

MHAC14

MARVEL SUPER HEROES

UNOFFICIAL SOURCEBOOK

THE SQUIRREL GIRL SOURCEBOOK

BY ANDREW GOLDSTEIN

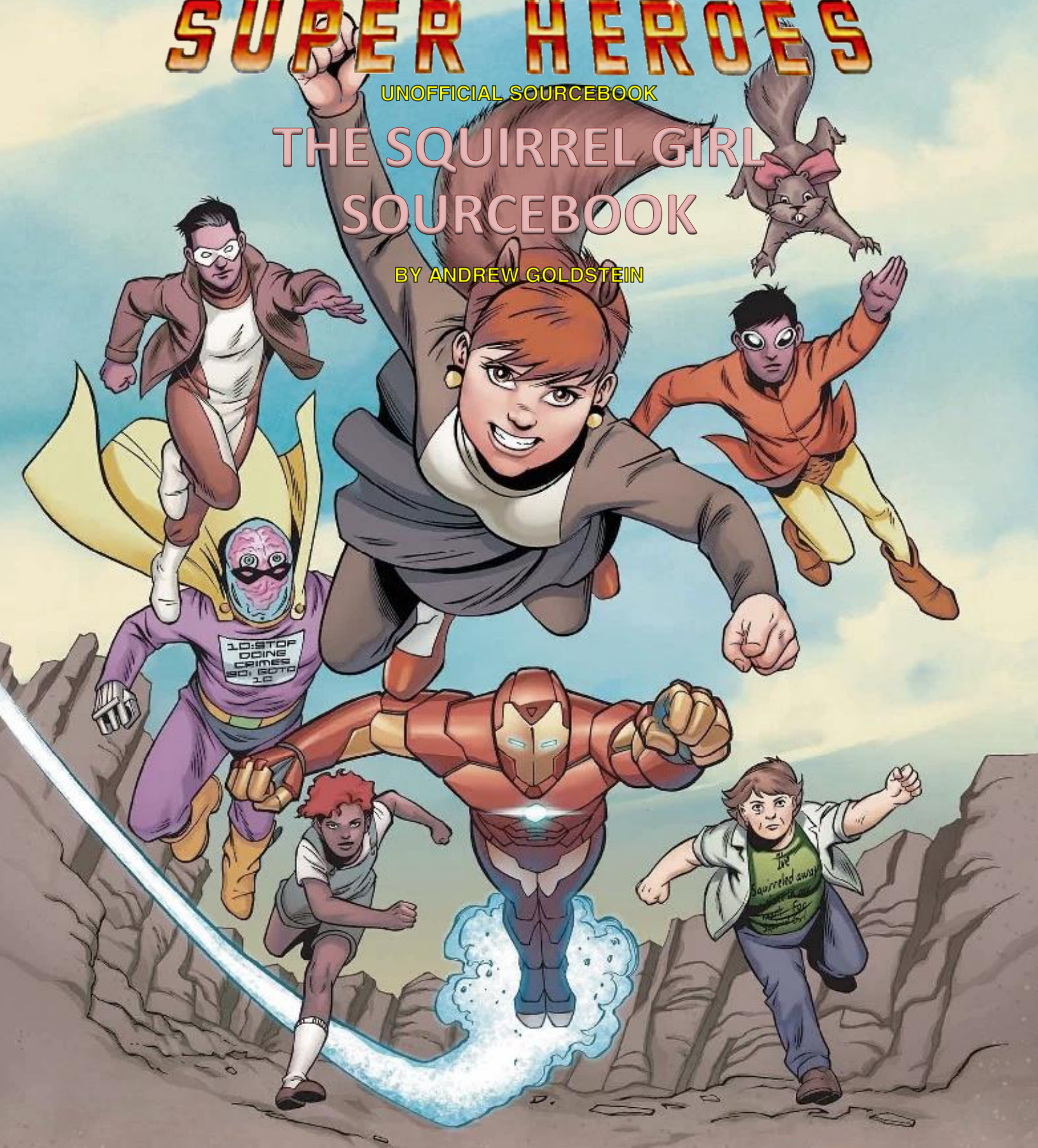




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Introduction: The Squirrel U Want

This sourcebook is one of those projects that sort of kept growing -- initially a single Marvel-Phile, to a double-size or two-issue -Phile, and finally to a sourcebook. Obviously, I'm a fan of Squirrel Girl and wanted to give the character her due, but more than that, I kept finding characters that helped to enrich her narrative and seemed like they would make a fun addition to most Marvel RPG games.

And really, fun is what it's all about, and a value central to Squirrel Girl's squirrel-world. What began as a one-off, goofy throwaway character has turned into one of Marvel's most beloved properties. She's the polar opposite of the 90s-era grim-and-gritty "dark heroes", almost hearkening back to Silver Age levels of silliness. But beneath the absurdist humor of Doreen and her friends is a deconstruction of the genre, as Ryan North, Erica Henderson pick apart the black and white morality of superhero comics, and explore what might really make villains tick.

I realize that Squirrel Girl might not be everyone's cup of tea, and that's fine. With that in mind, this sourcebook is about Squirrel Girl in the same way that Marvel's "Webs" supplement was about Spider-Man: a look into her world, with a selection of villains, tech, and adventure suggestions that hopefully have a broad enough reach to be useful for any campaign.

Writing all of this up was a bit of a challenge, as Squirrel Girl rose from joke character, to supporting character for heavier hitters, and finally to Unbeatable status. And that of course, is both the underlying joke and the deep message beneath all of Doreen's story arcs: that a nobody can become an unstoppable somebody, through sheer brains and ambition. So, if I've taken some liberties with the character stats, trust that those alterations were in the name of playability: in other words, fun. If any part of this sourcebook doesn't work for you, feel free to change it. Remember, it's your world; Squirrel Girl's just living in it.

~ Andrew Goldstein, 2018

Credits:

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SQUIRRELS JUST WANT TO HAVE FUN:
Everything you ever wanted to know about
Squirrel Girl
(but were afraid to ask)



SQUIRREL GIRL

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

Health: 110
Karma: 70
Resources: PR (4)
Popularity: 6

BACKGROUND

Real Name: Doreen Allene Green
Occupation: Student, Adventurer, formerly Nanny
Legal Status: Dual American-Canadian citizen with no criminal record
Identity: Secret
Other Known Aliases: None
Place of Birth: Los Angeles, California
Marital Status: Single
Known Relatives: Maureen Green (mother); Dorian Green (father); Allene Green (clone)
Base of Operations: Manhattan, New York City, New York
Past Group Affiliations: S.H.I.E.L.D., Squirrel Avengers Initiative, New Avengers, A.I.M. (Avengers Idea Mechanics), ally of the New Avengers, Great Lakes Avengers
Present Group Affiliations: U.S. Avengers, A.I.M. (American Intelligence Mechanics)

KNOWN POWERS

Leaping: Squirrel Girl can leap several stories at Amazing ability rank.

Climbing: Squirrel Girl has small claws on each finger and toe to enhance her gripping and climbing abilities. She can climb at Typical rank.

Prehensile Tail: Squirrel Girl has a bushy, 3-foot long semi-prehensile tail that she can use to cover opponents' eyes or wrap around herself for warmth. When in her civilian identity, she tucks it into her pants, passing off the extra bulge as "having a conspicuously awesome butt." Treat attempts at blinding as a Grappling attack.

Communication with Squirrels: Squirrel Girl can perfectly mimic squirrel sounds (which she refers to as "Squirrelese"), as well as actually communicate with and direct the actions of squirrels. She often uses a number of squirrels to distract or even assault others, chewing through circuitry and other materials. This ability extends to a radius within earshot,

generally Good ability (4 areas) although her reach is greater when assisted by devices such as speakers or a megaphone. She is able to summon up to 100 squirrels, at the rate of ten squirrels per round. Note that in order for her to use this power, squirrels must be in the vicinity -- thus, the power will be effective in an environment such as a city park, suburb, or forest, but will be ineffective in an enclosed environment, outer space, etc. Squirrel Girl has noted that, like human speech, squirrels have regional dialects, and she will take a -1CS penalty when trying to communicate with "foreign" squirrels.

Regenerative Healing Factor: Squirrel Girl is able to heal at a slightly accelerated rate, at Poor ranking.

Knuckle Spikes: Squirrel Girl has retractable knuckle spikes that can act as an Edged attack at Good rank. Squirrel Girl rarely uses this ability, as she keeps forgetting about them herself -- mainly because she really doesn't have reasons to stab people anyway. Mostly she uses them to carve into things, and aid in climbing.

Heightened Senses: Squirrel Girl has a Good sense of enhanced smell, and night vision (also at Good rank).



Unbeatability: Despite her “nutty” abilities (sorry), Squirrel Girl has defeated some of the Marvel Universe’s heaviest hitters, including Thanos, Doctor Doom, and Galactus. This is emphatically canon, but is almost always portrayed off-panel, and played for laughs. Use this ability only: 1) When Squirrel Girl is played by the GM as an NPC, 2) When a deus-ex-machina is needed, and 3) When it’s funny.

EQUIPMENT

Utility Belt: Squirrel Girl’s uniform includes a belt with several pouches, jokingly referred to as her “nut sacks”. Although they can hold just about any small object, she keeps her belt pouches filled with nuts (naturally), giving her energy when she needs sustenance. The pouches hold enough nuts to act as two days of emergency rations for two people. In a pinch the nuts can also be used as thrown weapons, for a Feeble (1) Thrown Blunt attack.

Squirrel Girl is fairly savvy with technology, and has used a number of additional gadgets, both high-tech and low, in her adventures. See the technology section for details on some of the devices she’s used (page 33).

Talents: Computer Science, Student, Leadership, Pilot - Squirrel-a-Gig

Contacts: S.H.I.E.L.D., Squirrel Avengers Initiative, New Avengers, A.I.M. (Avengers Idea Mechanics/American Intelligence Mechanics), New Avengers, Great Lakes Avengers, U.S. Avengers, Chipmunk Hunk, Brain Drain, Koi Boi, Iron Man, Luke Cage, Jessica Jones, Daredevil, Thing, Howard the Duck, Ant-Man, Hellcat, She-Hulk, Thor, Warriors Three, Hawkeye, Wolverine, Kraven the Hunter, Doctor Doom, Hippo, Mole Man.

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Doreen Green is a natural optimist. She firmly believes that everyone has goodness in them, and strives to make the world a better place. She’s cheerful, energetic, and full of positivity, almost to a fault, as she is convinced that there are no true villains, just misunderstood people who need to be heard. As such, she is always willing to consider her opponent’s side of things. Doreen’s inherent optimism is also reflected in her judgement of a person’s character, to the point of being overly-trusting. While she is more than willing to stand up for what she believes is right, she is a pacifist at heart, and will frequently try to reason with her opponents rather than fighting them.

Perhaps because she was ridiculed as a child, Doreen has an appreciation for the underdog, and will always try to help them. She has a great deal of admiration for those who feel the same way that she does, and will quickly latch onto heroes who protect the disenfranchised, as well as anyone who prefers to use brains over brawn. In keeping with her pacifist nature, Squirrel Girl is a vegetarian, and refuses to wear real fur (past costumes have incorporated fake fur).

She is also a frequent user of social media and uses it to communicate with allies such as Iron Man and Howard the Duck.

HISTORY

Doreen Green was born to Dorian and Maureen Green. She suffered a modification in her genes for unknown reasons that granted her squirrel-like abilities, which manifested predominantly in the form of a prehensile tail. When her parents consulted with a doctor, it was determined that Doreen wasn’t a mutant, even though she believed so for a long time.

When she was ten years old, Doreen discovered she could communicate with squirrels after overhearing one of these rodents in her window. She subsequently saved this squirrel from being chased by a dog, and they became friends. The squirrel, Monkey Joe, encouraged Doreen to use her abilities to help people. Doreen thus began to fantasize about becoming a superhero, and came up with the alias of the “Unbeatable Squirrel Girl.”

When she was fourteen, Doreen ambushed Iron Man in a forest and hoped to impress him, wishing him to take her under his wing as his sidekick. Iron Man politely declined, when suddenly the duo

was attacked by Doctor Doom in a large aircraft. Doom captured and subdued Iron Man. Underestimating her, Squirrel Girl defeated Doom with the help of her squirrel friends, who flooded Doom’s ship, chewed through the wires, and swamped Doom with their furry bodies. Iron Man was freed, they emerged victoriously, and the two heroes went their separate ways.

The second superhero Squirrel Girl assisted was the Hulk, who landed unconscious one day next to her treehouse in the middle of a fight against the Abomination. A concussion had blinded the Hulk, so he had to reluctantly accept Squirrel Girl’s help. After swarming Abomination with squirrels, Doreen directed Hulk how to move to land punches and dodge attacks until the villain was knocked out.

Squirrel Girl later relocated to New York City. While fighting crime in Central Park, she saved the Great Lakes Avengers from muggers, for which the GLA recruited her. Alongside her new teammates Squirrel Girl witnessed the death of Grasshopper and became very frightened, but was determined not to give up. Thanks to her squirrel army, Squirrel Girl was able to help stop Maelstrom from destroying the world.

After Squirrel Girl made a fuss to be certain that Monkey Joe was an official member of the team, he was apparently killed by Doctor Doom seeking revenge. In actuality, this was a rejected member of the GLA named Leather Boy in a variation of Dr. Doom’s costume. Squirrel Girl found a new squirrel companion, the only one of her squirrel army who had survived Maelstrom’s wrath, whom she named Tippy Toe.

Squirrel Girl and Tippy Toe managed to individually defeat M.O.D.O.K., Terrax, and Thanos. Uatu, the Earth’s Watcher, confirmed that the Thanos she defeated was the real thing, and not a clone or copy of any kind. After M.O.D.O.K.’s defeat, Dum-Dum Dugan offered Squirrel Girl a position at S.H.I.E.L.D., but Squirrel Girl declined the offer, saying she was happy being with the GLA.

Squirrel Girl and the rest of the newly-renamed Great Lakes Champions registered under the Superhero Registration Act the morning the law was enacted. However, mercenary-for-hire Deadpool, who sought to ingratiate himself with the government by capturing non-registered heroes, assumed that the Champions were non-registered and attacked the team at their headquarters. Deadpool was bested in combat by Squirrel Girl; his distraction at her appearance and name contributed to his inability to mount an adequate defense to her attacks.

Deadpool and the GLA would later team up a few months later to take down A.I.M. agents who had kidnapped a wayward Olympian God and fashioned an inebriation ray that made every superhero on the planet (save for Deadpool and the GLI) drunk. After the battle, Deadpool decided to hang around the GLI's new government-funded headquarters, as a "reserve member" for a while.

Squirrel Girl became a fan of the superhero team the New Warriors, especially Robbie Baldwin, the hero Speedball, on whom she had a crush, and the two eventually shared a kiss. While seeking to travel back in time to prevent Speedball from becoming the guilt-plagued hero Penance, Squirrel Girl convinced Doctor Doom to let her use a time machine. The device instead took her into the year 2099, where she encountered an alternate, future version of Speedball, whom she unsuccessfully tried to have return with her to her present day. She also encountered a future version of Mister Immortal who convinced her to kick Deadpool out of the team, which she did after returning to her own time.

When the Skrulls launched their invasion on Earth, Squirrel Girl and the GLI confronted their latest recruit, the new Grasshopper, who had revealed himself as a Skrull infiltrator. After the invasion

EXTRAORDINARY SQUIRREL: Mutant or Mutate?

When Squirrel Girl first arrived on the scene, everyone thought she was a mutant, including her. We're not sure why, but maybe it was the tail. Years later, however, Doreen's doctor confirmed that Doreen was absolutely and officially legally and medically distinct from a mutant, irrevocably and without a doubt.

So how did Doreen get her powers? Maybe it was the squirrel bite her mom received while she was pregnant with her, or the cosmic rays in the forest, or the experimental nut serum, or the radioactive tree...could be anything, really. But definitely not a mutant.

was over, Squirrel Girl and her teammates welcomed Gravity to the GLI when he was relocated from Nevada to Wisconsin.

Squirrel Girl eventually realized that she was holding back her teammates, who wouldn't join her in fighting supervillains because she was competent enough to beat them on her own. After defeating Fin Fang Foom while her teammates remained at their HQs calmly playing poker, she decided to leave the GLI and return to New York City.

Doreen was hired to be the nanny of Danielle Cage and lived in the Avengers Mansion alongside the New Avengers. She looked after the baby through many events, most notably the Serpent's invasion. When Luke Cage left the team, she followed him and Jessica Jones, as she was still the nanny of their child.

After leaving Luke Cage and Jessica Jones, Doreen enrolled in the Empire State University. During her first day of class she encountered Nancy Whitehead,

who would become her best friend and confidante, and Nancy's cat Mew. Doreen developed a crush on one of her first few acquaintances at the ESU, Tomas Lara-Perez, later revealed to be the superhero Chipmunk Hunk, who possessed similar powers to Squirrel Girl's, and fought crime together with his friend Ken Shiga, also known as Koi Boi. Both Chipmunk Hunk and Koi Boi became Doreen's friends and allies.

During her second year at college, Doreen became a member of Sunspot's New Avengers, and transitioned into the U. S. Avengers when Sunspot began working for S.H.I.E.L.D. and the American intelligence service. Doreen also assisted the supervillain Brain Drain in reforming and becoming a good-doer himself.

Later, Doreen got jealous when her crush, Chipmunk Hunk, started dating someone. Nancy, Tippy Toe, and Koi Boi helped to set her up with an online dating profile, which led to many unsuccessful dates, one of which ends with an encounter with the Mole Man, who is became infatuated with her. After a confrontation with Mole Man, Doreen decided that dating wasn't right for her at that moment, after seeing that Chipmunk Hunk's girlfriend was a nice fit for him.

Squirrel Girl also had an alternate version of herself due to time travel running around for decades interfering with Doctor Doom's plans. As a result she released an A.I. Doombot that eventually became Gwenpool's nemesis, Vincent Doonan. Squirrel Girl later became a member of the U.S. Avengers.

SOURCES:

Marvel FANDOM Database:

[http://marvel.wikia.com/wiki/Doreen_Green_\(Earth-616\)](http://marvel.wikia.com/wiki/Doreen_Green_(Earth-616))

Wikipedia:

https://en.wikipedia.org/wiki/Squirrel_Girl

My Super Ex-Squirrel Friend: Did Squirrel Girl and Wolverine have a “thing”?

Much ado has been written about Squirrel Girl's awkward exchange at the Avengers Mansion, in which Logan states to Doreen, “I thought we agreed never to see each other again.” What's going on -- did these two date?

According to Squirrel Girl writer Ryan North, it was nothing so scandalous. “Several years ago, Doreen was about to get into a cab when Wolverine ran up and hopped inside, stealing it from her. Squirrel Girl was (understandably) SUPER-CHEESED and shouted that he was a jerk and his jerkiness

must have its OWN healing factor and that she never wanted to see him again. As the cab drove off Wolverine rolled down the window and shouted, “You too, bub!”. And that's why things were awkward when they met again! THE END.”

So there you have it. On the other hand, Emma Frost did once take a tour of Wolverine's mind, and found Squirrel Girl (among others) behind a door marked “Sexual Fantasies”, so make of that what you will.



F PR (4)
 A GD (10)
 S FB (2)
 E TY (5)
 R PR (4)
 I TY (6)
 P PR (4)

Health: 21
Karma: 14
Resources: Fb (2)
Popularity: 1

BACKGROUND

Real Name: Tippy-Toe
Occupation: Adventurer
Legal Status: Squirrel
Identity: No Dual Identity
Other Known Aliases: Monkey Joe 2
Place of Birth: Milwaukee, Wisconsin
Marital Status: Single
Known Relatives: None
Base of Operations: Manhattan, New York City, New York
Past Group Affiliations: New Avengers, Squirrel Avengers Initiative, A.I.M. (Avengers Idea Mechanics), Avengers Initiative, Great Lakes Avengers
Present Group Affiliations: Partner of Squirrel Girl, U.S. Avengers

KNOWN POWERS

Claws: Fighting as Edged attack

Climbing: Poor (cannot climb sheer surfaces like glass or steel)

Leaping: Excellent

Stealth: When in a wooded environment or similar surroundings, Tippy-Toe has Stealth at Incredible ability, using the typical squirrel tactic of hiding on the opposite side of trees from her opponents.

Communication with Squirrels: Tippy-Toe is fluent in both Squirrelese and English, and has been known to use local squirrels as a network for gathering information.

EQUIPMENT

Iron Tippy-Toe Armor: See the section on technology, page 33.

TALENTS: None

CONTACTS: Squirrel Girl, U.S. Avengers, Koi Boy, Chipmunk Hunk, Nancy Whitehead, Brain Drain, various squirrels



ADDITIONAL NOTES

Although she may be used as a Player Character at the GM's discretion, Tippy-Toe is ideal as an NPC sidekick controlled by the GM.

ROLE-PLAYING NOTES

Tippy-Toe is adventurous for a squirrel of above-average intelligence. She often acts independently, or offers strategic input when joining Squirrel Girl on her adventures. She is sassy and witty; in the comics, she has often been shown to break the fourth wall by providing ongoing commentary. Her likes and dislikes are typical of other squirrels -- climbing trees, eating nuts, etc. She is a big fan of nuts and dislikes "not nuts."

HISTORY

Tippy-Toe is an eastern gray squirrel.

After the death of Monkey Joe, Squirrel Girl recruited an army of local squirrels to aid the Great Lakes Avengers in battling Maelstrom and Batroc's Brigade. Many squirrels lost their lives, but Tippy-Toe survived, joined the GLA, and became Squirrel Girl's permanent partner.

Tippy-Toe has accompanied and assisted Squirrel Girl on several adventures including defeating M.O.D.O.K. when she scratched his face and disabled his Doomsday Chair. When Squirrel Girl decided to leave the GLA and return to New York City, Tippy-Toe moved with her.

Although she is Squirrel Girl's partner, Tippy-Toe does act independently of her. During Squirrel Girl's adventure with Howard the Duck, Tippy-Toe was on vacation. Once, while Squirrel Girl was studying, Tippy-Toe teamed up with Rocket Raccoon to save Central Park from Plantman.

Tippy-Toe refused to side with Squirrel Girl's evil clone when she wanted to rid the world of humans. Later, she nearly sacrificed her life to save Doreen when she was sent to the Moon by Allene.

SOURCE:

Marvel FANDOM Database:
[http://marvel.wikia.com/wiki/Tippy-Toe_\(Earth-616\)](http://marvel.wikia.com/wiki/Tippy-Toe_(Earth-616))

SQUIRREL FRIDAYS: Squirrel Girl's Squirrels

Doreen shares a close, possibly empathic, bond with certain squirrels, such as Monkey Joe and Tippy Toe. Other squirrels of note have included Chompsky, Slippy Pete, Mr. Freckle, Mr. Libesman, and Nutso. "Named" squirrels may be treated as NPCs, at the GM's discretion.

Squirrel, individual

F A S E R I P
Fb Fb Fb Fb Fb Fb Fb
Health: 8

Squirrel, pack of 10

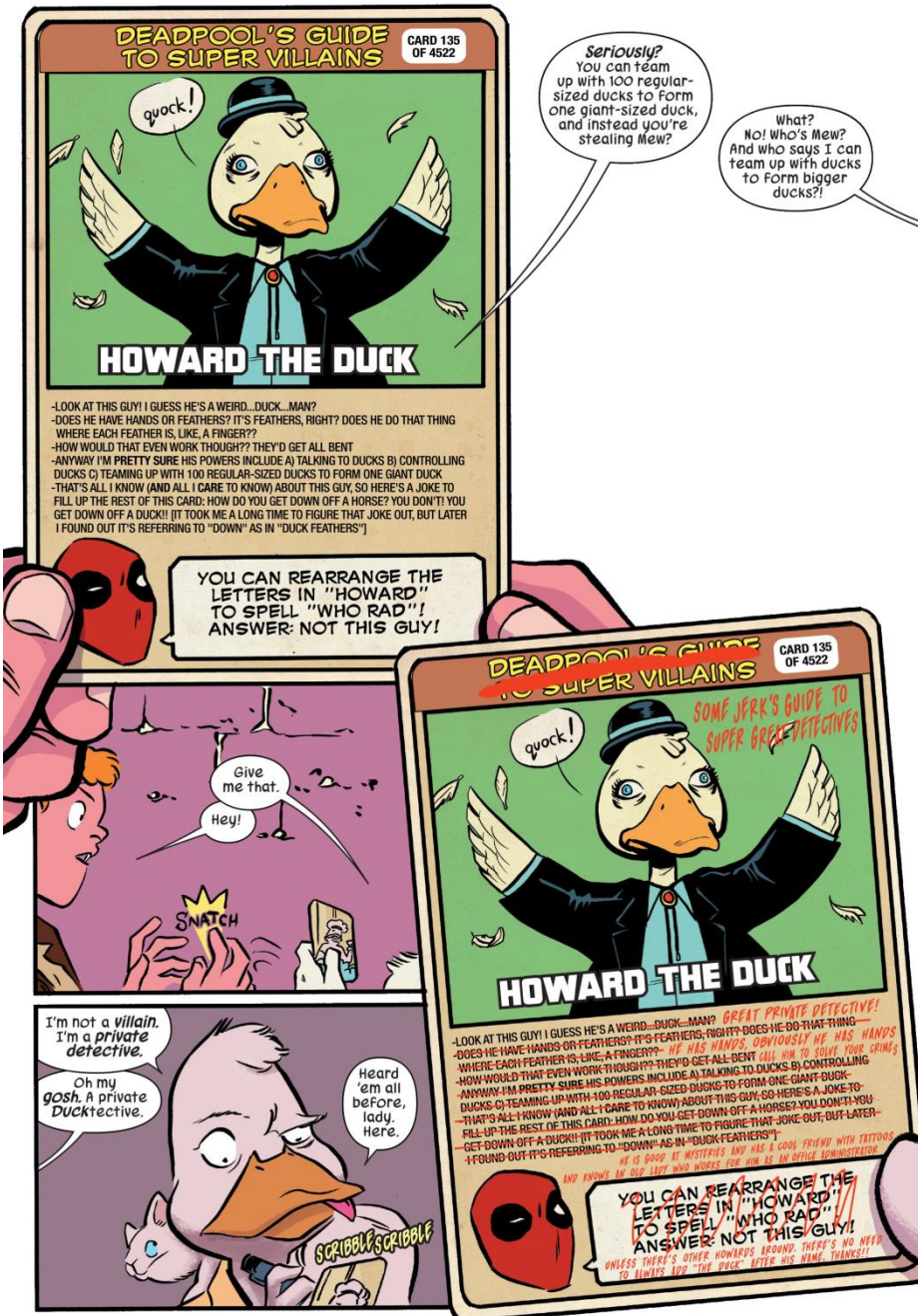
F A S E R I P
Ex Ty Fb Ex Fb Fb Fb
Health: 48

Squirrels are common in wooded environments such as city parks and suburbs.

All squirrels have Climbing ability at Poor rank.

An individual squirrel attacks on the Edged attack column, but cannot score Stun or Kill results. A group of squirrels also attacks on this column, but may not score a Kill result. Squirrels are normally not so bold but will attack when externally controlled, or prompted by Squirrel Girl or other speakers of "Squirrellese".

For ease of play, the GM may wish to treat the actions of each group of ten squirrels as a single action; players and GMS may wish to use the "Squirrel, pack of 10" profile for these group actions. Karma points have not been indicated, as Karma used for the squirrels' actions should be taken from and given to the character controlling them. Tippy-Toe is an exception.



Seriously?
You can team up with 100 regular-sized ducks to form one giant-sized duck, and instead you're stealing Mew?

What?
No! Who's Mew? And who says I can team up with ducks to form bigger ducks?!

YOU CAN REARRANGE THE LETTERS IN "HOWARD" TO SPELL "WHO RAD"! ANSWER: NOT THIS GUY!

Hey!
Give me that.
SNATCH

I'm not a villain. I'm a private detective.
Oh my gosh, a private Ducktective.
Heard 'em all before, lady. Here.

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 135 OF 4522
HOWARD THE DUCK
quock!
SOME JERK'S GUIDE TO SUPER GREAT DETECTIVES
-LOOK AT THIS GUY! I GUESS HE'S A WEIRD...DUCK...MAN? GREAT PRIVATE DETECTIVE!
-DOES HE HAVE HANDS OR FEATHERS? IT'S FEATHERS, RIGHT? DOES HE DO THAT THING WHERE EACH FEATHER IS, LIKE, A FINGER?? HE HAS HANDS, OBVIOUSLY HE HAS HANDS
-HOW WOULD THAT EVEN WORK THOUGH?? THEY'D GET ALL BENT ALL THE WAY TO THE TIP!
-ANYWAY I'M PRETTY SURE HIS POWERS INCLUDE A) TALKING TO DUCKS B) CONTROLLING DUCKS C) TEAMING UP WITH 100 REGULAR-SIZED DUCKS TO FORM ONE GIANT DUCK
-THAT'S ALL I KNOW (AND ALL I CARE TO KNOW) ABOUT THIS GUY, SO HERE'S A JOKE TO FILL UP THE REST OF THIS CARD: HOW DO YOU GET DOWN OFF A HORSE? YOU DON'T! YOU GET DOWN OFF A DUCK!! (IT TOOK ME A LONG TIME TO FIGURE THAT JOKE OUT, BUT LATER I FOUND OUT IT'S REFERRING TO "DOWN" AS IN "DUCK FEATHERS")
HE IS GOOD AT MYSTERIES AND HAS A GOOD FRIEND WITH TATTOOS WHO KNOWS AN OLD LADY WHO WORKS FOR HIM AS AN OFFICE ADMINISTRATOR
YOU CAN REARRANGE THE LETTERS IN "HOWARD" TO SPELL "WHO RAD"! ANSWER: NOT THIS GUY!
UNLESS THERE'S OTHER HOWARDS AROUND, THERE'S NO NEED TO ALWAYS USE "THE DUCK" AFTER HIS NAME, THANKS!!

SQUIRREL FRIEND IS BETTER: BFFs, helpers, and acquaintances of Squirrel Girl





NANCY WHITEHEAD

F PR (4)
A TY (6)
S PR (4)
E TY (6)
R EX (20)
I TY (6)
P TY (6)

Health: 20
Karma: 32
Resources: Pr (4)
Popularity: 0

BACKGROUND

Real Name: Nancy Whitehead
Occupation: Student
Legal Status: United States citizen with no criminal record
Identity: No dual identity
Other Known Aliases: None
Place of Birth: Unknown (presumably United States)
Marital Status: Single
Known Relatives: Mew (pet)
Base of Operations: Shared apartment with Doreen Green (Squirrel Girl), New York City, New York
Past Group Affiliations: Formerly Squirrel Avengers Initiative
Present Group Affiliations: None

KNOWN POWERS

Communication with Squirrels: Due to lessons from Squirrel Girl, Nancy has learned the ability to communicate with squirrels at Remarkable rank fluency.

TALENTS: Computer Science, Student, Knitting, Sewing, Cat Trivia, Writing Fanfic

CONTACTS: Squirrel Girl, Koi Boi, Chipmunk Hunk, Brain Drain

ROLE-PLAYING NOTES

Nancy has confidence in her own abilities, and a direct approach to asking for what she wants, two traits that manifest in her deadpan wit and matter-of-fact attitude. Despite her serious demeanor, Nancy is quick to make friends: Nancy will do just about anything for Doreen (and vice versa). Nancy is extremely intelligent and naturally inquisitive, and is generally enthusiastic at the prospect of joining in Doreen's heroics.

Nancy's interests include knitting, writing Thor fanfiction, and her pet cat Mew. Nancy's dislikes are people mistreating Mew (or any animal, but especially Mew), anyone making fun of her name or her decorating tastes, and people who mistreat her friends. Also, she likes to change her hair color now and then.

HISTORY

Little is known about Nancy Whitehead before she met Doreen Green. After completing high school she applied to and was accepted by the computer science program at Empire State University. Living with Doreen Green, Nancy has been repeatedly drawn into the superheroic events that occur in her roommate's daily life, including being held hostage in a bank robbery, and trapped in the Statue of Liberty during a superhero fight.

During Ratatoskr's attempt to take over New York, Nancy traveled to Asgard to seek a solution to Ratatoskr's menace. There, she met and became friends with Loki. She was responsible for figuring out a way to counteract Ratatoskr's powers using bluetooth earplugs. When Squirrel Girl got sent back in time, Nancy was the only person who remembered her, and was able to convince Doctor Doom to take her back to find her friend. When Doom inevitably turned on them, she joined in the efforts of other time-displaced students to defeat him. After he was defeated she returned with Doreen to the present, where Howard the Duck tried to steal her cat.

SOURCES:

Marvel FANDOM Database:
[http://marvel.wikia.com/wiki/Nancy_Whitehead_\(Earth-616\)](http://marvel.wikia.com/wiki/Nancy_Whitehead_(Earth-616))



KOI BOI

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

Health: 70
Karma: 22
Resources: Pr (4)
Popularity: 2

BACKGROUND

Real Name: Ken Shiga
Occupation: Student, Adventurer
Legal Status: Citizen of the United States with no criminal record
Identity: Secret
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations: Empire State University, New York, New York
Past Group Affiliations: Squirrel Avengers Initiative
Present Group Affiliations: Partner of Chipmunk Hunk

KNOWN POWERS

Marine Zoopathy: Koi Boi can communicate with fish, summoning and controlling them as long as he is in a marine environment where fish are present. Koi Boi has this ability at Remarkable rank. It only applies to fish,

not marine mammals or other aquatic species.

Aquatic Physiological Adaptation: Koi Boi's body is specially developed for underwater conditions including the ability to breathe underwater. He can function underwater without penalty, even to extreme depths.

Superhuman Speed: Koi Boi can swim at Remarkable rank speed.

Growth Retardation and Alteration: Although he's never demonstrated this power (yet) Koi Boi claims to be able to grow very slowly to fit the size of his container. If Koi Boi should find himself in a water environment for over one day (including semi-enclosed environments like swimming pools or fish tanks), treat this ability as involuntary Enlargement as per the Ultimate Powers Book, at the rate of 1 column shift per day, up to Incredible ranking. This ability will likewise wear off at the same rate until Koi Boi is back to his normal size.

Communication with Squirrels: Due to lessons from Squirrel Girl, Ken has learned the ability to communicate with squirrels at Remarkable rank fluency.

EQUIPMENT

Fish-Eye Goggles: Koi Boi's goggles allow him to see underwater with no penalty.

TALENTS: Computer Science, Student

CONTACTS: Squirrel Girl, Nancy Whitehead, Chipmunk Hunk, Brain Drain

ROLE-PLAYING NOTES

Ken lists his likes as justice, no crime, and talking to fish. He lists his dislikes as injustice, *lots* of crime, and *not* talking to fish. As Koi Boi, Ken is very fond of using fish-related puns like calling others "chums", replacing "see" with "sea", and talking about the "scales of justice." Ken's favorite pop culture figure is Zorro.

Ken is a transgender male, and wears a chest binder. This has never come up in conversation. While helping Squirrel Girl develop an online dating profile, Ken reported he has already "dated with optimum efficiency".

HISTORY

Little is known about Ken Shiga prior to his enrollment at Empire State University. Ken Shiga is a computer science student and secretly Koi Boi, the

superhero crime fighting partner to Chipmunk Hunk. Koi Boi has also fought alongside Squirrel Girl, against villains like Hippo the Hippo, Ratatoskr, Swarm, and Mole Man.

SOURCES:

Marvel FANDOM Database:
[http://marvel.wikia.com/wiki/Ken_Shiga_\(Earth-616\)](http://marvel.wikia.com/wiki/Ken_Shiga_(Earth-616))



CHIPMUNK HUNK

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

Health: 90
Karma: 22
Resources: Pr (4)
Popularity: 2

Real Name: Tomas Lara-Perez
Occupation: Student, Adventurer
Legal Status: Citizen of the United States with no criminal record
Identity: Secret
Other Known Aliases: Handsome Puncher
Place of Birth: Unknown
Marital Status: Single
Known Relatives: None
Base of Operations: Empire State University, New York, New York
Past Group Affiliations: Squirrel Avengers Initiative

Present Group Affiliations: Partner of Koi Boi

KNOWN POWERS

Leaping: Chipmunk Hunk has shown similar leaping abilities to Squirrel Girl, at Incredible rank.

Communication with Chipmunks: Lara-Perez is capable of mimicking chipmunks sounds to communicate with them. This ability extends to a radius within earshot, generally Good ability (4 areas) although her reach is greater when assisted by devices such as speakers or a megaphone. He is able to summon up to 50 chipmunks, at the rate of ten chipmunks per round (fewer rodents than Squirrel Girl can summon, due to squirrels' greater ubiquity). In order for him to use this power, chipmunks must be in the vicinity -- thus, the power will be effective in an environment such as a city park, suburb, or forest, but will be ineffective in an enclosed environment, outer space, etc.

Chipmunk, individual

F A S E R I P
Fb Fb Fb Fb Fb Fb Fb
Health: 8

Chipmunk, pack of 10

F A S E R I P
Ty Ty Fb Ex Fb Fb Fb
Health: 34

Although not as numerous as squirrels, chipmunks are fairly common in wooded environments such as city parks and suburbs. All chipmunks have both Climbing and Digging ability at Poor rank. An individual chipmunk attacks on the Edged attack column, but cannot score Stun or Kill results. A group of chipmunks also attacks on this column, but may not score a Kill result. They will only attack when externally controlled, or when prompted by Chipmunk Hunk.

For ease of play, the GM may wish to treat the actions of each group of ten chipmunks as a single action; players and GMS may wish to use the "Chipmunk, pack of 10" profile for these group actions. Karma points have not been indicated, as Karma used for the chipmunks' actions should be taken from and given to the character controlling them. Unlike Squirrel Girl, Chipmunk Hunk does not seem to have formed a special "hero-sidekick" relationship with any of the chipmunks he has encountered.

Communication with Squirrels: Due to lessons from Squirrel Girl, Tomas has learned the ability to communicate with squirrels at Remarkable rank fluency.

TALENTS: Computer Science, Student, Martial Arts B

CONTACTS: Squirrel Girl, Koi Boi, Nancy Whitehead, Brain Drain

ADDITIONAL NOTES

Unlike Squirrel Girl's tail, Tomas' tail is sewn onto his costume and not actually part of him.

ROLE-PLAYING NOTES

Tomas is fairly laid-back and generally optimistic. He fancies himself to be a dashing charmer, purposefully trying to invoke the handsome Latino stereotype. In practice though, he comes off more as a lovable dork. Inspired by Squirrel Girl, Tomas has overcome his initial embarrassment at having "chipmunk powers" and embraced it as an opportunity for him to help people in need.

HISTORY

After discovering he had developed superpowers, Tomas Lara-Perez wanted to help people. However, he felt it was embarrassing to embrace the animal aspect of his powers, and decided to go instead with the alias of the Handsome Puncher. Once he enrolled at the Empire State University, he learned of Squirrel Girl. Inspired by the confidence she projected, Tomas decided to take a similar approach to fighting crime as her, taking up the alias of Chipmunk Hunk. At some point, Tomas also became the crime-fighting partner of Koi Boi.

Tomas first met Squirrel Girl's alter-ego, Doreen Green, on the first day of university, and she quickly developed a crush on him. Some days later, when Squirrel Girl was fighting Hippo at the campus bank, Chipmunk Hunk and Koi Boi intervened. After Doreen's roommate Nancy recognized Chipmunk Hunk, he revealed that he was actually Tomas. The heroes and Nancy then spent the night in a sleepover at Nancy and Doreen's room, during which Tomas and Doreen developed a friendship.

SOURCES:

Marvel FANDOM Database:
[http://marvel.wikia.com/wiki/Tomas_Lara-Perez_\(Earth-616\)](http://marvel.wikia.com/wiki/Tomas_Lara-Perez_(Earth-616))



BRAIN DRAIN

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

Health: 76

Karma: 56

Resources: Pr (4)

Popularity: 0

BACKGROUND

Real Name: Werner Schmidt

Occupation: Adventurer, Former Scientist

Legal Status: German citizen with a criminal record

Identity: Secret

Other Known Aliases: Brian Drayne

Place of Birth: Germany

Marital Status: Single

Known Relatives: None

Base of Operations: Mobile

Past Group Affiliations: Omega Flight, Nazi Party, ICON

Present Group Affiliations: Partner of Squirrel Girl and associates

KNOWN POWERS

Mind Control: Schmidt has the psionic ability to control minds at Good intensity.

Rocket Fists: Brain Drain has fitted his hands with rockets so that he can attack targets from one area away. His hands are attached to his arms by means of a retractable chain for retrieval.

TALENTS: Computers, Electronics, Martial Arts B

CONTACTS: Squirrel Girl and her associates

ROLE-PLAYING NOTES

Brain Drain regrets his Nazi past and seeks to make up for it by fighting crime for the betterment of society. He desires to establish a normal life for himself as a student at Empire State University. Despite his desire to improve the world, Brain Drain spent much time contemplating the meaning of life while trapped beneath a mountain, ultimately embracing the philosophy of existential nihilism. He frequently will quote the likes of philosophers such as Arthur Schopenhauer, Søren Kierkegaard and Friedrich Nietzsche.

HISTORY

Brain Drain was a Nazi scientist during World War II who helped create Master Man. He was injured during the crash of an alien vessel. Unable to repair his body, his brain was transplanted into a robotic body. Using the alien's technology, Schmidt was able to develop psionic abilities allowing him to control others. He used his newfound powers to send his alien saviors to battle the Invaders.

He led an attack force, consisting of the villains U-Man, Master Man and Sky Shark, in battle against the Liberty Legion. With the intervention of a time-traveling Thing, Brain Drain and his group were defeated but managed to escape. After the fall of the Reich he escaped alongside Baron Blood (John Falsworth) on a ship. In the South China Sea, they were attacked by the Avengers, but before he was captured they were teleported away by Geoffrey Sydenham and offered positions in ICON. Brain Drain was later shot in the head with an armor piercing bullet by Dominic Fortune, but was not arrested because ICON technically didn't exist.

Shortly after, Brain Drain's head casing was trapped under a mountain of snow in Switzerland through unknown means. There he contemplated his past actions and renounced his Nazi ways. Eventually, he was able to take control of a nearby skier and freed himself.

He recovered and was able to engineer his arrival at the first Pan-European Conference on Super-Human Affairs (sponsored by Alpha Flight). There, he attempted to create chaos by implanting a psionic command in the minds of various superhuman delegates to kill the leaders of their country. He confronted Alpha Flight and ordered them

to stand helplessly. Unfortunately for him he did not notice Aurora shift into her Jeanne-Marie personality who was free of his psionic hold. She grabbed his container and threw him far away, breaking his hold. Alpha Flight then embarked to stop the various delegates from killing their leaders.

Brain Drain considered himself a failure but the Master of the World saw great potential and recruited Brain Drain to be a member of his new Omega Flight, where his brain was contained in a robotic body. Brain Drain, along with the rest of Omega Flight, battled Alpha Flight as part of the Master's plot to remove Alpha Flight as an impediment to his plans. Omega Flight was defeated and apparently disbanded.

Brain Drain tried to go to New York City to seek assistance of Squirrel Girl, as she had helped some villains seeking a new path in life. However, his systems had failed and he was rendered in a safe mode that turned him into a killing machine. When he arrived to New York City, Squirrel Girl was forced to confront him, and with the help of Tippy Toe, Brain Drain was shut down. After the threat had been neutralized, Squirrel Girl realized she had started that fight, and Brain Drain's erratic behavior could've been a consequence of malfunction. With the help of her friend Nancy Whitehead and their knowledge in computer science, Squirrel Girl repaired Brain Drain, removing the old processors that wouldn't let him change his ways.

Now with control over his destiny, Brain Drain enrolled in the Empire State University with a disguise to his evident unusual features and appear to be a normal human.

SOURCES:

Marvel FANDOM Database:
http://marvel.wikia.com/wiki/Brain_Drain

SENTINEL #X-42903-22

F EX (20)
A EX (20)
S AM (50)
E MN (75)
R TY (6)
I TY (6)
P PR (4)

Health: 165
Karma: 16
Resources: Fb (2)
Popularity: 0

BACKGROUND

Real Name: Sentinel #X-42903-22
Occupation: Mutant-hunting robot
Legal Status: Property of the United States government
Identity: No dual identity
Other Known Aliases: None
Place of Birth: Unknown – factory within the United States
Marital Status: Single. Lonely and single. Poor Sentinel #X-42903-22.
Known Relatives: Sebastian Shaw (manufacturer); Sentinels Mk I (previous

model, defunct); Sentinels Mk II (previous model, defunct); Sentinels Mk III (previous model, defunct); Sentinels Mk V (following model); Sentinels Mk VI (following model); Sentinels Omega Class (following model from Earth-811), Nimrod (following model from Earth-811)

Base of Operations: Mobile
Past Group Affiliations: None
Present Group Affiliations: Robotic agent of the government of the United States and of Sebastian Shaw

KNOWN POWERS

Sentinel #X-42903-22 possesses all of the powers and abilities standard to a Mark IV Sentinel:

Robotic construction:

- Immunity to poison, disease, and gas.
- Invulnerable to mental attacks such as mind reading and mind control. Telepathic force bolts and similar attacks function normally.
- Mark IV Sentinels, including #X-42903-22, do not need to breathe, and thus may function without penalty in environments such as outer space or underwater.
- Made of RM material, providing RM (30) protection against physical and energy attacks.

Weapons systems:

- *Variable Energy Beams:* Fired from the hands or eyes, Mark IV's have plasma beams, electron beams, and heat rays, with which they can inflict energy or



force damage at IN ability, with a two-area range.

- *Gas jets*: Palm mounted, fires knockout gas of RM intensity, up to two areas away.
- *Grappling cables*: Issued from the wrists, made of RM material, and grabbing targets with AM ability.
- *Search lights*: May illuminate up to a two-area volume up to five areas away. At full force they have RM intensity.

Mutant Detection: Capable of scanning all living beings within seven areas and determine if they are human or mutant.

Flight: At EX airspeed.

Learning Program: The Mark IV's adaptive programming allows #X-42903-22 a +1CS against an opponent in all FEATS after fighting the opponent for three rounds. It is unknown if this ability is conveyed back to other Mark IV Sentinels, as is standard procedure for other Mark IVs. Unfortunately for #X-42903-22, this ability does not apply to affairs of the heart.

WEAKNESSES

- Sentinel #X-42903-22 is 20' tall; attackers get a +2CS chance of hitting.
- Sentinel #X-42903-22 is unlucky in love. Poor Sentinel #X-42903-22.

TALENTS: None

CONTACTS: Sentinels

ROLE-PLAYING NOTES

Sentinel #X-42903-22 is identical to other Sentinel Mark IV robots in most respects, including his programming to seek out and destroy all mutants. Sentinel #X-42903-22 appears to have developed some degree of independent thought, however, and awareness that he is bound by his programming. He appears to also have developed a desire for female companionship, and expressed remorse at his rejection by Squirrel Girl. Poor Sentinel #X-42903-22.

HISTORY

Sentinel #X-42903-22 answered a classified advertisement that Doreen Green had published when she was looking for a romantic partner. Sadly for Sentinel #X-42903-22, Doreen rejected him, with Doreen noting that she could never date someone whose purpose was to seek out and destroy all mutants. Sentinel #X-42903-22 stated that he was bound in his behavior by his programming, but Doreen told him it would never work. Poor Sentinel #X-42903-22.

SOURCES:

Marvel FANDOM Database:
http://marvel.wikia.com/wiki/Unbeatable_Squirrel_Girl_Vol_2_8

Marvel FANDOM Database:
[http://marvel.wikia.com/wiki/Sentinels_Mk_IV_\(Earth-616\)](http://marvel.wikia.com/wiki/Sentinels_Mk_IV_(Earth-616))





ARTIST ADAM'S 9-27

SQUIRRELS GONE WILD: DEADLY FOES OF SQUIRREL GIRL

It's kind of inaccurate to call Squirrel Girl's rogue's gallery "enemies", since she doesn't really believe in the concept. More often than not, her opponents turn into allies after some smooth talking and heartfelt listening. Still, Doreen does find herself up against the occasional angry god or eldritch abomination that can't be reasoned with.

Included in this section are some of the more interesting, weird, and obscure villains that Squirrel Girl has faced. Surprisingly, most of these had already appeared in the comic books before they met up with Squirrel Girl. Having a prior history should make them easier and more interesting for a GM to include in a game, and digging these guys up is a testament to the writers' comic-book research!



The Trouble with Squirrels: Established Foes of Squirrel Girl

For a gal who started out as a joke character, Squirrel Girl has a pretty amazing track record when it comes to villains. Heavy-hitters such as Galactus, Doctor Doom, and Thanos have all met their defeat at the hands of the Unbeatable Squirrel Girl. Of course, sometimes this "defeat" is more a matter of being talked out of fighting, and much of it happened off-panel, but still -- it's all canon. ALL OF IT!

Some of the more established members of SG's rogue's gallery include:

- Baron Mordo
- Batroc's Brigade
- Bi-Beast
- Dark Avengers
- Deathurge
- Dr. Doom
- Ego, the Living Planet
- Fin Fang Foom
- Galactus
- Korvac
- Kraven
- Maelstrom
- Mandarin
- MODOK
- Mole Man
- Pluto
- Rhino
- Swarm
- Terrax
- Thanos
- Ultron
- Whiplash

RATATOSKR

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

Health: 220

Karma: 125

Resources: Midgard: Feb (2) / Asgard: Ty (6)

Popularity: Midgard: 0 / Asgard: -4

BACKGROUND

Real Name: Ratatoskr

Occupation: Messenger god

Legal Status: Asgardian

Identity: The general populace of Earth-616 believes Ratatoskr to be mythological, if they are aware of her presence at all.

Other Known Aliases: Rattatosk, Storyteller, Girl Squirrel, Meeko, Drill-Tooth, Bore-Tooth

Place of Birth: Yggdrasill

Marital Status: Single

Known Relatives: None

Base of Operations: Yggdrasill

Past Group Affiliations: Former partner of Loki

Present Group Affiliations: None

KNOWN POWERS

Shapeshifting: Ratatoskr can change her form and alter her size to appear as a

regular squirrel, with MN ability.

Mental Influence: Ratatoskr's most prominent feature is the ability create discord on people with her use of words. She can convince people of whatever she wants, and uses "god-tier smack-talking" to verbally assault her victims, turning confidence into insecurity and subsequently into envious hate. According to Thor himself, she is trickier than Loki.

Treat this ability as Emotion Control, at Shift Z ability: a maximum range of control 400 areas, although in order to initially establish control, Ratatoskr must be no more than 1 area away from the target. The duration for Ratatoskr's influence is determined by a FEAT roll at the power's ability rank: a green FEAT allows the influence to last up to 4 hours; a yellow FEAT allows the influence to last up to three days; and a red FEAT allows the influence to last up to one week. The influence is likewise dissipated if Ratatoskr leaves the 400-area range maximum.

Interdimensional Travel - Nine Realms: Ratatoskr can use Yggdrasill, the World Tree, to climb to any point in the Nine Realms, with Class 1000 ability.

Allspeak: Like most other Asgardians, Ratatoskr possesses the gift of the Allspeak, or All-Tongue, in which what the speaker says is understood by every species in their own native language. She

can speak and be understood by speakers of any language, with Class 3000 ability.

Claws/Horn: Like regular squirrels, Ratatoskr can use her claws and horn to fight on the Edged attack column. Unlike regular squirrels, Ratatoskr *can* score Stun or Kill results with these attacks.

TALENTS: None

CONTACTS: Loki, Melissa Morbeck

ADDITIONAL NOTES



ROLE-PLAYING NOTES

Ratatoskr is vengeful and petty. She loves discord above all else, spreading slanderous gossip and rumors at any opportunity. She utilizes her mind-influencing abilities as "god-tier smack-talking" to verbally assault her victims, turning confidence into insecurity and subsequently into envious hate. According to Thor himself, she is trickier than Loki. She has a particular dislike for Asgard and Asgardians.

HISTORY

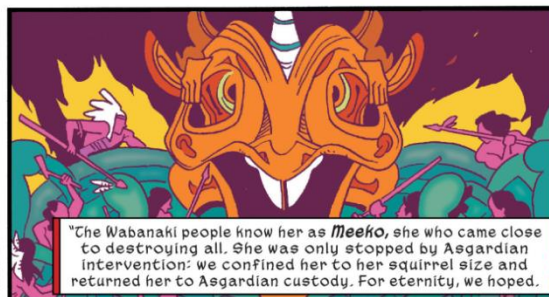
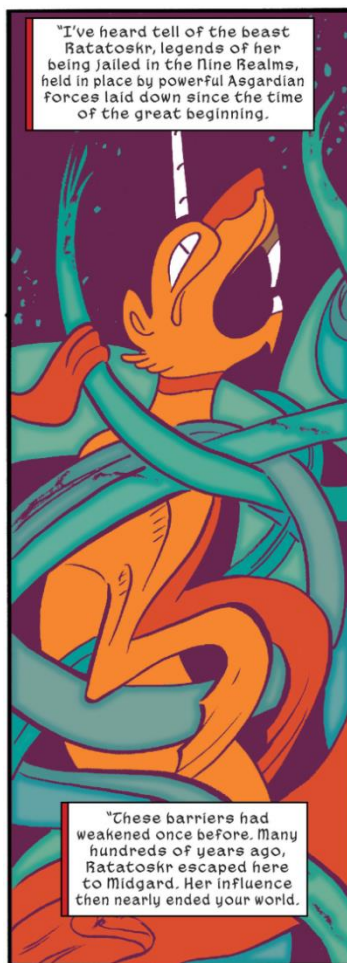
In her natural state, Ratatoskr appears as a giant black squirrel with fiery eyes and a single horn. Ratatoskr is an Asgardian creature, who had been imprisoned by Asgardian forces since the beginning of times. Many hundreds of years ago, the barriers weakened and she escaped to Midgard, where she encountered the Wabanaki people, whom she almost destroyed. She was once again stopped by Asgardian forces, and reduced to squirrel size before being returned to Asgardian custody.

While in the custody of Asgard, Ratatoskr was tasked with the job to carry messages up and down Yggdrasil between the Eagle perched at the top of the tree, and Nidhogg, who dwelled in Niffleheim beneath one of the three roots of the World Tree. She would often spread slanderous gossip and rumors. When Thor and Loki were young they would listen to stories from her.

Once while on a quest with the Warriors Three, Thor encountered Ratatoskr while climbing the Yggdrasil. In exchange for seed from Idunn's apples, Ratatoskr gave Thor advice on how to defeat Lerad.

As part of a long-time forgotten and abandoned ploy by Loki, Ratatoskr once again escaped and returned to Midgard to cause discord disguised as "Girl Squirrel", an animal superhero. She first sprung into action as Girl Squirrel at the Bronx Zoo, when she safely returned three escaped lions to their cages, rapidly becoming a sensation.

Following her appearance as Girl Squirrel, Ratatoskr began traveling from home to home under the cover of darkness, whispering words of discord into the ears of the sleeping citizens of New York City. As part of her plan to destroy humanity, the discord quickly blossomed into chaos and tumult. Squirrel Girl, Chipmunk Hunk, and Koi Boi tried to quell some of the riots, but were unsuccessful



until Nancy Whitehead discovered the Ratatoskr's legend and convinced Squirrel Girl to seek out Thor for help.

After learning about Ratatoskr's true nature, Squirrel Girl and her allies started looking for Girl Squirrel. They found her in Central Park, where she revealed her true form and attacked. She almost defeated Squirrel Girl after capturing and mentally controlling her two allies. Ratatoskr was about to control Squirrel Girl as well, but Nancy arrived back from Asgard with Odinson, Thor, and Loki. Together the

heroes were able to distract her and Loki used Ratatoskr's moment of distraction to send her back to Asgard via the Bifrost, where she was imprisoned once again.

She may have an Earth-5631 counterpart named Rattatosk, or the two may in fact be the same being.

SOURCES:

Marvel FANDOM Database:
[http://marvel.wikia.com/wiki/Ratatoskr_\(Earth-616\)](http://marvel.wikia.com/wiki/Ratatoskr_(Earth-616))

ALLENE GREEN

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

Health: 110
Karma: 70
Resources: PR (4)
Popularity: 0

BACKGROUND

Real Name: Allene Green
Occupation: Dictator
Legal Status: Dual American-Canadian citizen with a criminal record
Identity: Secret
Other Known Aliases: Squirrel Girl, Jerky Squirrel Girl, Duplicate Squirrel Girl
Place of Birth: Stark Tower, Manhattan, New York, New York
Marital Status: Single
Known Relatives: Doreen Green (genetic template), Dorian and Maureen Green (umm...genetic template's parents?)
Base of Operations: Squirreltopia 5000, Negative Zone
Past Group Affiliations: None
Present Group Affiliations: Squirrel Revengers Initiative

KNOWN POWERS

Allene has the same powers and abilities as Squirrel Girl, minus the Unbeatability.

EQUIPMENT

At various times, Allene has had access to and utilized a deadly arsenal of Avengers' and various villains' weapons and gadgets. Some of the items that Allene has used include: Squirrel Girl's "Deadpool's Guide to Super Villains" Cards (see the technology section), High Evolutionary's Duplication Chamber, Spider-Man's Web-Shooters, Iron Man's gauntlets, Captain America's Shield, Black Widow's Gauntlets, Hawkeye's Bow and Trick Arrows, Pym Particles, Green Goblin's Pumpkin Bombs and Goblin Glider, Lady Octopus' Tentacles (statistics same as Dr. Octopus' robotic arms), Magneto's Helmet, the Eye of Agamotto, White Tiger's Amulets of Power, and Silver Surfer's Surfboard. Information on all of these can be found in Weapons Locker or other MSH supplements.

TALENTS: Computer Science, Student

CONTACTS: Squirrel Girl



ADDITIONAL NOTES

compass. Her primary motivation originally was to make the universe a better place for squirrels, even at the expense of the human race, but has since realized that the cosmos may have room for both humans and squirrels. Allene can be friendly, but was created without the ability to compromise. She has since relearned this ability and atoned for her actions.

world a better place. However, after the untimely death of Chompsky, Allene became disenchanted with humanity. Without Doreen's moral compass, Allene chose to use her powers to rid the Earth of humans (and humanoid) and make squirrels the dominant species. Although she nearly succeeded, she was eventually thwarted by Squirrel Girl, Tippy-Toe, and the heroes of the Marvel Universe.

As part of a compromise, Allene and her duplicate squirrel army were sent to the Negative Zone to explore, battle villains, and found a squirrel utopia.

ROLE-PLAYING NOTES

Allene's personality is essentially a "jerky" version of Squirrel Girl's -- Doreen Green's wit and wisdom, but without the moral

HISTORY

Allene Green is a clone of Squirrel Girl created when she was inadvertently thrown into a Duplication Chamber created by the High Evolutionary.

Initially, she aided Squirrel Girl in her fight against crime and even founded the Squirrel Avengers Initiative to make the

SOURCES:

Marvel FANDOM Database:

[http://marvel.wikia.com/wiki/Allene_Green_\(Earth-616\)](http://marvel.wikia.com/wiki/Allene_Green_(Earth-616))



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

Health: 80
Karma: 32
Resources: In (40)
Popularity: -2

BACKGROUND

Real Name: Enigmo
Occupation: Wrestler
Legal Status: Lemurian Deviant with criminal record
Identity: Secret
Other Known Aliases: None
Place of Birth: Lemuria
Marital Status: Single
Known Relatives: None
Base of Operations: Mobile
Past Group Affiliations: Unlimited Class Wrestling Federation, Delta Force
Present Group Affiliations: None

KNOWN POWERS

Biomass Manipulation: When a part of Enigmo's body is separated from him, it can reshape itself into a duplicate of his whole body, albeit smaller, limited by the mass of the missing part. He can reattach these body parts at any time, and even use them to grow in size. There does not seem to be a limit to the number of duplicates that Enigmo can create -- it appears to be at least in the tens of thousands -- but the power itself is subject to some limitations (see below). Enigmo's ability to create duplicates confers the following abilities:

- **Create duplicates:** Enigmo can create duplicates when a part of his body is separated from him. The size of the duplicate Enigmos is determined by the mass separated from the original. Thus, Enigmo's duplicates have a maximum size of about 3 feet (since the original's height is about 6 feet), and a minimum size of about 1 inch. Note that the duplicate Enigmos themselves can gain mass by absorbing others, and are themselves able to split, down to their minimum size. The duplicate Enigmos have the same statistics as the original, with the exception of Reason and Strength (see Weaknesses, below).



- **Regeneration:** If part of Enigmo's body is severed from him, he can regenerate that body part in 1 to 3 rounds, depending on the size and vital importance. Likewise, the severed part can regenerate a body in 10 rounds. Enigmo's regeneration only recovers his lost flesh, it does not replenish the damage subtracted from his Health.
- Enigmo gets -1CS of damage from blunt attacks, since he can split into multiples to avoid harm (similar to Swarm).
- **Duplication Absorption:** Enigmo can absorb the Enigmos back into himself at

will, provided that they have not been separated for an extended period of time, while simultaneously absorbing the memories, skills, and experiences of the duplicates.

- **Growth:** By absorbing duplicates, Enigmo can grow larger than his normal size if the total mass is greater than what he started with. Enigmo's Reason attribute does not increase when he grows above his normal (Level 0) height.

Level	Height	Strength	Reason	To Hit +/-
-3:	1"	FB (2)	FB (2)	-3 CS
-2:	9"	PR (4)	PR (4)	-2 CS
-1:	3'	TY (6)	TY (6)	-1CS
0:	6'	GD (10)	EX (20)	0
+1:	12'	EX (20)	EX (20)	+1 CS
+2:	48'	RM (30)	EX (20)	+2 CS
+3:	100'	AM (50)	EX (20)	+3 CS

The amount of mass any duplicate Enigmo has affects both his Strength and Reason, as well as the modifier to be hit by an opponent (see chart next page).

WEAKNESSES

Smaller Brain Capacity: As Enigmo's duplicates decrease in size, so does his brain capacity. At Feeble rank, a duplicate Enigmo is only capable of keeping two thoughts in his head. Below Feeble reason, Enigmo does not have the capacity to function mentally (although theoretically a 1" Enigmo could split into a tiny comatose one with Shift 0 Reason).

Square-Cube Law: Unlike Ant-Man and other characters who gained their ability to grow through Pym Particles and such, Enigmo is limited by the square-cube law of area to volume. This puts a limitation on how large Enigmo can grow.

For every round that Enigmo spends above Level 0, he must make an Endurance FEAT roll or suffer EX (20) points of damage due to his body being unable to carry his weight. At Level 1, he must make a green FEAT to avoid damage, at Level 2 a yellow FEAT, and at Level 3 a red FEAT. He is not able to increase his size above Level 3 with his power, otherwise his body would collapse in upon itself.

TALENTS: Disguise, Wrestling

CONTACTS: Unlimited Class Wrestling Federation. Presumably through his infiltration of society, Enigmo also has numerous contacts in the government, military, and other major industries.

ADDITIONAL NOTES

ROLE-PLAYING NOTES

As a villain, Enigmo experienced the worst of the human race, and has a very low opinion of humanity. He wishes to overtake humanity and seize control of it as a means to end war, hate, and bigotry. The rogue Enigmo has experienced humanity's better side, and seeks to better himself, and live in relative isolation. The rogue Enigmo has since seen the error of the original Enigmo's ways, and has returned to society in order to improve it from within. The rogue Enigmo and his duplicates have made it a mission to track down the malevolent Enigmos and absorb them into the benevolent one, thus ridding the world of the "evil" Enigmos. They have a big job ahead of them, however, and when last encountered by Squirrel Girl and friends, there were many leftover Enigmos to be recovered.

HISTORY

Enigmo was born a Deviant - an offshoot of humanity created by the Celestials. Enigmo did not remain in seclusion in Lemuria, like the rest of his race, thanks to his human like appearance. He joined the Unlimited Class Wrestling Federation.

During one of the wrestling matches he had just defeated Anabolicus, when Kro, a fellow Deviant, came to him to offer him a position in his newly formed team, Delta Force, created to improve the lives of their Deviant brethren. He accepted and Delta Force set out to rescue the Avengers from the Ghaur. He battled Black Knight, who was under control due to a Brain Mine, but before the fight could end the mine shorted out, and the Black Knight returned to normal. Sadly the team was once again forced to leave Lemuria under Ghaur's control, for fear of throwing the society into chaos. Kro promised that they would one day return to defeat Ghaur.

Over the years, Unlimited Class Wrestling Federation became less popular and Enigmo ended up homeless. He was treated very badly on the streets seeing the very worst side of humanity. One night when Enigmo was being assaulted by a robber, one of the duplicates that

separated from him didn't rejoin the rest, and instead parted ways from the original Enigmo.

This divergent Enigmo wandered the country, and in his travels experienced the benign side of humanity, which shaped his personality for the better, and he learned to try to do better. Having decided to isolate himself and live off the grid, the stray Enigmo moved to a small island in Ontario.

Without the nurturing experiences of the departed duplicate, the original Enigmo set out to infiltrate numerous bodies of power in the political and economic infrastructure of North America, so once he seized control, he could put an end to wars, hate, and bigotry, using a variety of false faces to remain unnoticed.

Enigmo's plan came to fruition over a decade later, and he made his plan public as armies of armed Enigmos controlled crowds and oppressed any opposition. After learning of Enigmo's sudden coup d'état while on a vacation in Canada, Squirrel Girl and her allies were joined by Brain Drain and Ant-Man, and planned to take the country back.

The heroes were soon intercepted by the benevolent Enigmo, after they were driven off by the forces of the original. He clarified his intention to help them stop the evil Enigmo, and together devised a plan to put an end to the invasion. The rogue Enigmo would create a miniature duplicate of himself and have it merge with one of the original's, turning it to their side and luring the rest one by one to Toronto City Hall. The plan failed because the divergent Enigmo had been separated from the rest for too long, so his miniature duplicate couldn't merge back to a copy of the original's.

Having taken notice of the miniature benevolent Enigmo, whose brain was only small enough to remember and repeat the luring message, a majority of the oppressive Enigmos traveled to Toronto to investigate, swarming the heroes rather quickly. Squirrel Girl's friend, Nancy Whitehead, came up with a new plan, based on Ant-Man's ability to grow in size without collapsing under his own weight due to his use of Pym Particles. Using an Iron Man toy enlarged with Pym Particles and pretending it was a mecha, Squirrel Girl tricked the Enigmos into merging to form a gigantic Enigmo. Without additional powers like those provided by the Pym Particles to bypass the effects mass enlargement as described by the square-cube law, the ankle of the massive Enigmo fractured under its own weight. As he collapsed, the benevolent Enigmo

stood below the falling giant, confident the force of the impact would be strong enough to merge him back with the rest.

As the enlarged Enigmo was knocked unconscious, the divergent Enigmo debated with his original self in their "mental plane" and changed his opinion on humanity. The Enigmo later broke


down into numerous normal-sized benevolent Enigmos, all with broken ankles, who had seen the wrong in their ways and set out to work within the structures of powers to help the world become a better place instead of forcing their way of thinking. The good Enigmos would later return to the United States and

turn the leftover Enigmos that hadn't made it to Toronto as well.

SOURCES:

Marvel FANDOM Database:
[http://marvel.wikia.com/wiki/Enigmo_\(Earth-616\)](http://marvel.wikia.com/wiki/Enigmo_(Earth-616))


TIPPY-TOE'S GUIDE TO SQUIRREL GIRL CARD 1138 of 8



FRIENDSHIP IS MAGIC!

It's not all punching, kicking and hoarding nuts, though—along the way Squirrel Girl has made friends. And enemies. She's so delightful, she sometimes turns enemies into friends. Because, c'mon, she's awesome. Who doesn't love Squirrel Girl? No really, who? Give me names.

Fun Fact: Despite being a former member of Hydra as well as a raging nihilist, Brain Drain makes a mean veggie burger.



F TY (6)
 A PR (4)
 S IN (40)
 E IN (40)
 R PR (4)
 I TY (6)
 P PR (4)

Health: 90
Karma: 14
Resources: Pr (4)
Popularity: 0

BACKGROUND

Real Name: Mrs. Fluffy Lumpkins
Occupation: Former zoo animal, former criminal, presently unknown (possibly demolition)
Legal Status: Legal citizenship as one of the High Evolutionary's New Men
Identity: No dual identity
Other Known Aliases: None
Place of Birth: Unknown
Marital Status: Single
Known Relatives: High Evolutionary ("creator")
Base of Operations: New York City, New York
Past Group Affiliations: New Men, Menagerie
Present Group Affiliations: Villains Anonymous

KNOWN POWERS

Tough Hide: Hippo's tough skin provides him with Excellent protection against physical attacks.

Water Freedom: Hippo is surprisingly adept in the water, and can move, fight, and otherwise function in water without penalty. He may still be affected by extreme depths, but does not experience any penalties from this power when operating on dry land.

TALENTS: None

CONTACTS: High Evolutionary, Villains Anonymous, Squirrel Girl

ADDITIONAL NOTES

When fighting, Hippo's preferred mode of attack is Charging.



ROLE-PLAYING NOTES

Poor Hippo never really wanted to be a super-villain, he just didn't know any better. After being turned into a humanoid by the High Evolutionary, he found that he couldn't be accepted by normal society, and thus assumed the role of follower to a number of low-level supervillains, finding them to be more accepting of him. He seems to be one of those types that the universe just picks on, experiencing bad luck despite being a basically good person (well, hippopotamus). Really, he just wants to be accepted, and will quickly ally with anyone who shows him kindness. However, he is a bit slow and quick to anger, and will turn against anyone who betrays his trust.

HISTORY

The Hippo was originally an ordinary hippopotamus named Mrs. Fluffy Lumpkins, even though he was a male. He was visited by the High Evolutionary, who

turned him into a humanoid hippo, one of his New Men.

During his life of crime, he encountered Venom in his Spider-Man alias and had his leg eaten by him. He later joined up with the Redeemer and other villains who had their limbs eaten by "Spider-Man" in an attempt to capture and redeem "Spider-Man." Once outfitted with mechanical appendages, Hippo and the other villains fought "Spider-Man." Unfortunately, Hippo and Eleven ended up eaten by "Spider-Man" while the other villains were hospitalized.

He somehow turned up alive when he was shown fighting Spider-Man and Ronin before being defeated by Luke Cage. Hippo was among the villains gathered by Doctor Octopus to secure specific items for him in exchange for a reward. Later, Hippo was found at an underground casino where he was doing badly at the tables. When Domino and Daredevil crashed the casino, Tiger Shark asked him for help but Hippo refused due to his losses.

Hippo was next seen as a member of White Rabbit's group The Menagerie as they were leaving the scene of a heist they pulled off involving easter eggs. They were eventually stopped by Spider-Man. Hippo and the rest of the Menagerie later reunited to commit a diamond heist, but they were once again defeated by Spider-Man.

Shortly afterwards, Hippo encountered Squirrel Girl while he was attempting to rob a bank. Squirrel Girl and Chipmunk Hunk asked Hippo why he was robbing the bank, and Hippo was taken aback by how they took the time to listen to him. The heroes observed his actual

problem—of not affording rent or being employed in NYC -- and Squirrel Girl convinced Hippo to use his powers legitimately, for construction demolition. Hippo apparently took Squirrel Girl's advice to heart, as he was later seen attending a support group called Supervillains Anonymous. It was held at a church and also attended by Boomerang, Grizzly, Porcupine, Dr. Bong, Looter, and Mirage.

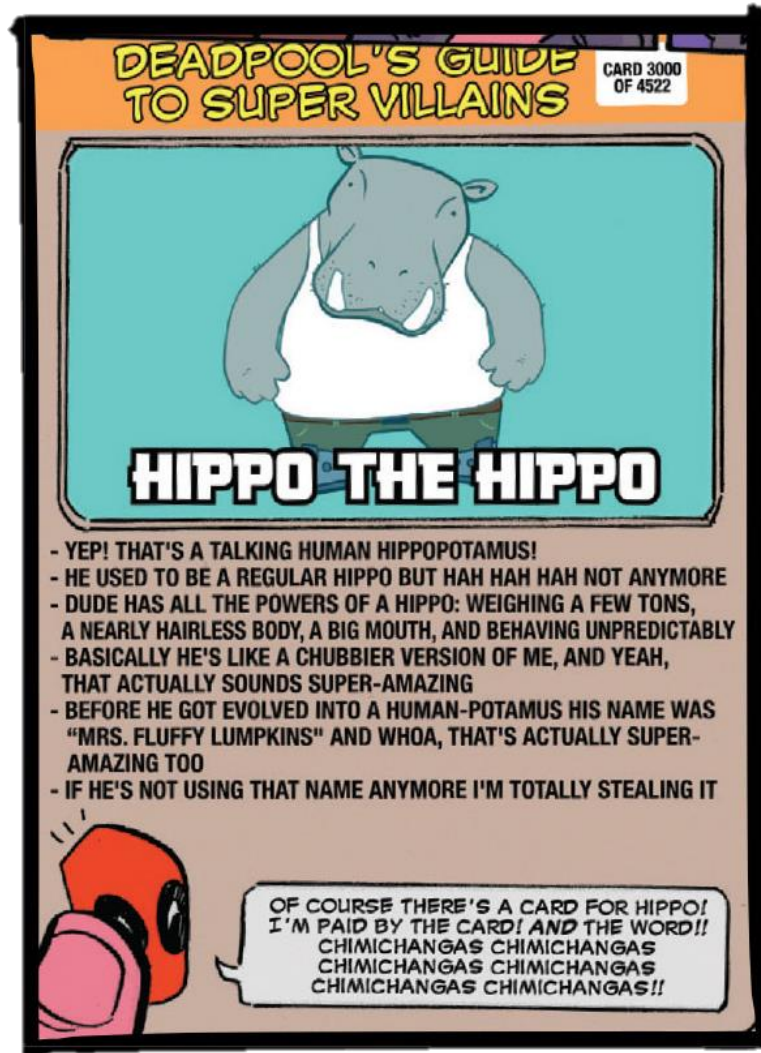
At the time when Duplicate Squirrel Girl defeated most of Earth's superhumans and banished them to the Negative Zone, she found that she overlooked Hippo. Squirrel Girl assembled

Hippo, Agent Venom, Kraven the Hunter, and Rocket Raccoon to help her and her allies make a stand against the Duplicate Squirrel Girl. While the Duplicate Squirrel Girl found Hippo to be "easily-tossable," he and the others bought Squirrel Girl some time to rescue the other superhumans from the Negative Zone and defeat Duplicate Squirrel Girl.

SOURCES:

Marvel FANDOM Database:

[http://marvel.wikia.com/wiki/Hippo_\(Earth-616\)](http://marvel.wikia.com/wiki/Hippo_(Earth-616))



BONEHEAD

F GD (10)
A TY (6)
S GD (10)
E RM (30)
R PR (4)
I PR (4)
P PR (4)

Health: 56
Karma: 12
Resources: Ty (6)
Popularity: -4

BACKGROUND

Real Name: Unknown
Occupation: Criminal
Legal Status: Citizen of the United States with criminal record
Identity: Secret
Other Known Aliases: Unknown
Place of Birth: Unknown, presumably United States
Marital Status: Single
Known Relatives: None
Base of Operations: New York City, New York; formerly Springdale, Connecticut
Past Group Affiliations: Speedball Revenge Squad
Present Group Affiliations: None

KNOWN POWERS

Hard Skull: Bonehead's favorite attack is to use his enhanced skull as a weapon to headbutt his opponents. Bonehead receives a +1CS when performing a Charging attack. His skull also provides him with Good (10) protection against attacks to his head.

TALENTS: Martial Arts B, Criminal Background

CONTACTS: Clyde Bodtchik, Speedball Revenge Squad, former henchmen (various)

ADDITIONAL NOTES



ROLE-PLAYING NOTES

Bonehead is your average low-level thug. He makes his living through stealing, and will always use violence as a means to his ends. He's not the brightest bulb either: his multiple jailbreaks suggest a certain amount of cunning, but not enough for him to learn the lessons that lead to his defeat. He is equally comfortable working on his own or as hired muscle, and will recruit henchmen to assist him with larger jobs.

HISTORY

Bonehead is a criminal who was given a bone growth formula which made his skull stronger and thicker than a normal human being. Bonehead is a street fighter but his primary attack is the headbutt. Little is known of him other than a history of criminal activity and multiple prison breaks.

Bonehead was the head of a gang (including at least two, Sammy and Barney) at some point Bonehead was captured and put in jail. One night, Bonehead broke out of Springdale Prison and immediately teamed with his former henchmen. Bonehead and his men went to the the Founder's Day Charity Event in Springdale park and made off with the community fund containing the donations to charity. Robbie Baldwin, better known as Speedball, encountered Bonehead and his gang while in the park and pursued the group. When Speedball got close enough, Bonehead slammed his head into him causing both to go flying. Bonehead's head was throbbing as he was picked up by the cops and returned to prison.

Later, Bonehead and many other criminals were employed by Clyde Bodtchik to find Niels, the cat of Speedball's mentor, Dr. Benson, as Clyde

sought to steal Niels' powers for himself. Speedball found the criminals, he made short work of them. He was taken back to prison with the rest of them.

Bonehead was later stopped by Squirrel Girl while he was attempting to rob a farmer's market. Presumably he was sent back to jail, although there is the likelihood that he will escape again.

SOURCES:

Appendix to the Handbook of the Marvel Universe:

<http://www.marvunapp.com/Appendix/bonehead.htm>

Marvel FANDOM Database:

[http://marvel.wikia.com/wiki/Bonehead_\(Earth-616\)](http://marvel.wikia.com/wiki/Bonehead_(Earth-616))

TIPPY-TOE'S GUIDE TO SQUIRREL GIRL

CARD
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UNBEATABLE!

Squirrel Girl is unbeatable. No, like, for realsies. Look at this image! Do your eyes deceive you? Does this text lie to you? No! She beat all these fools by herself. Boom!

*Fun Fact: She also beat them with **me**. And lots of squirrels. But yeah, she's totally unbeatable. And totally awesome! So, be like Squirrel Girl! Fight injustice! Be nice to strangers! And stay in school, fam!*



MORBECK, MELISSA

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

Health: 32
Karma: 80
Resources: IN (40)
Popularity: 0

BACKGROUND

Real Name: Melissa Morbeck
Occupation: Entrepreneur
Legal Status: United States citizen with a criminal record
Identity: No dual identity
Other Known Aliases: None
Place of Birth: United States
Marital Status: Single
Known Relatives: Grandmother, mother (both unnamed, deceased)
Base of Operations: Empire State University, Manhattan, New York City, New York
Past Group Affiliations: None
Present Group Affiliations: None

KNOWN POWERS

Animal Control: Prior to her arrest, Melissa Morbeck had distributed microchips to pet care facilities all over the nation, in the guise of tracking chips. These chips in fact served to increase animal intelligence, and make them receptive to her commands. While many of the chips have been removed, there is still a 30% chance that any animal encountered in the United States still has one of these chips, and a 60% chance for animals residing in New York City. Reason and Intuition for these enhanced animals is increased by 3 Column Shifts, and she is able to control them with Incredible ability.

Statistics for most animals can be found in the Advanced Judge's Book on page 58. Under normal circumstances, she will control city animals (such as birds and rats) and house pets, but may also control exotic animals if a zoo is in the vicinity. Common animals that Morbeck has been demonstrated to control include dogs, cats, rats, birds, and insect swarms. Small animals such as mosquitoes have been enhanced with chips using Morbeck's supply of Pym particles, and such animals can even be used to perform complex tasks as microsurgery. Animals controlled by Morbeck have a direct link to her Harvard Mark VI Supercomputer, allowing her to use them as her eyes and ears, and



to obtain confidential information gathered by her animal spies.

Note that this ability is intended to work on non-sentient animals. Animals with a Psyche greater than Poor, and GM- or player-controlled animals (such as Tippy-Toe or Howard the Duck) may make a successful Psyche FEAT to resist.

Animal Minions: Morbeck employs animal bodyguards such as wolves and bears. While in her headquarters, she will always have 3 or 4 bears nearby, usually armed with firearms in addition to their natural abilities.

EQUIPMENT

Pym Particles: Morbeck keeps an ample supply of Pym Particles at her head-

quarters, and possibly on her person, allowing for Growth and Shrinking at Remarkable rank.

Harvard Mark VI Supercomputer: The Harvard Mark VI Supercomputer is a room-sized computer that Morbeck used to control animals that were fitted with the subcutaneous chips that she designed. Morbeck had the supercomputer reduced to the size of an earpiece that was fitted to her to make animal control more practical. Note that she cannot control animals without this device. It was likely confiscated from her while she was imprisoned, but it is likely that she has more (and certainly has the capability to manufacture others). The Harvard Mark VI

is powered by a reverse-engineered arc reactor.

TALENTS: Business, Electronics, Computers, Biology

CONTACTS: Ratatoskr

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Melissa Morbeck is possessed of a keen mind, and an obsession with control. Determined to redeem her grandmother's legacy, she believes that it is her right to obtain as much power as possible, and that those in power are entitled to use it to further their own agendas. In a twisted version of Spider-Man's belief that "with great power comes great responsibility", her personal philosophy is that the great responsibility entailed by a great power is defined as having control over people.

Despite her ambitions as a world dictator, Morbeck believes that for her to rule over others would be for the greater good. She has a respect for those who are able to put their intelligence to good use, but a disdain for altruism. Being financially self-made, Melissa values hard work, ambition, and cleverness, and a strong dislike for those who she perceives as having an advantage without having to work for it.

HISTORY

Melissa Morbeck's grandmother spent her entire life obsessed with obtaining the ability to control animals to no avail. The most she had managed to control were moths, but simply using tricks with ultraviolet light. Melissa's mother went through a similar path, which caused Melissa to become embarrassed of their failures. She went to college at the Empire State University, and eventually became a world-renowned entrepreneur, having created her own successful engineering firm.

Morbeck became fixated on her family's failed goal after learning of

Squirrel Girl's natural ability to communicate with squirrels, and set out to achieve her grandmother's dream now knowing it was possible. To this end, Melissa created a microchip which, once implanted subcutaneously in an animal, it allowed it to receive instructions from Melissa directly, with secondary CPUs increasing its intelligence to understand those instructions.

These devices made their way to thousands of animals after Melissa began to sell them as tracking microchips at unprofitably low costs to vets, zoos, circuses, parks and reserves. Morbeck soon amassed an inconspicuous army of spies under her total control, with which she manipulated events and eliminated inconveniences, no matter how insignificant they were. Driven by her personal philosophy that the great responsibility entailed by a great power was defined as having control over people, Morbeck set her sights on world conquering.

However, Morbeck became worried her plans would eventually become compromised by the Squirrel Girl and other two animal-talking heroes she had learned of, Chipmunk Hunk and Koi Boi. In order to keep an eye on these three wild cards, Morbeck pulled the strings of their lives to ensure they'd end up in the same computer science program at ESU in the same year, and were assigned in the same room.

Morbeck subsequently approached Squirrel Girl's alter-ego, that of Doreen Green, under the pretense of being a noble mentor and offered to bankroll her, demonstrating her supposedly natural abilities of communication with animals in the process. Doreen accepted Morbeck's offer, outfitting herself with a jetpack and gliding wings to help her crime-fighting escapades. Unbeknown to Squirrel Girl, Morbeck intended to induce dependency on the young heroine in order to manipulate her into becoming her protégée, thus neutralizing her as a threat.

When Squirrel Girl arranged a second meeting with Melissa to get flying suits for Chipmunk Hunk and Koi Boi, Doreen's friend Nancy Whitehead confronted Melissa, having grown suspicious of her, entrapping Morbeck and having her reveal her true nature. Melissa tried to lock up Doreen and Nancy at her house, but they escaped through a window and attempted to retaliate with an army of squirrels. Controlling an army of rats, Morbeck

threatened to release them to the squirrels if Doreen didn't accept to peacefully talk. Doreen accepted after a failed attempt at escape, during which Melissa disabled her jetpack and wings.

While Nancy ran away to alert the authorities, Melissa revealed to Squirrel Girl the true nature of her ability to talk to animals, while using said powers to take control of thousands of creatures, including those of the Central Park Zoo, in order to assemble an army of animals to prevent access to her mansion for authorities. After expressing her disappointment with Doreen for not living up to her expectations, namely not ending up following the same philosophy as her, Melissa revealed she had managed to use Pym Particles to miniaturize the Mark VI, the room-sized supercomputer she used to communicate with her subjects exclusively from her mansion, making her animal control technology much more practical. Melissa subsequently teleported away once the police and Squirrel Girl's allies had broken through her defenses, revealing she had plans for New York City.

Several weeks later, Morbeck stroke back, sending a message under the pretense she was Doctor Doom threatening to release an army of mosquitoes carrying diseases on the city. Morbeck then had a bear dressed as Doctor Doom confront Squirrel Girl, releasing him from her control and having it take off the armor soon afterwards as part of a plan to pin the pretense on Squirrel Girl. Morbeck then confronted Doreen and her allies with her army of animals, which she pretended had been freed from Squirrel Girl's control with Melissa's technology. Fortunately, Tippy-Toe managed to get close enough to Melissa to set off a micro-EMP hastily built by Nancy, effectively freeing Melissa's army from her grasp. Melissa tried to keep pushing for the angle that Squirrel Girl was the villain. But support from the superhero community cleared Squirrel Girl's name, and Melissa was arrested.

Morbeck's mind-control tags were disabled from her animals, which were eventually returned to the zoo or the wild. While in prison, Melissa was visited by Ratatoskr.

SOURCES:

Marvel FANDOM Database:

[http://marvel.wikia.com/wiki/Melissa_Morbek_\(Earth-616\)](http://marvel.wikia.com/wiki/Melissa_Morbek_(Earth-616))

F RM (30)
 A RM (30)
 S X (150)
 E Z (500)
 R IN (40)
 I MN (75)
 P CL1000 (1000)

Health: 710
 Karma: 1105
 Resources: 0
 Popularity: -10

BACKGROUND

Real Name: Quoggoth
Occupation: Cosmic Being
Legal Status: Many-Angled One
Identity: No Dual Identity
Other Known Aliases: None
Place of Birth: Native dimension of Shuma-Gorath
Marital Status: Single
Known Relatives: Shuma-Gorath ("father")
Base of Operations: Multiverse
Past Group Affiliations: Former disciple of Shuma-Gorath
Present Group Affiliations: None

KNOWN POWERS

Energy and Matter Control: Quoggoth is an impossibly old being of malevolence and entropy in the service of the Lords of Chaos. As such, it can manipulate mystic energies at Shift Z rank and any other type of energies at Shift X rank. Quoggoth can defend himself by dissipating up to 100 points of "physical" energy and 500 points of mystical energies which might be directed specifically at Quoggoth itself, but can undertake no other actions that turn. Quoggoth can magically manipulate matter consisting of volumes up to and including 1 cubic Astronomical Unit at Class 1000 rank, although control of volumes on a scale much larger than city-wide requires Quoggoth to pay 500 Karma in addition to any other considerations. One Power that Quoggoth cannot mimic with this power is the ability to open dimensional gates into other realms. Quoggoth is limited in its ability to move from one dimension to another and must rely on special procedures (see below) to do so.

Body Armor: Quoggoth is difficult to attack physically, as he can will himself immaterial at Shift Y rank. (Why Y? Why not!) But if he were in fact attacked, his tough rubbery skin would provide Incredible protection against all material attacks.



Tentacles: Quoggoth can use his tentacles as a Grappling, Grabbing, or Slugfest attack.

WEAKNESSES

When Quoggoth loses a confrontation on a particular dimensional plane, he is barred from entering that plane for several millennia, unless freed by an outside source.

TALENTS: Quoggoth has the Mystic Background and Occult Lore skills.

CONTACTS: None

ADDITIONAL NOTES

Quoggoth has rarely been seen in battle, hence his statistics have been written as a sort of "Shuma-Gorath Lite" based on what is known about him/it. GMs may feel free to adjust his/its statistics as needed.

Quoggoth fought Squirrel Girl in a "Choose-Your-Own-Adventure" style issue of Squirrel Girl's comic, so their meeting may or may not be canon. But it had to have happened in *some* iteration of the Earth-616 universe, so here you go.

ROLE-PLAYING NOTES

Like his father and fellow Old Gods, Quoggoth hates all sentient life with fervor. Quoggoth is willing to bargain with someone if it sees the potential to be released from imprisonment, or is threatened with being banished once more to its sepulchre or to another dimension. Its otherworldly intelligence and hatred for humanity typically make its alliances short-lived. About the only thing that Quoggoth hates more than sentient life is Shuma-Gorath himself, and will do just about anything to bring about Shuma-Gorath's destruction -- although one should not expect any alliance with Quoggoth to last once it has achieved its goal.

In the gaming context, Quoggoth is extremely powerful and best used as a threat (as in, the PCs being required to prevent Quoggoth's emergence to the human realm). Various heroes have faced off against Quoggoth before, but it typically has required the actions of multiple heroes, and may involve use of mystic energies from an outside source.

HISTORY

Quoggoth is an eldritch being who was created by Shuma-Gorath and served as his disciple for aeons, until Quoggoth fancied himself more powerful than his master and rebelled against him. Although he couldn't destroy his former disciple, Shuma-Gorath imprisoned him inside of a sepulcher devoted to the worship of the Old Ones which he then sunk far beneath the ocean.

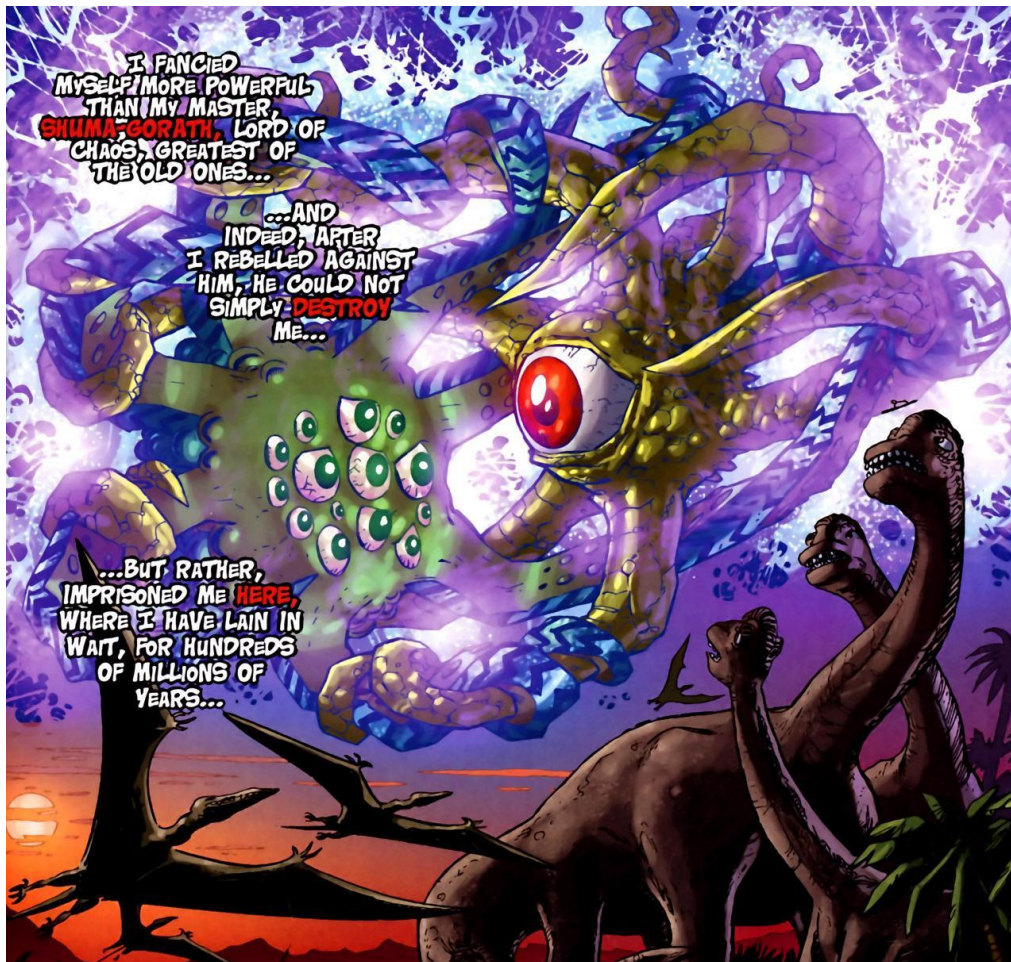
Hundreds of millions of years later, a mutant who called himself Magneto brought the sepulcher and the island upon which it sat back to the surface and used the island as a base of operations, until he was defeated by the X-Men, who ended up stranded there when Xavier's yacht broke down. As he was not able to escape his prison due to the powerful binding spells Shuma-Gorath had placed on it long ago, he attracted both Sprite and Cyclops, who were sent by Professor Xavier to investigate an odd noise coming out from the sepulcher (as a way to learn more about how recon missions work), to within

them that would ensure that all three of them escape the sepulcher alive, but Cyclops refused.

As they found themselves trapped at its entrance, Wolverine, who was on the other side of the doors, heard the two screaming at one another and used his claws to pop the crystal seal on the doors and open them, allowing Kitty and Cyclops to escape. Quoggoth managed to reach the entrance as well but before he could actually escape the sepulcher, Cyclops used his eye beams to close the doors while Wolverine put the crystal seal back in its place, trapping Quoggoth once more within the sepulchre.

SOURCES:

Marvel FANDOM Database:
[http://marvel.wikia.com/wiki/Quoggoth_\(Earth-616\)](http://marvel.wikia.com/wiki/Quoggoth_(Earth-616))



the sepulcher to try and strike a deal with

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

Health: 42
 Karma: 70
 Resources: EX (20)
 Popularity: -2

BACKGROUND

Real Name: Sergei Yesenofsky
Occupation: Terrorist, Scientist
Legal Status: Russian citizen with a criminal record
Identity: Public identity
Other Known Aliases: None
Place of Birth: U.S.S.R.
Marital Status: Possibly formerly married
Known Relatives: Kostya Yesenofsky (Red Flag, son, deceased), unnamed former wife
Base of Operations: Presently unknown, formerly New Odessa (Soviet submarine base)
Past Group Affiliations: Partner/father of Red Flag
Present Group Affiliations: None

KNOWN POWERS

None, but Dr. Yes is a genius at robotics and biological weapons.

EQUIPMENT

Viruses: Doctor Yes is an expert at creating biological weapons. When creating a biological agent, Doctor Yes must make a FEAT roll against his Reason rank (including +1CS for his Biology talent, i.e., AM). In addition to the degenerative effects to Endurance, Dr. Yes may select up to three additional detrimental symptoms at a penalty of -1CS per symptom. Time needed for the creation of a super-disease is one week, one month, or six months, depending on a Red, Yellow, or Green result, respectively. Dr. Yes may determine the form of the delivery himself prior to rolling (airborne, serum, liquid, etc.) A roll of 1D100 determines the maximum population, in millions, that the virus can affect before it loses potency. For details on the effects of disease, consult the Advanced Judge's Book, page 12. He may, if he so chooses, create diseases of a lesser potency as well.



Fembots: Dr. Yes staffed his headquarters several dozen androids, all designed to look like human women, and programmed

in combat techniques and Communist dogma. In addition to wielding conventional weapons such as firearms and swords, they incorporated a number of built-in weapons systems, such as "laser" cannons, flamethrowers, extendible tentacles, jetpacks, and buzzsaws.

Statistics for Dr. Yes' fembots are:

F A S E R I P
 Ex Gd Ty Gd Gd Ty Fb

Health: 46

Talents: Shooting Weapons, Bladed Weapons

Built-in weapons and equipment will vary, but be within the Typical to Remarkable range in damage and material strength. Many will also have talent in one or more Martial Arts.

Robot Geisha: Doctor Yes employed a "robot geisha" as a personal aide. Her statistics are identical to those above for the fembots. She is armed with a normal

sword that does Excellent damage as an Edged Weapon attack, and has a talent in Bladed Weapons. She also is armed with a standard automatic pistol. The robot geisha's communication systems are linked to the headquarters' security cameras, allowing Dr. Yes to monitor what is going on anywhere within his base.



Big Bertha: Big Bertha (no relation to the Great Lakes Initiative hero) was one of Dr. Yes' fembots deployed as a last-ditch attempt to defeat Venom.

F A S E R I P

Rm Gd Ex Gd Gd Ty Fb

Health: 70

Talents: Firearms (Plasma Cannon), Martial Arts B, Martial Arts C.

She is armed with a plasma cannon capable of doing Incredible energy damage. Her programming prevents her from harming Dr. Yes or any of his helpers or property.

Red Flag Containment Suit: Originally worn by Dr. Yes' son Kostya to contain and slow his disease, Dr. Yes wore the suit after his son's death, to escape the destruction of New Odessa. The Red Flag suit provides the following:

F A S E

+2 CS +2CS +3CS +2CS

- Body Armor: RM (30)
- Resistance to Energy Attacks, Heat, and Cold: IN (40)
- Micro-Environment: The suit is a fully sealed system, offering Unearthly resistance to disease, chemical attacks, etc. The suit contains enough oxygen for an average human for 48 hours.

- Disease containment: The suit offers +3 CS to Endurance in slowing the effects of any existing disease contracted by the wearer. It also prevents contagious diseases contracted by the wearer from spreading to others.
- Flight at RM airspeed (15 areas/round, atmosphere only)
- Underwater propulsion at RM movement (6 areas/round)
- The suit is pressurized to withstand the ocean depths up to about 25,000 feet.
- The suit contains a spotlight of Remarkable intensity.
- The suit can be fitted with a canister of plague toxin capable of killing most adult humans within 24 hours.



New Odessa: Dr. Yes' hidden base, which he dubbed "New Odessa", was originally a secret Soviet base off of the coast of Florida. After the fall of the USSR, Yesenofsky set up the base as his headquarters, staffed by fembots, and it also served as a treatment facility for Yes' son, Kostya. The base was destroyed by the combination of a plasma cannon blast and underwater nuclear explosion, but Yesenofsky may have access to similar facilities elsewhere.

TALENTS: Robotics, Cybernetics, Biology, Leadership

CONTACTS: Various ex-Soviet villains and government agents

ADDITIONAL NOTES

ROLE-PLAYING NOTES

Doctor Yes is a parody of classic James Bond villains. One especially

obvious example in particular, but Yesenofsky has the whole package: a submarine base, elaborate death traps, fembot minions, etc. The GM should play this up for all it's worth. In a game, Doctor Yes would be an ideal choice as an employer of former Soviet villains such as Titanium Man, Crimson Dynamo, etc.

Dr. Yes is motivated by vengeance: against humanity for his son's death, and especially against Venom (Eddie Brock) for spoiling his plans.

HISTORY

One of Russia's top scientists, Sergei Yesenofsky was the head of biological weapons development for the Soviet Union, and enjoyed a lavish lifestyle. Yesenofsky's son Kostya was accidentally infected with his father's plague toxin. Dr. Yes built him a containment suit, but the fall of communism forced Dr. Yes to serve as a scientist-for-hire for a variety of dictators and tyrants to pay for the suit's upkeep. Relocating to an abandoned Soviet submarine base, which he dubbed "New Odessa", Dr. Yes plotted to make all of humanity pay for his son's inevitable death.

After using his plague toxin to blackmail the U.S. government for 20 million dollars, Eddie Brock (at the time Venom) was pardoned and sent on his first mission, to stop Dr. Yes. Yesenofsky had a deadly surprise of his own, his armor-clad son Kotya, who now called himself Red Flag. Though Eddie lost the first confrontation, he managed to infiltrate Doctor Yes' base and fight past a small army of androids and Red Flag himself. Ultimately Venom proved to be enough of a distraction for Agent Smith to arrange a nuclear strike, using the tracking device implanted in Venom. Eddie and Dr. Yes escaped the blast, but it seems unlikely that Red Flag was so lucky. Forced to flee after his defeat and surviving by using Kostya's containment suit, Dr. Yes swore vengeance on the symbiote.

Doctor Yes later developed a new doomsday virus, the Deathbringer 8000. Taking with him his only sample of the virus (in pill form), Dr. Yes went to Times Square, where he threatened to unleash it. Squirrel Girl confronted Dr. Yes, and asked him if the disease affected squirrels. When he told her that it didn't, Tippy-Toe grabbed the pill and ate it, and Yes was promptly arrested.

SOURCES:

Appendix to the Handbook of the Marvel Universe:

<http://www.marvunapp.com/Appendix4/docyesvenm.htm>

Marvel FANDOM Database:
http://marvel.wikia.com/wiki/Doctor_Yes

Comicvine:
<https://comicvine.gamespot.com/doctor-yes/4005-60082/>



the unbeatable

Squirrel Girl

SQUIRREL GENIUS:
The technology of Squirrel Girl
and friends



Squirrel Girl's no slouch in the brains department and neither are her friends. With all of their mad computer skilz at their disposal, it's no wonder that they'll make use of the occasional superheroey high-tech (or even low-tech) gadget. It also helps that Doreen's had plenty of friends in high places ("hi, Tony!") to help her out. Here are just a few of the gadgets, gizmos, and gimmicks that Squirrel Girl has used so far:

Deadpool's Guide to Super Villains Cards:

Squirrel Girl frequently carries with her Deadpool's Guide to Super Villains Cards. This is a set of 4,522 individual educational trading cards depicting villains, monsters, and baddies and providing general information about their background, powers, weaknesses, etc. The cards were created and hand drawn by Deadpool. Although most contain accurate information, a portion of information has been fabricated by Deadpool. Squirrel Girl relies on these as a primary source of information when facing villains she is unfamiliar with.



A companion card set is *Deadpool's Guide to Super Villain Super Accessories Cards*. This set of 1,622 individual cards depicts villains' vehicles, weapons, and paraphernalia. Prior to acquiring the Deadpool-authored card set, Doreen utilized an "Iron Man Vs. Series battle cards set" which served the same function, and ranked villain and hero skills and abilities. It is unknown how and when Squirrel Girl acquired these cards, although it is likely that she got them from Deadpool while both heroes served with the Great Lakes Avengers.

Anyone using the cards must roll against their Intuition. A green FEAT result means that no entry on the character or accessory can be found. A yellow FEAT roll means that the user of the cards discovers the villain's name and general mode of operation, or the object's name and general function. A red FEAT result gives the user information about the person or object's capabilities and/or weaknesses that could be used to the PC's advantage. A white FEAT roll means that the entry contains harmful misinformation about the character or accessory that the character is looking up.

Squirrel-a-Gig

The Squirrel-a-Gig was a Secret Santa gift given to Squirrel Girl from Big Bertha. Squirrel Girl uses it as a method of transport sometimes. After the Great Lakes Avengers joined the Initiative and began receiving government funding, the newly-titled Great Lakes Initiative purchased new vehicles, including an updated version of the Squirrel-a-Gig. This new Squirrel-a-Gig can cover great distances, once traveling from Milwaukee to Thunderbolts Mountain in Colorado, and then trans-Atlantically to Latveria.

Although she returned to New York City via commercial flight after leaving the GLA, by unknown means she now has the Squirrel-a-Gig in New York near her dorm room at ESU.



Squirrel-a-Gig 1.0:

Control: EX
Body: PR
Speed: EX
Protection: PR



Squirrel-a-Gig 2.0:

Control: RM
Body: PR
Speed: AM
Protection: TY

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 15 OF 4522

KRAVEN THE HUNTER

- RUSSIAN NOBLEMAN, REALLY INTO HUNTING BIG GAME
- SAYS HE'S THE BEST HUNTER, AND YEAH, HE'S REALLY GOOD ACTUALLY
- HUNTS SPIDER-MEN A LOT I GUESS?
- DIED? BUT HE'S BACK NOW, NBD
- IS THAT LIKE, AN ACTUAL LION FACE HIS VEST IS MADE OF??
- DO LIONS EVEN WORK THAT WAY

CALL HIM KRAVEY! HE LOVES IT!

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 16 OF 4522

GIGANTOS

- GIANT WHALES WITH ARMS AND LEGS
- YEAH THAT'S REAL USEFUL UNDERWATER, BRAINIACS
- I THINK THEY'RE ALL CALLED "GIGANTO"?
- BIOLOGICAL DOOMSDAY WEAPONS, HAH HAH HAH WOV THAT SOUNDS LIKE A GREAT IDEA
- I DON'T HAVE TOO MUCH EXPERIENCE WITH THESE BROS BUT THEY SEEM LIKE A REAL DRAG

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 101 OF 4522

MOLE MAN

- Dude started out as just a regular run-of-the-mill socially awkward dude named "Harvey Eiter" who thought the Earth was hollow (HAH HAH HAH RIDICULOUS, WHAT A LOSER), but then ALL BY HIMSELF discovered and moved into a huge WORLD-SPANNING underground empire of caves and tunnels, which is, of course, a real thing and not ridiculous at all!
- Also, that happened like a hundred years ago! This dude is old like emily bread; nobody knows why
- Mole Man's got sucky vision after he got his eyesight damaged by...uh, it says here it happened by "looking directly at a highly reflective deposit of diamonds"? ATTENTION: SUPER-RICH PEOPLE: better give me all your diamonds just to be on the safe side!
- Anyway he's super smart and he's got a "radar sense" that lets him see, not unlike Daredevil. Wow, real original, buddy! At least I borrowed MY costume and/or powers when I borrowed them from Spider-Man and/or Wolverine, respectively!

A SOCIALLY AWKWARD LONER WHO LIVES ALONE IN A HOLE? SIGN ME UP!

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 3000 OF 4522

HIPPO THE HIPPO

- YEP! THAT'S A TALKING HUMAN HIPPOPOTAMUS!
- HE USED TO BE A REGULAR HIPPO BUT HAH HAH NOT ANYMORE
- DUDE HAS ALL THE POWERS OF A HIPPO: WEIGHING A FEW TONS, A NEARLY HAIRLESS BODY, A BIG MOUTH, AND BEHAVING UNPREDICTABLY
- BASICALLY HE'S LIKE A CHUBBIER VERSION OF ME, AND YEAH, THAT ACTUALLY SOUNDS SUPER-AMAZING
- BEFORE HE GOT EVOLVED INTO A HUMAN-POTAMUS HIS NAME WAS "MRS. FLUFFY LUMPKINS" AND WHOA, THAT'S ACTUALLY SUPER-AMAZING TOO
- IF HE'S NOT USING THAT NAME ANYMORE I'M TOTALLY STEALING IT

OF COURSE THERE'S A CARD FOR HIPPO! I'M PAID BY THE CARD! AND THE WORD!! CHIMCHANGAS CHIMCHANGAS CHIMCHANGAS CHIMCHANGAS CHIMCHANGAS!!

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 3405 OF 4522

LEAP-FROG

- A REGULAR HUMAN WHO INVENTED ROBOT FROG LEGS THAT YOU PUT ON OVER YOUR REGULAR LEGS!!
- AWESOME
- THE FROG LEGS LET YOU LEAP LIKE SIX STORIES INTO THE AIR, NO WORD ON WHETHER THEY HELP WITH THE LANDING THOUGH
- HE USED THEM TO COMMIT CRIMES, BUT LATER ON HIS SON USED THE SUIT TO BE A HERO INSTEAD, WHICH I'M SURE LED TO SOME... "RIBBITING" FAMILY DRAMA??
- SORRY I "TODD" YOU SUCH A BAD PUN
- OKAY I'LL STOP NOW

THIS DUDE ACTUALLY WORKS TO PREVENT OTHER PEOPLE FROM TRAVELING THROUGH TIME! ALL I CAN SAY IS, IF YOU'RE LOOKING FOR SOMEONE TO TAKE YOU THROUGH TIME, THEN WOW, LOOKING HERE WAS A COMPLETE WASTE OF TIME!!

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 1322 OF 4522

THE SCARECROW

- DRESSES UP LIKE A SCARECROW TO COMMIT CRIMES
- HE DOES "NOT" USE FEAR GAS!!!! YOU ARE THINKING OF A DIFFERENT GUY
- "THIS" SCARECROW IS A HIGHLY GIFTED CONTORTIONIST WHO USES HIS EXTREME FLEXIBILITY TO BREAK INTO BUILDINGS
- ALSO OKAY, I'M GETTING WORD THAT HIS BODY EMITS A "GAS" THAT CAUSES PEOPLE TO "FEAR" HIM BUT I "PROMISE" HE'S NOT THE GUY YOU'RE THINKING OF

FUN FACT: THIS GUY HAS NEVER TRAVELED THROUGH TIME, AND WOULD ACTUALLY HAVE NO IDEA WHERE TO EVEN START ON SUCH AN ENDEAVOR!

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 3563 OF 4522

FANCY DAN

- Okay, cards on the table: I DON'T THINK THIS GUY IS THAT FANCY?? Like, he knows karate which is a LITTLE fancy, I GUESS, but then why not call yourself "KARATE DAN"?? It's a way better name
- He just PRETENDS to be into you just so he can go out on a date and get a free meal out of it!! Then he'll say he "fancies" you and it's like, I get it, it's your name, but let's not make jokes about my feelings DAN

HE'S NOT FANCY ENOUGH TO PICK UP HIS HALF OF THE BILL, THAT'S FOR SURE!

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 24 OF 4522

VICTOR "DOCTOR" VON DOOM

- THIS LATVERIAN KING, DIPLOMAT, INVENTOR, AND MARTIAL ARTIST ALSO HAS A BRILLIANT INTELLECT, AN INDOMITABLE WILL, AND UNPARALLELED SKILLS IN THE DARK ARTS!
- HE ALSO PAINTS AND PLAYS PIANO, LADIES
- HE'S OBSESSED WITH DESTROYING REED RICHARDS
- WEAKNESSES: NONE :(
- SKILLS: UM, EVERY SKILL, BASICALLY??
- HE'S EXTREMELY DANGEROUS AND COULD EASILY LEVEL ENTIRE CITIES IF HE GETS MAD
- FUN FACT: HE DIDN'T ACTUALLY EARN HIS PhD!
- HE'S A FAKE DOCTOR! YOU SHOULD TELL HIM THAT, I BET IT'LL GO GREAT FOR YOU

YOU KNOW HOW SOME PEOPLE HAVE EGGS THE SIZE OF PLANETS? WELL, DOOM'S EGO IS SO BIG, IT MAKES EGO THE LIVING PLANET FEEL INADEQUATE!! ZING!

DEADPOOL'S GUIDE TO SUPER VILLAINS CARD 833 OF 4522

SWARM

- He used to "be" a man, but now he's a bee-man! I guess this guy always had a...PLAN BEE? He's not just one bee, actually, but a swarm of them. Oh hey, so THAT'S where his name comes from!!
- Dude likes bees so much that he replaced his body with telekinetically controlled bees!
- He's THAT MUCH into bees!
- He doesn't have a skeleton anymore but I drew him with one here because it looks pretty tough!! No problem! Thank me later, Swarm!
- However, he DOES have some bees make a mouth by holding up teeth for him.

- 1) That's extremely disgusting
- 2) Who is he getting all those HUMAN TEETH from??
- 3) Nevermind, I do NOT want to know

FUN FACT: NORMAL BEES ARE ACTUALLY REALLY NICE; IT'S WASPS THAT ARE THE JERKS! BUT THESE AREN'T NORMAL BEES.



Flying Squirrel Suit:

Squirrel Girl's mentor Melissa Moorbeck gave Doreen a new costume that included glider wings and a jetpack. This combination gives Squirrel Girl the power of flight at Remarkable rank when wearing the new costume. Miss Morebeck removed the flight functions from this suit, but presumably it could be put back together by someone with enough know-how. *(By the way... in case you missed it, that's her in her suit way back on page 35! No, really, go back to page 35 and look!)*

Iron Squirrel Armor

Squirrel Girl has used modular pieces from Iron Man's various armors (mostly from the Scarlet Centurion version) to create a composite battlesuit, complete with armor-plated tail. This suit will only fit Squirrel Girl, and will not work on anyone else unless modified. The Iron Squirrel armor gave Doreen the following benefits:

F	A	S	E
+2 CS (AM)	+3CS (MN)	+3CS (MN)	+4CS (MN)

- *Body Armor*: AM (50)
- *Resistance to Energy Attacks, Heat, and Cold*: AM (50)
- *Resistance to Radiation*: MN (75)
- *Flight*: Unearthly speed (10 areas/round while in atmosphere, 50 areas/round while in space)
- *Environmental Protection*: capable of full life-support in the vacuum of space for up to 2 hours
- *Force Field*: Raises body armor for Slugfest and concussive damage to Monstrous. Raises resistance to energy attacks to Unearthly. Repulsor and other weapon or detection systems may not be used when force field is in operation. Force field may only be used 1 round per hour.
- *Pulse bolts*: in gauntlets: Range of 10 areas, does Incredible energy damage.
- *Detection Equipment*: Provides Nightvision, Radar/Sonar/Heat detection, and vital sign and exotic energy detection. The energy detection equipment also allows the wearer to "see" hidden electrical cables and equipment up to

1 area away, noting their power flow through up to Remarkable material.

Iron Tippy-Toe Armor

Tippy-Toe once used one of Iron Man's gloves and face mask as a sort of improvised, squirrel-sized battlesuit. The Tippy-Toe battlesuit has been destroyed, but granted Tippy-Toe the following abilities:

F	A	S	E
+1 CS (TY)	+1CS (EX)	+2CS (TY)	+2CS (EX)

- *Body Armor*: GD (10)
- *Resistance to Energy Attacks*: GD (10)
- *Resistance to Radiation*: RM (30)
- *Flight*: Incredible speed
- *Environmental Protection*: capable of full life-support in the vacuum of space for up to 2 hours



the unbeatable

Squirrel Girl

THE STORY THUS FAR...

DEFEATED FOES OF SQUIRREL GIRL
SUPPORT GROUP

KOI BOI'S PLOT HOOKS, LINES, AND SINKERS

Looking to be *schooled* in running a Squirrel Girl campaign from start to finish? Well, don't look here, or you'll be *all wet*. But don't worry, you're not totally *sunk*. It's no *fluke* -- here are some adventure ideas to keep your game *afloat* while Squirrel Girl and friends figure out how to save *hu-manatee*. (Yes, I know that manatees aren't fish. I guess I'll just *clam* up now.)

Squirrel Girl Leaps up the Food Chain

[Thanks to Keith A. Kilburn for this idea] This one might work best as a series of encounters in the midst of other adventures. Squirrel Girl finds herself targeted by a succession of bad guys, old and new, starting with low-level criminals like Bonehead and working up through tougher bad guys like Batroc and Rhino. When interrogated, the villains will be reluctant to reveal who they work for, until a succession of clues leads Squirrel Girl and friends to Latveria. It turns out that Doctor Doom was testing Squirrel Girl's powers in order to duplicate them for his own personal use. Doom's arrogance and pride will not allow him to accept defeat at the hands of Squirrel Girl, and in his twisted mindset feels that stealing Squirrel Girl's powers for himself will redeem him against his previous defeats.

If this fails (as it probably will), Doom has an ace up his sleeve. Using his sorcerous abilities, Dr. Doom intends to release Quoggoth into the earthly realm. Quoggoth has made a bargain with Doom that he will get to rule the world once Quoggoth has remade it in his image. Doom knows well that Quoggoth will likely turn on him, but believes that his own magic is enough to keep Quoggoth at bay. This is likely to end badly for Dr. Doom, who will need to turn to the heroes for help in banishing Quoggoth once more, further adding to Doom's humiliation.

Squirrel Girl Buries the Plague Carriers

In this adventure, Apocalypse has decided once and for all to exterminate humanity so that mutants will rule. Apocalypse recruits a new set of Horsemen, beginning with Dr. Yes as the new Pestilence. Apocalypse's plan is to ignite a worldwide, destructive war between humans and mutants, after which the mutants will emerge victorious under the rule of Apocalypse. Squirrel Girl and her friends catch wind of Dr. Yes' (now Pestilence) plot to release a virulent toxin into the world's oceans, making it look like Magneto was the one who did it, thus igniting the human-mutant war. (If you don't want to use Magneto, any other mutant terrorist will do fine.) The heroes must infiltrate Dr. Yes' secret base (naturally housed underneath a volcano, on the dark side of the moon, or something equally James Bond-y) to stop his nefarious plan. Dr. Yes might even try to frame Squirrel Girl personally by attaching toxin capsules to all of Central Park's squirrels! Make sure to include a joke or two about squirrels carrying diseases.

A similar plot is repeated for Famine, War, and Death. Whom Apocalypse recruits for these roles is up to the GM, but it will be more meaningful if he chooses someone with whom Squirrel Girl has faced off with before, or has some other connection to the heroes. (For War, my personal choice would be Xraven, a symbiote-empowered clone of Kraven the Hunter with genetic material from the original X-Men. I am totally not making this up: [http://marvel.wikia.com/wiki/Xraven_\(Earth-616\)](http://marvel.wikia.com/wiki/Xraven_(Earth-616)) . The concept is silly enough, it's an established character, and has the

Squirrel Girl-related Kraven connection. You'll have to make up your own stats for him, but maybe he'll show up in a future Marvel-Phile or something.)

If the GM wants the story to take a darker turn, have Apocalypse kidnap one of Squirrel Girl's friends (Tippy-Toe, perhaps) to convert to the new Death. The repercussions of this depend on how dark you want to go: if the change is permanent, it would certainly take Doreen in a direction that's, well, unprecedented. Once the Four Horsemen have been defeated of course, the adventure culminates in a face-off against Apocalypse. This storyline would work well as a Squirrel Girl/X-Men team up.

Squirrel Girl Waves her Tail at Atlantis

In an early encounter with Kraven the Hunter, Squirrel Girl convinced Kraven to give up on pursuing Spider-Man and other heroes, in favor of an even more dangerous game: the Gigantos of the deep sea. Also called Behemoths, these are enormous carnivorous whales with legs (yes, this is a real thing in the Marvel universe). The problem is, Kraven is such a great hunter that the Gigantos are nearly extinct because of Kraven's hunting!

Kraven's actions anger the Atlanteans, particularly the faction lead by Warlord Krang, who threatens the surface world with war if Kraven doesn't stop. Squirrel Girl and her friends are faced with the daunting task of finding Kraven, and the ethical challenge of turning him over to the Atlanteans, who demand justice. Since Squirrel Girl now regards Kraven as a friend, this

WHAT A SQUIRREL WANTS: SPECIAL KARMA AWARDS & PENALTIES

For the sake of keeping the right tone for the game, and staying in character, the GM may want to use some of these specialized karma awards and penalties:

- Squirrel Girl talks her way out of fighting: +50
- Squirrel Girl convinces a villain to give up a life of crime: +60
- Koi Boi makes a fish pun: +5
- Nancy makes practical use of her Cat Trivia, Knitting/ Sewing, or Fanfiction talents: +5
- Squirrel Girl, Nancy, Koi Boi, or Chipmunk Hunk refer to computer science in conversation: +5
- Squirrel Girl, Nancy, Koi Boi, or Chipmunk Hunk use computer science as a solution to a problem: +20
- Squirrel Girl, Koi Boi, or Chipmunk Hunk use their Animal Control/Communication powers in a way that's creative and/or weird, but useful: +10
- Squirrel Girl rushes into battle without thinking: -10
- Squirrel Girl, Nancy, Koi Boi, or Chipmunk Hunk fail to make an academic commitment (like studying for a test): -5
- Squirrel Girl needs Tippy-Toe to help her figure something out: -5

puts her in a tough situation, and is an excellent test of her diplomatic skills.

This would be an ideal adventure for Koi Boi to tag along on, naturally. If the GM can figure out a way to incorporate Meranno (another Atlantean villain, better known as U-Man), it could present some interesting interactions with Brain Drain, who teamed with U-Man back in his days as a Nazi. U-Man's gotta be like 100 years old by now, but hey -- comics.

Squirrel Girl Scurries Off to the Negative Zone

All seems well in Squirreltopia 5000, at least until Squirrel Girl gets a desperate message, delivered by a squirrel who escaped the Negative Zone. Squirreltopia has been taken over by a small group of Earth villains that had been hiding out in Prison 42, a maximum-security prison thought vacated and abandoned after the Skrull Secret Invasion on Earth. After commandeering equipment found in the prison, the Earth villains allied themselves with Blastaar and his horde, and have taken over Squirreltopia for Blastaar to use as a base in his ongoing feud with Annihilus. Even worse, one of the villains caught in the Blastaar/Annihilus crossfire was captured by the Annihilation Wave, and has revealed to Annihilus the location of the Prison 42 teleporter that provides a direct portal to Earth. Squirrel Girl and friends must find a way to free Allene (and her squirrels, now enslaved by Blastaar's horde), reclaim Squirreltopia, and halt Annihilus' impending invasion.

With a bit of modification, this story could also make a good lead-in to TSR's "Negative Zone trilogy" of adventure modules.

Squirrel Girl Climbs the Rock

With her can-do positive attitude, and success at helping the bad guys to turn good, Squirrel Girl is a natural pick to lead the Thunderbolts. Luke Cage, former leader of the Thunderbolts, brings Doreen in to lead the team (or as a motivational speaker, if you want something less permanent). On her first day the Thunderbolts get an alert that a new group calling themselves the Great Lakes Masters of Evil has taken over one of the Marvel Universe's super-prisons (take your pick which one; I prefer Seagate). The group's mysterious leader, the Crimson Cowl, threatens to release the super-powered prisoners if S.H.I.E.L.D. does not give in to the GLMoE's ransom demands.

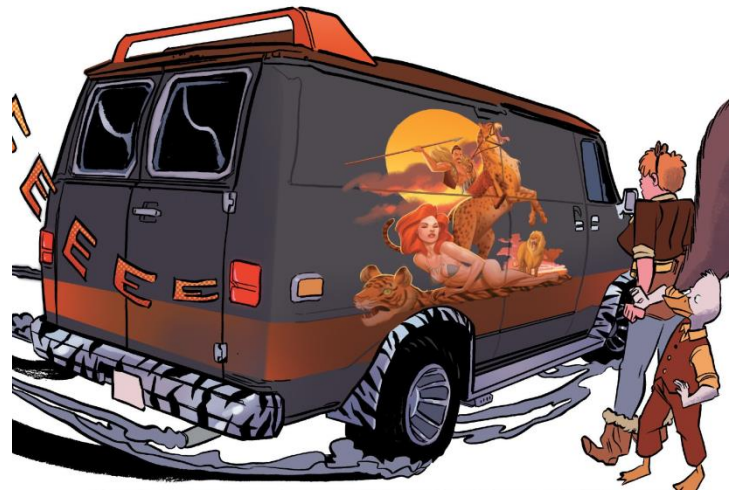
With the Avengers, FF, and other super-teams out in space or something, it's up to SG and the Thunderbolts, on their first day as a team, to break INTO the prison and take out the Crimson Cowl and his teammates. Inside the prison, the team faces rioting prisoners, as they've been given run of the place with the exception of being able to leave. When they finally reach the GL Masters of Evil, the big bad, the Crimson Cowl, is revealed to be none other than Leather Boy, the GLA's former teammate gone bad.

Who Leather Boy's teammates are is up to the GM, but it presents a good chance to pick out some D-listers and give them a serious upgrade. Likewise, the villains on Squirrel Girl's team are up to the GM and players. In a more lighthearted campaign, she would work well with relative lightweights and/or joke characters. A more serious campaign could see her try to lead grim and gritty villains like Crossbones, Bullseye, or Carnage. Either presents an interesting challenge for Doreen, trying to get her team to coalesce, and to convince her teammates to take the straight and narrow path.

"IF YOU WANT IT TO BE GOOD, SQUIRREL (GET YOURSELF A BAD BOY)"

Squirrel Girl's not the only one who gets to have gadgets, of course. Since encountering SG, Squirrel Girl's frenemy, Kraven the Hunter, has been driving around in a souped-up van: the Kra-Van. This is Kraven's personal mode of conveyance and for transporting his hunting equipment. It holds most of Kraven's weapons and devices, has room for several passengers, and has a cool airbrushed design of Kraven on the back of a cheetah.

Control: PR Speed: GD
Body: EX Protection: EX



MARVEL SUPER HEROES

UNOFFICIAL SOURCEBOOK

THE SQUIRREL GIRL SOURCEBOOK

BY ANDREW GOLDSTEIN

Inside: a guide to the Marvel Universe's nuttiest superheroine!

Let this fan-made handbook from the Marvel Superheroes Unofficial Canon Project be your sourcebook for all things Squirrel Girl, for use with the Classic Marvel (FASERIP) RPG rules. You'll find the complete history of Squirrel-Girl, from aspiring sidekick to downright Unbeatable, statistics for Squirrel Girl's friends, foes, and gadgets, and plot seeds (or are they acorns?) for including Doreen Green and her friends in your own RPG campaign.

"Let's eat nuts, and kick butts!"