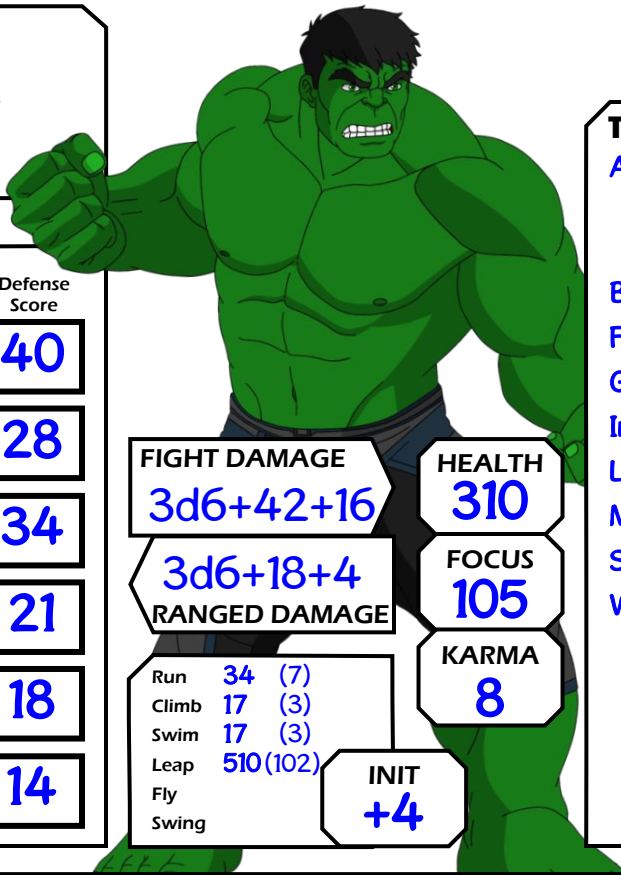


Name
**Hulk**

Origin
Weird Science

Profession
Scientist



ABILITIES		
Action Modifier	Ability Score	Defense Score
+25	M16 Might	40
+13	A4 Agility	28
+19	R10 Resilience	34
+10	V1 Vigilance	21
+4	E-2 Ego	18
+3	L-3 Logic	14

FIGHT DAMAGE

3d6+42+16

3d6+18+4

RANGED DAMAGE

HEALTH

310

FOCUS

105

KARMA

8

Run 34 (7)

Climb 17 (3)

Swim 17 (3)

Leap 510 (102)

Fly

Swing

INIT

+4

Bruiser
ARCHETYPE

15
RANK

TRAITS

Alter Ego

(Bruce Banner

M2 A4 R8 V4 E4 L4)

Berserker

Fearless

Green Door

Inventor

Lab Access

Massive

Scientific Expertise

Weird

EDGES

Fearlessness

Science

Gadgetry

TROUBLES

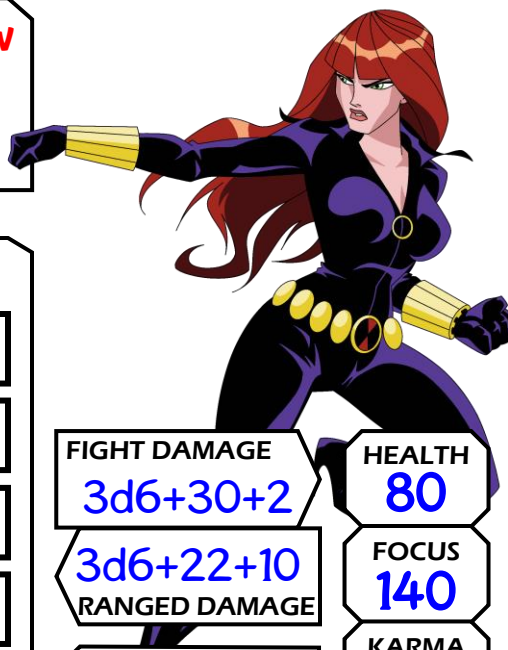
POWERS

<b>Clobber</b>	Super-Strength	Instant	Standard
Fight Attack for physical (bashing) Damage			
<b>Smash (5+)</b>	Super-Strength	Instant	Standard
Fight Attack with Edge for physical (bashing) Damage + Focus spent			
<b>Crushing Grip</b>	Super-Strength	Maintained	Reaction
Might vs Resilience for bashing Damage and Pinned			
<b>Quick Toss</b>	Super-Strength	Instant	Reaction
Throw Grabbed character (1 mile), falls prone, if success both Damage			
<b>Immovable</b>	Super-Strength	Instant	Reaction
Reduce knockback by 200'			
<b>Jump 3</b>	Super-Strength	Permanent	None
Jump Rank * Speed, 10x Speed out of combat			
<b>Mighty 4</b>	Super-Strength	Permanent	None
+14 Damage (added), +5 Size for lift, carry, throw			
<b>Environmental Protection</b>	Utility	Permanent	None
Not harmed by cold, heat, pressure, radiation, or vacuum			
<b>Healing Factor</b>	Utility	Permanent	None
At the end of your turn, regain Rank Health			
<b>Sturdy</b>	Utility	Permanent	None
Increase Health by Might Defense			

Name **Black Widow**  
 Origin **Special Training**  
 Profession **Spy**

**Polymath**  
 ARCHETYPE

**10**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
<b>+15</b>	<b>M2</b> Might	<b>20</b>
<b>+15</b>	<b>A8</b> Agility	<b>26</b>
<b>+9</b>	<b>R2</b> Resilience	<b>20</b>
<b>+15</b>	<b>V8</b> Vigilance	<b>26</b>
<b>+9</b>	<b>E2</b> Ego	<b>20</b>
<b>+8</b>	<b>L1</b> Logic	<b>19</b>

## FIGHT DAMAGE

**3d6+30+2**

## RANGED DAMAGE

**3d6+22+10**

Run **33 (7)**  
 Climb **17 (3)**  
 Swim **17 (3)**  
 Leap **17 (3)**  
 Fly  
 Swing

## HEALTH

**80**

## FOCUS

**140**

## KARMA

**5**

**INIT +8**

## TRAITS

**Black Market Access**  
**Combat Finesse**  
**Connections: Espionage**  
**Determination**  
**Interrogation**  
**Leverage**  
**Linguist**  
**Sneaky**

## EDGES

**Hope**  
**Perception**  
**Persuasion**  
**Questioning**  
**Stealth x2**

## TROUBLES

**Fight x2**  
**Perception x2**  
**Range**  
**Stealth**

## POWERS

### Slash and Dash

Fight attack for Damage and move half speed (■ 2x and prone)

Blades Instant Standard

### Bullet Time

Foes have Trouble on ranged attacks

Firearms Instant Reaction

### Sniping

Attack for Damage (■ 2x)

Firearms Instant Standard

### Suppressive Fire

Agility vs Ego for 1/2 Focus Damage and Stunned (■ full and prone)

Firearms Instant Standard

### Return Fire

When foe attacks, Attack for 1/2 Focus Damage and Stunned

Firearms Instant Reaction

### Defense Stance

Foes have Trouble on fight attacks

Martial Arts Maintained Easy

### Unflappable Poise

Foes have Trouble on fight attacks

Martial Arts Permanent None

### Reverse Throw

When foe misses, Fight (bashing) Damage and prone

Martial Arts Instant Reaction

### Grappling Technique

Fight for Damage and Grabbed (■ Pinned)

Martial Arts Instant Standard

### Camouflage

Edge on Agility (stealth), enemies have Trouble on Vigilance (perception)

Utility Sustained Easy

### Heightened Senses

Edge on Vigilance (perception), enemies have Trouble on Agility (stealth)

Utility Permanent None

Name **Hawkeye**  
 Origin **Special Training**  
 Profession **Criminal**



ABILITIES		
Action Modifier	Ability Score	Defense Score
<b>+17</b>	<b>M2</b> Might	<b>17</b>
<b>+19</b>	<b>A10</b> Agility	<b>30</b>
<b>+7</b>	<b>R3</b> Resilience	<b>18</b>
<b>+12</b>	<b>V5</b> Vigilance	<b>23</b>
<b>+8</b>	<b>E1</b> Ego	<b>19</b>
<b>+9</b>	<b>L2</b> Logic	<b>20</b>

**FIGHT DAMAGE**  
**3d6+14+2**  
**3d6+45+10**  
**RANGED DAMAGE**

Run **35 (7)**  
 Climb **17 (3)**  
 Swim **17 (3)**  
 Leap **17 (3)**  
 Fly  
 Swing

**HEALTH**  
**70**  
**FOCUS**  
**110**  
**KARMA**  
**5**

**INIT**  
**+10**

**Blaster**  
 ARCHETYPE  
**10**  
 RANK

**TRAITS**

Combat Finesse  
 Connections: Criminal  
 Dependents  
 Determination  
 Headquarters  
 Sneaky  
 Streetwise  
 Tech Reliance

**EDGES**  
 Hope  
 Perception  
 Range  
 Stealth

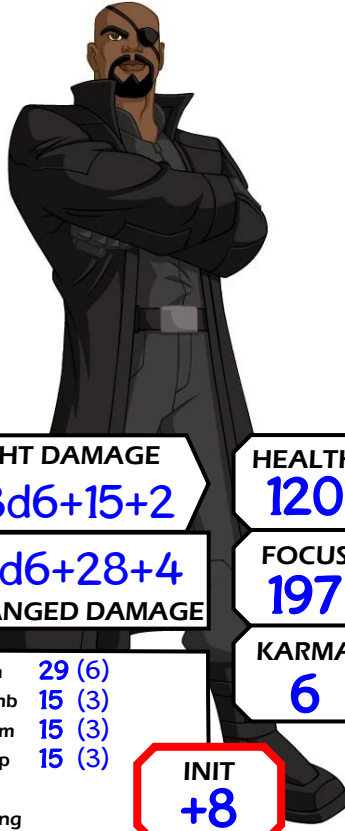
**TROUBLES**  
 Perception  
 Range  
 Stealth

POWERS			
<b>Lock-On</b> Gain Edge on Ranged Attack for enemy in line of sight	Battle Suit	Maintained	Easy
<b>Bullet Time</b> Foes have Trouble on Ranged Attacks	Firearms	Instant	Reaction
<b>Double Tap</b> Attack within 10' for Damage (■ 2x)	Firearms	Instant	Standard
<b>Stopping Power (10)</b> Attack, if any Damage can spend 10 Focus to attack again (■ 2x)	Firearms	Instant	Standard
<b>Headshot (20)</b> Attack with Trouble for 2x Damage and Stunned (■ 3x)	Firearms	Instant	Standard
<b>Suppressive Fire</b> Agility vs Ego for 1/2 Focus Damage and Stunned (■ full and prone)	Firearms	Instant	Standard
<b>Return Fire</b> When foe attacks, Attack for 1/2 Focus Damage and Stunned	Firearms	Instant	Reaction
<b>Covering Fire</b> When foe attacks ally, Attack for Focus Damage and Stunned	Firearms	Instant	Reaction
<b>Kill Zone</b> On each foe's turn, Attack for Damage	Firearms	Instant	Reaction
<b>Heightened Senses</b> Edge on Vigilance (perception), enemies have Trouble on Agility (stealth)	Utility	Permanent	None
<b>Wisecracker</b> When attack succeeds or foe misses, crack a joke for Ego Defense Focus (psychic) Damage	Utility	Instant	Reaction

Name **Nick Fury**  
 Origin **Special Training**  
 Profession **Soldier, Spy**

**Protector**  
 ARCHETYPE

**12**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
<b>+7</b>	<b>M2</b> Might	<b>18</b>
<b>+12</b>	<b>A4</b> Agility	<b>23</b>
<b>+12</b>	<b>R4</b> Resilience	<b>23</b>
<b>+19</b>	<b>V8</b> Vigilance	<b>30</b>
<b>+15</b>	<b>E4</b> Ego	<b>26</b>
<b>+10</b>	<b>L2</b> Logic	<b>21</b>

## FIGHT DAMAGE

**3d6+15+2**

**3d6+28+4**

## RANGED DAMAGE

Run **29 (6)**  
 Climb **15 (3)**  
 Swim **15 (3)**  
 Leap **15 (3)**  
 Fly  
 Swing

## HEALTH

**120**

## FOCUS

**197**

## KARMA

**6**

**INIT +8**

## TRAITS

Authority  
 Battle Ready  
 Black Market Access  
 Connections: Espionage  
 Connections: Military  
 Determination  
 Extra Career  
 Headquarters  
 Leverage  
 Situational Awareness  
 Tech Reliance

## EDGES

Hope  
 Perception

## TROUBLES

Fight  
 Range  
 Stealth

## POWERS

### Bullet Time

Foes have Trouble on Ranged Attacks

Firearms Instant Reaction

### Snap Shooting

2 attacks at 1/2 Damage (Full Damage)

Firearms Instant Standard

### Suppressive Fire

Agility vs Ego for 1/2 Focus Damage and Stunned (Full and Prone)

Firearms Instant Standard

### Return Fire

When foe attacks, Attack for 1/2 Focus Damage and Stunned

Firearms Instant Reaction

### Attack Stance

Add Rank to physical (bashing) Damage

Martial Arts Maintained Easy

### Counterstrike

React with 1/2 Fight Damage if in Attack Stance

Martial Arts Instant Reaction

### Defense Stance

Foes have Trouble on Fight Attacks

Martial Arts Maintained Easy

### Keep Moving

Remove Demoralized or Stunned from an ally in sight and earshot

Tactical Mastery Instant Reaction

### On Your Feet

Remove Prone from all allies in sight and earshot

Tactical Mastery Instant Reaction

### Heightened Senses

Edge on Vigilance (perception), foes have Trouble on Agility (stealth)

Utility Permanent None

### Inspiration

An ally in earshot gains Edge on all actions

Utility 1 Round Easy



Name
**Moon Knight**

Origin
**Magic, Special Training**

Profession
**Soldier**

Polymath  
ARCHETYPE

10  
RANK

**ABILITIES**

Action Modifier	Ability Score	Defense Score
15	M3 Might	21
15	A8 Agility	26
11	R4 Resilience	22
10	V3 Vigilance	21
8	E4 Ego	22
5	L1 Logic	19

FIGHT DAMAGE  
3d6+32+3

3d6+30+8  
RANGED DAMAGE

Run 33 (7)  
Climb 17 (3)  
Swim 17 (3)  
Leap 17 (3)  
Fly  
Swing

INIT  
+8

HEALTH  
100

FOCUS  
95

KARMA  
5

**TRAITS**

Battle Ready  
Combat Finesse  
Connections: Military  
Determination  
Extraordinary Origin  
Iron Will  
Obligation: Khonshu  
Secret Identity  
Situational Awareness  
Supernatural

**EDGES**

Escape Control  
Hope  
Perception

**TROUBLES**

Ego Attacks  
Fight x2  
Range  
Stealth

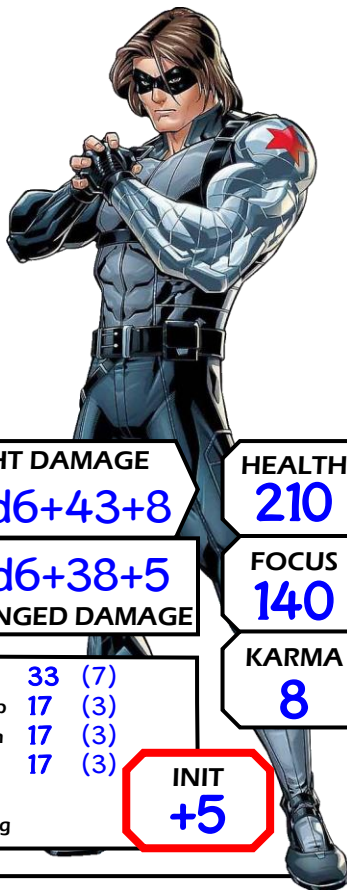
**POWERS**

<b>Armor 1</b> Damage Reduction 10 vs Health Damage	Battle Suit	Permanent	None
<b>Both Guns Blazing</b> 2 attacks for 1/2 Damage; (■ Attack again)	Firearms	Instant	Standard
<b>Slow–Motion Shoot Dodge (5+)</b> 2 attacks for 1/2 Damage, end prone, attacks against have Trouble	Firearms	1 Round	Standard
<b>Dance of Death</b> Agility vs Agility in 50 ft for 1/2 Damage; (■ 2x and Stunned)	Firearms	Instant	Standard
<b>Bullet Time</b> Foes have Trouble on Ranged Attacks	Firearms	Instant	Reaction
<b>Attack Stance</b> +1 physical (bashing) Damage per Rank	Martial Arts	Maintained	Easy
<b>Defense Stance</b> Foes have Trouble on Fight Attacks	Martial Arts	Maintained	Easy
<b>Unflappable Poise</b> Foes have Trouble on Fight Attacks	Martial Arts	Permanent	None
<b>Reverse–Momentum Throw</b> When Fight attack misses, attacker takes Fight Health (bashing) Damage and prone	Martial Arts	Permanent	None
<b>Heightened Senses</b> Edge on Vigilance (perception), foes have Trouble on Agility (stealth)	Utility	Permanent	None

Name **Winter Soldier**  
 Origin **High Tech**  
 Profession **Soldier, Spy**

**Polymath**  
 ARCHETYPE

**15**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
<b>17</b>	<b>M8</b> Might	<b>28</b>
<b>14</b>	<b>A5</b> Agility	<b>25</b>
<b>17</b>	<b>R8</b> Resilience	<b>28</b>
<b>12</b>	<b>V3</b> Vigilance	<b>23</b>
<b>10</b>	<b>E1</b> Ego	<b>21</b>
<b>10</b>	<b>L1</b> Logic	<b>21</b>

## FIGHT DAMAGE

**3d6+43+8**

## RANGED DAMAGE

**3d6+38+5**

Run	33	(7)
Climb	17	(3)
Swim	17	(3)
Leap	17	(3)
Fly		
Swing		

**INIT +5**

## HEALTH

**210**

## FOCUS

**140**

## KARMA

**8**

## TRAITS

**Battle Ready**  
**Black Market Access**  
**Connections: Espionage**  
**Connections: Military**  
**Extra Career**  
**Interrogation**  
**Leverage**  
**Signature Weapon**  
 (Cybernetic Arm acts as Mighty 2)  
**Situational Awareness**  
**Sneaky**  
**Streetwise**  
**Tech Reliance**

## EDGES

Perception  
 Persuasion  
 Questioning  
 Range  
 Stealth

## TROUBLES

Perception  
 Stealth

## POWERS

### Armor 2

20 Damage Reduction vs Health Damage

Cybernetics Permanent None

### Lock-On

Edge on Ranged Attacks

Cybernetics Maintained Easy

### Mighty 1(2)

+2(3) Size for lift, carry, throw; +4(7) Fight Damage (added)

Cybernetics Permanent None

### Double Tap

Attack within 10' for Damage (■ 2x)

Firearms Instant Standard

### Stopping Power (10)

Attack, if any Damage can spend 10 Focus to attack again (■ 2x)

Firearms Instant Standard

### Headshot (20)

Attack with Trouble for 2x Damage and Stunned (■ 3x)

Firearms Instant Standard

### Attack Stance

+1 physical (bashing) Damage per Rank

Martial Arts Maintained Easy

### Fast Strikes

2 Fight attacks on single foe for 1/2 Damage (■ 2x)

Martial Arts Instant Standard

### Crushing Grip

Might vs Resilience for bashing Damage and Pinned

Martial Arts Maintained Reaction

### Heightened Senses

Edge on Vigilance (perception), foes have Trouble on Agility (stealth)

Utility Permanent None

Name

Falcon

Origin

High Tech, Training

Profession

Soldier

Protector

ARCHETYPE

10

RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
+13	M3 Might	18
+14	A9 Agility	27
+9	R2 Resilience	20
+13	V4 Vigilance	26
+12	E3 Ego	23
+9	L2 Logic	20

FIGHT DAMAGE

3d6+16+3

HEALTH

80

3d6+32+9

RANGED DAMAGE

FOCUS

125

Run 34 (7)

Climb 17 (3)

Swim 17 (3)

Leap 17 (3)

Fly 340 (70)

Swing

KARMA

5

INIT

+9

- TRAITS
- Battle Ready
Combat Finesse
Connections: Military
Determination
Extraordinary Origin
First Aid
Free Running
Heroic
Situational Awareness
Tech Reliance

EDGES

Acrobatics
Hope
Medicine
Perception
Range

TROUBLES

Fight x2
Range
Stealth

POWERS

<div>Armor 1</div> <div>Damage Reduction 10 vs Health Damage</div>	Battle Suit	Permanent	None
<div>Lock-On</div> <div>Edge on Ranged Attack for foe in line of sight</div>	Battle Suit	Maintained	Easy
<div>Both Guns Blazing</div> <div>2 attacks for 1/2 Damage; (🎲 Attack again)</div>	Firearms	Instant	Standard
<div>Bullet Time</div> <div>Foes have Trouble on ranged attacks</div>	Firearms	Instant	Reaction
<div>Defense Stance</div> <div>Foes have Trouble on fight attacks</div>	Martial Arts	Maintained	Easy
<div>Unflappable Poise</div> <div>Foes have Trouble on fight attacks</div>	Martial Arts	Permanent	None
<div>Flight 2</div> <div>Out of combat, fly at 10x Flight Speed</div>	Utility	Permanent	None
<div>Heightened Senses</div> <div>Edge on Vigilance (perception), foes have Trouble on Agility (stealth)</div>	Utility	Permanent	None
<div>Thermal Vision</div> <div>Ignore penalties from darkness or invisibility</div>	Utility	Permanent	None

Name
**Shang-Chi**

Origin
**Magic, Special Training**

Profession
**Criminal**

**ABILITIES**

Action Modifier	Ability Score	Defense Score
19	M4 Might	22
17	A10 Agility	30
12	R5 Resilience	23
9	V2 Vigilance	20
6	E2 Ego	17
4	L0 Logic	15

**FIGHT DAMAGE**  
3d6+45+4

**HEALTH**  
110

**3d6+17+10**  
**RANGED DAMAGE**

**FOCUS**  
80

**KARMA**  
5

**INIT**  
+10

Run 35 (7)  
Climb 18 (4)  
Swim 18 (4)  
Leap 350 (70)  
Fly  
Swing

**Striker**  
ARCHETYPE

10  
RANK

**TRAITS**

Black Market Access  
Combat Finesse  
Connections: Criminal  
Determination  
Extraordinary Origin  
Free Running  
Streetwise  
Supernatural  
The Ten Rings (Signature Weapon provides Energy Beam or Energy Absorption)

**EDGES**

Acrobatics  
Hope

**TROUBLES**

Fight x2

**POWERS**

<b>Energy Beam</b> Ranged Attack 100' for Damage (■ blinded/dazzled)	Energy Control	Instant	Standard
<b>Energy Absorption</b> Add all energy damage to Focus	Energy Control	Instant	None
<b>Attack Stance</b> +1 physical (bashing) Damage per Rank	Martial Arts	Maintained	Easy
<b>Defense Stance</b> Foes have Trouble on fight attacks	Martial Arts	Maintained	Easy
<b>Unflappable Poise</b> Foes have Trouble on fight attacks	Martial Arts	Permanent	None
<b>Fast Strikes</b> 2 Fight attacks on single foe for 1/2 Damage (■ 2x)	Martial Arts	Instant	Standard
<b>Leg Sweep</b> Fight for (bashing) Damage and prone (■ Stunned)	Martial Arts	Instant	Standard
<b>Grappling Technique</b> Fight for Damage and Grabbed (■ Pinned)	Martial Arts	Instant	Standard
<b>Slip Free</b> Not Grabbed or Pinned	Plasticity	Instant	Reaction
<b>Bounce Back</b> Immune to falling damage, immediately stand up from prone, Jump Speed of 25	Plasticity	Instant	Reaction
<b>Jump 2</b> Jump at 10x Running Speed	Super-Strength	Permanent	None

Name **Vision**  
 Origin **High Tech**  
 Profession **Outsider**

**Blaster**  
 ARCHETYPE

**15**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
<b>13</b>	<b>M4</b> Might	<b>21</b>
<b>16</b>	<b>A3</b> Agility	<b>27</b>
<b>11</b>	<b>R5</b> Resilience	<b>22</b>
<b>14</b>	<b>V5</b> Vigilance	<b>27</b>
<b>12</b>	<b>E3</b> Ego	<b>23</b>
<b>15</b>	<b>L6</b> Logic	<b>26</b>

## FIGHT DAMAGE

**3d6+36+4**

## RANGED DAMAGE

**3d6+51+2**

Run **28 (6)**  
 Climb **14 (3)**  
 Swim **14 (3)**  
 Leap **14 (3)**  
 Fly **420 (84)**  
 Swing

**INIT +5**

## HEALTH

**135**

## FOCUS

**165**

## KARMA

**8**

## TRAITS

Connections: Outsiders  
 Eidetic Memory  
 Enduring Constitution  
 Fresh Eyes  
 Honest  
 Signature Attack  
 (Mind Stone energy)  
 Stranger  
 Surprising Power  
 (Intangibility via Body Sheet)  
 Tech Reliance

## EDGES

Fatigue  
 Memory  
 Novelty  
 Range

## TROUBLES

## POWERS

### Infused Beam (Energy Wave)

Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Intense Beam (Energy Blast, 10+)

Ranged Attack 100' for Damage plus Focus (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Indomitable (Mighty 1)

+2 Size for lift, carry, throw; +4 Fight Damage (added)

Cybernetics Permanent None

### Inevitable (Augmented Intelligence)

+1 Damage per Rank

Cybernetics Maintained Easy

### Inescapable (Lock-On)

Edge on Ranged Attack for foe in line of sight

Cybernetics Maintained Easy

### Indestructible (Armor 2)

20 Damage Reduction vs Health Damage.

Cybernetics Permanent None

### Indefatigable (Reinforced Skeleton)

15 Damage Reduction vs (bashing)

Cybernetics Permanent None

### Intangible (Body Sheet)

Damage Reduction 40 vs bashing/piercing but can't attack, 2x Run speed

Plasticity Sustained Reaction

### Intolerable (Environmental Protection)

Immune to cold, heat, pressure, radiation, space

Utility Permanent None

### Increasing (Flight 1)

Fly at Rank \* Running Speed

Utility Permanent None

### Insightful (Thermal Vision)

No penalty from darkness or invisibility

Utility Permanent None



Name **Daredevil**  
 Origin **Weird Science**  
 Profession **Lawyer**

**Striker**  
 ARCHETYPE

**12**  
 RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
13	M2 Might	22
16	A8 Agility	28
10	R2 Resilience	22
16	V8 Vigilance	28
7	E2 Ego	19
7	L2 Logic	22

**FIGHT DAMAGE**  
 $3d6+42+2$

**HEALTH**  
**118**

**RANGED DAMAGE**  
 $3d6+11+8$

**FOCUS**  
**187**

**KARMA**  
**6**

**INIT**  
**+8**

Run 33 (7)  
 Climb 17 (3)  
 Swim 17 (3)  
 Leap 17 (3)  
 Fly  
 Swing

- TRAITS**
- Blind
  - Combat Finesse
  - Dealmaker
  - Fearless
  - Legal Eagle
  - Public Speaking
  - Secret Identity
  - Weird

- EDGES**
- Fearlessness
  - Legal
  - Negotiation
  - Perception
  - Persuasion
  - Stealth

- TROUBLES**
- Attacks
  - Fight x2
  - Perception
  - Stealth

POWERS			
<b>Fancy Footwork (Defense Stance)</b> Foes have Trouble on fight attacks	Martial Arts	Maintained	Easy
<b>Martial Dodge (Unflappable Poise)</b> Foes have Trouble on fight attacks	Martial Arts	Permanent	None
<b>Flip Kick (Reverse-Momentum Throw)</b> When foe misses, deal Health (bashing) Damage and prone	Martial Arts	Instant	Reaction
<b>Baton Block (Shield 2)</b> Damage Reduction 20 vs Health Damage	Shield Bearer	Maintained	Easy
<b>Baton Thwack (Shield Bash)</b> Fight Attack for physical (bashing) Damage (2x and prone)	Shield Bearer	Instant	Standard
<b>Baton Toss (Hurled Shield Bash)</b> Ranged Attack (100') and returns (2x and prone)	Shield Bearer	Instant	Standard
<b>Baton Block (Shield Deflection)</b> Trouble vs attacks on Agility Defense	Shield Bearer	Instant	Reaction
<b>Super Sneaky (Camouflage)</b> Edge on Agility (stealth), enemies have Trouble on Vigilance (perception)	Utility	Sustained	Easy
<b>Radar Sense (Heightened Senses)</b> Edge on Vigilance (perception), foes have Trouble on Agility (stealth)	Utility	Permanent	None
<b>Radar Targeting (Thermal Vision)</b> Ignore penalties from darkness or invisibility	Utility	Permanent	None
<b>Sturdy &amp; Tough</b> Add Might Defense to Health and Ego Defense to Focus (added)	Utility	Permanent	None



Name
**Ant-Man**

Origin
**High Tech**

Profession
**Criminal, Scientist**



**ABILITIES**

Action Modifier	Ability Score	Defense Score
8	M1 Might	16
21	A12 Agility	32
6	R2 Resilience	17
11	V4 Vigilance	22
7	E0 Ego	18
11	L4 Logic	22

**FIGHT DAMAGE**  
3d6+26+1

**HEALTH**  
60

**3d6+49+12**  
**RANGED DAMAGE**

**FOCUS**  
100

Run 37 (7) 22 (4)  
Climb 19 (4) 11 (2)  
Swim 19 (4) 11 (2)  
Leap 19 (4)  
Fly 370 (74)  
Swing

**KARMA**  
5

**INIT**  
+12

**Blaster**  
ARCHETYPE

10  
RANK

**TRAITS**  
Black Market Access  
Connections: Criminal  
Dependents  
Extra Career  
Inventor  
Lab Access  
Scientific Expertise  
Signature Weapon (Shrinking Suit)  
Sneaky  
Streetwise  
Tech Reliance

**EDGES**  
Gadgetry  
Perception  
Science  
Stealth x2

**TROUBLES**  
Attacks  
Perception x2  
Stealth

**POWERS**

**Ant-Sized (Miniscule Frame 3)**  
-3 Size (Tiny, -6 vs attacks and perception, -15 Running)

Battle Suit
Permanent
None

**Ant Suit (Armor 1)**  
10 Damage Reduction vs Health Damage.

Battle Suit
Permanent
None

**Escape Artist (Flexible Fingers)**  
Pick any lock or form any simple tool

Plasticity
Permanent
None

**Escape Expert (Slip Free)**  
Not Grabbed or Pinned

Plasticity
Instant
Reaction

**Ant Army (Venom Blast)**  
Ranged Attack 20' for Damage (If damaged also Stunned)

Spider-Powers
Instant
Standard

**Too Small to Hit (Spider-Dodge)**  
Foe has Trouble with attack; if miss can leap any direction

Spider-Powers
Instant
Reaction

**Too Small to See (Camouflage)**  
Edge on Agility (stealth), enemies have Trouble on Vigilance (perception)

Utility
Sustained
Easy

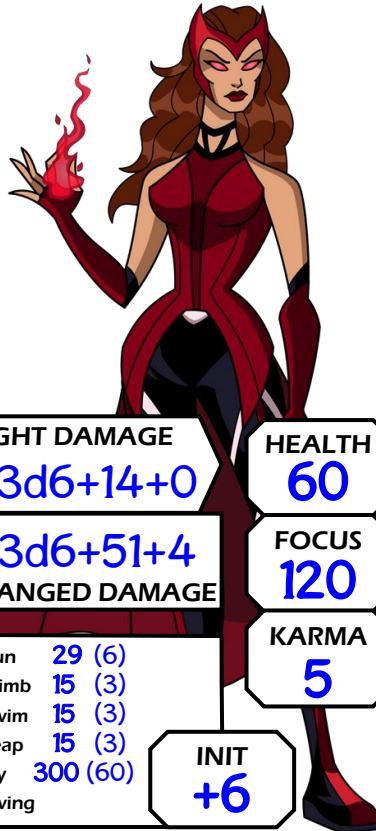
**Ant Riding (Flight 1)**  
Fly at Rank \* Running Speed

Utility
Permanent
None

**Ant Spies (Heightened Senses)**  
Edge on Vigilance (perception), foes have Trouble on Agility (stealth)

Utility
Permanent
None

Name **Scarlet Witch**  
 Origin **Magic**  
 Profession **Outsider**



ABILITIES		
Action Modifier	Ability Score	Defense Score
7	M0 Might	15
13	A4 Agility	24
6	R2 Resilience	17
13	V6 Vigilance	24
17	E10 Ego	28
8	L1 Logic	19

**FIGHT DAMAGE**  
3d6+14+0

**HEALTH**  
60

**3d6+51+4**  
**RANGED DAMAGE**

**FOCUS**  
120

**KARMA**  
5

Run 29 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly 300 (60)  
 Swing

**INIT**  
+6

**Blaster**  
ARCHETYPE

**10**  
RANK

**TRAITS**  
 Connections: Outsiders  
 Fresh Eyes  
 Iron Will  
 Linguist  
 Signature Attack (Energy Wave / Blast)  
 Stranger  
 Supernatural  
 Weird

**EDGES**  
 Escape Control  
 Novelty  
 Perception  
 Range x2

**TROUBLES**  
 Ego Attacks  
 Range  
 Stealth

POWERS			
<b>Mystic Beam (Energy Beam)</b> Ranged Attack for (energy) damage (■ blinded/dazzled)	Energy Control	Instant	Standard
<b>Mystic Bolt (Energy Wave)</b> Ranged Attack with Edge (■ blinded/dazzled)	Energy Control	Instant	Standard
<b>Mystic Hex (Energy Blast, 10+)</b> Ranged Attack with Edge +1 Damage per Focus (■ 2x Damage)	Energy Control	Instant	Standard
<b>Mystic Aura (Illumination)</b> Light an object within 100'	Energy Control	Maintained	Easy
<b>Mystic Blindness (Flare)</b> Agility vs Vigilance in 25' for blind/dazzled (■ Damage)	Energy Control	Instant	Standard
<b>Mystic Fantasy (Holographic Illusion)</b> Visual illusion to 300', Ego vs Vigilance to fool	Energy Control	Maintained	Standard
<b>Mystic Distortion (Bullet Time)</b> Foes have Trouble on ranged attacks	Firearms	Instant	Reaction
<b>Levitation (Group Flight)</b> Lift 10 allies at half Flight Speed	Weather Control	Maintained	Standard
<b>Levitation (Flight 1)</b> Fly at Rank * Running Speed	Utility	Permanent	None
<b>Mystic Sight (Heightened Senses)</b> Edge on Vigilance (perception), enemies have Trouble on Agility (stealth)	Utility	Permanent	None

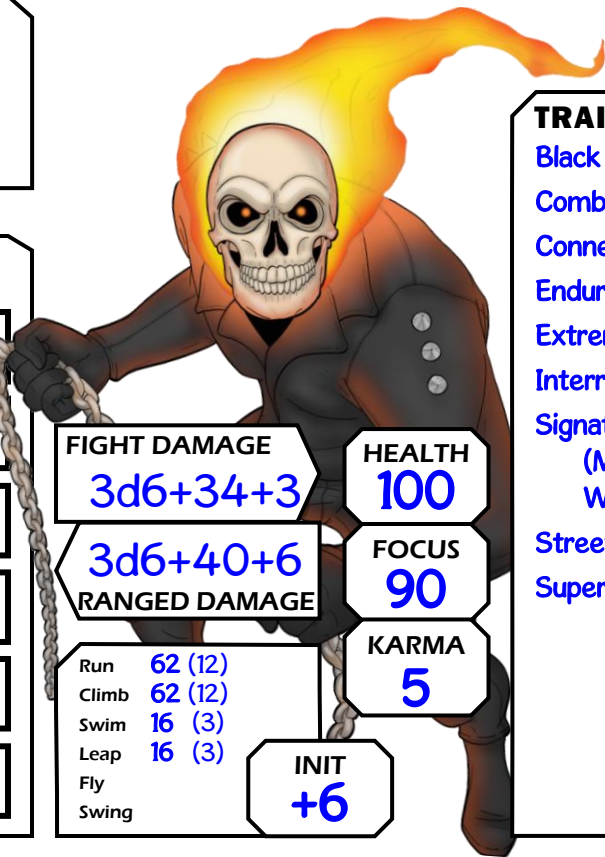
Name **Ghost Rider**  
 Origin **Magic**  
 Profession **Criminal**

**Blaster**  
 ARCHETYPE

**10**  
 RANK

**ABILITIES**

Action Modifier	Ability Score	Defense Score
<b>13</b>	<b>M3</b> Might	<b>18</b>
<b>15</b>	<b>A6</b> Agility	<b>26</b>
<b>10</b>	<b>R6</b> Resilience	<b>21</b>
<b>10</b>	<b>V3</b> Vigilance	<b>23</b>
<b>11</b>	<b>E4</b> Ego	<b>22</b>
<b>8</b>	<b>L1</b> Logic	<b>19</b>



**FIGHT DAMAGE**  
**3d6+34+3**

**HEALTH**  
**100**

**RANGED DAMAGE**  
**3d6+40+6**

**FOCUS**  
**90**

**KARMA**  
**5**

**INIT**  
**+6**

Run **62 (12)**  
 Climb **62 (12)**  
 Swim **16 (3)**  
 Leap **16 (3)**  
 Fly  
 Swing

**TRAITS**

Black Market Access  
 Combat Finesse  
 Connections: Criminal  
 Enduring Constitution  
 Extreme Appearance  
 Interrogation  
 Signature Weapon  
 (Motorcycle provides Wallcrawling)  
 Streetwise  
 Supernatural

**EDGES**

Fatigue  
 Questioning

**TROUBLES**

**POWERS**

<b>Hellfire (Energy Beam)</b> Ranged Attack 100' for Damage (blinded/dazzled)	Energy Control	Instant	Standard
<b>Hellfire Blast (Energy Wave)</b> Ranged Attack 100' for Damage (2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Hell of a Fighter (Attack Stance)</b> +1 physical (bashing) Damage per rank (added)	Martial Arts	Maintained	Easy
<b>Hell Chains (Extended Reach 2)</b> Reach is 10x normal (50')	Battle Suit	Permanent	None
<b>Damned Strong (Mighty 1)</b> +2 Size for lift, carry, throw; +4 Fight Damage (added)	Battle Suit	Permanent	None
<b>Damned Fast (Stilt Steps)</b> Running and climbing speed doubles	Battle Suit	Movement	Instant
<b>Hell Raising (Wall Crawling)</b> Climb at Running Speed, never lose grip	Spider-Powers	Permanent	None
<b>Hell Born (Environmental Protection)</b> Not harmed by cold, heat, pressure, radiation, or vacuum	Utility	Permanent	None
<b>Hell Fueled (Healing Factor)</b> At the end of each turn, add Rank to Health	Utility	Permanent	None
<b>Hell Sight (Thermal Vision)</b> No penalty from darkness or invisibility	Utility	Permanent	None

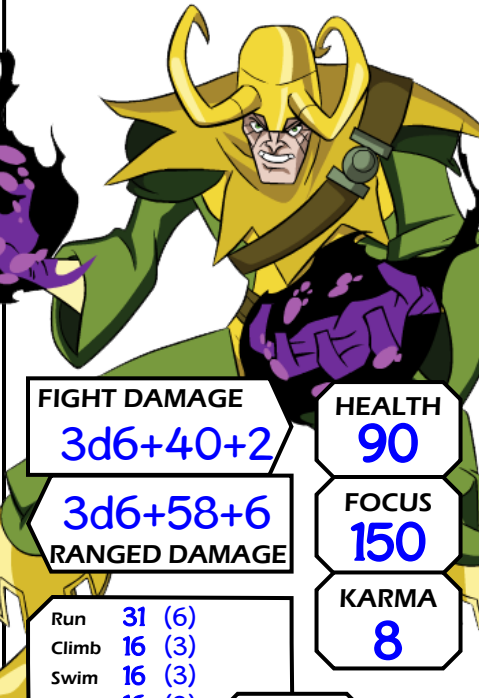
Name **Loki**  
 Origin **God**  
 Profession **Criminal**

**Blaster**  
 ARCHETYPE

**15**  
 RANK

**ABILITIES**

Action Modifier	Ability Score	Score
15	M2 Might	21
19	A6 Agility	30
8	R2 Resilience	19
13	V4 Vigilance	24
19	E10 Ego	30
11	L2 Logic	22



**FIGHT DAMAGE**  
 3d6+40+2

**RANGED DAMAGE**  
 3d6+58+6

**HEALTH**  
 90

**FOCUS**  
 150

**KARMA**  
 8

**INIT**  
 +6

Run	31 (6)
Climb	16 (3)
Swim	16 (3)
Leap	16 (3)
Fly	
Swing	

**TRAITS**

- Beguiling
- Black Market Access
- Combat Finesse
- Connections: Criminal
- Enhanced Physique
- God Heritage
- Interrogation
- Iron Will
- Signature Item (Helmet provides Effect Resistance vs psychic)
- Sneaky
- Streetwise
- Worshipped

**EDGES**

- Escape Control
- Fight (Blades)
- Persuasion
- Questioning
- Range
- Perception
- Stealth x2

**TROUBLES**

- Ego Attacks
- Fight x2
- Perception x2
- Stealth

**POWERS**

Power Name	Category	Duration	Difficulty
<b>Sharp Wit, Sharp Blades (Slash and Dash)</b> Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)	Blades	Instant	Standard
<b>Daggers at the Ready (Slash Back)</b> When foe misses attack for Damage (■ 2x)	Blades	Instant	Reaction
<b>Ready for Anything (Defense Stance)</b> Trouble vs Fight Attacks	Martial Arts	Maintained	Easy
<b>I Saw That Coming (Unflappable Poise)</b> Trouble vs Fight Attacks	Martial Arts	Permanent	None
<b>Mystic Bolt (Energy Wave)</b> Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Mystic Energies (Energy Blast, 10+)</b> Ranged Attack with Edge +1 Damage per Focus (■ 2x Damage)	Energy Control	Instant	Standard
<b>Let There be Loki (Illumination)</b> Light an object within 100'	Energy Control	Maintained	Easy
<b>Up to Mischief (Holographic Illusion)</b> Visual illusion to 300', Ego vs Vigilance to fool	Energy Control	Maintained	Standard
<b>Big Bendy Horns (Effect Resistance)</b> Half Damage after defense for (psychic) subtype	Battle Suit	Permanent	None
<b>Veil to the King (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Sustained	Easy
<b>Body with Glorious Purpose (Healing Factor)</b> At the end of your turn, regain Rank Health	Utility	Permanent	None
<b>Uncanny Cunning (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

Name

Dr. Doom

Origin

High Tech, Magic

Profession

Ruler, Scientist

Protector

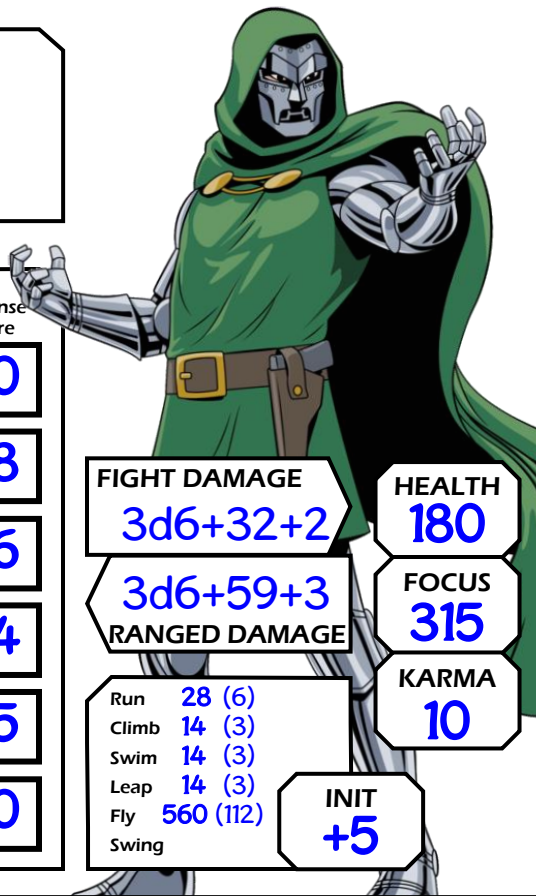
ARCHETYPE

20

RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
9	M2 Might	20
15	A3 Agility	28
15	R3 Resilience	26
21	V5 Vigilance	34
24	E8 Ego	35
19	L7 Logic	30



FIGHT DAMAGE

3d6+32+2

HEALTH

180

3d6+59+3

RANGED DAMAGE

FOCUS

315

KARMA

10

INIT

+5

Run 28 (6)

Climb 14 (3)

Swim 14 (3)

Leap 14 (3)

Fly 560 (112)

Swing

### TRAITS

Authority: Emperor of Latveria  
 Extra Career  
 Extraordinary Origin  
 Headquarters: Doomstadt  
 Infamous  
 Inventor  
 Iron Will  
 Lab Access  
 Linguist  
 Obligation: Latveria  
 Powerful  
 Regal  
 Rich  
 Scientific Expertise  
 Supernatural  
 Tech Reliance

### EDGES

Escape Control  
 Gadgetry  
 Perception  
 Persuasion  
 Range x2  
 Science

### TROUBLES

Ego Attacks  
 Stealth

### POWERS

<b>Armor 4</b> 40 Damage Reduction vs Health Damage.	Battle Suit	Permanent	None
<b>Mighty 2</b> +3 Size for lift, carry, throw; +7 Fight Damage (added)	Battle Suit	Permanent	None
<b>Lock-On</b> Edge on Ranged Attack for foe in line of sight	Battle Suit	Maintained	Easy
<b>Energy Wave</b> Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Energy Blast (10+)</b> Ranged Attack with Edge +1 Damage per Focus (■ 2x Damage)	Energy Control	Instant	Standard
<b>Stopping Power (10)</b> Attack, if any Damage can spend 10 Focus to attack again (■ 2x)	Firearms	Instant	Standard
<b>Headshot (20)</b> Attack with Trouble for 2x Damage and Stunned (■ 3x)	Firearms	Instant	Standard
<b>Environmental Protection</b> Not harmed by cold, heat, pressure, radiation, or vacuum	Utility	Permanent	None
<b>Flight 2</b> Out of combat, fly at 10x Flight Speed	Utility	Permanent	None
<b>Heightened Senses &amp; Thermal Vision</b> Edge on Vigilance (perception), Trouble vs Agility (stealth), no penalties from darkness or invisibility	Utility	Permanent	None
<b>Tough</b> Add Ego Defense to Focus	Utility	Permanent	None



Name

Dr. Octopus

Origin

Weird Science

Profession

Scientist, Criminal

Polymath

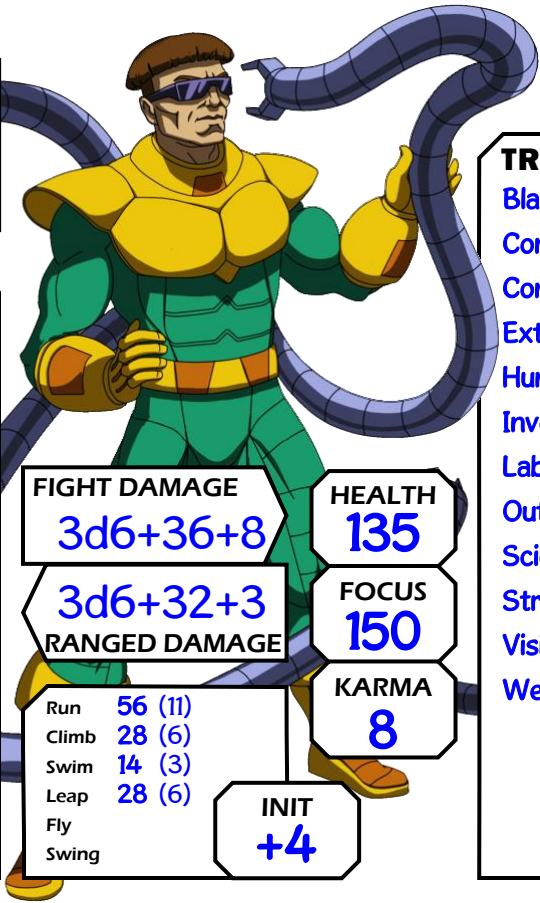
ARCHETYPE

15

RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
17	M8 Might	28
12	A3 Agility	23
12	R3 Resilience	23
13	V4 Vigilance	24
11	E2 Ego	22
13	L4 Logic	24



FIGHT DAMAGE

3d6+36+8

HEALTH

135

3d6+32+3

RANGED DAMAGE

FOCUS

150

Run 56 (11)

Climb 28 (6)

Swim 14 (3)

Leap 28 (6)

Fly

Swing

KARMA

8

INIT

+4

- TRAITS
- Black Market Access
  - Combat Reflexes
  - Connections: Criminal
  - Extra Career
  - Hunted
  - Inventor
  - Lab Access
  - Out of Shape
  - Scientific Expertise
  - Streetwise
  - Vision Issues
  - Weird

EDGES

- Fight x4
- Gadgetry
- Science

TROUBLES

- Attacks

POWERS

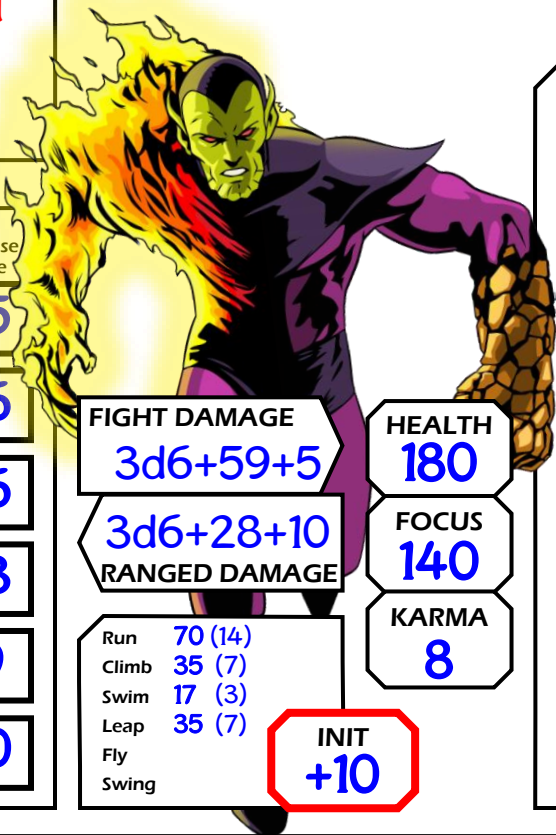
Four-Armed (Additional Limb 4)	Utility	Permanent	None
Edge for Fight, can take multiple times			
Strong Arms (Mighty 2)	Battle Suit	Permanent	None
Treat as 3x size for lift, carry, throw; +7 Fight Damage (added)			
Long Arms (Extended Reach 2)	Battle Suit	Permanent	None
Reach is 10x normal (50')			
Long Legs (Stilt Steps)	Battle Suit	Movement	Instant
Running and climbing speed doubles			
Armed & Dangerous (Shield Bash)	Shield Bearer	Instant	Standard
Fight Attack for physical (bashing) Damage (■ 2x and prone)			
Armed Guard (Shield 2)	Shield Bearer	Maintained	Easy
Damage Reduction 20 vs all attacks that target Agility			
Fore-Armed (Shield Deflection)	Shield Bearer	Instant	Reaction
Trouble vs attacks on Agility Defense			



Name **Superskrull**  
 Origin **Alien**  
 Profession **Soldier**

**Striker**  
 ARCHETYPE

**15**  
 RANK



- TRAITS**
- Alien Heritage
  - Battle Ready
  - Combat Finesse
  - Connections: Military
  - Enemy
  - Extreme Appearance
  - Powerful
  - Situational Awareness
  - Sneaky (Invisibility)

**EDGES**

- Fight
- Stealth x2

**TROUBLES**

- Perception x2

**ABILITIES**

Action Modifier	Ability Score	Defense Score
21	M5 Might	25
19	A10 Agility	36
15	R6 Resilience	26
12	V3 Vigilance	23
8	E2 Ego	19
6	L0 Logic	20

**FIGHT DAMAGE**  
 3d6+59+5

**3d6+28+10**  
**RANGED DAMAGE**

**HEALTH**  
 180

**FOCUS**  
 140

**KARMA**  
 8

- Run 70 (14)
- Climb 35 (7)
- Swim 17 (3)
- Leap 35 (7)
- Fly
- Swing

**INIT**  
**+10**

**POWERS**

<b>Fire Blast (Energy Wave)</b> Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Fire Storm (Energy Blast, 10+)</b> Ranged Attack with Edge +1 Damage per Focus (■ 2x Damage)	Energy Control	Instant	Standard
<b>Fire Nova (Supernova)</b> Agility vs Agility in 25' for Damage plus blind/dazzle and 1/2 Damage to 50' (■ 2x Damage)	Energy Control	Instant	Standard
<b>Stretchy Arms (Extended Reach 2)</b> Reach is 10x normal (50')	Plasticity	Permanent	None
<b>Stretchy Legs (Stilt Steps)</b> Running and climbing speed doubles	Plasticity	Movement	Instant
<b>Rocky Clobber (Clobber)</b> Fight for Damage (■ 2x and prone)	Super-Strength	Instant	Standard
<b>Rocky Smash (Smash, 5+)</b> Fight Attack with Edge for Damage + Focus spent (■ 2x)	Super-Strength	Instant	Standard
<b>Rocky Might (Mighty 2)</b> +3 Size for lift, carry, throw; +7 Fight Damage (added)	Super-Strength	Permanent	None
<b>Invisibility (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Sustained	Easy

Name **Slapstick**  
 Origin **Weird Science**  
 Profession **Student**



**Bruiser**  
 ARCHETYPE

**10**  
 RANK

**ABILITIES**

Action Modifier	Ability Score	Defense Score
15	M5 Might	25
15	A8 Agility	28
15	R8 Resilience	28
8	V1 Vigilance	19
5	E1 Ego	19
4	L0 Logic	15

**FIGHT DAMAGE**  
 $3d6+30+5$

**HEALTH**  
**160**

**RANGED DAMAGE**  
 $3d6+7+8$

**FOCUS**  
**70**

**KARMA**  
**5**

**INIT**  
**+8**

Run 66 (13)  
 Climb 33 (7)  
 Swim 17 (3)  
 Leap 33 (7)  
 Fly 132 (26)  
 Swing

**TRAITS**

Clueless  
 Combat Finesse  
 Extreme Appearance  
 Mentor  
 Obligation: School  
 Quick Learner  
 Signature Attack  
 ("Gertie" the mallet)  
 Weird

**EDGES**

Escape x2  
 Fight x2  
 Friend  
 Retrying

**TROUBLES**

**POWERS**

<b>Clobber Hard (Attack Stance)</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Clobber (Reverse Punch)</b> Fight with Edge for damage (2x and prone)	Plasticity	Instant	Standard
<b>Clobber Over There (Extended Reach 1)</b> 4x Reach	Plasticity	Permanent	None
<b>Exit Stage Left (Stilt Steps)</b> 2x Running and Climb Speed	Plasticity	Movement	Instant
<b>Flatten Out (Body Sheet)</b> Damage Reduction 40 vs bashing/piercing but can't attack, 2x Run speed	Plasticity	Sustained	Reaction
<b>Bouncy Body (Flexible Bones 2)</b> Damage Reduction 20 vs bashing/piercing, 2x Edge on Agility (escape)	Plasticity	Permanent	None
<b>Comic Sans (Environmental Protection)</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent	None
<b>Reanimated (Healing Factor)</b> At the end of each turn, add Rank to Health	Utility	Permanent	None
<b>Buff Buffoon (Sturdy)</b> Add Might Defense to Health	Utility	Permanent	None
<b>Mockery (Wisecracker)</b> When you hit or foe misses, crack joke for Focus damage of Ego Defense	Utility	Instant	Reaction

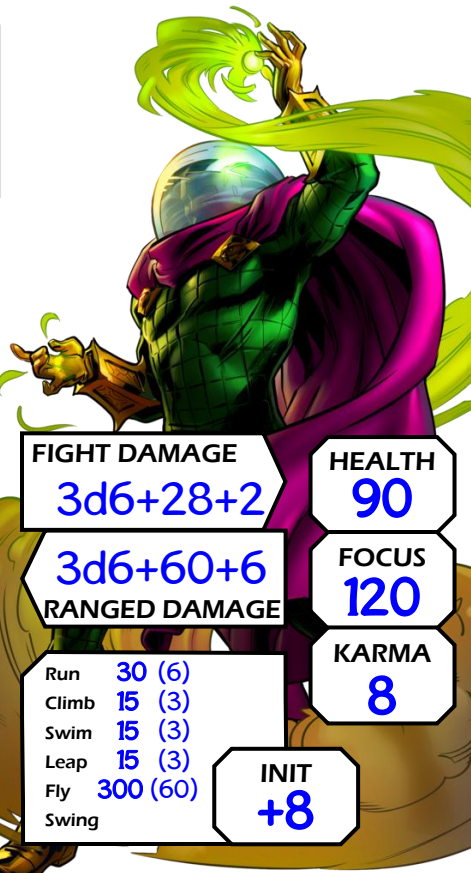
Name **Mysterio**  
 Origin **High Tech**  
 Profession **Criminal**

**Blaster**  
 ARCHETYPE

**15**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
11	M2 Might	19
19	A6 Agility	30
8	R2 Resilience	19
19	V10 Vigilance	30
11	E2 Ego	22
13	L4 Logic	24



### FIGHT DAMAGE

3d6+28+2

3d6+60+6

### RANGED DAMAGE

Run 30 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly 300 (60)  
 Swing

### HEALTH

90

### FOCUS

120

### KARMA

8

INIT  
 +8

## TRAITS

Black Market Access  
 Combat Trickery  
 Connections: Criminal  
 Leverage  
 Piloting  
 Signature Attack (Edge on Holographic Illusions)  
 Sneaky  
 Streetwise  
 Tech Reliance

## EDGES

Illusions  
 Investigation  
 Laser  
 Perception  
 Persuasion  
 Stealth x2

## TROUBLES

Perception x2  
 Range  
 Stealth  
 Vigilance

## POWERS

### Special Effects (Holographic Illusion)

Visual illusion to 300', Ego vs Vigilance to fool

Energy Control Maintained Standard

### Laser Beam (Energy Wave)

Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Laser Blast (Energy Blast, 10+)

Ranged Attack with Edge +1 Damage per Focus (■ 2x Damage)

Energy Control Instant Standard

### Beguiling Brilliance (Illumination)

Light an object within 100'

Energy Control Maintained Easy

### Flash Mob (Flare)

Agility vs Vigilance in 25' for blind/dazzled (■ Damage)

Energy Control Instant Standard

### Misdirecting Mirage (Bullet Time)

Foes have Trouble on ranged attacks

Firearms Instant Reaction

### Mysterious Mists (Control Fog)

Create or dispel Fog for 300' x Rank to block line of sight within 50'

Weather Control Sustained Standard

### Hidden Snares (Blow Down)

Ego vs Agility/Might to knock prone; if fantastic also Damage

Weather Control Instant Standard

### Shimmering Smokescreen (Camouflage)

Edge on Agility (stealth), Trouble vs Vigilance (perception)

Utility Sustained Easy

### Perfect Perceptions (Heightened Senses)

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None

### Wind Wisps (Flight 1)

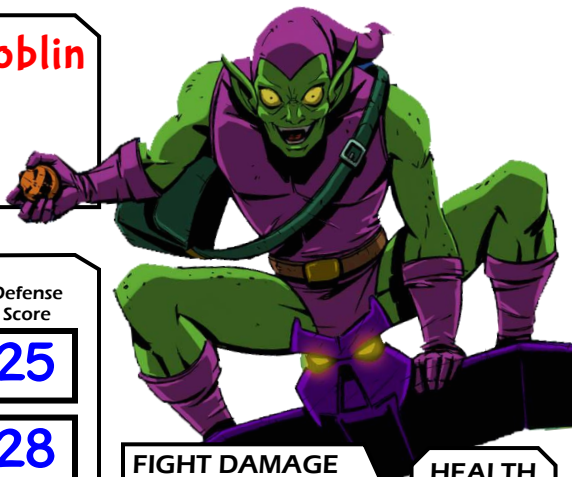
Fly at Rank \* Running Speed

Utility Permanent None

Name **Green Goblin**  
 Origin **High Tech**  
 Profession **Scientist**

**Polymath**  
 ARCHETYPE

**15**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
15	M5 Might	25
17	A8 Agility	28
15	R6 Resilience	26
12	V3 Vigilance	23
10	E1 Ego	21
12	L3 Logic	23

**FIGHT DAMAGE**  
 3d6+32+5

**HEALTH**  
 180

**RANGED DAMAGE**  
 3d6+52+8

**FOCUS**  
 135

**KARMA**  
 8

**INIT**  
 +8

Run 33 (7)  
 Climb 17 (3)  
 Swim 17 (3)  
 Leap 17 (3)  
 Fly 495 (99)  
 Swing

**TRAITS**

Black Market Access  
 Combat Trickery  
 Enemy  
 Inventor  
 Iron Will  
 Lab Access  
 Piloting  
 Scientific Expertise  
 Signature Weapon (Goblin Glider provides Bullet Time maneuverability)  
 Tech Reliance

**EDGES**

Escape Control  
 Fight  
 Gadgets  
 Perception  
 Piloting  
 Range

**TROUBLES**

Ego Attacks  
 Range  
 Stealth

**POWERS**

<b>Goblin Costume (Armor 1)</b> 10 Damage Reduction vs Health Damage.	Battle Suit	Permanent	None
<b>Goblin Strength (Mighty 1)</b> +2 Size for lift, carry, throw; +4 Fight Damage (added)	Super-Strength	Permanent	None
<b>Goblin Punch (Clobber)</b> Fight for Damage (■ 2x and prone)	Super-Strength	Instant	Standard
<b>Goblin Vengeance (Smash, 5+)</b> Fight Attack with Edge for Damage + Focus spent (■ 2x)	Super-Strength	Instant	Standard
<b>Goblin Zap (Energy Wave)</b> Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Goblin Blast (Energy Blast, 10+)</b> Ranged Attack with Edge +1 Damage per Focus (■ 2x Damage)	Energy Control	Instant	Standard
<b>Goblin Explosion (Flare)</b> Agility vs Vigilance in 25' for blind/dazzled (■ Damage)	Energy Control	Instant	Standard
<b>Glider Maneuverability (Bullet Time)</b> Foes have Trouble on ranged attacks	Firearms	Instant	Reaction
<b>Glider Speed (Flight 2)</b> Fly at Rank * Running Speed, 10x out of combat	Utility	Permanent	None
<b>Glider Impact (Ram)</b> Fight with Edge for Flight Damage (-1 Edge/50'); both take damage	Utility	Instant	Standard
<b>Goblin Serum (Healing Factor)</b> At the end of your turn, regain Rank Health	Utility	Permanent	None
<b>Goblin Paranoia (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

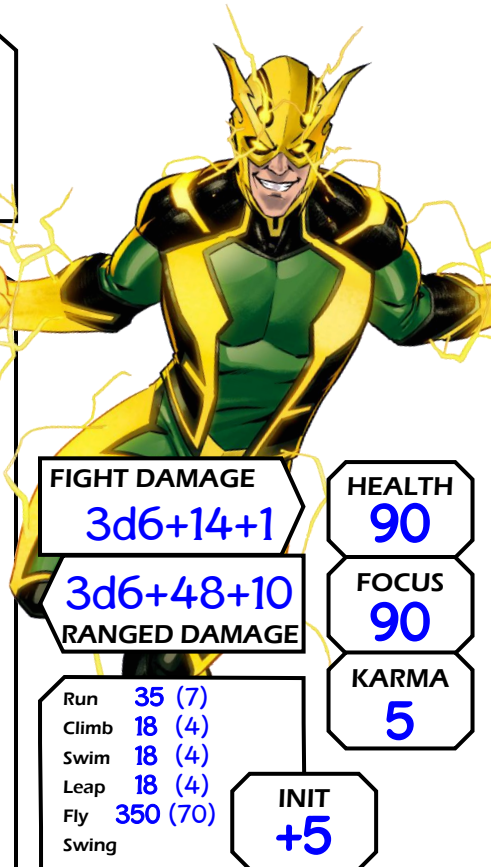
Name **Electro**  
 Origin **Weird Science**  
 Profession **Criminal**

**Blaster**  
 ARCHETYPE

**10**  
 RANK

**ABILITIES**

Action Modifier	Ability Score	Defense Score
8	M1 Might	16
19	A10 Agility	30
9	R5 Resilience	20
10	V3 Vigilance	23
10	E3 Ego	21
8	L1 Logic	19



**FIGHT DAMAGE**  
 3d6+14+1

**RANGED DAMAGE**  
 3d6+48+10

**HEALTH**  
 90

**FOCUS**  
 90

**KARMA**  
 5

**INIT**  
 +5

Run 35 (7)  
 Climb 18 (4)  
 Swim 18 (4)  
 Leap 18 (4)  
 Fly 350 (70)  
 Swing

**TRAITS**

Black Market Access  
 Combat Trickery  
 Connections: Criminal  
 Enduring Constitution  
 Hunted  
 Signature Attack  
 Streetwise  
 Weird

**EDGES**

Fatigue  
 Range

**TROUBLES**

**POWERS**

Power Name	Control	Duration	Rank
<b>Shock Treatment (Energy Wave)</b> Ranged Attack 100' for Damage (2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Up the Voltage (Energy Blast, 10+)</b> Ranged Attack 100' for Damage plus Focus (2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Juiced Up (Energy Absorption)</b> Add all energy damage to Focus	Energy Control	Instant	None
<b>Shock Absorber (Effect Resistance)</b> Reduce (shocking) Damage by half after applying any Damage resistance	Battle Suit	Permanent	None
<b>They're Playing My Song (Thunder)</b> Ego vs Resilience Defense in 50' and earshot for Deafened (Stunned)	Weather Control	Instant	Standard
<b>Assault and Battery (Lightning Strike)</b> Ranged attack in line of sight for (energy) Damage & Thunder (2x)	Weather Control	Instant	Standard
<b>Kill-a-Watt (Lightning Barrage)</b> Ego vs Resilience Defense for (energy) Damage in 50' radius & Thunder (2x)	Weather Control	Instant	Standard
<b>Greased Lightning (Flight 2)</b> Fly at Rank * Running Speed, Out of combat Fly at 10x	Utility	Permanent	None



Name **Squirrel Girl**  
 Origin **Mutant**  
 Profession **Student**

**Polymath**  
 ARCHETYPE

**10**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
13	M4 Might	22
15	A8 Agility	28
11	R4 Resilience	22
9	V2 Vigilance	20
9	E2 Ego	20
10	L3 Logic	21

**FIGHT DAMAGE**  
 $3d6+18+4$

**RANGED DAMAGE**  
 $3d6+17+8$

**HEALTH**  
**60**

**FOCUS**  
**60**

**KARMA**  
**5**

Run **33 (7)**  
 Climb **33 (7)**  
 Swim **17 (3)**  
 Leap **33 (7)**  
 Fly  
 Swing

**INIT**  
**+8**

- TRAITS**
- Determination
  - Fresh Eyes
  - Heroic
  - Hounded
  - Krakoan
  - Mentor
  - Obligation: School
  - Quick Learner
  - Scientific Expertise
  - X-Gene

- EDGES**
- Fight
  - Hope
  - Novelty
  - Perception
  - Retrying
  - Science
  - Stealth

- TROUBLES**
- Agility Attacks
  - Perception
  - Stealth

**POWERS**

<b>Eagerness (Inspiration)</b> One ally within earshot gain Edge on all action checks until next turn	Utility	1 Round	Easy
<b>Empathy (Keep Moving)</b> Remove demoralized or Stunned from one ally in earshot	Tactical Mastery	Instant	Reaction
<b>Enthusiasm (Change of Plans)</b> When an ally has Trouble on an Action Check, ally gains an Edge	Tactical Mastery	1 Round	Reaction
<b>Encouragement (Battle Plan)</b> All allies within earshot gain Edge on all action checks until next turn	Tactical Mastery	1 Round	Standard
<b>Squirrel Speed (Spider-Dodge)</b> Trouble vs attacks; if miss can leap any direction	Spider-Powers	Instant	Reaction
<b>Squirrel Strength (Mighty 1)</b> +2 Size for lift, carry, throw; +4 Fight Damage (added)	Spider-Powers	Permanent	None
<b>Squirrel Signal (Spider-Sense)</b> Edge on Initiative and Vigilance (perception), Trouble vs Agility (stealth)	Spider-Powers	Permanent	None
<b>Squirrel Spring (Jump 1)</b> Jump at Running Speed	Spider-Powers	Permanent	None
<b>Squirrel Scurry (Wallcrawling)</b> Climb at Running Speed, never lose grip	Spider-Powers	Permanent	None
<b>Squirrel Tail (Additional Limb)</b> Edge for Fight	Utility	Permanent	None
<b>Squirrel Sentries (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None



Name
**Ms. Marvel**

Origin
**Weird Science**

Profession
**Student**

Polymath  
ARCHETYPE

10  
RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
12	M5 Might	23
11	A4 Agility	22
11	R4 Resilience	22
11	V4 Vigilance	22
11	E4 Ego	22
9	L2 Logic	20

FIGHT DAMAGE  
3d6+24+5

HEALTH  
100

3d6+14+4  
RANGED DAMAGE

FOCUS  
100

Run 58 (12)  
Climb 29 (6)  
Swim 15 (3)  
Leap 15 (3)  
Fly 58 (12)  
Swing

KARMA  
5

INIT  
+4

TRAITS

Heroic  
Mentor  
Obligation: Faith  
Obligation: School  
Quick Learner  
Secret Identity  
Surprising Power  
(size can change from Small to Big)  
Weird

EDGES

Contortion x2  
Escape x2  
Fight  
Friends  
Retrying  
Stealth

TROUBLES

Fight x2  
Perception

POWERS

<b>Embiggen (Massive Trait)</b> Big Size: +2 Might Defense, -2 Agility Defense, +4 Damage, Run Speed 63 (13)	Plasticity	Instant	Easy
<b>Embiggened Arms (Extended Reach 2)</b> 10x Reach (50' when Average; 100' when Big)	Plasticity	Permanent	None
<b>Embiggened Fist (Reverse Punch)</b> Fight with Edge for damage (2x)	Plasticity	Instant	Standard
<b>Embiggened Legs (Still Steps)</b> 2x Running and Climb Speed	Plasticity	Movement	Instant
<b>Flexy Wraparound (Coiling Crush)</b> Agility vs Agility to Paralyze, Might vs Might to escape (2 Damage)	Plasticity	Maintained	Reaction
<b>Flexy Wibbly–Wobbly (Flexible Bones 2)</b> Damage Reduction 20 vs bashing/piercing; 2x Edge on contortion and escape	Plasticity	Permanent	None
<b>Flexy Bending (Defense Stance)</b> Trouble vs Fight Attacks	Martial Arts	Maintained	Easy
<b>Flexy Wiggling (Unflappable Poise)</b> Trouble vs Fight Attacks	Martial Arts	Permanent	None
<b>Belittle (Short Trait)</b> Small Size: -2 Might Defense, +2 Agility Defense, Run Speed 53 (11)	Plasticity	Instant	Easy
<b>Belittle (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Sustained	Easy

Name **Howard**  
 Origin **Alien**  
 Profession **Investigator, Outsider**

**Protector**  
 ARCHETYPE

**8**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
4	M1 Might	15
9	A3 Agility	22
8	R2 Resilience	19
16	V8 Vigilance	27
12	E4 Ego	23
10	L4 Logic	21



FIGHT DAMAGE

3d6+7+1

HEALTH

48

3d6+19+3

RANGED DAMAGE

FOCUS

64

KARMA

4

Run 28 (6)  
 Climb 14 (3)  
 Swim 14 (3)  
 Leap 14 (3)  
 Fly  
 Swing

INIT  
 +8

## TRAITS

Abrasive  
 Alien Heritage  
 Connections: Outsiders  
 Connections: Police  
 Extra Career  
 Extreme Appearance  
 Fresh Eyes  
 Interrogation  
 Investigation  
 Short  
 Stranger

## EDGES

Clues  
 Novelty  
 Perception  
 Questioning  
 Stealth

## TROUBLES

Fight x2  
 Perception  
 Ranged  
 Stealth

## POWERS

### I'll Distract Them (Suppressive Fire)

Agility vs Ego Attack for ½ Focus Damage (Full), Stunned if damaged

Firearms Instant Standard

### Hey, You're Supposed to be Distracted! (Return Fire)

When foe attacks, Agility vs Ego Attack for ½ Focus Damage (Full), Stunned if damaged

Firearms Instant Reaction

### Leave My Pals Alone (Covering Fire)

When foe attacks ally, Agility vs Ego Attack for ½ Focus Damage (Full), Stunned if damaged

Firearms Instant Reaction

### It's Not Duck Season! (Bullet Time)

Trouble vs Ranged attacks

Firearms Instant Reaction

### Duck! (Defense Stance)

Trouble vs Fight attacks

Martial Arts Maintained Easy

### Un-flap? I Cry Fowl! (Unflappable Poise)

Trouble vs Fight attacks

Martial Arts Permanent None

### Wise Quacker, You Mean! (Wisecracker)

When you hit or foe misses, crack joke for Focus damage of Ego Defense

Utility Instant Reaction

### Wary (Camouflage)

Edge on Agility (stealth), Trouble vs Vigilance (perception)

Utility Sustained Easy

### Wily (Heightened Senses)

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None

Name **Death's Head**  
 Origin **High Tech**  
 Profession **Investigator, Soldier**

**Polymath**  
 ARCHETYPE

**10**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
<b>11</b>	<b>M4</b> Might	<b>22</b>
<b>13</b>	<b>A6</b> Agility	<b>24</b>
<b>12</b>	<b>R5</b> Resilience	<b>23</b>
<b>11</b>	<b>V4</b> Vigilance	<b>24</b>
<b>9</b>	<b>E2</b> Ego	<b>20</b>
<b>9</b>	<b>L2</b> Logic	<b>20</b>

## FIGHT DAMAGE

**3d6+33+4**

**3d6+26+6**

## RANGED DAMAGE

Run 31 (6)  
 Climb 16 (3)  
 Swim 16 (3)  
 Leap 16 (3)  
 Fly 310 (62)  
 Swing

**INIT +6**

## HEALTH

**120**

## FOCUS

**115**

## KARMA

**5**

## TRAITS

**Battle Ready**  
**Black Market Access**  
**Connections: Military**  
**Connections: Police**  
**Extra Career**  
**Interrogation**  
**Investigation**  
**Signature Weapon**  
 (Detachable Hand can become Vicious Slash, Energy Wave, or Crushing Grip; Standard action to switch)  
**Situational Awareness**  
**Streetwise**  
**Tech Reliance**

## EDGES

**Clues**  
**Questioning**  
**Range**

## TROUBLES

## POWERS

### Hand Axe (Vicious Slash)

Fight for Damage (2x and prone)

Blades Instant Standard

### Hand Vice (Crushing Grip)

Might vs Resilience for (bashing) Damage and Pinned

Martial Arts Maintained Reaction

### Hand Mace (Augmented Intelligence)

+1 Fight Damage per Rank

Cybernetics Maintained Easy

### External Plating (Armor 1)

10 Damage Reduction vs Health Damage

Cybernetics Permanent None

### Sturdy Construction (Reinforced Skeleton)

15 Damage Reduction vs (bashing)

Cybernetics Permanent None

### Hydraulic Servos (Mighty 1)

+3 Size for lift, carry, throw; +7 Fight Damage (added)

Cybernetics Permanent None

### Targeting System (Lock-On)

Edge on Ranged Attacks

Cybernetics Maintained Easy

### Laser Eye (Energy Beam)

Ranged Attack 100' for Damage (blinded/dazzled)

Energy Control Instant Standard

### Artificial Lifeform (Environmental Protection)

Immune to cold, heat, pressure, radiation, space

Utility Permanent None

### Jet Pack (Flight 1)

Fly at Rank \* Running Speed

Utility Permanent None

### Multispectral Imaging (Thermal Vision)

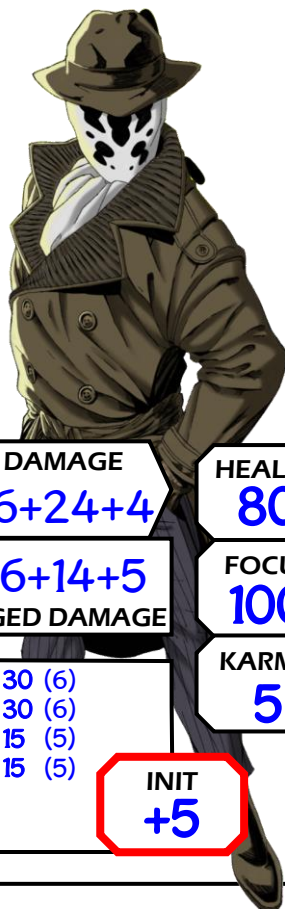
No penalty from darkness or invisibility

Utility Permanent None

Name **Rorschach**  
 Origin **Special Training**  
 Profession **Investigator**

**Polymath**  
 ARCHETYPE

**10**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
11	M4 Might	22
12	A5 Agility	23
9	R2 Resilience	20
11	V4 Vigilance	22
9	E2 Ego	20
10	L3 Logic	21

## FIGHT DAMAGE

3d6+24+4

## HEALTH

80

3d6+14+5

## RANGED DAMAGE

## FOCUS

100

## KARMA

5

Run 30 (6)  
 Climb 30 (6)  
 Swim 15 (5)  
 Leap 15 (5)  
 Fly  
 Swing

INIT  
 +5

## TRAITS

Abrasive  
 Combat Trickery  
 Connections: Police  
 Determination  
 Interrogation  
 Investigation  
 Sneaky  
 Streetwise

## EDGES

Clues  
 Contortion  
 Demoralize  
 Escape  
 Fight  
 Perception x2  
 Questioning  
 Stealth x2

## TROUBLES

Fight x2  
 Perception x2  
 Stealth

## POWERS

### Brutal Fighter (Reverse Punch)

Fight with Edge for damage (2x)

Plasticity Instant Standard

### Dirty Tricks (Attack Stance)

+1 physical (bashing) Damage per Rank

Martial Arts Maintained Easy

### Sly Cunning (Defense Stance)

Trouble vs Fight attacks

Martial Arts Maintained Easy

### Wily Schemes (Unflappable Poise)

Trouble vs Fight attacks

Martial Arts Permanent None

### High Pain Tolerance (Flexible Bones 1)

Damage Reduction 10 vs bashing/piercing; Edge on contortion and escape

Plasticity Permanent None

### Grappling Hook Gun (Wall Crawling)

Climb at Running Speed, never lose grip

Spider-Powers Permanent None

### Paranoid (Spider-Sense)

Edge on Vigilance (perception) and Initiative, Trouble vs Agility (stealth)

Spider-Powers Permanent None

### Paranoid (Heightened Senses)

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None

### Underestimated (Camouflage)

Edge on Agility (stealth), Trouble vs Vigilance (perception)

Utility Sustained Easy

### Confrontational (Wisecracker)

When you hit or foe misses, crack joke for Focus damage of Ego Defense

Utility Instant Reaction

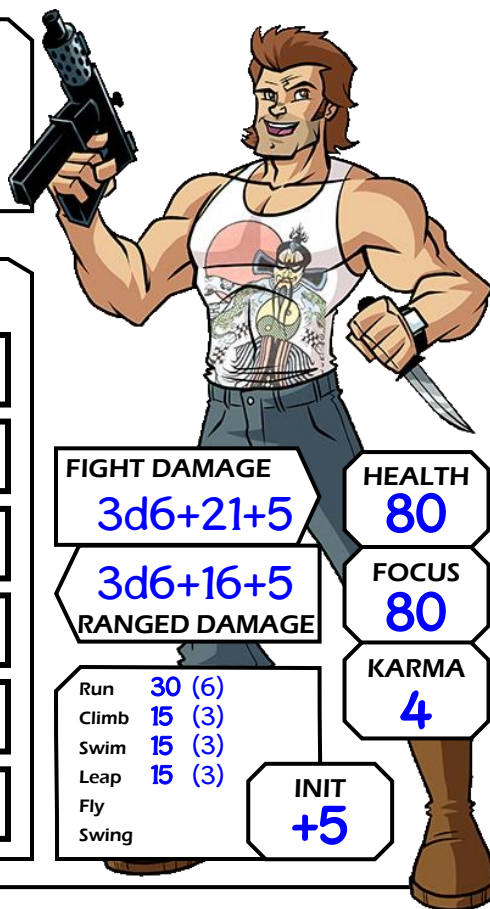
Name **Jack Burton**  
 Origin **Special Training**  
 Profession **Outsider**

**Polymath**  
 ARCHETYPE

**8**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
11	M5 Might	22
11	A5 Agility	22
10	R4 Resilience	21
10	V4 Vigilance	21
10	E4 Ego	21
6	L0 Logic	17



### FIGHT DAMAGE

3d6+21+5

3d6+16+5

### RANGED DAMAGE

Run 30 (6)

Climb 15 (3)

Swim 15 (3)

Leap 15 (3)

Fly

Swing

### HEALTH

80

### FOCUS

80

### KARMA

4

INIT  
+5

## TRAITS

Clueless  
 Combat Trickery  
 Connections: Outsiders  
 Determination  
 Fearless  
 Fresh Eyes  
 Quick Learner  
 Stranger

## EDGES

Fearlessness  
 Hope  
 Novelty  
 Retrying

## TROUBLES

Attacks  
 Range

## POWERS

### I Have a Knife (Slash and Dash)

Fight for Damage and move half Speed (■ 2x and prone)

Blades Instant Standard

### It's All in the Reflexes (Point-Blank Parry)

If foe in 10' misses, Attack (■ 2x)

Firearms Instant Reaction

### Reach for the Sky (Double Tap)

Attack within 10' for Damage (■ 2x)

Firearms Instant Standard

### Son of a Bitch Must Pay (Stopping Power)

Attack, if any Damage can spend 10 Focus to attack again (■ 2x)

Firearms Instant Standard

### Crackerjack Timing (Bullet Time)

Trouble vs ranged attacks

Firearms Instant Reaction

### I Was Born Ready (Shield Deflection)

Trouble vs attacks vs Agility Defense

Shield Bearer Instant Reaction

### Gimme Your Best Shot, Pal (Do This All Day)

Heal 2 Health per 1 Focus

Shield Bearer Instant Easy

### You Know What ol' Jack Burton Says? (Wisecracker)

When you hit or foe misses, crack joke for Focus damage of Ego Defense

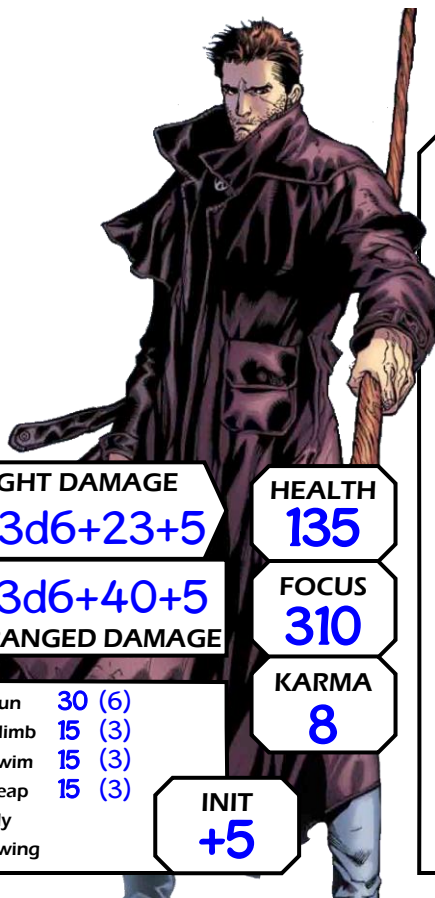
Utility Instant Reaction



Name **Harry Dresden**  
 Origin **Magic**  
 Profession **Investigator**

**Protector**  
 ARCHETYPE

**15**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
11	M5 Might	22
14	A5 Agility	25
12	R3 Resilience	23
17	V4 Vigilance	30
19	E6 Ego	30
12	L3 Logic	23

FIGHT DAMAGE  
 3d6+23+5

RANGED DAMAGE  
 3d6+40+5

Run 30 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly  
 Swing

HEALTH  
 135

FOCUS  
 310

KARMA  
 8

INIT  
 +5

### TRAITS

Combat Trickery  
 Connections: Police  
 Free Running "Parkour!"  
 Headquarters  
 Interrogation  
 Investigation  
 Iron Will  
 Streetwise  
 Supernatural  
 Surprising Power  
 (Enchanted Duster provides Shield +1 from Shield 2 to 3)

### EDGES

Acrobatics  
 Clues  
 Escape Control  
 Perception  
 Questioning

### TROUBLES

Attacks  
 Ego Attacks  
 Stealth

### POWERS

<b>Fuego (Energy Wave)</b> Ranged Attack 100' for Damage (2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Soul Fire (Energy Blast)</b> Ranged Attack 100' for Damage plus Focus (2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Flickum Bickus (Illumination)</b> Light an object within 100'	Energy Control	Maintained	Easy
<b>Forzare (Blow Down)</b> Ego vs Agility/Might to knock prone (Ranged Damage)	Weather Control	Instant	Standard
<b>Pentacle Bracelet (Shield 3)</b> Damage Reduction 30 vs all attacks that target Agility	Shield Bearer	Maintained	Easy
<b>Pentacle Bracelet (Shield Deflection)</b> Trouble vs attacks vs Agility Defense	Shield Bearer	Instant	Reaction
<b>Hard-Boiled (Tough)</b> Add Ego Defense to Focus (added)	Utility	Permanent	None
<b>Wizard's Senses (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None
<b>The Sight (Thermal Vision)</b> No penalties from darkness or invisibility	Utility	Permanent	None
<b>Epic Wiseass (Wisecracker)</b> When you hit or foe misses, crack joke for Focus damage of Ego Defense	Utility	Instant	Reaction



Name

Ash Williams

Origin

Special Training

Profession

Soldier

ABILITIES

Action Modifier

Ability Score

Defense Score

14

M7  
Might

25

10

A3  
Agility

23

13

R6  
Resilience

24

10

V3  
Vigilance

21

9

E5  
Ego

20

3

L-1  
Logic

17

FIGHT DAMAGE

3d6+36+7

HEALTH

145

RANGED DAMAGE

3d6+15+3

FOCUS

105

KARMA

5

INIT

+4

Run

28 (6)

Climb

14 (3)

Swim

14 (3)

Leap

14 (3)

Fly

Swing

Striker

ARCHETYPE

10

RANK

TRAITS

Abrasive

Battle Ready

Bloodthirsty

Combat Trickery

Connections: Military

Determination

Enemy

Iron Will

Situational Awareness

EDGES

Escape Control

Hope

Perception

TROUBLES

Ego Attacks

Stealth

POWERS

Mean Right Cross (Mighty 1)

+2 Size for lift, carry, throw; +4 Fight Damage (added)

Chiseled Features (Armor 1)

10 Damage Reduction vs Health Damage

Beaten into Shape (Effect Resistance)

Half Damage after defense for one Damage Subtype (bashing)

Come Get Some (Vicious Slash)

Fight for Damage (2x and prone)

Yo, She–Bitch, Let’s Go (Slice and Dice)

Might vs Resilience for Damage and ignore DR (2x)

Boom Stick (Sniping)

Attack for Damage (2x)

Hare–Trigger (Point–Blank Parry)

If foe in 10' misses, Attack (2x)

Sam Raimi Hates Me (Sturdy)

Add Might Defense to Health (added)

It’s a Trick; Get an Axe (Heightened Senses)

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Foul–Mouthed Braggart (Wisecracker)

When you hit or foe misses, crack joke for Focus damage of Ego Defense

Battle Saw

Permanent

None

Battle Saw

Permanent

None

Battle Saw

Permanent

None

Blades

Instant

Standard

Blades

Instant

Reaction

Firearms

Instant

Standard

Firearms

Instant

Reaction

Utility

Permanent

None

Utility

Permanent

None

Utility

Instant

Reaction

Name  
Origin  
Profession

**The Mask**

Magic

Outsider

Polymath  
ARCHETYPE

10  
RANK

### ABILITIES

Action Modifier	Ability Score	Defense Score
11	M4 Might	22
15	A8 Agility	26
12	R5 Resilience	23
9	V2 Vigilance	20
10	E3 Ego	21
8	L1 Logic	19

### FIGHT DAMAGE

3d6+30+4

3d6+14+8

### RANGED DAMAGE

Run 66 (13)  
Climb 17 (3)  
Swim 33 (7)  
Leap 17 (3)  
Fly  
Swing

### HEALTH

110

### FOCUS

80

### KARMA

5

INIT  
+8

### TRAITS

Beguiling  
Connections: Outsiders  
Fearless  
Fresh Eyes  
Secret Identity  
Stranger  
Supernatural  
Weird

### EDGES

Novelty  
Fight  
Escape x2

### TROUBLES

Fight

### POWERS

#### Hold Onto Your Lug Nuts (Reverse Punch)

Fight with Edge for damage (2x and prone)

Plasticity Instant Standard

#### Look, Ma, I'm Roadkill (Body Sheet)

Damage Reduction 40 vs bashing/piercing but can't attack, 2x Run speed

Plasticity Sustained Reaction

#### That's a Spicy Meat-a-Ball! (Flexible Bones 2)

Damage Reduction 20 vs bashing/piercing, 2x Edge on Agility (escape)

Plasticity Permanent None

#### I'll Take That (Extended Reach 1)

4x Reach

Plasticity Permanent None

#### Meep-Weep (Still Steps)

2x Running and Climb Speed

Plasticity Movement Instant

#### They Call Me Cuban Pete (Slip Free)

Not Grabbed or Pinned

Plasticity Instant Reaction

#### Did You Miss Me? (Defense Stance)

Trouble vs Fight attacks

Martial Arts Maintained Easy

#### You Told Me to Freeze (Environmental Protection)

Immune to cold, heat, pressure, radiation, space

Utility Permanent None

#### I Have a Permit for That (Healing Factor)

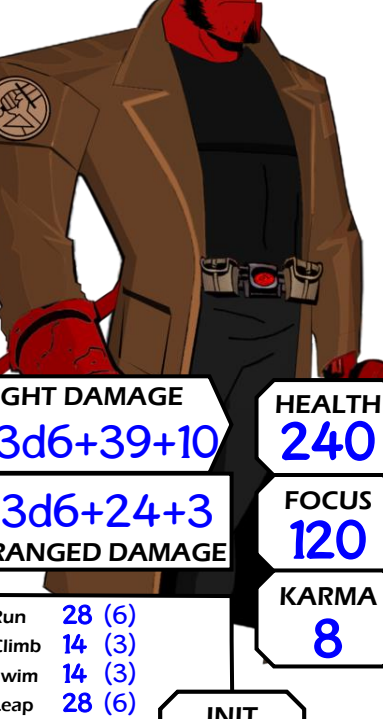
At the end of each turn, add Rank to Health

Utility Permanent None

#### I Think He's Trying to Communicate (Wisecracker)

When you hit or foe misses, crack joke for Focus damage of Ego Defense

Utility Instant Reaction



HELLBOY

**FIGHT DAMAGE**  
3d6+39+10

**HEALTH**  
240

**RANGED DAMAGE**  
3d6+24+3

**FOCUS**  
120

**KARMA**  
8

Run 28 (6)  
Climb 14 (3)  
Swim 14 (3)  
Leap 28 (6)  
Fly  
Swing

**INIT**  
+8

Bruiser	15
ARCHETYPE	RANK
<b>TRAITS</b>	
Connections: Outsiders	
Enduring Constitution	
Extreme Appearance	
Fearless	
Fresh Eyes	
Hounded	
Mentor	
Stranger	
Supernatural	

<b>Red Right Hand (Clobber)</b> Fight Attack for physical (bashing) Damage	Super-Strength	Instant	Standard
<b>Sunday Punch (Smash, 5+)</b> Fight Attack with Edge for physical (bashing) Damage + Focus spent	Super-Strength	Instant	Standard
<b>Damned Strong (Mighty 3)</b> +4 Size for lift, carry, throw; +11 Fight Damage (added)	Super-Strength	Permanent	None
<b>Arm Wrestling (Crushing Grip)</b> Might vs Resilience for bashing Damage and Pinned	Super-Strength	Maintained	Reaction
<b>Up, Up, and Away (Jump 1)</b> Jump at Running Speed	Super-Strength	Permanent	None
<b>The Samaritan (Sniping)</b> Ranged Attack for Damage (🎯 2x)	Firearms	Instant	Standard
<b>I'm Fireproof; You're Not (Effect Resistance)</b> Half Damage after defense for one Damage Subtype (heat)	Battle Suit	Permanent	None
<b>Reverse Dog Years (Healing Factor)</b> At the end of each turn, add Rank to Health	Utility	Permanent	None
<b>Fire Sight (Thermal Vision)</b> No penalties from darkness or invisibility	Utility	Permanent	None
<b>Smart Mouth (Wisecracker)</b> When you hit or foe misses, crack joke for Focus damage of Ego Defense	Utility	Instant	Reaction

Name **John Wick**  
 Origin **Special Training**  
 Profession **Criminal**

**Blaster**  
 ARCHETYPE

**12**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
<b>+20</b>	<b>M4</b> Might	<b>20</b>
<b>+20</b>	<b>A9</b> Agility	<b>31</b>
<b>+11</b>	<b>R6</b> Resilience	<b>22</b>
<b>+11</b>	<b>V3</b> Vigilance	<b>22</b>
<b>+9</b>	<b>E1</b> Ego	<b>20</b>
<b>+9</b>	<b>L1</b> Logic	<b>20</b>

## FIGHT DAMAGE

**3d6+36+4**

**3d6+44+9**

## RANGED DAMAGE

Run **34 (7)**

Climb **17 (3)**

Swim **17 (3)**

Leap **17 (3)**

Fly

Swing

**INIT +9**

## HEALTH

**120**

## FOCUS

**108**

## KARMA

**6**

## TRAITS

**Black Market Access**

**Combat Finesse**

**Connections: Criminal**

**Determination**

**Situational Awareness**

**Sneaky**

**Streetwise**

**Tech Reliance**

## EDGES

**Hope**  
**Perception**  
**Stealth**

## TROUBLES

**Perception**  
**Range**  
**Stealth**

## POWERS

### Slash and Dash

Fight attack for Damage and move half speed (■ 2x and prone)

Blades

Instant

Standard

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts

Maintained

Easy

### Bullet Time

Trouble vs Ranged Attacks

Firearms

Instant

Reaction

### Double Tap

Attack within 10' for Damage (■ 2x)

Firearms

Instant

Standard

### Stopping Power (10)

Attack, if any Damage can spend 10 Focus to attack again (■ 2x)

Firearms

Instant

Standard

### Headshot (20)

Attack with Trouble for 2x Damage and Stunned (■ 3x)

Firearms

Instant

Standard

### Suppressive Fire

Agility vs Ego for 1/2 Focus Damage and Stunned (■ full and prone)

Firearms

Instant

Standard

### Return Fire

When foe attacks, Attack for 1/2 Focus Damage and Stunned

Firearms

Instant

Reaction

### Covering Fire

When foe attacks ally, Attack for Focus Damage and Stunned

Firearms

Instant

Reaction

### Kill Zone

On each foe's turn, Attack for Damage

Firearms

Instant

Reaction

### Heightened Senses

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility

Permanent

None

Name

Mandalorian

Origin

High Tech

Profession

Investigator, Soldier

ABILITIES

Action Modifier	Ability Score	Defense Score
15	M2 Might	17
17	A8 Agility	28
9	R5 Resilience	20
10	V3 Vigilance	23
10	E3 Ego	21
9	L2 Logic	20

FIGHT DAMAGE

3d6+22+2

RANGED DAMAGE

3d6+41+8

Run

37 (7)

Climb

19 (4)

Swim

19 (4)

Leap

19 (4)

Fly

370 (74)

Swing

HEALTH

90

FOCUS

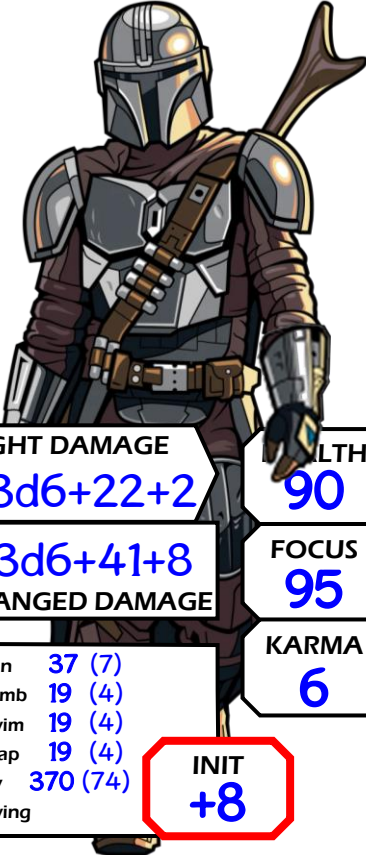
95

KARMA

6

INIT

+8



Blaster

ARCHETYPE

10

RANK

TRAITS

Battle Ready

Black Market Access

Combat Finesse

Connections: Military

Connections: Police

Extra Career

Interrogation

Investigation

Pilot

Situational Awareness

Streetwise

Tech Reliance

EDGES

Clues

Piloting

Questioning

Range

TROUBLES

	POWERS		
<b>Beskar Armor 3</b> Damage Reduction 30 vs Health Damage	Battle Suit	Permanent	None
<b>Lock-On</b> Edge on Ranged Attack for enemy in line of sight	Battle Suit	Maintained	Easy
<b>Double Tap</b> Attack within 10' for Damage (■ 2x)	Firearms	Instant	Standard
<b>Stopping Power (10)</b> Attack, if any Damage can spend 10 Focus to attack again (■ 2x)	Firearms	Instant	Standard
<b>Headshot (20)</b> Attack with Trouble for 2x Damage and Stunned (■ 3x)	Firearms	Instant	Standard
<b>Attack Stance</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Flight 1</b> Fly at Rank * Running Speed	Utility	Permanent	None
<b>Thermal Vision</b> Ignore penalties from darkness or invisibility	Utility	Permanent	None



Name
**Capt Marvel**

Origin
**Magic**

Profession
**Student**

Bruiser
ARCHETYPE

15
RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
15	M6 Might	30
13	A4 Agility	28
14	R5 Resilience	29
13	V4 Vigilance	24
10	E4 Ego	24
8	L2 Logic	19

FIGHT DAMAGE
3d6+39+6

RANGED DAMAGE
3d6+26+4

Run 30 (6)  
Climb 15 (3)  
Swim 15 (3)  
Leap 15 (3)  
Fly 450 (90)  
Swing

HEALTH 225

FOCUS 90+

KARMA 8

INIT +5

- TRAITS
- Clueless
  - Eidetic Memory
  - Fearless
  - Heroic
  - Iron Will
  - Mentor
  - Obligation: School
  - Quick Learner
  - Secret Identity
  - Supernatural

EDGES

- Escape Control
- Fearlessness
- Retrying
- Stealth

TROUBLES

- Ego Attacks
- Perception

POWERS

<b>Solomon's Wisdom (Eidetic Memory &amp; Quick Learner)</b> Narrator can remind, Edge for retrying failed check next turn	Trait	Permanent	None
<b>Hercules' Strength (Mighty 3)</b> +4 Size for lift, carry, throw; +11 Fight Damage (added)	Battle Suit	Permanent	None
<b>Atlas' Stamina (Armor 4)</b> 40 Damage Reduction vs Health Damage	Battle Suit	Permanent	None
<b>Atlas' Stamina (Sturdy)</b> Add Might Defense to Health (added)	Trait	Permanent	None
<b>Zeus' Power (Thunder)</b> Ego vs Resilience Defense in 50' and earshot for Deafened (■ Stunned)	Weather Control	Instant	Standard
<b>Zeus' Power (Lightning Strike)</b> Ranged attack in line of sight for (energy) Damage & Thunder (■ 2x)	Weather Control	Instant	Standard
<b>Achilles' Courage (Fearless)</b> Edge vs fear	Trait	Permanent	None
<b>Mercury's Speed (Flight 2)</b> Fly at Rank * Running Speed, Out of combat 10x	Utility	Instant	Standard
<b>Billy Batson (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Sustained	Easy

Name **Beast Boy**  
 Origin **Weird Science**  
 Profession **Student, Outsider**

**Striker**  
 ARCHETYPE

**10**  
 RANK

**ABILITIES**

Action Modifier	Ability Score	Defense Score
14	M5 Might	23
15	A8 Agility	28
11	R4 Resilience	22
11	V4 Vigilance	22
6	E2 Ego	17
4	L0 Logic	18



**FIGHT DAMAGE**  
 3d6+34+5

**RANGED DAMAGE**  
 3d6+7+8

**HEALTH**  
 100

**FOCUS**  
 100

**KARMA**  
 5

**INIT**  
 +8

Run 66 (13)  
 Climb 66 (13)  
 Swim 17 (3)  
 Leap 17 (3)  
 Fly 660 (132)  
 Swing

**TRAITS**

Connections: Outsiders  
 Extra Career  
 Free Running  
 Fresh Eyes  
 Mentor  
 Obligation: School  
 Public Identity  
 Quick Learner  
 Sneaky  
 Stranger  
 Weird

**EDGES**

Acrobatics  
 Escape x2  
 Novelty  
 Perception  
 Retrying  
 Stealth x2

**TROUBLES**

Perception x2  
 Stealth

**POWERS**

<b>Massive Might (Reverse Punch)</b> Fight with Edge for damage (2x and prone)	Plasticity	Instant	Standard
<b>Crushing Squeeze (Coiling Crush)</b> Agility vs Agility to Paralyze, Might vs Might to escape (Damage)	Plasticity	Maintained	Reaction
<b>Sturdy Frame (Flexible Bones 2)</b> Damage Reduction 20 vs bashing/piercing, 2x Edge on Agility (escape)	Plasticity	Permanent	None
<b>Long Reach (Extended Reach 1)</b> 4x Reach	Plasticity	Permanent	None
<b>Quick Legs (Stilt Steps)</b> 2x Running and Climb Speed	Plasticity	Movement	Instant
<b>Massive Strength (Mighty 1)</b> +2 Size for lift, carry, throw; +4 Fight Damage (added)	Spider-Powers	Permanent	None
<b>Scampering (Wallcrawling)</b> Climb at Running Speed, never lose grip	Spider-Powers	Permanent	None
<b>Take Wing (Flight 1)</b> Fly at Rank * Running Speed	Utility	Permanent	None
<b>Natural Habitat (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Sustained	Easy
<b>Animal Instants (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

Name
**Ultraman**

Origin
**Alien**

Profession
**Soldier**

Blaster
ARCHETYPE

20
RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
20	M8 Might	32
24	A8 Agility	29
13	R6 Resilience	24
14	V2 Vigilance	25
14	E2 Ego	25
14	L2 Logic	25

FIGHT DAMAGE
3d6+63+8

HEALTH
200

RANGED DAMAGE
3d6+76+8

FOCUS
165

Run 48 (10)  
Climb 24 (5)  
Swim 24 (5)  
Leap 24 (5)  
Fly 960 (192)  
Swing

KARMA
10

INIT
+8

- TRAITS
- Alien Heritage
Battle Ready
Combat Trickery
Connections: Military
Enduring Constitution
Enemy
Piloting
Signature Attack (Specium Ray)
Situational Awareness
Surprising Power (Titanic Frame 3)

EDGES

Fatigue
Piloting
Range x2

TROUBLES

Fight

			POWERS
<b>Kaiju Frame (Titanic Frame 3)</b> +3 Size (Massive, Reach 20. -6 Agility Defense, +6 Might Defense; +12 Fight Damage) (added)	Battle Suit	Permanent	None
<b>Kaiju Fighter (Mighty 1)</b> +2 Size for lift, carry, throw; +4 Fight Damage (added)	Battle Suit	Permanent	None
<b>Kiaju-Proof (Armor 3)</b> 30 Damage Reduction vs Health Damage	Battle Suit	Permanent	None
<b>Specium Ray (Lock-On)</b> Edge on Ranged Attacks	Battle Suit	Maintained	Easy
<b>Specium Ray (Energy Blast)</b> Ranged Attack 100' for Damage plus Focus (2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Kaiju Fu (Attack Stance)</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Kaiju Strike (Counterstrike)</b> React with 1/2 Fight Damage if in Attack Stance	Martial Arts	Instant	Reaction
<b>Kaiju Dodge (Untouchable Position)</b> Fight attacks against character have Trouble	Martial Arts	Permanent	None
<b>Internal Systems (Environmental Protection)</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent	None
<b>Ludicrous Speed (Flight 2)</b> Fly at Rank * Running Speed, out of combat Fly at 10x	Utility	Permanent	None

Name **Man-Thing**  
Origin **Weird Science**  
Profession **Outsider**

**Bruiser**  
ARCHETYPE

**15**  
RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
19	M10 Might	36
10	A1 Agility	23
19	R10 Resilience	34
12	V3 Vigilance	25
10	E4 Ego	24
4	L-2 Logic	15

### FIGHT DAMAGE

3d6+46+10

3d6+22+2

### RANGED DAMAGE

Run 31 (6)

Climb 16 (3)

Swim 16 (3)

Leap 16 (3)

Fly

Swing

### HEALTH

306

### FOCUS

135

### KARMA

8

INIT  
+3

## TRAITS

Connections: Outsiders

Enduring Constitution

Extreme Appearance

Fresh Eyes

Iron Will

Massive

Mute

Stranger

Weird

## EDGES

Escape Control

Escape x2

Fight

Novelty

## TROUBLES

Ego Attacks

## POWERS

### Reverse Punch

Fight with Edge for damage (2x)

Plasticity

Instant

Standard

### Crushing Grip

Might vs Resilience for (bashing) Damage and Pinned

Plasticity

Maintained

Reaction

### Flexible Bones 2

Damage Reduction 20 vs bashing/piercing; 2x Edge on contortion and escape

Plasticity

Permanent

None

### Immovable

Reduce knockback by 180' (5x Might Defense)

Super-Strength

Permanent

None

### Mighty 1

+2 Size for lift, carry, throw; +4 Fight Damage (added)

Super-Strength

Permanent

None

### Nature Sense

Sense nature in 1 mile, predict weather 1 day per Rank

Weather Control

Instant

Standard

### Camouflage

Edge on Agility (stealth), Trouble vs Vigilance (perception)

Utility

Permanent

None

### Environmental Protection

Immune to cold, heat, pressure, radiation, space

Utility

Permanent

None

### Healing Factor

At the end of each turn, add Rank to Health

Utility

Permanent

None

### Sturdy

Add Might Defense to Health (added)

Utility

Permanent

None

### Thermal Vision

No penalty from darkness or invisibility

Utility

Permanent

None

Name **Nova**  
 Origin **High Tech, Alien**  
 Profession **Student**



ABILITIES		
Action Modifier	Ability Score	Defense Score
15	M8 Might	28
12	A5 Agility	25
12	R5 Resilience	25
9	V2 Vigilance	20
6	E2 Ego	20
5	L1 Logic	16

**FIGHT DAMAGE**  
 $3d6+37+8$

**HEALTH**  
**130**

**RANGED DAMAGE**  
 $3d6+17+5$

**FOCUS**  
**80**

**KARMA**  
**5**

**INIT**  
**+5**

Run 30 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly 300 (60)  
 Swing

**Bruiser**  
 ARCHETYPE

**10**  
 RANK

**TRAITS**

Alien  
 Determination  
 Enduring Constitution  
 Extraordinary Origin  
 Mentor  
 Obligation: School  
 Quick Learner  
 Signature Attack (Ram)  
 Secret Identity  
 Tech Reliance

**EDGES**

Hope  
 Fatigue  
 Retrying  
 Ram

**TROUBLES**

POWERS			
<b>Rocket Power (Mighty 2)</b> +3 Size for lift, carry, throw; +7 Fight Damage (added)	Battle Suit	Permanent	None
<b>Rocket Shield (Armor 2)</b> 20 Damage Reduction vs Health Damage.	Battle Suit	Permanent	None
<b>Never Give Up, Never Surrender (Do This All Day)</b> Heal 2 Health per 1 Focus	Shield Bearer	Instant	None
<b>Gravimetric Pulse (Energy Beam)</b> Ranged Attack 100' for Damage (blinded/dazzled)	Energy Control	Instant	Standard
<b>Rocket Safe (Environmental Protection)</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent	None
<b>Rocket Speed (Flight 2)</b> Fly at Rank * Running Speed, out of combat Fly at 10x	Utility	Permanent	None
<b>Rocket Force (Ram)</b> Fight with Edge for 1x Damage to you and foe, both prone (gain a Trouble and a multiple for each 50')	Utility	Instant	Standard



Name **Space Ghost**  
 Origin **High Tech**  
 Profession **Journalist**

**Polymath**  
 ARCHETYPE

**10**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
12	M5 Might	23
12	A5 Agility	23
12	R5 Resilience	23
11	V4 Vigilance	24
10	E3 Ego	21
8	L1 Logic	19

## FIGHT DAMAGE

3d6+26+5

3d6+24+5

## RANGED DAMAGE

Run 30 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly 300 (60)  
 Swing

## HEALTH

110

## FOCUS

100

## KARMA

5

INIT  
 +5

## TRAITS

Audience

Connections: Sources

Dependents: Jan and Jace

Heroic

Piloting

Public Speaking

Pundit

Sneaky

Tech Reliance

## EDGES

Persuasion x2  
 Piloting  
 Stealth x2

## TROUBLES

Perception x2

## POWERS

### Armor 2

20 Damage Reduction vs Health Damage

Battle Suit

Permanent

None

### Mighty 2

+3 Size for lift, carry, throw; +7 Fight Damage (added)

Battle Suit

Permanent

None

### Power Bands (Energy Beam)

Ranged Attack 100' for Damage (blinded/dazzled)

Energy Control

Instant

Standard

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts

Maintained

Easy

### Defense Stance

Fight attacks against character have Trouble

Martial Arts

Maintained

Easy

### Flight 2

Fly at Rank \* Running Speed, out of combat Fly at 10x

Utility

Permanent

None

### Invisibility (Camouflage)

Edge on Agility (stealth), Trouble vs Vigilance (perception)

Utility

Permanent

None

### Thermal Vision

No penalty from darkness or invisibility

Utility

Permanent

None

Name  
Origin  
Profession

Werewolf by Night

Magic

Outsider

Striker  
ARCHETYPE

10  
RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
18	M6 Might	24
16	A9 Agility	29
11	R4 Resilience	22
12	V5 Vigilance	25
6	E2 Ego	17
4	L0 Logic	18

## FIGHT DAMAGE

3d6+47+6

3d6+7+9

## RANGED DAMAGE

Run 68 (14)  
Climb 34 (7)  
Swim 17 (3)  
Leap 17 (3)  
Fly  
Swing

## HEALTH

100

## FOCUS

110

## KARMA

5

INIT  
+9

## TRAITS

Berserker  
Combat Finesse  
Connections: Outsiders  
Fresh Eyes  
Situational Awareness  
Sneaky  
Stranger  
Supernatural

## EDGES

Escape x2  
Novelty  
Perception  
Stealth  
Vigilance

## TROUBLES

Perception  
Stealth

## POWERS

### Vicious Slash

Fight for Damage (2x and prone)

Blades Instant Standard

### Slash and Dash

Fight with Edge for (slashing) Damage and move 1/2 Speed (2x and prone)

Blades Instant Standard

### Extended Reach 1

4x Reach

Plasticity Permanent None

### Flexible Bones 2

Damage Reduction 20 vs bashing/piercing; 2x Edge on contortion and escape

Plasticity Permanent None

### Stilt Steps

2x Running and Climb Speed

Plasticity Instant Movement

### Mighty 1

+2 Size for lift, carry, throw; +4 Fight Damage (added)

Super-Strength Permanent None

### Healing Factor

At the end of each turn, add Rank to Health

Utility Permanent None

### Heightened Senses

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None

### Thermal Vision

No penalty from darkness or invisibility

Utility Permanent None

Name **Speedball**  
 Origin **Weird Science**  
 Profession **Student**

**Polymath**  
 ARCHETYPE

**10**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
17	M2 Might	20
17	A10 Agility	28
15	R8 Resilience	26
8	V1 Vigilance	19
8	E1 Ego	19
8	L1 Logic	19

FIGHT DAMAGE

3d6+35+2

3d6+7+10

RANGED DAMAGE

Run 35 (7)  
 Climb 18 (4)  
 Swim 18 (4)  
 Leap 350 (70)  
 Fly  
 Swing

INIT  
 +10

HEALTH

140

FOCUS

70

KARMA

5

## TRAITS

Clueless  
 Combat Finesse  
 Enduring Constitution  
 Free Running  
 Mentor  
 Obligation: School  
 Quick Learner  
 Weird

## EDGES

Acrobatics  
 Escape x2  
 Fatigue  
 Retrying

## TROUBLES

Attack

## POWERS

### Flexible Bones 2

Damage Reduction 20 vs bashing/piercing; 2x Edge on escape

Plasticity Permanent None

### Jump 3

Jump at Rank \* Running Speed, 10x out of combat Jump

Spider-Powers Permanent None

### Spider-Dodge

Trouble vs attack; if miss can leap any direction

Spider-Powers Instant Reaction

### Fastball Special

When ally throws you, Fight for 2x Damage (■ 3x)

Utility Instant Reaction

### Healing Factor

At the end of each turn, add Rank to Health

Utility Permanent None

### Ram

Fight with Edge for Damage to you and foe and prone

Utility Instant Standard

### Environmental Protection

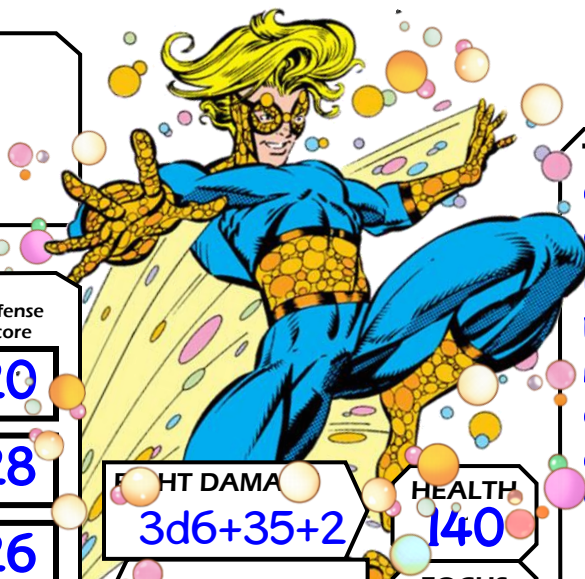
Immune to cold, heat, pressure, radiation, space

Utility Permanent None

### Wisecracker

When you hit or foe misses, crack joke for Focus damage of Ego Defense

Utility Instant Reaction



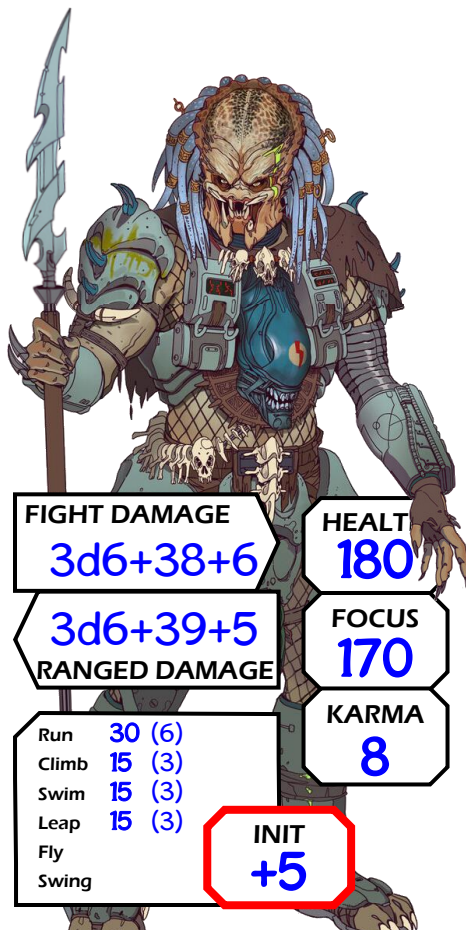
Name **Predator**  
Origin **Alien**  
Profession **Soldier**

**Polymath**  
ARCHETYPE

**15**  
RANK

### ABILITIES

Action Modifier	Ability Score	Defense Score
15	M6 Might	26
14	A5 Agility	25
15	R6 Resilience	26
14	V5 Vigilance	27
11	E2 Ego	22
11	L2 Logic	22



#### FIGHT DAMAGE

3d6+38+6

3d6+39+5

#### RANGED DAMAGE

Run 30 (6)  
Climb 15 (3)  
Swim 15 (3)  
Leap 15 (3)  
Fly  
Swing

#### HEALT

180

#### FOCUS

170

#### KARMA

8

INIT  
**+5**

### TRAITS

Alien Heritage  
Battle Ready  
Combat Reflexes  
Connections: Military  
Situational Awareness  
Bloodthirsty  
Stranger  
Extreme Appearance  
Enduring Constitution  
Sneaky

### EDGES

Perception  
Stealth x2  
Fatigue  
Range

### TROUBLES

Perception x2  
Stealth

### POWERS

#### Slash and Dash

Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)

Blades Instant Standard

#### Slash Back

When foe misses attack for Damage (■ 2x)

Blades Instant Reaction

#### Mighty 1

+2 Size for lift, carry, throw; +4 Fight Damage (added)

Battle Suit Permanent None

#### Armor 2

20 Damage Reduction vs Health Damage.

Battle Suit Permanent None

#### Effect Resistance

Half Damage after defense for one Damage Subtype (bashing)

Battle Suit Permanent None

#### Lock-On

Edge on Ranged Attacks

Battle Suit Maintained Easy

#### Bullet Time

Foes have Trouble on attacks

Firearms Instant Reaction

#### Sniping

Attack for Damage (■ 2x)

Firearms Instant Standard

#### Camouflage

Edge on Agility (stealth), Trouble vs Vigilance (perception)

Utility Permanent None

#### Heightened Senses

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None

#### Thermal Vision

No penalty from darkness or invisibility

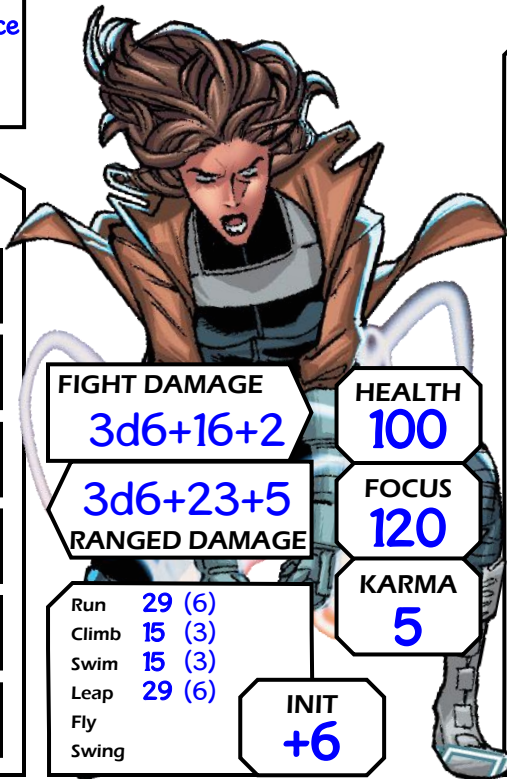
Utility Permanent None

Name **Quake**  
 Origin **Training, Weird Science**  
 Profession **Investigator , Spy**

**Polymath**  
 ARCHETYPE

**10**  
 RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
9	M2 Might	20
12	A5 Agility	23
11	R4 Resilience	22
13	V6 Vigilance	24
10	E3 Ego	21
10	L3 Logic	21



**FIGHT DAMAGE**  
 $3d6+16+2$

**RANGED DAMAGE**  
 $3d6+23+5$

**HEALTH**  
**100**

**FOCUS**  
**120**

**KARMA**  
**5**

**INIT**  
**+6**

Run 29 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 29 (6)  
 Fly  
 Swing

- TRAITS**
- Black Market Access
  - Connections: Espionage
  - Connections: Police
  - Determination
  - Extra Career
  - Extraordinary Origin
  - Interrogation
  - Investigation
  - Leverage
  - Scientific Expertise
  - Weird
  - Surprising Power (Blow Back)

- EDGES**
- Clues
  - Hope
  - Investigate x2
  - Persuasion
  - Questioning
  - Science

- TROUBLES**
- Fight x2
  - Range

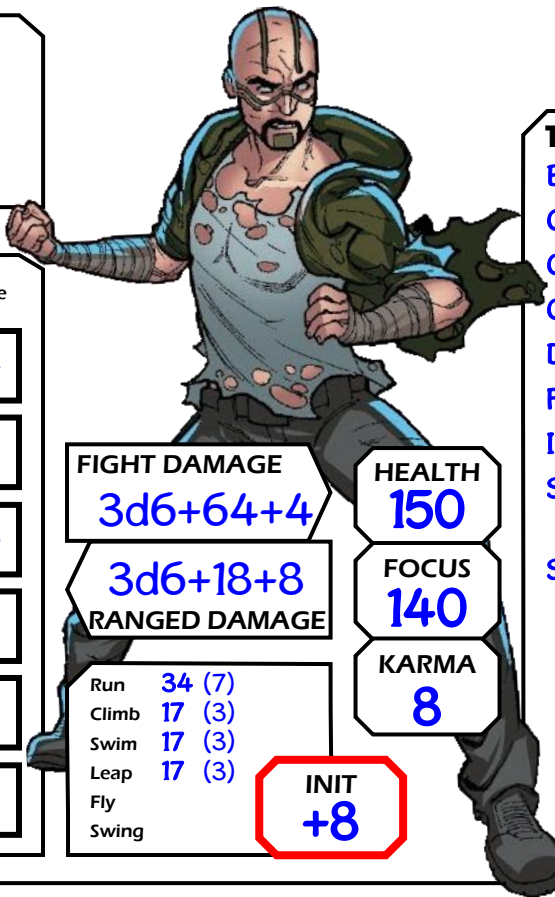
POWERS			
<b>Agent Training (Snap Shooting)</b> 2 attacks for 1/2 Damage (■ full Damage)	Firearms	Instant	Standard
<b>Agent Training (Suppressive Fire)</b> Agility vs Ego for 1/2 Focus Damage and Stunned (■ full and prone)	Firearms	Instant	Standard
<b>Agent Training (Return Fire)</b> When foe attacks, Attack for 1/2 Focus Damage and Stunned	Firearms	Instant	Reaction
<b>Agent Training (Bullet Time)</b> Trouble vs Range	Firearms	Instant	Reaction
<b>Agent Training (Defense Stance)</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Agent Training (Unflappable Poise)</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Agent Training (Attack Stance)</b> Add Rank to physical (bashing) Damage	Martial Arts	Maintained	Easy
<b>Quake Leap (Jump 1)</b> Jump at Running Speed	Super-Strength	Permanent	None
<b>Quake Area (Ground-Shaking Stomp)</b> Might vs Agility within Reach + Rank for Might + Rank Damage and prone (■ 2x)	Super-Strength	Instant	Standard
<b>Quake Push (Blow Back)</b> Ego vs Agility/Might to knock back 5x Rank (■ Damage)	Weather Control	Instant	Standard



Name **Karnak**  
 Origin **Special Training**  
 Profession **Soldier**

**Striker**  
 ARCHETYPE

**15**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
22	M4 Might	24
18	A9 Agility	33
13	R4 Resilience	24
12	V3 Vigilance	23
9	E3 Ego	20
9	L3 Logic	23

**FIGHT DAMAGE**  
 $3d6+64+4$

**HEALTH**  
**150**

**RANGED DAMAGE**  
 $3d6+18+8$

**FOCUS**  
**140**

**KARMA**  
**8**

Run 34 (7)  
 Climb 17 (3)  
 Swim 17 (3)  
 Leap 17 (3)  
 Fly  
 Swing

**INIT**  
**+8**

- TRAITS**
- Battle Ready
  - Combat Finesse
  - Combat Reflexes
  - Connections: Military
  - Determination
  - Fearless
  - Iron Will
  - Signature Attack (Martial Arts)
  - Situational Awareness

- EDGES**
- Escape Control
  - Fearlessness
  - Fight x3
  - Hope
  - Perception

- TROUBLES**
- Ego Attacks
  - Fight x2
  - Stealth

POWERS			
<b>Fix the Flaw in His Balance (Regain Focus)</b> Add Ego Defense (20) to Focus	Martial Arts	Instant	Standard
<b>Find the Flaw in Your Physique (Attack Stance)</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Find the Flaw in Your Attack (Counterstrike)</b> React 1/2 Fight Damage if in Attack Stance	Martial Arts	Instant	Reaction
<b>Find the Flaw in Your Approach (Defense Stance)</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Find the Flaw in Your Approach (Untouchable Position)</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Find the Flaw in Your Approach (Unflappable Poise)</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Find the Flaw in Your Motion (Reverse-Momentum Throw)</b> When Fight attack misses, Fight Damage and prone	Martial Arts	Instant	Reaction
<b>Find the Flaw in Your Grab (Slip Free)</b> Not Grabbed or Pinned	Plasticity	Instant	Reaction
<b>Find the Flaw in Your Impact (Shield 1)</b> Damage Reduction 10 vs all attacks that target Agility	Shield Bearer	Maintained	Easy
<b>Find the Flaw in Your Technique (Additional Limb 2)</b> Edge on Fight	Utility	Permanent	None
<b>Find the Flaw in Your Stealth (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

Name

**Hit Monkey**

Origin

**Special Training**

Profession

**Soldier****Blaster**  
ARCHETYPE**10**  
RANK**ABILITIES**

Action Modifier	Ability Score	Defense Score
<b>19</b>	<b>M1</b> Might	<b>14</b>
<b>21</b>	<b>A12</b> Agility	<b>34</b>
<b>7</b>	<b>R3</b> Resilience	<b>18</b>
<b>15</b>	<b>V8</b> Vigilance	<b>26</b>
<b>7</b>	<b>E0</b> Ego	<b>18</b>
<b>6</b>	<b>L-1</b> Logic	<b>17</b>

**FIGHT DAMAGE****3d6+36+1****3d6+49+12**  
**RANGED DAMAGE**

Run **37** (7)  
Climb **19** (4)  
Swim **19** (4)  
Leap **19** (4)  
Fly  
Swing

**HEALTH****70****FOCUS****145****KARMA****5****INIT**  
**+12****TRAITS**

**Battle Ready**  
**Combat Finesse**  
**Connections: Military**  
**Determination**  
**Free Running**  
**Mute**  
**Short**  
**Situational Awareness**  
**Sneaky**

**EDGES**

**Acrobatics**  
**Fight**  
**Hope**  
**Perception**  
**Range**  
**Stealth**

**TROUBLES**

**Perception**  
**Stealth**

**POWERS****Monkey Suit (Lock-On)**

Edge on Ranged Attacks

Battle Suit

Maintained

Easy

**Marmoset Knock You Out (Slash and Dash)**

Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)

Blades

Instant

Standard

**Monkey Barrel (Both Guns Blazing)**

2 attacks for 1/2 Damage (■ another attack)

Firearms

Instant

Standard

**Monkey Pause (Slo-Mo Shoot Dodge)**

2 attacks for 1/2 Damage, Trouble vs attacks, end prone

Firearms

Instant

Standard

**Brass Monkey (Dance of Death)**

Agility vs Agility vs foes in 50 ft for 1/2 Damage (■ 2x and Stunned)

Firearms

Instant

Reaction

**Grease Monkey (Point-Blank Parry)**

If foe in 10' misses, Attack (■ 2x)

Firearms

Instant

Reaction

**Monkey Around (Bullet Time)**

Trouble vs attacks

Firearms

Instant

Reaction

**Monkey See, Monkey Do First (Fast Hands)**

+1 Reaction per round

Firearms

Permanent

None

**Monkey Tail (Additional Limb)**

Edge for Fight

Utility

Permanent

None

**Monkey Scent (Heightened Senses)**

Edge on Vigilance (perception), Trouble vs Agility (stealth)

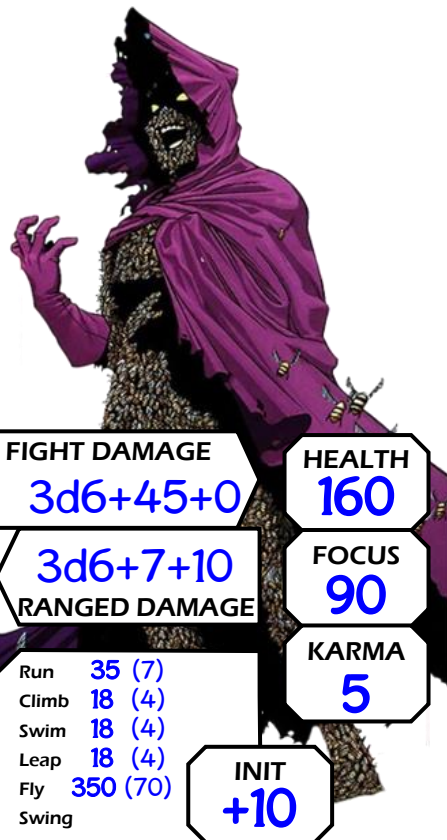
Utility

Permanent

None

Name **Swarm**  
 Origin **Weird Science**  
 Profession **Scientist**

ABILITIES		
Action Modifier	Ability Score	Defense Score
19	M0 Might	16
17	A10 Agility	32
17	R10 Resilience	28
10	V3 Vigilance	21
7	E1 Ego	16
8	L2 Logic	20



**FIGHT DAMAGE**  
3d6+45+0

**HEALTH**  
160

**RANGED DAMAGE**  
3d6+7+10

**FOCUS**  
90

**KARMA**  
5

**INIT**  
+10

Run 35 (7)  
 Climb 18 (4)  
 Swim 18 (4)  
 Leap 18 (4)  
 Fly 350 (70)  
 Swing

**Bruiser**  
 ARCHETYPE

**10**  
 RANK

**TRAITS**  
 Combat Finesse  
 Extreme Appearance  
 Hunted  
 Inventor  
 Lab Access  
 Scientific Expertise  
 Short  
 Weird

**EDGES**  
 Escape x2  
 Perception  
 Repair  
 Science  
 Stealth

**TROUBLES**  
 Perception  
 Stealth

POWERS			
<b>Stab and Jab (Fast Slashes)</b> 2 attacks for 1/2 damage (bonus attack)	Blades	Instant	Standard
<b>Sting and Wing (Slash and Dash)</b> Fight with Edge for (slashing) Damage and move 1/2 Speed (2x and prone)	Blades	Instant	Standard
<b>Linger Stinger (Slash Back)</b> When foe misses attack for Damage (2x)	Blades	Instant	Reaction
<b>Bee's Whacks (Extended Reach 2)</b> 10x Reach Flexible Bones 1	Plasticity	Permanent	None
<b>Swarm Form (Flexible Bones 2)</b> Damage Reduction 20 vs bashing/piercing; 2x Edge on contortion and escape	Plasticity	Permanent	None
<b>Api-Airy (Flight 1)</b> Fly at Rank * Running Speed	Utility	Permanent	None
<b>Horde Toward (Ram)</b> Fight with Edge for Damage to you and foe and prone	Utility	Instant	Standard
<b>The Eye in Teem (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None
<b>Bee Gone (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Permanent	None

Name

The Orb

Origin

Weird Science

Profession

Criminal

Polymath

ARCHETYPE

10

RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
11	M4 Might	22
12	A5 Agility	23
10	R3 Resilience	21
15	V8 Vigilance	32
8	E1 Ego	19
9	L2 Logic	20

DAMAGE

3d6+14+4

HEALTH

90

3d6+32+5

RANGED DAMAGE

FOCUS

170

KARMA

5

Run 30 (6)

Climb 15 (3)

Swim 15 (3)

Leap 15 (3)

Fly

Swing

INIT

+8

TRAITS

Black Market Access

Connections: Criminal

Extreme Appearance

Investigation

Leverage

Signature Attack (Hypnotic Stare)

Situational Awareness

Streetwise

Weird

EDGES

Clues

Investigate x2

Perception

Persuasion

Range

TROUBLES

Range

Stealth

POWERS

<div>Battle Dress (Armor 1)</div> <div>10 Damage Reduction vs Health Damage</div>	Battle Suit	Permanent	None
<div>Supreme Targeting (Lock-On)</div> <div>Edge on Ranged Attacks</div>	Battle Suit	Maintained	Easy
<div>Got You in My Sights (Sniping)</div> <div>Attack for Damage (2x)</div>	Firearms	Instant	Standard
<div>Saw That One Coming (Bullet Time)</div> <div>Trouble vs attacks</div>	Firearms	Maintained	Reaction
<div>Eyebeam (Energy Wave)</div> <div>Ranged Attack 100' for Damage (2x and blinded/dazzled)</div>	Energy Control	Instant	Standard
<div>Eyewitness (Illumination)</div> <div>Light an object within 100'</div>	Energy Control	Maintained	Easy
<div>Hypnotic Stare (Holographic Illusion)</div> <div>Visual illusion to 300', Ego vs Vigilance to fool</div>	Energy Control	Instant	Standard
<div>The Eyes Have It (Heightened Senses)</div> <div>Edge on Vigilance (perception), Trouble vs Agility (stealth)</div>	Utility	Permanent	None
<div>The Eyes Have It (Thermal Vision)</div> <div>No penalty from darkness or invisibility</div>	Utility	Permanent	None

Name **The Creeper**  
 Origin **Weird Sceince**  
 Profession **Journalist**

**Bruiser**  
 ARCHETYPE

**10**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Def. Score
12	M5 Might	25
15	A8 Agility	28
15	R8 Resilience	28
9	V2 Vigilance	20
4	E0 Ego	18
4	L0 Logic	15

## FIGHT DAMAGE

3d6+34+5

3d6+7+8

## RANGED DAMAGE

Run 33 (7)  
 Climb 33 (7)  
 Swim 17 (3)  
 Leap 33 (7)  
 Fly  
 Swing

INIT  
**+8**

## HEALTH

**185**

## FOCUS

**80**

## KARMA

**5**

## TRAITS

Abrasive  
 Audience  
 Connections: Sources  
 Fearless  
 Free Running  
 Pundit  
 Streetwise  
 Weird

## EDGES

Fearlessness  
 Acrobatics  
 Escape x2

## TROUBLES

Attacks

## POWERS

### Flexible Bones 2

Damage Reduction 20 vs bashing/piercing; 2x Edge on escape

Plasticity Permanent None

### Banging Heads

Fight two foes for Damage (■ Prone)

Martial Arts Instant Standard

### Mighty 1

+2 Size for lift, carry, throw; +4 Fight Damage (added)

Spider-Powers Permanent None

### Spider-Dodge

Trouble vs attack; if miss can leap any direction

Spider-Powers Instant Reaction

### Jump 1

Jump at Running Speed

Spider-Powers Permanent None

### Wallcrawling

Climb at Running Speed, never lose grip

Spider-Powers Permanent None

### Sturdy

Add Might Defense to Health (added)

Utility Permanent None

### Healing Factor

At the end of each turn, add Rank to Health

Utility Permanent None

### Wisecracker

When you hit or foe misses, crack joke for Focus damage of Ego Defense

Utility Instant Reaction



Name **10 Eyed Man**  
 Origin **Weird Science**  
 Profession **Soldier, Criminal**

**Striker**  
 ARCHETYPE

**10**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
13	M4 Might	22
13	A6 Agility	26
10	R3 Resilience	21
17	V10 Vigilance	27
6	E2 Ego	17
4	L0 Logic	18

## FIGHT DAMAGE

3d6+37+4

## RANGED DAMAGE

3d6+17+6

Run 37 (7)  
 Climb 19 (4)  
 Swim 19 (4)  
 Leap 19 (4)  
 Fly  
 Swing

INIT  
**+10**

HEALTH  
**90**

FOCUS  
**165**

KARMA  
**5**

## TRAITS

Battle Ready  
 Black Market Access  
 Blind  
 Connections: Criminal  
 Connections: Military  
 Extra Career  
 Hunted  
 Situational Awareness  
 Sneaky  
 Streetwise  
 Weird

## EDGES

Stealth  
 Perception

## TROUBLES

Fight x2  
 Perception  
 Range x2  
 Stealth

## POWERS

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts Maintained Easy

### Counterstrike

React 1/2 Fight Damage if in Attack Stance

Martial Arts Instant Reaction

### Defense Stance

Trouble vs Fight

Martial Arts Maintained Easy

### Untouchable Position

Trouble vs Fight

Martial Arts Permanent None

### Unflappable Poise

Trouble vs Fight

Martial Arts Permanent None

### Bullet Time

Trouble vs Agility attacks

Firearms Instant Reaction

### Shield Deflection

Trouble vs Ranged

Shield Bearer Instant Reaction

### Heightened Senses

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None

### Thermal Vision

No penalty from darkness or invisibility

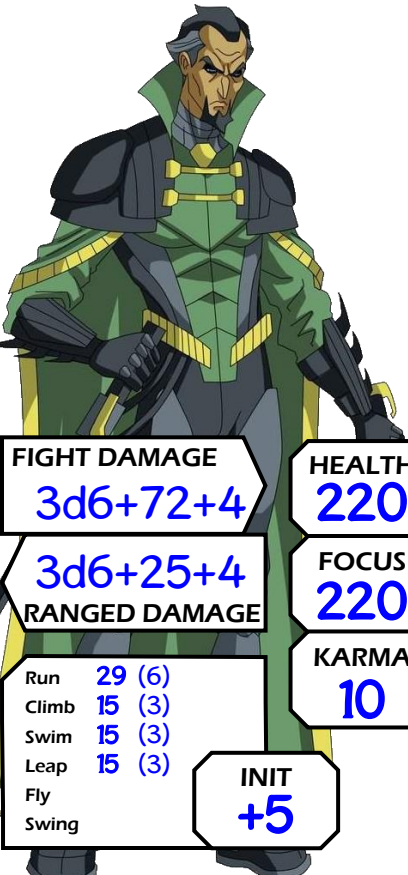
Utility Permanent None

Name **R'as Al Ghul**  
 Origin **Training**  
 Profession **Ruler, Spy**

**Striker**  
 ARCHETYPE

**20**  
 RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
20	M4 Might	27
16	A4 Agility	31
17	R5 Resilience	28
17	V5 Vigilance	28
14	E7 Ego	25
10	L3 Logic	26



**FIGHT DAMAGE**  
 3d6+72+4

**HEALTH**  
 220

**3d6+25+4**  
**RANGED DAMAGE**

**FOCUS**  
 220

**KARMA**  
 10

Run 29 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly  
 Swing

**INIT**  
 +5

**TRAITS**

Authority  
 Black Market Access  
 Combat Reflexes  
 Connections: Espionage  
 Determination  
 Extra Career  
 Headquarters  
 Investigation  
 Iron Will  
 Leverage  
 Powerful  
 Regal  
 Sneaky  
 Signature Attack (Sword)

**EDGES**

Clues  
 Escape Control  
 Fight  
 Hope  
 Investigation  
 Persuasion x2  
 Stealth  
 Sword

**TROUBLES**

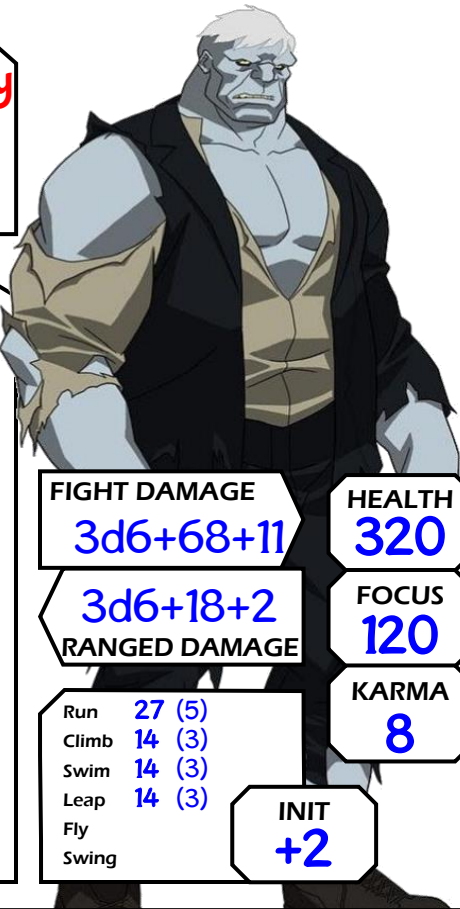
Fight x2  
 Perception

POWERS			
<b>Sword Lunge (Vicious Slash)</b> Fight for Damage (■ 2x and prone)	Blades	Instant	Standard
<b>Sword Thrust (Focused Fury)</b> Fight with Edge for Damage plus Focus spent (■ 2x)	Blades	Instant	Standard
<b>Sword Scalpel (Slice and Dice)</b> Might vs Resilience for Damage and ignore DR (■ 2x)	Blades	Instant	Standard
<b>Sword Riposte (Slash Back)</b> When Fight misses, deal Fight Damage (■ 2x)	Blades	Instant	Reaction
<b>Retaliation (Counterstrike)</b> When Fight attack hits, deal 1/2 Fight Damage	Martial Arts	Instant	Reaction
<b>Press the Advantage (Attack Stance)</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Gauge the Opponent (Defense Stance)</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Untouchable Position &amp; Unflappable Poise</b> Trouble vs Fight x2	Martial Arts	Permanent	None
<b>Effortless Dodge (Shield Deflection)</b> Trouble vs Ranged attacks	Shield-Bearer	Instant	Reaction
<b>Fencing Parry (Shield 3)</b> Damage Reduction 30 vs all attacks that target Agility	Shield-Bearer	Maintained	Easy
<b>Lazarus Pits (Healing Factor)</b> At the end of each turn, add Rank to Health	Utility	Permanent	None
<b>Hardened Instincts (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

Name
**Solomon Grundy**

Origin
**Magic**

Profession
**Criminal**



ABILITIES		
Action Modifier	Ability Score	Defense Score
20	M11 Might	35
11	A2 Agility	24
20	R11 Resilience	37
11	V2 Vigilance	24
7	E1 Ego	21
5	L-1 Logic	16

FIGHT DAMAGE
3d6+68+11

HEALTH
320

3d6+18+2
RANGED DAMAGE

FOCUS
120

Run 27 (5)  
Climb 14 (3)  
Swim 14 (3)  
Leap 14 (3)  
Fly  
Swing

KARMA
8

INIT
+2

Bruiser
ARCHETYPE

15
RANK

TRAITS

Abrasive  
Black Market Access  
Connections: Criminal  
Enduring Constitution  
Extreme Appearance  
Fearless  
Massive (Reach 10')  
Streetwise  
Supernatural

EDGES

Escape x2  
Fatigue  
Fearlessness

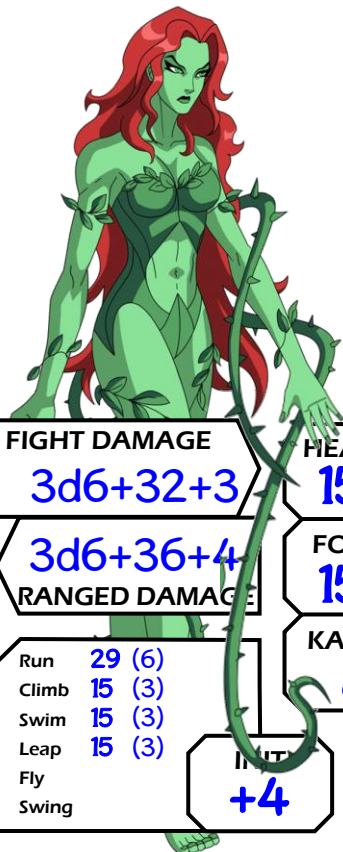
TROUBLES

POWERS			
<b>Damned Strong (Mighty 2)</b> +3 Size for lift, carry, throw; +7 Fight Damage (added)	Super-Strength	Permanent	None
<b>Hell of a Swing (Clobber)</b> Fight for Damage (2x and prone)	Super-Strength	Instant	Standard
<b>Hits Like a Tombstone (Smash)</b> Fight with Edge for Damage plus Focus (2x)	Super-Strength	Instant	Standard
<b>Death Grip (Crushing Grip)</b> Might vs Resilience for (bashing) Damage and Pinned	Super-Strength	Maintained	Reaction
<b>Hard to Move (Immovable)</b> Reduce knockback by 175' (5x Might Defense)	Shield-Bearer	Permanent	None
<b>Hard to Hurt (Flexible Bones 2)</b> Damage Reduction 20 vs bashing/piercing; 2x Edge on escape	Plasticity	Permanent	None
<b>Harder to Kill (Healing Factor)</b> At the end of each turn, add Rank to Health	Utility	Permanent	None
<b>Hard to Wear Down (Sturdy)</b> Add Might Defense to Health (added)	Utility	Permanent	None
<b>Afterlife Support (Environmental Protection)</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent	None
<b>Dwells in Darkness (Thermal Vision)</b> No penalty from darkness or invisibility	Utility	Permanent	None

Name **Poison Ivy**  
 Origin **Weird Science**  
 Profession **Criminal, Scientist**

**Protector**  
 ARCHETYPE

**15**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
12	M3 Might	23
13	A4 Agility	24
13	R4 Resilience	24
13	V4 Vigilance	24
20	E8 Ego	28
14	L2 Logic	22

## FIGHT DAMAGE

3d6+32+3

## RANGED DAMAGE

3d6+36+4

Run	29 (6)
Climb	15 (3)
Swim	15 (3)
Leap	15 (3)
Fly	
Swing	

## HEALTH

150

## FOCUS

150

## KARMA

8

+4

## TRAITS

Beguiling  
 Black Market Access  
 Clinician  
 Connections: Criminal  
 Extra Career  
 Interrogation  
 Inventor  
 Lab Access  
 Leverage  
 Scientific Expertise  
 Streetwise  
 Weird

## EDGES

Diagnosis  
 Escape x2  
 Gadgetry  
 Perception  
 Persuasion x3  
 Questioning  
 Science  
 Stealth

## TROUBLES

Perception  
 Stealth

## POWERS

### Plant Empathy (Nature Sense)

Sense nature in 300' \* Rank, predict weather 1 day per Rank

Weather Control Instant Standard

### Plant Growth (Control Fog)

Fog for 300' x Rank to block line of sight within 50', can also dispel

Weather Control Instant Standard

### Plant Trip (Blow Down)

Ego vs Agility/Might to knock prone (■ Damage)

Weather Control Instant Standard

### Plant Push (Blow Back)

Ego vs Agility/Might to knock back 5x Rank (■ Damage)

Weather Control Instant Standard

### Plant Throw (Blow Away)

Ego vs Agility/Might to knock in any direction 5x Rank (■ Damage)

Weather Control Instant Standard

### Plant a Kiss (Spider-Pheromones)

Edge on Ego (intimidation or persuasion) depending on gender attraction

Spider-Powers Sustained Easy

### Plant Reach (Extended Reach 2)

10x Reach

Plasticity Permanent None

### Plant Squeeze (Coiling Crush)

Agility vs Agility to Paralyze / Might vs Might to escape (■ Damage)

Plasticity Maintained Reaction

### Plant Biology (Flexible Bones 1)

Damage Reduction 10 vs bashing/piercing; Edge on contortion and escape

Plasticity Permanent None

### Plant Environment (Camouflage)

Edge on Agility (stealth), Trouble vs Vigilance (perception)

Utility Permanent None

### Plant Awareness (Heightened Senses)

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None

Name **Vandal Savage**  
 Origin **Weird Science, Training**  
 Profession **Ruler, Soldier**

**Polymath**  
 ARCHETYPE

**20**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
17	M5 Might	28
15	A3 Agility	26
19	R7 Resilience	30
16	V4 Vigilance	27
19	E7 Ego	30
14	L2 Logic	25

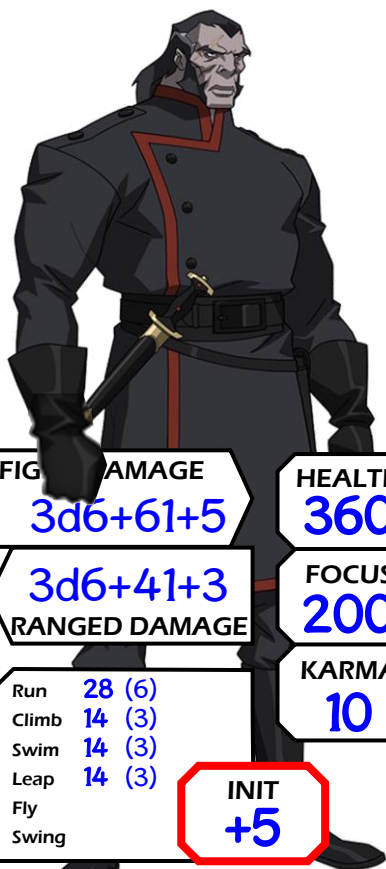


FIG FIGHT DAMAGE

3d6+61+5

3d6+41+3

RANGED DAMAGE

Run 28 (6)  
 Climb 14 (3)  
 Swim 14 (3)  
 Leap 14 (3)  
 Fly  
 Swing

INIT  
 +5

HEALTH

360

FOCUS

200

KARMA

10

## TRAITS

Authority  
 Battle Ready  
 Combat Reflexes  
 Connections: Military  
 Dealmaker  
 Determination  
 Extra Career  
 Extraordinary Origin  
 Headquarters  
 Powerful  
 Public Speaking  
 Regal  
 Rich  
 Situational Awareness  
 Weird

## EDGES

Hope  
 Perception  
 Persuasion

## TROUBLES

Fight x2  
 Stealth

## POWERS

### Caveman Strong (Mighty 2)

+3 size for lift, carry, throw; +7 Fight Damage (added)

### Vicious Slash

Fight for Damage (2x and prone)

### Slash Back

When foe misses attack for Damage (2x)

### Attack Stance

+1 physical (bashing) Damage per rank

### Defense Stance

Trouble vs Fight

### Counterstrike

React 1/2 Fight Damage if in Attack Stance

### Untouchable Position

Trouble vs Fight

### Unflappable Poise

Trouble vs Fight

### Always Ready

Can activate 2 Reactions for Martial Arts

### Heal Mission (Regain Focus)

Add Ego Defense to Focus

### Heal Incidental (Do This All Day, 1+)

Heal 2 Health per 1 Focus spent

### Heal Incoming (Brace for Impact, 1+)

Ignore 1 Health Damage per 1 Focus spent

### Healing Continually (Healing Factor)

At the end of each turn, add Rank to Health

### Longstanding Instincts (Heightened Senses)

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Super-Strength	Permanent	None
Blades	Instant	Standard
Blades	Instant	Reaction
Martial Arts	Maintained	Easy
Martial Arts	Maintained	Easy
Martial Arts	Instant	Reaction
Martial Arts	Permanent	None
Martial Arts	Permanent	None
Martial Arts	Permanent	None
Martial Arts	Instant	Standard
Martial Arts	Permanent	Easy
Martial Arts	Instant	Reaction
Utility	Permanent	None
Utility	Permanent	None



Name
**Lex Luthor**

Origin
**High Tech, Training**

Profession
**Tycoon, Scientist**

**ABILITIES**

Action Modifier	Ability Score	Defense Score
13	M1 Might	24
15	A3 Agility	26
18	R6 Resilience	24
20	V4 Vigilance	29
14	E7 Ego	30
23	L7 Logic	34

FIGHT DAMAGE
3d6+36+

3d6+39+
RANGED DAMAGE

Run 28 (6)  
Climb 14 (3)  
Swim 14 (3)  
Leap 14 (3)  
Fly 560 (112)  
Swing

HEALTH
200

FOCUS
200

KARMA
10

INIT
+4

**Genius**  
ARCHETYPE

20  
RANK

**TRAITS**

Black Market Access  
Connections: Celebrities  
Determination  
Eidetic Memory  
Enemy  
Extra Career  
Extraordinary Origin  
Famous  
Headquarters  
Inventor  
Lab Access  
Leverage  
Public Speaking  
Rich  
Scientific Expertise  
Tech Reliance

**EDGES**

Gadgetry  
Hope  
Investigation  
Perception  
Persuasion x2  
Range  
Science

**TROUBLES**

Stealth

**POWERS**

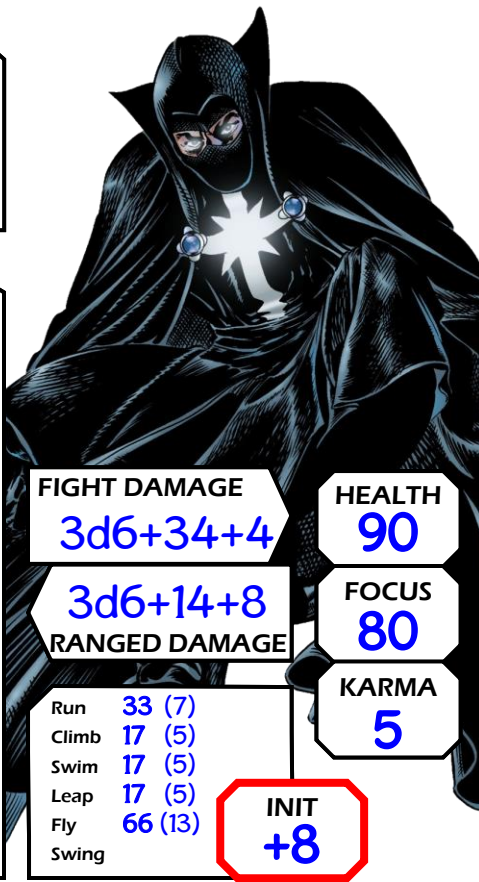
<b>Armor 3</b> 30 Damage Reduction vs Health Damage	Battle Suit	Permanent	None
<b>Mighty 3</b> +4 Size for lift, carry, throw; +11 Fight Damage (added)	Battle Suit	Permanent	None
<b>Lock-On</b> Edge on Ranged Attacks	Battle Suit	Maintained	Easy
<b>Energy Wave</b> Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Energy Blast</b> Ranged Attack 100' for Damage plus Focus (■ 2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Supernova</b> Agility vs Agility in 25' for Damage plus blind/dazzle (1/2 Damage to 50') (■ 2x)	Energy Control	Instant	Standard
<b>Environmental Protection</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent	None
<b>Flight 2</b> Fly at Rank * Running Speed, out of combat Fly at 10x	Utility	Permanent	None
<b>Heightened Senses</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None
<b>Thermal Vision</b> No penalty from darkness or invisibility	Utility	Permanent	None



Name **Confessor**  
 Origin **Magic**  
 Profession **Investigator**

**Polymath**  
 ARCHETYPE

**10**  
 RANK



Action Modifier	Ability Score	Defense Score
15	M4 Might	22
15	A8 Agility	28
10	R3 Resilience	21
9	V2 Vigilance	22
10	E3 Ego	21
10	L3 Logic	21

**FIGHT DAMAGE**  
 3d6+34+4

**HEALTH**  
 90

**RANGED DAMAGE**  
 3d6+14+8

**FOCUS**  
 80

**KARMA**  
 5

Run 33 (7)  
 Climb 17 (5)  
 Swim 17 (5)  
 Leap 17 (5)  
 Fly 66 (13)  
 Swing

**INIT**  
 +8

**TRAITS**

Bloodthirsty  
 Combat Finesse  
 Connections: Police  
 Hounded: Vampire  
 Interrogation  
 Investigation  
 Obligation: Priestly Vows  
 Supernatural

**EDGES**

Clues  
 Escape  
 Intimidation  
 Perception  
 Persuasion  
 Questioning  
 Stealth

**TROUBLES**

Perception  
 Stealth

	POWERS		
<b>Skilled Fighter (Reverse Punch)</b> Fight with Edge for damage (2x)	Plasticity	Instant	Standard
<b>Tough (Flexible Bones 1)</b> Damage Reduction 10 vs bashing/piercing; Edge on contortion and escape	Plasticity	Permanent	None
<b>Mist (Body Sheet)</b> Damage Reduction 40 but cannot attack; Glide at 2x Running Speed	Plasticity	Sustained	Reaction
<b>Strong (Mighty 1)</b> +2 Size for lift, carry, throw; +4 Fight Damage (added)	Spider-Powers	Permanent	None
<b>Quick (Spider-Dodge)</b> Trouble vs attack, if miss can leap any direction	Spider-Powers	Instant	Reaction
<b>Prepared (Spider-Sense)</b> Edge on Initiative and (perception), Trouble vs (stealth)	Spider-Powers	Permanent	None
<b>Hypnotic Stare (Spider-Pheromones)</b> Edge on Ego (intimidation) or (persuasion) depending on gender attraction	Spider-Powers	Sustained	Easy
<b>Fangs (Slash and Dash)</b> Fight with Edge for (slashing) Damage and move 1/2 Speed (2x and prone)	Blades	Instant	Standard
<b>Post-Mortal (Environmental Protection)</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent	None
<b>Self-Repair (Healing Factor)</b> At the end of each turn, add Rank to Health	Utility	Permanent	None
<b>Fade into Shadows (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Permanent	None
<b>Body Heat (Thermal Vision)</b> No penalty from darkness or invisibility	Utility	Permanent	None

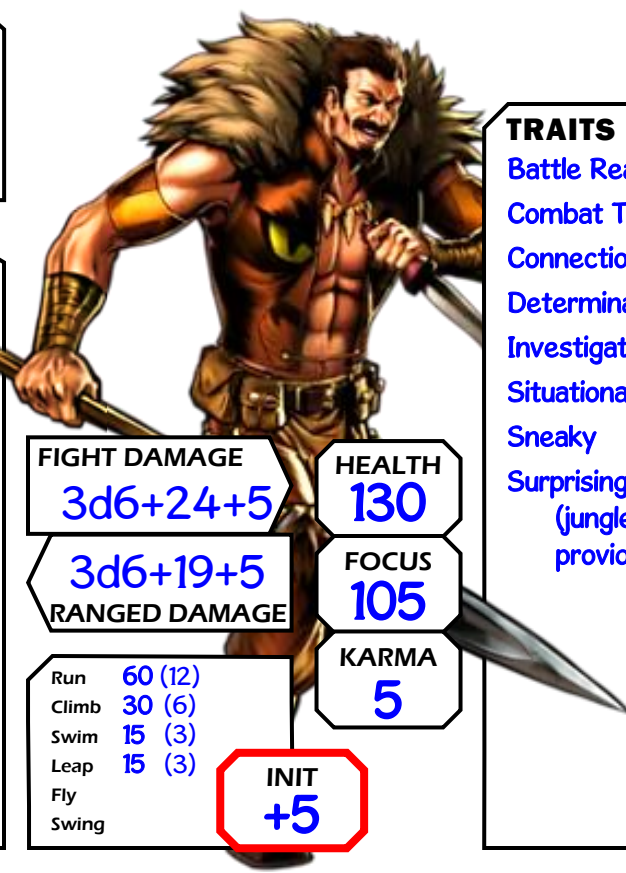
Name **Kraven**  
 Origin **Special Training**  
 Profession **Soldier**

**Polymath**  
 ARCHETYPE

**10**  
 RANK

**ABILITIES**

Action Modifier	Ability Score	Defense Score
12	M5 Might	23
12	A5 Agility	23
13	R6 Resilience	24
11	V4 Vigilance	22
9	E2 Ego	20
8	L1 Logic	19



**FIGHT DAMAGE**  
 $3d6+24+5$

**HEALTH**  
**130**

**RANGED DAMAGE**  
 $3d6+19+5$

**FOCUS**  
**105**

**KARMA**  
**5**

**INIT**  
**+5**

Run 60 (12)  
 Climb 30 (6)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly  
 Swing

**TRAITS**

Battle Ready  
 Combat Trickery  
 Connections: Military  
 Determination  
 Investigation  
 Situational Awareness  
 Sneaky  
 Surprising Power  
 (jungle training provides Stilt Steps)

**EDGES**

Clues  
 Hope  
 Perception  
 Stealth x2

**TROUBLES**

Fight  
 Perception x2  
 Stealth

**POWERS**

<b>Bring a Knife to a Jungle Fight (Slash and Dash)</b> Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)	Blades	Instant	Standard
<b>Bring a Knife to a Jungle Fight (Slash Back)</b> When foe misses attack for Damage (■ 2x)	Blades	Instant	Reaction
<b>Throw a Knife in a Gunfight (Point-Blank Parry)</b> If foe in 10' misses, Attack (■ 2x)	Firearms	Instant	Reaction
<b>Throw a Knife in a Gunfight (Snap Shooting)</b> 2 attacks for 1/2 Damage (■ full Damage)	Firearms	Instant	Standard
<b>Rumble in the Jungle (Attack Stance)</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Rumble in the Jungle (Counterstrike)</b> Fight for 1/2 Damage if in Attack Stance	Martial Arts	Instant	Reaction
<b>Rumble in the Jungle (Untouchable Position)</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Sprint Like a Cheetah (Stilt Steps)</b> 2x Running and Climb Speed	Plasticity	Permanent	None
<b>Hide Like a Leopard (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Permanent	None
<b>Stalk Like a Lion (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

Name
**Chuck**

Origin
**High Tech**

Profession
**Scientist, Spy**

ABILITIES		
Action Modifier	Ability Score	Defense Score
12	M1 Might	19
12	A5 Agility	26
10	R3 Resilience	18
15	V6 Vigilance	24
6	E2 Ego	20
15	L6 Logic	26

FIGHT DAMAGE
3d6+12+1

HEALTH
70

3d6+26+5
RANGED DAMAGE

FOCUS
120

Run 30 (6)  
Climb 15 (3)  
Swim 15 (3)  
Leap 15 (3)  
Fly  
Swing

KARMA
5

INIT
+6

Genius
ARCHETYPE

10
RANK

TRAITS

Black Market Access  
Combat Finesse  
Connections: Espionage  
Eidetic Memory  
Gullible  
Leverage  
Quick Learner  
Tech Reliance

EDGES

Investigation  
Perception  
Persuasion  
Range  
Retrying

TROUBLES

Fight  
Range  
Stealth

POWERS			
<b>Augmented Intelligence</b> +1 Damage per Rank	Cybernetics	Maintained	Easy
<b>Augmented Reflexes</b> Edge on Initiative, +2 Agility Defense (added)	Cybernetics	Permanent	None
<b>Lock-On</b> Edge on Ranged Attacks	Cybernetics	Maintained	Easy
<b>Fast Strikes</b> 2 Fight attacks on single foe for 1/2 Damage (■ 2x)	Martial Arts	Instant	Standard
<b>Chain Strikes</b> Fight with Edge (■ attack twice)	Martial Arts	Instant	Standard
<b>Defense Stance</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Unflappable Poise</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Bullet Time</b> Trouble vs Ranged Attacks	Firearms	Instant	Reaction
<b>Suppressive Fire</b> Agility vs Ego for 1/2 Focus Damage and Stunned (■ full and prone)	Firearms	Instant	Standard
<b>Heightened Senses</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None



Name **Polka Dot Man**  
 Origin **Weird Science**  
 Profession **Criminal**

**Blaster**  
 ARCHETYPE

**10**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
9	M2 Might	17
15	A6 Agility	26
9	R5 Resilience	20
12	V5 Vigilance	25
10	E3 Ego	21
9	L2 Logic	20

## FIGHT DAMAGE

3d6+14+2

## HEALTH

90

3d6+25+6

## RANGED DAMAGE

## FOCUS

110

## KARMA

5

Run 31 (6)  
 Climb 16 (5)  
 Swim 16 (5)  
 Leap 16 (5)  
 Fly  
 Swing

INIT  
 +5

## TRAITS

Abrasive  
 Black Market Access  
 Connections: Criminal  
 Extreme Appearance  
 Loner  
 Signature Attack  
 (Dimensional Energy)  
 Streetwise  
 Weird

## EDGES

Range

## TROUBLES

## POWERS

### Energy Absorption

Add all energy damage to Focus

Energy Control Instant None

### Energy Wave

Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Energy Blast (10+)

Ranged Attack 100' for Damage plus Focus (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Supernova

Agility vs Agility in 25' for Damage plus blind/dazzle (1/2 Damage to 50') (■ 2x)

Energy Control Instant Standard

### Illumination

Light an object within 100'

Energy Control Maintained Easy

### Flare

Agility vs Vigilance in 25' for blind/dazzled (■ Damage)

Energy Control Instant Standard

### Dazzle

Ranged Attack 100' for blind/dazzle (■ Damage)

Energy Control Instant Standard

### Holographic Illusion

Visual illusion to 300', Ego vs Vigilance to fool

Energy Control Instant Standard

### Containment Suit (Armor 1)

10 Damage Reduction vs Health Damage.

Battle Suit Permanent None

### Containment Suit (Effect Resistance: energy)

Half Damage after defense for one Damage Subtype

Battle Suit Permanent None

### Containment Suit (Environmental Protection)

Immune to cold, heat, pressure, radiation, space

Utility Permanent None

### Dimensional Sight (Thermal Vision)

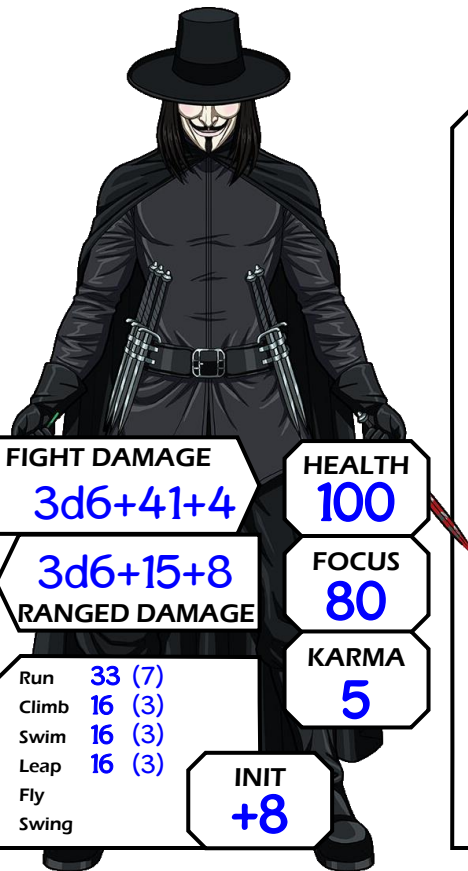
No penalty from darkness or invisibility

Utility Permanent None

Name
**V**

Origin
Special Training

Profession
Criminal



Striker
ARCHETYPE

10
RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
13	M4 Might	22
15	A8 Agility	28
11	R4 Resilience	22
9	V2 Vigilance	20
8	E4 Ego	19
6	L1 Logic	19

FIGHT DAMAGE
3d6+41+4

HEALTH
100

RANGED DAMAGE
3d6+15+8

FOCUS
80

KARMA
5

INIT
+8

Run 33 (7)  
Climb 16 (3)  
Swim 16 (3)  
Leap 16 (3)  
Fly  
Swing

TRAITS

Black Market Access  
Combat Finesse  
Connections: Criminal  
Determination  
Headquarters  
Hunted  
Secret Identity  
Streetwise

EDGES

Hope  
Perception

TROUBLES

Fight  
Range  
Stealth

POWERS

<b>Fast Slashes</b> 2 attacks for 1/2 damage (🟩 bonus attack)	Blades	Instant	Standard
<b>Whirling Frenzy</b> Agility vs Agility for foes in reach for 1/2 damage (🟩 full and prone)	Blades	Instant	Standard
<b>Slash and Dash</b> Fight with Edge for (slashing) Damage and move 1/2 Speed (🟩 2x and prone)	Blades	Instant	Standard
<b>All You Have Are Bullets (Bullet Time)</b> Foes have Trouble on attacks	Firearms	Instant	Reaction
<b>Knife Throw (Point-Blank Parry)</b> If foe in 10' misses, Attack (🟩 2x)	Firearms	Instant	Reaction
<b>Knife Throw (Double Tap)</b> Attack within 10' for Damage (🟩 2x)	Firearms	Instant	Standard
<b>Attack Stance</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Counterstrike</b> React 1/2 Fight Damage if in Attack Stance	Martial Arts	Instant	Reaction
<b>Untouchable Position</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Heightened Senses</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

Name **The Spot**  
 Origin **Weird Science**  
 Profession **Scientist, Criminal**

**Polymath**  
 ARCHETYPE

**10**  
 RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
12	M2 Might	20
12	A5 Agility	23
13	R6 Resilience	24
12	V5 Vigilance	23
9	E2 Ego	20
10	L3 Logic	21

FIGHT DAMAGE  
 3d6+24+2

RANGED DAMAGE  
 3d6+14+5

Run 60 (12)  
 Climb 30 (6)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly  
 Swing

INIT  
 +5

HEALTH  
 120

FOCUS  
 110

KARMA  
 5

## TRAITS

Black Market Access  
 Combat Finesse  
 Connections: Criminal  
 Extra Career  
 Inventor  
 Lab Access  
 Out of Shape  
 Scientific Expertise  
 Sneaky  
 Streetwise  
 Weird

## EDGES

Escape x2  
 Fight  
 Stealth x2

## TROUBLES

Fight x2  
 Perception x2

## POWERS

### How is His Arm Over Here? (Extended Reach 2)

10x Reach

Plasticity Permanent None

### Now He's Way Over There! (Stilt Steps)

2x Running and Climb Speed

Plasticity Permanent None

### You Ever Feel Like You're Being Watched? (Rubberneck)

Stretch head from body up to reach

Plasticity 1 Round Easy

### Only Winged Him (Flexible Bones 2)

Damage Reduction 20 vs bashing/piercing; 2x Edge on contortion and escape

Plasticity Permanent None

### How Do You Hold This Guy? (Slip Free)

Not Grabbed or Pinned

Plasticity Instant Reaction

### These Stupid Holes are Everywhere! (Defense Stance)

Trouble vs Fight

Martial Arts Maintained Easy

### I Keep Punching Holes! (Unflappable Poise)

Trouble vs Fight

Martial Arts Permanent None

### Where Do These Arms Keep Coming From? (Additional Limb)

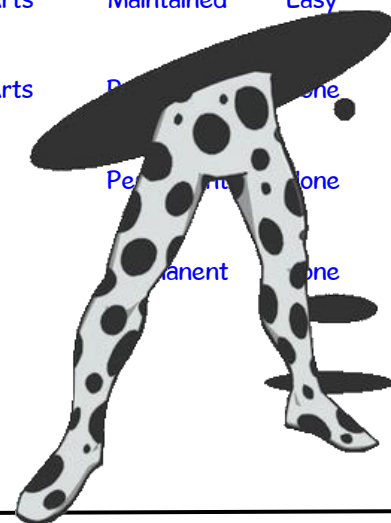
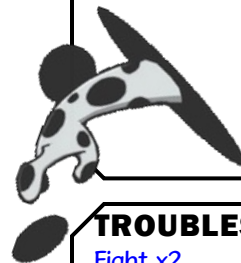
Edge for Fight

Utility Permanent None

### Where'd He Go? (Camouflage)

Edge on Agility (stealth), Trouble vs Vigilance (perception)

Utility Permanent None



Name **The Kingpin**  
 Origin **Special Training**  
 Profession **Criminal, Tycoon**

**Protector**  
 ARCHETYPE

**15**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
<b>17</b>	<b>M11</b> Might	<b>30</b>
<b>10</b>	<b>A1</b> Agility	<b>19</b>
<b>17</b>	<b>R8</b> Resilience	<b>28</b>
<b>17</b>	<b>V2</b> Vigilance	<b>26</b>
<b>15</b>	<b>E2</b> Ego	<b>26</b>
<b>11</b>	<b>L2</b> Logic	<b>22</b>

## FIGHT DAMAGE

**3d6+48+11**

**3d6+32+1**

## RANGED DAMAGE

Run **31** (6)  
 Climb **16** (3)  
 Swim **16** (3)  
 Leap **16** (3)  
 Fly  
 Swing

**INIT +2**

## HEALTH

**240**

## FOCUS

**150**

## KARMA

**8**

## TRAITS

**Black Market Access**  
**Connections: Celebrities**  
**Connections: Criminal**  
**Determination**  
**Extra Career**  
**Famous**  
**Leader**  
**Leverage**  
**Massive**  
**Public Speaking**  
**Rich**  
**Streetwise**

## EDGES

**Hope**  
**Persuasion x3**  
**Investigation**

## TROUBLES

**Fight**

## POWERS

### Crushing Grip

Might vs Resilience for (bashing) Damage and Pinned

Super-Strength Maintained Reaction

### Clobber

Fight for Damage (■ 2x and prone)

Super-Strength Instant Standard

### Smash (5+)

Fight with Edge for Damage plus Focus (■ 2x)

Super-Strength Instant Standard

### Immovable

Reduce knockback by 150' (5x Might Defense)

Super-Strength Permanent None

### Mighty 1

+2 Size for lift, carry, throw; +4 Fight Damage (added)

Super-Strength Permanent None

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts Maintained Easy

### Counterstrike

React 1/2 Fight Damage if in Attack Stance

Martial Arts Instant Reaction

### Untouchable Position

Trouble vs Fight

Martial Arts Permanent None

### Defense Stance

Trouble vs Fight

Martial Arts Maintained Easy

### Battle Plan

Inspire allies in earshot for Edge on all actions

Tactical Mastery 1 Round Standard

### Inspiration

An ally in earshot gains Edge on all actions

Utility 1 Round Easy

### Sturdy

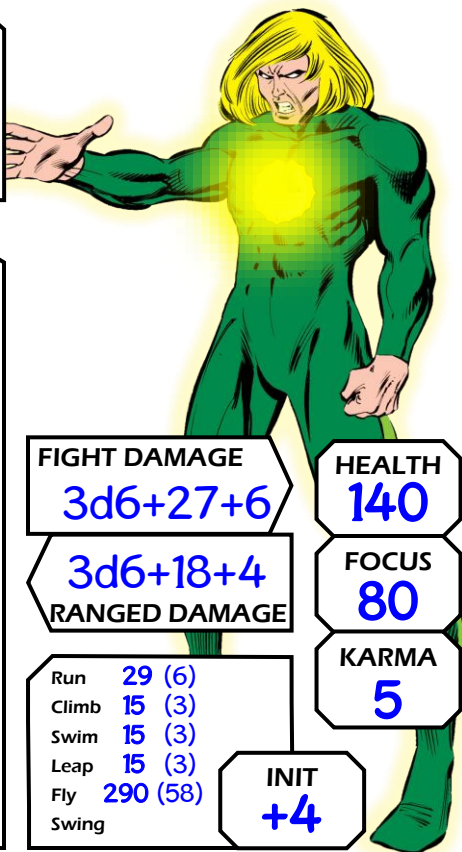
Add Might Defense to Health (added)

Utility Permanent None

Name **Will o' the Wisp**  
 Origin **Weird Science**  
 Profession **Scientist**

**Polymath**  
 ARCHETYPE

**10**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
13	M6 Might	24
11	A4 Agility	22
15	R8 Resilience	26
9	V2 Vigilance	20
10	E3 Ego	21
10	L3 Logic	21

**FIGHT DAMAGE**  
 $3d6+27+6$

**HEALTH**  
**140**

**RANGED DAMAGE**  
 $3d6+18+4$

**FOCUS**  
**80**

**KARMA**  
**5**

Run **29** (6)  
 Climb **15** (3)  
 Swim **15** (3)  
 Leap **15** (3)  
 Fly **290** (58)  
 Swing

**INIT**  
**+4**

- TRAITS**
- Determination
  - Enduring Constitution
  - First Aid
  - Inventor
  - Lab Access
  - Scientific Expertise
  - Surprising Power  
(decrease density via Body Sheet)
  - Weird

- EDGES**
- Escape x2
  - Fatigue
  - Gadgetry
  - Hope
  - Medicine
  - Science

**TROUBLES**

POWERS		
<b>Bright Light (Illumination)</b> Light an object within 100'	Energy Control	Maintained Easy
<b>Blinding Light (Flare)</b> Agility vs Vigilance in 25' for blind/dazzled (■ Damage)	Energy Control	Instant Standard
<b>Hypnosis (Holographic Illusion)</b> Visual illusion to 300', Ego vs Vigilance to fool	Energy Control	Maintained Standard
<b>Density Increase (Mighty 2)</b> +3 Size for lift, carry, throw; +7 Fight Damage (added)	Super-Strength	Permanent None
<b>Partly Solid (Flexible Bones 1)</b> Damage Reduction 10 vs bashing/piercing; Edge on contortion and escape	Plasticity	Permanent None
<b>Density Decrease (Body Sheet)</b> Damage Reduction 40 but cannot attack; Glide at 2x Running Speed	Plasticity	Sustained Reaction
<b>Flight 2</b> Fly at Rank * Running Speed, out of combat Fly at 10x	Utility	Permanent None
<b>Environmental Protection</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent None



Name
**Neo**

Origin
**High Tech**

Profession
**Criminal**

Genius
ARCHETYPE

15
RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
17	M8 Might	28
17	A8 Agility	30
13	R4 Resilience	21
13	V0 Vigilance	20
10	E4 Ego	24
15	L2 Logic	26

FIGHT DAMAGE  
3d6+26+8

HEALTH  
120

RANGED DAMAGE  
3d6+44+8

FOCUS  
120

KARMA  
8

INIT  
+8

Run 33 (7)  
Climb 17 (5)  
Swim 17 (5)  
Leap 33 (7)  
Fly  
Swing

TRAITS

Black Market Access  
Combat Reflexes  
Connections: Criminal  
Determination  
Enemy  
Free Running  
Streetwise  
Surprising Power  
(there is no spoon provides Jump)  
Tech Reliance

EDGES

Hope  
Acrobatics

TROUBLES

Range  
Fight x2

POWERS

His Neurokinetics are Way Off the Charts (Augmented Reflexes) Edge on Initiative, +2 Agility Defense (added)	Cybernetics	Permanent	None
His Neurokinetics are Way Off the Charts (Augmented Intelligence) +1 Damage per Rank	Cybernetics	Maintained	Easy
We Need Guns; Lots of Guns (Lock-On) Edge on Ranged Attacks	Cybernetics	Maintained	Easy
We Need Guns; Lots of Guns (Snap Shooting) 2 attacks for 1/2 Damage ( full)	Firearms	Instant	Standard
Bullet Time (Bullet Time) Trouble vs Ranged Attacks	Firearms	Instant	Reaction
Bullet Time (Unflappable Poise) Trouble vs Fight	Martial Arts	Permanent	None
Bullet Time (Untouchable Position) Trouble vs Fight	Martial Arts	Permanent	None
I Know Kung Fu (Attack Stance) +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
I Know Kung Fu (Counterstrike) React 1/2 Fight Damage if in Attack Stance	Martial Arts	Instant	Reaction
I Know Kung Fu (Defense Stance) Trouble vs Fight	Martial Arts	Maintained	Easy
There is No Spoon (Jump 2) Jump at Running Speed	Super-Strength	Permanent	None

Name

Mr. Incredible

Origin

Mutant

Profession

Investigator

Striker

ARCHETYPE

15

RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
23	M10 Might	30
12	A3 Agility	27
17	R8 Resilience	28
11	V2 Vigilance	22
8	E2 Ego	19
7	L1 Logic	21

FIGHT DAMAGE

3d6+52+10

HEALTH

240

3d6+18+2

RANGED DAMAGE

FOCUS

120

Run 28 (6)

Climb 14 (3)

Swim 14 (3)

Leap 420 (90)

Fly

Swing

KARMA

8

INIT

+3

TRAITS

Connections: Police

Dependents

Determination

Hounded

Interrogation

Investigation

X-Gene

EDGES

Clues

Investigation

Questioning

TROUBLES

Fight

POWERS

Mighty 4

+5 Size for lift, carry, throw; +14 Fight Damage (added)

Jump 2

Jump at Rank \* Running Speed

Clobber

Fight for Damage (2x and prone)

Smash

Fight with Edge for Damage plus Focus (2x)

Crushing Grip

Might vs Resilience for bashing Damage and Pinned

Quick Toss

Throw Grabbed character (1 mile), falls prone, if success both Damage

Defense Stance

Trouble vs Fight

Unflappable Poise

Trouble vs Fight

Sturdy

Add Might Defense to Health (added)

Super-Strength	Permanent	None
Super-Strength	Permanent	None
Super-Strength	Instant	Standard
Super-Strength	Instant	Standard
Super-Strength	Maintained	Reaction
Super-Strength	Instant	Reaction
Martial Arts	Maintained	Easy
Martial Arts	Permanent	None
Utility	Permanent	None

Name

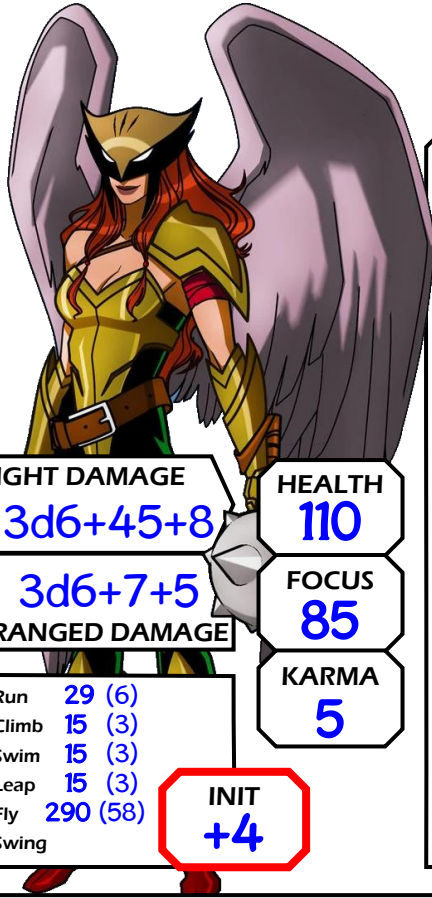
Origin

Profession

Hawkgirl

Alien

Soldier



Striker

ARCHETYPE

10

RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
17	M8 Might	26
11	A4 Agility	24
12	R5 Resilience	23
9	V2 Vigilance	20
7	E3 Ego	18
5	L1 Logic	19

FIGHT DAMAGE

3d6+45+8

HEALTH

110

RANGED DAMAGE

3d6+7+5

FOCUS

85

KARMA

5

INIT

+4

Run 29 (6)

Climb 15 (3)

Swim 15 (3)

Leap 15 (3)

Fly 290 (58)

Swing

- TRAITS**
- Alien Heritage
  - Battle Ready
  - Bloodthirsty
  - Connections: Military
  - Piloting
  - Signature Attack (Edge with Mace)
  - Signature Weapon (Edge with Mace)
  - Situational Awareness

**EDGES**

Fight x2

Piloting

**TROUBLES**

**POWERS**

<b>Alien Strength (Mighty 1)</b> +2 Size for lift, carry, throw; +4 Fight Damage (added)	Super-Strength	Permanent	None
<b>Mace Strike (Shield Bash)</b> Fight attack for Damage (■ 2x and prone)	Shield-Bearer	Instant	Standard
<b>Mace Throw (Hurled Shield Bash)</b> Ranged attack for Damage, range 10x Rank (■ 2x and prone)	Shield-Bearer	Instant	Standard
<b>Mace Ricochet (Rico-Shield)</b> Ranged attack for Damage, range 10x Rank (■ prone and another attack)	Shield-Bearer	Instant	Standard
<b>Mace Block (Shield 1)</b> Damage Reduction 10 vs all attacks that target Agility	Shield-Bearer	Maintained	Easy
<b>Mace Deflect (Shield Deflection)</b> Trouble vs Ranged	Shield-Bearer	Instant	Reaction
<b>Mace Smash (Attack Stance)</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Wings (Flight 2)</b> Fly at Rank * Running Speed, out of combat Fly at 10x	Utility	Permanent	None
<b>Ram</b> Fight with Edge for Damage to you and foe and both prone	Utility	Instant	Standard

Name
**Spock**

Origin
**Alien**

Profession
**Scientist**



**Genius**  
ARCHETYPE

10  
RANK

**ABILITIES**

Action Modifier	Ability Score	Defense Score
11	M4 Might	22
10	A3 Agility	21
11	R4 Resilience	19
12	V3 Vigilance	21
8	E4 Ego	22
14	L5 Logic	25

FIGHT DAMAGE  
3d6+18+4

HEALTH  
80

3d6+17+3  
RANGED DAMAGE

FOCUS  
90

Run 28 (6)  
Climb 14 (3)  
Swim 14 (3)  
Leap 14 (3)  
Fly  
Swing

KARMA  
5

INIT  
+3

**TRAITS**

Alien Heritage  
Eidetic Memory  
First Aid  
Inventor  
Investigation  
Iron Will  
Lab Access  
Scientific Expertise

**EDGES**

Clues  
Escape Control  
Gadgetry  
Investigation  
Medicine  
Perception  
Science

**TROUBLES**

Ego Attacks  
Fight  
Stealth

**POWERS**

**Vulcan Strength (Mighty 2)**  
+3 Size for lift, carry, throw; +7 Fight Damage (added)

Super-Strength
Permanent
None

**Vulcan Neck Pinch (Attack Stance)**  
+1 physical (bashing) Damage per rank

Martial Arts
Maintained
Easy

**Vulcan Choke Hold (Crushing Grip)**  
Might vs Resilience for (bashing) Damage and Pinned

Martial Arts
Maintained
Reaction

**Inhuman Reflexes (Defense Stance)**  
Trouble vs Fight

Martial Arts
Maintained
Easy

**Inhuman Reflexes (Unflappable Poise)**  
Trouble vs Fight

Martial Arts
Permanent
None

**Inhuman Reflexes (Bullet Time)**  
Trouble vs Ranged Attacks

Firearms
Instant
Reaction

**Trained Aim (Sniping)**  
Attack for Damage; if fantastic 2x

Firearms
Instant
Standard

**Discouraging Aim (Suppressive Fire)**  
Agility vs Ego for 1/2 Focus Damage and Stunned ( full and prone)

Firearms
Instant
Standard

**Enforcing Aim (Return Fire)**  
When foe attacks, Attack for 1/2 Focus Damage and Stunned

Firearms
Instant
Reaction

**Observant (Heightened Senses)**  
Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility
Permanent
None

Name

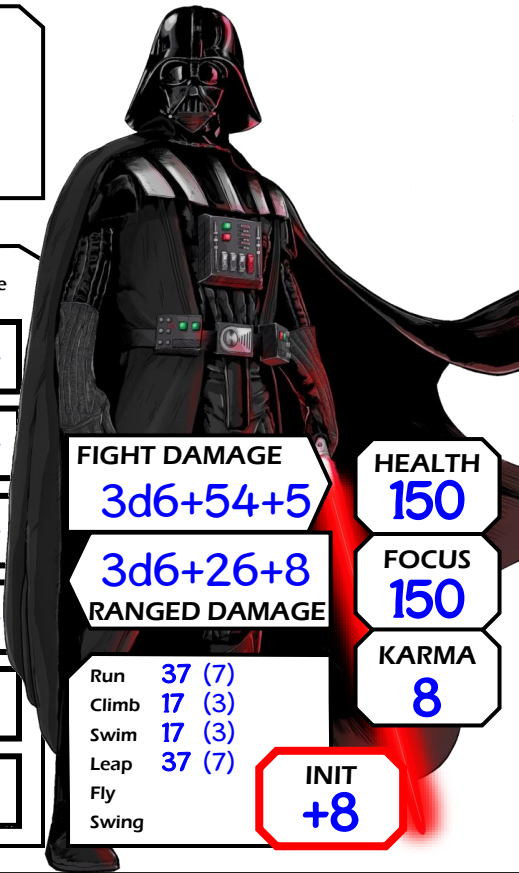
Darth Vader

Origin

High Tech

Profession

Ruler



ABILITIES		
Action Modifier	Ability Score	Defense Score
21	M4 Might	24
17	A8 Agility	34
11	R4 Resilience	24
11	V4 Vigilance	24
10	E4 Ego	21
8	L2 Logic	22

FIGHT DAMAGE

3d6+54+5

3d6+26+8

RANGED DAMAGE

Run 37 (7)

Climb 17 (3)

Swim 17 (3)

Leap 37 (7)

Fly

Swing

HEALTH

150

FOCUS

150

KARMA

8

INIT

+8

Striker

ARCHETYPE

15

RANK

TRAITS

Authority

Combat Finesse

Combat Reflexes

Infamous

Iron Will

Powerful

Regal

Surprising Power (Jump)

Tech Reliance

EDGES

Escape Control

Perception

Persuasion

TROUBLES

Ego Attacks

Stealth

POWERS

Light Saber Slash (Fast Slashes)

2 attacks for 1/2 damage (■ bonus attack)

Blades

Instant

Standard

Light Saber Flurry (Whirling Frenzy)

Agility vs Agility for foes in reach for 1/2 damage (■ full and prone)

Blades

Instant

Standard

Light Saber Riposte (Slash Back)

When foe misses, attack for Damage (■ 2x)

Blades

Instant

Reaction

Light Saber Charge (Slash and Dash)

Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)

Blades

Instant

Standard

Light Saber Deflect (Shield Deflection)

Trouble vs Ranged attacks

Shield

Instant

Reaction

Light Saber Parry (Shield 2)

Damage Reduction 20 vs all attacks that target Agility

Shield

Maintained

Easy

Cybernetic Body (Augmented Reflexes)

+2 Agility Defense (added), Edge on Initiative

Cybernetics

Permanent

None

Cybernetic Brain (Augmented Intelligence)

+1 Damage per Rank

Cybernetics

Maintained

Easy

Force Leap (Jump 1)

Jump at Running Speed

Super-Strength

Permanent

None

Force Sensitive (Heightened Senses)

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility

Permanent

None

Life Support (Environmental Protection)

Immune to cold, heat, pressure, radiation, space

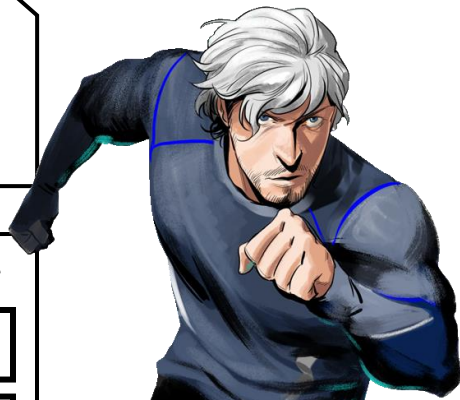
Utility

Permanent

None



Name **Quicksilver**  
 Origin **Mutant**  
 Profession **Outsider**



ABILITIES		
Action Modifier	Ability Score	Defense Score
20	M2 Might	22
20	A13 Agility	33
11	R4 Resilience	24
9	V2 Vigilance	20
5	E1 Ego	19
5	L1 Logic	16

**FIGHT DAMAGE**  
 3d6+42+2

**HEALTH**  
 120

**3d6+7+13**  
**RANGED DAMAGE**

**FOCUS**  
 80

**KARMA**  
 5

Run 76 (15)  
 Climb 38 (8)  
 Swim 19 (4)  
 Leap 25 (5)  
 Fly 760 (152)  
 Swing

**INIT**  
 +13

**Bruiser**  
 ARCHETYPE

**10**  
 RANK

**TRAITS**

Combat Finesse  
 Combat Reflexes  
 Connections: Outsiders  
 Fresh Eyes  
 Hounded  
 Linguist  
 Stranger  
 Surprising Power (Still Steps)  
 X-Gene

**EDGES**

Novelty

**TROUBLES**

Fight

POWERS			
<b>Quick Running (Still Steps)</b> 2x Running and Climb Speed	Plasticity	Instant	Movement
<b>Quick Escape (Slip Free)</b> Not Grabbed or Pinned	Plasticity	Instant	Reaction
<b>Quick Stand (Bounce Back)</b> Immune to falling damage, immediately stand from prone, Jump Speed 25	Plasticity	Instant	Reaction
<b>Quick Dodge (Shield 2)</b> Damage Reduction 20 vs all attacks that target Agility	Shield-Bearer	Maintained	Easy
<b>Quick Dodge (Shield Deflection)</b> Trouble vs Ranged	Shield-Bearer	Instant	Reaction
<b>Quick Dodge (Defense Stance)</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Quick Dodge (Unflappable Poise)</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Quick Running (Flight 1)</b> Fly at Rank * Running Speed	Utility	Permanent	None
<b>Quick Impact (Ram)</b> Fight with Edge for Damage to you and foe, both prone (☐ only foe is prone)	Utility	Instant	Standard

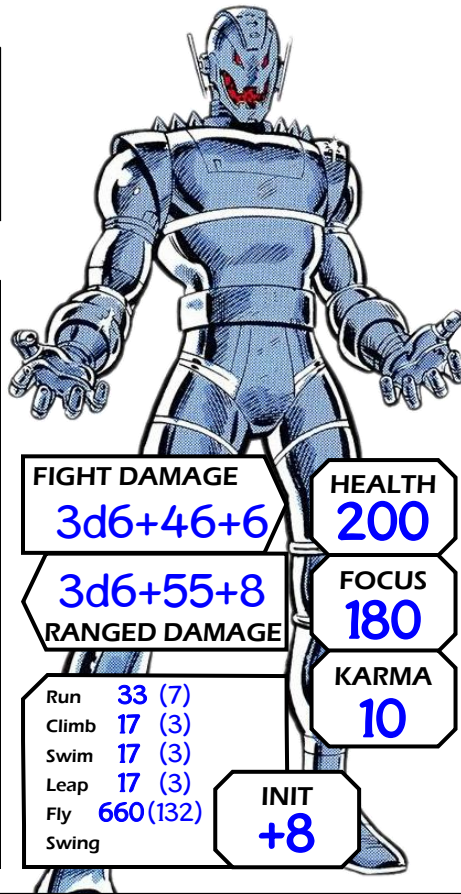
Name **Ultron**  
 Origin **High Tech**  
 Profession **Criminal**

**Polymath**  
 ARCHETYPE

**20**  
 RANK

### ABILITIES

Action Modifier	Ability Score	Defense Score
<b>19</b>	<b>M7</b> Might	<b>30</b>
<b>26</b>	<b>A8</b> Agility	<b>31</b>
<b>16</b>	<b>R4</b> Resilience	<b>27</b>
<b>15</b>	<b>V3</b> Vigilance	<b>28</b>
<b>13</b>	<b>E1</b> Ego	<b>24</b>
<b>17</b>	<b>L5</b> Logic	<b>30</b>



**FIGHT DAMAGE**

**3d6+46+6**

**HEALTH**

**200**

**3d6+55+8**

**RANGED DAMAGE**

**FOCUS**

**180**

**KARMA**

**10**

Run **33 (7)**  
 Climb **17 (3)**  
 Swim **17 (3)**  
 Leap **17 (3)**  
 Fly **660 (132)**  
 Swing

**INIT**  
**+8**

### TRAITS

Abrasive  
 Black Market Access  
 Combat Reflexes  
 Connections: Criminal  
 Eidetic Memory  
 Enduring Constitution  
 Extra Career  
 Extreme Appearance  
 Inventor  
 Lab Access  
 Scientific Expertise  
 Signature Attack  
 (Beams/Blasts)  
 Streetwise  
 Tech Reliance

### EDGES

Fatigue  
 Gadgetry  
 Memory  
 Range  
 Science

### TROUBLES

### POWERS

#### Armor 4

40 Damage Reduction vs Health Damage

Cybernetics Permanent None

#### Mighty 2

+3 Size for lift, carry, throw; +7 Fight Damage (added)

Cybernetics Permanent None

#### Augmented Intelligence

+1 Damage per Rank

Cybernetics Maintained Easy

#### Anti-Dazzle Optics

Cannot be blinded/dazzled by excessive light

Cybernetics Permanent None

#### Lock-On

Edge on Ranged Attacks

Cybernetics Maintained Easy

#### Energy Wave

Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)

Energy Control Instant Standard

#### Energy Blast

Ranged Attack 100' for Damage plus Focus (■ 2x and blinded/dazzled)

Energy Control Instant Standard

#### Flight 2

Fly at Rank \* Running Speed, out of combat Fly at 10x

Utility Permanent None

#### Environmental Protection

Immune to cold, heat, pressure, radiation, space

Utility Permanent None

#### Thermal Vision

No penalty from darkness or invisibility

Utility Permanent None

Name **Valkyrie**  
 Origin **God**  
 Profession **Soldier**

Action Modifier	Ability Score	Defense Score
15	M6 Might	24
10	A3 Agility	23
12	R5 Resilience	23
12	V5 Vigilance	23
7	E3 Ego	18
5	L1 Logic	19



**FIGHT DAMAGE**  
3d6+41+6

**RANGED DAMAGE**  
3d6+12+3

**HEALTH**  
110

**FOCUS**  
115

**KARMA**  
5

**INIT**  
+5

Run 28 (6)  
 Climb 14 (3)  
 Swim 14 (3)  
 Leap 14 (3)  
 Fly 280 (59)  
 Swing

**Striker**  
ARCHETYPE

**10**  
RANK

**TRAITS**

Battle Ready  
 Combat Reflexes  
 Connections: Military  
 Determination  
 Enhanced Physique  
 Fearless  
 God Heritage  
 Iron Will  
 Obligation: Sentry Duties  
 Situational Awareness  
 Worshipped

**EDGES**

Escape Control  
 Fearlessness  
 Hope  
 Perception

**TROUBLES**

Ego Attacks  
 Stealth

POWERS			
<b>Asgardian Strength (Mighty 1)</b> +2 Size for lift, carry, throw; +4 Fight Damage (added)	Battle Suit	Permanent	None
<b>Asgardian Armor (Armor 2)</b> 20 Damage Reduction vs Health Damage	Battle Suit	Permanent	None
<b>Dragon Fang Attack (Vicious Slash)</b> Fight for Damage (■ 2x and prone)	Blades	Instant	Standard
<b>Dragon Fang Defense (Slash Back)</b> When foe misses attack for Damage (■ fantastic 2x)	Blades	Instant	Reaction
<b>Dragon Fang Thrust (Slice and Dice)</b> Might vs Resilience for Damage and ignore DR (■ 2x)	Blades	Instant	Standard
<b>Dragon Fang on the Run (Slash and Dash)</b> Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)	Blades	Instant	Standard
<b>Battle Training (Defense Stance)</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Pegasus (Flight 1)</b> Fly at Rank * Running Speed	Utility	Permanent	None
<b>Battle-Hardened Instincts (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

Name **Harley Quinn**  
 Origin **Special Training**  
 Profession **Criminal**

**Striker**  
 ARCHETYPE

**10**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
17	M3 Might	21
15	A8 Agility	28
9	R2 Resilience	20
9	V2 Vigilance	20
9	E5 Ego	20
7	L3 Logic	21

## FIGHT DAMAGE

3d6+33+3

3d6+11+8

## RANGED DAMAGE

Run 33 (7)  
 Climb 17 (3)  
 Swim 17 (3)  
 Leap 17 (3)  
 Fly  
 Swing

## HEALTH

80

## FOCUS

80

## KARMA

5

INIT  
 +8

## TRAITS

Beguiling  
 Black Market Access  
 Combat Finesse  
 Connections: Criminal  
 Determination  
 Free Running  
 Sneaky  
 Streetwise

## EDGES

Acrobatics  
 Persuasion  
 Hope  
 Stealth

## TROUBLES

Fight x2  
 Perception

## POWERS

### Big Mallet (Attack Stance)

+1 physical (bashing) Damage per rank

Martial Arts

Maintained

Easy

### Counterstrike

React 1/2 Fight Damage if in Attack Stance

Martial Arts

Instant

Reaction

### Reverse-Momentum Throw

When Fight attack misses, attacker takes Fight Health (bashing) Damage and prone

Martial Arts

Instant

Reaction

### Grappling Technique

Fight for Damage and Grabbed, if fantastic Pinned

Martial Arts

Instant

Standard

### Very Dodgy (Untouchable Position)

Trouble vs Fight

Martial Arts

Permanent

None

### Very Dodgy (Unflappable Poise)

Trouble vs Fight

Martial Arts

Permanent

None

### Very Dodgy (Defense Stance)

Trouble vs Fight

Martial Arts

Maintained

Easy

### Very Dodgy (Bullet Time)

Trouble vs Ranged

Firearms

Instant

Reaction

### Double Shot (Both Guns Blazing)

2 attacks for 1/2 Damage; if fantastic another attack

Firearms

Instant

Standard

### Hair-Brained Trigger (Point-Blank Parry)

If foe in 10' misses, Attack; if fantastic 2x

Firearms

Instant

Reaction

### Crazy Cuckoo Talk (Wisecracker)

When you hit or foe misses, crack joke for Focus damage of Ego Defense

Utility

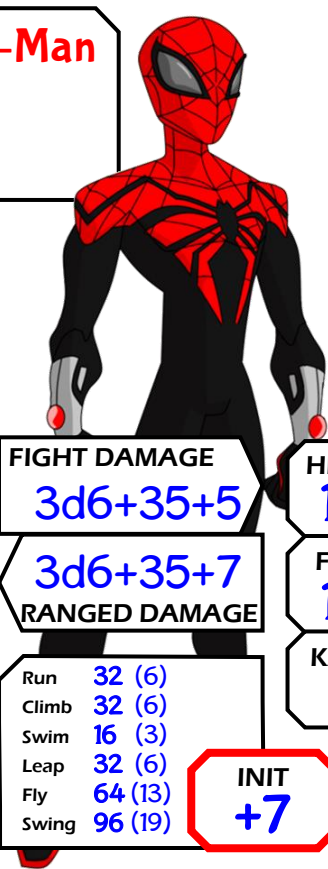
Instant

Reaction

Name
**Superior Spider–Man**

Origin
**Weird Science**

Profession
**Scientist, Criminal**



Polymath  
ARCHETYPE

15  
RANK

- TRAITS
- Black Market Access

Combat Finesse

Combat Reflexes

Connections: Criminal

Extra Career

Free Running

Heroic

Inventor

Lab Access

Scientific Expertise

Secret Identity

Streetwise

Weird

EDGES

Acrobatics

Gadgetry

Perception

Science

TROUBLES

Stealth

ABILITIES		
Action Modifier	Ability Score	Defense Score
16	M5 Might	25
16	A7 Agility	29
11	R2 Resilience	22
12	V4 Vigilance	23
13	E4 Ego	24
13	L4 Logic	24

FIGHT DAMAGE  
3d6+35+5

HEALTH  
120

3d6+35+7  
RANGED DAMAGE

FOCUS  
150

Run 32 (6)  
Climb 32 (6)  
Swim 16 (3)  
Leap 32 (6)  
Fly 64 (13)  
Swing 96 (19)

KARMA  
8

INIT  
+7

POWERS

<b>Anti–Dazzle Optics</b> Cannot be blinded/dazzled by excessive light	Battle Suit	Permanent	None
<b>Jump 1</b> Jump Speed equals Running Speed	Spider-Powers	Permanent	None
<b>Mighty 2</b> +7 Damage (added), +3 Size for lift, carry, throw	Spider-Powers	Permanent	None
<b>Spider–Dodge</b> Trouble vs Attack. If attack misses, can leap in any direction.	Spider-Powers	Reaction	Instant
<b>Spider–Sense</b> Edge on initiative and Vigilance (perception), Trouble vs (stealth).	Spider-Powers	Permanent	None
<b>Spider–Strike</b> 2 Fight attacks for 1/2 Damage, run jump or climb at half Speed (■ Paralyzed)	Spider-Powers	Standard	Instant
<b>Wall Crawling</b> Climb at Running Speed, never lose grip	Spider-Powers	Permanent	None
<b>Web Casting</b> Ranged Attack (50') to Paralyze enemy with webbing	Spider-Powers	Standard	Instant
<b>Web Gliding</b> Glide at double Running Speed	Spider-Powers	Permanent	None
<b>Web Grabbing</b> Ranged Attack (50') to Grab (■ Pinned)	Spider-Powers	Standard	Instant
<b>Web Slinging</b> Swing at triple Running Speed	Spider-Powers	Permanent	None
<b>Web Trapping</b> Fill 10' x 10' with webs (difficult terrain), Paralyzed (Agility TN 25 or Might TN 22)	Spider-Powers	Standard	10 minutes



Name
**Brundle Fly**

Origin
**Weird Science**

Profession
**Scientist**

Striker
ARCHETYPE

10
RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
13	M4 Might	22
13	A6 Agility	26
12	R5 Resilience	23
11	V4 Vigilance	24
5	E1 Ego	16
7	L3 Logic	21

FIGHT DAMAGE

3d6+29+4

RANGED DAMAGE

3d6+7+6

HEALTH

130

FOCUS

100

KARMA

5

Run
31 (6)

Climb
31 (6)

Swim
16 (3)

Leap
31 (6)

Fly

Swing

INIT

+6

- TRAITS
- Bloodthirsty

Clinician

Extreme Appearance

Inventor

Lab Access

Scientific Expertise

Sneaky

Weird

EDGES

Diagnosis

Gadgetry

Perception x2

Science

Stealth

TROUBLES

Perception

Stealth x2

POWERS

<b>Slash and Dash</b> Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)	Blades	Instant	Standard
<b>Vicious Slash</b> Fight for Damage (■ 2x and prone)	Blades	Instant	Standard
<b>Defense Stance</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Spider-Dodge</b> Trouble vs Attack. If attack misses, can leap in any direction.	Spider-Powers	Reaction	Instant
<b>Jump 1</b> Jump Speed equals Running Speed	Spider-Powers	Permanent	None
<b>Mighty 1</b> +4 Damage (added), +2 Size for lift, carry, throw	Spider-Powers	Permanent	None
<b>Wall Crawling</b> Climb at Running Speed, never lose grip	Spider-Powers	Permanent	None
<b>Spider-Sense</b> Edge on initiative and Vigilance (perception), Trouble vs (stealth)	Spider-Powers	Permanent	None
<b>Heightened Senses</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None
<b>Thermal Vision</b> No penalty from darkness or invisibility	Utility	Permanent	None

Name **Jon Stewart**  
 Origin **High Tech**  
 Profession **Soldier**

**Blaster**  
 ARCHETYPE

**15**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
12	M3 Might	20
18	A5 Agility	29
10	R4 Resilience	21
15	V5 Vigilance	25
17	E8 Ego	28
10	L1 Logic	21

## FIGHT DAMAGE

3d6+31+3

3d6+50+5  
 RANGED DAMAGE

Run 30 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly 450 (90)  
 Swing

## HEALTH

120

## FOCUS

170

## KARMA

8

INIT  
 +5

## TRAITS

Battle Ready

Connections: Military

Fearless

Heroic

Iron Will

Linguist

Signature Weapon (Green Lantern Ring grants +1 level of Shield, up to Shield 4.)

Situational Awareness

Tech Reliance

## EDGES

Escape Control  
 Fearlessness

## TROUBLES

Ego Attacks

## POWERS

### Power Blast (Energy Wave)

Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Focused Blast (Energy Blast)

Ranged Attack 100' for Damage plus Focus (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Lantern's Light (Illumination)

Light an object within 100'

Energy Control Instant Standard

### Force Field (Shield 4)

Damage Reduction 40 vs all attacks that target Agility

Shield Bearer Maintained Easy

### Ring Punch (Shield Bash)

Fight attack for Damage (■ 2x and prone)

Shield Bearer Instant Standard

### Ring Shape Punch (Hurled Shield Bash)

Ranged attack for Damage, range 10x Rank (■ 2x and prone)

Shield Bearer Instant Standard

### Safety Bubble (Environmental Protection)

Immune to cold, heat, pressure, radiation, space

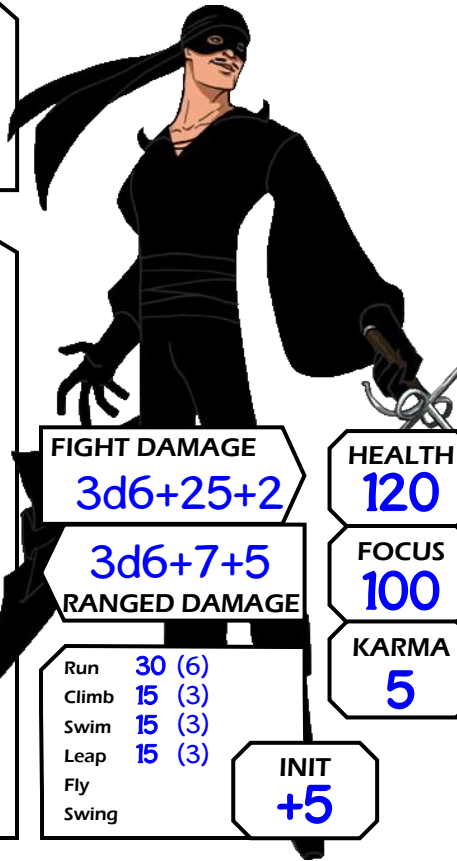
Utility Permanent None

### Space Travel (Flight 2)

Fly at Rank \* Running Speed, out of combat Fly at 10x

Utility Permanent None

Name **Dread Pirate**  
 Origin **Special Training**  
 Profession **Criminal**



**Striker**  
 ARCHETYPE

**10**  
 RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
14	M2 Might	20
12	A5 Agility	25
13	R6 Resilience	24
11	V4 Vigilance	22
8	E4 Ego	19
6	L2 Logic	20

FIGHT DAMAGE  
 3d6+25+2

RANGED DAMAGE  
 3d6+7+5

Run 30 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly  
 Swing

INIT  
 +5

HEALTH  
 120

FOCUS  
 100

KARMA  
 5

### TRAITS

Black Market Access  
 Combat Finesse  
 Connections: Criminal  
 Determination  
 Fearless  
 Iron Will  
 Quick Learner  
 Streetwise

### EDGES

Escape Control  
 Fearlessness  
 Hope  
 Retrying

### TROUBLES

Ego Attacks

### POWERS

#### We'll Kill Each Other Like Civilized People (Fast Slashes)

2 attacks for 1/2 damage (■ bonus attack)

Blades Instant Standard

#### I Kill a Lot of People (Vicious Slash)

Fight for Damage (■ 2x and prone)

Blades Instant Standard

#### I am Not Left-Handed (Slash Back)

When foe misses attack for Damage (■ 2x)

Blades Instant Reaction

#### We are Men of Action (Slash and Dash)

Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)

Blades Instant Standard

#### You Seem a Decent Fellow, I Hate to Die (Defense Stance)

Trouble vs Fight

Martial Arts Maintained Easy

#### Get Used to Disappointment (Unflappable Poise)

Trouble vs Fight

Martial Arts Permanent None

#### Death Cannot Stop True Love (Do This All Day)

Heal 2 Health per 1 Focus

Martial Arts Instant Easy

#### What are Our Assets? (Inspiration)

An ally in earshot gains Edge on all actions

Utility 1 Round Easy

#### If Only We Had a Wheelbarrow (Change of Plans)

Inspire to remove one Trouble for an ally

Tactical Mastery 1 Round Reaction

#### Why Didn't You List That Among Our Assets? (Combat Support)

Inspire an ally in earshot with a 1 on Marvel die which is immune from Trouble

Tactical Mastery 1 Round Standard

Name **Mr. Miracle**  
 Origin **Alien , Special Training**  
 Profession **Scientist, Soldier**

**Striker**  
 ARCHETYPE

**15**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
16	M3 Might	23
17	A8 Agility	32
13	R4 Resilience	24
12	V3 Vigilance	23
11	E5 Ego	22
9	L3 Logic	23

## FIGHT DAMAGE

3d6+58+3

3d6+26+8

## RANGED DAMAGE

Run 33 (7)  
 Climb 17 (3)  
 Swim 17 (3)  
 Leap 17 (3)  
 Fly 495 (99)  
 Swing

## HEALTH

150

## FOCUS

140

## KARMA

8

INIT  
 +8

## TRAITS

Alien Heritage  
 Battle Ready  
 Connections: Military  
 Determination  
 Extra Career  
 Extraordinary Origin  
 Free Running  
 Inventor  
 Lab Access  
 Quick Learner  
 Scientific Expertise  
 Situational Awareness  
 Sneaky

## EDGES

Acrobatics  
 Escape X2  
 Gadgetry  
 Hope  
 Retrying  
 Science  
 Stealth

## TROUBLES

Fight  
 Perception

## POWERS

### Energy Beam

Ranged Attack 100' for Damage (■ blinded/dazzled)

Energy Control Instant Standard

### Energy Wave

Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Energy Blast

Ranged Attack 100' for Damage plus Focus (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts Maintained Easy

### Counterstrike

React 1/2 Fight Damage if in Attack Stance

Martial Arts Instant Reaction

### Untouchable Position

Trouble vs Fight

Martial Arts Permanent None

### Slip Free

Not Grabbed or Pinned

Plasticity Instant Reaction

### Flexible Bones 2

Damage Reduction 20 vs bashing/piercing; 2x Edge on contortion and escape

Plasticity Permanent None

### Environmental Protection

Immune to cold, heat, pressure, radiation, space

Utility Permanent None

### Healing Factor

At the end of each turn, add Rank to Health

Utility Permanent None

### Flight 1

Fly at Rank \* Running Speed

Utility Permanent None

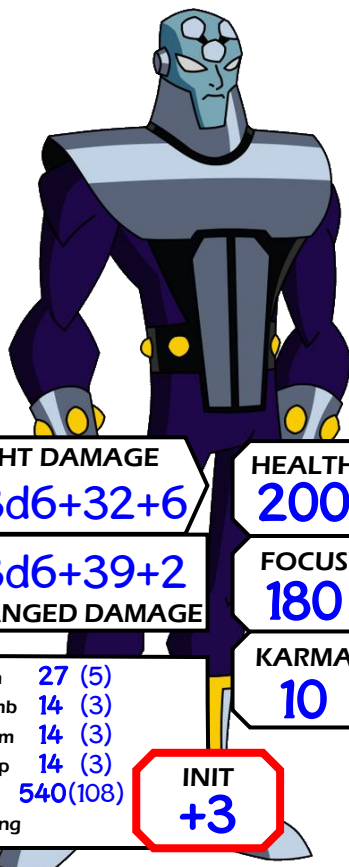
Name **Brainiac**  
 Origin **High Tech**  
 Profession **Scientist**

**Genius**  
 ARCHETYPE

**20**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
18	M6 Might	29
14	A2 Agility	27
18	R6 Resilience	22
25	V3 Vigilance	34
8	E1 Ego	24
20	L4 Logic	31



## FIGHT DAMAGE

3d6+32+6

3d6+39+2

## RANGED DAMAGE

Run 27 (5)  
 Climb 14 (3)  
 Swim 14 (3)  
 Leap 14 (3)  
 Fly 540 (108)  
 Swing

## HEALTH

200

## FOCUS

180

## KARMA

10

INIT  
 +3

## TRAITS

Abrasive  
 Debate Champ  
 Eidetic Memory  
 Enduring Constitution  
 Inventor  
 Investigation  
 Lab Access  
 Linguist  
 Quick Learner  
 Scientific Expertise  
 Tech Reliance

## EDGES

Clues  
 Fatigue  
 Gadgetry  
 Investigation  
 Retrying  
 Science

## TROUBLES

Persuasion

## POWERS

### Mighty 2

+3 Size for lift, carry, throw; +7 Fight Damage (added)

Cybernetics Permanent None

### Armor 4

40 Damage Reduction vs Health Damage

Cybernetics Permanent None

### Lock-On

Edge on Ranged Attacks

Cybernetics Maintained Easy

### Augmented Intelligence

+1 Damage per Rank

Cybernetics Maintained Easy

### Augmented Reflexes

+2 Agility Defense (added), Edge on Initiative

Cybernetics Permanent None

### Energy Beam

Ranged Attack 100' for Damage (■ blinded/dazzled)

Energy Control Instant Standard

### Energy Wave

Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Energy Blast

Ranged Attack 100' for Damage plus Focus (■ 2x and blinded/dazzled)

Energy Control Instant Standard

### Environmental Protection

Immune to cold, heat, pressure, radiation, space

Utility Permanent None

### Flight 2

Fly at Rank \* Running Speed, out of combat Fly at 10x

Utility Permanent None

### Thermal Vision

No penalty from darkness or invisibility

Utility Permanent None



Name

Gargantos

Origin

Magic

Profession

Outsider

Bruiser

ARCHETYPE

20

RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
25	M13 Might	40
14	A2 Agility	27
16	R4 Resilience	31
16	V4 Vigilance	27
11	E4 Ego	27
8	L1 Logic	19

FIGHT DAMAGE

3d6+54+13

HEALTH

240

RANGED DAMAGE

3d6+25+0

FOCUS

200

KARMA

10

INIT

+4

Run

64 (13)

Climb

64 (13)

Swim

32 (6)

Leap

32 (6)

Fly

Swing

TRAITS

Abrasive

Bloodthirsty

Connections: Outsiders

Enduring Constitution

Extreme Appearance

Fresh Eyes

Iron Will

Massive

Mute

Stranger

Supernatural

EDGES

Escape Control

Escape x2

Fatigue

Fight x4

Novelty

Perception

Stealth

TROUBLES

Ego Attacks

Perception

Persuasion

Stealth

POWERS

<div>Coiling Crush</div> <div>Agility vs Agility to Paralyze (Might vs Might to escape) ( Damage)</div>	Plasticity	Maintained	Reaction
<div>Extended Reach 2</div> <div>10x Reach (100')</div>	Plasticity	Permanent	None
<div>Flexible Bones 2</div> <div>Damage Reduction 20 vs bashing/piercing; 2x Edge on contortion and escape</div>	Plasticity	Permanent	None
<div>Still Steps</div> <div>2x Running and Climb Speed</div>	Plasticity	Permanent	None
<div>Wallcrawling</div> <div>Climb at Running Speed, never lose grip</div>	Spider-Powers	Permanent	None
<div>Mighty 2</div> <div>+5 Size for lift, carry, throw; +14 Fight Damage (added)</div>	Spider-Powers	Permanent	None
<div>Additional Limb 4</div> <div>Edge for Fight, can take multiple times</div>	Utility	Permanent	None
<div>Environmental Protection</div> <div>Immune to cold, heat, pressure, radiation, space</div>	Utility	Permanent	None
<div>Camouflage</div> <div>Edge on Agility (stealth), Trouble vs Vigilance (perception)</div>	Utility	Permanent	None
<div>Heightened Senses</div> <div>Edge on Vigilance (perception), Trouble vs Agility (stealth)</div>	Utility	Permanent	None

Name **Hellcat**  
 Origin **Magic**  
 Profession **Investigator**

**Striker**  
 ARCHETYPE

**10**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
17	M2 Might	20
15	A8 Agility	30
12	R5 Resilience	23
10	V3 Vigilance	23
9	E5 Ego	20
6	L2 Logic	20

FIGHT DAMAGE  
 3d6+4+2

3d6+7+8  
 RANGED DAMAGE

Run 33 (7)  
 Climb 33 (7)  
 Swim 17 (2)  
 Leap 17 (2)  
 Fly  
 Swing

INIT  
 +8

HEALTH  
 110

FOCUS  
 90

KARMA  
 5

## TRAITS

Beguiling  
 Combat Finesse  
 Connections: Police  
 Free Running  
 Interrogation  
 Investigation  
 Sneaky  
 Supernatural

## EDGES

Acrobatics  
 Clues  
 Investigation  
 Perception  
 Questioning  
 Stealth

## TROUBLES

Fight  
 Perception  
 Stealth

## POWERS

### Slash and Dash

Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)

Blades Instant Standard

### Slash Back

When foe misses attack for Damage (■ 2x)

Blades Instant Reaction

### Defense Stance

Trouble vs Fight

Martial Arts Maintained Easy

### Unflappable Poise

Trouble vs Fight

Martial Arts Permanent None

### Reverse Throw

When foe misses, Fight (bashing) Damage and prone

Martial Arts Instant Reaction

### Spider-Dodge

Foe has Trouble with attack, if miss can leap any direction

Spider-Powers Instant Reaction

### Spider-Sense

Edge on Initiative and (perception), Trouble vs (stealth)

Spider-Powers Permanent None

### Wallcrawling

Climb at Running Speed, never lose grip

Spider-Powers Permanent None

### Thermal Vision

No penalty from darkness or invisibility

Utility Permanent None

### Wisecracker

When you hit or foe misses, crack joke for Focus damage of Ego Defense

Utility Instant Reaction

Name **Medusa**  
Origin **Alien (Inhuman)**  
Profession **Ruler**

**Protector**  
ARCHETYPE

**15**  
RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
16	M10 Might	27
13	A4 Agility	24
13	R4 Resilience	24
15	V2 Vigilance	26
18	E5 Ego	29
10	L1 Logic	21

### FIGHT DAMAGE

3d6+38+10

3d6+28+3

### RANGED DAMAGE

Run 58 (12)

Climb 58 (12)

Swim 29 (6)

Leap 29 (6)

Fly

Swing

### HEALTH

150

### FOCUS

150

### KARMA

8

INIT  
+4

## TRAITS

Alien Heritage  
Authority  
Iron Will  
Leader  
Obligation (Inhumans)  
Powerful  
Public Speaking  
Regal  
Surprising Power  
(Wall Crawling)

## EDGES

Escape Control  
Fight x2  
Persuasion

## TROUBLES

Ego Attacks  
Fight x2

## POWERS

### Extended Reach 2

10x Reach

Plasticity Permanent None

### Slip Free

Not Grabbed or Pinned

Plasticity Instant Reaction

### Still Steps

2x Running and Climb Speed

Plasticity Permanent None

### Wallcrawling

Climb at Running Speed, never lose grip

Spider Powers Permanent None

### Crushing Grip

Might vs Resilience for (bashing) Damage and Pinned

Martial Arts Maintained Reaction

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts Maintained Easy

### Defense Stance

Trouble vs Fight

Martial Arts Maintained Easy

### Counterstrike

React 1/2 Fight Damage if in Attack Stance

Martial Arts Instant Reaction

### Untouchable Position

Trouble vs Fight

Martial Arts Permanent None

### Unflappable Poise

Trouble vs Fight

Martial Arts Permanent None

### Additional Limb 2

2x Edge for Fight

Utility Permanent None

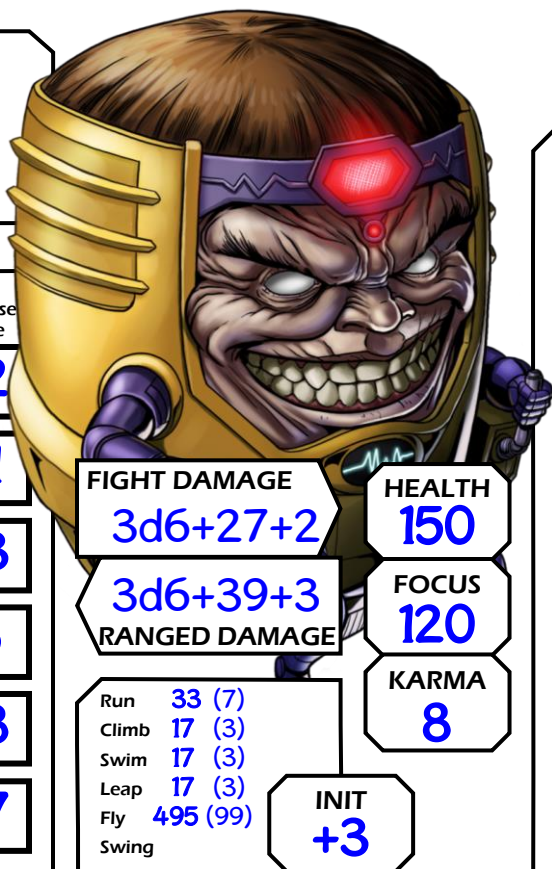
Name **MODOK**  
 Origin **High Tech**  
 Profession **Scientist, Criminal**

**Genius**  
 ARCHETYPE

**15**  
 RANK

**ABILITIES**

Action Modifier	Ability Score	Defense Score
11	M2 Might	22
12	A3 Agility	21
15	R6 Resilience	23
15	V2 Vigilance	15
14	E8 Ego	28
16	L3 Logic	27



**FIGHT DAMAGE**  
 3d6+27+2

**RANGED DAMAGE**  
 3d6+39+3

**HEALTH**  
 150

**FOCUS**  
 120

**KARMA**  
 8

**INIT**  
 +3

Run 33 (7)  
 Climb 17 (3)  
 Swim 17 (3)  
 Leap 17 (3)  
 Fly 495 (99)  
 Swing

- TRAITS**
- Abrasive
  - Black Market Access
  - Connections: Criminal
  - Extra Career
  - Extreme Appearance
  - Inventor
  - Lab Access
  - Massive
  - Scientific Expertise
  - Streetwise
  - Tech Reliance

**EDGES**

- Gadgetry
- Science

**TROUBLES**

**POWERS**

<b>Lock-On</b> Edge on Ranged Attacks	Cybernetics	Maintained	Easy
<b>Augmented Intelligence</b> +1 Damage per Rank	Cybernetics	Maintained	Easy
<b>Mighty 1</b> +2 Size for lift, carry, throw; +4 Fight Damage (added)	Cybernetics	Permanent	None
<b>Armor 2</b> 20 Damage Reduction vs Health Damage	Cybernetics	Permanent	None
<b>Reinforced Skeleton</b> 15 Damage Reduction vs (bashing)	Cybernetics	Permanent	None
<b>Extended Reach 1</b> 4x Reach (40')	Cybernetics	Permanent	None
<b>Slash and Dash</b> Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)	Blades	Instant	Standard
<b>Energy Beam</b> Ranged Attack 100' for Damage (■ blinded/dazzled)	Energy Control	Instant	Standard
<b>Energy Wave</b> Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Energy Blast</b> Ranged Attack 100' for Damage plus Focus (■ 2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Flight 1</b> Fly at Rank * Running Speed	Utility	Permanent	None



Name

King Shark

Origin

Magic

Profession

Criminal

Bruiser

ARCHETYPE

10

RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
15	M6 Might	30
10	A1 Agility	25
19	R10 Resilience	34
12	V3 Vigilance	25
9	E3 Ego	23
6	L0 Logic	20

FIGHT DAMAGE

3d6+42+6

HEALTH

250

3d6+18+1

RANGED DAMAGE

FOCUS

120

KARMA

5

INIT

+3

Run 31 (6)

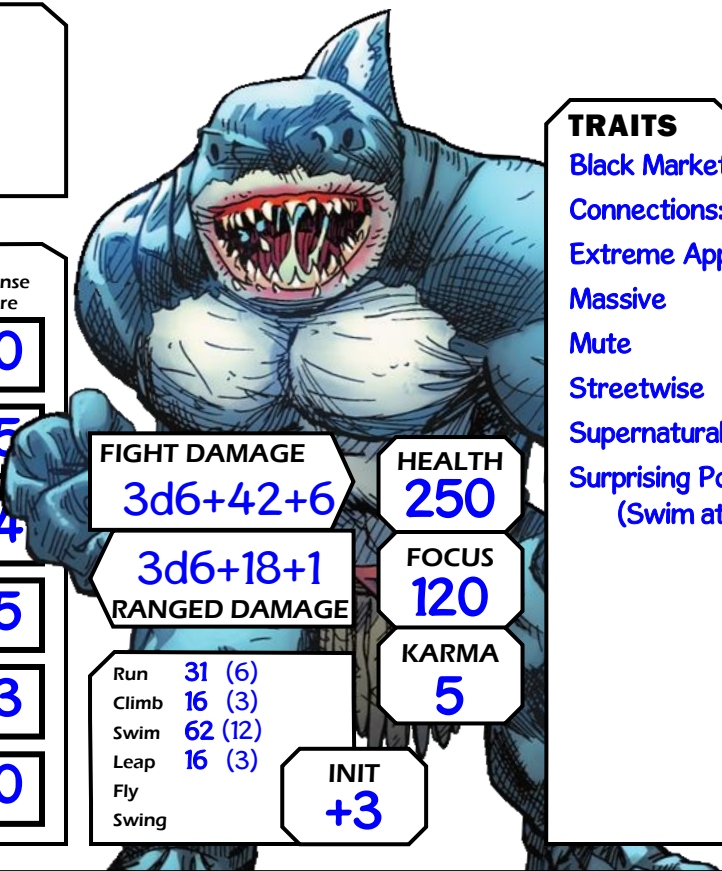
Climb 16 (3)

Swim 62 (12)

Leap 16 (3)

Fly

Swing



TRAITS

Black Market Access

Connections: Criminal

Extreme Appearance

Massive

Mute

Streetwise

Supernatural

Surprising Power  
(Swim at 2x Run)

EDGES

TROUBLES

POWERS

Mighty 4

+5 Size for lift, carry, throw; +14 Fight Damage (added)

Vicious Slash

Fight for Damage (2x and prone)

Slice and Dice

Might vs Resilience for Damage and ignore DR (2x)

Slash and Dash

Fight with Edge for (slashing) Damage and move 1/2 Speed (2x and prone)

Thermal Vision

No penalty from darkness or invisibility

Environmental Protection

Immune to cold, heat, pressure, radiation, space

Healing Factor

At the end of each turn, add Rank to Health

Sturdy

Add Might Defense to Health

Super-Strength	Permanent	None
Blades	Instant	Standard
Blades	Instant	Standard
Blades	Instant	Reaction
Utility	Permanent	None
Utility	Permanent	None
Utility	Permanent	None
Utility	Permanent	None



Name **Deathstroke**  
 Origin **Special Training**  
 Profession **Criminal, Soldier**

**Polymath**  
 ARCHETYPE

**15**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
14	M5 Might	25
15	A6 Agility	26
13	R4 Resilience	24
14	V5 Vigilance	25
12	E3 Ego	23
12	L3 Logic	23

## FIGHT DAMAGE

3d6+28+5

## RANGED DAMAGE

3d6+28+6

Run	31 (6)
Climb	16 (3)
Swim	16 (3)
Leap	16 (3)
Fly	
Swing	

## HEALTH

150

## FOCUS

170

## KARMA

8

INIT  
**+6**

## TRAITS

Battle Ready  
 Black Market Access  
 Combat Reflexes  
 Connections: Criminal  
 Connections: Military  
 Determination  
 Extra Career  
 Hunted  
 Obligation  
 Situational Awareness  
 Sneaky  
 Streetwise

## EDGES

Perception  
 Stealth

## TROUBLES

Fight  
 Perception  
 Stealth

## POWERS

### Vicious Slash

Fight for Damage (■ 2x and prone)

Blades Instant Standard

### Slice and Dice

Might vs Resilience for Damage and ignore DR (■ 2x)

Blades Instant Standard

### Slash Back

When foe misses attack for Damage (■ 2x)

Blades Instant Reaction

### Slash and Dash

Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)

Blades Instant Standard

### Point-Blank Parry

If foe in 10' misses, Attack (■ 2x)

Firearms Instant Reaction

### Sniping

Attack for Damage (■ 2x)

Firearms Instant Standard

### Fast Hands

+1 Reaction per round

Firearms Permanent None

### Bullet Time

Trouble vs Ranged

Firearms Instant Reaction

### Untouchable Position

Trouble vs Fight

Martial Arts Permanent None

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts Maintained Easy

### Counterstrike

React 1/2 Fight Damage if in Attack Stance

Martial Arts Instant Reaction

### Heightened Senses

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None

Name
**Jack in the Box**

Origin
**High Tech**

Profession
**Scientist**

Polymath  
ARCHETYPE

10  
RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
15	M4 Might	22
15	A8 Agility	26
11	R4 Resilience	22
13	V2 Vigilance	20
13	E2 Ego	20
14	L3 Logic	21

FIGHT DAMAGE  
3d6+26+4

HEALTH  
100

3d6+26+8  
RANGED DAMAGE

FOCUS  
80

Run 33 (7)  
Climb 33 (7)  
Swim 17 (3)  
Leap 33 (7)  
Fly  
Swing

KARMA  
5

INIT  
+8

TRAITS

Combat Finesse

Free Running

Inventor

Investigation

Lab Access

Scientific Expertise

Stealth

Streetwise

Tech Reliance

EDGES

Acrobatics

Gadgetry

Perception

Science

Stealth

TROUBLES

Fight

Perception

Stealth

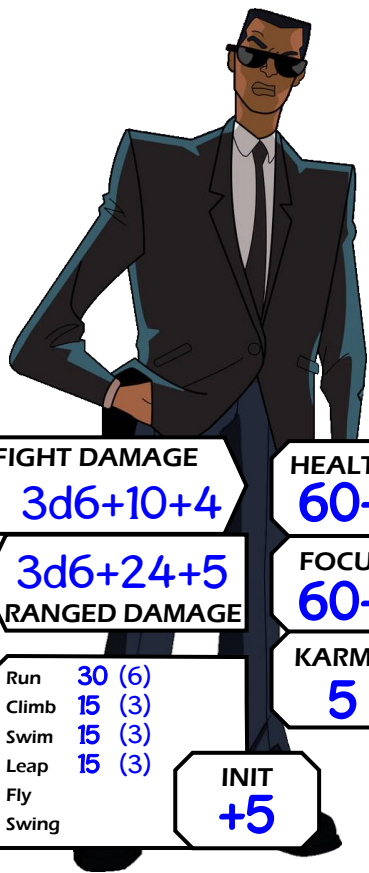
POWERS

<b>Fist-a-Pult (Extended Reach 1)</b> 4x Reach	Battle Suit	Permanent	None
<b>Foot-a-Pult (Jump 1)</b> Jump at Running Speed	Battle Suit	Permanent	None
<b>Foot-a-Pult (Stilt Steps)</b> 2x Running and Climb Speed	Battle Suit	Permanent	None
<b>Electro-Nose (Attack Stance)</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Streamers and Confetti (Webcasting)</b> Ranged Attack 50' to Paralyze	Spider-Powers	Instant	Standard
<b>Too Quick to Hit (Spider-Dodge)</b> Foe has Trouble with attack, if miss can leap any direction	Spider-Powers	Instant	Reaction
<b>Too Quick to Hit (Defense Stance)</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Too Quick to Hit (Unflappable Poise)</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Vigilant (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None
<b>Distracting Repartee (Wisecracker)</b> When you hit or foe misses, crack joke for Focus damage of Ego Defense	Utility	Instant	Reaction

Name **Agent J**  
 Origin **Special Training**  
 Profession **Investigator**

**Polymath**  
 ARCHETYPE

**10**  
 RANK



- TRAITS**
- Combat Reflexes
  - Connections: Police
  - Determination
  - Glibness
  - Headquarters
  - Interrogation
  - Investigation
  - Mentor
  - Streetwise

- EDGES**
- Clues
  - Hope
  - Investigation
  - New People
  - Perception
  - Questioning

- TROUBLES**
- Stealth

**ABILITIES**

Action Modifier	Ability Score	Defense Score
11	M4 Might	22
12	A5 Agility	23
10	R3 Resilience	21
11	V4 Vigilance	22
11	E4 Ego	22
10	L3 Logic	21

**FIGHT DAMAGE**  
 3d6+10+4

**HEALTH**  
 60+

**3d6+24+5**  
**RANGED DAMAGE**

**FOCUS**  
 60+

**KARMA**  
 5

Run 30 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly  
 Swing

**INIT**  
 +5

**POWERS**

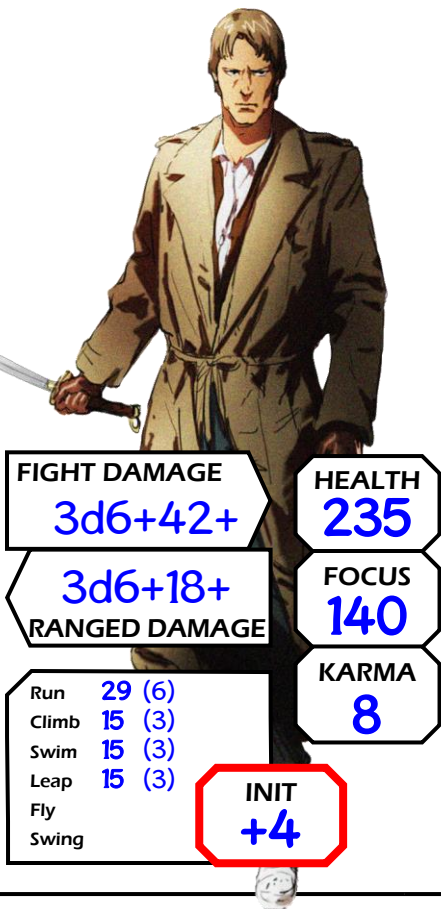
<b>Armor 1</b> 10 Damage Reduction vs Health Damage	Battle Suit	Permanent	None
<b>Anti-Dazzle Optics</b> Cannot be blinded/dazzled by excessive light	Battle Suit	Permanent	None
<b>Sniping</b> Attack for Damage (■ 2x)	Firearms	Instant	Standard
<b>Point-Blank Parry</b> If foe in 10' misses, Attack (■ 2x)	Firearms	Instant	Reaction
<b>Fast Hands</b> +1 Reaction per round	Firearms	Permanent	None
<b>Bullet Time</b> Trouble vs Ranged	Firearms	Instant	Reaction
<b>Attack Stance</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Counterstrike</b> React 1/2 Fight Damage if in Attack Stance	Martial Arts	Instant	Reaction
<b>Untouchable Position</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Heightened Senses</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

Name **Highlander**  
 Origin **Magic**  
 Profession **Solider**

**Striker**  
 ARCHETYPE

**15**  
 RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
18	M5 Might	25
11	A4 Agility	28
17	R8 Resilience	28
12	V3 Vigilance	23
10	E4 Ego	21
8	L2 Logic	22



**TRAITS**  
 Battle Ready  
 Connections: Military  
 Situational Awareness  
 Supernatural

Combat Reflexes  
 Enemy  
 Fearless  
 Linguist  
 Rich  
 Signature Weapon

**EDGES**

**TROUBLES**

**POWERS**

<b>Fast Slashes</b> 2 attacks for 1/2 damage (■ bonus attack)	Blades	Instant	Standard
<b>Vicious Slash</b> Fight for Damage (■ 2x and prone)	Blades	Instant	Standard
<b>Slice and Dice</b> Might vs Resilience for Damage and ignore DR (■ 2x)	Blades	Instant	Standard
<b>Slash Back</b> When foe misses attack for Damage (■ 2x)	Blades	Instant	Reaction
<b>Slash and Dash</b> Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)	Blades	Instant	Standard
<b>Attack Stance</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Counterstrike</b> React 1/2 Fight Damage if in Attack Stance	Martial Arts	Instant	Reaction
<b>Untouchable Position</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Defense Stance</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Unflappable Poise</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Environmental Protection</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent	None
<b>Healing Factor</b> At the end of each turn, add Rank to Health	Utility	Permanent	None

Name **Indiana Jones**  
 Origin **Special Training**  
 Profession **Investigator**

**Polymath**  
 ARCHETYPE

**10**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
10	M3 Might	21
12	A5 Agility	23
12	R5 Resilience	23
10	V3 Vigilance	21
10	E3 Ego	21
11	L4 Logic	22

## FIGHT DAMAGE

3d6+24+3

## RANGED DAMAGE

3d6+19+5

Run	30 (6)
Climb	15 (3)
Swim	15 (3)
Leap	15 (3)
Fly	
Swing	

## HEALTH

110

## FOCUS

90

## KARMA

5

INIT  
 +5

## TRAITS

Connections: Police  
 Determination  
 Fresh Eyes  
 Interrogation  
 Investigation  
 Linguist  
 Quick Learner  
 Sneaky

## EDGES

Clues  
 Hope  
 Investigation  
 Perception  
 Questioning  
 Retrying  
 Stealth

## TROUBLES

Fight x2  
 Perception  
 Stealth

## POWERS

### Suppressive Fire

Agility vs Ego for 1/2 Focus Damage and Stunned (■ full and prone)

Firearms Instant Standard

### Return Fire

When foe attacks, Attack for 1/2 Focus Damage and Stunned

Firearms Instant Reaction

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts Maintained Easy

### Counterstrike

React 1/2 Fight Damage if in Attack Stance

Martial Arts Instant Reaction

### Defense Stance

Trouble vs Fight

Martial Arts Maintained Easy

### Untouchable Position

Trouble vs Fight

Martial Arts Permanent None

### Unflappable Poise

Trouble vs Fight

Martial Arts Permanent None

### Whip (Extended Reach 1)

4x Reach

Plasticity Permanent None

### Alert (Heightened Senses)

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None


### Wisecracker

When you hit or foe misses, crack joke for Focus damage of Ego Defense

Utility Instant Reaction



Name
Sherlock
Origin
Special Training
Profession
Investigator, Scientist



Genius
ARCHETYPE
10
RANK

ABILITIES

Action Modifier	Ability Score	Defense Score
8	M1 Might	19
10	A3 Agility	21
10	R3 Resilience	21
15	V6 Vigilance	26
6	E2 Ego	20
17	L8 Logic	28

FIGHT DAMAGE
3d6+13+1

HEALTH
70

3d6+20+3
RANGED DAMAGE

FOCUS
120

Run 28 (6)  
Climb 14 (3)  
Swim 14 (3)  
Leap 14 (3)  
Fly  
Swing

KARMA
5

INIT
+6

TRAITS
Abrasive
Connections: Police
Determination
Eidetic Memory
Extra Career
Interrogation
Inventor
Investigation
Lab Access
Scientific Expertise
Streetwise

EDGES
Clues
Gadgetry
Hope
Investigation
Perception
Questioning
Science

TROUBLES
Stealth

POWERS

<b>Fast Slashes</b> 2 attacks for 1/2 damage ( bonus attack)	Blades	Instant	Standard
<b>Suppressive Fire</b> Agility vs Ego for 1/2 Focus Damage and Stunned ( full and prone)	Firearms	Instant	Standard
<b>Attack Stance</b> +1 physical (bashing) Damage per rank	Martial Arts	Maintained	Easy
<b>Counterstrike</b> React 1/2 Fight Damage if in Attack Stance	Martial Arts	Instant	Reaction
<b>Untouchable Position</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Defense Stance</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Unflappable Poise</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Heightened Senses</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None
<b>Thermal Vision</b> +2 Vigilance Defense (added), no penalty from darkness or invisibility	Utility	Permanent	None
<b>Wisecracker</b> When you hit or foe misses, crack joke for Focus damage of Ego Defense	Utility	Instant	Reaction

Name **Phil Coulson**  
 Origin **Special Training**  
 Profession **Spy, Investigator**

**Protector**  
 ARCHETYPE

**12**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
<b>8</b>	<b>M3</b> Might	<b>19</b>
<b>11</b>	<b>A3</b> Agility	<b>22</b>
<b>12</b>	<b>R4</b> Resilience	<b>23</b>
<b>17</b>	<b>V6</b> Vigilance	<b>28</b>
<b>16</b>	<b>E5</b> Ego	<b>27</b>
<b>11</b>	<b>L3</b> Logic	<b>21</b>

## FIGHT DAMAGE

**3d6+14+3**

**3d6+24+3**

## RANGED DAMAGE

Run **28 (6)**  
 Climb **14 (3)**  
 Swim **14 (3)**  
 Leap **14 (3)**  
 Fly  
 Swing

## HEALTH

**120**

## FOCUS

**168**

## KARMA

**6**

**INIT +6**

## TRAITS

**Authority**  
**Black Market Access**  
**Connections: Espionage**  
**Connections: Police**  
**Determination**  
**Extra Career**  
**Glibness**  
**Heroic**  
**Interrogation**  
**Investigation**  
**Leverage**

## EDGES

**Clues**  
**Hope**  
**Investigate x2**  
**Likeability**  
**Perception**  
**Persuasion**  
**Questioning**

## TROUBLES

**Fight**  
**Stealth**

## POWERS

### Bullet Time

Trouble vs Ranged Attacks

Firearms Instant Reaction

### Snap Shooting

2 attacks at 1/2 Damage (Full Damage)

Firearms Instant Standard

### Suppressive Fire

Agility vs Ego for 1/2 Focus Damage and Stunned (Full and Prone)

Firearms Instant Standard

### Return Fire

When foe attacks, Attack for 1/2 Focus Damage and Stunned

Firearms Instant Reaction

### Attack Stance

Add Rank to physical (bashing) Damage

Martial Arts Maintained Easy

### Counterstrike

React with 1/2 Fight Damage if in Attack Stance

Martial Arts Instant Reaction

### Defense Stance

Foes have Trouble on Fight Attacks

Martial Arts Maintained Easy

### Unflappable Poise

Trouble vs Fight

Martial Arts Permanent None

### Battle Plan

Inspire allies in earshot for Edge on all actions

Tactical Mastery Standard 1 Round

### Heightened Senses

Edge on Vigilance (perception), foes have Trouble on Agility (stealth)

Utility Permanent None

### Inspiration

An ally in earshot gains Edge on all actions

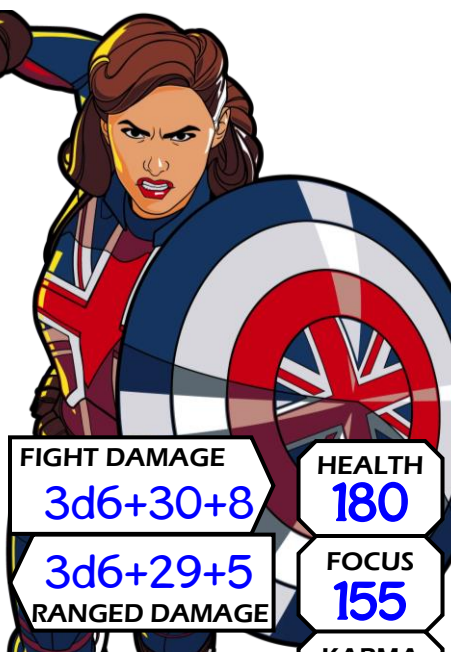
Utility 1 Round Easy

Name **Capt Carter**  
 Origin **Weird Science**  
 Profession **Soldier, Spy**

**Protector**  
 ARCHETYPE

**15**  
 RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
14	M8 Might	25
14	A5 Agility	25
15	R6 Resilience	26
15	V2 Vigilance	26
15	E2 Ego	26
10	L1 Logic	21



**FIGHT DAMAGE**  
 $3d6+30+8$

**RANGED DAMAGE**  
 $3d6+29+5$

**HEALTH**  
**180**

**FOCUS**  
**155**

**KARMA**  
**8**

**INIT**  
**+6**

Run 30 (6)  
 Climb 15 (3)  
 Swim 15 (3)  
 Leap 30 (6)  
 Fly  
 Swing

### TRAITS

Battle Ready  
 Black Market Access  
 Connections: Espionage  
 Connections: Military  
 Determination  
 Extra Career  
 Fearless  
 Heroic  
 Leverage  
 Situational Awareness  
 Surprising Power  
 (Operations Center)  
 Weird

### EDGES

Fearlessness  
 Hope  
 Investigation  
 Perception  
 Persuasion

### TROUBLES

Stealth

### POWERS

#### Mighty 1

+2 Size for lift, carry, throw; +4 Fight Damage (added)

Super-Strength Permanent None

#### Jump 1

Jump at Running Speed

Super-Strength Permanent None

#### Shield 3

Damage Reduction 30 vs all attacks that target Agility

Shield-Bearer Maintained Easy

#### Shield Bash

Fight attack for Damage (■ 2x and prone)

Shield-Bearer Instant Standard

#### Hurled Shield Bash

Ranged attack for Damage, range 10x Rank (■ 2x and prone)

Shield-Bearer Instant Standard

#### Rico-Shield

Ranged attack for Damage, range 10x Rank (■ prone and another attack)

Shield-Bearer Instant Standard

#### Heightened Senses

Edge on Vigilance (perception), Trouble vs Agility (stealth)

Utility Permanent None

#### Inspiration

An ally in earshot gains Edge on all actions

Utility 1 Round Easy

#### Battle Plan

Inspire allies in earshot for Edge on all actions

Tactical Mastery 1 Round Standard

#### Operations Center

All allies in earshot gain Edge on all actions

Tactical Mastery Maintained Standard

Name **Variant Loki**  
 Origin **God**  
 Profession **Criminal, Investigator**

**Blaster**  
 ARCHETYPE

**15**  
 RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
16	M3 Might	20
19	A6 Agility	32
10	R4 Resilience	21
13	V4 Vigilance	24
15	E6 Ego	26
12	L3 Logic	23



FIGHT DAMAGE  
 3d6+40+3

3d6+48+6  
 RANGED DAMAGE

Run	31 (6)
Climb	16 (3)
Swim	16 (3)
Leap	16 (3)
Fly	
Swing	

HEALTH  
 120

FOCUS  
 150

KARMA  
 8

INIT  
 +6

- TRAITS**
- Beguiling
  - Black Market Access
  - Combat Finesse
  - Connections: Criminal
  - Connections: Police
  - Enhanced Physique
  - Extra Career
  - God Heritage
  - Interrogation
  - Investigation
  - Sneaky
  - Streetwise
  - Surprising Power (Spider-Sense)
  - Worshipped

- EDGES**
- Clues
  - Investigation
  - Perception x2
  - Persuasion
  - Questioning
  - Stealth x2

- TROUBLES**
- Fight
  - Perception x2
  - Stealth x2

**POWERS**

<b>Future Knowledge (Spider-Sense)</b> +2 Agility Defense (added), Edge on Initiative and (perception), Trouble vs (stealth)	Spider-Powers	Permanent	None
<b>Sharp Wit, Sharp Blades (Slash and Dash)</b> Edge for (slashing) Damage and move 1/2 Speed (2x and prone)	Blades	Instant	Standard
<b>Daggers at the Ready (Slash Back)</b> When foe misses attack for Damage (2x)	Blades	Instant	Reaction
<b>Ready for Anything (Defense Stance)</b> Trouble vs Fight Attacks	Martial Arts	Maintained	Easy
<b>I Saw That Coming (Unflappable Poise)</b> Trouble vs Fight Attacks	Martial Arts	Permanent	None
<b>Mystic Bolt (Energy Wave)</b> Ranged Attack 100' for Damage (2x and blinded/dazzled)	Energy Control	Instant	Standard
<b>Mystic Energies (Energy Blast, 10+)</b> Ranged Attack with Edge +1 Damage per Focus (2x Damage)	Energy Control	Instant	Standard
<b>Let There be Loki (Illumination)</b> Light an object within 100'	Energy Control	Maintained	Easy
<b>Up to Mischief (Holographic Illusion)</b> Visual illusion to 300', Ego vs Vigilance to fool	Energy Control	Maintained	Standard
<b>Body with Glorious Purpose (Healing Factor)</b> At the end of your turn, regain Rank Health	Utility	Permanent	None
<b>Veil to the King (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Sustained	Easy
<b>Uncanny Cunning (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None





Name

Kate Bishop

Origin

Special Training

Profession

Student

ABILITIES

Action Modifier	Ability Score	Defense Score
17	M2 Might	17
19	A10 Agility	30
6	R2 Resilience	17
11	V4 Vigilance	22
10	E3 Ego	21
9	L2 Logic	20

FIGHT DAMAGE

3d6+34+2

HEALTH

60

3d6+35+10

RANGED DAMAGE

FOCUS

100

KARMA

5

INIT

+10

Run

35 (7)

Climb

18 (4)

Swim

18 (4)

Leap

18 (4)

Fly

Swing

Blaster

ARCHETYPE

10

RANK

TRAITS

Combat Finesse

Determination

Free Running

Mentor

Obligation: School

Quick Learner

Sneaky

Tech Reliance

EDGES

Acrobatics

Hope

Perception

Retrying

Stealth

TROUBLES

Fight

Perception

Stealth

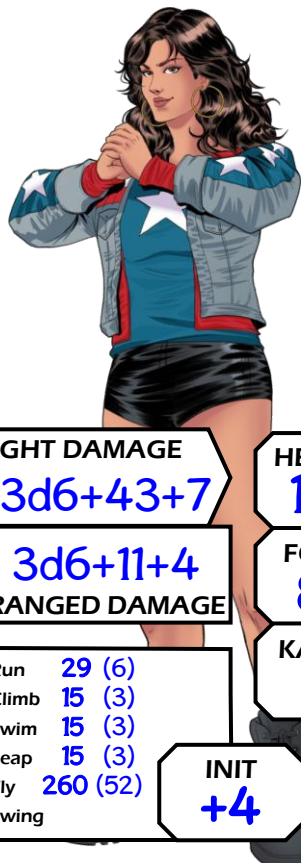
POWERS

Fast Slashes	Blades	Instant	Standard
2 attacks for 1/2 damage ( bonus attack)			
Defense Stance	Martial Arts	Maintained	Easy
Trouble vs Fight			
Unflappable Poise	Martial Arts	Permanent	None
Trouble vs Fight			
Reverse–Momentum Throw	Martial Arts	Instant	Reaction
When Fight attack misses, attacker takes Fight Health (bashing) Damage and prone			
Bullet Time	Firearms	Instant	Reaction
Trouble vs Ranged Attacks			
Sniping	Firearms	Instant	Standard
Attack for Damage ( 2x)			
Double Tap	Firearms	Instant	Standard
Attack within 10' for Damage ( 2x)			
Stopping Power (10)	Firearms	Instant	Standard
Attack, if any Damage can spend 10 Focus to attack again ( 2x)			
Headshot (20)	Firearms	Instant	Standard
Attack with Trouble for 2x Damage and Stunned ( 3x)			
Heightened Senses	Utility	Permanent	None
Edge on Vigilance (perception), Trouble vs Agility (stealth)			

Name **America Chavez**  
 Origin **Weird Science**  
 Profession **Outsider**

**Striker**  
 ARCHETYPE

**10**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
<b>16</b>	<b>M7</b> Might	<b>25</b>
<b>11</b>	<b>A4</b> Agility	<b>24</b>
<b>14</b>	<b>R7</b> Resilience	<b>25</b>
<b>9</b>	<b>V2</b> Vigilance	<b>20</b>
<b>6</b>	<b>E2</b> Ego	<b>17</b>
<b>5</b>	<b>L1</b> Logic	<b>19</b>

## FIGHT DAMAGE

**3d6+43+7**

**3d6+11+4**

## RANGED DAMAGE

Run **29 (6)**  
 Climb **15 (3)**  
 Swim **15 (3)**  
 Leap **15 (3)**  
 Fly **260 (52)**  
 Swing

**INIT +4**

## HEALTH

**155**

## FOCUS

**80**

## KARMA

**5**

## TRAITS

Connections: Outsiders

Determination

Fresh Eyes

Investigation

Quick Learner

Signature Attack  
 (Super-Strength)

Stranger

Weird

## EDGES

Novelty  
 Hope  
 Investigation  
 Clues  
 Retrying  
 Fight

## TROUBLES

## POWERS

### Energy Beam

Ranged Attack 100' for Damage (■ blinded/dazzled)

Energy Control    Instant    Standard

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts    Maintained    Easy

### Mighty 3

+4 Size for lift, carry, throw; +11 Fight Damage (added)

Super-Strength    Permanent    None

### Clobber

Fight for Damage (■ 2x and prone)

Super-Strength    Instant    Standard

### Smash (5+)

Fight with Edge for Damage plus Focus (■ 2x)

Super-Strength    Instant    Standard

### Ground-Shaking Stomp

Might vs Agility within Reach + Rank for Might + Rank Damage and prone (■ 2x)

Super-Strength    Instant    Standard

### Flight 1

Fly at Rank \* Running Speed

Utility    Permanent    None

### Sturdy

Add Might Defense to Health (added)

Utility    Permanent    None

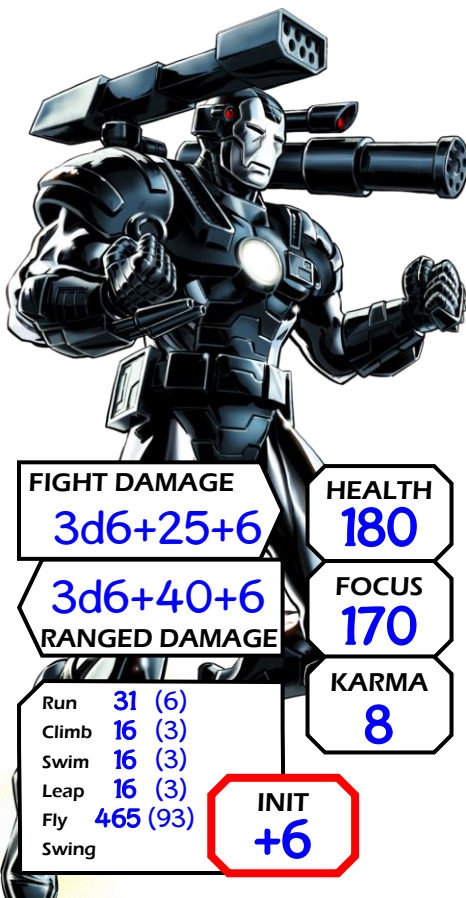
Name **War Machine**  
Origin **High Tech**  
Profession **Soldier**

**Blaster**  
ARCHETYPE

**15**  
RANK

### ABILITIES

Action Modifier	Ability Score	Defense Score
12	M6 Might	23
15	A6 Agility	26
13	R4 Resilience	24
18	V5 Vigilance	31
16	E3 Ego	27
11	L2 Logic	22



#### FIGHT DAMAGE

3d6+25+6

3d6+40+6

#### RANGED DAMAGE

Run 31 (6)  
Climb 16 (3)  
Swim 16 (3)  
Leap 16 (3)  
Fly 465 (93)  
Swing

#### HEALTH

180

#### FOCUS

170

#### KARMA

8

INIT  
+6

### TRAITS

Battle Ready  
Connections: Military  
Determination  
Heroic  
Interrogation  
Obligation: Military  
Piloting  
Signature Attack  
(Energy Attacks)  
Situational Awareness  
Tech Reliance

### EDGES

Hope  
Questioning  
Piloting  
Range

### TROUBLES

### POWERS

#### Armor 2

20 Damage Reduction vs Health Damage

Battle Suit Permanent None

#### Mighty 2

+3 Size for lift, carry, throw; +7 Fight Damage (added)

Battle Suit Permanent None

#### Lock-On

Edge on Ranged Attacks

Battle Suit Maintained Easy

#### Energy Beam

Ranged Attack 100' for Damage (■ blinded/dazzled)

Energy Control Instant Standard

#### Energy Wave

Ranged Attack 100' for Damage (■ 2x and blinded/dazzled)

Energy Control Instant Standard

#### Energy Blast (10+)

Ranged Attack 100' for Damage plus Focus (■ 2x and blinded/dazzled)

Energy Control Instant Standard

#### Environmental Protection

Immune to cold, heat, pressure, radiation, space

Utility Permanent None

#### Thermal Vision

+2 Vigilance Defense (added), no penalty from darkness or invisibility

Utility Permanent None

#### Flight 2

Fly at Rank \* Running Speed, out of combat Fly at 10x

Utility Permanent None

#### Ram

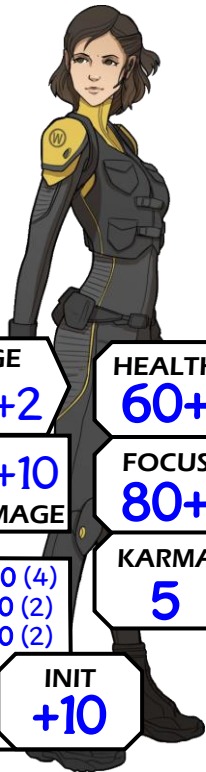
Fight with Edge for Damage to you and foe and prone

Utility Instant Standard

Name
**Wasp**

Origin
**High Tech**

Profession
**Scientist**



Protector
ARCHETYPE

10
RANK

- TRAITS
- Beguiling

Combat Finesse

Free Running

Inventor

Lab Access

Scientific Expertise

Signature Weapon (Shrinking Suit)

Sneaky

Tech Reliance

EDGES

Persuasion

Acrobatics

Gadgetry

Science

Stealth x2

Perception

TROUBLES

Perception x2

Stealth

ABILITIES		
Action Modifier	Ability Score	Defense Score
6	M2 Might	17
17	A10 Agility	28
9	R2 Resilience	20
13	V4 Vigilance	24
12	E3 Ego	23
9	L2 Logic	20

FIGHT DAMAGE
3d6+17+2

HEALTH
60+

3d6+24+10
RANGED DAMAGE

FOCUS
80+

Run 35 (7) 20 (4)  
Climb 19 (4) 10 (2)  
Swim 19 (4) 10 (2)  
Leap 19 (4)  
Fly 350 (70)  
Swing

KARMA
5

INIT
+10

POWERS			
Wasp—Sized (Miniscule Frame 3)	Battle Suit	Permanent	None
Wasp Suit (Armor 1)	Battle Suit	Permanent	None
Escape Artist (Flexible Fingers)	Plasticity	Permanent	None
Escape Expert (Slip Free)	Plasticity	Instant	Reaction
Blasters (Venom Blast)	Spider-Powers	Instant	Standard
Too Small to Hit (Spider—Dodge)	Spider-Powers	Instant	Reaction
Too Small to See (Camouflage)	Utility	Sustained	Easy
Wings (Flight 1)	Utility	Permanent	None
Alert (Heightened Senses)	Utility	Permanent	None

- Wasp—Sized (Miniscule Frame 3)**  
-3 Size (Tiny, -6 vs attacks and perception, -15 Running)
- Wasp Suit (Armor 1)**  
10 Damage Reduction vs Health Damage
- Escape Artist (Flexible Fingers)**  
Pick any lock or form any simple tool
- Escape Expert (Slip Free)**  
Not Grabbed or Pinned
- Blasters (Venom Blast)**  
Ranged Attack 20' for Damage ( If damaged also Stunned)
- Too Small to Hit (Spider—Dodge)**  
Foe has Trouble with attack; if miss can leap any direction
- Too Small to See (Camouflage)**  
Edge on Agility (stealth), Trouble vs Vigilance (perception)
- Wings (Flight 1)**  
Fly at Rank \* Running Speed
- Alert (Heightened Senses)**  
Edge on Vigilance (perception), Trouble vs Agility (stealth)

Name **Robin**  
 Origin **Special Training**  
 Profession **Student**

**Polymath**  
 ARCHETYPE

**10**  
 RANK

## ABILITIES

Action Modifier	Ability Score	Defense Score
15	M4 Might	22
15	A8 Agility	26
11	R4 Resilience	22
11	V4 Vigilance	22
8	E1 Ego	19
9	L2 Logic	20

## FIGHT DAMAGE

3d6+30+4

3d6+22+8

## RANGED DAMAGE

Run 33 (7)  
 Climb 17 (3)  
 Swim 17 (3)  
 Leap 17 (3)  
 Fly  
 Swing

INIT  
 +8

## HEALTH

100

## FOCUS

100

## KARMA

5

## TRAITS

Combat Finesse  
 Determination  
 Free Running  
 Investigation  
 Mentor  
 Obligation: School  
 Quick Learner  
 Sneaky

## EDGES

Acrobatics  
 Clues  
 Hope  
 Investigation  
 Retrying  
 Stealth

## TROUBLES

Fight x2  
 Perception

## POWERS

### Vicious Slash

Fight for Damage (■ 2x and prone)

Blades Instant Standard

### Slash and Dash

Fight with Edge for (slashing) Damage and move 1/2 Speed (■ 2x and prone)

Blades Instant Standard

### Attack Stance

+1 physical (bashing) Damage per rank

Martial Arts Maintained Easy

### Counterstrike

React 1/2 Fight Damage if in Attack Stance

Martial Arts Instant Reaction

### Untouchable Position

Trouble vs Fight

Martial Arts Permanent None

### Unflappable Poise

Trouble vs Fight

Martial Arts Permanent None

### Defense Stance

Trouble vs Fight

Martial Arts Maintained Easy

### Bullet Time

Trouble vs Ranged

Firearms Instant Reaction

### Double Tap

Attack within 10' for (piercing) Damage (■ 2x)

Firearms Instant Standard

### Stopping Power (10)

Attack for (piercing) Damage; if any Damage 10 Focus to attack again (■ 2x)

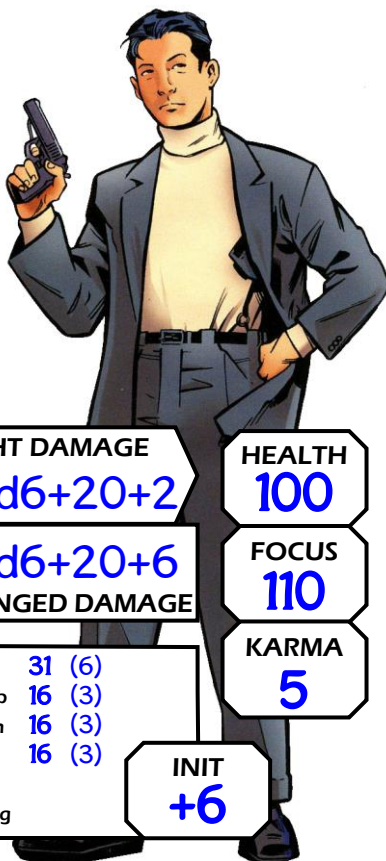
Firearms Instant Standard



Name **Jimmy Woo**  
 Origin **Special Training**  
 Profession **Investigator, Spy**

**Polymath**  
 ARCHETYPE

**10**  
 RANK



## ABILITIES

Action Modifier	Ability Score	Defense Score
9	M2 Might	20
13	A6 Agility	24
11	R4 Resilience	22
12	V5 Vigilance	23
11	E4 Ego	22
9	L2 Logic	20

## FIGHT DAMAGE

3d6+20+2

3d6+20+6

## RANGED DAMAGE

Run 31 (6)  
 Climb 16 (3)  
 Swim 16 (3)  
 Leap 16 (3)  
 Fly  
 Swing

## HEALTH

100

## FOCUS

110

## KARMA

5

INIT  
 +6

## TRAITS

Authority  
 Black Market Access  
 Connections: Espionage  
 Connections: Police  
 Determination  
 Extra Career  
 Glibness  
 Heroic  
 Interrogation  
 Investigation  
 Leverage

## EDGES

Clues  
 Hope  
 Investigate x2  
 New People  
 Persuasion  
 Questioning

## TROUBLES

Fight

## POWERS

### Bullet Time

Trouble vs Ranged

Firearms Instant Reaction

### Point-Blank Parry

If foe in 10' misses, Attack (■ 2x)

Firearms Instant Reaction

### Fast Hands

+1 Reaction per round

Firearms Permanent None

### Suppressive Fire

Agility vs Ego for 1/2 Focus Damage and Stunned (■ full and prone)

Firearms Instant Standard

### Return Fire

When foe attacks, Attack for 1/2 Focus Damage and Stunned

Firearms Instant Reaction

### Covering Fire

When foe attacks ally, Attack for Focus Damage and Stunned

Firearms Instant Reaction

### Defense Stance

Trouble vs Fight

Martial Arts Maintained Easy

### Unflappable Poise

Trouble vs Fight

Martial Arts Permanent None

### Reverse-Momentum Throw

When Fight attack misses, attacker takes Fight Health (bashing) Damage and prone

Martial Arts Instant Reaction

### Fast Strikes

2 Fight attacks on single foe for 1/2 Damage (■ 2x)

Martial Arts Instant Standard


### Leg Sweep

Fight for Damage and prone (■ Stunned)

Martial Arts Instant Standard

Name **Groot**  
 Origin **Alien**  
 Profession **Outsider**

Action Modifier	Ability Score	Defense Score
11	M4 Might	24
12	A5 Agility	27
13	R6 Resilience	26
9	V2 Vigilance	20
10	E6 Ego	24
4	L0 Logic	15



**FIGHT DAMAGE**  
3d6+22+4

**RANGED DAMAGE**  
3d6+7+5

Run 60 (12)  
 Climb 30 (6)  
 Swim 15 (3)  
 Leap 15 (3)  
 Fly  
 Swing

**HEALTH**  
140

**FOCUS**  
80

**KARMA**  
5

**INIT**  
+5

**Bruiser**  
ARCHETYPE

**10**  
RANK

**TRAITS**  
 Alien Heritage  
 Connections: Outsiders  
 Extreme Appearance  
 Fresh Eyes  
 Mute (only "I am Groot.")  
 Short  
 Stranger  
 Weird

**EDGES**  
 Novelty  
 Stealth  
 Escape x2

**TROUBLES**  
 Perception

POWERS		
<b>Mighty 1</b> Treat as 2x size for lift, carry, throw; +4 Fight Damage (added)	Super-Strength	Permanent None
<b>Crushing Grip</b> Might vs Resilience for bashing Damage and Pinned	Super-Strength	Maintained Reaction
<b>Quick Toss</b> Throw Grabbed character (200'), falls prone, if success both Damage	Super-Strength	Instant Reaction
<b>Flexible Bones 2</b> Damage Reduction 20 vs bashing/piercing, 2x Edge on Agility (escape)	Plasticity	Permanent None
<b>Extended Reach 2</b> Reach is 10x normal (50')	Plasticity	Permanent None
<b>Stilt Steps</b> Running and climbing speed doubles	Plasticity	Instant Movement
<b>Camouflage</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Permanent None
<b>Environmental Protection</b> Not harmed by cold, heat, pressure, radiation, or vacuum	Utility	Permanent None
<b>Healing Factor</b> At the end of your turn, regain Rank Health	Utility	Permanent None