - ♦ Stranger
  - ♦ **Unusual Size:** Huge
  - ♦ **Weakness:** Rare herb that can put Fin Fang Foom to sleep
- TAGS
- ♦ Alien Heritage
  - ♦ Extreme Appearance

POWERS

- BASIC
- ♦ Energy Absorption
  - ♦ Environmental Protection
  - ♦ Flight 2
  - ♦ Group Flight
  - ♦ Disguise
  - ♦ Healing Factor
  - ♦ Mighty 4
  - ♦ Sturdy 4

BIOGRAPHY

**Real Name:** Unrevealed (unpronounceable to humans)  
**Height:** Variable but often at 32'  
**Weight:** Variable  
**Eyes:** Red      **Hair:** None  
**Gender:** Male      **Size:** Huge  
**Distinguishing Features:** Green scaly creature wearing short pants  
**Occupation:** Outsider  
**Origin:** Alien  
**Teams:** Fin Fang Four, Dragon Lords of Kakaranathara  
**Base:** Mobile, often China

**HISTORY**  
Many hundreds of years ago, a Kakaranatharan spaceship crash-landed in what became known as the Valley of the Dragons in China. Most of the crew changed from their dragon-like shape and hid among humanity. The ship's navigator was left behind, put to sleep with a rare herb and could only be awakened with a different herb.  
  
This dragon woke occasionally through the years and became known as Fin Fang Foom, once even being revived by a Chinese Nationalist to fight Communist Chinese forces. Later, he was briefly controlled by the evil Doctor Vault to fight It, the Living Colossus.  
  
The Mandarin, whose rings of power were actually stolen from Foom's spaceship, revived the dragon in his bid to control all of China. However, he had been deceived by the original Kakarantharan aliens who fought to take back the rings to take over the world. Most of these aliens were killed when Iron Man and the Mandarin combined powers in a massive explosion.  
  
Foom returned, and after many battles was held captive on Monster Isle. Foom sued the Fantastic Four for wrongful imprisonment and was allowed to become part of society at human size along with monsters Googam, Gorgilla and Elektro. They were dubbed the Fin Fang Four.  
  
Since then, Foom has reverted to his more villainous form, though he has also helped people like Kid Kaiju (Kei Kawade) when he fought the Leviathons.

**PERSONALITY**  
Fin Fang Foom looks down upon humanity and is annoyed by their interruptions to his existence. However, he has been known to make practical decisions when it's to his advantage.

**Team Maneuver**  
**SNAP! (Offensive, Level 1)**  
Every character participating in this battle has all Damage Multipliers doubled for one round.

# IRON FIST (LIN LIE)

Art by Joshua Raphael



RANK

3

KARMA

3

HEALTH

60

DAMAGE  
REDUCTION

—

FOCUS

90

DAMAGE  
REDUCTION

—

SPEED

Run: 5  
Climb: 3  
Swim: 3  
Flight: 10

INITIATIVE  
MODIFIER

+3

## ABILITIES

ABILITY  
SCORE

4

MELEE

DEFENSE  
SCORE

14

NON-COMBAT  
CHECKS

+6

3

AGILITY

13

+3

2

RESILIENCE

12

+2

3

VIGILANCE

13

+3

2

EGO

12

+2

1

LOGIC

11

+1

## TRAITS & TAGS

### TRAITS

- ♦ Combat Reflexes
- ♦ **Connections:** Super Heroes
- ♦ Determination
- ♦ Extraordinary Origin
- ♦ Fearless
- ♦ **Signature Attack:** Focused Strike

### TAGS

- ♦ Black Market Access
- ♦ Heroic
- ♦ **Mentor:** Iron Fist (Danny Rand)
- ♦ **Mentor:** Shang-Chi
- ♦ Public Identity
- ♦ Supernatural
- ♦ Young

## POWERS

### BASIC

- ♦ Mighty 2

### MARTIAL ARTS

- ♦ Attack Stance
- ♦ Chain Strikes
- ♦ Counterstrike Technique
- ♦ Defense Stance
- ♦ Do This All Day
- ♦ Fast Strikes
- ♦ Focused Strike
- ♦ Leg Sweep
- ♦ Reverse-Momentum Throw

### MELEE WEAPONS (SHARP)

- ♦ Exploit
- ♦ Vicious Attack

## BIOGRAPHY

**Real Name:** Lin Lie

**Height:** 5'9" **Weight:** 175 lbs. **Gender:** Male

**Eyes:** Brown **Hair:** Black **Size:** Average

**Distinguishing Features:** Dragon insignia on right arm

**Occupation:** Adventurer

**Origin:** Magic, Special Training

**Teams:** Agents of Atlas

**Base:** Mobile

### HISTORY

One year after Lin Lie's father and brother mysteriously disappeared, Lie was attacked at his home in Shanghai by a deliveryman—who turned out to be one of the demons who had kidnapped his missing kin. In a last-ditch effort to ward off the hellish creature, Lie took hold of his father's old sword and lashed out. To his surprise, the demon disappeared.

The blade once belonged to Fu Xi, one of China's three legendary sovereigns, and as Xi's descendant, Lie was one of a select few who could wield it against demons. Determined to save his family, Lie took on the codename of Sword Master and embarked on a global demon-killing spree.

After months of adventures, Lie finally encountered a demon he could not defeat. This fearsome creature shattered the legendary blade, embedding the shards within Lie's body. He would have perished had it not been for the intervention of the dragon spirit Shou-Lao. The serpent imbued Lie with chi power, transforming him into the latest incarnation of Iron Fist.

Lie's search for his family continues, but now he must juggle that quest with the responsibility of being the new Iron Fist.

### PERSONALITY

In his heart, Lin Lie is still just a kid from Shanghai. He is young and insecure and constantly questions whether he deserves the power he has been given. Only with the constant support of those around him has Lie been able to build and maintain the confidence to carry on.

## DAMAGE

MELEE	 x 5	MULTIPLIER	+	4	ABILITY
AGILITY	 x 3	MULTIPLIER	+	3	ABILITY
EGO	 x 3	MULTIPLIER	+	2	ABILITY
LOGIC	 x 3	MULTIPLIER	+	1	ABILITY

### Team Maneuver SNAP! (Offensive, Level 1)

Every character participating in this battle has all Damage Multipliers doubled for one round.

# LOCKHEED

Art by Joshua Raphael



RANK

2

KARMA

2

HEALTH

30

DAMAGE  
REDUCTION

—

FOCUS

30

DAMAGE  
REDUCTION

—

SPEED

Run: 1  
Climb: 1  
Swim: 1  
Flight: 10

INITIATIVE  
MODIFIER

+1E

## ABILITIES

ABILITY  
SCORE

1

MELEE

DEFENSE  
SCORE

15

NON-COMBAT  
CHECKS

+1

3

AGILITY

15

+4

1

RESILIENCE

11

+1

1

VIGILANCE

11

+1

3

EGO

13

+4

1

LOGIC

11

+1

## TRAITS & TAGS

### TRAITS

- ♦ Connections: Super Heroes
- ♦ Connections: Outsiders
- ♦ Fresh Eyes
- ♦ Situational Awareness
- ♦ Stranger
- ♦ Unusual Size (Little)

### TAGS

- ♦ Alien Heritage
- ♦ Extreme Appearance
- ♦ Heroic
- ♦ Public Identity

## BIOGRAPHY

**Real Name:** Unknown

**Height:** 2'6" **Weight:** 20 lbs. **Gender:** Male

**Eyes:** Yellow **Hair:** None **Size:** Little

**Distinguishing Features:** Looks like a tiny purple dragon

**Occupation:** Outsider

**Origin:** Alien

**Teams:** Excalibur, Marauders, S.W.O.R.D., X-Men

**Base:** Mobile

### HISTORY

Lockheed was born into the Flock: an interstellar society of dragon-like aliens. His childhood was as normal as any childhood can be for an alien dragon. He grew up healthy and strong, and he made a name for himself among his people as a warrior in their eternal battle against the alien Brood.

It was a good life, but not one that Lockheed wanted. The day before he was bound to be wed, Lockheed ran into a group of captive X-Men trapped inside a Brood settlement. He helped to free them, and they allowed him to accompany them back to Earth. He has been with them ever since.

Lockheed likes all of the X-Men, but he has a particular affinity for Kitty Pryde. They accompany each other on many of their adventures, and Lockheed often is seen perching atop her shoulders or neck. Kitty treats Lockheed like the greatest pet she could have, and that's just the way he likes it.

### PERSONALITY

Lockheed can understand and speak English to a limited degree, but he prefers to spend most of his time silent. He's protective of the X-Men, particularly Kitty Pryde, but his tiny body makes it hard for him to be of much use to them in combat. He tends to skirt around the edges of battles, scorching off-guard villains and goons from afar.

## DAMAGE

MELEE	 x 2	+	1
	dMarvel MULTIPLIER		ABILITY
AGILITY	 x 3	+	3
	dMarvel MULTIPLIER		ABILITY
EGO	 x 3	+	3
	dMarvel MULTIPLIER		ABILITY
LOGIC	 x 2	+	1
	dMarvel MULTIPLIER		ABILITY

## POWERS

### BASIC

- ♦ Accuracy 1
- ♦ Discipline 1
- ♦ Evasion
- ♦ Flight 2

### ELEMENTAL CONTROL (FIRE)

- ♦ Elemental Barrier
- ♦ Elemental Blast
- ♦ Elemental Burst

### Team Maneuver SNAP! (Offensive, Level 1)

Every character participating in this battle has all Damage Multipliers doubled for one round.



# SHANG-CHI (WITH THE TEN RINGS)

Art by Joshua Raphael



RANK  
**5**

KARMA  
**5**

HEALTH  
**120**

DAMAGE REDUCTION  
**—**




FOCUS  
**150**

DAMAGE REDUCTION  
**—**

SPEED  
Run: 6  
Climb: 3  
Swim: 3  
Jump: 3  
Flight: 30

INITIATIVE MODIFIER  
**+5E**

ABILITIES		
ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
<b>7</b> MELEE	<b>17</b>	<b>+7</b>
<b>5</b> AGILITY	<b>15</b>	<b>+5</b>
<b>4</b> RESILIENCE	<b>14</b>	<b>+4</b>
<b>5</b> VIGILANCE	<b>15</b>	<b>+5</b>
<b>2</b> EGO	<b>12</b>	<b>+2</b>
<b>2</b> LOGIC	<b>12</b>	<b>+2</b>

DAMAGE		
MELEE	 <b>x 6</b> MULTIPLIER	<b>7</b> ABILITY
AGILITY	 <b>x 6</b> MULTIPLIER	<b>5</b> ABILITY
EGO	 <b>x 5</b> MULTIPLIER	<b>2</b> ABILITY
LOGIC	 <b>x 5</b> MULTIPLIER	<b>2</b> ABILITY

## TRAITS & TAGS


**TRAITS**

- ♦ Combat Expert
- ♦ Combat Reflexes
- ♦ **Connections:** Espionage
- ♦ Determination
- ♦ Extraordinary Origin
- ♦ Free Running
- ♦ Glibness
- ♦ Leverage
- ♦ Magic Item Reliance 
- ♦ Situational Awareness

**TAGS**

- ♦ Black Market Access
- ♦ Heroic
- ♦ **Linguist:** Chinese (Cantonese, Mandarin and other dialects), English
- ♦ Public Identity
- ♦ Sorcerous
- ♦ Supernatural

## POWERS

**BASIC** 

- ♦ **Iconic Item:** The Ten Rings

**MARTIAL ARTS**

- ♦ Attack Stance
- ♦ Chain Strikes
- ♦ Counterstrike Technique
- ♦ Crushing Grip
- ♦ Defense Stance
- ♦ Fast Strikes

- ♦ Flying Double Kick
- ♦ Focused Strike
- ♦ Grappling Technique
- ♦ Leaping Leglock
- ♦ Leg Sweep
- ♦ Regain Focus
- ♦ Reverse-Momentum Throw
- ♦ Spin & Throw
- ♦ Unflappable Poise
- ♦ Untouchable Position

## Team Maneuver SNAP! (Offensive, Level 1)

Every character participating in this battle has all Damage Multipliers doubled for one round.

## BIOGRAPHY

**Real Name:** Zheng Shang-Chi  
**Height:** 5'10"    **Weight:** 175 lbs.  
**Eyes:** Brown    **Hair:** Black  
**Gender:** Male    **Size:** Average  
**Distinguishing Features:** None  
**Occupation:** Spy  
**Origin:** Magic, Special Training  
**Teams:** Agents of Atlas, Avengers, Five Weapons Society, Heroes for Hire, Protectors  
**Base:** Chinatown, New York City

**HISTORY**  
As the son of the criminal mastermind Zheng Zu, Shang-Chi—who believed his father to be a good man—was trained from an early age to become the ultimate martial artist. When sent on a mission to assassinate one of his father's enemies, Shang-Chi learned the truth and vowed to destroy his father's criminal empire instead.

After Zheng Zu's death, Shang-Chi inherited his father's position as the Supreme Commander of the Five Weapons Society. He also learned that his mother—Jiang Li—hailed from the pocket dimension Ta-Lo, and that her father—Chieftain Xin—wanted to destroy Shang-Chi's entire family and take possession of the mystical Ten Rings.

Thankfully, with some help from his mother, Shang-Chi managed to defeat Xin and harness the power of the Ten Rings for himself. In the years since, Shang-Chi has either given up or lost the rings many times, but this profile represents him at the height of his powers, armed with all Ten Rings.

**PERSONALITY**  
Shang-Chi is a loyal friend and a determined leader who has worked hard to refute his father's criminal legacy. He regularly wrestles with the temptations of power, and it is only his determination not to follow in his father's footsteps that has kept him from being corrupted by items like the Ten Rings.

Despite all his troubles, Shang-Chi has always managed to maintain a light and friendly demeanor.

## ICONIC ITEM

### THE TEN RINGS

**POWERS:**

- ♦ **Crimson Bands of Cyttorak**
- ♦ **Elemental Burst (Energy)**
- ♦ **Flight 1**
- ♦ **Returns When Thrown**
- ♦ **Summon Portal**
- ♦ **Weapon:** Range: Reach/10 spaces, Melee/Agility Damage Multiplier bonus: +1.

**RESTRICTIONS:**

- ♦ Worn

**POWER VALUE:** 5

# SHOU-LAO THE UNDYING

Art by Joshua Raphael



RANK  
**4**

KARMA  
—

HEALTH  
**120**

DAMAGE  
REDUCTION  
**-2**

FOCUS  
**150**

DAMAGE  
REDUCTION  
—

SPEED  
Run: 30  
Climb: 15  
Swim: 15  
Jump: 15

INITIATIVE  
MODIFIER  
**+3E**

## ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
<b>6</b> MELEE	<b>14</b>	<b>+7</b>
<b>6</b> AGILITY	<b>14</b>	<b>+7</b>
<b>4</b> RESILIENCE	<b>14</b>	<b>+4</b>
<b>3</b> VIGILANCE	<b>13</b>	<b>+3</b>
<b>1</b> EGO	<b>11</b>	<b>+1</b>
<b>0</b> LOGIC	<b>10</b>	<b>+0</b>

## TRAITS & TAGS

### TRAITS

- ♦ Battle Ready
- ♦ Combat Reflexes
- ♦ **Connections:** Outsiders
- ♦ Fresh Eyes
- ♦ Situational Awareness
- ♦ Stranger
- ♦ **Unusual Size:** Huge

### TAGS

- ♦ Allspeak
- ♦ Extreme Appearance
- ♦ Supernatural

## POWERS

### BASIC

- ♦ Accuracy 1
- ♦ Additional Limbs
- ♦ Heightened Senses
- ♦ Mighty 1
- ♦ Sturdy 2

### ELEMENTAL CONTROL (FIRE)

- ♦ Elemental Burst

### MARTIAL ARTS

- ♦ Attack Stance
- ♦ Brace for Impact
- ♦ Chain Strikes
- ♦ Counterstrike Technique
- ♦ Crushing Grip
- ♦ Defense Stance
- ♦ Do This All Day
- ♦ Fast Strikes
- ♦ Leg Sweep
- ♦ Unflappable Poise

## BIOGRAPHY

**Real Name:** Shou-Lao

**Height:** Variable **Weight:** Variable

**Gender:** Male **Size:** Huge

**Distinguishing Features:** Fire-breathing red dragon

**Occupation:** Outsider

**Origin:** Mythic

**Teams:** None

**Base:** Cave of the Dragon, K'un-Lun

### HISTORY

Shou-Lao the Undying was a powerful dragon who lived in the mystical village of K'un-Lun and granted the power of the Iron Fist to those who defeat it in battle.

The dragon's history goes back to 1,000,000 B.C., when K'un-Lun citizen Fan Fei broke their laws and shared knowledge of martial arts with humans. Instead of taking her punishment, Fan Fei fought the dragon and defeated it, her hands becoming like things of iron. The hero Quan-St'ar later defeated the dragon and removed its heart. The heart was placed in a flaming brazier. From then on, K'un-Lun's defenders would have to defeat the dragon and immerse their hands in the brazier to gain the power of the Iron Fist.

There have been at least 66 incarnations of the Iron Fist. Each time the dragon is defeated, Shou-Lao is reborn as an egg. Nearly all Iron Fists have taken their power by killing Shou-Lao. Recently, the dragon gifted his power to Lin Lie, saving him from death.

### PERSONALITY

Though mystical in nature, Shou-Lao most often acts as a vicious beast set on destroying anyone who seeks his molten heart. The dragon's recent effort to save the life of Lin Lie shows there is more to be discovered about who Shou-Lao truly is.

## DAMAGE

MELEE	AGILITY	EGO	LOGIC
 <b>x 6</b> <small>MULTIPLIER</small> + <b>6</b> <small>ABILITY</small>	 <b>x 5</b> <small>MULTIPLIER</small> + <b>6</b> <small>ABILITY</small>	 <b>x 4</b> <small>MULTIPLIER</small> + <b>1</b> <small>ABILITY</small>	 <b>x 4</b> <small>MULTIPLIER</small> + <b>0</b> <small>ABILITY</small>

### Team Maneuver SNAP! (Offensive, Level 1)

Every character participating in this battle has all Damage Multipliers doubled for one round.



