

MARVEL SUPER HEROES™

THE HAND

by Necromancer



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THE UNOFFICIAL CANON PROJECT

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The History of the Hand

Overview

The Hand is a ninja clan and the more recent iteration of the Cabal worshipping the Beast. They were originally a secret society formed by Kagenobu Yoshioka in 1588 and dedicated to Japanese nationalism, but were corrupted by the Sickly Ones (pre-human four billion year old entities that started the nihilistic worship of the Beast), the Five (the acolytes of the Sickly Ones), and the inner circle of their organization, directives it's operatives, and possibly forming up most of Yoshioka's Hand's inner circle), and the Snakeroot ninja clan (an older iteration of the Beast's cabal). The Chaste, a group of mystical warriors, fought the spread of the Beast and it's evil influence.

In the early 20th Century, they attempted to secure a foothold in Madripoor at least on two occasions. During World War II, they set out to expand and form connections to other groups, and started working with Romulus and Nazi Baron Strucker, but were opposed by the likes of Wolverine and other adventurers and heroes. They were then involved in the foundation of modern iteration of Hydra, but were soon purged of it by Baron Strucker, setting uneasy relations between the two groups, though some elements of both organizations collaborated on occasion or in the longer term, even such as high level as Strucker's wife, Baroness Elsbeth Von Strucker (who served the agenda of the Sickly Ones) or the Hand's Grandmaster Shoji Soma (who enlisted Hand ninja in a strike he conducted with Strucker against Soviet spy organization Leviathan, and recited Hydra's motto.)

Expanding their criminal activities over the world, they soon became regular enemies of adventurers and heroes, most prominently Daredevil, Elektra, and Wolverine (all part of the organization at some point.)



History

Origins

Allegedly, four billion years ago, at the time the Elder Gods still roamed the Earth, the Sickly Ones, possibly the spawn of the Elder Gods, pre-humanity, or something else entirely, started their activism, worshipping the Beast and killing what lived. Under various forms, they carried on their mission: "Dishonor God by destroying what he has made". The Sickly Ones presented themselves as the "veterans of the oldest war". The Beast hungered to destroy humanity.

Early Years

The operatives were directed by "The Five", an inner circle of the Sickly Ones' acolytes, while the Sickly Ones remained in a secret city surrounded by forest deep, in The Valley of Mercy and Wrath, ("where time and space seem to meet their whims"), of Japan, where they waited for almost four billion years for some chosen one individual.

It remains unclear whether or not the Sickly Ones were the cabal of cold blooded alien reptiles arrived on Earth in a pre-human time, planning to start a legacy of evil, that planted the seed that would later give birth to future evil empires, and were the origin of the organization known as Hydra, and participated in the corruption of the Eastern society of wise and learned men known as the Brotherhood of the Spear, that became to be known as "The Beast" to their enemies, the Brotherhood of the Shield.

The Nail allegedly operated for thousands of years.

In 91A.D., Prince Yamato-Take defeated Kyushu rebels while wielding the sacred sword Kusanagi-No-Tsuguri (also known as Grasscutter), that had been imbued with his warrior's

soul. The Five coveted the sword, intending to use it to master all of Japan. Their forces (not yet the modern Hand) were defeated by The Chaste, mystic warriors opposing evil for centuries. Their conflict would go on, as a stalemate, for over two millennia.

Feudal times and origin of the modern Hand

Despite its multi-billion years old origin, the Hand as an organization tracks back to feudal times, with contradictory dates, according to various sources.

10th Century

Both the Hand and the Snakeroot Clan, affiliated ninja clans were stated to have emerged sometime in the 10th Century, worshipping The Beast and learning how to resurrect their fallen members as undead assassins (though it was also stated to be used for the first time in only 1594). The Chaste also were stated to have formed after that event. The Snakeroot were The Beast's cabal of the era.

In 934, the sword Sakki was imbued with human brutality and was acquired by the Snakeroot Clan. The evil sword became their sacred relic, bringing back to life slain Snakeroot members, though more and more cadaverous with each resurrection.

13th Century

800 years ago, the Hand was allegedly a cadre of ninjas, thieves and assassins formed to fight the oppressive system of feudal Japan, later falling to corruption and darkness when they were corrupted by the Snakeroot clan.

15th and 16th Century: Japan's civil wars

Circa mid 15th Century, Japan descended into a century of civil war. During that period, the immortal warrior Black Axe, participated in many of the battles and opposed the Hand.

The modern Hand was stated to have originated from the end of the 16th Century, and has taken its recognizable form in Kyushu in 1588 under Kagenobu Yoshioka. The story behind the formation of the modern Hand started in 1575, in Kyushu, with Kagenobu Yoshioka, who killed a foreigner threatening his mother. The blame went to her, and Kagenobu was taken into the custody of Saburo Ishiyama who trained him in the ways of the Samurai at the Ishiyama School. A masterless Samurai, Kagenobu served Japan, opposing corruption and injustice for three years. At his sensei's death, he returned to the school to lead it in 1588, offering a role of co-leader to his former rival Daisuke Sasaki.

Learning that the Daimyos implemented regulations to the schools, Kagenobu decided to send messengers to other like minded schools and form a secret society opposing the government; it was the resurgence of the Hand. The inner circle of Kagenobu's organizations were formed of himself, Sasaki, and five others, so called "heathens and heretics", who could be the Five of legend of the Hand. In autumn of 1588, he attacked a foreigner ship in Kyushu, slaughtering the whole crew. The organization's symbol, a bloody hand print, soon struck terror into any Japanese dealing with foreigners.

Over the six following years, the Hand spread across the five isles of Japan, but splintered into multiple sects. As the group fell under the sway of the Snakeroot Clan who corrupted the organization from within, some diverging from Yoshioka's objectives, acting as mercenaries or exploring cult secrets perhaps shared by the Sickly

Ones, doing their bidding and practicing black magic, drawing them to worship The Beast.

In the summer of 1590, the inner circle of the Hand gathered at the Ishiyama school. Kagenobu later accepted Eliza Martinez, a half breed Japanese girl, to join the school, using her father to gather information but would develop feelings for her. In the autumn of 1592, she was accepted among the Hand (and in Kagenobu's bed). Soon, the Hand grew so large that it became difficult to control the organization. Communication between the sects broke off, Hand agents sold their skills as mercenaries and committing crimes against the Japanese, spreading rumors of dissension. Eliza's lineage was revealed to some.

In 1594, Hand members tried to kill Eliza, seeing her as a disease infecting the Hand and corrupting Kagenobu. Kagenobu confronted Sasaki (who had called the inner circle to discuss the Hand without Kagenobu), killed his rival and soon confronted the inner circle of the Hand. Despite killing many members, the duo were defeated, and ended their lives instead of being killed by their enemies. The remaining inner circle members then brought them back to life, using the resurrection ritual for the first time, as the Hand's deadly weapons, sacrificing low ranking members to resurrect them. Upon those actions, the Hand firmly joined The Beast as a ninja assassin guild, both pursuing their dark agendas and serving as mercenaries to those who could afford their services.

Believing they could serve The Beat better, one faction of the Hand splintered off as a separate cult, the True Believers, and relocated to South Korea. They forged a blood feud with the Hand, which still endures in modern days.

Early 20th Century

In the early 20th Century, the Hand attempted to gain a foothold in the island nation of Madriport, but were opposed by adventurer Seraph, then in 1932, by her protégé, Logan (later known as Wolverine).

World War II

In 1941, the Hand broke an agreement with Romulus and wanted to form new alliances. It consequently contacted Baron Von Strucker in Madriport. To gain the Hand's loyalty, Strucker captured young soviet agent Natalia Romanova (in fact an agent of Romulus sent to kill the Jonin of the Hand) and brought her to Madriport, as a gift for the Hand, where they intended to turn her into a master assassin. The ceremony was interrupted by Wolverine (himself an agent of Romulus), along with Captain America and Ivan Petrovich, and killed the Jonin, while Strucker escaped.

Sometime before 1943, the Nazi officer known as the Red Skull, observing the Reich's fall, set up a secret organization in Japan, merging several underground criminal societies, including the Hand, with fugitive members of Nazi Germany and Imperial Japan, based in the Pacific Ocean. He assigned leadership of this new organization to a Shinto Imperialist. Falling out of Hitler's favor, Strucker fled and joined the Skull's organization, renamed it Hydra and killed the Supreme Leader, seizing control of the organization.

The new Jonin of the Hand attempted to unify the two organizations, introducing the occult arts and the worship of The Beast inside Hydra, but Strucker, who knew that occultism has previously nearly driven Hitler to madness, broke ties with the Hand, opposed him, winning the battle, setting the stage for later Hand/Hydra interactions, keeping them separated for a time.

1950's

In the late 1950's, the Hand recruited rejected Chaste student Drake, who wished to destroy the Hand from within, but was eventually won over by it's ways. In 1957, satanist and fourth richest person in the world Elsbeth Von Strucker married Baron Strucker and started funding Hydra, seemingly incorporating her own agenda about the Sickly Ones into the organization.

1961: The Wheel of Pieta

In 1961, the Hand's Grandmaster was Shoji Soma. He was invited by The Brotherhood of the Shield's Grandmaster Leonardo Da Vinci, who organized several important people in espionage's world into a loose partnership known as the Great Wheel of Zodiac. Led by Da Vinci himself as Aries, the Wheel included Shoji Soma (Pisces), Hydra's Baron Strucker and Daniel Whitehall, aka Kraken, Nick and Jake Fury, Leviathan's founders Viktor Uvarov and Vassili Dassiev, Thomas Davidson, Timothy Dugan, John Garret, and Cornelius Van Lunt.

The Great Wheel accomplished several missions for Aries, including the discovery by Shoji Soma, Vasili Dassiev, Dum-Dum Dugan, and Kraken of The Brood power drive in Egypt, as well as other pieces of technology, in the Zargos Mountains and in France. In France, the Fury brothers and Thomas Davidson found the Brood's replicant technology, which originated the first two Life-Model Decoys. However, Uvarov and Dassiev started operating behind the scenes using the alien technology, able to enhance one possibly above the Super Soldier Program for Leviathan's own purposes, betraying the Great Wheel after having learned from Davidson how to activate Pieta's secret protocols. After a shooting, Strucker, Kraken and Soma fled. As a consequence, the Wheel was de facto

disbanded.

One month after the breaking of the Great Wheel, Strucker and Soma, bringing along Hand ninjas, attacked Leviathan, and Strucker used the Spear of Imhotep to stab Viktor Uvarov. Soma also stole the power drive causing the machine to boost up the power levels of the Leviathan agents, mutating the horribly. At some point afterwards, feeling that he was about to die, Shoji Soma came to the Clan Yashida, to open in secret the box held by the Yashida, older than the Yashida themselves and almost as old as Japan. The box was stated to be tied to a legacy of death and madness, and that none had ever lived to see it opened twice. The next day, Soma was killed by Magadan, looking for the power drive.

Modern Times

Elektra originally belonged to the Chaste. As a self imposed test, she joined the Hand. When they forced her to assassinate her former mentor, she abandoned the Hand and The Chaste and became a freelance assassin. In that capacity she encountered the hero Daredevil, who once trained under The Chaste's leader Stick, and helped both of them survive an attack by the Hand.

In an offensive by The Chaste, the Hand lost it's best warrior, Kirigi. A later battle brought forth The Chaste's ultimate weapon, a ritual that literally drained the life from the Hand's attackers. Unable to contain so much energy, Stick and Shaft also died.

The Hand tried to prevent the reincarnation of Stick. The Chaste enlisted Daredevil once again, who traveled to Japan and helped to protect the infant who bore his sensei's spirit.

The Hand also crossed swords with Wolverine, Spider-Man, the Avengers, and the X-Men. More than anyone else

(excepting Elektra), however, they have interacted with Psylocke.

Gorgon's Leadership

At some point, legendary Hydra agent Kraken went (on his own) to Kobe, Japan, and gave the Godkiller blade to Tomi Shishido, aka The Gorgon, to help him achieve his destiny. Gorgon then went to the Hand and committed

suicide (in order to be resurrected).

Gorgon became the High Priest of the Hand, their leader, and allied the Hand and the Brotherhood splinter group the Dawn of the White Light (that he formerly led as well) with Hydra. Elsbeth Von Strucker soon considered Gorgon as being the one awaited by the Sickly Ones.



As Gorgon left to follow their goals in leading Hydra, “ushering in the end with infinite resources”, the sickly master’s of the Hand erected a resurrected Elektra as a queen to rule from the East. Elektra, along with Wolverine, soon killed the masters and decimated the Hand’s ranks. Wolverine later killed The Gorgon.

Elektra’s Leadership

Elektra led the Hand for sometime but was killed and it was discovered that she had been a skrull, temporarily leaving the Hand without a warlord. One faction, led by Lord Hirochi and his lieutenant, Lady Bullseye, aimed to make Daredevil their new leader, an offer the latter rejected, only to be told that “the Hand does not take no for an answer”.

They then instigated the return of the Kingpin to New York City, with the goal of offering him leadership of the Hand instead. However, this was preempted by Daredevil, who accepted their offer, on the condition that the Hand should not do business with the Kingpin or Lady Bullseye again. The three remaining ninja lords accepted this arrangement through a twisted turning of events, a battle waged between Lady Bullseye, the Kingpin and Daredevil.

Daredevil’s Leadership: Shadowland

Proclaimed the winner, the Hand was then under the leadership of Daredevil. With assassins obeying his every order time will tell if this clan will allow Daredevil, an agent of the great good to lead them into a new era. In observance of their new master, the ninjas adorned themselves with Daredevil inspired regalia. With Norman Osborn in control of law enforcement and the justice system, and criminals secretly doing their business with Osborne’s secret

blessing, Daredevil seeks to use the Hand to fight back against Osborn’s system of corruption and power.

Kingpin’s Leadership

After The Beast was dispossessed from Daredevil, Kingpin took the leadership of the ninja group, with Lady Bullseye, Typhoid Mary, Montana, and Hobgoblin as his henchmen. Wilson Fisk used the Hand to carry out his criminal plans.

Gorgon’s Leadership

The Hand crowned Gorgon as their leader in Madripoor, as he woke “The Beast” (not the demon), the dragon on whose head Madripoor rested. Gorgon was recruited by the new Madame Hydra into the new formation of Hydra’s High Council, creating a new alliance between Hydra and the Hand.



Powers of the Hand

Mystic Powers

The Hand has origins deeply rooted in the mysticism of the Marvel Universe, which allows them access to some impressive abilities. The High Priest of the Hand is capable of resurrecting the dead and all members of the Hand upon their death, fade away and become insubstantial shadows, which means they do not leave bodies behind to be investigated.

One of the primary ways the Hand inducts new members is by killing them and then resurrecting the body with their minds and souls bound to The Beast. The list of victims this practice has claimed runs through the Marvel Universe and is essentially a who's who of the most powerful super beings in existence. When a victim is resurrected through the Hand, the most negative emotions of their personality are exploited and magnified. Pain, rage, betrayal and jealousy are emotions that the Hand uses to destroy any goodness and decency within a person, until once restored to life, all that remains is the darkness, and devotion to the Hand and The Beast of course.

While some have managed to shake off the conditioning and mind control of the resurrection process, the damage done to the Psyche of their victims is usually irreversible.

The Resurrection Ritual: This process of ritual magic is used by the High Priest of the Hand to resurrect dead beings and bestow life upon their corpses. The High Priest and several other priests of the Hand lay hands upon the body to be raised and make an entreaty to The Beast. The power rank intensity of this spell is equal to the Psyche of the High Priest who performs the ritual. The High Priest must make a successful Psyche FEAT roll to succeed at entreating the power of The Beast. If successful, the being

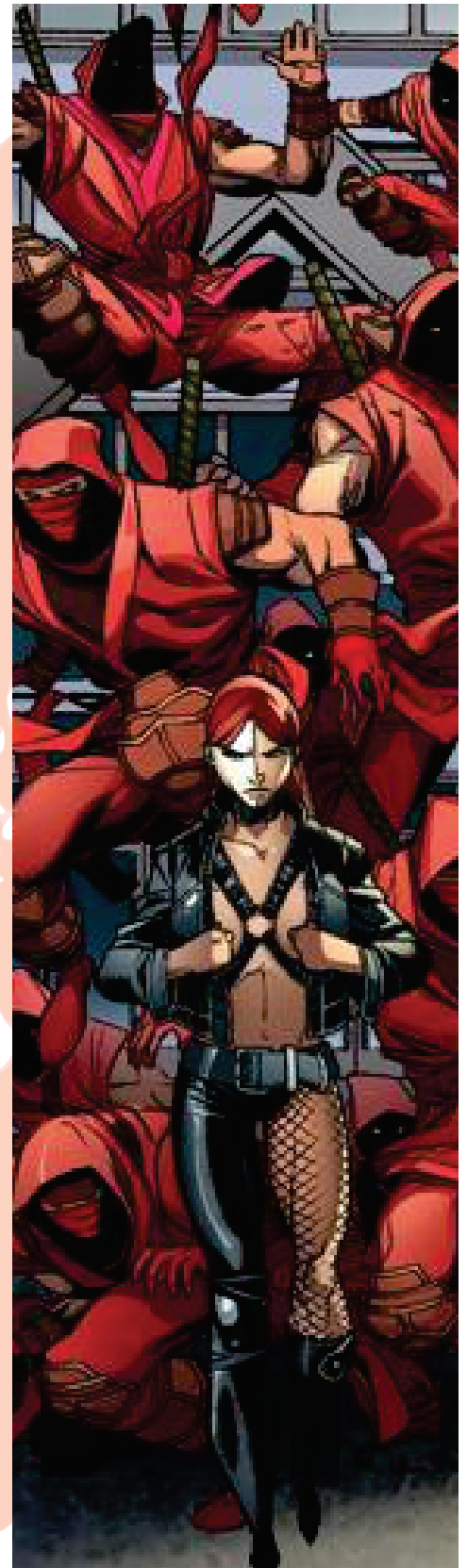
who is being resurrected will be returned to life. However, that being is touched by the power and corruption of The Beast, and is physically desiccated upon their return to life, this permanently lowers the individuals Psyche rank by -1 CS. The individual who is resurrected is usually inducted into the Hand at this point. The individual also acquires the *One with the shadows* power.

Mark of the Beast: Any individual who is returned to life by the resurrection ritual of the Hand automatically acquires this power permanently. When an individual with this power dies, their body will dissolve and fade away into the shadows, in effect, an agent of the Hand leaves behind no body to be investigated or desecrated. This power operates at the Class 1000 power rank.

The Fist: The Hand can also resurrect dead bodies into a magical construct known as the Fist. These beings possess whatever powers and talents they had in life and are typically used as assassins by the Hand when they are unwilling to risk living members or they need a super powered agent.

Talents

The agents of the Hand make use of a number of talents which are integral to the ninjitsu ways of the ninja. Among these talents, Stealth is a highly desirable ability which allows the agents of the Hand to perform assassinations and carry out spy missions for their organization or others who hire the Hand as mercenaries to perform jobs for them. Other useful talents for the aspiring ninja are the various Martial Arts talents, and Weapon Mastery. Many ninjas also possess training in Acrobatics, allowing them to perform amazing FEATs of agility.



The Snakeroot Clan

The history of this ancient ninja clan is shrouded in mystery and legend, no one knows their true origins. The Snakeroot originally subverted and corrupted the Hand causing them to become pawns of The Beast. The smaller group of Snakeroot exist and operate within the larger network of the Hand. At times they have even taken over leadership of the Hand. All members of the Snakeroot Clan have access to the power of the Sakki Sword which revives their fallen members from death, however, each time they come back they are more withered and decayed, as such all Snakeroot clan members have the following power:

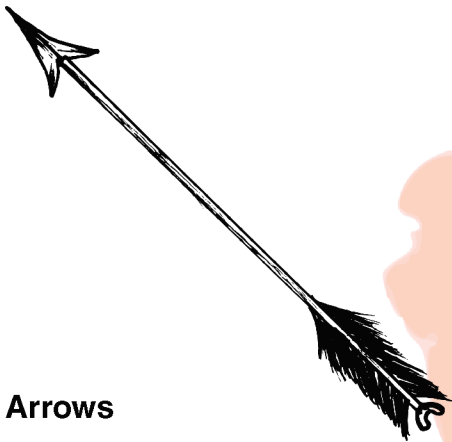
The Sakki Sword (Equipment): The Sakki Sword is a mystical artifact of the Snakeroot Clan. The sword is a katana in design and inflicts 10 points of Edged damage when wielded one handed or 15 points of Edged damage when wielded with two hands. The Sakki Sword has the power to resurrect fallen members of the Snakeroot Clan, but each time they come back they have a -1CS to Endurance as they are more decayed and withered each time. The Sakki Sword has been used to commit Seppuku on several occasions, this honorific act of suicide has caused the sword to begin to rot.

The Nail

The Nail is an all female hit squad of assassins which exists within the network of the Hand. They are highly skilled and well equipped individuals who have a history that is shrouded in mystery and legend. Very little is actually known about the inner organization itself.



Tools of the Trade



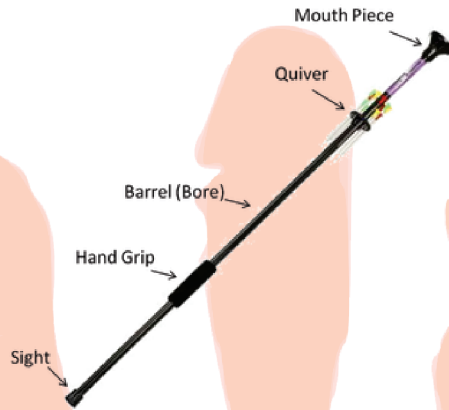
Arrows

Armor Piercing: Armor piercing arrows penalize a targets Body Armor by -2CS and inflict Good (10) Shooting damage. The weight of the arrow reduces the range by -2 Areas. Cost: Typical (6).

Flight Arrows: Flight arrows are designed for traveling long distances and are often used for trick shots and archery competitions. The Flight arrow adds a +2CS to the range of the Areas traveled by the arrow and inflicts Typical (6) Shooting damage. Cost: Typical (6).

Humming Bulb Arrows: Humming Bulb Arrows are fitted with carved wooden heads that whistle loudly when fired. The sound can be heard up to one mile away. This type of arrow is normally used for signaling, but the bulb can also be fitted with a oil soaked cloth or straw and used as a fire arrow. When used this way, the arrow inflicts an additional Typical (6) Fire damage. It also starts fires in flammable materials unless extinguished quickly. Cost: Typical (6).

Sheaf Arrows: Sheaf Arrows are fitted with steel broad heads are designed to cause great injury. These arrows inflict Good (10) Shooting damage and reduce the range of the shot by a -1CS Area. Cost: Typical (6).



Blowgun

Many ninjas use blowguns as light weapons or distractions. The ninja may use the blowgun as a means to deliver poison to his target. Blowguns may also be used as breathing tubes for swimming underwater. Very elaborate blowguns can be used as sword scabbards as well. Cost: Typical (6).

Dart: A blowgun dart has a range of 2 Areas and inflicts Typical (6) Shooting damage. The dart may be treated with a variety of poisons. Cost: Poor(4).

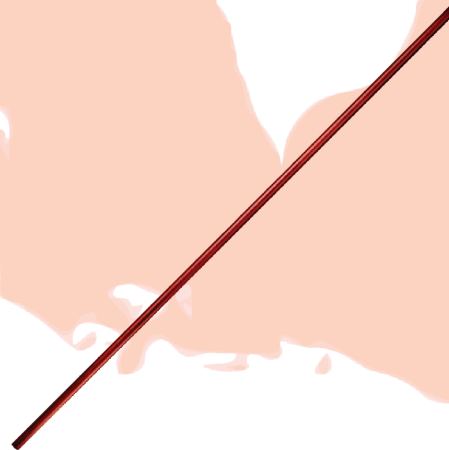
Needle: The blowgun needle is less expensive then a dart and deals less damage but it is still quite effective at carrying poisons. The needle has a range of 3 Areas and inflicts Poor (4) Shooting damage. Cost: Feeble (2).



Bows

Daikyu: This is the largest of the Oriental bows available. The Daikyu typically has a range of 7 Areas and can make use of any type of arrow. Cost: Good (10).

Hankyu: The Hankyu is a small Oriental bow often employed by the ninja. The Hankyu is portable and offers a 5 Area range. The bow cannot fire Sheaf Arrows. Cost: Good (10).





Chijikiri

A length of weighted chain is added to the butt end of a spear. The weapon can be used as a normal spear, or the chain can be swung outwards entangling the opponent. The Chijikiri spear inflicts Good (10) Edged damage. The chain can entangle an opponent based on the user's Fighting Ability. The entangled opponent may make a Strength FEAT roll to free himself from the entanglement. Cost: Good (10).



Cho-Ko-Nu

This crossbow is capable of firing several bolts before it must be reloaded. The magazine can hold up to ten quarrels. The Cho-Ko-Nu can fire up to two quarrels per round. The crossbow has a range of 5 Areas and the quarrels inflict Good (10) Edged damage. Cost: Good (10).



Dagger

The dagger is a humble weapon that has been used by nearly every culture known to man. The dagger inflicts Good (10) Edged damage and has a range of Thrown. Cost: Good (10).



Dart

The Dart is a thrown weapon that inflicts Typical (6) Edged damage. Due to its light weight design, multiple darts may be thrown each round depending on the users ability to make multiple attacks. Cost: Typical (6).



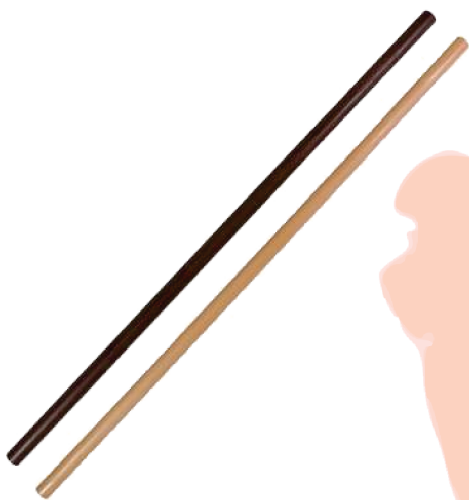
Fukimi-Bari (Mouth Dart)

These small darts are held in the mouth and blown into an opponents face as a surprise attack. Up to ten of them may be carried in the mouth at a time. They can be fired singly or all at one time. When fired singly a normal attack roll is made for each dart. A successful hit inflicts Feeble (2) Shooting damage. When fired in bursts of ten, the darts inflict Good (10) Shooting attack damage. Obviously, since the darts are carried in the mouth they cannot be poisoned. The darts have a very poor range; 2 Areas maximum and are ineffective against any sort of Body Armor. Cost: Poor (4).



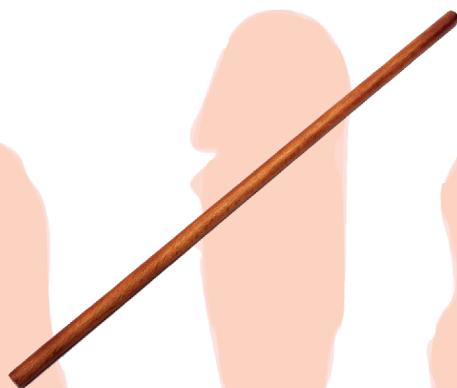
Gunsen (War Fan)

This iron fans main use is defensive, acting as a small shield. However, it can also be used to strike blows. It is normally considered a fall back weapon. The typical war fan is composed of Good (10) Materials and can block up to ten points of damage. The fan may also be used to strike blows inflicting Good (10) Edged damage. Cost: Typical (6).



Hanbo (Half Staff)

This 2-3 foot weapon is used as a weapon, practitioners often carry one in each hand. A proficient user wielding one in each hand can on a successful Fighting FEAT roll, gain +1 extra attack. The Hanbo inflicts +1CS Blunt damage. Cost: Good (10).



Jo (Stick)

This stick weapon is about 4 feet in length between the Bo and Hanbo in size. It can be used one handed or in pairs. The Jo inflicts +1CS Blunt damage on a successful strike. When two are wielded, the Jo can on a successful Fighting FEAT roll offer an additional attack. Cost: Good (10).



Katana

This single edged, slightly curved sword ends in a chisel point. It is perhaps one of the finest swords ever made, noted for its superior construction and design. The Katana is typically wielded by Samurai. The Katana can be wielded with one or two hands. One handed the Katana inflicts Good (10) Edged attack damage. When wielded with two hands the Katana inflicts 15 points of Edged damage. Cost: Good (10).



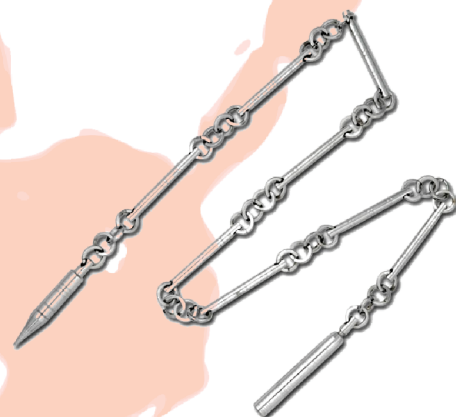
Jitte

This tapered iron bar has a short hook projecting near the handle. It is not sharp. The Jitte is used to block attacks and capture weapons. It can also be used to strike blows. The Jitte provides its user with a +1CS on any attempts to use the Block maneuver. The Jitte also inflicts +1CS Blunt damage. Cost: Good (10).



Kama (Sickle)

Originally a farmer's implement, ninja adapted this tool for use as a weapon. The Kama inflicts Good (10) Edged damage. If two are wielded, then the ninja on a successful Fighting FEAT roll can gain one additional attack. Cost: Typical (6).



Kau Sin Ke (Whipping Chain)

This weapon consists of four to six short iron bars connected by lengths of chain. When used properly it can be a deadly weapon. The iron bars can wrap around shields to inflict crushing blows. However, because it is not as flexible as a whip or chain it cannot perform entangling attacks. The Kau Sin Ke inflicts +1CS Blunt damage. Cost: Good (10).



Kawanaga (Grapnel)

This is a length of rope with a grapnel at one end and a weight at the other, it is both a tool and a weapon. It can be used as a weapon by swinging the weight at an opponent. The grappling hook can be used for climbing and the rope can be used to entangle an opponent. The weighted end inflicts +1CS Blunt damage. Cost: Typical (6).



Kiseru (Pipe)

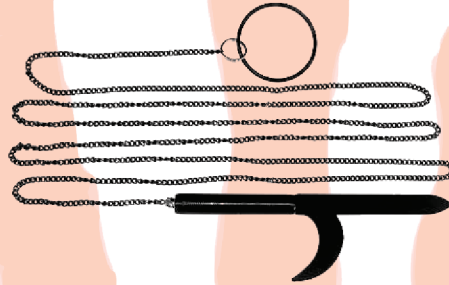
This is a tobacco pipe made of metal. It's innocent appearance disguises its use as a clubbing weapon. It can also be used to smoke tobacco. The Kiseru inflicts +1CS Blunt damage. Cost: Typical (6).



Kusari-gama

This variation on the Kama was designed specifically for combat. It is a Kama with a weighted end of chain

attached to the butt end. The Kusari-gama can be used in several ways. The user can attack with the Kama in hand, he can club and entangle with the weighted chain, or he can whirl the Kama at the end of the chain. The Kama inflicts Good (10) Edged damage and the weighted end inflicts +1CS Blunt damage. Cost: Good (10).



Kyogetsu-shogi

This is a simple length of rope with a sharp hooked blade at one end and a heavy iron ring at the other. The rope can be swung to attack with the blade or weight. The weapon has a range of 1 Area. The blade inflicts Good (10) Edged damage and the end with the ring can be used to entangle an opponent. Cost: Good (10).



Lajatang

This rare weapon is most often found in the hands of a martial artist trained in its use. The Lajatang is a two handed weapon. The blades inflict 15 points of Edged damage. Cost: Good (10).



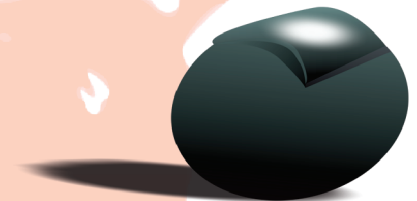
Manriki-gusari

This simple length of chain with weights at both ends can be whirled quickly and used to strike powerful blows. One end can be thrown out or the entire thing can be thrown to entangle an opponent very quickly. It can also be disguised as a simple belt. The manriki-gusari inflicts +1CS Blunt damage. Cost: Good (10).



Metsubishi (Blinding Powders)

A short small blowgun 1-2 feet is often employed to deliver the blinding powders. The blinding powders will blind an opponent for 1-10 rounds if the attack is successful. The range is 1 Area. Ninja often use this as a means of escape. Cost: Typical (6).



NageTeppo (Grenades)

These small grenade like weapons are popular with ninjas. They can be thrown. The incendiary versions inflict Excellent (20) Force damage. Other versions of the grenade exist, which can deliver poisons or flammable devices. Cost: Typical (6).



Nagimaki

This shortened version of the Naginata is used primarily by horsemen as a lance. It consists of a 4-6 feet shaft tipped with a curved sword like blade. The Nagimaki inflicts 15 points of Edged damage. Cost: Good (10).



Naginata

This light weight but strong polearm is 6-8 feet in length and ends in a curved sword like blade. The Naginata is often preferred by female ninjas. The Naginata inflicts 15 points of Edged damage. Cost: Good (10).



Nekode (Finger Claws)

This dual purpose ninja tool is a pair of straps or gloves fitted with spikes in the palm. The Nekode can be used to

assist in climbing walls giving a +1CS to the success chances. The Nekode can be used as a weapon, inflicting Typical (6) Edged damage. Cost: Typical (6).



Ninja To

This is the ninja's typical sword, it is about the size of a short sword, 1.5-2 feet in length, making it easy to conceal. The blade of the Ninja To is straight of a lesser quality than the Katana. However, in keeping with the ways of the ninja, the sword and scabbard have multiple uses. Often the scabbard is open at both ends, allowing it to be used as a blowgun or breathing tube. The scabbard may also be used as the rung of a ladder. Strong silk cord may be wrapped about the scabbard for quick access to a climbing rope. The Ninja To inflicts 10 points of Edged damage. Cost: Good (10).



Nunchuka

The Nunchuka consists of two lengths of hardwood or iron joined together by a short chain or cord. The Nunchuka can be used to parry attacks, club an opponent or catch weapons. It is easily concealed. The Nunchuka inflicts +1CS Blunt damage. Cost: Good (10).



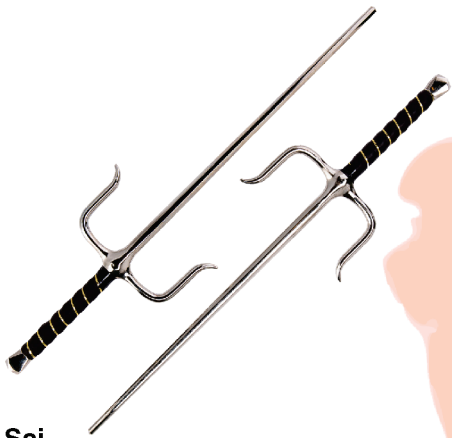
Parang

The Parang is both a heavy tool and a weapon, a heavy bladed machete capable of delivering powerful blows of great force. The Parang inflicts 10 points of Edged damage. Cost: Typical (6).



No Daichi

This is the Oriental equivalent of the two handed sword. Many are forged to the exacting specifications of the Katana. The No Daichi inflicts 15 points of Edged damage. Cost: Excellent (20).



Sai

The Sai is used to block and capture weapons. It can also be used to strike blows. The Sai inflicts +1 CS Blunt damage or 10 points of Edged damage. It also provides a +1CS to all Block maneuvers. Cost: Good (10).



Sang Kauw

The basic form is a double headed spear with a crescent blade in the center. The Sang Kauw is wielded with one hand to parry and attack. The Sang Kauw inflicts 10 points of damage and provides a +1CS to the success of all Block maneuvers. Cost: Good (10).



Shozuku (Red Ninja Suit)

The typical garb of a Hand ninja. This suit hides the ninja's identity. Cost: Typical (6).



Shuriken

The ninja throwing star is a trademark weapon of the ninja. The shuriken inflicts Typical (6) Edged damage. Cost: Typical (6).



Tanto

This dagger is made in the same style as the Katan and Wakisashi. It inflicts 10 points of Edged damage. Cost: Good (10).



Tetsu Bishi

These are small caltrops not melee or ranged weapons. They are used to make the ground extremely dangerous to walk on. An individual who enters an area with tetsu bishi, must immediately halt his movement and take 10 points of Edged damage. Cost: Typical (6).



Tetsu Bo

The tetsu bo is a war club that is spiked and studded with metal strips. The weapon inflicts +1CS Blunt damage. Cost: Good (10).



Three Piece Staff

It is made of 2-3 feet sections of hardwood and can be used to inflict powerful blows, block an attack or capture and break a weapon. The Three Piece Staff inflicts +1CS Blunt damage. It provides a +1CS bonus to the chances of a successful Block maneuver. Cost: Good (10).



Tonfa

The entire length of the Tonga is 2-3 feet, ninja often wield two at a time. With this weapon a trained fighter can catch and break weapons, block and attack effectively. The Tonfa inflicts +1CS Blunt damage. Cost: Good (10)



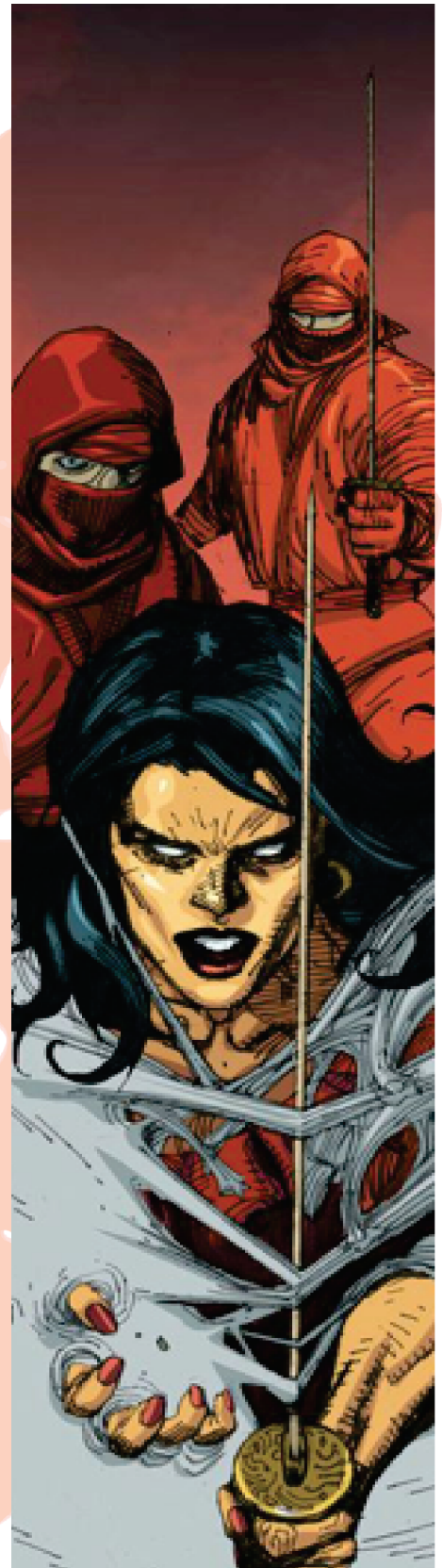
Wakizashi

This is a short sword similar in construction to the Katana. The Wakizashi is normally paired with a Katana and worn by a samurai. This matched pair is known as “daisho” or long and short. It is typically considered to be a great dishonor if “daisho” is worn by anyone who is not a samurai. The Wakizashi inflicts 10 points of Edged damage. Cost: Good (10).



Yari

This is a common Oriental spear. The Yari inflicts 10 points of Edged damage. Cost: Good (10).



Members of the Hand



Akatora

F RM (30)
A EX (20)
S GD (10)
E EX (20)
R GD (10)
I EX (20)
P GD (10)

Health: 80
Karma: 40
Popularity: -5
Resources: RM (30)

Known Powers:

Mark of the Beast: Class 1000 power rank to dissolve into shadows upon his death, leaving behind no body.

Talents: Martial Arts A, Leadership

Background:

Akatora was a leader of a sect of the mystical Hand. Akatora sought to capture Wolverine's ward Amiko, and brainwash her into becoming an assassin for the Hand.



Akuma

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 90
Karma: 46
Popularity: -5
Resources: GD (10)

Known Powers:

Mark of the Beast: Class 1000 power rank to dissolve into shadows upon his death, leaving behind no body.

Ninja To(Equipment): This classic ninja sword inflicts 10 points of Edged damage.

Talents: Acrobatics, Martial Arts A

Background:

He is a member of the Hand. Nothing else is known about Akuma.



Angela Del Toro (White Tiger)

F RM (30)
A RM (30)
S RM (30)
E RM (30)
R TY (6)
I RM (30)
P RM (30)

Health: 120
Karma: 66
Popularity: 5
Resources: TY (6)

Known Powers:

Heightened Senses: Her basic senses operate at the RM (30) rank.

Healing Factor: White Tiger has TY (6) regenerative abilities.

White Tiger Amulet (Equipment): White Tiger's powers are only available to her as long as she is in possession of the amulet.

Talents: Guns, Law Enforcement, Martial Arts A, B, E,

Background:

Daredevil was targeted by the Hand

seeking to make him their new leader. Many of his friends and allies, including Angel Del Toro, were also targeted as a means to make him comply. Hand operative Lady Bullseye ambushed Angela in her own home and stabbed her through the chest, killing her but only to resurrect her as a new Hand vessel.

From this point onward, Angela aided Lady Bullseye in her crusade to break Murdock alongside Black Tarantula, Carlos LaMuerto. Carlos, possessing a healing factor, was immune to Hand conditioning and posed as an operative to stop Lady Bullseye's agenda and subsequently cured Angela of her own conditioning. When Lady Bullseye was cast out of the Hand for being untrustworthy and Daredevil assumed leadership, Angela and Carlos stood behind him as top lieutenants.



Arthur Perry

F	EX (20)
A	GD (10)
S	RM (30)
E	AM (50)
R	GD (10)
I	GD (10)
P	TY (6)

Health: 110

Karma: 26

Popularity: -5

Resources: GD (10)

Known Powers:

Eye Lasers: These lasers inflict RM (30) Energy damage with power rank range.

Body Armor: Arthur Perry possesses EX (20) protection versus physical damage and GD (10) protection versus Energy damage.

Talents: Guns

Background:

Perry was sent, along with John Garret, to investigate the murder of San Concepcion president Carlos Huevos. Perry brutally beat subversive Julio Gonzales until he confessed to hiring Elektra to kill Huevos, after which Perry killed Gonzales. He and Garret then paid off a Bolivian border guard to allow them half an hour with a prisoner, whose wrist they broke, after which they gave the man some narcotics to loosen his tongue, gaining information on Elektra's struggles with Huevos' guards. A subsequent explosion at the harbor left Perry little more than a human head and the burnt husk of a skeleton.

In an effort to create a warrior powerful enough to stand up to Garret, who was under Elektra's control and helping her target presidential hopeful Ken Wind, Colonel Fury commissioned

ExTechOp Division leader Harold Beaker to rebuild Perry as a super warrior. After thirty straight hours of labor ExTechOp technicians had rebuilt Perry's brain, replacing destroyed cerebral matter with computer components. Brain activity was restored by a series of electric shocks and Perry regained consciousness with no apparent loss of memory or reason, after which he signed a release granting ExTechOp complete freedom in reconstructing his body. While Fury agreed in the importance of proving ExTechOp's worth, he sent Agent McBryde to uncover the complete story on Perry, whose record seemed suspiciously thin.

McBryde soon suspected that the records had been altered and thus continued her research. Six hours later, McBryde uncovered incomplete records on Perry, which revealed true portions of his history. Perry was apprehended on three counts of rape and mutilation at age 12 and spent six months institutionalized. He was released, but was readmitted for treatment following the brutal murder of his parents and sister. He escaped at the age of 14 and fell in with a L.A. street gang. He was arrested at age 16 for selling poisoned heroin to school children.

There was also some spotty evidence suggesting he was involved with a snuff film operation. At the age of 18, Perry fell in with a terrorist organization in Lebanon, and participated in the slaughter of 14 civilian Israeli hostages. Under unknown circumstances, the records of Perry's past history and crimes was hidden and he became an agent of S.H.I.E.L.D. Fury then ordered an immediate halt to Perry's construction, but he was already completed. S.H.I.E.L.D. agents arrived to ensure that he was not activated, but Chuck the Dwarf flipped the switch. As soon as Perry was switched on, he slew Beaker, co-creator Dr. Wreck, and

before leaping out of a portal in the S.H.I.E.L.D. Heli-carrier from a height of 30,000 feet. Chastity McBryde and other S.H.I.E.L.D. agents approached Perry as he and Chuck flew threw the air, but their bullets failed to harm them, and Perry physically ripped their helicopter apart, causing it to crash. McBryde leapt free from the craft, Margolis and Spencer were killed, and Makkelson climbed from the wreckage only long enough to be decapitated from a backhand swipe from Perry.

Fury ordered another helicopter to pick up McBryde, after which a third helicopter firebombed Perry, following an order for scorched earth. Afterwards, Chuck led Perry to a confrontation with The Beast itself, which offered Perry it's milk, and Perry was fully corrupted communing with The Beast's plan for the annihilation of all life on Earth.

Despite S.H.I.E.L.D. devices designed to detect his cyborg systems, Perry slipped inside a S.H.I.E.L.D. operation, killing agents Simpson and Jurgen. While Perry's goal was to actually protect Ken Wind, who was possessed by The Beast, from Garret and Elektra, S.H.I.E.L.D. assumed he was after Wind himself. Chastity narrowly survived another encounter with Perry, after which Elektra caused Wind's escape pod and the helicopter carrying it to crash into Perry, which then crashed into the Lincoln Memorial. However, this merely allowed Perry to defend Wind himself, as he had intended.

At Wind's command, Perry completely dismantled the super strong cyborg form of Garret. Elektra's katana proved to be strong enough to cut through the toughest alloys that S.H.I.E.L.D. could make. However, Perry's cyborg body continued to function and it attempted to retrieve it's head, while the head itself cursed and fired lasers at Elektra. The ninja cut off Perry's hand and then impaled him, but she was then knocked

to the ground by the electric shock he unleashed. Perry then grabbed Elektra and began to bend her spine, but she managed to grab his head. She stabbed her fingers up through his neck, through the tubes, and into his soft brain, which she crushed, slaying the cyborg super agent.



Azuma Goda

- F** RM (30)
- A** RM (30)
- S** GD (10)
- E** EX (20)
- R** GD (10)
- I** RM (30)
- P** GD (10)

Health: 90
Karma: 50
Popularity: -15
Resources: RM (30)

Known Powers:

Katana (Equipment): This weapon inflicts 10 points of damage when wielded one handed and 15 points of damage when wielded with both hands. It is composed of RM (30) Materials.

Mark of the Beast: Azuma has this power at Class 1000 rank, upon his death his body fades away into the shadows, leaving behind no corpse.

Talents: Martial Arts A, Occult Lore, Leadership, Business

Background:

Azuma Goda, was a former ninja and leader of a dissident branch of the Hand based in Japan, which hated being ruled by the Kingpin. Using sleeper agents that were better trained then the average Hand member, he started a war with the Yakuza Clan.

Wolverine traveled to Japan to stop the war and fought Azuma's ninjas and Sabretooth and Mystique who were hired to stop Logan. Meanwhile, Goda blackmailed the new Silver Samurai and made him betray the Yashida Clan.

Finally, Wolverine killed every single ninja, and went to murder their leader. Goda wasn't scared as he had Sabretooth and Mystique to protect him, and his invisible plan of becoming head of Asia's crime syndicates was close to coming to fruition. But Sabretooth betrayed him, and left him without protection, allowing Logan to kill him with a katana in his own building.



Bakuto

F RM (30)
A EX (20)
S GD (10)
E EX (20)
R GD (10)
I RM (30)
P TY (6)

Health: 80
Karma: 46
Popularity: -15
Resources: RM (30)

Known Powers:

Mark of the Beast: Upon his death, Bakuto's form will dissolve away into the shadows. This power operates at the Class 1000 rank.

Ninja To (Equipment): This classic ninja sword inflicts 10 points of Edged damage.

Uzi(Equipment): This weapon inflicts 10 points of Shooting damage at a range of 5 areas. If a burst is fired, the weapon inflicts 20 points of damage to an Area.

Talents: Martial Arts A, Guns, Occult Lore, Leadership

Background:

Bakuto was the Hand's Daimyo of South America. When Daredevil became leader of the Hand, Bakuto was one of the leaders at a Hand summit Daredevil held. Bakuto had a falling out with White Tiger, who ultimately killed him and was appointed one of the Five Daimyo's of North America.



Black Lotus

F RM (30)
A IN (40)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 100
Karma: 46
Popularity: -10
Resources: EX (20)

Known Powers:

Mark of the Beast: Upon her death, Black Lotus' body will dissolve away into the shadows with Class 1000 rank.

Talents: Acrobatics, Martial Arts A, B & E, Stealth.

Background:

Black Lotus past is unknown but she is

apparently an assassin of some repute. When she was first seen, Black Lotus had been hired, along with several other assassins, by Damon Dran to capture the Black Widow. Black Lotus helped to initially subdue the Widow with a kick to the head. However, she along with the other assassins, was instead defeated by the Black Widow after she came to her senses.

Later, Black Lotus was one of the costumed "super women" recruited by Superia to come to Femizonia Island and join her all female army, the Femizons. While en route to Femizonia, the heroes Captain America and Paladin located them. Black Lotus participated in an en masse assault by the Femizons which resulted in the capture of the two heroes.



Black Tarantula (Carlos LaMuerto)

F EX (20)
A EX (20)
S IN (40)
E RM (30)
R TY (6)
I EX (20)
P TY (6)

Health: 110
Karma: 32
Popularity: 15
Resources: TY (6)

Known Powers:

Mark of the Beast: Upon his death, the Black Tarantula's body will dissolve into the shadows, leaving behind no corpse.

Optic Blasts: He can project powerful bursts of energy at the RM (30) power rank. However, he requires 3 rounds between each use.

Regenerative Healing Factor: He heals at an EX (20) rank.

Immortality: He possesses a long life span.

Talents: Crime, Guns, Edged Weapons,

Background:

While out patrolling, Black Tarantula ran into the White Tiger being attacked by Hand ninjas. After diving in to help her, he was killed by White Tiger and resurrected by the Hand as an assassin. Black Tarantula then led an attack against Daredevil at his home along with White Tiger, Lady Bullseye, and Lord Hirochi. Daredevil was joined by Master Izo and Iron Fist, and together they fought off the Hand. Black Tarantula defeated Iron Fist but stopped White Tiger from killing him.

Black Tarantula and White Tiger were next ordered to kill Foggy Nelson by Lady Bullseye, who was hired by The Owl. Black Tarantula instead saved Foggy's life and then battled White Tiger, attempting to cure her of the Hand's influence.

When Daredevil took of the Hand, Black Tarantula became his lieutenant alongside White Tiger. He lead the Hand in North America and oversaw the construction of Shadowland. While New York was in crisis, Black Tarantula was stabbed in the back by White Tiger, who left him for dead. The Night Nurse

cared for Black Tarantula and nursed him back to health.



Cherry Blossom

F EX (20)
A IN (40)
S TY (6)
E EX (20)
R TY (6)
I EX (20)
P TY (6)

Health: 86
Karma: 32
Popularity: -3
Resources: TY (6)

Known Powers:

Sais (Equipment): Cherry Blossom wields twin sais in combat. These weapons inflict +1CS Blunt damage and provide a +1CS to the success of all Block maneuvers.

Talents: Acrobatics, Martial Arts A, Weapon Specialist: Sai.

Background:

Cherry Blossom is the daughter of a woman who served on a secret all woman Hand strike force known as the Nail. However, her mother was killed on her last mission, along with every other member of the group. Almost two decades later, the Hand came under the control of Daredevil, who decided

to reform the Nail. To that end, he found the descendants of various Nail members and offered them a place in the organization. Cherry Blossom was one of them.



Daisuke Sasaki

F RM (30)
A RM (30)
S GD (10)
E RM (30)
R TY (6)
I EX (20)
P EX (20)

Health: 100
Karma: 46
Popularity: -3
Resources: EX (20)

Known Powers:

Mark of the Beast: Upon his death, Daisuke's body will dissolve into the shadows, leaving behind no corpse with Class 1000 rank.

Katana (Equipment): This weapon inflicts 10 points of Edged damage, or 15 points if wielded two handed.

Talents: Edged Weapons, Martial Arts A

Background:

Daisuke's history is unknown.



Daito

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 90
Karma: 46
Popularity: -5
Resources: GD (10)

Known Powers:

Sakki Sword (Equipment): This weapon inflicts 10 points of Edged damage. If he is killed, the Sakki Sword can raise Daito from the dead.

Talents: Edged Weapons, Martial Arts A

Background:

As the leader of the Snakeroot Clan, Lord Daito was the mastermind behind most of the clan's dark activities, including the resurrection of Ghost Maker and the hunt for the About Face Virus. After failing so often in his endeavors, Daito, in shame, committed Hari-Kari using the Sakki, thereby tainting it with his impure blood and removing its power of resurrection.



Doka

F RM (30)
A EX (20)
S GD (10)
E EX (20)
R TY (6)
I GD (10)
P TY (6)

Health: 80
Karma: 22
Popularity: -3
Resources: TY (6)

Known Powers:

Pyrokinesis: Doka can project jets of flame from his hands for RM (30) Fire damage and power rank range.

Talents: Martial Arts A

Background:

Doka was abused by his parents when he was a child until he set fire to their home while they slept. His activities between then and when he was recruited by the Snakeroot Clan are unknown. Doka was slain in the Chaste's fortress by Elektra after the Snakeroot had tried to ambush her.



Drake

F IN (40)
A RM (30)
S TY (6)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 96
Karma: 46
Popularity: 5
Resources: GD (10)

Known Powers:

Mark of the Beast: Drake has an Class 1000 ability that her body will dissolve into the shadows upon her death.

Talents: Acrobatics, Martial Arts A, B & E.

Background: Drake was initially a recruit for the Chaste, however, she was recruited by the Hand and in an initiation ceremony they tricked her into killing her brother in a martial arts battle. This broke her spirit and for years she became a subservient assassin for the Hand. In recent years, she has trained the assassin Elektra and rejected the Hand's conditioning. She now owns a dojo in Manhattan which is stocked with all manner of ninjitsu weapons.



Eliza Martinez

F RM (30)
A RM (30)
S TY (6)
E EX (20)
R TY (6)
I EX (20)
P GD (10)

Health: 86
Karma: 36
Popularity: -10
Resources: GD (10)

Known Powers:

Mark of the Beast: Eliza has a Class 1000 ability that her body will dissolve into the shadows upon her defeat.

Talents: Martial Arts A.

Background:

Eliza's background is unknown, she once commanded Kagenobu Yoshioka to spare her father's life.



Enteki I

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 90
Karma: 46
Popularity: -15
Resources: TY (6)

Known Powers:

Daikyu Bow (Equipment): This bow has a range of 6 Areas and inflicts 10 points of Shooting damage.

Talents: Bows, Martial Arts A.

Background:

Enteki was a member of the Snakeroot. During a mission to capture Eddie Passim he was challenged by Daredevil. Enteki was slain when a sai was thrown into his back while he was trying to strangle Daredevil.



Enteki II

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I EX (20)
P GD (10)

Health: 90
Karma: 36
Popularity: -10
Resources: TY (6)

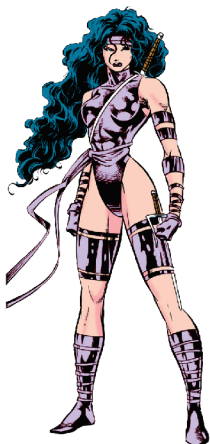
Known Powers:

None

Talents: Martial Arts A, B & E.

Background:

Enteki II replaced the first Enteki upon his death, next to nothing is known about his sordid past. He is suspected of being Enteki I's son.



Erynys

F IN (40)
A RM (30)
S GD (10)
E RM (30)
R GD (10)
I IN (40)
P RM (30)

Health: 110
Karma: 80
Popularity: -10
Resources: TY (6)

Known Powers:

Sai (Equipment): Erynys wields two sai which she is highly proficient with. The sai inflicts 10 points of Edged damage or +1CS Blunt damage as the wielder desires. She throw her sai up to 2 Areas away.

Talents: Acrobatics, Martial Arts A & E, Weapon Specialist: Sai.

Background:

Erynys is a clone of Elektra created by the Snakeroot using a mystic ceremony. She was used to hunt down and destroy Daredevil but a resurrected Elektra returned and slew her instead, absorbing her essence back into herself, Elektra became "whole" once again.



Fist

F IN (40)
A RM (30)
S GD (10)
E RM (30)
R TY (6)
I RM (30)
P EX (20)

Health: 110
Karma: 56
Popularity: -15
Resources: TY (6)

Known Powers:

Iron Will: The Fist is an undead construct and it does not feel pain. It possesses this power with EX (20) ability.

Mark of the Beast: The Fist has this power at the Class 1000 rank.

Weapon, Any (Equipment): The Fist can wield virtually any weapon the Judge cares to arm it with, typically it wields the one it used in life.

Talents: Same as the ones it possessed while living.

Background:

A Fist is a magical creature which can be created through magical rituals performed by the Hand.



Genin

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 90
Karma: 46
Popularity: -10
Resources: TY (6)

Known Powers:

Mark of the Beast: When slain, Genin's corpse will dissolve into the shadows with Class 1000 rank.

Ninja To (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Edged Weapons, Martial Arts A, B & E.

Background:

Genin killed Alphonse Dechanteaux in Paris.



Genkotsu

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 90
Karma: 46
Popularity: -15
Resources: GD (10)

Known Powers:

Ninja To (Equipment): This weapon inflicts 10 points of Edged damage.

Nunchuka (Equipment): This weapon inflicts +1CS Blunt damage.

Tanto (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Martial Arts A & E, Torture.

Background:

Genkotsu was a holy man and a torturer for the Snakeroot Clan. He was paralyzed in combat with Elektra and the Snakeroot decided to let him die rather than resurrect a paralyzed man.



Ghost Maker

F IN (40)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I IN (40)
P GD (10)

Health: 100
Karma: 56
Popularity: -15
Resources: GD (10)

Known Powers:

Recovery: Ghost Maker has RM (30) ability to recover lost Endurance ranks.

Regeneration: Ghost Maker has EX (20) regenerative abilities, able to return from death.

Katana (Equipment): Ghost Maker wields a katana, this weapon inflicts 10 points of Edged damage wielded one handed or 15 points of Edged damage when wielded two handed.

Jet Pack (Equipment): This item allows Ghost Maker to fly with EX (20) ability.

Talents: Edged Weapons, Martial Arts A, B & E, Stealth.

Background:

Born in the Soviet Union, Ghost Maker's father was a high ranking KGB agent who trained his son in the martial arts for 15 years. His training was completed when he killed 10 top western spies. While attacking a Sussex military camp, he came into contact with Shang-Chi and his associate Leiko Wu. However, during one of their battles, Ghost Maker was exposed to droplets of rain containing death dust and nothing was left but his skeleton.

The Snakeroot Clan resurrected Ghost Maker to fight both Daredevil and Elektra, however he failed in his task, especially when the duo were joined by Shang-Chi. Elektra had enough of the Ghost Maker and killed him with her sai. His corpse was attained by the Hand who resurrected him as an agent.

Ghost Maker appeared once again during the Civil War event, and when the registration act was announced, he wanted to leave the country again. He contacted Vienna to create him false i.d. papers, but he did not know that she was secretly working for Heroes for Hire, Inc. Heroes for Hire later apprehended Ghost Maker and several other villains. Shang-Chi was again part of the team, but he and Ghost Maker did not interact. Ghost Maker was then incarcerated in the Negative Zone Prison.



Gorgon (Tomi Shishido)

F	IN (40)
A	RM (30)
S	RM (30)
E	RM (30)
R	EX (20)
I	IN (40)
P	EX (20)

Health: 130

Karma: 80

Popularity: -20

Resources: EX (20)

Known Powers:

Combat Sense: The Gorgon can use his telepathic abilities to provide himself with a combat sense which provides him a +1 CS bonus on most evading and dodging attacks.

Empathy: The Gorgon has an EX (20) ability to sense the emotions of others.

Healing Factor: The Gorgon has EX (20) regenerative abilities.

Hyper Speed: The Gorgon can move at speeds RM (30) ability.

Petrifying Gaze: The Gorgon has an EX (20) ability to turn others into stone by gazing upon them.

Telepathy: The Gorgon has EX (20)

telepathic abilities, able to communicate with others on a mind to mind basis and able to fight without using his vision.

Katana (Equipment): The Gorgon prefers a katana in combat, this weapon inflicts 10 points of Edged damage when wielded with one hand and 15 points of damage when wielded with two hands.

Sunglasses (Equipment): The Gorgon has in the past used a set of sunglasses which protect people he looks at from his petrifying gaze.

Oriental Mask (Equipment): After his resurrection by the Hand, the Gorgon wears a oriental mask to protect people from his petrifying gaze.

Weakness: The Gorgon is not immune to his own gaze, if he should see his reflection he will be turned to stone.

Talents: Edged Weapons, Martial Arts A, B & E.

Background:

The Gorgon was a childhood prodigy thanks to his advanced intelligence. In his young adult life, the Gorgon came to despise the concept of "God", believing that mankind was nothing but the slaves to such a being. The Gorgon formed the group known as the Dawn of the White Light and for 4 years conducted terrorist attacks upon the nation of Japan. At the age of 18, the Gorgon killed his family and best friend in a bid to gain the attention of the Hand.

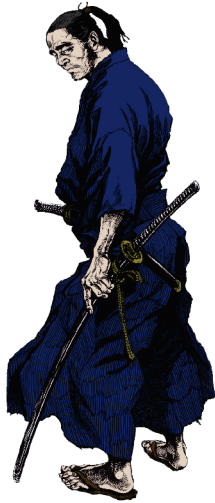
Instead he was visited by the Hydra agent, Kraken who gave to him the Godkiller sword. This weapon gave the Gorgon the power to kill that which he hated above all else, Gods. Aspiring for greater things than just the Dawn of the White Light, Gorgon discovered the Hand sanctuary in rural Japan and

killed it's members to demonstrate his abilities. The Gorgon then entered into the sanctuary and pledged his loyalty to the Jonin, and he stabbed himself to death with his own katana and allowed the Hand to resurrect him to prove his loyalty. Within a year, he became the Hand's High Priest and leader.

In an elaborate ploy, Wolverine was summoned to Japan to rescue Ichiro, the cousin to his dead fiancé. However, it was a plot to recruit the Wolverine into the Hand, The Gorgon appeared and stabbed Wolverine through the chest, telling him they fed Ichiro to the pigs. Wolverine was brainwashed and became a warrior of the Hand at the hands of The Gorgon. Wolverine was eventually freed from the Hand's influence but not before he had broken into the Baxter Building and stolen blue prints from Reed Richards for Hydra.

The Gorgon became connected to Hydra and formed a relationship with Elsbeth Von Strucker, the wife of Baron Von Strucker. In a battle against Daredevil and Elektra, Wolverine and The Gorgon manage to capture Elektra and take her to the altar for conditioning by the Hand. Wolverine is then sent to battle the X-Men. Eventually, The Gorgon attempted to assassinate the head of S.H.I.E.L.D., Nick Fury. The Gorgon launched an attack which destroyed Fury's safe house and killed Elsbeth Von Strucker. The Gorgon was shortly killed thereafter, the Hand resurrected him however.

The Gorgon eventually reclaimed his role as leader of the Hand. He was involved in many more plots centered around the Dark Avengers. Eventually, he joined the mutants of Krakoa and became one of the islands premiere defenders, a great general of Krakoa.



Harold Kenkoy

F RM (30)
A EX (20)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P EX (20)

Health: 80
Karma: 56
Popularity: -10
Resources: GD (10)

Known Powers:

Katana (Equipment): This weapon inflicts 10 points of Edged damage wielded one handed and 15 points of Edged damage when wielded with two hands.

Talents: Crime, Edged Weapons, Martial Arts B & E.

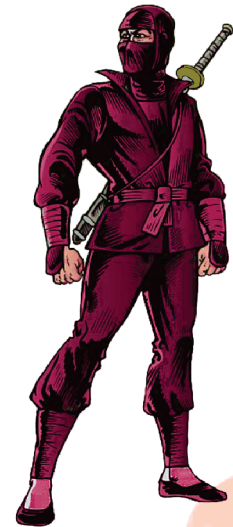
Background:

Some years back, while stills serving as a General in the United States Marines, Harry Kenkoy had been picked out by the Department of Defense to become the head of a new top secret program which came be named "About Face". The program dealt with the creation of the ultimate

virus, one that would respond to any suggestive thought of the host. To achieve this, Harry would have any person who exhibited telepathic powers captured and brought to his lab for experimentation. They were placed into tanks which would monitor their brain patterns, keeping them in a state of semi-consciousness throughout the process. One telepath in particular, would gain notice as a perfect specimen for the final step in About Face's design, young Theresa Bellwether. Kenkoy would soon have Theresa slain so that he could harvest her tissue, splicing it into the virus, bestowing upon it full mind reading capabilities.

With the virus complete, Harry Kenkoy sent several espers out across New York in possession of several vials of About Face to conduct a mass scale test of it's effects. The espers betrayed him however, feeling that it was a sacrilege to have pieces of Theresa used as a virus. They destroyed all of the vials, except for one. The intact vial had been dropped from a subway train by Eddie Passim, it would remain there between the tracks for many years to come. Harry Kenkoy was livid when he discovered the esper's betrayal, he had them all hunted down and killed except for Eddie Passim who had gone into hiding.

Another trial was begun for About Face, but Nick Fury found out about it and had the program shut down. Harry Kenkoy was stripped of his rank and discharged from service. Thirty years passed, and Harry Kenkoy became the leader of a local drug ring. He planned to locate the one intact vial of About Face to create the ultimate addict. In Hong Kong, Harry Kenkoy impressed the Snakeroot Clan and joined with them temporarily. In a final battle between the Snakeroot, Daredevil and Elektra, Harry Kenkoy had his mind shattered by Eddie Passim, bringing his plans for About Face to an end.



Hirochi

F RM (30)
A EX (20)
S GD (10)
E EX (20)
R GD (10)
I RM (30)
P GD (10)

Health: 80
Karma: 50
Popularity: -20
Resources: GD (10)

Known Powers:

Mark of the Beast: If Hirochi perishes, his body will dissolve into the shadows with Class 1000 ability.

Ninja To (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Leadership, Martial Arts B & E.

Background:

Hirochi was leader of one faction of the Hand which splintered upon the death of Elektra/Skrull impostor's death. He later tried to reunite the Hand using Lady Bullseye, but was killed at the hands of the Kingpin.



Irochi

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 90
Karma: 46
Popularity: -10
Resources: TY (6)

Known Powers:

Healing: Irochi has mystical powers of healing. He is able to restore health and heal afflictions, however this costs him an equal amount of Karma for each point of healing that he bestows.

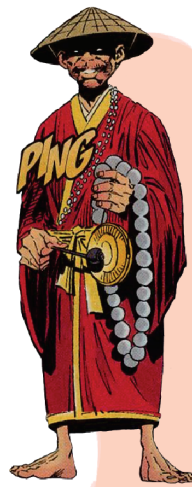
Mark of the Beast: If he perishes in combat, Irochi's body will dissolve into shadows with Class 1000 ability.

Ninja To (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Martial Arts B & E.

Background:

Irochi is a member of the Hand and is the one responsible for healing Bullseye from his brain dead state.



Iron Monk

F IN (40)
A IN (40)
S IN (40)
E RM (30)
R TY (6)
I IN (40)
P EX (20)

Health: 150
Karma: 66
Popularity: -15
Resources: TY (6)

Known Powers:

Invulnerable: The Iron Monk may not be damaged by normal attacks. This ability operates at the AM (50) rank.

Mark of the Beast: If the Iron Monk were to perish, his body would dissolve into shadows with Class 1000 rank.

Teleportation: The Iron Monk can teleport with RM (30) ability.

Rosary Beads: The Iron Monk carries a set of rosary beads which he may wield as if they were nunchaku, inflicting +1CS Blunt damage.

Talents: Martial Arts A, B, C & E.

Background:

The Iron Monk appeared at the Metropolitan police department where he ripped the cell doors off of Logan's and Pale Flower's cells. Wolverine slashed him with his claws to no effect, and the Iron Monk stated that he could not be damaged by mortal hand or blade. Pale Flower eventually gained the upper hand and held the monk while Wolverine ran him through with the Honor Sword of Clan Yashida, which was forged from an iron meteorite by a demon.



Izanami

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 90
Karma: 46
Popularity: -10
Resources: TY (6)

Known Powers:

Healing Factor: Izanami has EX (20) regenerative abilities.

Mark of the Beast: If he is defeated, Izanami's corpse will dissolve into the shadows with Class 1000 ability.

Ninja To (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Edged Weapons, Martial Arts A & E.

Background:

Izanami was a mystical ninja created by the Hand. Nothing else is known of him.



Jonin (Izanami)

F RM (30)
A TY (6)
S EX (20)
E RM (30)
R TY (6)
I RM (30)
P GD (10)

Health: 86

Karma: 46

Popularity: -20

Resources: GD (10)

Known Powers:

Absorb Strength: Jonin can absorb the health of others and add it to her own Strength and Endurance in equal increments. She absorbs EX (20) points at a time.

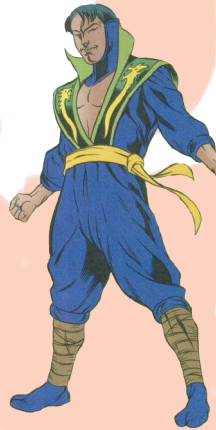
Mark of the Beast: If defeated, Jonin's body will dissolve into shadows with Class 1000 ability.

Ninja To (Equipment): Jonin wields dual Ninja To's in combat. These weapons inflict 10 points of Edged damage.

Talents: Martial Arts A, Leadership, Wrestling.

Background:

The Jonin Izanami was a foe of Daredevil and was sent by the Hand to defeat him. She absorbed the lives of several bystanders and ninjas before drawing her swords to face the hero, however law enforcement arrived and she was slain in a hail of bullets.



Junzo Muto

F IN (40)
A RM (30)
S GD (10)
E EX (20)
R GD (10)
I IN (40)
P AM (50)

Health: 100

Karma: 100

Popularity: -15

Resources: TY (6)

Known Powers:

Mark of the Beast: If he were to be defeated, Junzo's body would dissolve into shadows with Class 1000 ability.

Power Absorption: Junzo has the ability to temporarily absorb the powers of others. He does this at the AM (50) rank.

Talents: Martial Arts A, B, C & E.

Background:

Little is known of the martial arts prodigy Junzo Muto. What is known is that he displayed a interest and mastery of the martial arts at a very young age. His abilities attracted the family friend Hiromitsu, who assassinated his parents and then inducted Junzo into the Hand.

As the years progressed, he developed into a cold and ruthless assassin, who craved for power. Soon he surpassed his sensei in fighting ability and his fellow students, he would become the new leader of the Hand. Under Hiromitsu's guidance he gained insight into the mystical city of K'un L'un and it's champion Daniel Rand, the Iron Fist.

Junzo had the martial artist Masahiko assassinated, the sensei of the Night Thrasher. By the time the Night Thrasher figured out who was behind the assassination, Junzo had defeated the Steel Serpent and gained it's powers. He sent the Hand to acquire Iron Fist, which they did. Junzo defeated Iron Fist in single combat and was flushed with power, he was prevented from killing Danny Rand when the New Warriors arrived.

He engaged the New Warriors in combat and nearly won, the New Warriors retrieved Iron Fist and beat a hasty retreat. Impressed by his defeat of his enemies, Hiromitsu and the Hand began to call him "Iron Fist".



Kagenobu Yoshioka's history is shrouded in mystery and most of it is unknown. It is known that he is one of the original founders of the Hand.



Kagenobu Yoshioka

F IN (40)
A RM (30)
S GD (10)
E EX (20)
R GD (10)
I IN (40)
P EX (20)

Health: 100
Karma: 70
Popularity: -20
Resources: EX (20)

Known Powers:

Immortal: Kagenobu has attained immortality through his service to the hand, he has lived 3 lifetimes.

Mark of the Beast: If he is ever actually killed in some manner, his body will dissolve into the shadows with Class 1000 ability.

Katana (Equipment): Kagenobu wields a katana in combat, this weapon inflicts 10 points of Edged damage when wielded one handed and 15 points of Edged damage when wielded with two hands.

Talents: Edged Weapons, Martial Arts A & E.

Background:

Karsano

F IN (40)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I IN (40)
P EX (20)

Health: 100
Karma: 66
Popularity: -15
Resources: TY (6)

Known Powers:

Ninja To (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Edged Weapons, Martial Arts A & E.

Background:

Karsano was a Korean member of the True Believers, a splinter group of the Hand. He was humiliated in battle and chose to commit ritual suicide.

Kirigi

F IN (40)
A RM (30)
S EX (20)
E RM (30)
R TY (6)
I IN (40)
P EX (20)

Health: 120
Karma: 66
Popularity: -15
Resources: TY (6)

Known Powers:

Immortal: It is said that Kirigi cannot die, he seems to be able to return from death.

Ninja To: This weapon inflicts 10 points of Edged damage.

Talents: Edged Weapons, Martial Arts A, C & E.

Background:

Kirigi is a loyal member of the Hand and servant to the Jonin. He battled Daredevil and Elektra on several occasions, always meeting his demise. Not letting death stop him, Kirigi would return again to plague Daredevil and Elektra.



Kuroyama

F IN (40)
A EX (20)
S EX (20)
E EX (20)
R TY (6)
I IN (40)
P GD (10)

Health: 100
Karma: 56
Popularity: -10
Resources: TY (6)

Known Powers:

Mark of the Beast: If Kuroyama is defeated his body will dissolve away into the shadows with Class 1000 rank.

Katana (Equipment): This weapon inflicts 10 points of Edged damage when wielded one handed or 15 points of Edged damage when wielded with two hands.

Kusari-Gama (Equipment): This weapon inflicts 10 points of Edged damage with the scythe end or +1CS Blunt damage with the weighted end.

Motorcycle (Equipment): Kuroyama sometimes uses a motorcycle to travel, this machine has the following statistics: **Body** GD (10) **Control** EX (20) **Speed** RM (30).

Talents: Edged Weapons, Martial Arts A, B & E

Background:

Kuroyama broke into Elektra's apartment and kidnapped her ward Nina McCabe, then he set a fire to garner Elektra's attention. He then took Nina McCabe before the Hand. When Elektra arrived Kuroyama challenged her to single combat, he defeated Elektra and then forced her to watch as he tore Nina's heart from her chest. The Hand then resurrected Nina as a member. Kuroyama and Nina then framed Elektra for a series of murders in New York City and tipped off the police to her whereabouts.



Kwannon

F EX (20)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P EX (20)

Health: 80
Karma: 56
Popularity: -10
Resources: TY (6)

Known Powers:

Ninja To (Equipment): This weapon

inflicts 10 points of Edged damage.

Talents: Martial Arts A, Stealth.

Background:

Kwannon was an Asian girl who spent 10 years in a coma. She was finally relieved to move on to a better place and have her body inhabited by Betsy Braddock. In life she was a successful assassin for the Hand.



Lady Bullseye (Maki Matsumoto)

F RM (30)
A IN (40)
S TY (6)
E EX (20)
R GD (10)
I IN (40)
P GD (10)

Health: 96
Karma: 60
Popularity: -20
Resources: GD (10)

Known Powers:

Katana (Equipment): This weapon inflicts 10 points of Edged damage when wielded with one hand and 15 points of Edged damage when wielded with two hands.

Shuriken (Equipment): Lady Bullseye makes proficient use of the ninja throwing star. These inflict TY (6) points of Edged damage and have a range of thrown.

Talents: Acrobatics, Crime, Edged Weapons, Law, Martial Arts A, C & E, Thrown Weapons.

Background:

Born in Japan, the young lady Maki Matsumoto was kidnapped by the Yakuza who planned to sell her into sex slavery. However, the villain Bullseye arrived and slaughtered all of the Yakuza members, seeing the villain in action inspired Maki to become a cold professional assassin in her own right. Years later, she managed to gain employ in the Hand. She arrived in New York to take part in Lord Hiroshi's unknown plot. She had White Tiger and Black Tarantula killed and resurrected as members of the Hand. In her civilian identity, she worked as a lawyer and began to target Matt Murdock.

Lady Bullseye offered Daredevil the leadership of the Hand, which he refused. The group reorganized in Spain, where she found the Kingpin living a civilian life, she slew his girlfriend and her children. She also brutally stabbed the Kingpin, telling him that this was a message for Matt Murdock. Daredevil eventually took over leadership of the Hand, he banished Lady Bullseye and the Kingpin and set the affairs of the Hand so that they would never again be involved with the two villains. Later, Lady Bullseye would become an agent of the Kingpin.



Lady Gorgon (Tanya Adrian)

F	RM (30)
A	IN (40)
S	TY (6)
E	EX (20)
R	GD (10)
I	RM (30)
P	GD (10)

Health: 96
Karma: 50
Popularity: -15
Resources: GD (10)

Known Powers:

Mark of the Beast: If defeated in combat, Lady Gorgon's corpse will dissolve into the shadows with Class 1000 ability.

Telepathy: Lady Gorgon is a low level telepath, able to read minds and converse with others psychically with GD (10) ability.

Ninja To (Equipment): Lady Gorgon wields two ninja to in combat. These weapons inflict 10 points of Edged damage.

Talents: Edged Weapons, Guns, Martial Arts A & E, Stealth.

Background:

Tanya Adrian was an assassin in the

Hand organization, she operated under the codename of Lady Gorgon. She was sent by the Hand to kill the Punisher after the Hand was hired by Jigsaw, however, she failed in the attempt. After she failed to accomplish this task, she was kicked out of the Hand. To regain her lost honor she sought to destroy Frank Castle who had become a monster known as Franken-Castle.

She hired three members of the Shaolin Scientist Squad to help her, but Frank killed two of them when they failed to kill him and Lady Gorgon killed the third member so he could not talk. She lured the Punisher to Japan where she tried again to kill him with a magical sword, failing once again she was impaled by her own sword by her former master Kazu Yashioka

Lady Gorgon survived in some manner and joined Jigsaw and Rampage in a plot to kill the Punisher. Gorgon disguised herself as Maria Castle, the Punisher's dead wife and planned to use psychological warfare against him. However, when Frank found out that she was not his wife he killed her in a fit of rage.



Lord Deathstrike

F RM (30)
A RM (30)
S TY (6)
E EX (20)
R GD (10)
I IN (40)
P GD (10)

Health: 86
Karma: 60
Popularity: -15
Resources: EX (20)

Known Powers:

Mark of the Beast: If Lord Deathstrike's is defeated, his body will dissolve into the shadows with Class 1000 ability.

Pistols (Equipment): Lord Deathstrike uses a set of pistols which inflict 10 points of Shooting damage and a range of 3 Areas. He also makes use of several high tech rounds capable of various feats of ingenuity:

- Remote controlled bullets
- Exploding bullets which inflict EX (20) Force damage and lower a target's body armor by -2CS
- Acid bullet which inflicts EX (20) Acid damage to a target and may weaken it's Material Strength
- Homing beacon so that his bullets may home in on a target +2CS to hit

Rifle (Equipment): Lord Deathstrike once assembled a rifle which he fired through the Earth's crust and killed his target on the other side of the world, he was in Argentina and his target was in China, half a world away. The Bullet inflicts 20 points of Shooting damage.

Shoes (Equipment): Lord Deathstrike has a pair of high tech shoes with advanced technology built in, they allow him to:

- Run up the sides of buildings as if he had RM (30) wall crawling abilities
- The shoes have phasing tech built into them, allowing Deathstrike to phase with EX (20) capabilities.

Talents: Crime, Edged Weapons, Guns, Martial Arts B, C & E, Stealth.

Background:

Lord Deathstrike was the son of Lord Dark Wind and Lady Death Strike. After the death of his father he became a professional assassin. Years later, he was hired by the Hand to kill Mystique but he failed in his mission, Mystique was instead killed by the Wolverine. Soon after he was hired to assassinate the leader of the Hand, Azuma Goda, but after successfully shooting him in the head, he discovered that Mystique had been resurrected by the Hand and she was planning to face him for his previous attempt to kill her.

After a brief fight, Mystique recruited Lord Deathstrike to join the army of the Invisible King of Asia, Sabretooth, which he accepted. After facing the X-Men in battle, Lord Deathstrike was reunited with his sister and they were invited along with several others to a party in Lowtown, Madripoor to celebrate Sabretooth's rise to the top of the Asian crime syndicates. Wolverine became aware of the party and decided to crash it, he defeated every villain present before wishing Sabretooth a happy birthday for his past attacks upon him.

Later, Lord Deathstrike was employed by the Hellfire Club as a trainer where he again came into conflict with the Wolverine. He then tried to kill Venom and Mania for the price that Lord Ogre had placed on their heads, before he rejoined with Sabretooth who was about to strike at Wolverine for he had heard Logan had lost his healing factor. They lured Wolverine to the spot he was born and then Deathstrike, Mystique, Silver Samurai and the ninja army defeated Wolverine. Sabretooth then appeared and beat Logan to a pulp, breaking his body and his spirit. Sabretooth was then assisted by Lord Deathstrike in stealing a strange

sphere of limitless power. Sabretooth planned to use it to swap realities with another where there would be no technology and no powers that were not physical in nature, in there Sabretooth would be a god. They were defeated by Wolverine and his allies before they could make this plan a reality. Sabretooth's army fell and he was taken into S.H.I.E.L.D. custody. Lord Deathstrike somehow escaped S.H.I.E.L.D.'s custody and returned to his life as an assassin. He came into conflict with Daredevil who defeated the high tech villain.



Lord Shingen Harada

F IN (40)
A RM (30)
S TY (6)
E EX (20)
R GD (10)
I IN (40)
P GD (10)

Health: 96
Karma: 60
Popularity: -20
Resources: EX (20)

Known Powers:

Katana (Equipment): This weapon inflicts 10 points of Edged damage when wielded with one hand and 15

points of Edged damage when wielded with two hands.

Talents: Crime, Knowledge: Drugs & Poisons, Leadership, Martial Arts B, C & E, Weapon Specialist: Katana.

Background:

Shingen was a Japanese Yakuza crime boss who disgraced his family name by turning his clan into a criminal empire. Shingen's daughter Mariko was in love with the Wolverine, but Shingen ordered her marriage to another crime lord. The rival crime boss beat her one night, nearly killing her. When the Wolverine found out about this he traveled to Japan for revenge.

Shingen had Wolverine poisoned, greatly weakening him so that he could defeat the super powered mutant in Bokken to embarrass him in front of Mariko. Using his martial arts knowledge to strike Wolverine's nerve endings combined with the poison coursing through his body nearly killed Wolverine. He unleashed his claws in order to preserve his own life and to Mariko it appeared that Wolverine had cheated in the Bokken, but in actuality it was Lord Shingen who had cheated.

Shingen ordered Yukio to slay a rival crime lord named Katsuyori who in turn was planning to kill Mariko's husband Hideki. Wolverine went with Yukio to kill Katsuyori, Wolverine ended up in a battle with a group of assassins and he went into a feral berserker rage, completely destroying the Yashida criminal empire. Fleeing back to her father's stronghold, Mariko planned to kill him to prevent further dishonor from befalling Clan Yashida. The Wolverine appeared and attacked the stronghold, he and Shingen entered into a second battle where the Wolverine killed him in a savage duel.



Madripor Dragon

F RM (30)
A TY (6)
S UN (100)
E UN (100)
R TY (6)
I EX (20)
P GD (10)

Health: 236
Karma: 36
Popularity: -20
Resources: Shift 0

Known Powers:

Draconic Spawn: The Madripor Dragon spawns smaller dragon like creatures that select warriors of the Hand use for mounts. These creatures have EX (20) Winged Flight ability.

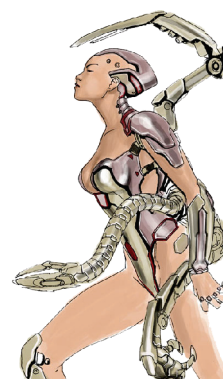
Growth: The Madripor Dragon is the size of Japan, as such it has Shift Z (500) growth and all damage against it by beings of a lesser stature is reduced by -7CS in intensity. Smaller beings gain a +3CS to successfully target the great beast.

Winged Flight: The Madripor Dragon possesses flight of EX (20) speeds.

Talents: Aerial Combat.

Background:

The Gorgon enacted a ritual which raised this titan from the sea floor. It carries the entire city of Madripor upon it's brow and serves as a mobile base for the Hand who control it.



Makro

F EX (20)
A EX (20)
S EX (20)
E GD (10)
R TY (6)
I EX (20)
P GD (10)

Health: 70
Karma: 36
Popularity: -10
Resources: GD (10)

Known Powers:

Cybernetic Enhancement: Makro possesses a cybernetic exoskeleton similar to the one worn by Dr. Octopus. It provides her with EX (20) Strength and she can control it with mental commands. They are composed of RM (30) materials. She can perform the following feats:

- She may make up to 4 multiple attacks on a successful Fighting FEAT
- She may engage in wrestling or Blunt attacks or any combination of these attacks
- She can attack foes up to 1 Area away
- She can brace herself to resist incoming stuns and slams, gaining a +2CS to Endurance
- Using multiple tentacles to attack/wrestle provide RM (30) Strength

Talents: Robotics, Stealth.

Background:

Makro is a descendant of one of the elite female assassins of the Nail. Makro was originally confined to the lab she was created in for years, until Daredevil freed her and offered her a position in the Nail. She appears to enjoy her freedom as one of the Nail's elite assassins.



Master Izo

F IN (40)
A RM (30)
S TY (6)
E EX (20)
R TY (6)
I MN (75)
P GD (10)

Health: 96
Karma: 91
Popularity: 10
Resources: TY (6)

Known Powers:

Radar Sense: Master Izo has developed a radar sense similar to Daredevil's. He can see 3D objects up to 3 Areas away regardless of light conditions. Rapid movement and chaotic conditions reduce this power by

-2CS. Izo cannot be blindsided.

Immortal: Izo seems to have attained immortality in some fashion, he is nearly 500 years old.

Bo Staff (Equipment): This weapon is made of EX (20) materials and inflicts +1CS Blunt damage.

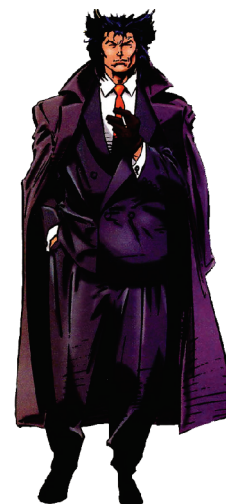
Limitation-Blind: Izo is blind and cannot see if his radar sense is disabled.

Talents: Blunt Weapons, Martial Arts A, C & E.

Background:

Several hundred years ago, Izo was one of the founding members of the Hand. He was a close follower of its leader, Kagenobu Yashioka. Izo blinded himself to develop his radar sense and to see the world in the way that his blind master did. When Yashioka died, Izo left the Hand as it was growing dangerous and darker in its ways. In order to counter the Hand, he founded a martial arts group known as the Chaste.

Izo was soon thrown out of the Chaste by his students who found his drinking and gambling to be disgusting habits, leadership of the Chaste passed to Stick. In the modern era, Master Izo was present when a loose chemical container struck Matt Murdock and he reported the accident to Stick anonymously. He also trained the ninja Lady Bullseye, promising to make her leader of the Hand but he betrayed her and instead chose to support Daredevil in that regard hoping that Matt's leadership would turn the Hand back towards the light.



Matsuo Tsurayaba

F RM (30)
A RM (30)
S EX (20)
E EX (20)
R GD (10)
I AM (50)
P GD (10)

Health: 100
Karma: 70
Popularity: -25
Resources: RM (30)

Known Powers:

Cybernetic Implants: Matsuo's implants are responsible for his Strength ability, without them his Strength falls to GD (10).

Finger Blades: Matsuo's right hand houses a set of blades in each finger, these inflict EX (20) Edged damage.

Mark of the Beast: If he is defeated in combat, Matsuo's body will dissolve into the shadows with Class 1000 ability.

Talents: Crime, Edged Weapons, Leadership, Martial Arts B, C & E.

Background:

A member of the Hand, Matsuo was directly involved with the body swap between Kwannon and Betsy Braddock. Matsuo was an assassin working in Japan, he was in love with Kwannon, an assassin for a rival crime boss. Eventually, their two crime bosses went to war with one another and Matsuo was forced to face Kwannon in combat. It was an honorable duel and she slipped from the cliff they fought atop. Heartbroken, Matsuo brought her body to the laboratories of the Hand. They kept her body alive but her mind was shattered beyond repair.

Not long after, a naked Betsy Braddock washed up on the beach, unconscious from her role in the Siege Perilous event. Matsuo brought her to the Hand laboratories and formed a plan to revive his comatose lover that would use Psylocke's telepathic abilities. Matsuo enlisted the aid of the villainess Spiral who agreed to help him. Of course Spiral, being the tricky woman that she is, transplanted parts of each of the women's mind into the other. Seeing that both women seemed to be present in both bodies, Matsuo took the one that reminded him most of his Kwannon and relegated the other to Nyorin, who would later become the villainess Revanche.

Matsuo trained Psylocke in the martial arts and the use of weapons, Psylocke had always harbored inner dreams of becoming a warrior and they were granting her fondest dreams. Later on, Revanche attacked Psylocke, claiming to be the real Betsy Braddock. Beast and Gambit escorted both women to Japan to find the truth, but Matsuo refused to acknowledge the truth to them. Later, Matsuo would grant an ailing Kwannon her final rest, by plunging a blade into her chest. Later still, in a confrontation with Psylocke, Matsuo met his final end.



Meiko Yin

F RM (30)
A RM (30)
S TY (6)
E EX (20)
R TY (6)
I IN (40)
P GD (10)

Health: 86
Karma: 56
Popularity: -15
Resources: GD (10)

Known Powers:

Bo Staff (Equipment): This weapon inflicts +1CS Blunt damage and is made of EX (20) materials.

Ninja To (Equipment): This weapon inflicts 10 points of Edged damage.

Talents: Acrobatics, Blunt Weapons, Edged Weapons, Martial Arts A, C & E.

Background:

Meiko married Karsano, the man who would become the assassin known as Dragonfly. They studied martial arts together and Karsano joined the True Believers and became an assassin. During a battle where Spider-Man was present, Karsano was humiliated and thus committed ritual suicide. Meiko would later quit the True Believers cult to preserve her own safety.



Nina McCabe

F RM (30)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 90
Karma: 46
Popularity: -10
Resources: TY (6)

Known Powers:

Mark of the Beast: If she were to be defeated, Nina's body would dissolve into the shadows with Class 100 ability.

Ninja To (Equipment): This weapon inflicts 10 points of Edged damage.

Sai (Equipment): This weapon inflicts 10 points of Edged damage or +1CS Blunt damage. It offers a +1CS bonus to all Block maneuvers and it may be thrown.

Talents: Acrobatics, Edged Weapons, Martial Arts A & E.

Background:

Nina's father was killed in a battle between Elektra and Bullseye, Elektra took her in as a room mate. The Hand eventually corrupted and recruited her.



Osaku

F IN (40)
A RM (30)
S GD (10)
E EX (20)
R GD (10)
I IN (40)
P GD (10)

Health: 100
Karma: 60
Popularity: -15
Resources: GD (10)

Known Powers:

Ninja To (Equipment): This weapon inflicts 10 points of Edged damage.

Pistols (Equipment): They inflict 10 points of Shooting damage and have a range of 3 Areas.

Talents: Crime, Guns, Martial Arts A, B & E, Stealth.

Background:

A Russian female and descendant of the great Tsars, Osaku originally tried to kill the Black Widow. However, Wanda escaped her and Osaku would disaffiliate from her superiors and join the Snakeroot Clan. She then acquired John Garret from S.H.I.E.L.D. and faced the Black Widow again. She was later killed by Elektra.



Pagon

F IN (40)
A RM (30)
S GD (10)
E RM (30)
R GD (10)
I IN (40)
P GD (10)

Health: 110
Karma: 60
Popularity: 0
Resources: TY (6)

Known Powers:

Shape Shifting: Pagon has the phenomenal Skrull ability to shift her shape with AM (50) ability.

Twin Sai (Equipment): These versatile ninja weapons can inflict 10 points of Edged damage or +1CS Blunt damage. The sai also provide a +1CS to the success chances of all Block maneuvers.

Talents: Acrobatics, Martial Arts A & E, Tumbling, Weapon Specialist: Sai

Background:

Pagon is a male Skrull who replaced Elektra for a period of time. He managed to take over leadership of the Hand and he severed it's ties with Hydra.



Phaedra

F EX (20)
A GD (10)
S TY (6)
E EX (20)
R GD (10)
I EX (20)
P AM (50)

Health: 56
Karma: 80
Popularity: -15
Resources: EX (20)

Known Powers:

Mark of the Beast: If she is defeated in battle, Phaedra's body will dissolve into the shadows with Class 1000 ability.

Resurrection Ritual: Phaedra can perform the resurrection rites of the Hand on dead bodies, marking them with the power of The Beast and recruiting them into the Hand.

Talents: Martial Arts E, Occult Lore.

Background:

Phaedra is the High Priest of the Hand who resurrected Wolverine, conditioning him to become a member of the Hand. She kept a small piece of his essence and bestowed it on her follower, Shogun. Later, she resurrected Lord Shingen from death.



Shibou

F IN (40)
A RM (30)
S GD (10)
E AM (50)
R EX (20)
I AM (50)
P UN (100)

Health: 130

Karma: 170

Popularity: -25

Resources: EX (20)

Known Powers:

Death Touch: Shibou's touch brings death to all who feel its icy embrace. He slays individuals outright with UN (100) ability.

Invulnerable: Shibou is immortal and is not affected by Disease or Toxins.

Talents: Ninjitsu Weapons, Occult Lore.

Background:

Shibou is a member of the Hand and claims to be the son of Death herself. He claims Inochi as his brother despite the fact that Inochi bears none of his skeletal resemblance.



Shoji Soma

F IN (40)
A RM (30)
S GD (10)
E EX (20)
R TY (6)
I IN (40)
P GD (10)

Health: 100

Karma: 56

Popularity: -20

Resources: GD (10)

Known Powers:

Mark of the Beast: If he is defeated in combat, Shoji Soma's body will dissolve into the shadows with Class 1000 ability.

Katana (Equipment): This weapon inflicts 10 points of Edged damage wielded with one hand and 15 points of damage when wielded with two hands.

Talents: Edged Weapons, Martial Arts A, B & E.

Background:

Shoji Soma was a grandmaster of the Hand. In 1961 he was a member of the Great Wheel of Zodiac, the Zodiac was betrayed and its fracturing led to the formation of S.H.I.E.L.D., Hydra, Leviathan and the Zodiac Cartel.



Sickle Priest (Johan Richter)

F EX (20)
A EX (20)
S GD (10)
E EX (20)
R GD (10)
I RM (30)
P AM (50)

Health: 70

Karma: 90

Popularity: -10

Resources: GD (10)

Known Powers:

Chaos Magic: The Sickie Priest can perform various sorcerous feats with AM (50) ability:

- He can transform his hands into claws which inflict GD (10) Edged damage
- Crimson Bands of Cyttorak
- Teleport
- Longevity, he has not aged since learning sorcery

Talents: Occult Lore.

Background:

Johan crashed in the Savage Land during WWII where he encountered Kulan Gath and became his disciple. In modern times, Johan joined with the Hand to raise the god Marrow, but was opposed by Wolverine and Dr. Voodoo.



Tenfingers

F GD (10)
A GD (10)
S GD (10)
E EX (20)
R GD (10)
I EX (20)
P EX (20)

Health: 50
Karma: 50
Popularity: -20
Resources: EX (20)

Known Powers:

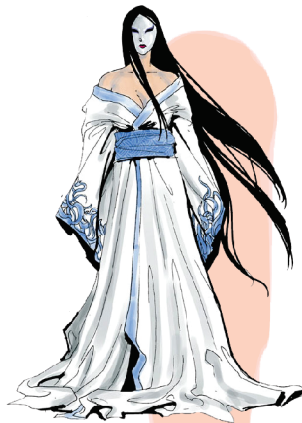
Chaos Magic: Tenfingers is a wizard, capable of performing magical feats with EX (20) ability. He is known to be able to:

- He can empower his henchmen when they are in his presence, granting them a +1CS bonus to their FASE abilities
- Mind Control

Talents: Crime, Leadership, Occult Lore.

Background:

Once upon a time, Tenfingers was a member of the Hand. He left them and stole magical powers for himself in the process. Later he would come into conflict with Daredevil and would be murdered by an unknown assailant. He was later resurrected by the Hand.



Yuki

F RM (30)
A RM (30)
S TY (6)
E EX (20)
R TY (6)
I RM (30)
P GD (10)

Health: 86
Karma: 46
Popularity: -10
Resources: GD (10)

Known Powers:

Ice Generation: Yuki has RM (30) ice generation powers, so far she can perform the following stunts:

- Project Cold
- Freeze her enemies with a touch

Resist Cold: Yuki has RM (30) resistance to cold and ice attacks.

Mask (Equipment): Yuki wears a hard white mask, it provides TY (6) protection for her head.

Talents: Martial Arts A & E, Stealth.

Background:

Yuki is a member of the Nail and a follower of the Japanese Snow Demon, Yuki-onna.



"typical" Hand Ninja

F EX (20)
A EX (20)
S GD (10)
E GD (10)
R TY (6)
I EX (20)
P EX (20)

Health: 60
Karma: 46
Popularity: -10
Resources: PR

Known Powers:

Mark of the Beast: Body dissolves into shadows with Class 1000 ability upon defeat.

Equipment: (pick any two)

Sai: GD Edged Damage, +1CS Blunt damage, +1 to Block maneuver, can be thrown.

Ninja To: 10 points of Edged damage.

Shuriken: TY (6) Edged damage may be thrown.

Bo Staff: +1CS Blunt Damage.

Crossbow: 10 points of Shooting Damage.

Talents: Edged Weapons, Martial Arts A & E, Stealth.

MARVEL SUPER HEROES

THE HAND

by Necromancer

In the night under the cover of darkness they come. They are the Hand, ninja assassins striking fear into the hearts of their enemies. Relentless followers of The Beast, they come for their prey, often killing them and resurrecting them with the power of The Beast so that they too will become...Hand. Beware, that you do not join them fearful reader!

Inside these covers you will find in depth information on the villainous cult, the Hand.

This supplement includes:

The history and powers of the infamous Hand, also featuring the Snakeroot Clan and The Nail.

Tools of the Trade, showing off over 30 items essential for a enterprising assassin to perform his duties.

53 members of the Hand, The Snakeroot Clan and The Nail.

