

AIR-WALKER



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 6'2" Weight: 240 lbs.

First Appearance: Fantastic Four #120

POWERS

ELEMENTAL CONTROL (COSMIC)										
(ATTACK, DEFEND)										
FLIGHT										
INVULNERABILITY										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Pilot (Expert)

Leadership

Stamina

17

QUALITIES

Connections : Galactus

Identity : Herald of Galactus

Former Member : Xandarian Nova Corps

Device : Horn of Galactus

CHALLENGES

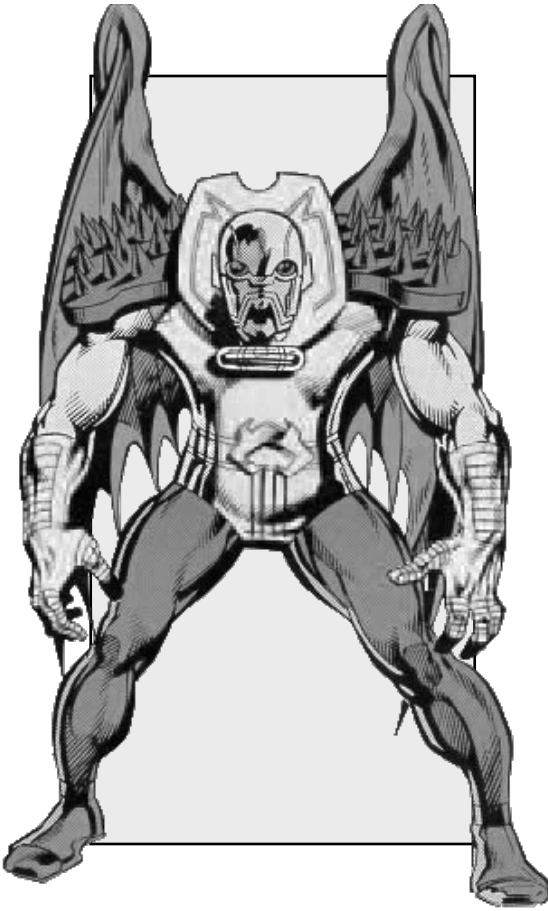
Enemies : The Ovoids

Android, but doesn't know it...

ROLEPLAYING NOTES:

As a restless explorer, and then Herald of Galactus, Gabriel had an insatiable wanderlust. His enthusiasm endeared him to Galactus, who recognized a kindred spirit. Despite Galactus' attempt to the contrary, the Air-Walker robot was little more than a mindless automaton.

ANNIHILUS



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 5'11" Weight: 200 lbs.

First Appearance: Fantastic Four Annual #6

POWERS

INVULNERABILITY										
FLIGHT										
LIFE SUPPORT : DEVICE (DISEASE, RADIATION, HEAT, COLD)										
BLAST : DEVICE										
ABILITY BOOST : DEVICE										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Engineering

Stamina

14

QUALITIES

Identity : Destroyer of Life

Device : Cosmic Control Rod

Resource : Minions

CHALLENGES

Thirst for Power

Haughty / Arrogant

ROLEPLAYING NOTES:

Annihilus is driven by two things: a thirst for power and a paranoia of his own death (through theft of the rod). He will go to any lengths to satisfy these two drives. He is haughty and arrogant, and will never acknowledge any being as his equal.

Typical Minion stats:

Pro 6, Crd 3, Str 3, Int 2, Awe 2, Wil 2 •

Stamina 5 • Blast 6 (Device)

BLASTAAR



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 6'6" Weight: 520 lbs.
 First Appearance: Fantastic Four #62

POWERS

INVULNERABILITY										
LIFE SUPPORT (EATING)										
BLAST										
SUPER-SPEED										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Military
 Leadership

Stamina

14

QUALITIES

Voluntary Suspended Animation
 Identity: Monarch of Baluur
 Connections: Annihilus, Sandman

CHALLENGES

ROLEPLAYING NOTES:

Blastaar is a ruthless warrior who believes that his own raw power is enough to do anything he wants to do. Surprisingly, he has developed an affection of sorts for his people and wants to mold them into an empire to conquer first the Negative Zone and then the Marvel Universe. If need be, he will ally himself with individuals whose power or resources he can later usurp.

DIABLO



ABILITIES										
PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 6'3" Weight: 190 lbs.
 First Appearance: Fantastic Four #30

POWERS										
IMMORTALITY										
WIZARDRY (ALCHEMY)										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES	
Alchemy (Master)	Stamina 9

QUALITIES

Identity: Master of Alchemy
 Patient Villain

CHALLENGES

Must drink alchemical elixir
 Obsessed with destruction of FF
 Sold his soul to Mephisto
 Does not trust human allies

ROLEPLAYING NOTES:

Diablo is a patient man who is out to conquer the world in his own time. He always acts on his own or with the aid of his servants, the Primal Elementals. He distrusts human allies, especially other Alchemists who are his equals (such as Gilded Lily). He maintains a special obsession with the destruction of the Fantastic Four.

PRIMAL ELEMENTALS:

Air Elemental:

Pro 6, Crd 4, Str 6, Int 3, Awe 1, Wil 1 •
 Stamina 7 • Elemental Control (Air) 7 •
 Weakness : Only exists as long as Diablo remains conscious

Water Elemental:

Pro 6, Crd 4, Str 6, Int 3, Awe 1, Wil 1 •
 Stamina 7 • Elemental Control (Water) 7 •
 Weakness : Only exists as long as Diablo remains conscious

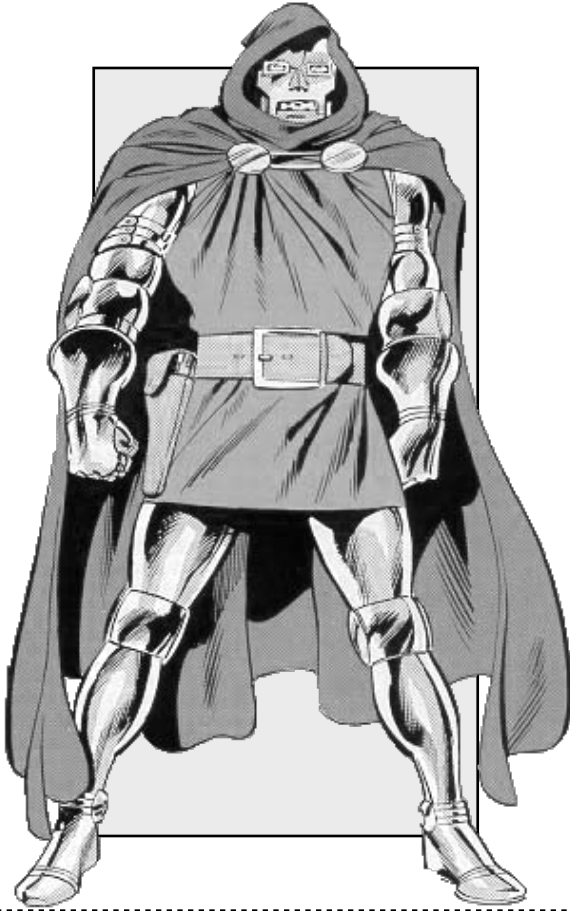
Earth Elemental:

Pro 6, Crd 4, Str 9, Int 3, Awe 1, Wil 1 •
 Stamina 10 • Elemental Control (Earth) 7,
 Invulnerability 6 • Weakness : Water dissolves it,
 Weakness : Only exists as long as Diablo remains conscious

Fire Elemental:

Pro 6, Crd 4, Str 6, Int 3, Awe 1, Wil 1 •
 Stamina 7 • Elemental Control (Fire) 6, Flight 6 •
 Weakness : Only exists as long as Diablo remains conscious

DOCTOR DOOM



ABILITIES										
PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 6'2" Weight: 225 lbs.
 First Appearance: Fantastic Four #5

POWERS										
INVULNERABILITY (ARMOR)										
FORCE FIELD (ARMOR)										
BLAST (ARMOR)										
ELECTRIC AURA (ARMOR)										
FLIGHT (ARMOR)										
LIFE SUPPORT (ARMOR)										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES										
Engineering (Master)								Stamina 14		
Robotics (Master)										

QUALITIES

Identity : Ruler of Latveria
 Connections : Sub-Mariner
 Catchphrase : "I am Doom!"

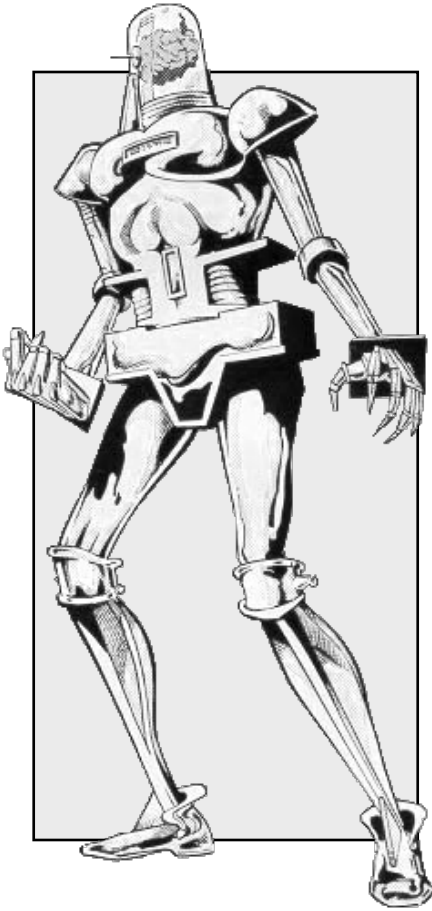
CHALLENGES

Arrogant

ROLEPLAYING NOTES:

Dr. Doom is a dangerous egomaniac. He will ruthlessly eliminate anyone who opposes him. He holds grudges forever. However, his incredible ego forces him to honor any commitments he makes, even if the promise goes against his intended goal. He believes that only he is truly able to rule the Earth. He is also obsessed with finding Cynthia's spirit and returning her to life.

DOCTOR SUN



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: ?? Weight: ??
 First Appearance: Tomb of Dracula #16

POWERS

MIND CONTROL										
BLAST										
INVULNERABILITY (ROBOT BODY)										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Computers (Master)
 Robotics

Stamina

15

QUALITIES

CHALLENGES

Arch-Nemesis : Dracula
 Weakness : Bio-Vampirism (must have fresh human blood every 24 hours)

ROLEPLAYING NOTES:

After his unwilling transformation into a cyborg, Dr. Sun decided to seek revenge by conquering the world. He is attracted to the field of vampirism and sees them as the perfect soldiers. This interest has brought about a long-standing rivalry with Dracula. Recently, though, he switched his emphasis to the use of powerful computers as a means of conquest.

HATEMONGER (H. M. UNGER)



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 5'10" Weight: 187 lbs.
 First Appearance: Fantastic Four #279

POWERS

TRANSFORMATION										
(LIMITED TO HUMANS)										
EMOTION CONTROL										
(LIMITED TO HATE)										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Psychology (Master)

Stamina

12

QUALITIES

Device : Hate Pamphlets
 Android Body
 Connections : Psycho-Man

CHALLENGES

ROLEPLAYING NOTES:

The Hate Monger is a lying, duplicitous fiend who will seek out anyone with a hidden hatred. He then inflames that hatred until the person or group becomes a berserker. He prefers to remain in the background and let his victims do the main fighting. He will seek superheroes whom he can corrupt into acting as his allies.

IMMORTUS



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 6'3" Weight: 230 lbs.
 First Appearance: Avengers #10

POWERS

INVULNERABILITY										
DIMENSION TRAVEL										
TIME CONTROL										
ELEMENTAL CONTROL (ENERGY)										
ILLUSION										
TELEPATHY										
MIND CONTROL										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Time Travel (Master)

Stamina

14

QUALITIES

Identity : Ruler of Limbo

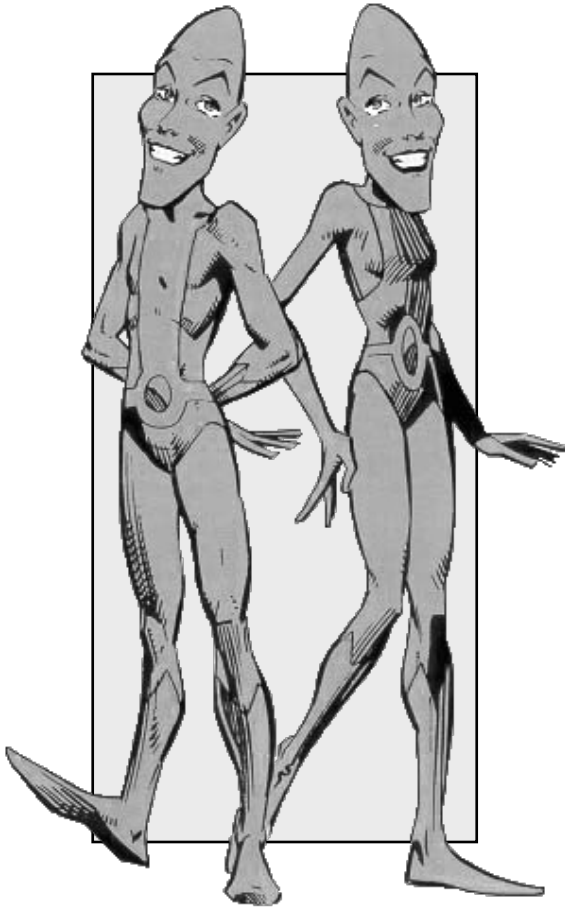
CHALLENGES

Weakness : Powers are derived from linkage to high tech devices in Limbo

ROLEPLAYING NOTES:

Immortus is the mellowest of his incarnations and identities. He is concerned with controlling the time-stream itself and the flow of history, not with seizing temporary power in specific eras. However, he is lonely. His long isolation from most humans has made him an emotional cripple unable to deal with people on meaningful terms. Or perhaps his detached viewpoint makes him see all things as transient.

IMPOSSIBLE MAN



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 6'4" Weight: 165 lbs.

First Appearance: Fantastic Four #11

POWERS

TRANSFORMATION										
<i>(MUST RETAIN PURPLE AND GREEN COLORS)</i>										
INVULNERABILITY										
POWER DUPLICATION										
LIFE SUPPORT (AIR, WATER, FOOD)										
FLIGHT										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Astronavigation
Languages (Master)

Stamina

13

QUALITIES

Identity: Traveler, prankster, hedonist, pop culture addict and parent of his race

CHALLENGES

ROLEPLAYING NOTES:

Poppupians have an odd temperament and personality. Despite their powers and mischievous potential, they are incapable of actually harming anyone. The Impossible Man came to Earth because he was extremely bored and though Earth might be a fun place. He will cry - a lot - if he does not get his way.

KANG



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 6'3" Weight: 230 lbs.

First Appearance: Avengers #8

POWERS

INVULNERABILITY										
RESISTANCE (CORROSIVES, TOXINS, DISEASE)										
FORCE FIELD										
BLAST (GAUNTLETS)										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Engineering
Mechanics

Stamina

14

QUALITIES

Identity: Conqueror

CHALLENGES

ROLEPLAYING NOTES:

Kang is a merciless villain driven to one goal: conquest of all that is. He was once motivated by the love of his wife, Ravonna, but she betrayed him to Immortus. It is quite likely that Kang will wish to seek revenge against Immortus and the Avengers, and now that he has been introduced to a council of thousands of Kangs, will use them to further his aims. Kang is one of the most dangerous beings in the universe.

KLAW



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 5'11" Weight: 175 lbs.
 First Appearance: Fantastic Four #53

POWERS

INVULNERABILITY										
LIFE SUPPORT										
	(EAT, DRINK, BREATHE, SLEEP)									
IMMORTAL										
ELEMENTAL CONTROL (SOUND)										
	(ATTACK, DEFEND, SHAPE)									
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Science : Physics

Stamina

11

QUALITIES

Body made of material sonic energy

CHALLENGES

Arrogant / Overconfident
 Weakness : Sonic Converter

ROLEPLAYING NOTES:

Klaw is an overconfident, arrogant power-hungry man. He enjoys his power and is not determined to regain his human form.

If the Sonic Converter is destroyed, Klaw must test Willpower or become unconscious.

MAD THINKER



ABILITIES										
PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 5'11" *Weight:* 195 lbs.
First Appearance: Fantastic Four #15

POWERS										
POSSESSION (DEVICE)										
(LIMITED TO ANDROIDS)										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES	
<i>Science : Engineering (Master)</i> <i>Mechanics</i>	Stamina <div style="border: 1px solid black; border-radius: 50%; width: 60px; height: 60px; display: flex; align-items: center; justify-content: center; margin: 10px auto;"> 11 </div>

QUALITIES

Eidetic/Photographic Memory & Recall

CHALLENGES

Revenge on the Fantastic Four!

ROLEPLAYING NOTES:

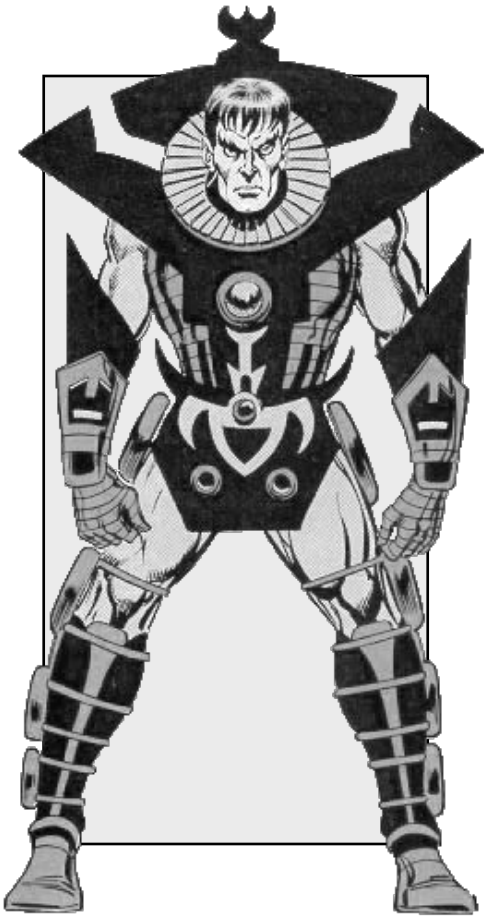
The Thinker has three goals. First, the accumulation of as much new knowledge as possible. Second, the accumulation of great wealth. Third, revenge on the Fantastic Four for the frequent defeats they have dealt him. He prefers to work behind the scenes rather than to battle foes directly.

Mad Thinker's Awesome Android

Pro 4, Crd 4, Str 8, Int 1, Awe 1, Wil 1 •
 Stamina 9 • Invulnerability 8, Power Duplication 6 (Limited to physical/amor-like powers only), Strike (Fists turn into granite blocks) 9, Growth 1, Blast (Hyper-breath) 6 •
 Weakness : Right armpit.

The Android is a nearly mindless simpleton who must be controlled by a superior mind in order for it to accomplish anything. If approached cautiously, it may exhibit a child-like friendliness. By itself, it is an incredibly shy and timid being. However, it changes its temperament to reflect its controller.

MAXIMUS



ABILITIES

	1	2	3	4	5	6	7	8	9	10
PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										

Height: 5'11" *Weight:* 180 lbs.

First Appearance: Fantastic Four #47

POWERS

	1	2	3	4	5	6	7	8	9	10
MIND CONTROL										
PRECOGNITION										
WIZARDRY (GADGETS)										

SPECIALTIES

Science : Genetics (Master)

Science : Physics (Master)

Engineering (Master)

Power : Wizardry (Master)

Stamina

12

QUALITIES

Connections : Kree

Identity : Would-be Usurper of Attilan

CHALLENGES

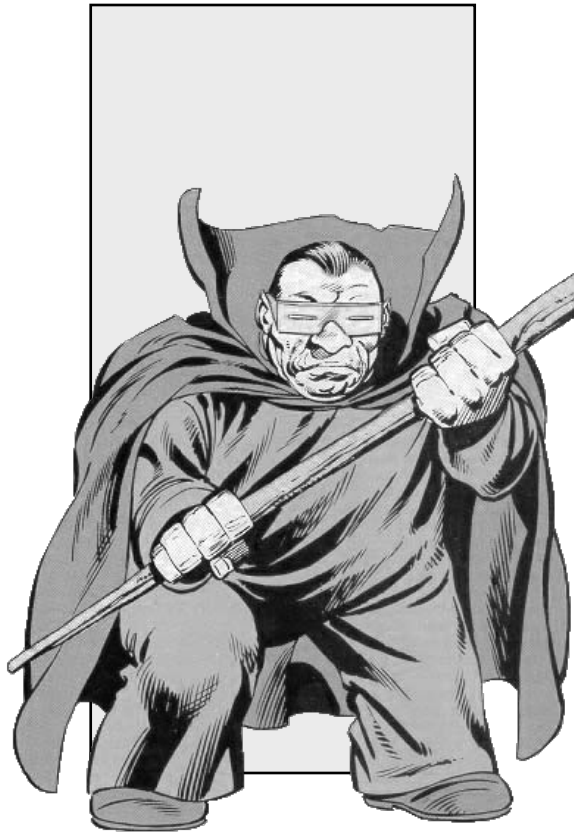
Brother of Black Bolt

Weakness : Allergic to Air Pollutants

ROLEPLAYING NOTES:

Maximus usually seems to be just another power-mad, revenge-crazed megalomaniac. Yet much of what Maximus has done has benefited the Inhumans. His creation of Omega forced the Inhumans to examine their own prejudices toward the Alpha Primitives. His alliance with the Enclave resulted in moving Attilan to a place where they would not be endangered by atmospheric poisons. Perhaps it is fitting that the ignoble brother of noble Black Bolt, who has accidentally inflicted destruction on Attilan, should accidentally bring about good. Yet Maximus' title, the Mad, is well earned; his goal is to rule Attilan, and he will sell his people into slavery or ally with any group to reach this goal.

MOLE MAN



ABILITIES									
PROWESS									
COORDINATION									
STRENGTH									
INTELLECT									
AWARENESS									
WILLPOWER									
1	2	3	4	5	6	7	8	9	10

Height: 4'10" Weight: 165 lbs.
 First Appearance: Fantastic Four #1

POWERS									
SUPERSENSES									
(EXTENDED HEARING, RADAR)									
RESISTANCE (DEVICE)									
(HEAT, FIRE, LAVA)									
1	2	3	4	5	6	7	8	9	10

SPECIALTIES	
Science : Geology (Master)	Stamina 10

QUALITIES

Identity : Ruler of Subterranea

CHALLENGES

Weakness : Blinded by Normal Light

ROLEPLAYING NOTES:

The Mole Man is an example of a person who acts as a super-villain to deal with his bitterness. He originally wanted to destroy the surface world as revenge for its rejection of him. As time passed, he mellowed and became more concerned with protecting his realm. He is sympathetic toward others who were also rejected by the world.

MOLECULE MAN



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 5'7" Weight: 140 lbs.

First Appearance: Fantastic Four #20

POWERS

TRANSMUTATION										
IMMORTALITY										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Science : Geology
(Master)

Stamina

10

QUALITIES

Identity : A crazy little geek with god-like powers

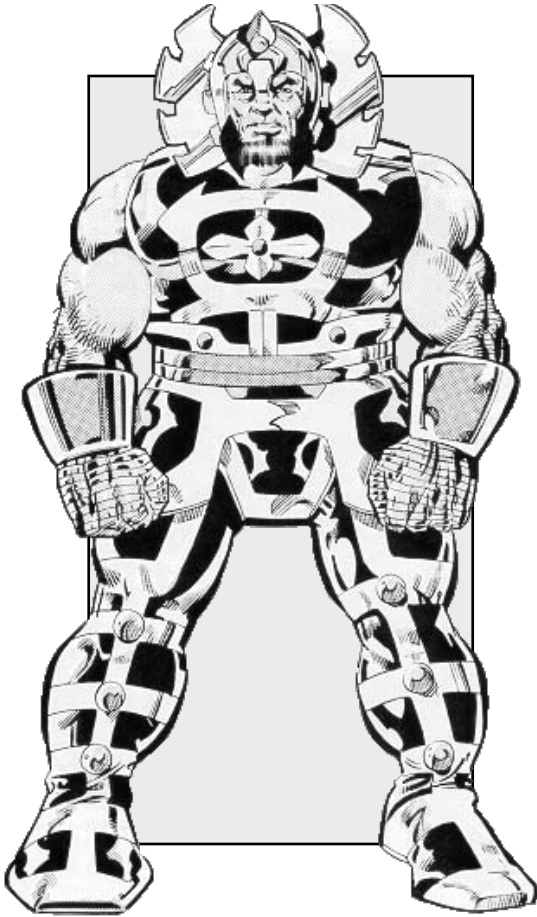
Connections : Volcana

CHALLENGES

ROLEPLAYING NOTES:

Owen is a nerd, a crazy little geek with god-like powers. He uses his powers to live out his fantasies, which, unfortunately, often involve world conquest.

OVERMIND



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										12
	1	2	3	4	5	6	7	8	9	10

Height: 10' *Weight:* 750 lbs.
First Appearance: Fantastic Four #113

POWERS

IMMORTALITY										
INVULNERABILITY										
ILLUSIONS										
BOLT										
REGENERATION										
TELEKINESIS										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Psionics (Master)

Stamina

20

QUALITIES

Identity: Ex-Gladiator
Mental Gestalt
Epithet: Champion of Champions

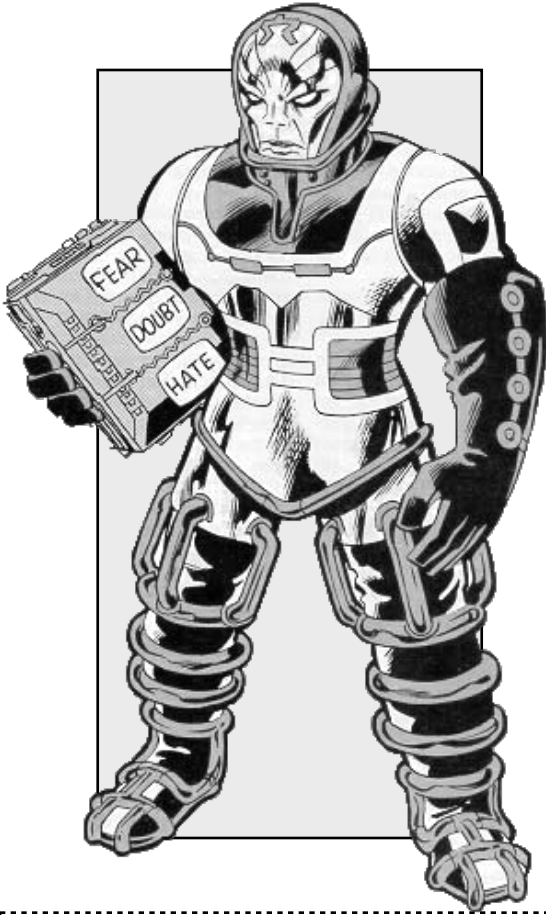
CHALLENGES

The Last of his Kind

ROLEPLAYING NOTES:

In his initial personality, Overmind is a living doomsday weapon out to conquer the universe on behalf of his dead planet. In his current personality, he is a benevolent protector and demigod. He will assist groups in need, quietly departing when his presence is no longer needed. To avoid making others dependent on him, he also removes their memories of him.

PSYCHO-MAN



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 5'9" Weight: 135 lbs.

First Appearance: Fantastic Four Annual #5

POWERS

BATTLESUIT (HUMAN SIZE)										
BATTLESUIT (GIANT SIZE)										
EMOTION CONTROL BOX										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Psychology (Expert)

Dimensional Travel (Expert)

Stamina

8

QUALITIES

Identity: Chief Scientist of Traan

Connections: Hate-Monger (H.M. Unger)

CHALLENGES

ROLEPLAYING NOTES:

Psycho-Man revels in the power he gains from his machines and conquests. He has a cruel sadistic streak that is at its worse when his victim is completely helpless. He only directly confronts a foe if he feels he is in an unbeatable position. Otherwise, he works through agents or robotic doubles. The fact that his giant form is a robot is a tightly held secret.

Battlesuit (Human-size):

Pro 5, Crd 5, Str 9, Int 8, Awe 5, Wil 4 •
Stamina 13 • Invulnerability 8

Battlesuit (Giant-size, 200 ft tall, -4 defense):

Pro 8, Crd 5, Str 10, Int 8, Awe 5, Wil 4 •
Stamina 14 • Invulnerability 10, Super-speed 5

RED GHOST



ABILITIES

PROWESS	COORDINATION	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	1	2	3	4	5	6	7	8	9	10

Height: 5'11" Weight: 215 lbs.
 First Appearance: Fantastic Four #13

POWERS

PHASING	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Science : Physics
 Science : Engineering
 Animal Training

Stamina

10

QUALITIES

Identity : Criminal Mastermind

CHALLENGES

Jealous of Reed Richards
 Paranoid Recluse

ROLEPLAYING NOTES:

The Red Ghost, while once a patriot for Communism, is now a paranoid recluse. He prefers to avoid all superheroes if possible, but if he must fight, he will go for the kill to prevent information about him from being released. Kragoff is currently engaged in small crimes, the profits from which go toward rebuilding his scientific devices

THE SUPER-APES

Igor

Pro 4, Crd 5, Str 6, Int 3, Awe 3, Wil 3 •
 Stamina 9 • Transformation 8

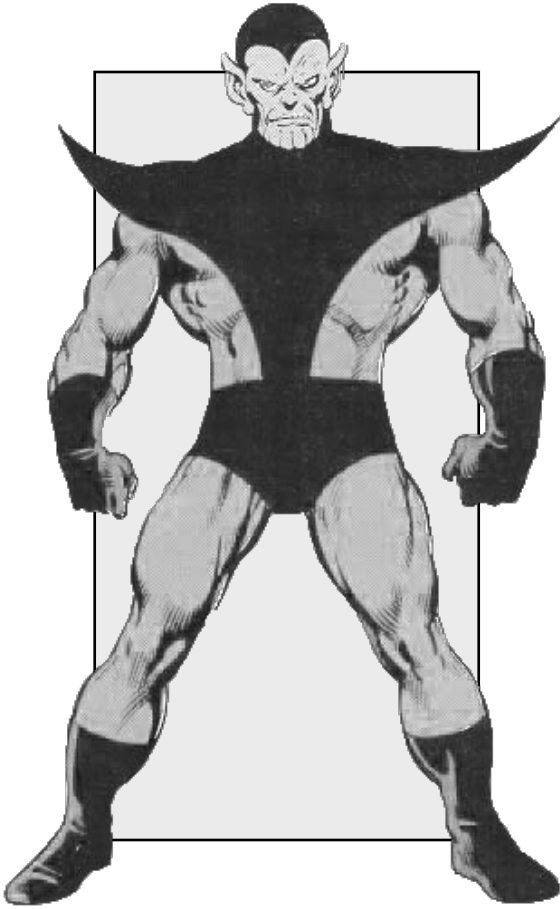
Miklho

Pro 4, Crd 4, Str 8, Int 3, Awe 3, Wil 3 •
 Stamina 11 • Invulnerability 7

Pector

Pro 3, Crd 5, Str 6, Int 3, Awe 3, Wil 3 •
 Stamina 9 • Elemental Control (Magnetism) 8

SUPER-SKRULL



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 6'0" Weight: 625 lbs.

First Appearance: Fantastic Four #18

POWERS

TRANSFORMATION										
STRETCHING										
ELEMENTAL CONTROL (FIRE) (CREATE, ATTACK)										
FLIGHT										
INVULNERABILITY (ROCKY HIDE)										
INVISIBILITY										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Martial Arts (Expert)

Piloting

Espionage

Stamina

12

QUALITIES

Identity : Skrull Warrior

CHALLENGES

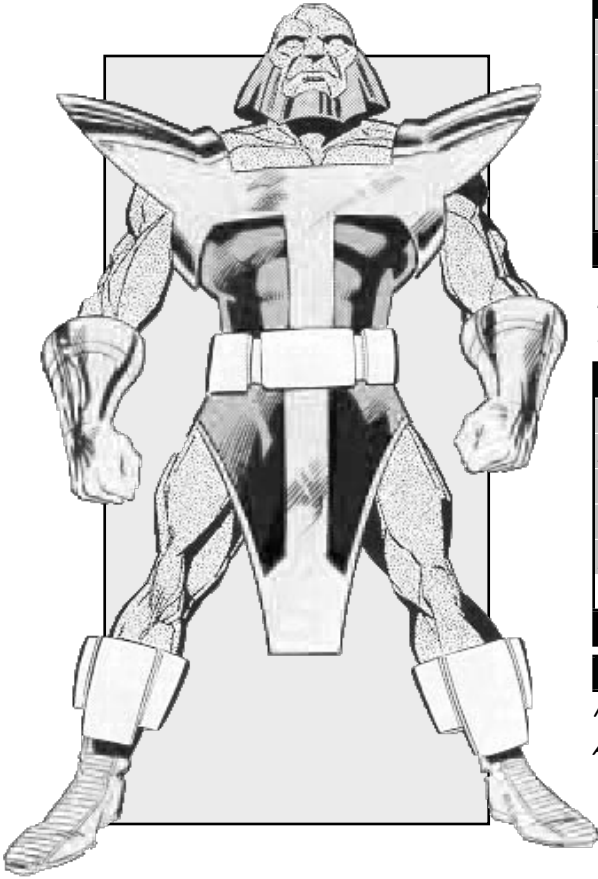
Weakness : A maximum of three powers can be used during a single turn

Weakness : Powers derived from cosmic ray projectors

ROLEPLAYING NOTES:

The Super-Skrull believes he is the finest, most powerful warrior in the known universe and parts beyond. He maintains a loyalty to the Skrull Empire that persists even when it has turned against him. He is a fierce, ruthless fighter who will not hesitate to kill foes or enemy civilizations. He will ally himself with others only if they share a mutual foe.

TERRAX



ABILITIES

PROWESS	COORDINATION	STRENGTH	INTELLECT	AWARENESS	WILLPOWER	1	2	3	4	5	6	7	8	9	10

Height: 6'6" Weight: 2750 lbs.
 First Appearance: Fantastic Four #211

POWERS

ELEMENTAL CONTROL (EARTH)	INVULNERABILITY	LIFE SUPPORT (AIR, WATER, FOOD)	FLIGHT (RIDING ROCKS)	DIMENSION TRAVEL	COSMIC AKE	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Military
 Astronavigation

Stamina

17

QUALITIES

Identity: Herald of Galactus

CHALLENGES

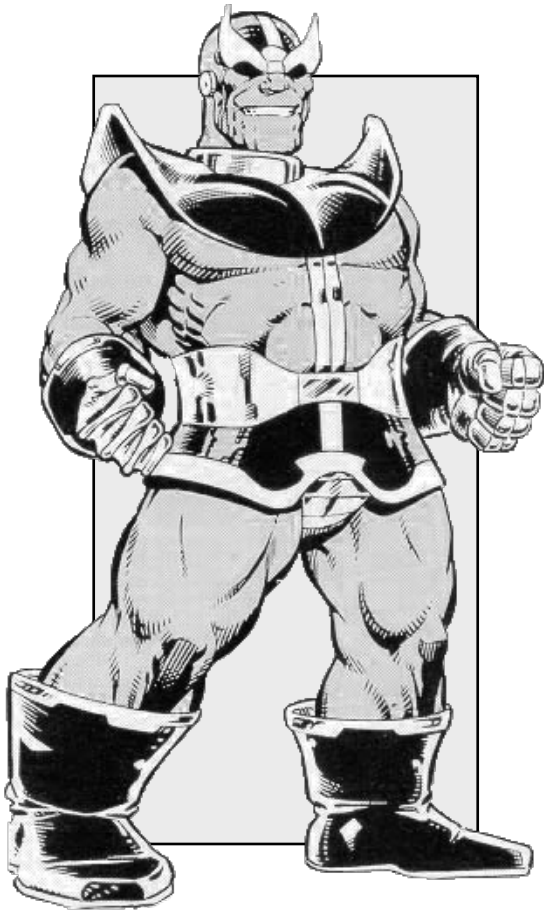
ROLEPLAYING NOTES:

Terrax is an irreparably vile person who believes that since his is the strongest power, he should control everything. Even being exposed to Galactus' near-omnipotence didn't dampen Terrax's ego any. He simply began to work on ways to destroy anyone stronger than he was.

COSMIC AKE

- Force Field 9
- Blast 10

THANOS



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 6'7" Weight: 985 lbs.
 First Appearance: Iron Man #55

POWERS

INVULNERABILITY										
RESISTANCE										
	(HEAT, COLD, ELECTRICITY, TOXIN, RADIATION, AGING, DISEASE)									
BLAST										
LIFE SUPPORT (AIR, FOOD, WATER)										
TELEPORTATION										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Science : All (Master)

Stamina

18

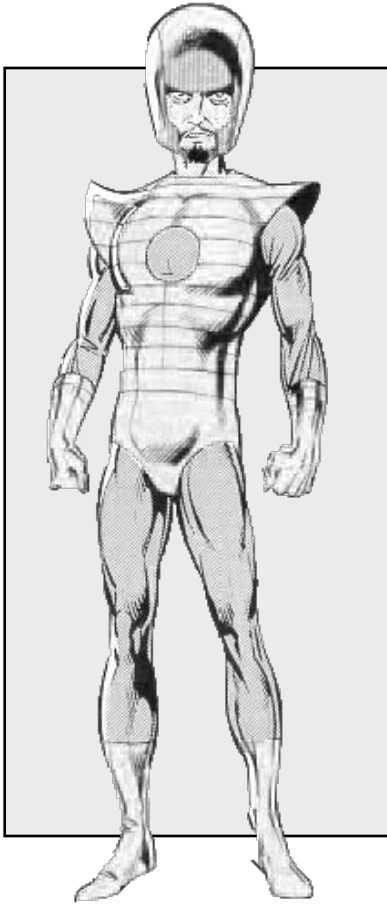
QUALITIES

Epithet : The Mad Titan

CHALLENGES

ROLEPLAYING NOTES:

Thanos is a true death-lover. He has combined his passion for killing anything that lives with an actual courtship of Death Incarnate. Thanos usually directly confronts his foes himself. However, he is a superb planner who can twist the actions of ostensibly heroic beings to serve his own ends. If Thanos offers to be an ally, watch out!



ABILITIES

PROWESS										
COORDINATION										
STRENGTH										
INTELLECT										
AWARENESS										
WILLPOWER										
	1	2	3	4	5	6	7	8	9	10

Height: 5'8" Weight: 150 lbs.

First Appearance: Strange Tales #102

POWERS

FLIGHT (DEVICE)										
POWER GLOVES										
- ABILITY BOOST (STR)										
- BLAST										
- FORCE FIELD										
BODY ARMOR (INVULNERABILITY)										
	1	2	3	4	5	6	7	8	9	10

SPECIALTIES

Weapons : Thrown

Science : Physics (Master)

Computers (Master)

Electronics (Expert)

Stamina

6

QUALITIES

CHALLENGES

ROLEPLAYING NOTES:

A genius in physics, the Wizard quickly became bored and sought new challenges as a villain. Since then he has been beaten again and again by a number of heroes, particularly the Fantastic Four. The Wizard has learned that he is best of relying on his own devices, and now works solo. He disdains physical confrontation and prefers to attack from surprise and/or use cunning traps to defeat his opponents.