

COUNCIL OF FOUR *ILLUMINATI SUPPLEMENT*

SUPPLEMENT EXPLANATION

This story of traversing the Multiverse to prevent a cataclysmic event lends itself very well to the Illuminati's mission statement. As such, a bio of the team along with its roster, milestones, and datafiles are provided here in case your players wish to play as members of the Illuminati for this Event.

THE ILLUMINATI



Made up of the great leaders and minds of the superhuman community, the Illuminati was formed to share information so threats could be recognized and prevented before they happened. Shortly after the Kree-Skrull War, Tony Stark (aka Iron Man) assembled the group to ensure that heroes would be prepared for similar perils. This group included the greatest minds of the world: Black Bolt, Charles Xavier, Doctor Strange, Iron Man, Mister Fantastic, and Namor. While Tony wanted a large, official public delegations of super heroes, they finally agreed that just the few of them would secretly meet to deal with matters of great importance. After years of betrayal, intrigue, and disbanding, the Illuminati has come back together to prevent Incursions – events where parallel Earths crash into and destroy one another.

Current Roster: Beast, Black Panther, Doctor Strange, Iron Man, Mister Fantastic, Namor

Current Headquarters: Necropolis, Wakanda

ILLUMINATI RESOURCES

Though it is clandestine and unknown to the rest of the world, the members of the Illuminati are among the most influential and wealthy people of the world. Combined, their wealth, inventions, and influence provide them with everything they should need. Their current base is in Necropolis, the Wakandan city of the dead. Here, away from prying eyes, the Illuminati are free to conduct their meetings and embark on their missions; saving the world and keeping everyone safe from the shadows.

ILLUMINATI MILESTONES

Keep Your Secrets	
<i>Part of the burden of being in the Illuminati is never telling the other heroes, authorities, or even your loved ones about the group. Likewise, some of the things you find out would be better dealt with the Illuminati than by other heroes – even those you trust.</i>	
1 XP	when you withhold information from, or lie to, an ally.
3 XP	when you reveal a secret another member of the Illuminati divulged to you.
10 XP	when you side with the Illuminati to betray an old friend, or betray Illuminati for an old friend.

Nothing Else Burns Today	
<i>Worlds are colliding and the universe is destroying itself. It stops here and you will be the engine of the universe's salvation.</i>	
1 XP	when you talk with allies about the events you are involved in and the impact they will have on a much greater scale.
3 XP	when you personally train a team of heroes in preparation of a great conflict.
10 XP	when you are part of the final battle against an opponent that is involved in a world-wide (or greater) threat and you are vital to the final victory, or you fold under pressure and leave the final battle just when you might have made a difference.

Shape the Future	
<i>You have the solution to the problems of today, but you need some time to put all the pieces into place. Friends, family, and allies might not understand, or might wonder why you're distant. You know it will all be worth it.</i>	
1 XP	when actions you take in services of your future goal undermine your short-term success.
3 XP	when you steal or destroy any ally's information, technology, or resources to further your goal.
10 XP	when your future goal comes to fruition, whether the consequences are what you had planned or not.

BEAST

Affiliations

SOLO  BUDDY  TEAM 

Distinctions

Genetic Activist  OR 
 Renaissance Beast  +1 PP OR 
 Smartest Man In The Room

Power Sets

BESTIAL MUTANT

Superhuman Durability  Enhanced Senses 
 Superhuman Stamina  Superhuman Reflexes 
 Superhuman Strength  Wall-Crawling 







SFX: *Bestial Surge.* Step up Superhuman Strength for one action, then step back the original power die. Recover power by activating an opportunity or during a Transition Scene.

SFX: *Healing Factor.* Spend 1 PP to recover your physical stress or step back your physical trauma.

SFX: *Oh My Stars and Garters!* Spend 1 PP to borrow the highest die in the doom pool as an asset for your next action, then step back and return the doom die.

Limit: *Mutant.* When affected by mutant-specific complications or tech, earn 1 PP.

Specialties

Acrobatic Master  Combat Expert 
 Cosmic Expert  Medical Expert 
 Science Master  Tech Master 

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Mutants Sans Frontières

- 1 XP when you use your Medical Expert to help a mutant recover stress.
- 3 XP when you choose not to engage in a confrontation in order to rescue or support noncombatants.
- 10 XP when you either allow a mutant to die, or give up your status or reputation to save a mutant.

Once An X-Man, Always An X-Man

- 1 XP when you point out how much the X-Men have changed over the years.
- 3 XP when you lament to a teammate how much the world the X-Men sought to improve has changed for the worse.
- 10 XP when you coerce another mutant to join the X-Men, or you leave the X-Men to join a predominately non-mutant team.

PP

STRESS/TRAUMA

P











M











E











XP



History

Born a mutant with ape-like features and limbs, Henry “Hank” McCoy was the founding member of the X-Men codenamed Beast. Already mentally gifted, he studied biochemistry and genetics under Professor Xavier and eventually became the X-Men’s resident science expert.

Eventually, Hank left the X-Men to work in the private sector. Employed by the Brand Corporation, he made great strides in understanding the nature of human mutation. This changed when Hank discovered his boss was stealing classified government documents. Determined to stop the espionage himself, he took an experimental formula to augment his abilities and mask his appearance. His heroics succeeded, but the formula permanently changed him.

Now a blue, furry, simian-like mutant, Hank left the private sector and returned to super heroics. First a member of the Avengers, then the Defenders, he eventually rejoined his original X-Men teammates in X-Factor. During this time he briefly regained his more human appearance, though his body suffered frequent mutations, with effects such as a temporary decrease in intellect and increase in strength. Finally, Beast returned to his blue, furry form and his original home with the X-Men.

After seeing his longtime friend Cyclops (possessed by the Dark Phoenix) murder their beloved Professor Charles Xavier, Beast underwent a crisis of identity, made worse by another sudden and painful mutation. Fearing he would die from this mutation, Hank went back in time to bring the original X-Men to the current time, hoping to convince Cyclops to see how far he had fallen. With the combined intellect of his younger self, Hank survived his new mutation. He serves as the vice-principle, primary physician, research scientist, and technician of the new Jean Grey School for Gifted Youngsters, roles for which he is ideally suited.

Personality

Beast’s personality has changed wildly based on his current state of mutation. In his more human-looking guise, he tended to be bookish and fairly serious. After he turned himself into a blue-furred creature, he started to joke and wisecrack more, to cover up his insecurity about looking less human. In his current large furry blue simian form he’s a combination of the two— prone to academic musings as well as self-deprecating witticisms and bon mots. In any form, Hank McCoy is a dedicated scientist and a loyal friend.

Abilities & Resources

Beast possesses superhuman strength, durability, endurance, speed, and agility. He is an amazing acrobat and able to climb walls with the use of his dexterous and strong hands and feet. Beast heals somewhat faster than normal and can emit pheromones attractive to the opposite sex. Beast is also a trained biochemist and considered one of the greatest scientific minds in the world.

With the possible exception of Wolverine, no mutant has as diverse a collection of allies as Beast. A founding and long-time member of the X-Men, Beast can count most members of that team as close friends, especially the other founders. As an Avenger, Beast often found public acceptance even during various periods of anti-mutant hysteria and worked alongside Captain America, Hawkeye, Ms. Marvel, Wonder Man, and others. As a Defender, he befriended mystical heroes such as Dr. Strange and the Valkyrie.

Hank’s scientific reputation, expertise, and connections allow him access to some of the most advanced laboratories in the world.



BLACK PANTHER

Affiliations

SOLO

10

BUDDY

6

TEAM

8

Distinctions

King of the Dead
Peerless Strategist
World-Class Intellect

4
+1 PP

OR

8

Power Sets

WAKANDAN TECHNO-RAIMENT

Cybernetic Senses 6

Enhanced Durability 8

Wall-Crawling 6

Weapon 6

SFX: *Energy Absorption.* On a successful reaction against an energy-based action, convert your opponent's effect die into a WAKANDAN TECHNO-RAIMENT stunt or step up a WAKANDAN TECHNO-RAIMENT power until used in an action. If your opponent's action succeeds, spend 1 PP to use this SFX.

SFX: *Mystic Armory.* At the cost of creating a resource, you may step up or double Weapon or Enhanced Durability for the duration of a resource.

Limit: *Gear.* Shutdown a WAKANDAN TECHNO-RAIMENT power to gain 1 PP. Take an action vs. the doom pool to recover.

BLESSING OF THE PANTHER GODDESS

Enhanced Senses 8

Enhanced Speed 8

Enhanced Strength 8

Superhuman Reflexes 10

Superhuman Stamina 10

SFX: *Immunity.* Spend 1 PP to ignore stress, trauma, or complication caused by aging, disease, or poison.

SFX: *Panther Champion.* Before you take an action including a BLESSING OF THE PANTHER GODDESS power, you may move your mental and emotional stress dice to the doom pool and step up the BLESSING OF THE PANTHER GODDESS power for this action.

SFX: *Strength of Bast.* In an action including Enhanced Strength, borrow a die from the Doom Pool. Step up the Doom die and return it to the Doom Pool when you're action is done.

Limit: *Hubris.* Step up mental or emotional stress, trauma, or complications caused by pride or overconfidence to gain 1 PP.

Specialties

Acrobatic Master 10

Combat Master 10

Covert Master 10

Menace Expert 8

Mystic Expert 8

Science Expert 8

Tech Expert 8

Vehicles Expert 8

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Intellect As Sharp As Any Sword

1 XP when you use a Transition Scene to arm an ally with Wakandan technology.

3 XP when you utilize Wakandan technology to do Physical Stress to an opponent.

10 XP when you either reveal a stunt you equipped an ally with to be a way to monitor the ally as a potential threat, or you strip your allies of their Wakandan technology, encouraging them to walk their own path without your aid.

Protect My People

1 XP when you first declare a character – ally or enemy – as a threat to Wakanda.

3 XP when you take a major step against the threat, such as recruiting a significant ally or joining a team in order to monitor a threat.

10 XP when you eliminate the threat to Wakanda, through diplomacy or force.

PP

STRESS/TRAUMA

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12

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4

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10

12

XP



History

Latest in a long line of warrior-statesmen, T'Challa rules the African nation of Wakanda as their champion and king, the Black Panther. His nation's advanced technology and the world's only abundant source of the mysterious metal Vibranium has meant centuries of isolation and secrecy. This changed when opportunistic fortune hunter, Ulysses Klaw, killed T'Chaka, T'Challa's father and then current Black Panther. Swearing to avenge his father and take his place as the new Black Panther, T'Challa studied and trained, eventually passing the trials of leadership and ascending to the throne.

Deciding a more proactive stance on world affairs was needed to protect his people, T'Challa interacted more with the outside world than his predecessors. First, he allied with the Fantastic Four against Klaw. Later, he joined the Avengers and became a valued member. In order to continue the royal line, T'Challa married his childhood romance Ororo Munroe (AKA Storm of the X-Men). The two found themselves on different sides of the Avengers and X-Men conflict and after a heated battle in the heart of Wakanda, broke up.

A sudden invasion from Latveria left T'Challa in a coma and his younger sister, Shuri, and heir to the throne became the new Black Panther and Queen of Wakanda. When T'Challa woke up, he found the Wakandan city of the dead and was recruited by the Panther Goddess Bast to be her king and her Black Panther. Untethered by political connections, T'Challa reassembled the clandestine Illuminati to protect the Earth from threats before they happened.

Personality

Black Panther is a man who was both born to and earned his right to rule. As such, he is confident and used to being heeded, but also doesn't see birthright or destiny as a key element of character. Even though he is no longer his people's chosen protector, Black Panther is aware of threats against his people and seeks to protect them now even from the shadows. Sometimes he can even see a threat in his allies. This often creates a distance between himself and others, as he must always stand vigilant and slightly apart. However, once someone earns his trust, he treats them not just as a friend but family, using all his considerable resources to aid them.

Abilities & Resources

While Black Panther's abilities at first came from a lifetime of training and rare herbs involved in the ceremony that made him king, the Panther Goddess Bast has now blessed him, increasing his physical abilities to superhuman levels. T'Challa is an expert hunter and tracker, a master of various martial arts, an accomplished acrobat, a trained scientist, and a master of stealth and infiltration. He has one of the best tactical minds in the world and is a keen student of human nature. He augments these considerable abilities with numerous weapons and inventions; many using advanced Wakandan technology and Vibranium as key elements.

T'Challa still has a considerable amount of resources at his disposal, which now includes various mystical artifacts from Bast herself. He personally counts as friends and allies some of the greatest heroes in the world. Most notable among these are Captain America, the Fantastic Four, and the X-Men. Black Panther can call upon all of his former Avengers and current Illuminati allies for aid, though he and Tony Stark sometimes clash ideologically.



DOCTOR STRANGE

Affiliations

SOLO



BUDDY



TEAM



Distinctions

Former Surgeon
The Price of Magic
Earth's Arcane Defender



OR



+1 PP

Power Sets

DISCIPLE OF THE ANCIENT ONE

Enhanced Durability

Mystic Blast

Mystic Resistance

Supreme Sorcery

Telepathy

Transmutation

SFX: *Alliterative Invocations.* When using a stunt to create magical assets or complications, add a d6 and step up your effect die.

SFX: *Area Attack.* Against multiple opponents, for every additional target add a d6 and keep an additional effect die.

SFX: *Multipower.* Add more than one DISCIPLE OF THE ANCIENT ONE power to your pool. Step back each DISCIPLE OF THE ANCIENT ONE die in your pool by -1 for each die beyond the first.

Limit: *The Extent of Sorcery.* When you add Supreme Sorcery to any pool, you may only create assets and complications as your effect.

ASTRAL TRAVELER

Intangibility

Invisibility

SFX: *Without Form.* Spend 1 PP to ignore physical stress caused by anyone attacking your astral form by mundane means.

Limit: *The Empty Vessel.* When your dice pool includes an ASTRAL TRAVELER power, adding a power from any other Power Sets costs 1 PP. Your physical form remains where you left it, and for as long as you remain out of sight of it any stress or complications that target it directly are stepped up.

MYSTIC REGALIA

Flight

Mystic Senses

Teleport

SFX: *Cloak of Levitation.* When including Flight in any reaction against attacks, remove the highest rolling die and add a third die to your total.

SFX: *Eye of Agamotto.* Add a doom die to your next action including a MYSTIC REGALIA or DISCIPLE OF THE ANCIENT ONE power. After your action, step up the doom die and return it to the doom pool.

SFX: *Mystic Library.* When you create a Mystic or Comics related resource or stunt, step up the lowest doom die to step up the stunt or resource.

Limit: *Mystic Feedback.* Shutdown MYSTIC REGALIA to gain 1 PP. Take an action vs. the doom pool to recover.

Specialties

Combat Expert

Cosmic Expert

Medical Master

Menace Expert

Mystic Master

Psych Expert

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Mystic Advisor

1 XP when you offer advice to an ally.

3 XP when you include an ally in a mystical ritual.

10 XP when you use your magic powers against an ally because you think they either disregarded your advice or took that advice too far.

The Weight of Sorcery

1 XP when you spend a Transition Scene creating a Mystic resource.

3 XP when an ally you have equipped with a Mystic resource that you created takes Trauma, or you must use a Mystic resource that you created against an ally.

10 XP when you either decide to relinquish your title and equipment as Sorcerer Supreme because of the many mistakes you have made, or you perform a mystic ritual to erase the memories of those who know of your mistakes.

PP

STRESS/TRAUMA

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M



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XP



History

Stephen Strange was always destined for greatness. An early experience helping his injured sister inspired Stephen to be a doctor, a career at which he excelled. Family tragedies hardened his heart even as his easy success swelled his ego to towering proportions. At the peak of his career, an auto accident robbed him of the use of his hands. Too arrogant to accept working as an assistant or consultant, Strange burned through his fortune and contacts desperately trying to find a way to mend his hands. This quest sent him to the far reaches of the Earth and ultimately into the hall of the Ancient One. There, Stephen faced his destiny, and when he chose altruistic reasons to aid the Ancient One, Strange passed the first of many tests to prove himself worthy of his future title.

Stephen spent decades under the Ancient One's tutelage before returning to the world outside to practice his mystic arts. Defeating the likes of Mordo and Dormammu further honed his skills, and when the time came for his master to leave the mortal realm behind, Stephen Strange took the Ancient One's place as the Sorcerer Supreme.

After taking a brief leave of absence due to a feeling of unworthiness, Stephen Strange returned to his role as Earth's arcane defender. He has joined Black Panther's new Illuminati team to prevent the decay of the entire Multiverse.

Personality

A calm, reserved, and often stoic presence, Stephen is a master of self-control. He knows the terrible cost of even his smallest errors in judgment. At the cost of his own happiness and relationships, Strange keeps himself constantly apart from those he protects. His cold exterior is a necessary shell to contain the passions and emotions that otherwise may interfere with the concentration and focus his arts require. In his heart, two forces wage war – arrogance due to his many achievements and guilt resulting from his many failures.

Abilities & Resources

Doctor Strange is the Sorcerer Supreme of Earth's dimension. He's one of the most powerful practitioners in the cosmos, understanding magic on a level most mages cannot comprehend. He sets his own rules, performing magic that other sorcerers think to be impossible. Stephen interacts with universal entities as a respected near equals; Eternity stated that Strange's power dwarfs other mortals. He can teleport himself and others anywhere in the cosmos, destroy enchantments cast by godlike beings, and holds his own in both physical and mental duels versus Dormammu and Nightmare.

As Sorcerer Supreme, Strange possesses the Eye of Agamotto and the Book of the Vishanti, powerful artifacts that expand his mystical knowledge beyond any mortal limitations. His Cloak of Levitation grants him the ability to fly without tapping his own power, and his heavily warded Sanctum Sanctorum on Bleeker Street is home to countless artifacts acquired by Strange and his predecessors.

Beyond his mystical talents, Stephen Strange is also a formidable martial artist and was one of the premiere neurosurgeons in the world; though his hands are no longer suited for surgical tasks, he retains his considerable medical knowledge. He has many allies in both the mystical and costumed communities, such as his manservant Wong. He was among the original members of both the Defenders and the Illuminati, and has served on the Avengers on numerous teams.



IRON MAN

Affiliations


SOLO  BUDDY  TEAM 

Distinctions

Billionaire Playboy
Cutting Edge Tech  OR 
Hardheaded Futurist **+1 PP**

Power Sets

ARMOR MODEL 42

Cybernetic Senses  Superhuman Reflexes 
Superhuman Durability  Superhuman Strength 

SFX: *Boost.* Shutdown highest rated ARMOR MODEL 42 or WEAPON SYSTEMS power to step up another ARMOR MODEL 42 power by +1. Recover power by activating an opportunity or during a Transition Scene.

Limit: *Power Surge.* Shutdown highest rated ARMOR MODEL 42 power to gain 1 PP. Take an action vs. the Doom Pool to recover.

WEAPON SYSTEMS

Repulsors  Supersonic Flight 

SFX: *Area Effect.* Target multiple opponents. For every additional target, add d6 to your pool and keep +1 feect die.

SFX: *EMP.* Target multiple tech-based opponents. Add a d6 or step up the lowest die in the doom pool by +1 for each target and add them to a dice pool including Repulsors. Return added dice to doom pool and shutdown WEAPON SYSTEMS. Recover power by activating an opportunity or during a Transition Scene.

SFX: *Modular Equipment.* During Transition Scene, add and remove Modular Equipment. See back for mor edetails.

SFX: *Unibeam.* Step up or double Repulsors on your next roll, or spend 1 PP to do both, then shutdown Repulsors. Recover power by acitvating an opportunity or during a Transition Scene.

Limit: *Charged System.* Shutdown highest-rated power and gain 1 PP. Recover power by activating an opportunity or during a Transition Scene.

Specialties

Business Master  Science Expert 
Tech Master  Vehicle Expert 

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Bleeding Edge Tech

- 1 XP when you first shutdown a power.
- 3 XP when you've shutdown all the powers in the ARMOR MODEL 42 power set, or you recover your WEAPON SYSTEMS power set after using your *EMP* SFX.
- 10 XP when you choose to abandon your armor, or you manage to defeat a villain with all powers shutdown.

Science Is The Answer

- 1 XP when you suggest a solution to a problem that involves science and hard facts.
- 3 XP when you create an asset for an ally and their action fails, or when you create a resource and a dice pool that includes your resource fails.
- 10 XP when you create an asset or resource that is used to defeat a threat that had previously defeated you or your allies, or you admit that science is not the answer and turn to find answers elsewhere.

PP

STRESS/TRAUMA

P











M











E











XP

Anthony “Tony” Stark [public]



History

Much like his father before him, Tony Stark was born into privilege and wealth that shaped him into both a jaded, cynical playboy and a successful industrialist. His worldview changed when he was grievously wounded and taken captive while touring a war-torn area where Stark Industry weapons were being tested. From parts his captors wanted made into weapons, Tony cobbled together the first Iron Man suit and used it to escape. His eyes now opened by his first-hand knowledge of the bloody and violent legacy behind his family's wealth, as well as by witnessing the death of the man who helped him build the suit, Stark had a change of soul. He turned the same focus he had previously used to build his family's business toward helping humanity directly with the same technology.

As Iron Man, Stark was a founding member of the Avengers. He has helped support the team either personally or financially during its many incarnations. Though his personal problems have occasionally forced him from the team, as well as cost him multiple businesses and multiple fortunes, he has always rebuilt and eventually returned to his allies in the good fight.

After the passing of the Superhuman Registration Act, Tony served as the head of S.H.I.E.L.D. until he was dismissed during the Skrull Invasion, which the world blamed him for. Returning from an exile in which he nearly died, Tony created the business Stark Resilient in order to not only rebuild his wealth but also apply his patent repulsor technology for civilian everyday use.

Personality

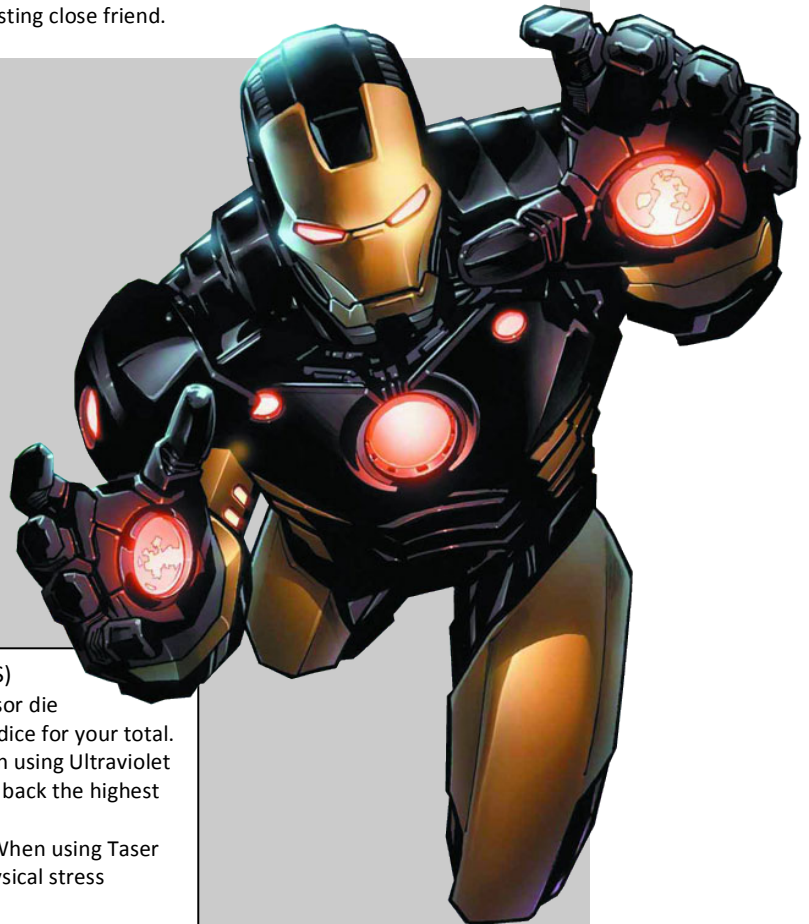
Tony Stark is a dichotomy. On the one hand, he is a caring humanitarian, a brave and philanthropic soul who works tirelessly for a better world, and on the other, he is a womanizer and recovering alcoholic who tries to bury his insecurities and fears in an endless parade of meaningless relationships or at the bottom of a bottle. Stark's towering intellect carries with it a degree of arrogance, and Stark sometimes has trouble grasping why people don't simply see the world as he does. This makes him self-assured in his conclusions but also hardheaded and more than a bit self-righteous.

Abilities & Resources

A brilliant futurist and engineer, Tony Stark has few intellectual peers, even in a world with minds like Reed Richards and Henry Pym.

As Iron Man he wears a sophisticated suit of powered armor that he constantly upgrades and redesigns to keep at the cutting edge. His latest suit is powered by numerous Repulsor Tech cores, the primary of these being the one implanted in his chest. The model's composition allows the user to attach and detach different kind of modules depending on the situation. The suit can also be retracted into a “backpack”. Tony may access the suit's modular ability if he is accompanied by his mobile armory controlled by his newest A.I. “P.E.P.P.E.R.”

The Stark fortune is legendary, and Tony's periods of insolvency brief. Whatever their current form, his businesses always give him access to brilliant minds other than his own and usually substantial manufacturing capabilities on a global scale. He also has a loyal circle of friends who have braved terrible challenges for him—James Rhodes, his former pilot and sometimes bodyguard who wears the War Machine armor; and Virginia “Pepper” Potts, his former assistant and lasting close friend.



Modular Equipment (choose two, add to WEAPON SYSTEMS)


1. Repulsor Minigun. (*SFX: Full Auto*. Step up or double a Repulsor die against a single target. Remove highest rolling die and add 3 dice for your total.)
2. Ultraviolet Laser. (Ultraviolet Laser d8. *SFX: Dangerous*. When using Ultraviolet Laser in an attack action, add a d6 to your dice pool and step back the highest die. Step up Physical stress inflicted by +1.)
3. Armor-Piercing Taser. (Taser d6. *SFX: Armor-Piercing Taser*. When using Taser against a target with Durability in their dice pool, step up physical stress inflicted by +1.)
4. Hacking Units. (*SFX: State of the Art*. When creating a Tech resource die, step it up by +1.)
5. Thruster Pack (*SFX: Full Burn*. Step up or double Supersonic Flight for one action, then step back. Recover Supersonic Flight by activating an opportunity.)

MISTER FANTASTIC





Affiliations

SOLO  BUDDY  TEAM 

Distinctions

Absent-Minded Professor  OR 
 By The Numbers +1 PP
 Family Man

Power Sets

HYPERELASTICITY
 Enhanced Reflexes  Enhanced Speed 
 Stretching  Superhuman Durability 
SFX: *Area Attack.* Target multiple opponents. For every additional target add a d6 and keep an additional effect die.
SFX: *Grapple.* When inflicting a “Grappled” complication on a target, add a d6 and step up your effect die.
SFX: *Rebound.* Against a single target, step up or double a Stretching die. Remove the highest rolling die and use three dice to your total.
SFX: *Versatile.* Replace a Stretching die with 2d8 or 3d6 on your next roll.
Limit: *Exhausted.* Shutdown any HYPERELASTICITY power to gain 1 PP. Activate an opportunity or recover during a Transition Scene.

Specialties

Cosmic Master  Medical Expert 
 Science Master  Tech Master 
 Vehicles Expert 
 [You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

Science Saves The World
 1 XP when you use your Medical, Science, or Tech Specialties to create an asset that will help an ally.
 3 XP when you put science aside in order to end a threat with the HYPERELASTICITY Power Set.
 10 XP when you either use science to contribute something new to the world, or use science to stop a global, extinction-level threat.

Guilt Ridden
 1 XP when you see an ally take stress for the first time in a Scene.
 3 XP when your recovery of your emotional stress involves your admission of your own guilt.
 10 XP when you either quit a team in order to save them, or your team is defeated by a foe you have brought to them.

PP

STRESS/TRAUMA

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XP

History

Brilliance runs in the Richards family. Before he mysteriously disappeared, Nathaniel Richards' amassed a fortune through his scientific expertise and patents. He left that fortune to his son Reed, a genius that showed himself his father's worthy successor at a young age. After accumulating numerous degrees and academic distinctions, Reed ultimately turned the family fortune toward his dream of advancing humanity's spaceflight capabilities. When the government threatened to shut down the program, Reed took reckless action. Alongside his college friend and pilot, Ben Grimm, and with the Storm siblings, Sue and Johnny, rounding out a minimal crew, Richards launched a prototype spacecraft employing an experimental drive and shielding. Fate intervened and the ship's crew experienced high levels of unidentified exotic cosmic rays. Crash landing back on Earth, Reed discovered that their exposure to those energies had changed all four of them. They were now superhuman, and his best friend was trapped within a monstrous form.

Rather than risk them being considered as freaks and outcasts from humanity, Richards instead worked to brand them as heroes in the public eye. Their open identities, philanthropic works, and, above all, their exciting adventures and explorations as the "Fantastic Four" cemented that image firmly in the world's awareness.

Over the years, Reed has taken the fruits of his genius and turned them into a business enterprise with deep enough pockets to fund the Fantastic Four's most exotic explorations and adventures. He divides his time between going on these adventures, representing his team and family to the world as the most commonly seen "face" of the Fantastic Four, and performing the research and invention that ultimately finances the team. Reed has one other set of responsibilities— he and Susan Storm eventually married and had children, so Reed is unusual among his peers as he must also juggle marriage and fatherhood alongside his other roles.

Personality

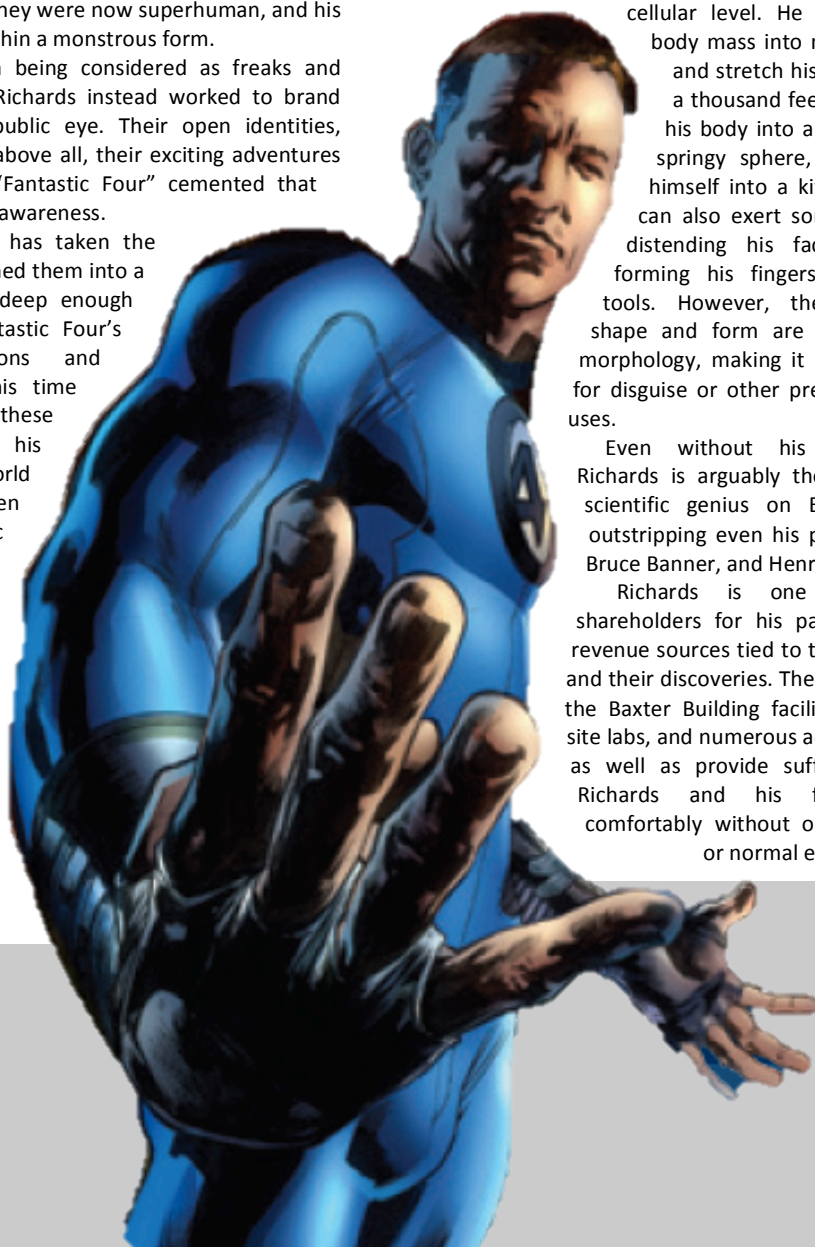
Reed Richards is driven by a limitless scientific curiosity— he is always learning, always inventing, always exploring new avenues of research. Richards is unaccustomed to failure, so the results of Reed's spaceflight experiments, which stripped his loved ones of a normal life and condemned his best friend to carry a monster's face, haunt Richards constantly. That guilt makes him overly protective of his family and pushes him harder into tireless scientific exploration, to expand his knowledge of *everything*— just so he never makes such a mistake again. Reed wants to be a loving husband, a doting father, and a faithful friend, but his obsessive scientific pursuits sometimes cause him to neglect the very family and friends he is trying to protect.

Abilities & Resources

Mr. Fantastic possesses an elastic form down to the cellular level. He can reshape his body mass into numerous shapes and stretch his extremities over a thousand feet. He can contort his body into a lengthy coil or a springy sphere, or even flatten himself into a kite-like shape. He can also exert some finer control, distending his facial features or forming his fingers into makeshift tools. However, these changes to shape and form are limited to gross morphology, making it difficult to adapt for disguise or other precise or cosmetic uses.

Even without his powers, Reed Richards is arguably the single greatest scientific genius on Earth, noticeably outstripping even his peers Tony Stark, Bruce Banner, and Henry Pym.

Richards is one of the four shareholders for his patents and other revenue sources tied to the Fantastic Four and their discoveries. The proceeds sustain the Baxter Building facilities, various off-site labs, and numerous advanced vehicles, as well as provide sufficient funds for Richards and his family to live comfortably without outside assistance or normal employment.



NAMOR

Affiliations

SOLO  BUDDY  TEAM 

Distinctions

Human-Atlantean Hybrid
Imperious Rex!  OR 
Long & Colorful History **+1 PP**





Power Sets

AQUATIC MUTANT

Enhanced Reflexes  Flight 
Godlike Strength  Superhuman Durability 
Superhuman Stamina  Swimming 

- SFX:** *Berserk.* Add a doom die to your next attack action. After your action, step up the doom die and return it to the Doom Pool.
- SFX:** *Foul-Tempered.* Step up or double any AQUATIC MUTANT power for one action. If the action fails, add a die to the Doom Pool equal to the normal rating of the power die.
- SFX:** *In His Element.* Before you take an action including an AQUATIC MUTANT power while underwater, you may move your physical stress die to the Doom Pool and step up the AQUATIC MUTANT die for this action.
- SFX:** *Mighty Fortitude.* Spend 1 PP to ignore stress, trauma, or complications caused by aging, disease, poison, radiation, or vacuum.
- Limit:** *Mutant.* When affected by mutant-specific complications and tech, earn 1 PP.
- Limit:** *Need... Water.. Now.* Step back your Godlike Strength power to gain 1 PP. Immerse yourself in water to recover the power.

Specialties

Business Expert  Combat Expert 
Menace Master  Psych Expert 

[You may convert EXPERT d8 to 2d6, or MASTER d10 to 2d8 or 4d6.]

Milestones

It's Only Arrogance If It's Not True

- 1 XP when you explain to a surface-dweller exactly what you think of their stupidity.
- 3 XP when you engage in a conflict with other heroes in order to prove your superior qualities.
- 10 XP when you either sacrifice an important personal goal to validate a point of ego, reputation, or pride, or you swallow your pride and admit to your own error.

Power Is The Ultimate Aphrodisiac

- 1 XP when you tell a powerful woman how majestic her power is to behold.
- 3 XP when you explain to a powerful woman's suitor or spouse why they are not worthy of her love.
- 10 XP when you either ask a powerful woman to be your queen, or declare her unworthy and seek another match.

PP

STRESS/TRAUMA

P











M











E











XP



History

Son of human sea captain Leonard McKenzie, and Fen, an Atlantean princess, Namor is a creature of two worlds and has never comfortably fit in either. Violent in defense of his undersea kingdom, he has also protected humanity from terrible enemies. Attacking New York City in response to surface-dweller incursions, he later joined forces with the Allies against the Axis forces, working alongside Captain America and the original Human Torch as one of the Invaders.

Mentally attacked and afflicted with amnesia, Namor wandered the surface for decades before being recognized and returned to lucidity by Johnny Storm. Believing his people destroyed by the surface world, the Sub-Mariner spent years as its enemy, allying himself with such figures as Doctor Doom or Magneto in one scheme after another against the Fantastic Four and the Avengers. As his memories slowly returned and he discovered his people still alive and in need of his guidance, Namor stabilized somewhat. He has fought alongside and as a member of the Avengers, made uneasy peace with the Fantastic Four, and is a founding member of the Defenders. As a member of the Illuminati, Namor has been involved in a number of critical turning points in recent superhuman history.

Personality

Where others see arrogance, Namor simply sees truth and birthright. He is royalty, immensely powerful and charismatic. He stands second to none – just ask him. Modesty is for lesser creatures. He’s also brave to a fault, passionate in his convictions, and aggravatingly honorable. His belief in *noblesse oblige* may be unshakeable, but his imperious manner tends to undermine any intended beneficence. His epic ego can overshadow any of these traits, though, and his temper is equally legendary. Namor doesn’t feel bound by the “base” morality of “hypocritical” surface-dwellers, making him more a force of nature with pointed ears and scaly shorts than just another hero or villain.

Namor makes no secret of his affections, especially his love for Sue Richards. He’s gone to great lengths to woo her and made his intentions very clear to her husband, Reed, as well.

Abilities & Resources

The Sub-Mariner is immensely strong and superhumanly resilient, far beyond other Atlanteans, and he has fought toe-to-toe against the likes of the Thing and Hercules. Naturally amphibious, he must be careful of how long he spends both below and above the water, as prolonged imbalances can make his behavior erratic. He can fly, a result of a mutant beyond even his unusual parentage. Out of water, Namor weakens over time. Though approaching a century in years, he looks and acts like a man still in the prime of his life.

Namor, a sovereign with access to sunken treasure around the globe, is wealthy beyond measure. As King of Atlantis, he commands a military with advanced technology and superhuman warriors and he benefits from diplomatic rank and government connections. He has a reputation as dangerous and sometimes erratic, one earned over decades, and he knows how to turn that to his advantage. Recently, Namor has sided with more “villainous” allies, serving on Norman Osborn’s Secret Cabal and Dark X-Men, and also enslaving the world alongside the X-Men as one of the Phoenix Five. Namor cares little for the populace’s view of him, however. What he did, he did for the betterment of Atlantis and he needs explain himself to no lesser being.

