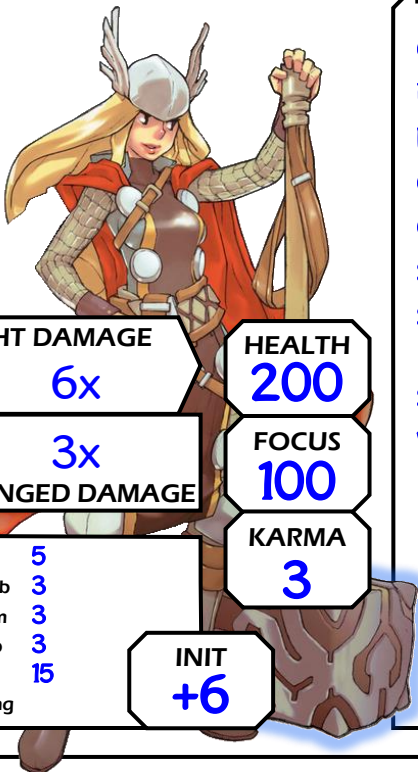


Name **Love**  
 Name **Love Thorsdóttir**  
 Origin **God**  
 Profession **Outsider**

**Champion**  
 RANK **3**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
<b>+8</b>	<b>M5</b> Might	<b>20</b>
<b>+6</b>	<b>A3</b> Agility	<b>18</b>
<b>+10</b>	<b>R7</b> Resilience	<b>20</b>
<b>+6</b>	<b>V3</b> Vigilance	<b>16</b>
<b>+8</b>	<b>E5</b> Ego	<b>18</b>
<b>+4</b>	<b>L1</b> Logic	<b>14</b>

**FIGHT DAMAGE**  
**6x**

**RANGED DAMAGE**  
**3x**

Run **5**  
 Climb **3**  
 Swim **3**  
 Leap **3**  
 Fly **15**  
 Swing

**HEALTH**  
**200**

**FOCUS**  
**100**

**KARMA**  
**3**

**INIT**  
**+6**

**TRAITS**  
 Connections: Outsiders  
 Enhanced Physique  
 Fresh Eyes  
 God Heritage  
 Quick Learner  
 Short  
 Signature Weapon (Mjolnir)  
 Stranger  
 Worshipped

**EDGES**  
 Novelty  
 Retry  
 Wake

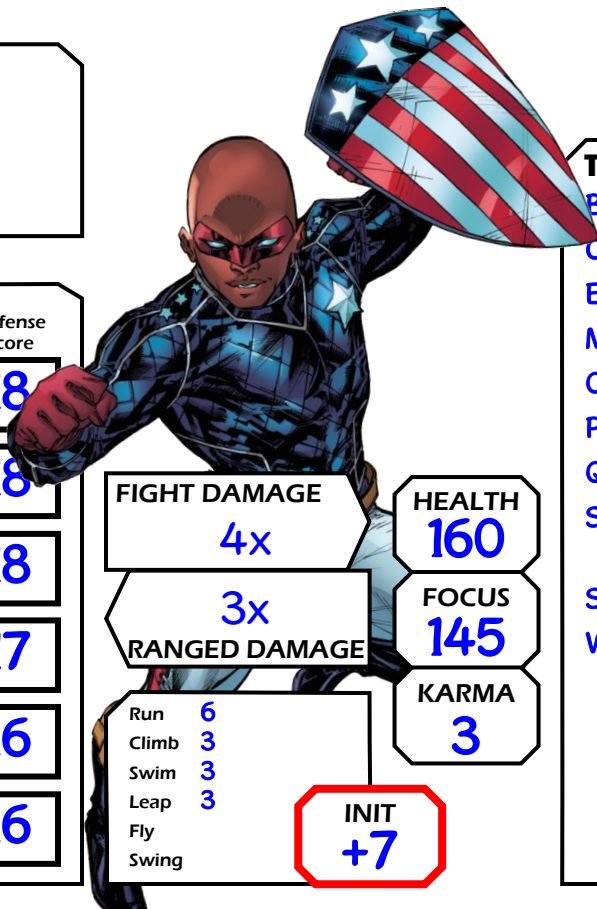
**TROUBLES**

**POWERS**

<b>Mighty 3</b> +3 Rank for Fight Damage (added)	Super-Strength	Permanent	None
<b>Blow Down</b> Ego vs Agility/Might to knock prone (■ Damage)	Weather Control	Instant	Standard
<b>Blow Back</b> Ego vs Agility/Might to knock back 5x Rank (■ Damage)	Weather Control	Instant	Standard
<b>Control Weather 1</b> Rain 1 mile * Rank, Ranges are 1/2	Weather Control	Maintained	Standard
<b>Group Flight</b> Fly Rank allies at 1/2 Speed	Weather Control	Maintained	Standard
<b>Lightning Strike</b> Ranged attack in line of sight for Damage & Thunder (■ 2x)	Weather Control	Instant	Standard
<b>Thunder</b> Ego vs Resilience Defense in 50' and earshot for Deafened (■ Stunned)	Weather Control	Instant	Standard
<b>Environmental Protection</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent	None
<b>Flight 1</b> Fly at Rank * Running Speed	Utility	Permanent	None

Name **Patriot**  
 Name **Elijah Bradley**  
 Origin **Weird Science**  
 Profession **Soldier, Student**

**Champion**  
 RANK **3**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
+8	M5 Might	18
+8	A5 Agility	18
+8	R5 Resilience	18
+7	V4 Vigilance	17
+6	E3 Ego	16
+6	L3 Logic	16

**FIGHT DAMAGE**  
4x

**RANGED DAMAGE**  
3x

Run 6  
Climb 3  
Swim 3  
Leap 3  
Fly  
Swing

**HEALTH**  
160

**FOCUS**  
145

**KARMA**  
3

**INIT**  
+7

**TRAITS**  
 Battle Ready  
 Connections: Military  
 Extra Career  
 Mentor  
 Obligation: School  
 Public Speaking  
 Quick Learner  
 Signature Weapon (Shield 3)  
 Situational Awareness  
 Weird

**EDGES**  
 Persuasion  
 Retry

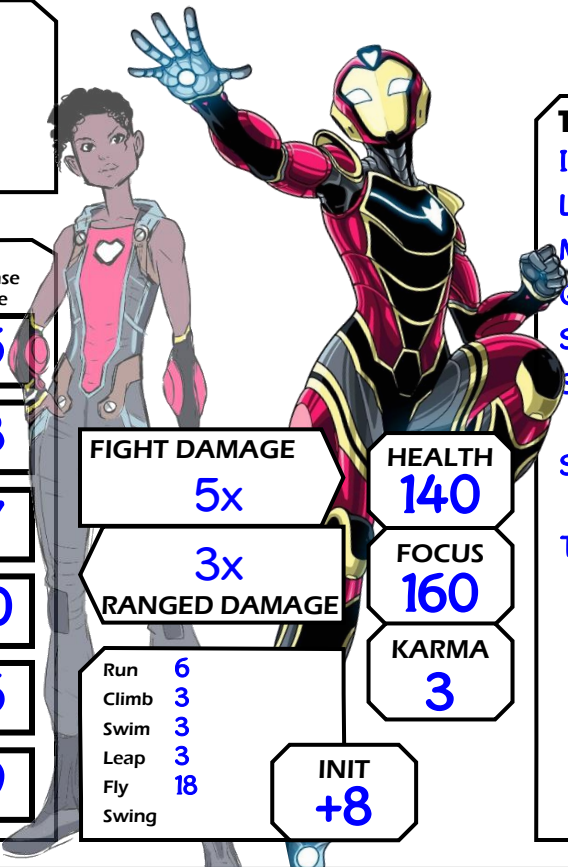
**TROUBLES**  
 Ranged

**POWERS**

<b>Shield 3</b> Damage Reduction 30 vs all attacks that target Agility	Shield-Bearer	Maintained	Easy
<b>Shield Bash</b> Fight attack for Damage (■ 2x and prone)	Shield-Bearer	Instant	Standard
<b>Hurled Shield Bash</b> Ranged attack for Damage, range 10x Rank (■ 2x and prone)	Shield-Bearer	Instant	Standard
<b>Shield Deflection</b> Trouble vs Ranged attacks	Shield-Bearer	Instant	Reaction
<b>Super-Strong 1</b> +1 Rank for Fight Damage (added)	Super-Strength	Permanent	None
<b>Change of Plans</b> Inspire to remove one Trouble for an ally	Tactical Mastery	1 Round	Reaction
<b>Combat Support</b> Inspire an ally in earshot with a 1 on Marvel die which is immune from Trouble	Tactical Mastery	1 Round	Standard
<b>Inspiration</b> An ally in earshot gains Edge on all actions	Utility	1 Round	Easy
<b>Healing Factor</b> At the end of each turn, add Rank to Health	Utility	Permanent	None

Name **Iron Heart**  
 Name **Riri Williams**  
 Origin **High Tech**  
 Profession **Scientist**

**Champion**  
 RANK **3**  
 RANK



**TRAITS**  
 Inventor  
 Lab Access  
 Mentor  
 Quick Learner  
 Scientific Expertise  
 Signature Attack (Energy Beam)  
 Signature Weapon (Armor 3)  
 Tech Reliance

**EDGES**  
 Gadgets  
 Perception  
 Range x2  
 Retry

**TROUBLES**  
 Stealth

**ABILITIES**

Action Modifier	Ability Score	Defense Score
+5	M2 Might	15
+8	A5 Agility	18
+7	R4 Resilience	17
+8	V5 Vigilance	20
+6	E3 Ego	16
+9	L6 Logic	19

**FIGHT DAMAGE**  
 5x

**RANGED DAMAGE**  
 3x

HEALTH **140**

FOCUS **160**

KARMA **3**

INIT **+8**

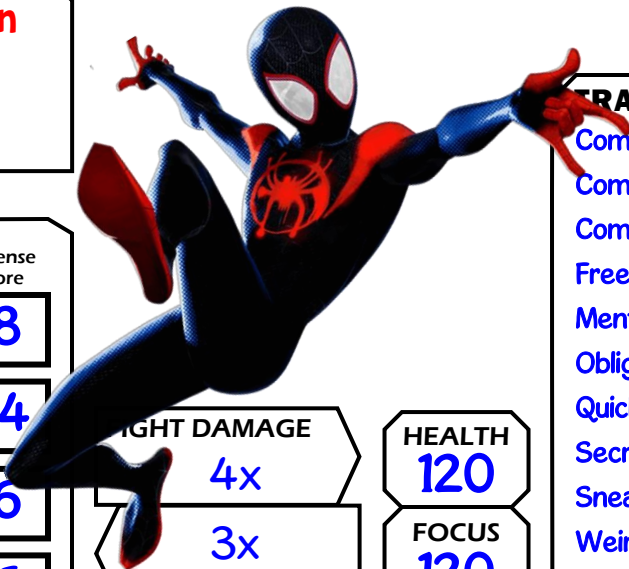
Run 6  
 Climb 3  
 Swim 3  
 Leap 3  
 Fly 18  
 Swing

**POWERS**

<b>Armor 3</b> 30 Damage Reduction vs Health Damage	Battle Suit	Permanent	None
<b>Lock-On</b> Edge on Ranged Attacks	Battle Suit	Maintained	Easy
<b>Super-Strong 2</b> +2 Rank for Fight Damage (added)	Battle Suit	Permanent	None
<b>Energy Beam</b> Ranged Attack 100' for Damage (blinded/dazzled)	Energy Control	Instant	Standard
<b>Environmental Protection</b> Immune to cold, heat, pressure, radiation, space	Utility	Permanent	None
<b>Flight</b> Fly at Rank * Running Speed	Utility	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

Name **Spider-Man**  
 Name Miles Morales  
 Origin Weird Science  
 Profession Student

**Champion**  
 RANK **3**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
+12	M5 Might	18
+12	A9 Agility	24
+6	R3 Resilience	16
+6	V3 Vigilance	16
+6	E3 Ego	16
+5	L2 Logic	15

MELEE DAMAGE  
 4x  
 RANGED DAMAGE  
 3x

HEALTH  
 120  
 FOCUS  
 120  
 KARMA  
 3

Run 7  
 Climb 7  
 Swim 4  
 Leap 7  
 Fly  
 Swing 21

INIT  
 +6

**TRAITS**

- Combat Finesse
- Combat Reflexes
- Combat Trickery
- Free Running
- Mentor
- Obligation: School
- Quick Learner
- Secret Identity
- Sneaky
- Weird

**EDGES**

- Acrobatics
- Perception x2
- Retry
- Stealth x2

**TROUBLES**

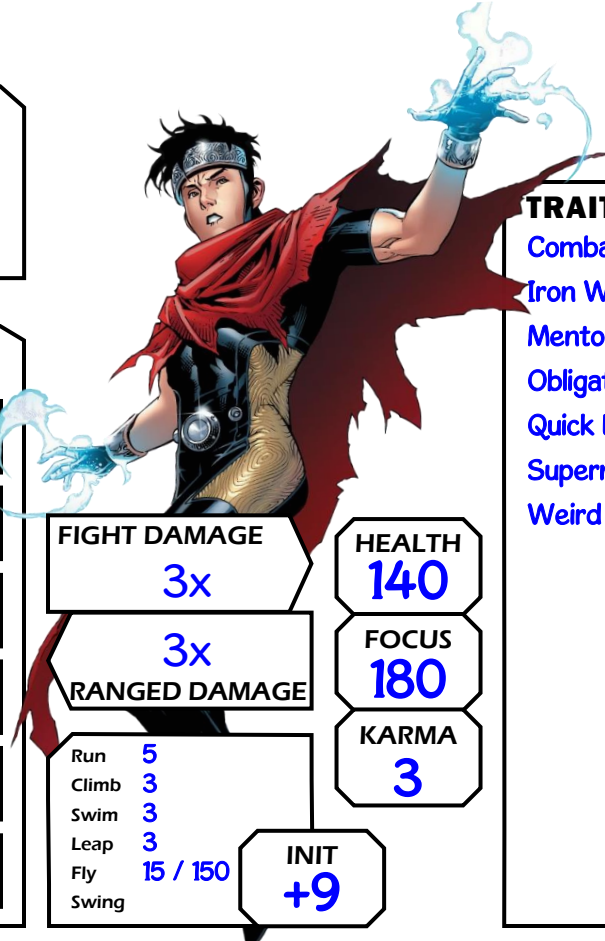
- Attack
- Perception x2
- Stealth x2

**POWERS**

<b>Spider-Dodge</b> Foe has Trouble with attack, if miss can leap any direction	Spider-Powers	Instant	Reaction
<b>Spider-Jump &amp; Wall Crawling</b> Jump and Climb at Running Speed, never lose grip	Spider-Powers	Permanent	None
<b>Spider-Sense</b> +2 Agility Defense (added), Edge on Initiative and (perception), Trouble vs (stealth)	Spider-Powers	Permanent	None
<b>Spider-Strike</b> 2 Fight attacks at 1/2 Damage (■ Paralyzed by webs)	Spider-Powers	Instant	Standard
<b>Super-Strong 1</b> +1 Rank for Fight Damage (added)	Spider-Powers	Permanent	None
<b>Venom Blast</b> Agility vs Agility for Damage (■ Stunned)	Spider-Powers	Instant	Standard
<b>Web Casting</b> Ranged Attack 50' to Paralyze	Spider-Powers	Instant	Standard
<b>Web Slinging</b> Swing at 3x Running Speed	Spider-Powers	Permanent	None
<b>Web Grabbing</b> Ranged Attack 50' to Grab (■ Pinned)	Spider-Powers	Instant	Standard
<b>Web Trapping</b> Web 10' x 10' into difficult terrain, Paralyzed within (Agility TN25 or Might TN22)	Spider-Powers	Instant	Standard
<b>Camouflage</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Permanent	None

Name **Wiccan**  
 Name **Billy Maximoff**  
 Origin **Magic**  
 Profession **Student**

**Champion**  
 RANK **3**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
+4	<b>M1</b> Might	14
+5	<b>A3</b> Agility	15
+7	<b>R4</b> Resilience	17
+9	<b>V6</b> Vigilance	19
+10	<b>E7</b> Ego	20
+7	<b>L4</b> Logic	17

**FIGHT DAMAGE**  
3x

**RANGED DAMAGE**  
3x

Run 5  
 Climb 3  
 Swim 3  
 Leap 3  
 Fly 15 / 150  
 Swing

**HEALTH**  
140

**FOCUS**  
180

**KARMA**  
3

**INIT**  
+9

- TRAITS**
- Combat Trickery
  - Iron Will
  - Mentor
  - Obligation: School
  - Quick Learner
  - Supernatural
  - Weird

- EDGES**
- Control
  - Perception
  - Retry

- TROUBLES**
- Ranged
  - Stealth

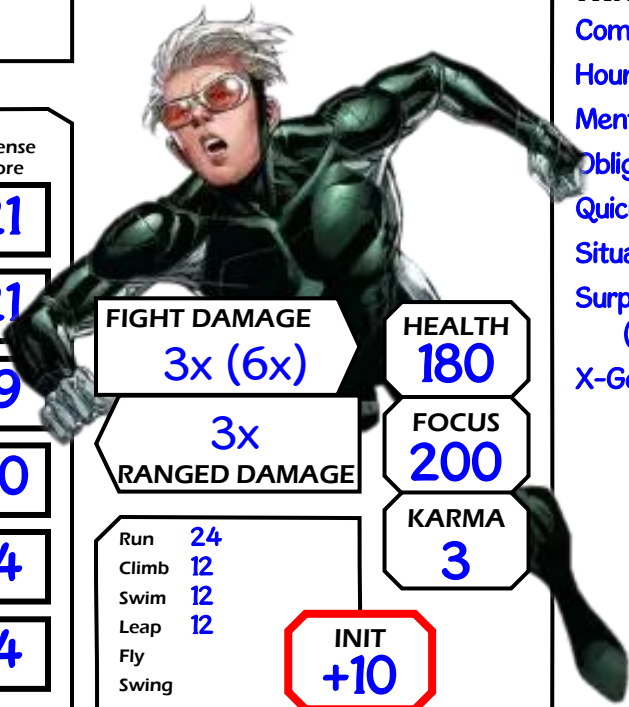
**POWERS**

<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 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> Trouble vs Ranged	Firearms	Instant	Reaction
<b>Levitation (Group Flight)</b> Lift 10 allies at half Flight Speed	Weather Control	Maintained	Standard
<b>Levitation (Flight 2)</b> Fly at Rank * Running Speed	Utility	Permanent	None
<b>Mystic Sight (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None

Name **Speed**  
 Name **Tommy Maximoff**  
 Origin **Mutant**  
 Profession **Student**

**Champion**  
 RANK **3**  
 RANK

ABILITIES		
Action Modifier	Ability Score	Defense Score
<b>+11</b>	<b>M2</b> Might	<b>21</b>
<b>+11</b>	<b>A8</b> Agility	<b>21</b>
<b>+9</b>	<b>R6</b> Resilience	<b>19</b>
<b>+10</b>	<b>V7</b> Vigilance	<b>20</b>
<b>+4</b>	<b>E1</b> Ego	<b>14</b>
<b>+4</b>	<b>L1</b> Logic	<b>14</b>



**FIGHT DAMAGE**  
**3x (6x)**  
**3x**  
**RANGED DAMAGE**

**HEALTH**  
**180**  
**FOCUS**  
**200**  
**KARMA**  
**3**

Run **24**  
 Climb **12**  
 Swim **12**  
 Leap **12**  
 Fly  
 Swing

**INIT**  
**+10**

**TRAITS**  
 Combat Finesse  
 Hounded  
 Mentor  
 Obligation: School  
 Quick Learner  
 Situational Awareness  
 Surprising Power (Stilt Steps)  
 X-Gene

**EDGES**  
 Contortion x2  
 Escape x2  
 Fight  
 Retry

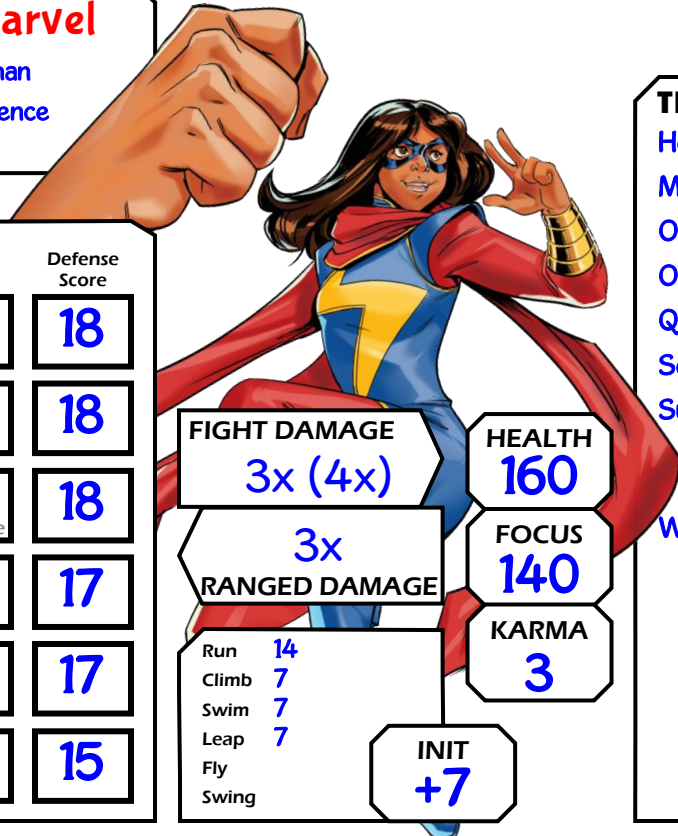
**TROUBLES**  
 Fight x2  
 Ranged

**POWERS**

<b>Quick Running (Stilt Steps 2)</b> 4x 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, Jump Speed 5	Plasticity	Instant	Reaction
<b>Quick Dodge (Flexible Bones 2)</b> Damage Reduction 20 vs bashing/piercing; 2x Edge on contortion and escape	Plasticity	Permanent	None
<b>Quick Punch (Reverse Punch)</b> Fight with Edge for damage (2x)	Plasticity	Instant	Standard
<b>Quick Punch (Attack Stance)</b> 2x Rank for damage purpose	Martial Arts	Maintained	Easy
<b>Quick Dodge (Bullet Time)</b> Trouble vs Ranged	Martial Arts	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

Name **Ms. Marvel**  
 Name **Kamala Khan**  
 Origin **Weird Science**  
 Profession **Student**

**Champion**  
 RANK **3**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
+8	M5 Might	18
+8	A5 Agility	18
+8	R5 Resilience	18
+7	V4 Vigilance	17
+7	E4 Ego	17
+5	L2 Logic	15

**FIGHT DAMAGE**  
 3x (4x)

**HEALTH**  
 160

**3x**  
**RANGED DAMAGE**

**FOCUS**  
 140

**KARMA**  
 3

**INIT**  
 +7

Run 14  
 Climb 7  
 Swim 7  
 Leap 7  
 Fly  
 Swing

**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  
 Retry  
 Stealth

**TROUBLES**

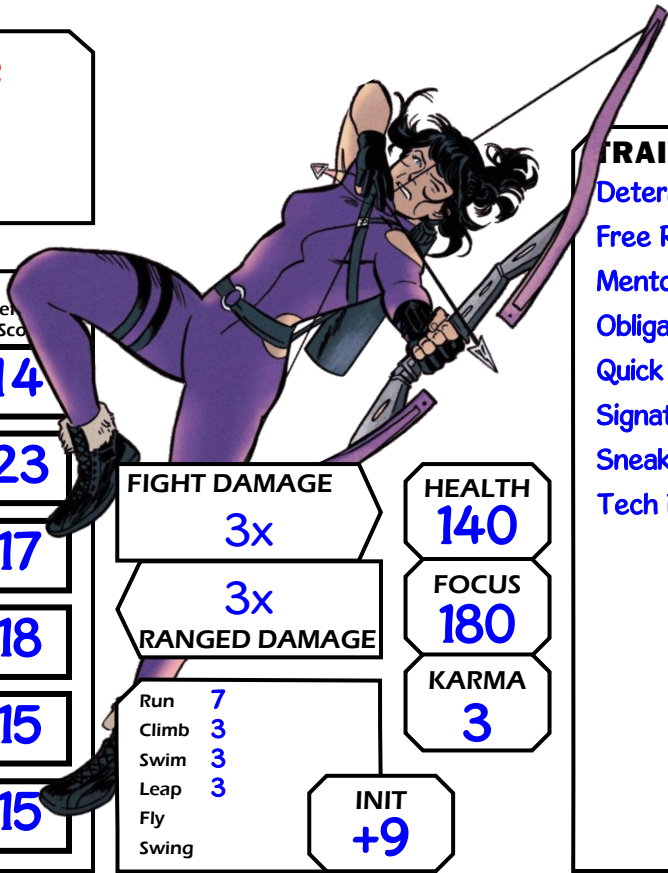
Fight x2  
 Perception

**POWERS**

<b>Embiggen (Massive Trait)</b> Big: +2 Might Defense, -2 Agility Defense, +1x Damage, Run Speed 7, Reach 10	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 (2x 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 Bendy (Defense Stance)</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Flexy Wiggly (Unflappable Poise)</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Belittle (Short Trait)</b> Small: -2 Might Defense, +2 Agility Defense, Run Speed 5	Plasticity	Instant	Easy
<b>Belittle (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Sustained	Easy

Name **Hawkeye**  
 name Kate Bishop  
 Origin Special Training  
 Profession Student

**Champion**  
 RANK **3**  
 RANK



**ABILITIES**

Action Modifier	Ability Score	Dev Score
+4	M1 Might	14
+13	A10 Agility	23
+7	R4 Resilience	17
+9	V6 Vigilance	18
+5	E2 Ego	15
+5	L2 Logic	15

**FIGHT DAMAGE**  
3x

**RANGED DAMAGE**  
3x

Run 7  
Climb 3  
Swim 3  
Leap 3  
Fly  
Swing

**HEALTH**  
140

**FOCUS**  
180

**KARMA**  
3

**INIT**  
+9

**TRAITS**  
 Determination  
 Free Running  
 Mentor  
 Obligation: School  
 Quick Learner  
 Signature Attack  
 Sneaky  
 Tech Reliance

**EDGES**  
 Acrobatics  
 Hope  
 Perception  
 Range  
 Retry  
 Stealth

**TROUBLES**  
 Perception  
 Range  
 Stealth

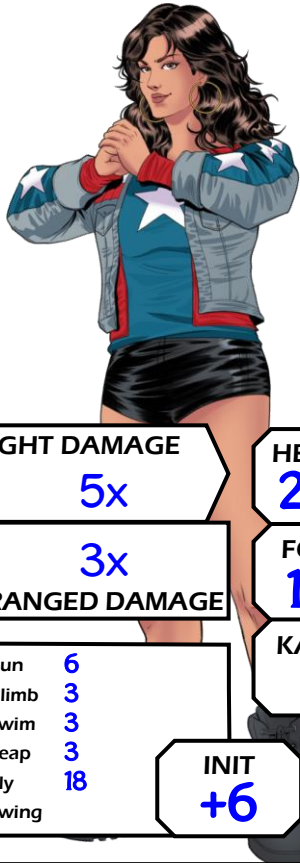
**POWERS**

<b>Lock-On</b> Edge on Ranged Attack	Battle Suit	Maintained	Easy
<b>Bullet Time</b> Trouble vs Ranged	Firearms	Instant	Reaction
<b>Covering Fire</b> When foe attacks ally, Attack for Focus Damage and Stunned	Firearms	Instant	Reaction
<b>Double Tap</b> Attack within 10' for Damage (■ 2x)	Firearms	Instant	Standard
<b>Headshot (20)</b> Attack with Trouble for 2x Damage and Stunned (■ 3x)	Firearms	Instant	Standard
<b>Kill Zone</b> On each foe's turn, Attack for Damage	Firearms	Instant	Reaction
<b>Return Fire</b> When foe attacks, Attack for 1/2 Focus Damage and Stunned	Firearms	Instant	Reaction
<b>Stopping Power (10)</b> Attack, if any Damage can spend 10 Focus to attack again (■ 2x)	Firearms	Instant	Standard
<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 **America Chavez**  
 Name **America Chavez**  
 Origin **Weird Science**  
 Profession **Outsider**

**Champion**  
 RANK **3**  
 RANK



ABILITIES		
Action Modifier	Ability Score	Defense Score
<b>+10</b>	<b>M7</b> Might	<b>20</b>
<b>+8</b>	<b>A5</b> Agility	<b>18</b>
<b>+9</b>	<b>R6</b> Resilience	<b>18</b>
<b>+6</b>	<b>V3</b> Vigilance	<b>16</b>
<b>+6</b>	<b>E3</b> Ego	<b>16</b>
<b>+4</b>	<b>L1</b> Logic	<b>14</b>

**FIGHT DAMAGE**  
**5x**

**HEALTH**  
**200**

**RANGED DAMAGE**  
**3x**

**FOCUS**  
**120**

**KARMA**  
**3**

Run **6**  
 Climb **3**  
 Swim **3**  
 Leap **3**  
 Fly **18**  
 Swing

**INIT**  
**+6**

**TRAITS**  
 Connections: Outsiders  
 Determination  
 Fresh Eyes  
 Investigation  
 Linguist: English, French, Portuguese, Spanish  
 Quick Learner  
 Stranger  
 Weird

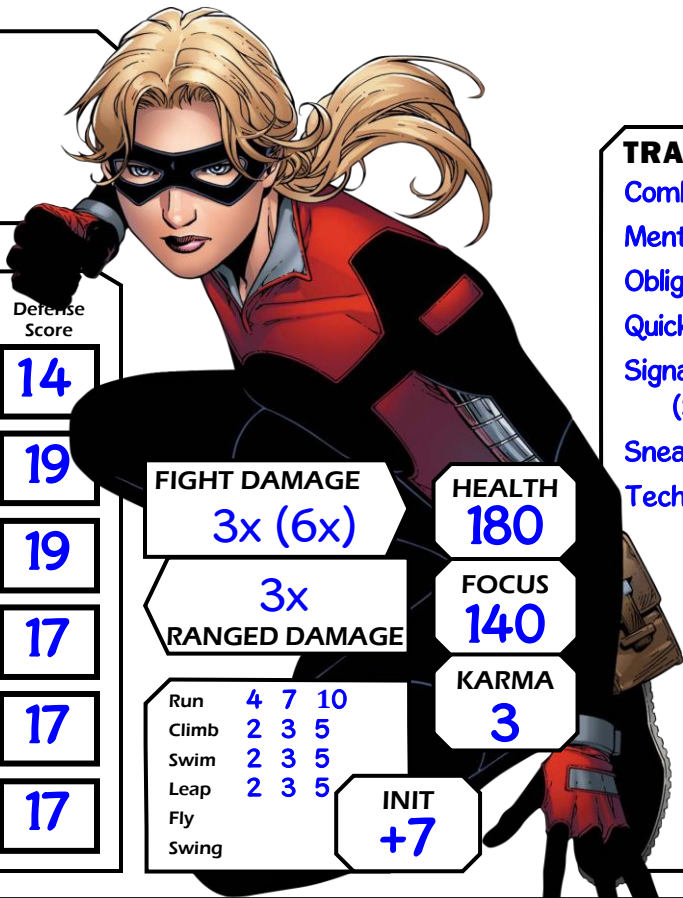
**EDGES**  
 Clues  
 Fight  
 Hope  
 Investigation  
 Novelty  
 Retry

**TROUBLES**  
 Fight

POWERS		
<b>Energy Beam</b> Ranged Attack 100' for Damage (■ blinded/dazzled)	Energy Control	Instant Standard
<b>Defense Stance</b> Trouble vs Fight	Martial Arts	Maintained Easy
<b>Super-Strong 2</b> +2 Rank for Fight Damage (added)	Super-Strength	Permanent None
<b>Clobber</b> Fight for Damage (■ 2x and prone)	Super-Strength	Instant Standard
<b>Smash (5+)</b> Fight with Edge for Damage plus Focus (■ 2x)	Super-Strength	Instant Standard
<b>Ground-Shaking Stomp</b> Might vs Agility within 20' (4) for ½ Fight and prone (■ 2x)	Super-Strength	Instant Standard
<b>Flight 1</b> Fly at Rank * Running Speed	Utility	Permanent None
<b>Heightened Senses</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent None
<b>Sturdy</b> Add Might Defense to Health (added)	Utility	Permanent None

Name **Stature**  
 Name **Cassie Lang**  
 Origin **High Tech**  
 Profession **Student**

**Champion**  
 RANK **3**  
 RANK



**TRAITS**  
 Combat Finesse  
 Mentor  
 Obligation: School  
 Quick Learner  
 Signature Weapon  
 (Size Suit)  
 Sneaky  
 Tech Reliance

**EDGES**  
 Perception  
 Retry  
 Stealth x2

**TROUBLES**  
 Fight x 2  
 Perception x2  
 Stealth

**ABILITIES**

Action Modifier	Ability Score	Defense Score
+9	M1 Might	14
+9	A6 Agility	19
+9	R6 Resilience	19
+7	V4 Vigilance	17
+7	E4 Ego	17
+7	L4 Logic	17

**FIGHT DAMAGE**  
 3x (6x)

**HEALTH**  
 180

**3x**  
**RANGED DAMAGE**

**FOCUS**  
 140

**KARMA**  
 3

**INIT**  
 +7

Run	4	7	10
Climb	2	3	5
Swim	2	3	5
Leap	2	3	5
Fly			
Swing			

**POWERS**

<b>Ant-Sized (Tiny Size 3)</b> -3 Size (-6 vs attacks and perception, +6 vs damage, -3 Running, Reach 0)	Battle Suit	Permanent	None
<b>Giant-Sized (Massive Size 3)</b> +3 Size (+6 vs attacks and perception, -6 vs damage, +3 Running, Reach 15)	Battle Suit	Permanent	None
<b>Giant Suit (Armor 2)</b> 20 Damage Reduction vs Health Damage	Battle Suit	Permanent	None
<b>Self Defense (Defense Stance)</b> Trouble vs Fight	Martial Arts	Maintained	Easy
<b>Self Defense (Unflappable Poise)</b> Trouble vs Fight	Martial Arts	Permanent	None
<b>Ant Spies (Heightened Senses)</b> Edge on Vigilance (perception), Trouble vs Agility (stealth)	Utility	Permanent	None
<b>Too Small to See (Camouflage)</b> Edge on Agility (stealth), Trouble vs Vigilance (perception)	Utility	Sustained	Easy