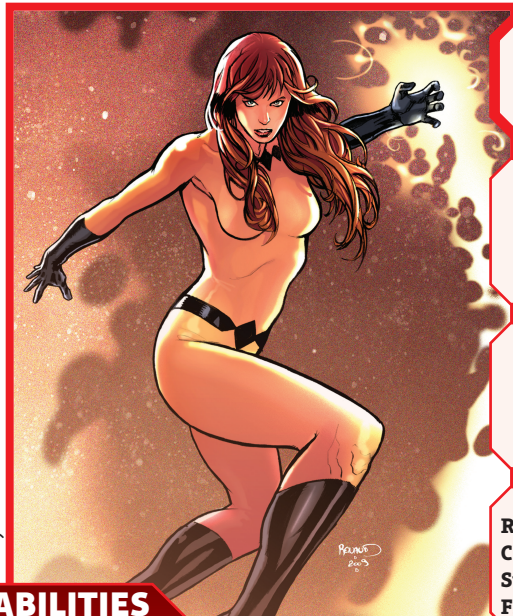


CRYSTAL

Art by Paul Renaud



RANK 4	KARMA —
HEALTH 90	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 6 Climb: 3 Swim: 3 Flight: 24	INITIATIVE MODIFIER +3

BIOGRAPHY

Real Name: Crystalia Amaquelin
Height: 5'6" **Weight:** 110 lbs. **Gender:** Female
Eyes: Blue-green **Hair:** Red **Size:** Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Inhuman
Teams: Fantastic Four, House of Agon, Universal Inhumans
Base: Mobile

HISTORY
 Crystal was born in the Inhuman city of Attilan into a family of royal nutritionists. Just like her older sister, Medusa, Crystal was exposed to the Terrigen Mist as a baby. Subsequently, she gained the power to control the four classical elements: earth, air, fire and water.

As young girls, Crystal and Medusa were inseparable. Sadly, war and chaos conspired to tear them apart when Crystal was just 8 years old. Crystal spent her youth traveling the world, searching for Medusa. By the time they finally reunited, Crystal had grown into a young woman.

Crystal accompanied her sister back to Attilan, and in time, both became prominent members of the royal court. Medusa became queen of the Inhumans, while Crystal became an important ambassador and royal advisor.

Even after the bulk of Inhuman society was destroyed by Black Bolt, Crystal remained close to the Royal Family, providing whatever help she could to assist her sister in rebuilding their kingdom.

PERSONALITY
 Having spent her youth traveling the world, Crystal is far more outgoing and personable than most Inhumans. She's the only member of the Inhuman royal court to have had a number of significant romantic relationships outside of Inhuman society. She dated the Human Torch (Johnny Storm) and was even briefly married to Quicksilver. Together, they had one child, a girl named Luna. Even more than Medusa, Crystal is headstrong. She relishes adventure and never hesitates to rush into the most dangerous situations.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
5 AGILITY	15	+5
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
6 EGO	16	+6
1 LOGIC	11	+1

TRAITS & TAGS

- | | |
|--|---|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ◆ Beguiling ◆ Combat Expert ◆ Connections: Super Heroes ◆ Dealmaker ◆ Determination ◆ Fearless | <ul style="list-style-type: none"> ◆ Black Market Access ◆ Inhuman Genes ◆ Public Identity |

POWERS

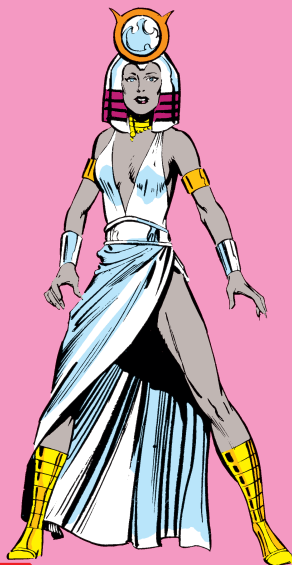
- | | |
|---|---|
| BASIC <ul style="list-style-type: none"> ◆ Flight 1 | ELEMENTAL CONTROL (AIR/EARTH/FIRE/ICE/WATER) <ul style="list-style-type: none"> ◆ Elemental Barrier ◆ Elemental Blast ◆ Elemental Burst |
|---|---|

DAMAGE

MELEE	MARVEL x 4 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL x 4 MULTIPLIER	+	5 ABILITY
EGO	MARVEL x 4 MULTIPLIER	+	6 ABILITY
LOGIC	MARVEL x 4 MULTIPLIER	+	1 ABILITY

ISIS (ROBOT)

Art by Carl Potts, Josef Rubinstein & Andy Yanchus



RANK 6	KARMA —
HEALTH 120	DAMAGE REDUCTION -4
FOCUS 180	DAMAGE REDUCTION -4
SPEED Run: 6 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +5E

BIOGRAPHY

Real Name: Isis
Height: 5'10" **Weight:** 350 lbs. **Gender:** Female
Eyes: Brown **Hair:** Black **Size:** Average
Distinguishing Features: Unusually pale skin, complex ancient Egyptian headdress
Occupation: Military
Origin: High Tech: Android, Magic: Chaos Magic
Teams: Kang's Army
Base: Kang's Time Ship

HISTORY

Despite his general distaste for collaborative efforts, Kang swallowed his pride and worked closely with native Egyptian sorcerers to ensure that the robots guarding his precious Time Ship could counter any conceivable threat. As a result of this collaboration, Isis and Osiris number among the most powerful of all of Kang's creations and may, in fact, be more powerful than the Conqueror himself.

To keep the robot from standing out in the Egyptian landscape, Isis and Osiris were created in the image of the ancient Egyptian gods of the same names.

The mythological Isis was worshipped in many different ways across many different periods of Egyptian history, but like her husband, Osiris, she remains most famous for her role as a goddess of death. It was her responsibility to lead the souls of the deceased mortals into the underworld where they would await divine judgment at the hands of Osiris.

Kang's Isis is not really a goddess of death, though her enemies may consider her as such. She will rain down death upon any who dare to enter Kang's Time Ship, and for all but the most powerful of beings, this death will be swift as any god has ever dealt.

PERSONALITY

Despite their incredible powers, Isis and Osiris are barely sentient. The A.I. that powers them prioritizes brutality and efficiency above all else. They obey Kang's orders without question, and they protect Kang's Time Ship at any cost, but they rarely do much else. They spend most of their time lying completely still on the paws of Kang's sphinx, keeping watch for any potential intruders.

Isis and Osiris barely speak and cannot be negotiated with. They listen only to Kang or—rather—anyone who they perceive as being Kang.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+4
6 AGILITY	16	+8
4 RESILIENCE	14	+4
5 VIGILANCE	15	+5
8 EGO	18	+10
4 LOGIC	18	+4

TRAITS & TAGS

TRAITS

- ◆ Battle Ready
- ◆ Combat Reflexes
- ◆ **Connections:** Military (Kang's Army)
- ◆ Eidetic Memory
- ◆ Enduring Constitution
- ◆ Extraordinary Origin
- ◆ Fearless
- ◆ Tech Reliance
- ◆ **Signature Attack:** Dampen Power
- ◆ Situational Awareness

TAGS

- ◆ A.I.
- ◆ Chaotic
- ◆ Extreme Appearance
- ◆ Public Identity
- ◆ Supernatural

DAMAGE

MELEE	MARVEL x 7 dMarvel MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL x 8 dMarvel MULTIPLIER	+	6 ABILITY
EGO	MARVEL x 8 dMarvel MULTIPLIER	+	8 ABILITY
LOGIC	MARVEL x 6 dMarvel MULTIPLIER	+	4 ABILITY

POWERS

BASIC

- ◆ Accuracy 2
- ◆ Discipline 2
- ◆ Environmental Protection
- ◆ Heightened Senses 1
- ◆ Mighty 1
- ◆ Sturdy 4
- ◆ Uncanny 4
- ◆ Wisdom

ELEMENTAL CONTROL (ENERGY)

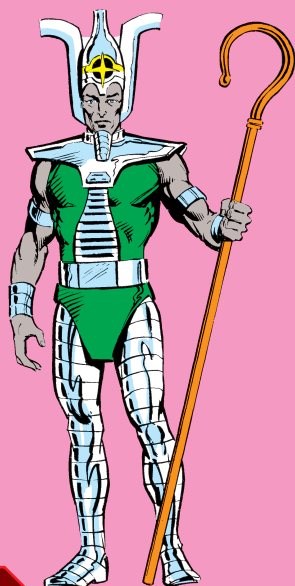
- ◆ Elemental Barrier
- ◆ Elemental Blast
- ◆ Elemental Burst
- ◆ Elemental Protection 3 (30 points to shatter)
- ◆ Elemental Reinforcement

MAGIC (CHAOS SET)

- ◆ Probability-Manipulation Hex
- ◆ **POWER CONTROL**
- ◆ Copy Ability
- ◆ Copy Power
- ◆ Dampen Power

OSIRIS (ROBOT)

Art by Carl Potts, Josef Rubinstein & Andy Yanchus



RANK 6	KARMA —
HEALTH 90	DAMAGE REDUCTION -4
FOCUS 180	DAMAGE REDUCTION -4
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 5	INITIATIVE MODIFIER +5E

BIOGRAPHY

Real Name: Osiris
Height: 6' **Weight:** 400 lbs. **Gender:** Male
Eyes: Brown **Hair:** Black **Size:** Average
Distinguishing Features: Green skin, pharaonic nemes headdress
Occupation: Military
Origin: High Tech: Android, Magic: Sorcery
Teams: Kang's Army
Base: Kang's Time Ship

HISTORY
 Despite his general distaste for collaborative efforts, Kang swallowed his pride and worked closely with native Egyptian sorcerers to ensure that the robots guarding his precious Time Ship could counter any conceivable threat. As a result of this collaboration, Isis and Osiris number among the most powerful of all of Kang's creations and may, in fact, be more powerful than the Conqueror himself.

To keep the robot from standing out in the Egyptian landscape, Isis and Osiris were created in the image of the ancient Egyptian gods of the same names.

Like his wife, Isis, Osiris served many roles in the pantheon of ancient Egypt, but he remains best known as a god of death. It was his responsibility to pass judgment on the souls of the dead.

The mythological Osiris could be merciful. Kang's Osiris cannot. The robotic Osiris automatically judges all who are not Kang as being worthy only of death. Any who attempt to enter the Time Ship without Kang's permission are met with the full force of the robot's fury.

PERSONALITY
 Despite their incredible powers, Isis and Osiris are barely sentient. The A.I. that powers them prioritizes brutality and efficiency above all else. They obey Kang's orders without question, and they protect Kang's Time Ship at any cost, but they rarely do much else. They spend most of their time lying completely still on the paws of Kang's sphinx, keeping watch for any potential intruders.

Isis and Osiris barely speak and cannot be negotiated with. They listen only to Kang, or rather, anyone who they perceive as being Kang.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+6
4 AGILITY	14	+4
3 RESILIENCE	13	+3
5 VIGILANCE	15	+5
9 EGO	19	+13
4 LOGIC	19	+4

TRAITS & TAGS

- | | |
|--|--|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ◆ Battle Ready ◆ Combat Reflexes ◆ Connections: Military (Kang's Army) ◆ Eidetic Memory ◆ Enduring Constitution ◆ Extraordinary Origin ◆ Fearless ◆ Tech Reliance ◆ Signature Attack: Crimson Bands of Cyttorak ◆ Situational Awareness | <ul style="list-style-type: none"> ◆ A.I. ◆ Extreme Appearance ◆ Public Identity ◆ Sorcerous ◆ Supernatural |

POWERS

- | | | |
|---|--|--|
| BASIC <ul style="list-style-type: none"> ◆ Discipline 4 ◆ Environmental Protection ◆ Heightened Senses 1 ◆ Mighty 1 ◆ Sturdy 4 ◆ Uncanny 4 ◆ Wisdom | MAGIC (SORCERY SET) <ul style="list-style-type: none"> ◆ Bolts of Balthakk ◆ Crimson Bands of Cyttorak ◆ Dispel Spell ◆ Flames of the Faltine ◆ Icy Tendrils of Ikthalon ◆ Mists of Morpheus ◆ Shield of the Seraphim ◆ Vapors of Valtorr ◆ Winds of Watoomb | SUPER-STRENGTH <ul style="list-style-type: none"> ◆ Jump 1 |
| MAGIC (NO SET) <ul style="list-style-type: none"> ◆ Sense Supernatural | | |

DAMAGE

MELEE	MARVEL × 7 + 5
AGILITY	MARVEL × 6 + 4
EGO	MARVEL × 10 + 9
LOGIC	MARVEL × 6 + 4

ECHO

Art by Joe Quesada, Jimmy Palmiotti & David Mack



RANK 2	KARMA 2
HEALTH 30	DAMAGE REDUCTION —
FOCUS 60	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +2

BIOGRAPHY

Real Name: Maya Lopez
Height: 5'9" **Weight:** 125 lbs. **Gender:** Female
Eyes: Brown **Hair:** Black **Size:** Average
Distinguishing Features: White handprint makeup on face
Occupation: Entertainer
Origin: Special Training
Teams: Avengers, Daughters of Liberty
Base: Avengers Mountain

HISTORY
 When Maya Lopez was a child, her father was gunned down by his own boss: Wilson Fisk (Kingpin). Seeing the young girl's potential, Fisk took her in, giving her special training and eventually tricking her into believing that her father's killer was Daredevil.

After fighting the Man Without Fear several times, Maya discovered the Kingpin's deception and turned on him. Her quest for vengeance resolved, she became a tireless fighter for justice around the world.

PERSONALITY
 As a deaf woman and a member of the Cheyenne Nation, Maya has faced many struggles. Despite this, she generally manages to stay upbeat. She has a particular love for the theatrical arts, having become a concert pianist and an expert dancer.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+3
1 RESILIENCE	11	+1
2 VIGILANCE	12	+2
1 EGO	11	+1
1 LOGIC	11	+1

TRAITS & TAGS

- | | |
|---|--|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ◆ Combat Reflexes ◆ Determination ◆ Famous ◆ Presence ◆ Public Speaking ◆ Surprising Power (Clone Moves) | <ul style="list-style-type: none"> ◆ Auditory Issues ◆ Heroic ◆ Public Identity |

POWERS

- | | | |
|---|--|---|
| BASIC | MARTIAL ARTS | POWER CONTROL |
| <ul style="list-style-type: none"> ◆ Combat Trickery | <ul style="list-style-type: none"> ◆ Attack Stance ◆ Chain Strikes ◆ Counterstrike Technique ◆ Defense Stance ◆ Fast Strikes ◆ Leg Sweep | <ul style="list-style-type: none"> ◆ Clone Moves |

DAMAGE

MELEE	x 2 + 2
AGILITY	x 2 + 3
EGO	x 2 + 1
LOGIC	x 2 + 1

ANNABELLE RIGGS

Art by Paolo Villanelli & Federico Blee



RANK 2	KARMA 2
HEALTH 30	DAMAGE REDUCTION —
FOCUS 60	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +2

BIOGRAPHY

Real Name: Annabelle Riggs
Height: 5'8" **Weight:** 143 lbs.
Gender: Female
Eyes: Blue **Hair:** Brown
Size: Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Special Training
Teams: Asgardians of the Galaxy, Fearless Defenders
Base: New York City

HISTORY
 Archaeologist Annabelle Riggs asked her old friend and associate—the Hero for Hire Misty Knight—for her assistance in retrieving a handful of stolen artifacts. As part of this work, Knight recovered a powerful Asgardian totem capable of reviving the dead, and shortly thereafter, Viking zombies began attacking Riggs' place of work. Soon enough, Riggs and Knight were caught up in an evil plot to revive some of Asgard's fiercest foes.

The two eventually managed to end those vile plans, but not before Riggs was fatally wounded. As a reward for Riggs' heroic efforts, Valkyrie (Brunnhilde) merged her essence with that of the fallen archaeologist. Now Valkyrie could transform into Riggs at will—and vice versa—but the pair could never exist in the same space. While one of them adventured in the real world, the other was forced to reside in a pocket dimension.

During the War of the Realms, Malekith slew Valkyrie, leaving Riggs barred from returning to reality. With the help of the Asgardians of the Galaxy, Riggs escaped Limbo and returned to rejoin the fight. Afterward, she retired as an adventurer and returned to her old archaeology position.

PERSONALITY
 Although she fashions herself an intrepid explorer in the vein of Indiana Jones, Annabelle Riggs is actually something of a shy and awkward bookworm. When she's not adventuring, she mostly keeps to herself and her studies. However, she still keeps an old Valkyrie weapon on hand, just in case. Her teammate and girlfriend, Ren Kimura, is more important to her than anyone else on the planet.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
1 AGILITY	11	+1
1 RESILIENCE	11	+1
2 VIGILANCE	12	+2
0 EGO	10	+0
4 LOGIC	14	+5

TRAITS & TAGS

- | | |
|---|--|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ◆ Connections: Super Heroes ◆ Determination ◆ Fearless ◆ Font of Information ◆ Quick Learner | <ul style="list-style-type: none"> ◆ Black Market Access ◆ Heroic ◆ Public Identity |

POWERS

- | | | |
|--|--|---|
| BASIC <ul style="list-style-type: none"> ◆ Brilliance 1 ◆ Iconic Weapon: Valkyrie spear [+1 Melee damage multiplier; range is reach +1] ◆ Inspiration | MELEE WEAPONS (SHARP) <ul style="list-style-type: none"> ◆ Fast Attacks ◆ Hit & Run ◆ Vicious Attack | TACTICS <ul style="list-style-type: none"> ◆ Battle Plan ◆ Keep Moving |
|--|--|---|

DAMAGE

MELEE	x 3 MULTIPLIER	+	2 ABILITY
AGILITY	x 2 MULTIPLIER	+	1 ABILITY
EGO	x 2 MULTIPLIER	+	0 ABILITY
LOGIC	x 3 MULTIPLIER	+	4 ABILITY

CHONDU THE MYSTIC

Art by Humberto Ramos & Edgar Delgado



RANK 3	KARMA —
HEALTH 60	DAMAGE REDUCTION —
FOCUS 120	DAMAGE REDUCTION —
SPEED Run: — Climb: — Swim: — Levitation: 4	INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
0 MELEE	10	+0
1 AGILITY	11	+1
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
6 EGO	16	+8
2 LOGIC	12	+2

TRAITS & TAGS

TRAITS

- ◆ Connections: Super Villains
- ◆ Fearless
- ◆ Font of Information
- ◆ Presence
- ◆ Small (when not using body)

TAGS

- ◆ Black Market Access
- ◆ Extreme Appearance
- ◆ Public Identity
- ◆ Sorcerous
- ◆ Supernatural
- ◆ Villainous

BIOGRAPHY

Real Name: Harvey Schlemmerman
Height: Varies **Weight:** Varies
Gender: Male
Eyes: Blue **Hair:** Bald
Size: Varies, usually small
Distinguishing Features: He's a floating head in a jar
Occupation: Adventurer
Origin: Magic: Sorcery
Teams: Headmen
Base: New York City

HISTORY

After discovering that he had a knack for the mystical arts, Harvey Schlemmerman attempted to make a name for himself in entertainment as the magician Chondu. Despite the fact that he employed real magic, the viewing public largely deemed him a two-bit charlatan.

Determined to become famous at any cost, Schlemmerman turned to a life of crime. He joined up with the Headmen, who attempted to infiltrate their enemies—the Defenders—by implanting Schlemmerman's mind into Nighthawk's body. Thankfully, Schlemmerman was quickly caught by the Defenders, and his mind was forced into the body of a passing deer.

When Schlemmerman eventually made it back to the Headmen's headquarters, he was horrified to discover that his teammate Gorilla-Man had cut his head from his body and grafted it onto a monstrous, chimera-like creature.

Despite this betrayal, Schlemmerman stayed with the Headmen for a while, transferring his head from one hideous body to another as the situation required. Although he recently retired from super-villainy, Schlemmerman could still be called back into the ranks of the Headmen—for the right price.

PERSONALITY

Chondu desires two things: money and respect. If he has both, he is a happy and quiet intellectual. When he has neither, he becomes murderously furious.

Like many practitioners of the mystic arts, Chondu has a huge ego. The quickest way to make him mad is to mock his skills as a sorcerer.

POWERS

BASIC

- ◆ Discipline 2

MAGIC (SORCERY SET)

- ◆ Bolts of Balthakk
- ◆ Crimson Bands of Cyttorak
- ◆ Flames of the Faltine
- ◆ Images of Ikonn
- ◆ Mists of Morpheus
- ◆ Mists of Munnopor
- ◆ Shield of the Seraphim (20 points to shatter)
- ◆ Vapors of Valtorr
- ◆ Winds of Watoomb

TELEKINESIS

- ◆ Group Levitation
- ◆ Levitation

DAMAGE

MELEE	× 3	+	0
AGILITY	× 3	+	1
EGO	× 5	+	6
LOGIC	× 3	+	2

DEADPOOL

Art by



RANK 4	KARMA —
HEALTH 120	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION -2
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	15	+6
4 AGILITY	14	+5
4 RESILIENCE	14	+4
3 VIGILANCE	13	+3
3 EGO	13	+3
1 LOGIC	11	+1

TRAITS & TAGS

- | | |
|---|---|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ◆ Abrasive ◆ Bloodthirsty ◆ Combat Expert ◆ Combat Reflexes ◆ Connections: Super Heroes ◆ Fearless ◆ Weird | <ul style="list-style-type: none"> ◆ Black Market Access ◆ Extreme Appearance ◆ Public Identity ◆ Signature Weapon: Katana |

POWERS

- | | | |
|---|---|---|
| <p>BASIC</p> <ul style="list-style-type: none"> ◆ Accuracy 1 ◆ Healing Factor ◆ Mighty 1 ◆ Uncanny 2 | <p>MARTIAL ARTS</p> <ul style="list-style-type: none"> ◆ Attack Stance ◆ Crushing Grip ◆ Do This All Day ◆ Fast Strikes ◆ Flying Double Kick ◆ Grappling Technique ◆ Leaping Leglock ◆ Leg Sweep | <p>MELEE WEAPONS (SHARP)</p> <ul style="list-style-type: none"> ◆ Exploit ◆ Fast Attacks ◆ Hit & Run ◆ Vicious Attack ◆ Whirling Frenzy |
|---|---|---|

BIOGRAPHY

Real Name: Wade Wilson
Height: 6'2" **Weight:** 210 lbs.
Gender: Male
Eyes: Brown **Hair:** Bald
Size: Average
Distinguishing Features: Full-body scarring
Occupation: Adventurer
Origin: Weird Science
Teams: Mercs for Money
Base: Mobile

HISTORY

Wade Wilson was an ordinary man, until he contracted a deadly cancer. On the verge of death, he turned to the experimental Weapon X program, where scientists implanted him with Wolverine's healing factor. The treatment saved Wilson's life but drove him insane and left him with scars all over his body.

As the super-powered Deadpool, Wade's driving motivation has long been to just have a good time. He's worked as a contract killer, a mercenary and a bona fide super hero. Whether it's money, power or a decent lunch, he seeks only whatever will please him in a given moment.

PERSONALITY

Thoroughly insane, Deadpool can be a good guy one minute and a terrifying villain the next. He's best known for his anarchic jokester attitude. He takes almost nothing seriously, not even his status—at least in his own mind—as a comic-book character.

DAMAGE

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

DEADPOOL-BOT 2000

Art by Michael Shelfer & Fer Sifuentes-Sujo



RANK 5	KARMA —
HEALTH 240	DAMAGE REDUCTION -2
FOCUS 120	DAMAGE REDUCTION -2
SPEED Run: 6 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +4

BIOGRAPHY

Real Name: None
Height: 10' **Weight:** 900 lbs.
Gender: Male
Eyes: White **Hair:** None
Size: Big
Distinguishing Features: Giant clunky robot
Occupation: Adventurer
Origin: High Tech: Android
Teams: None
Base: Bagalia

HISTORY
 When A.I.M. decided that nothing could possibly go wrong with creating an A.I. to train mercenaries, they evaluated a number of assassins, henchmen and hired guns. They even downloaded the thought patterns of a few of them—including Deadpool.

Deadpool's thought patterns corrupted the A.I., which started calling itself M.A.D.E.M. (Murderous Application Designed Exclusively for Mayhem). It created a number of hideous challenges to train—or slaughter—mercenaries. Among these creations was the Deadpool-Bot 2000.

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	16	+8
4 AGILITY	13	+5
8 RESILIENCE	18	+8
4 VIGILANCE	14	+4
1 EGO	11	+1
1 LOGIC	11	+1

TRAITS & TAGS

- | | |
|--|---|
| TRAITS <ul style="list-style-type: none"> ◆ Abrasive ◆ Big ◆ Bloodthirsty ◆ Combat Expert ◆ Combat Reflexes ◆ Connections: Super Villains ◆ Fearless ◆ Tech Reliance | TAGS <ul style="list-style-type: none"> ◆ A.I. ◆ Black Market Access ◆ Extreme Appearance ◆ Public Identity ◆ Signature Weapon: Giant swords |
|--|---|

PERSONALITY

This clattering, clunky robot believes itself to be Deadpool, and—like 90% of the comic creators in the world—it believes its own hype. It taunts opponents, cracks bad jokes and runs its mechanical mouth during battle...and pretty much all other times too.

POWERS

- | | | |
|---|--|---|
| BASIC <ul style="list-style-type: none"> ◆ Accuracy 1 ◆ Mighty 1 ◆ Sturdy 2 ◆ Uncanny 2 ◆ Wisecracker | MARTIAL ARTS <ul style="list-style-type: none"> ◆ Chain Strikes ◆ Do This All Day ◆ Fast Strikes ◆ Grappling Technique | SUPER-STRENGTH <ul style="list-style-type: none"> ◆ Clobber ◆ Crushing Grip ◆ Ground-Shaking Stomp ◆ Smash |
| ELEMENTAL CONTROL (FIRE) <ul style="list-style-type: none"> ◆ Elemental Burst (Fire) | MELEE WEAPONS <ul style="list-style-type: none"> ◆ Exploit ◆ Fast Attacks ◆ Hit & Run ◆ Vicious Attack ◆ Whirling Frenzy | |

DAMAGE

MELEE	MARVEL × 6 MULTIPLIER	+	7 ABILITY
AGILITY	MARVEL × 6 MULTIPLIER	+	4 ABILITY
EGO	MARVEL × 5 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL × 5 MULTIPLIER	+	1 ABILITY

Note: If Deadpool-Bot 2000 faces more than four characters in the final battle, and they are not too battered, he gets to act twice in each round. He should roll twice for initiative.

DOGPOOL

Art by Philip Bond & Tomislav Tikulin



RANK 3	KARMA —
HEALTH 60	DAMAGE REDUCTION —
FOCUS 120	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	15	+5
5 AGILITY	16	+6
2 RESILIENCE	12	+2
4 VIGILANCE	14	+4
0 EGO	10	+0
0 LOGIC	10	+0

TRAITS & TAGS

TRAITS

- ◆ Bloodthirsty
- ◆ Combat Expert
- ◆ Combat Reflexes
- ◆ **Connections:** Super Heroes
- ◆ Fearless
- ◆ Small
- ◆ Weird

TAGS

- ◆ Black Market Access
- ◆ Extreme Appearance
- ◆ Public Identity

BIOGRAPHY

Real Name: Wade Wilson
Height: 20" **Weight:** 50 lbs.
Gender: Male
Eyes: Brown **Hair:** Brown (fur)
Size: Small

Distinguishing Features: Small dog with protruding eyes and mangy fur
Occupation: Adventurer
Origin: Weird Science
Teams: Deadpool Corps
Base: Mobile

HISTORY

On Earth-103173, "bad dog" Wilson was acquired by Babelline Cosmetics' Mascara X Project to test experimental regenerative makeup. Horribly mutated but gaining a regenerative healing factor during chemical testing, Wilson was thought dead and tossed into a dumpster, later reviving to search for food and shelter. Met with harshness due to his ragged appearance, the suicidal Wilson ultimately leaped into the path of an oncoming car. His instantaneous recovery was witnessed by a traveling circus. Wilson was welcomed and quickly became the circus' star attraction: the death-defying Deadpool! The dog's success soon attracted Mascara X, who created the adamantium-laced canine Wolverine to retaliate against Deadpool following a failed attempt to recover their former test subject. Moments after defeating Wolverine, Deadpool was instead recruited into the multiversal Deadpool Corps by Earth-616's Deadpool, who had been tasked with stopping the mind-devouring alien Awareness. During the Corps' search for the Awareness, Wilson, now dubbed Dogpool to differentiate him from his teammates, was accidentally left behind on an alien planet. Hitching rides through space, Dogpool returned just in time to rescue his teammates from the Votives, beings whose mind had been absorbed by the Awareness. Following the Awareness' subsequent death, Dogpool remained with the Deadpool Corps, at one point battling and depowering a cartoonlike reality's Sunny the Sentry Dog and inadvertently unleashing the malevolent Void Mutt. When the Evil Deadpool Corps began hunting down Deadpool counterparts, Dogpool sacrificed himself to save Earth-616's Deadpool from an anti-regeneration ray. Dogpool was later resurrected by the reality-manipulating Killville.

PERSONALITY

While often found either sleeping or scratching himself, Dogpool is fiercely loyal and loving of his friends and teammates. Unlike other Deadpool counterparts, Dogpool rarely uses weapons, preferring instead to use his teeth or head in battle.

DAMAGE

MELEE	MARVEL × 4 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL × 4 MULTIPLIER	+	5 ABILITY
EGO	MARVEL × 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL × 3 MULTIPLIER	+	0 ABILITY

POWERS

BASIC

- ◆ Accuracy 1
- ◆ Combat Trickery
- ◆ Healing Factor
- ◆ Mighty 1

MARTIAL ARTS

- ◆ Attack Stance
- ◆ Crushing Grip
- ◆ Do This All Day
- ◆ Fast Strikes
- ◆ Grappling Technique

MELEE WEAPONS (SHARP)

- ◆ Exploit
- ◆ Fast Attacks
- ◆ Hit & Run
- ◆ Vicious Attack

DOOP

Art by Adi Granov



RANK 6	KARMA —
HEALTH 180	DAMAGE REDUCTION -2
FOCUS 210	DAMAGE REDUCTION -2
SPEED Run: 5 Climb: 3 Swim: 3 Levitation: 5	INITIATIVE MODIFIER +7E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	13	+2
5 AGILITY	16	+5
6 RESILIENCE	16	+6
7 VIGILANCE	17	+7
4 EGO	14	+4
6 LOGIC	16	+10

TRAITS & TAGS

TRAITS

- ◆ Connections: Outsiders
- ◆ Famous
- ◆ Font of Information
- ◆ Fresh Eyes
- ◆ Gearhead
- ◆ Situational Awareness
- ◆ Small
- ◆ Sneaky
- ◆ Stranger
- ◆ Weird

TAGS

- ◆ Alien Heritage
- ◆ Extreme Appearance
- ◆ Mysterious
- ◆ Public Identity

BIOGRAPHY

Real Name: Unknown
Height: Varies, usually 3' **Weight:** Varies
Gender: Male
Eyes: Red **Hair:** None
Size: Small
Distinguishing Features: Legless green creature resembling a large, fat pickle with arms
Occupation: Outsider
Origin: Alien: Marginalian
Teams: X-Statix
Base: Mobile

HISTORY

No one knows for sure where Doop came from, not even Doop. He grew up in the mysterious dimension of Marginalia, a place that exists outside of space and time, metaphorically in the margins of comic-book pages themselves.

Some say that Doop was the result of top-secret experiments performed by the U.S. military in the eighties. Others claim Doop spawned entirely from the imagination of an anonymous hospital orderly who scribbled the first known image of the creature in the margins of a screenplay written by film director Ingmar Bergman.

Whatever the truth may be, Doop spent his formative years believing that Ingmar Bergman was his creator. Out of respect for the director, Doop began practicing the art of filmmaking. Eventually, he lucked into a videography job with the private, for-profit X-Statix super-hero team.

Doop is the only member of the original X-Statix lineup still with the team. All the others either died or abandoned the group long ago, but Doop remains steadfast, always watching from the background, recording every movement.

When not with X-Statix, Doop mingles with mutants of all kinds. He once even served as a receptionist at the Jean Grey School for Higher Learning.

PERSONALITY

Doop has powers beyond comprehension, but he rarely uses them to their fullest extent. He does not want to make himself the subject of his own movies, preferring instead to let his teammates in X-Statix speak for themselves.

POWERS

BASIC

- ◆ Brilliance 4
- ◆ Healing Factor
- ◆ Sturdy 2
- ◆ Uncanny 2

OMNIVERSAL TRAVEL (DIMENSIONAL)

- ◆ Dimensional Portal
- ◆ Dimensional Travel
- ◆ Dimensional Travel Other
- ◆ Dimensional Travel Together

POWER CONTROL

- ◆ Clone Powers
- ◆ Copy Power

RESIZE

- ◆ Grow 2
- ◆ Shrink 2

TELEKINESIS

- ◆ Group Levitation
- ◆ Levitation

TELEPATHY

- ◆ Command
- ◆ Mental Shelter
- ◆ Telepathic Blast
- ◆ Telepathic Link

DAMAGE

MELEE	MARVEL × 6 + 2 dMarvel MULTIPLIER ABILITY
AGILITY	MARVEL × 6 + 5 dMarvel MULTIPLIER ABILITY
EGO	MARVEL × 6 + 4 dMarvel MULTIPLIER ABILITY
LOGIC	MARVEL × 10 + 6 dMarvel MULTIPLIER ABILITY

GORILLA-MAN

Art by Al Rio, Scott Koblish & Brad Anderson



RANK 3	KARMA —
HEALTH 90	DAMAGE REDUCTION -1
FOCUS 60	DAMAGE REDUCTION —
SPEED Run: 6 Climb: 3 Swim: 3 Jump: 18	INITIATIVE MODIFIER +2

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	13	+6
2 AGILITY	11	+2
3 RESILIENCE	13	+3
2 VIGILANCE	12	+2
1 EGO	11	+1
3 LOGIC	13	+4

TRAITS & TAGS

TRAITS

- ◆ Big
- ◆ Clinician
- ◆ Enduring Constitution
- ◆ Extra Occupation
- ◆ First Aid
- ◆ Inventor
- ◆ Scientific Expertise
- ◆ Weird

TAGS

- ◆ Extreme Appearance
- ◆ Lab Access
- ◆ Public Identity
- ◆ Villainous

BIOGRAPHY

Real Name: Arthur Nagan
Height: 6'7" **Weight:** 603 lbs.
Gender: Male
Eyes: Gray **Hair:** Black
Size: Big
Distinguishing Features: Body of a large gorilla
Occupation: Health Care Worker, Scientist
Origin: Weird Science
Teams: Headmen
Base: New York City

HISTORY

Arthur Nagan was once a surgeon and leading researcher in the budding field of human-animal transplantation. He made headlines around the world when he successfully transplanted a gorilla heart into a human body.

Not long after, Nagan showed up to work with his head grafted onto the body of a gorilla. He initially claimed that apes had come to him with the idea for the full-body transplant and that they had gone so far as to assist him with the surgery, but later in life, he testified that the apes had actually forced the transplant upon him as revenge for harvesting their organs.

In any case, Nagan was fired from his research position. To continue his twisted experiments, Gorilla-Man, along with Shrunken Bones and Chondu, founded the Headmen, a group of super villains dedicated to researching—and destroying—heroes everywhere.

Over the years, Nagan and his Headmen have clashed with dozens of different super heroes and teams, most commonly the Defenders. Despite being defeated time and time again, Nagan has never given up hope that one day the world will see him for the genius he is.

PERSONALITY

Gorilla-Man is a mad scientist of the highest and most classical order. He is obsessed with bringing his utterly nonsensical scientific ideas to life, if only so he can rub them in the face of every scientist—and super hero—who ever doubted him. His wild experiments know no morality or sanity, and he would dissect the bodies of his own teammates if the notion amused him.

POWERS

BASIC

- ◆ Brilliance 1
- ◆ Inspiration
- ◆ Mighty 2
- ◆ Sturdy 1

SUPER-STRENGTH

- ◆ Banging Heads
- ◆ Clobber
- ◆ Crushing Grip
- ◆ Jump 2
- ◆ Quick Toss
- ◆ Smash

TACTICS

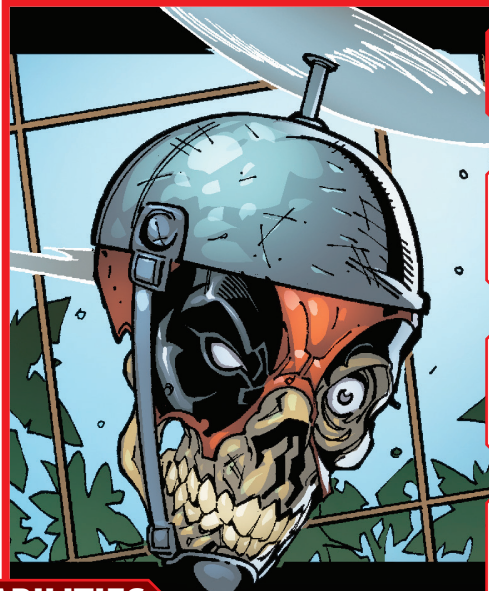
- ◆ Battle Plan

DAMAGE

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

HEADPOOL

Art by Paco Medina, Juan Vlasco & Edgar Delgado



RANK 3	KARMA —
HEALTH 120	DAMAGE REDUCTION —
FOCUS 60	DAMAGE REDUCTION -1
SPEED Run: — Climb: — Swim: — Flight: 12	INITIATIVE MODIFIER +2

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	14	+3
3 AGILITY	14	+4
4 RESILIENCE	14	+4
2 VIGILANCE	12	+2
2 EGO	12	+2
1 LOGIC	11	+1

TRAITS & TAGS

TRAITS

- ◆ Abrasive
- ◆ Berserker
- ◆ **Connections:** Super Heroes
- ◆ Fearless
- ◆ Small
- ◆ Tech Reliance
- ◆ Weird

TAGS

- ◆ Black Market Access
- ◆ Extreme Appearance
- ◆ Public Identity

BIOGRAPHY

Real Name: Wade Wilson
Height: 11" **Weight:** 10 lbs.
Gender: Male
Eyes: White **Hair:** None
Size: Small
Distinguishing Features: Decaying skull in a Deadpool mask
Occupation: Adventurer
Origin: Weird Science
Teams: Deadpool Corps
Base: Mobile

HISTORY

The Wade Wilson of Earth-2149, Deadpool had a similar history to his Earth-616 counterpart until his Earth was infested with a zombie virus, transforming most of its inhabitants into the cannibalistic living dead. Deadpool succumbed to the virus himself, which robbed him of his healing factor. He was transported to Earth-616 via the Nexus of All Realities and fought the super-hero team the Command; during the battle, his body was destroyed, leaving him an undead head, later dubbed "Headpool." He was imprisoned by the reality-monitoring organization A.R.M.O.R. but escaped with mystical zombie Simon Garth. He found that losing his body had cured his insatiable hunger for flesh. After nearly unleashing a worldwide zombie plague, Headpool was set adrift in a rowboat and washed up in the Savage Land, where Earth-616's Deadpool found him. After a multiversal adventure with Deadpool, Headpool ended up in mad scientist Dr. Killcraven's lab. Headpool talked one of Killcraven's henchmen into equipping him with a mechanical skullcap with a miniature helicopter blade, allowing him to move through flight. Deadpool-616 then recruited him into the Deadpool Corps, a team of Deadpool variants that was sponsored by the Elders of the Universe and meant to protect the Multiverse. Instead, however, the Deadpool Corps became a spacefaring crew of mercenaries; eventually, the disappointed Elders sent them back to their home dimensions. Later, Headpool was microwaved to death by an agent of the Evil Deadpool Corps but was later resurrected by the reality-manipulating Killville.

PERSONALITY

Headpool has the same mordant sense of humor and flippant attitude as his Earth-616 counterpart; due to the zombie virus and the loss of his body, however, he is even more unHINGED and prone to nonsensical rambling.

DAMAGE

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

POWERS

BASIC

- ◆ Accuracy 1
- ◆ Flight 1
- ◆ Inspiration
- ◆ Uncanny 1

MARTIAL ARTS

- ◆ Attack Stance
- ◆ Do This All Day
- ◆ Exploit

MELEE WEAPONS (SHARP)

- ◆ Hit & Run
- ◆ Vicious Attack

TACTICS

- ◆ Battle Plan
- ◆ Keep Moving

HIT-MONKEY

Art by Dalibor Talajčić & José Villarrubia



RANK 3	KARMA —
HEALTH 60	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	17	+2
6 AGILITY	17	+8
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
0 EGO	10	+0
2 LOGIC	12	+2

TRAITS & TAGS

TRAITS

- ◆ Combat Reflexes
- ◆ **Connections:** Criminal
- ◆ Determination
- ◆ Free Running
- ◆ **Signature Attack:** Dance of Death
- ◆ Small

TAGS

- ◆ Extreme Appearance
- ◆ Mute (can only make monkey noises)
- ◆ Public Identity
- ◆ Streetwise

BIOGRAPHY

Real Name: None
Height: 2'5" **Weight:** 31 lbs.
Gender: Male
Eyes: Amber **Hair:** Gray
Size: Small
Distinguishing Features: Small Japanese macaque who often stands on two legs and wears a suit
Occupation: Assassin
Origin: Special Training
Teams: Mercs for Money, S.T.A.K.E.
Base: Mobile

HISTORY

As a young macaque, Hit-Monkey grew up among a tribe of his species hidden deep within the mountains of Japan. Life was peaceful until, one day, a dying hit man stumbled into the tribe's territory. Hit-Monkey demanded that the murderous man be cast back out into the snowy wastes, but the other macaques refused to listen. Determined to have his way, Hit-Monkey lashed out at the tribe's leader, injuring him. As punishment, the leader sent Hit-Monkey into exile. On the same day that exile began, a group of hired mercenaries came to the mountainside, looking for the hit man. They slaughtered him—along with every one of the macaques protecting him.

Filled with rage upon discovering the fate of his tribe, Hit-Monkey took up the dead man's weapons and destroyed the mercenaries. He then set out for vengeance upon the men who'd hired those killers.

In short order, Hit-Monkey had his revenge, but it brought him little solace, as he had no home to return to. To keep on living, he became a hit man himself.

In the years since, Hit-Monkey has taken on and defeated some of the best mercenaries on the planet, including Deadpool. Many consider him the greatest contract killer to ever live. The upper echelons of the underworld utter his name only in hushed whispers.

PERSONALITY

Although Hit-Monkey understands human speech, he cannot speak any human language. He can communicate only with normal simian grunts and screeches. He has a hair-trigger temper, and in the heat of battle, he all but perpetually screams.

DAMAGE

MELEE	MARVEL × 3 MULTIPLIER	+	2 ABILITY
AGILITY	MARVEL × 5 MULTIPLIER	+	6 ABILITY
EGO	MARVEL × 3 MULTIPLIER	+	0 ABILITY
LOGIC	MARVEL × 3 MULTIPLIER	+	2 ABILITY

POWERS

BASIC

- ◆ Accuracy 2
- ◆ Combat Trickery
- ◆ Evasion
- ◆ Slow-Motion Dodge

MARTIAL ARTS

- ◆ Fast Strikes
- ◆ Grappling Technique

RANGED WEAPONS

- ◆ Dance of Death
- ◆ Double Tap
- ◆ Slow-Motion Shoot-Dodge
- ◆ Snap Shooting
- ◆ Suppressive Fire
- ◆ Weapons Blazing

KIDPOOL

Art by Whilce Portacio, Jaime Mendoza & Thomas Mason



RANK 3	KARMA —
HEALTH 90	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION -1
SPEED Run: 4 Climb: 2 Swim: 2 Jump: 2	INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	15	+4
3 AGILITY	14	+4
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
1 EGO	11	+1
1 LOGIC	11	+1

TRAITS & TAGS

TRAITS

- ◆ Abrasive
- ◆ Loner
- ◆ Quick Learner
- ◆ Small
- ◆ Weird

TAGS

- ◆ Extreme Appearance
- ◆ Mentor (Deadpool of Earth-616)
- ◆ **Obligation:** School
- ◆ Public Identity
- ◆ **Signature Weapon:** Laser Swords

BIOGRAPHY

Real Name: Wade Wilson
Height: 4'5" **Weight:** 90 lbs.
Gender: Male
Eyes: Brown **Hair:** Brown
Size: Small
Distinguishing Features: None
Occupation: Student
Origin: Weird Science
Teams: Deadpool Corps
Base: Mobile

HISTORY

A resident of Earth-10330, obnoxious preteen Wade Wilson was the least popular student at the Xavier Orphanage for Troubled Boys. While in Danger Room detention with Scott Summers, Wilson convinced Summers to break out and used two energy swords he stole from the Danger Room to ruin a school dance for everyone. Moments before he was to be expelled, Earth-616's Deadpool arrived to recruit him into the multiversal Deadpool Corps alongside several variants of himself. Nicknamed "Tito" and later "Kidpool," he joined the Corps in battling the sentience-devouring Awareness at the behest of the Elders of the Universe and continued to serve alongside them as they became a spacefaring mercenary crew, becoming embroiled in a struggle over the resource-rich planet Kagan 7 between its natives and the rapacious Omega Confederation. Kidpool struck out on his own with Dogpool; at one point, while attempting to impress a group of children, he stole the experimental military mecha suit Jet Falchion, resulting in enormous property damage. Eventually, the disappointed Elders sent the Deadpool Corps, including Kidpool, back to their home universes. Later, Lady Deadpool reassembled the Corps when they were threatened by the Evil Deadpool Corps, a multiversal coalition of Deadpools dedicated to killing all other Deadpools. While the Corps sought Earth-616's Deadpool, one of the Evil Deadpools killed Dogpool; the Corps then returned to their base to find all their teammates had been slaughtered. Kidpool accidentally triggered one of their booby-trapped corpses; welcoming the chance to be reunited with Dogpool, he was killed in the ensuing explosion. He was later resurrected by the reality-manipulating Killville.

PERSONALITY

Kidpool is impulsive and belligerent. However, he has managed to find a surrogate family in the Deadpool Corps, forming an especially strong bond with the canine Dogpool.

DAMAGE

MELEE	MARVEL × 3 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL × 4 MULTIPLIER	+	3 ABILITY
EGO	MARVEL × 3 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL × 3 MULTIPLIER	+	1 ABILITY

POWERS

BASIC

- ◆ Accuracy 1
- ◆ Healing Factor
- ◆ Uncanny 1
- ◆ Wisecracker

MARTIAL ARTS

- ◆ Attack Stance
- ◆ Chain Strikes
- ◆ Fast Strikes

MELEE WEAPONS (SHARP)

- ◆ Exploit
- ◆ Fast Attacks
- ◆ Focused Fury
- ◆ Hit & Run
- ◆ Vicious Attack
- ◆ Whirling Frenzy

LADY DEADPOOL

Art by Rob Liefeld & Matt Yackey



RANK 4	KARMA —
HEALTH 120	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION -1
SPEED Run: 6 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
4 MELEE	14	+5
5 AGILITY	15	+6
4 RESILIENCE	14	+4
3 VIGILANCE	13	+3
3 EGO	13	+3
1 LOGIC	11	+1

TRAITS & TAGS

- | | |
|---|---|
| TRAITS <ul style="list-style-type: none"> ◆ Abrasive ◆ Bloodthirsty ◆ Combat Expert ◆ Combat Reflexes ◆ Connections: Super Heroes ◆ Fearless ◆ Weird | TAGS <ul style="list-style-type: none"> ◆ Black Market Access ◆ Public Identity ◆ Signature Weapon: Katana |
|---|---|

BIOGRAPHY

Real Name: Wanda Wilson
Height: 6' **Weight:** 159 lbs.
Gender: Female
Eyes: Blue **Hair:** Blond
Size: Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Weird Science
Teams: Deadpool Corps
Base: Mobile

HISTORY

In the fascist America of Earth-3010, Wanda Wilson, her reality's Deadpool, was a disfigured, semiretired mercenary brought back into action by a rebel militia formed to topple America's totalitarian government. Wanda fought numerous battles on the rebels' behalf, earning her the enmity of the government's Super-Soldier General America. Wade Wilson, Wanda's male Earth-616 counterpart, recruited her into the Deadpool Corps, a cadre of multiversal Deadpool variants formed by the Elders of the Universe to confront the Awareness, a pre-Big Bang being capable of absorbing the consciousness of sentient beings on a planetary scale. After ending the Awareness' rampage in a battle that saw the Corps exposed to their greatest fears and Wanda having her physical appearance restored, the Corps remained together as spacefaring mercenaries, though Wanda often clashed with Wade over methods and values despite sharing his penchant for mayhem. After being sent back to Earth-3010 by the Elders, Wanda and the Corps reunited to face an army of Deadpools amassed by the Deadpool of Earth-12101 to eradicate every Deadpool in existence. Wanda sacrificed herself by crashing the Corps' spacecraft, the *Bea Arthur*, into a Deadpool-Galactus variant serving Deadpool-12101, but she was later resurrected by the reality-manipulating Killville.

PERSONALITY

Like many of her multiversal counterparts, Lady Deadpool is unafraid to dish out lethal violence and often speaks in endless strings of jocular pop-culture references that simultaneously distract foes and frustrates allies. Among the Deadpool Corps, Wanda shares the other members' penchant for mayhem but is a shrewder figure who often acts as the voice of reason among the team, particularly against Deadpool-616 whose schemes often fail to account for negative consequences. Wanda nevertheless suffers a severe need for belonging that makes her susceptible to joining causes beyond her own self-interest.

DAMAGE

MELEE	MARVEL × 5 MULTIPLIER	+	4 ABILITY
AGILITY	MARVEL × 5 MULTIPLIER	+	5 ABILITY
EGO	MARVEL × 4 MULTIPLIER	+	3 ABILITY
LOGIC	MARVEL × 4 MULTIPLIER	+	1 ABILITY

POWERS

- | | | |
|---|---|--|
| BASIC <ul style="list-style-type: none"> ◆ Accuracy 1 ◆ Healing Factor ◆ Mighty 1 ◆ Uncanny 1 ◆ Wisecracker | MARTIAL ARTS <ul style="list-style-type: none"> ◆ Attack Stance ◆ Banging Heads ◆ Chain Strikes ◆ Counterstrike Technique ◆ Fast Strikes ◆ Flying Double Kick ◆ Focused Strike ◆ Leg Sweep | MELEE WEAPONS (SHARP) <ul style="list-style-type: none"> ◆ Exploit ◆ Fast Attacks ◆ Hit & Run ◆ Vicious Attack ◆ Whirling Frenzy |
|---|---|--|

PALADIN

Art by Al Rio, Scott Koblish & Brad Anderson



RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION -1
FOCUS 60	DAMAGE REDUCTION —
SPEED Run: 6 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +2E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
5 AGILITY	15	+7
3 RESILIENCE	13	+3
2 VIGILANCE	12	+2
3 EGO	13	+3
0 LOGIC	10	+0

TRAITS & TAGS

- | | |
|---|--|
| TRAITS | TAGS |
| <ul style="list-style-type: none"> ◆ Combat Expert ◆ Combat Reflexes ◆ Connections: Super Heroes ◆ Fearless ◆ Situational Awareness | <ul style="list-style-type: none"> ◆ Black Market Access ◆ Heroic ◆ Mysterious ◆ Secret Identity |

BIOGRAPHY

Real Name: Unknown
Height: 6'2" **Weight:** 225 lbs.
Gender: Male
Eyes: Brown **Hair:** Brown
Size: Average
Distinguishing Features: None
Occupation: Adventurer
Origin: Unknown
Teams: Heroes for Hire, Villains for Hire
Base: Mobile

HISTORY

Paladin's past is a secret to everyone except maybe the man himself, and he isn't forthcoming with details. S.H.I.E.L.D.'s archives on Paladin date back only as far as a few years ago when, during a mission to capture the Purple Man, he fought with Daredevil. Although Paladin was already a moderately well-established mercenary by this point, no one knows for sure what jobs he had completed before facing off against the Man Without Fear.

Although Paladin ultimately failed to capture the Purple Man, his ability to hold his own against Daredevil made him famous overnight. Job offers came pouring in, from both super heroes and super villains.

For a while, Paladin sold his services exclusively to the highest bidder. Some days he was a hero, and other days he was a villain. He is one of the few people who can truthfully claim to have fought on both sides of the superhuman Civil War.

As the years drew on, though, Paladin's dupliciousness began to gnaw at his conscience. There was no single moment of reform and repentance, but slowly, he stopped accepting villainous jobs. These days, he works primarily as an independent hero for hire.

PERSONALITY

Ninety percent amoral mercenary and ten percent big-hearted softy, Paladin has a strangely charming aura. He's had a number of romantic relationships within the super-hero community, most notably with the Wasp. Even his enemies regard him as a gentleman and a consummate professional.

Paladin's need to make money exists in perpetual conflict with his conscience. He has, on several occasions, dropped well-paying assassination jobs at the last moment because he couldn't bear to kill his target.

DAMAGE

MELEE	x 3 MULTIPLIER	+	2 ABILITY
AGILITY	x 5 MULTIPLIER	+	5 ABILITY
EGO	x 3 MULTIPLIER	+	3 ABILITY
LOGIC	x 3 MULTIPLIER	+	0 ABILITY

POWERS

BASIC

- ◆ Accuracy 2
- ◆ **Iconic Weapon:** Stun gun [ranged weapon; deals electricity damage, stunning target on a Fantastic success]
- ◆ Slow-Motion Dodge
- ◆ Sturdy 1

MARTIAL ARTS

- ◆ Fast Strikes
- ◆ Leg Sweep

RANGED WEAPONS

- ◆ Double Tap
- ◆ Point-Blank Parry
- ◆ Slow-Motion Shoot-Dodge
- ◆ Snap Shooting
- ◆ Sniping
- ◆ Weapons Blazing

REN KIMURA

Art by Will Sliney & Veronica Gandini



RANK 2	KARMA 2
HEALTH 60	DAMAGE REDUCTION —
FOCUS 30	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +1

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
3 MELEE	13	+3
2 AGILITY	12	+2
2 RESILIENCE	12	+2
1 VIGILANCE	11	+1
2 EGO	12	+2
0 LOGIC	10	+0

TRAITS & TAGS

TRAITS

- ◆ Combat Reflexes
- ◆ Famous
- ◆ Glibness
- ◆ Presence
- ◆ Public Speaking

TAGS

- ◆ Heroic
- ◆ Inhuman Genes
- ◆ Public Identity

BIOGRAPHY

Real Name: Ren Kimura
Height: 5'8" **Weight:** 122 lbs.
Gender: Female **Eyes:** Green **Hair:** Black
Size: Average
Distinguishing Features: None
Occupation: Entertainer
Origin: Inhuman
Teams: Asgardians of the Galaxy, Fearless Defenders
Base: New York City

HISTORY

Growing up, Ren Kimura wanted to be a dancer. Unfortunately, her parents never approved of her aspirations or—for that matter—her homosexuality. She was forced to take up dancing (and dating) in secret, regularly sneaking away from home to spend long hours practicing at a local dance studio.

Because of this, Kimura was at the dance studio—not safe at home—when the Terrigen Bomb detonated over New York City. The Terrigen Mist activated the Inhuman DNA lurking inside her genes, transforming her arms into twisted masses of metal wire. With effort, Kimura discovered that she could make the wires float through the air like dancing ribbons, able to slice distant targets to pieces.

That night, super villains invaded New York City, looking to kidnap the newly awakened Inhumans. Kimura would have fallen prey to them were it not for the intervention of the Fearless Defenders.

Kimura joined the Defenders and fell deeply in love with one of her new teammates: Annabelle Riggs. Even after the Defenders fell apart, Riggs and Kimura stuck together. They became part of the Asgardians of the Galaxy, and later, Riggs helped Kimura form her own dance studio. Although they've officially retired from the adventuring business, they remain ready to answer any call to action.

PERSONALITY

Despite their mutual affection, Riggs and Kimura have diametrically opposed personalities. Riggs is bookish, shy and more than a little awkward, while Kimura is as outgoing and charming as a person can be. She adores the stage and the spotlight.

DAMAGE

MELEE	MARVEL × 3 MULTIPLIER	+	3 ABILITY
AGILITY	MARVEL × 2 MULTIPLIER	+	2 ABILITY
EGO	MARVEL × 2 MULTIPLIER	+	2 ABILITY
LOGIC	MARVEL × 2 MULTIPLIER	+	0 ABILITY

POWERS

BASIC

- ◆ Combat Trickery
- ◆ **Iconic Weapon:** Razor arms [hands act as melee weapons; +1 Melee damage multiplier]
- ◆ Inspiration

MELEE WEAPONS (SHARP)

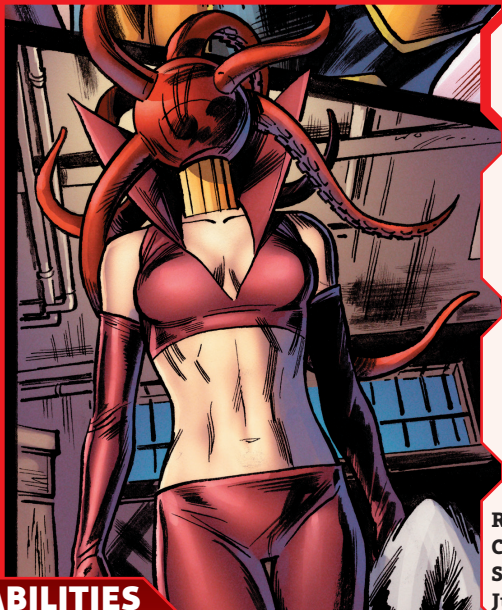
- ◆ Fast Attacks
- ◆ Vicious Attack
- ◆ Whirling Frenzy

PLASTICITY

- ◆ Extended Reach 2

RUBY THURSDAY

Art by Doug Braithwaite, Bill Reinhold, Mike Mantley & Andy Troy



RANK 3	KARMA —
HEALTH 60	DAMAGE REDUCTION —
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +3E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+2
3 AGILITY	13	+3
2 RESILIENCE	12	+2
3 VIGILANCE	13	+3
1 EGO	11	+1
4 LOGIC	14	+5

TRAITS & TAGS

TRAITS

- ◆ Combat Reflexes
- ◆ Fearless
- ◆ Inventor
- ◆ Scientific Expertise
- ◆ Situational Awareness
- ◆ Weird

TAGS

- ◆ Extreme Appearance (in true form)
- ◆ Lab Access
- ◆ Public Identity
- ◆ Villainous

BIOGRAPHY

Real Name: Thursday Rubinstein
Height: 5'6" **Weight:** 140 lbs.
Gender: Female
Eyes: None visible **Hair:** None
Size: Average

Distinguishing Features: Large red orb in place of head
Occupation: Scientist
Origin: Weird Science
Teams: Headmen
Base: New York City

HISTORY

Ruby Thursday was once a leading scientist in the field of organic circuitry, right up until her head was replaced with a bright red orb of morph-able electronics, from which she can extend prehensile tentacles. She can even alter it to appear human, and she can separate it from her body without harm.

She fell in with a group of similarly disgruntled and disfigured scientists: the villainous Headmen. Although she was a late addition to the team, she quickly distinguished herself as one of the organization's toughest and most capable members.

Unlike her teammates, Ruby Thursday has occasionally managed to make a career for herself as an independent mercenary. Her powerful red tentacles have allowed her to successfully hold her ground against the likes of Romulus and even She-Hulk. If the Headmen ever entirely fell apart, most of its members might return to civilian life, but Ruby and her villainy would endure.

PERSONALITY

Ruby is as stoic and enigmatic as the orb that forms her head. She speaks succinctly and infrequently, preferring to let her tentacles do the talking.

Like all the Headmen, Ruby is driven by two things: money and a burning desire to show up those fools who laughed at her work.

POWERS

BASIC

- ◆ Additional Limbs (tentacles)
- ◆ Brilliance 1
- ◆ Disguise
- ◆ **Iconic Weapon:** Head orb [extrudes a mass of morphing red tentacles that can act as melee weapons or webs]

ELEMENTAL CONTROL (ENERGY)

- ◆ Elemental Burst

MELEE WEAPONS (SHARP)

- ◆ Fast Attacks
- ◆ Riposte
- ◆ Whirling Frenzy

PLASTICITY

- ◆ Extended Reach 2 (applies only to tentacles)

SPIDER-POWERS

- ◆ Webcasting
- ◆ Webgrabbing

DAMAGE

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

SHE-HULK (LYRA)

Art by Peter Vale, Robert Atkins, Nelson Pereira, Terry Pallot & Marte Gracia



RANK 3	KARMA 3
HEALTH 90	DAMAGE REDUCTION -2
FOCUS 90	DAMAGE REDUCTION —
SPEED Run: 6 Climb: 3 Swim: 3 Jump: 18	INITIATIVE MODIFIER +3

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
5 MELEE	14	+7
2 AGILITY	11	+2
3 RESILIENCE	13	+3
3 VIGILANCE	13	+3
1 EGO	11	+1
1 LOGIC	11	+1

TRAITS & TAGS

TRAITS

- ◆ Big
- ◆ **Connections:** Super Heroes
- ◆ Determination
- ◆ Fearless
- ◆ Iron Will
- ◆ Weird

TAGS

- ◆ Black Market Access
- ◆ Extreme Appearance
- ◆ Green Door
- ◆ Heroic
- ◆ **Immunity:** Gamma Radiation
- ◆ Public Identity
- ◆ Radioactive

BIOGRAPHY

Real Name: Lyra
Height: 6'6" **Weight:** 220 lbs.
Gender: Female
Eyes: Green **Hair:** Red
Size: Big
Distinguishing Features: Green skin
Occupation: Adventurer
Origin: Weird Science: Gamma Mutate
Teams: A.R.M.O.R., Avengers Academy
Base: Mobile

HISTORY

On Earth-8009, massive environmental and military disasters long ago rendered the vast majority of humanity infertile. The survivors underwent experimental body modifications, granting them longer lives and incredible powers, and in the ensuing chaos, society stratified along strict gender lines, with the men of the world making perpetual war against the women.

In an attempt to gain the upper hand, one of the leaders of the female resistance—Thundra—stole some skin cells from the Hulk of Earth-616 and used his DNA to impregnate herself. Her daughter, Lyra, was the first person naturally born on the planet in decades.

When Lyra was just 16, her handlers sent her to Earth-616 so she could obtain fertile male DNA in much the same way her mother had. She was supposed to obtain cells from Norman Osborn, but once she saw how evil he was, she refused to complete her mission. Her handlers generously released her from her duties, allowing her to stay on Earth-616 and train with its heroes.

Over the years, Lyra has been tutored by many of Earth's greatest warriors, but she considers the original She-Hulk (Jennifer Walters) her number-one mentor. The pair are good friends, and Lyra sometimes uses the She-Hulk codename in honor of Walters.

PERSONALITY

When not in combat, Lyra has the personality of a normal, peppy teenage girl. In battle, she acts much more like a traditional stoic warrior. As opposed to most gamma mutates, Lyra's powers get weaker as she gets angrier. To keep herself in top form, she forces herself to roll with the punches, literally and figuratively.

DAMAGE

MELEE	MARVEL × 5 MULTIPLIER	+	5 ABILITY
AGILITY	MARVEL × 3 MULTIPLIER	+	2 ABILITY
EGO	MARVEL × 3 MULTIPLIER	+	1 ABILITY
LOGIC	MARVEL × 3 MULTIPLIER	+	1 ABILITY

POWERS

BASIC

- ◆ Mighty 2
- ◆ Sturdy 2

POWER CONTROL

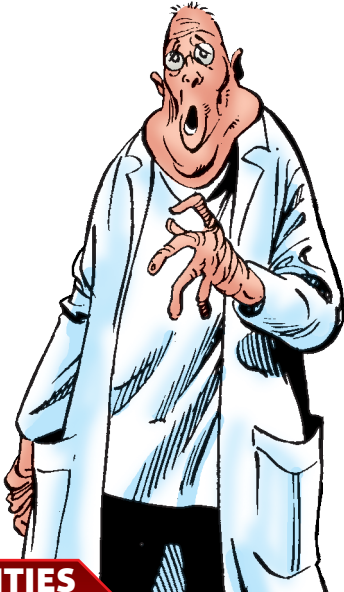
- ◆ Power Slider (Serenity)

SUPER-STRENGTH

- ◆ Banging Heads
- ◆ Clobber
- ◆ Crushing Grip
- ◆ Ground-Shaking Stomp
- ◆ Jump 2
- ◆ Quick Toss
- ◆ Smash

SHRUNKEN BONES

Art by John Byrne



RANK 2	KARMA —
HEALTH 30	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
0 MELEE	10	+0
0 AGILITY	10	+0
1 RESILIENCE	11	+1
2 VIGILANCE	12	+2
3 EGO	13	+3
4 LOGIC	14	+5

TRAITS & TAGS

- | | |
|---|--|
| TRAITS <ul style="list-style-type: none"> ◆ Font of Information ◆ Inventor ◆ Scientific Expertise ◆ Tech Reliance ◆ Weird | TAGS <ul style="list-style-type: none"> ◆ Extreme Appearance ◆ Lab Access ◆ Public Identity ◆ Signature Weapon: Energy blaster [grants Elemental Burst (Energy)] ◆ Villainous |
|---|--|

BIOGRAPHY

Real Name: Jerold "Jerry" Morgan
Height: 5'7" **Weight:** 180 lbs.
Gender: Male
Eyes: Brown **Hair:** Bald
Size: Average
Distinguishing Features: More skin than bones
Occupation: Scientist
Origin: Weird Science
Teams: Headmen
Base: New York City

HISTORY

An ambitious young scientist, Jerry Morgan spent most of his professional life attempting to create a gas capable of shrinking people down to microscopic size. In the end, he succeeded, but only in part. He permanently shrank his own bones. Morgan might still have had a chance to capitalize on his breakthrough, but just a few months later, Dr. Henry Pym discovered Pym Particles, making all of Morgan's research obsolete.

His life's work now useless, Morgan vowed to take revenge on Pym and all who called themselves heroes. With the help of several other disgruntled researchers, Morgan, along with Gorilla-Man and Chondu, founded the Headmen, a team made up entirely of superbly scientific super villains.

In the ensuing years, Morgan and the Headmen faced off against countless heroes, including Spider-Man and even Pym himself. However, no heroes have frustrated the group's efforts more than the intrepid Defenders.

PERSONALITY

By far, the most physically infirm of the Headmen, Shrunken Bones tries to avoid direct conflict with enemies. He keeps to the sidelines, doing what he can to support and inspire his teammates. Away from the field of battle, he spends most of his free time acting as a laboratory assistant for his friend and team leader, Gorilla-Man.

POWERS

- | | | |
|---|---|--|
| BASIC <ul style="list-style-type: none"> ◆ Brilliance 1 ◆ Combat Trickery ◆ Inspiration | ELEMENTAL CONTROL (ENERGY) <ul style="list-style-type: none"> ◆ Elemental Burst | TACTICS <ul style="list-style-type: none"> ◆ Battle Plan ◆ Change of Plans ◆ Hit the Dirt ◆ Keep Moving |
|---|---|--|

DAMAGE

MELEE	× 2 MULTIPLIER	+	0 ABILITY
AGILITY	× 2 MULTIPLIER	+	0 ABILITY
EGO	× 2 MULTIPLIER	+	3 ABILITY
LOGIC	× 3 MULTIPLIER	+	4 ABILITY

TERROR

Art by Scott McDaniel, Bud LaRosa & Christie Scheele



RANK 3	KARMA —
HEALTH 90	DAMAGE REDUCTION —
FOCUS 120	DAMAGE REDUCTION —
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +4

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
2 MELEE	12	+3
3 AGILITY	13	+3
3 RESILIENCE	13	+3
4 VIGILANCE	14	+4
0 EGO	10	+0
3 LOGIC	13	+3

TRAITS & TAGS

- | | |
|--|---|
| <p>TRAITS</p> <ul style="list-style-type: none"> ◆ Combat Expert ◆ Connections: Super Heroes ◆ Fearless ◆ Interrogation ◆ Investigation | <p>TAGS</p> <ul style="list-style-type: none"> ◆ Black Market Access ◆ Cursed ◆ Extreme Appearance ◆ Public Identity ◆ Supernatural |
|--|---|

BIOGRAPHY

Real Name: Unknown, sometimes goes by "Shreck"
Height: Varies, usually around 6'2"
Weight: Varies, usually around 170 lbs.
Gender: Male
Eyes: Varies **Hair:** None
Size: Average
Distinguishing Features: Patchwork body with reptilian torso and head; other parts salvaged from various humanoid species
Occupation: Adventurer
Origin: Magic: Demonic
Teams: Mercs for Money, Terror Inc.
Base: New York City

HISTORY

Terror hails from Earth-88194, a world that resembles Earth-616 in some superficial ways but lacks costumed super heroes. In their place, Earth-88194 has the Shadow Dwellers, a mysterious and immortal offshoot of humanity that manipulates world affairs from behind the scenes.

Terror is not one of these Shadow Dwellers. Instead, he claims to have been a caveman who heroically defended his tribe of early humans from a demon. Unfortunately, before he could kill the demon, it inflicted a terrible curse upon him: He would live forever, but in a constant state of decay.

Terror spent the subsequent centuries wandering the planet, harvesting new parts for himself from corpses as the old bits decayed and fell away. Sometime during the medieval era, he met the love of his life, a knight named Talita. When she died, he sealed her left arm in iron and attached it to himself. It is the one part of his body that he has refused to ever replace.

In the modern era, Terror became a mercenary, first on Earth-88194, then later on Earth-616. Currently he lives in New York City, where he operates a private detective/mercenary business under the name of Terror Inc.

PERSONALITY

Terror's personality largely resembles that of a classic P.I. He's hard-nosed and ruthless but not exactly cruel. However, the fine details of who Terror is shift constantly, as he absorbs a bit of the knowledge and personality of the people whose body parts he attaches to himself.

POWERS

BASIC

- ◆ Healing Factor
- ◆ **Iconic Weapon:** Head spikes [can extrude green spikes from his head that can be broken off and used as knives]
- ◆ Mighty 1

MELEE WEAPONS (SHARP)

- ◆ Fast Attacks
- ◆ Riposte
- ◆ Vicious Attack

POWER CONTROL

- ◆ Copy Ability
- ◆ Copy Power
- ◆ Copy Trait

RANGED WEAPONS

- ◆ Double Tap
- ◆ Snap Shooting
- ◆ Suppressive Fire

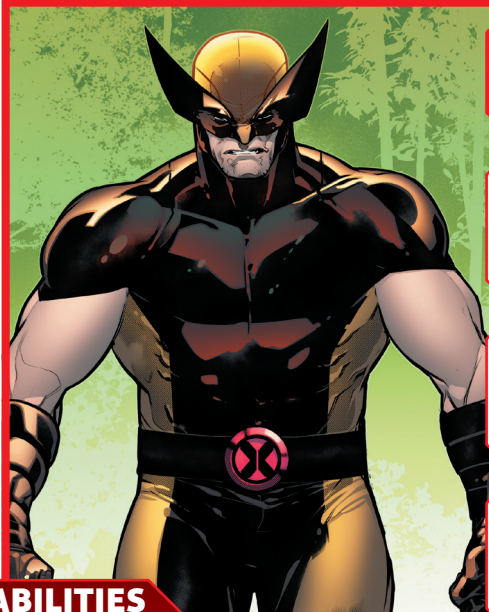
Note: Terror's Healing Factor and Power Control powers function only as long as he has a steady supply of body parts. To use any of his "Copy" powers, he must first steal a body part from his target and then attach it to himself.

DAMAGE

MELEE	x 4 MULTIPLIER	+	2 ABILITY
AGILITY	x 3 MULTIPLIER	+	3 ABILITY
EGO	x 3 MULTIPLIER	+	0 ABILITY
LOGIC	x 3 MULTIPLIER	+	3 ABILITY

WOLVERINE (LOGAN)

Art by R.B. Silva & Marte Gracia



RANK 4	KARMA 4
HEALTH 150	DAMAGE REDUCTION -1
FOCUS 150	DAMAGE REDUCTION -1
SPEED Run: 5 Climb: 3 Swim: 3 Jump: 3	INITIATIVE MODIFIER +4E

ABILITIES

ABILITY SCORE	DEFENSE SCORE	NON-COMBAT CHECKS
7 MELEE	17	+7
2 AGILITY	17	+2
5 RESILIENCE	15	+5
4 VIGILANCE	14	+4
1 EGO	11	+1
1 LOGIC	11	+1

TRAITS & TAGS

- | | |
|---|---|
| TRAITS <ul style="list-style-type: none"> ◆ Battle Ready ◆ Berserker ◆ Combat Expert ◆ Combat Reflexes ◆ Connections: Military ◆ Extraordinary Origin ◆ Situational Awareness ◆ Tech Reliance | TAGS <ul style="list-style-type: none"> ◆ Extreme Appearance ◆ Enemy: Sabretooth ◆ Heroic ◆ Hounded ◆ Krakoan ◆ Public Identity ◆ X-Gene |
|---|---|

POWERS

- | | |
|---|--|
| BASIC <ul style="list-style-type: none"> ◆ Brawling ◆ Combat Trickery ◆ Healing Factor ◆ Heightened Senses 1 ◆ Iconic Weapon: Adamantium Claws [+1 Melee damage multiplier; ignores 1 level of DR] ◆ Reinforced Skeleton ◆ Uncanny 1 | MARTIAL ARTS <ul style="list-style-type: none"> ◆ Attack Stance ◆ Grappling Technique |
|---|--|

MELEE WEAPONS (SHARP)

- ◆ Exploit
- ◆ Fast Attacks
- ◆ Focused Fury
- ◆ Furious Attacks
- ◆ Hit & Run
- ◆ Riposte
- ◆ Unstoppable Assault
- ◆ Vicious Attack
- ◆ Whirling Frenzy

BIOGRAPHY

Real Name: James Howlett (a.k.a. Logan)
Height: 5'7"
Weight: 195 lbs. (300 lbs. with adamantium)
Gender: Male
Eyes: Blue **Hair:** Black
Size: Average
Distinguishing Features: Retractable adamantium claws, muttonchops
Occupation: Military
Origin: High Tech: Cybernetics, Mutant
Teams: Avengers, Fantastic Four, X-Force, X-Men
Base: Krakoa, Summer House (the Blue Area of the Moon)

HISTORY

Born in Canada in the late 1800s, James Howlett wandered the world under the name Logan. At one point, the Weapon X program captured him and bonded adamantium metal to his entire skeleton, including his retractable claws; his mutant healing factor enabled him to survive the experience. He escaped, but with large gaps in his memory.

Logan later joined the X-Men and became a valued member of various X-teams. Over time, he recovered most of his memories. He was killed in recent years, but returned to life in time to help establish a new mutant nation on the island of Krakoa.

PERSONALITY

Logan can be cold-blooded and slow to trust others, but the restoration of his memory blunted those edges. He's still a no-nonsense man, but that's tempered with the wisdom age brings. After living as a loner for so long, he treasures his found family.