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MARVEL SUPER HEROES

SUPER-SCHOOLS VOL.1

AN UNOFFICIAL GAME ACCESSORY

BY TOM ROAKE



BRADDOCK
ACADEMY



THE
**WAKANDAN
SCHOOL**
FOR ALTERNATIVE
STUDIES

MARVEL

THE UNOFFICIAL CANON PROJECT

SUPERHEROES™

So what do we do?

I suppose we do what our kind has always done.

What has become our legacy.

We stand on the shoulders of super geniuses and space gods,
close our eyes and imagine a better, brighter, more amazing tomorrow.

Then bring it to life.

Something grand and fun and mind-staggeringly ridiculous.

Something full of hope and compassion.

Something both real and profoundly unreal.

Something mad.

Something magical.

Something Fantastic.

Jason Aaron
(Marvel Legacy)



Super-School's Vol.1

by Tom Roake

Special thanks to: Christopher Chance, Steven Jolly, Steven Minix, Jeremy Steffen
and the Marvel Super Heroes Unofficial Canon Project



Introduction: Untrained, inexperienced, undisciplined and immature; super-powered young people need special guidance if they are to one day take their place among the world's greatest champions of justice. From the original Xavier School to the Avengers Academy, from the Future Foundation to Camp Hammond the world is full of dozens of super-students and their special learning environments. Super-Schools Vol.1 is the first in a series,

planned to present the students of these institutions. Vol.1 presents the gaming profiles for of the students of England's Braddock Academy, the Pan-Asian School for the Unusually Gifted and the Wakandan School for Alternative Studies as well as information on the schools themselves. Character profiles are organized according to school.

**this book is an unofficial supplement for the Marvel Super Heroes Role Playing Game
it is work of fan art and not intended for sale in any format**



The Braddock Academy

The Braddock Academy is a school for super-power children established in Britain, presumably by the government through MI-13 or the Weird Happenings Organization (W.H.O.). The school is housed in Braddock Manor, the family home of Brain (Captain Britain) and Betsey (Psylocke) Braddock and is located near the town of Maldon, Essex, approximately 40 miles from London. Captain Britain acts as the Headmaster of the school. Staff includes: Elsa Bloodstone, Meggan Puceanu, Jacqueline Falsworth Crichton (Spitfire) and Joseph Chapman (Union Jack).

Admission to the school is open to the citizens of England, Ireland, Scotland, Wales as well as Canada and presumably Australia, New Zealand and likely other members of the British Commonwealth. The school may also accept students from other European countries that lack the infrastructure or experience in dealing with super-humans.

Braddock Manor had formerly been used by the RCX (Resources Control Executive) to house the Warpies, British children mutated by a reality warp in London. Some of these Warpies may now be students at the academy.

Several of the school's students were kidnapped by Arcade to his Murderworld where Apex, Kid Briton and Nara died, some killed by their own classmate



ANACHRONISM

Aiden Gillespie, Student
Mystically-altered human, Hero

FIGHTING: REMARKABLE (30)
AGILITY: EXCELLENT (20)
STRENGTH: INCREDIBLE (40)
ENDURANCE: INCREDIBLE (40)
REASON: GOOD (10)
INTUITION: GOOD (10)
PSYCHE: TYPICAL (6)

HEALTH: 130
KARMA: 26
RESOURCES: POOR (4)
POPULARITY: 0

POWERS:

Alter Ego: Aiden is possessed by the mystical spirit of an immortal Celtic warrior who can transform his weak, overweight physical body into a tall, muscular, super-humanly strong warrior. Originally Aiden would transform a few times every month, sometimes against his will, when hurt, angry or humiliated. He now seems to be permanently locked into his warrior form.

- In his original body, Aiden had all Poor (4) FASE abilities and 16 Health.
- His warrior form has Good (10) Body Armor against physical attacks and Poor (4) protection from energy damage.
- Aiden, is by nature timid and non-confrontational, and initially resisted the warrior spirit's blood lust. During this period, while holding back, his warrior form had only Excellent (20) Fighting, Remarkable (30) Endurance, 110 Health and no Initiative bonus.



Immortality (?): Aiden is possessed by "the spirit of an immortal Celtic warrior", and it is unclear if this means the warrior body he manifests is itself immortal, and he will not die when reduced to zero Health and Shift-0. Endurance and normal healing will eventually restore his body. Presumably he would no longer age and would be immune to all disease. Or this could mean that the spirit itself is immortal and will perpetually move on to another host if Aiden is killed.

Unique Weapon (Axe): Aiden wields a large stone axe that has Amazing (50) material strength and allows him inflict up to Amazing (50) Edged damage.

- The axe manifested itself when Aiden transformed and since it is drawn from the same mystical source it's considered an enchanted

weapon. The axe seems to repair itself after several minutes and it may have other mystical properties. At the Judge's discretion the axe may; inflict increased damage against mystical or super-natural creatures, and resist or deflect magical attacks at Amazing (50) rank.

- Aiden doesn't seem to have any mystical connection to his axe and he can lose it.

Talents: Anachronism gains a +1CS to strike, throw or catch his axe and a +1 to Initiative in melee combat.



Background: Aiden Gillespie was a timid, insecure and overweight teenager from Scotland. Under unrevealed circumstances he became mystically bonded with the soul of an immortal Celtic warrior. He would initially, painfully transform into this tall, powerful warrior a few times every month. At school he became best friends with Cullen Bloodstone and was bullied and beaten by Kid Briton. One such beating seems to have permanently locked him in his superhuman form, though his passive nature allowed the bullying to continue. Aiden was among the students, along with others from the Avengers Academy and individual superhuman teenagers, kidnapped by the assassin Arcade and forced to fight one another on camera in his new Murderworld. After several days of struggling to survive, Aiden intervened when Kid Briton assaulted Nara and Aiden unintentionally decapitated him. Aiden began a romantic relationship with Nara and when she was killed by Cullen's soul beast he assaulted and seriously injured him.

Aiden later joined his teammates and fellow survivors in tracking Cullen to Bagalia, where they, for a time, were led to believe they'd murdered Arcade and were invited by Baron Zemo to join his Masters of Evil. Many were tempted to join, believing the world already viewed them as killers. Ultimately they turned on Zemo, helped the Avengers to foil his plot and Aiden helped Cullen to resist Daimon Hellstrom's manipulation and return to his friends.

Aiden had initially attempted to resist the bloodlust and love of fighting of the Celtic spirit. He remained insecure and could be bullied and intimidated even in his superhuman form. He has since become more confident and aggressive but still tries to refrain from excessive violence.

Aiden and Cullen had become best friends at school and for a long time he was unaware of Cullen's romantic attraction towards him.

APEX

Katy & Tim Bashir, Student(s)
Altered human(s), Villain

FIGHTING: GOOD (10)
AGILITY: GOOD (10)
STRENGTH: TYPICAL (6)
ENDURANCE: EXCELLENT (20)
REASON: REMARKABLE (30)
INTUITION: EXCELLENT (20)
PSYCHE: INCREDIBLE (40)

HEALTH: 46
KARMA: 90
RESOURCES: EXCELLENT (20)
POPULARITY: -30

Powers:

Alter-Ego: Katy and Tim are twins whose consciousnesses share the same physical body. When Katy's mind is dominant, their body is female and Tim's mind watches, unable to control her actions, speak or attempt any type of communication while seeing and hearing everything she experiences. When Tim's mind is in control, the body is male and Katy is the passenger watching from behind his eyes. Either twin could voluntarily relinquish control to the other at any time.

- Tim has Excellent (20) Reason and Psyche.
- Katy's mind is stronger and normally dominant. For Tim to take control against her will, he would need to make a Red Psyche FEAT while she would need to fail a Psyche FEAT the same round by getting a White result.



Flight: Feeble (2) rank (3 areas/round, 45 Mph). Katy claimed that her sole power was flight, while concealing her other abilities. This may have been a ruse and she may have flown using artificial means since she/he was unable to remain airborne after an EMP.



Technopathy: Apex can exert mental domination over the control systems of any mechanical or electronic device. The device must be functional and she can not make the device do anything it can't do normally. She has limited ability to levitate or animate components or change the shape of function of the device. If the machine is damaged she's limited to whatever capabilities it has left or must wait for it to be repaired.

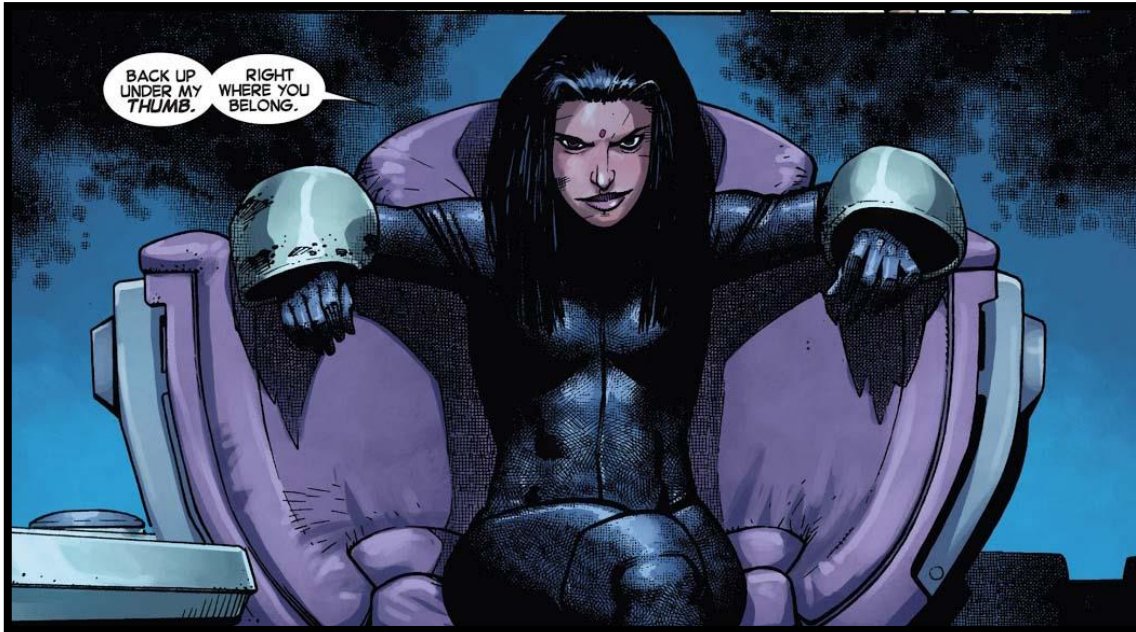
- She can exert the equivalent of Mind Control over the advanced circuitry "brains" of cyborgs, robots and androids or other artificial intelligences. Her power can be resisted with a Reason FEAT against Amazing (50) rank.
- If circuitry has replaced a significant portion of a cyborg's brain, Apex can use it to shut off the organic part of the brain, putting the target to sleep so that the organic brain has no memory of what the body did while she was in control. She can allow the organic brain to remain conscious and still take control of the cyborg's

body. Depending on how much of the victim is cybernetic, she may not be able to make or prevent the organic part from speaking.

- She can dominate at least three sophisticated artificial intelligences at once, directing their actions while engaging in combat herself.
- Alien technology is more difficult for her to control and she can be resisted with a Reason FEAT against Remarkable (30) rank.

Shift-X (150) rank or be shut down for 10-rounds. Devices without an Endurance rank must use their Tech Level rank against Amazing (50) intensity. Less sophisticated devices, unable to reboot themselves may be disabled until repaired.

- The EMP either exhausts Apex and renders him/her unable to fly or shuts down whatever technology he/she uses to fly.



- **Disassemble:** Apex can exert some telekinetic ability on the component parts of machines, but lacks any fine motor control and can only use this power to damage her target. She can violently and explosively disassemble machine parts, ripping apart components and connections or crushing and folding them until they break.
- Against robots, androids, cyborgs, vehicles and battle suits this attack inflicts Amazing (50) damage on a Green (ignoring Body Armor) Unearthly (100) damage on a Yellow or Shift-X (150) on a Red.
- When attempting to use her Technopathy to take control of a machine she sometimes loses control and disassembles or crushes it instead. If she attempts to take control of a device and rolls a White result she must roll again. If she rolls another White result she must roll a Disassemble attack to see to much damage she does.

Talents: Both Katy and Tim have the Repair/Tinkering, Engineering, Robotics, Electronics and Computer/Hacking talents.



Electromagnetic Pulse: Apex can generate a powerful electromagnetic pulse that will overload and shut down most electrical devices within 100-yards. Robots, cyborgs, androids or any other mechanical/electrically powered target must make an Endurance FEAT against

Background: Apex's parents paid Britain's finest geneticists to engineer a superhuman baby for them. The result was one child with two distinct minds and personalities, Tim and Katy and with the ability to physically switch between the genders of the dominant mind.

Tim and Katy's parents kept them hidden away in their home and the twins took turns in control of their shared body. Katy resented her lack of freedom and staged her brother's "death" after she'd learned to completely dominate his consciousness.

Katy kept Tim suppressed for at least 2 years while she attended the Braddock Academy and began to date Kid Briton.

Katy was among a group of her classmates and other super-powered teens kidnapped by Arcade and forced to fight to the death in his new Murderworld. While in Murderworld, Katy pretended to befriend the young cyborg Death Locket and used her powers over technology to control her. She secretly used Death Locket as a weapon and covertly launched several attacks against other "players", attempting to steal a robot Sentinel (which she inadvertently damaged) and separating Darkhawk from the crystal that provides his powers.

She was forced to overtly use Death Locket when she was attacked by Nara. She then manipulated Kid Briton into attacking Nara compelling Anachronism to attack and kill him. With her manipulations and deceit exposed, her willpower was weakened enough for Tim to briefly take control. Katy later regained dominance and outright attacked the others, until Nico Minoru (Sister Grimm) used her magic to bury Apex alive. Katy found herself inside Arcade's underground base where he convinced her to kill the other contestants. When Death Locket briefly resisted her control, she became distracted enough for Tim to become dominant and beg Death Locket to kill him/them. Death Locket appears to have killed Apex off-camera.



BLOODSTONE, CULLEN

Student

Mystically-altered human, Hero

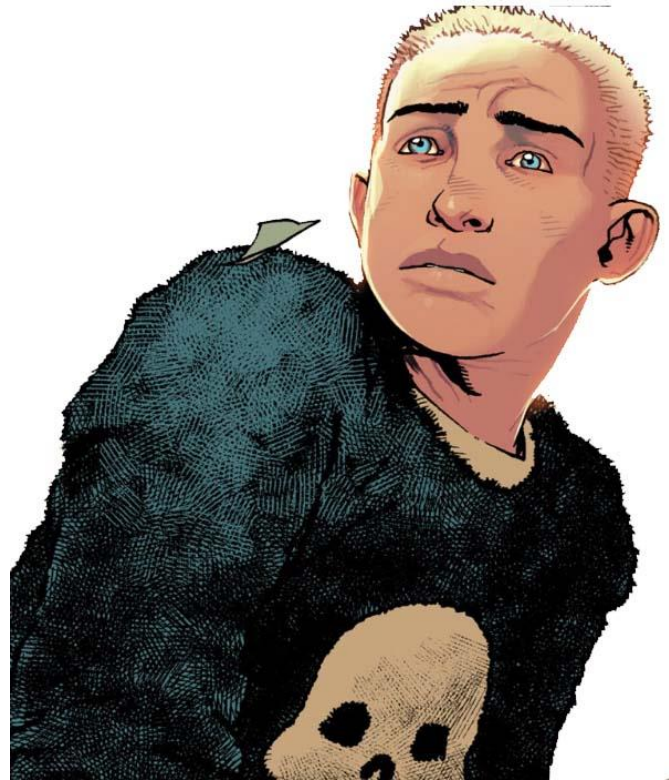
FIGHTING: EXCELLENT (20)
AGILITY: EXCELLENT (20)
STRENGTH: EXCELLENT (20)
ENDURANCE: REMARKABLE (30)
REASON: GOOD (10)
INTUITION: EXCELLENT (20)
PSYCHE: EXCELLENT (20)

HEALTH: 90 (130)
KARMA: 50
RESOURCES: EXCELLENT (20)
POPULARITY: 0

POWERS:

Alter-Ego: Cullen's body is host to a demon-like extra-dimensional soul-beast, know as a Glartox. The Glartox is a parasite that feeds on fear and anger, both of its host and the people around it, to become larger and stronger.

- The creature will try to escape Cullen's body and rampage whenever possible, causing as much fear as it can. When the creature is loose Cullen must make a Red Psyche FEAT the same round the creature fails to make a Green FEAT. If Cullen succeeds the creature is pulled back inside his body and can not try to escape again for 24-hours. If the creature is loose and Cullen can be convinced that someone he cares about is in danger or similarly be motivated, he can rein the creature in if he makes a Yellow FEAT in the same round the creature fails to make a Yellow.



- The creature feeds on Cullen's normal level of fear and anger. requiring him to make a Green Psyche FEAT every 6-hours to keep the creature from escaping.
- When he's experiencing an extraordinary level of fear or anger, he needs a Red FEAT to keep the creature from taking control.
- As long as he's wearing his ring, no FEAT is necessary.
- When the creature is in control, Cullen's unconscious body is attached to the monster's back, and encased in armored plates ringed with sharp teeth with his face and chest exposed. The Glartox is a mindless rampaging monster that has the following abilities.

GLARTOX

FIGHTING: EXCELLENT (20)
AGILITY: TYPICAL (6)
STRENGTH: MONSTROUS (75)
ENDURANCE: UNEARTHLY (100)
REASON: FEEBLE (2)
INTUITION: TYPICAL (6)
PSYCHE: INCREDIBLE (40)

HEALTH: 201
KARMA: 48

Bite: The Glartox possesses a huge mouth with powerful jaws and teeth that are several feet long. The creature can bite for Monstrous (75) damage against normal human sized opponents. The beast is so large it will often swallow a victim whole, inflicting Amazing (50)



Blunt Physical damage, Incredible (40) acid damage/round and apply rules for suffocation.

Body Armor: The creature's tough hide provides it with Amazing (50) protection from all physical and energy attacks.

Claws: The Glartox possess wide, 12-foot long, spike like claws that it can use to impale or slice victims for up to Unearthly (100) Edged damage. These claws have Incredible (40) material strength.

Growth: The Glartox is initially around 75-feet tall. Normal sized opponents gain +3CS to hit it but edged weapons or projectiles that penetrate its armor are reduced -3CS in damage. Normal human sized opponents are -3CS to avoid being Slammed by the creature.

Empathic Vampire: The Glartox is a demon-like creature that absorbs the psychic energy of other people's fear and anger and uses that energy to increase its size and power.



- If there are enough frightened and/or angry people within 100-yards, who's total Psyche ranks equal the creature's next level for Strength (example: Unearthly (100) Strength requires a total of 100 Psyche points to be available within range), The creature grows to 100-feet in height and its Strength, Endurance, Body Armor Bite and Claws increase +1CS after 10 rounds with a corresponding increase in Health (276).
- After another 10 minutes, If there are enough frightened and/or angry people within 100-yards, who's total Psyche ranks equal the creature's next level for Strength (150 points total), the creature grows even larger gaining another +1CS to Strength, Endurance, Body Armor Bite and Claws (376 Health). At more than 150-feet in height its opponents gain a +3CS to hit it but edged or projectiles that penetrate its armor are reduced -4CS. Normal human sized opponents are -4CS to avoid being Slammed by the creature.
- The creature may continue to grow in this manner indefinitely as long as there are victims for it to feed off of. The duration between size increases grows from 10 rounds to 10-hours, then 10 days, 10 weeks, 10 months, etc.

Extra Limbs: Cullen has learned to exert a limited amount of control over the Glartox creature in his body. He can extend a mass of tentacles from his back to strike with Remarkable (30) Fighting up to 1-area away, inflicting Incredible (40) Blunt damage or Excellent (20) Edged damage or Grapple with Remarkable (30) Strength.

Unique Weapon (Bloodstone Ring): Cullen wears the Bloodstone Ring, a mystical artifact that may contain a piece of his father's original Bloodstone gem. The ring has Unearthly (100) material strength and provides the following powers:

- **Ability Enhancement:** The ring enhances his strength, speed, reflexes and durability. Without the ring his Agility and Endurance are Good (10) his Strength is Typical (6) and his Health score is 46.
- **Regeneration:** The ring grants Cullen Excellent (20) rank Regeneration, allowing him to recover 20 Health points every 10 turns (10 minutes/100 Rounds) with a maximum of 120 points per hour. He gains +40 additional base Health points and any Kill result from an attack inflicting Incredible (40) damage or less is treated only as a possible Stun.
- **Longevity:** The ring may prolong Cullen's life so that, like his father, he could live for tens of thousands of years.

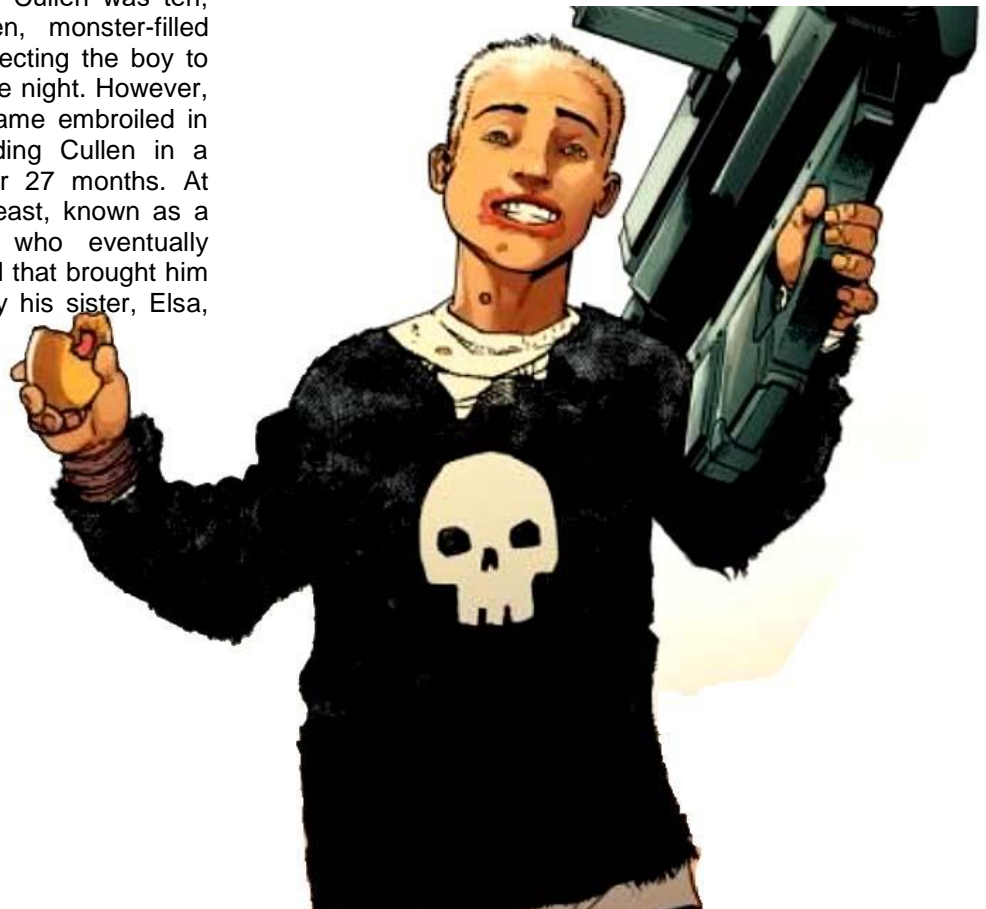
- **Neutralize:** The ring keeps Cullen's soul-beast, the Glartox in check. As long as he's wearing the ring the creature can not manifest itself against his will and when the Glartox is loose, touching the creatures skin with the ring will force it back inside Cullen's body and restore him to normal.

Talents: Cullen has the following skills:

- **Cryptozoology:** Cullen was trained from an early age to be a monster hunter like his father. He can identify various monsters, whether indigenous to Earth, mythical, supernatural, alien or extra-dimensional. He knows their modus operandi, weaknesses and strategy for hunting and killing them. His familiarity with supernatural creatures gives him the equivalent of the Mystic Origin, Demonologist, and Occultist talents.
- He has the Heir to Fortune talent and shares access to his father's wealth and vast arsenal of weapons and artifacts with his sister.
- He has the Wilderness Survival talent and can adapt to hostile environments including other dimensions.
- He has the First Aid talent and can treat even serious wounds.
- Other talents include: Repair and Tinkering/Kit-Bashing (Weapons) +2CS, Melee Weapons, Improvised Weapons, Guns, Heavy-Weapons and Marksman.

the soul beast and gave Cullen the Bloodstone ring to keep the creature in check while he attended the Braddock Academy. Cullen was among the students kidnapped by Arcade to his new Murderworld where he tried to force them to fight each other to the death on camera. After days of fighting and struggling to survive, Cullen released his soul beast in an attempt to stop a berserk X-23, but the creature continued to attack his teammates. Nara recovered his ring and used it to suppress the beast and restore Cullen, but was mortally wounded by the creature and died in Aiden's arms. Enraged, Aiden attacked and seriously injured Cullen. After the survivors were rescued from Murderworld, Cullen tracked Arcade to the rogue nation and super-criminal haven of Bagalia, where Cullen disappeared for days before his teammates caught up with him. Cullen had come under the influence of Daimon Hellstrom and began to enjoy life among the super criminals. After being tricked into believing they had murdered Arcade, Cullen's teammates were offered membership in Baron Zemo's Masters of Evil. Cullen accepted but his teammates warned the Avengers about Zemo's plot and Hellstrom used his magic to control Cullen's soul beast, forcing him to attack Anachronism. Aiden was able to appeal to Cullen's human side and motivate him to suppress the Glartox by strength of will.

Background: Cullen Bloodstone is the son of legendary monster hunter Ulysses Bloodstone, and was raised to follow in his father's footsteps. When Cullen was ten, Ulysses left him in a hostile, alien, monster-filled dimension as a right of passage, expecting the boy to prove himself and survive alone for one night. However, upon returning to Earth, Ulysses became embroiled in his final adventure and died, stranding Cullen in a dimension of nightmare creatures for 27 months. At some point during that time a soul-beast, known as a Glartox attached itself to Cullen who eventually wandered through a dimensional portal that brought him back to Earth where he was found by his sister, Elsa, who subdued



BOX

Roger Bochs, Student
High-tech, Hero

FIGHTING: GOOD (10)
AGILITY: POOR (4)
STRENGTH: AMAZING (50)
ENDURANCE: AMAZING (50)
REASON: EXCELLENT (20)
INTUITION: GOOD (10)
PSYCHE: TYPICAL (6)

HEALTH: 114
KARMA: 36
RESOURCES: UNKNOWN
POPULARITY: 0

Power:
None

Equipment:

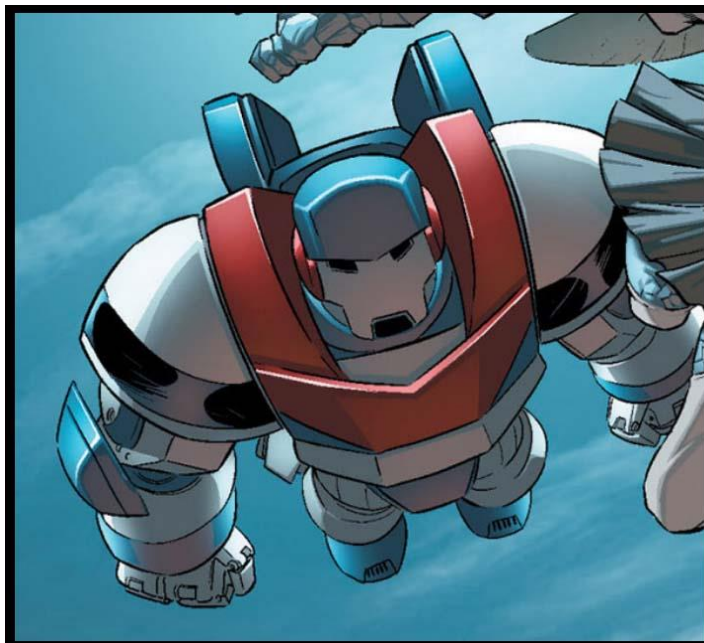
Battle Suit: Roger's battle suit was built by his father but does not seem to be constructed of the same organic-metal as the original Box armor. His exoskeleton appears to be constructed of conventional, heavy steel or titanium plates that provide Incredible (40) protection from physical and energy damage. Without he suit, Roger has all Poor (4) rank Fighting, Strength and Endurance, Feeble (2) Agility and 14 Health points.

- **Flight:** The Box armor has jets built into its boots that allow him to fly at Incredible (40) speed (30 areas/round, 450 Mph) for short distances.
- **Environmental Independence:** The armor provides an internal air supply that allows him to survive under water or in space for several hours.



Talents: Bochs may have the same talents as his genius father; Engineering, Electronics Repair & Tinkering and Robotics.

Background: Roger Bochs Jr. is the son of the original armored hero Box, of Canada's Alpha Flight. His father died under unrevealed circumstances but he had built his son's armor to help him overcome his physical handicap. Box joined his classmates in fighting off an alien invasion by the forces of Thanos.



KID BRITON

Brain Braddock, Student
Mystically-altered human, Hero

FIGHTING: INCREDIBLE (40)
AGILITY: REMARKABLE (30)
STRENGTH: AMAZING (50)
ENDURANCE: INCREDIBLE (40)
REASON: GOOD (10)
INTUITION: EXCELLENT (20)
PSYCHE: REMARKABLE (30)

HEALTH: 160
KARMA: 60
RESOURCES: POOR (4)
POPULARITY: 20

Powers

Enhanced Abilities: Like Captain Britain, Kid Briton's body acts as a conduit for inter-dimensional mystical energies concentrated around the British Isles of various parallel Earths and connecting them to the dimension of Otherworld. Captain Britain's powers were strongest in Britain (or any alternate reality Britain) and fade the farther he traveled from his homeland unless he was wearing his specialized costume. His powers eventually changed so that he possessed them everywhere at all times but his powers now depend on his level of self-confidence. Kid Briton, though younger than Captain Britain was when he reached this level, seems to be at the same stage of depending on self-confidence, though his base power levels are lower than Captain Britain (of Earth-616) because of his age. At his normal level of arrogance fueled, relatively high self-confidence he has the superhuman strength and endurance ranks listed above.

Force Field: Kid Briton's costume may, like Captain Britain's be a fusion of magic and advanced micro-circuitry that acts as a lens, amplifying his body's natural energy fields creating a personal force field of Remarkable (30) rank. He may have, like Captain Britain, developed to the level that he no longer needs the costume and the force field is innate and fueled by his confidence.



Flight: Kid Briton can negate and manipulate gravity to fly at Unearthly (100) speeds (100 areas/round, 1,500 mph). Its unknown if this power comes from his costume or confidence but he's never actually shown using this power.

Equipment:

Unique Weapon (Sword): Kid Briton possessed a golden flaming sword, which may have been his realty's version of the mystical Sword of Might. When Brain Braddock (of Earth 616) was offered the choice between the Sword of Might and the Amulet of Right, he selected the amulet, choosing the path of life or reason over violence, proving himself worthy of the mantle of Captain Britain. Choosing the sword would have been viewed as a failure of character. Kid Britain may have been offered the same choice and being an arrogant bully, selected the sword.

- If his weapon is the Sword of Might it has at least Unearthly (100) material strength, inflicts Incredible (40) Edged damage and is surrounded by Incredible (40) intensity mystical

fire. The sword inflicts either edged damage or fire damage, whichever is more effective against the target, not both.

- The fire may inflict +1CS to +2CS more damage against supernatural creatures.
- If it was not the Sword of Might it has Incredible (40) material strength, inflicts Remarkable (30) damage and generates Remarkable (30) intensity fire.
- The sword was left to mark his grave in Murderworld.

Limitations (Powered by Confidence): Like his Earth-616 counterpart, Captain Britain, Kid Briton's powers stem from his self confidence. Kid Briton requires no Psyche FEAT when attempting any mundane action; lifting less than 30 tons, fighting an opponent he should easily expect to defeat, etc.

- He is required to make a Green Psyche FEAT when presented with a moderate challenge; lifting 50 tons, facing an opponent who is an equal match or even slightly more powerful, or when he has been Stunned for a long period or incapacitated by an opponent or an opponent



surprises him with an unexpected display of power or skill. If he is successful he maintains his confidence and power level. If he fails his

- Strength, Endurance and Force Field all drop -1CS for 1 round. The next round he may begin to recover his confidence or he may succumb to doubt.
- The next round he must make a second Yellow Psyche FEAT. If he succeeds he continues with a -1CS for the next 5 rounds (6 total). If he fails his confidence is shaken and he suffers another -1CS to Strength, Endurance and Force Field and a -1CS to his Fighting and Agility for the next 5 rounds. The Judge may apply this rule any time someone says or does something that could shake his confidence, including any situation where he is embarrassed or humiliated



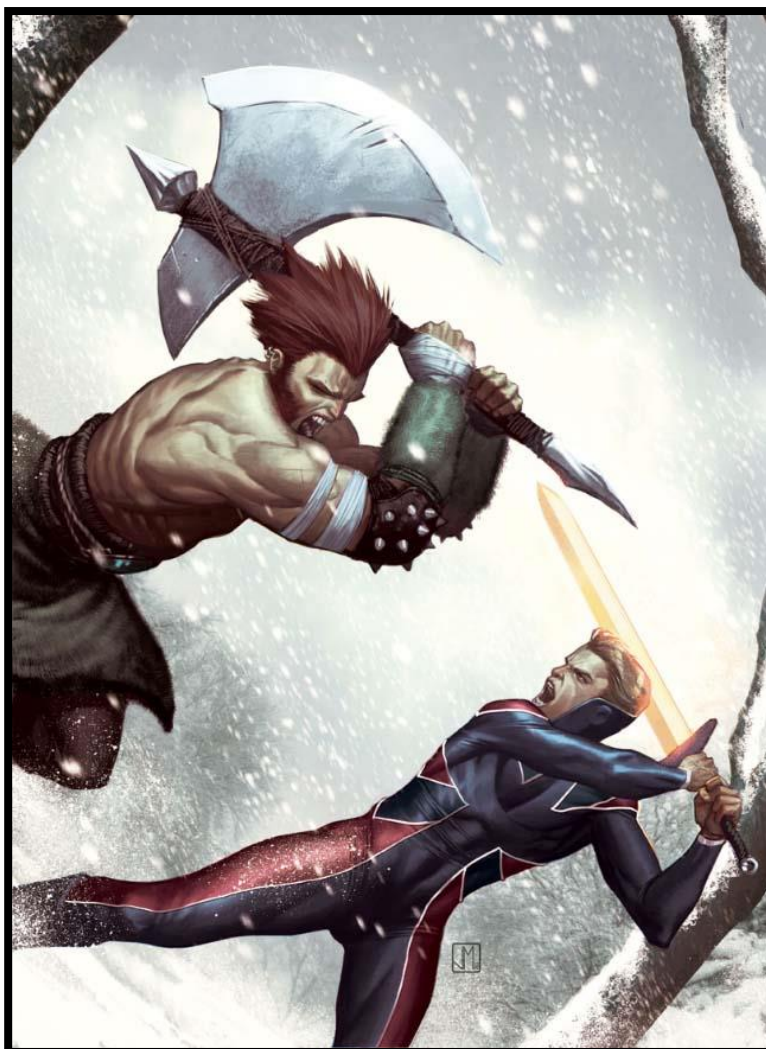
- Kid Briton must make a Yellow Psyche FEAT when faced with a challenge he knows to be beyond his abilities; lifting significantly more than 50 tons, facing an opponent who is clearly more powerful, or who has easily defeated him in the past, when he has been severely wounded by an opponent, facing overwhelming odds, a no win situation, etc. If he fails his Strength, Endurance and Force Field all drop -1CS for 1 round. The next round he may begin to recover his confidence or he may succumb to doubt.
- The next round he must make a second Red Psyche FEAT. If he succeeds he continues with a -1CS for the next 5 rounds (6 total). If he fails his confidence is shaken and he suffers another -1CS to Strength, Endurance and Force Field and a -1CS to his Fighting and Agility for the next 5 rounds.

- Kid Briton may spend Karma on any of these rolls.
- **Inspired:** Kid Briton can recover and make another Psyche FEAT when something happens to inspire his confidence; and inspirational speech by an authority figure, his allies come to the rescue, he gets a lucky shot and wounds or stuns his more powerful opponent or the tide of battle turns in his favor. If he can make this new FEAT he can instantly recover his power ranks.

Talents: Kid Briton was trained for combat from birth and gains a +1CS with swords, +2 to Initiative, and +1CS to Dodge, Evade or Block. He can Stun or Slam opponents regardless of relative Strength and Endurance as long as they have less than Unearthly (100) Body Armor. He also has the Leadership talent.

Background: Kid Briton is younger version of Captain Briton, from a parallel Earth. This younger Brian Braddock claims he was bred for combat from birth and that he had saved his world several times. Under unrevealed circumstances, he was brought to Earth-616 by Captain Britain and enrolled in the academy. The Captain believed his younger self had great potential for heroism and leadership if he were more mature, less brash and egotistical. At school young Brian bullied Aiden and dated both Apex and secretly Nara. Kid Briton was among a group of teen superheroes including his classmates kidnapped by Arcade and forced to fight each other in the new Murderworld. After surviving several days he was manipulated by Apex into attacking Nara, prompting Anachronism to intervene. His self confidence undermined, Braddock was weakened and Aiden decapitated him with his axe.

Kid Briton was a arrogant bully but still a super hero, his sense of self-importance fueling his powers. He grew up in a violent world and didn't hesitate to use even lethal violence.



KID COPPER

Real name unrevealed (Possibly: Robert), Student
Human magic-user, Hero

FIGHTING: TYPICAL (6)
AGILITY: TYPICAL (6)
STRENGTH: POOR (4)
ENDURANCE: POOR (4)
REASON: GOOD (10)
INTUITION: INCREDIBLE (40)
PSYCHE: EXCELLENT (20)

HEALTH: 20
KARMA: 70
RESOURCES: UNKNOWN
POPULARITY: 0

Powers:

None

Equipment:

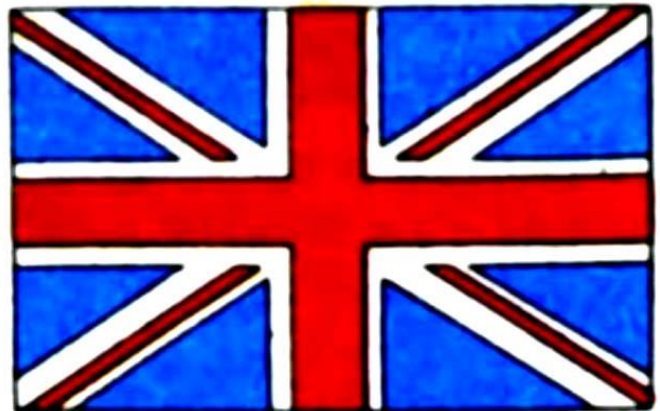
Unique Weapon (Helmet): Kid Copper wears a mystically enchanted policeman's helmet that allows him to solve any crime. It's unclear exactly how the helmet works but it may provide;

- **The Ultimate Skill (Detective):** Giving him Unearthly (100) Reason rank when solving a mystery/crime. His increased observation skills accounting for his relatively high Intuition rank.
- The helmet may grant him some combination or variation of Clairvoyance, Precognition and/or Post-cognition.
- The Judge may allow Kid Copper to make a power rank FEAT roll on Amazing (50) when investigating a crime. On a White result he can locate a missing person/item, identify or locate a suspect, correctly identify the perpetrator of a crime or otherwise solve the crime in 1D10 weeks. On a Green result it takes him 1D10 days. A Yellow 1D10 hours or a Red takes 1D10 minutes. Judge's discretion.
- His ability can be blocked by an opponent's counter-magic at Amazing (50) rank or higher.
- The helmet's origin is unknown but it's enchanted nature likely provides it with at least Amazing (50) material strength and it would provide his head with Remarkable (30) protection.
- His enchanted helmet may also provide him with protection against magic, particularly spells designed to affect his mind, at Amazing (50) rank.



Talents: Student, Detective, Crime, Law-Enforcement

Background: Nothing is known about Kid Copper's background or the origin of his magic helmet. As a student at the Braddock Academy he attempted to help Captain Britain and Meggan investigate the disappearance of a magical key that had been stolen by Loki. He was unable to find the key, his ability likely blocked by counter-magic. His real name is unknown, but he is referred to as Bobby, indicating his real name might be Robert, otherwise "Bobby" is a slang term for a British policeman.



LOCH

Real name unrevealed, Student

Physical form unrevealed, Hero

FIGHTING: GOOD (10)
AGILITY: TYPICAL (6)
STRENGTH: MONSTROUS (75)
ENDURANCE: INCREDIBLE (40)
REASON: TYPICAL (6)
INTUITION: TYPICAL (6)
PSYCHE: GOOD (10)

HEALTH: 131
KARMA: 22
RESOURCES: UNKNOWN
POPULARITY: 0

Powers

Body Armor: Loch's tough hide provides him with Excellent (20) protection from physical attacks and Typical (6) resistance to energy damage.

Claws: Loch's webbed hands end in short claws that have Remarkable (30) material strength and allow him to inflict Excellent (20) Edged damage.

Elasticity: Loch's long, powerful arms are tremendously flexible and may have no bones or joints, moving more like tentacles. His arms are nearly as long as his body giving him a reach of 9-10 feet and allowing him to reach up roughly 18 feet.

Growth (Permanent): Loch stands 11-feet tall and normal sized opponents are +1CS to hit him.

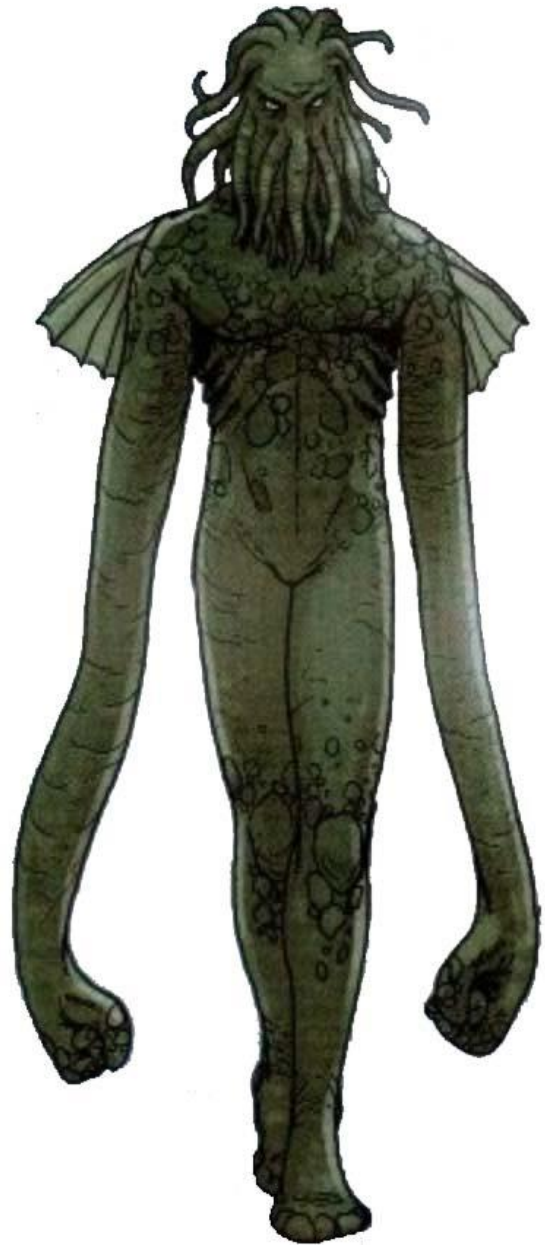
Swimming: Loch can swim at Poor (4) speed (30 Mph, 2 Areas/Round).

Water-Freedom: Loch has gills, located on his torso, allowing him to breathe under water and survive at any depth. He can resist cold at Excellent (20) rank and his senses adapt to low light and under-water acoustics.

Weakness (Electricity): Loch is particularly vulnerable to electrical damage. Such attacks do +1CS more damage to him and his Endurance is -1CS lower to resist being Stunned.

Talents: Unrevealed

Background: Nothing has been revealed about Loch's background or the origin or nature of his powers. He seems to have the speech patterns and personality of an ordinary young person. Loch joined his classmates in fighting off an alien invasion of the Earth, led by Thanos. Loch's Lovecraftian appearance may indicate a mystic origin, a connection to Atlantis, sea monsters or the Elder Gods.



MAGIC BOOTS MEL

Melanie Kapoor, Student
Human magic-user, Hero

FIGHTING: GOOD (10)
AGILITY: INCREDIBLE (40)
STRENGTH: TYPICAL (6)
ENDURANCE: EXCELLENT (20)
REASON: TYPICAL (6)
INTUITION: GOOD (10)
PSYCHE: EXCELLENT (20)

HEALTH: 76
KARMA: 36
RESOURCES: TYPICAL (6)
POPULARITY: 0

Powers:

None

Equipment:

Unique Weapon (Soccer Boots): Mel wears a pair of enchanted soccer boots (cleats) that grant her a number of powers oriented towards playing soccer.

- The boots enhance her speed, reflexes, coordination, accuracy, strength and stamina to the ranks above. Without her boots her Fighting and Endurance ranks are Typical (6), her Strength is Poor (4), her Agility is Good (10) and her Health score is 26.
- **Hyper-Running:** Mel can run 4 areas/round when wearing her boots.
- **Leaping:** Her boots allow Melanie to leap with Excellent (20) power rank (30 feet up, 45 feet across or down).
- **Hyper-Accuracy:** Mel can kick an object weighing less than 50 lbs. towards a target with superhuman range and accuracy. she can hit her target with Unearthly (100) Agility at a range of 8-areas.
- Kicking an object such as a soccer ball, Mel can inflict up to Excellent (20) Blunt damage. Kicking harder, heavier objects Mel inflicts damage as a Thrown Weapon attack as if she had Excellent (20) Strength.
- Mel can normally kick an opponent for Excellent (20) damage, once per round. If she wins Initiative by at least 3 she can attempt to kick her opponent twice per round and if she wins Initiative by at least 6 she can attempt one leaping kick for Remarkable (30) damage.
- Her control is so precise that she can kick an egg without breaking it or a grenade or other explosive device without detonating it.
- Mel is "unstoppable" while dribbling (passing the ball back and forth between her feet). As long as she's doing nothing else, she can move at her



top speed of 4-areas/round and is Invulnerable at Incredible (40) rank.



Talents: Even without her boots Melanie gets a +1CS to any soccer related Agility FEAT.

Background: Melanie Kapoor was a student at the Academy when the genocidal robot Ultron conquered the world. Melanie was helping to care for refugees in London and volunteered for a mission along side Captain Britain to attack Ultron's base. She was killed during their battle but when the Avengers used time-travel to rewrite the timeline and erase Ultron's victory she was restored to life and has been seen on the grounds of the Academy.

The origin of Mel's boots and how she came to own them are unrevealed.

NARA

Student

Humanoid race (Atlantean), Miscreant

FIGHTING: EXCELLENT (20)
AGILITY: EXCELLENT (20)
STRENGTH: REMARKABLE (30)
ENDURANCE: EXCELLENT (20)
REASON: TYPICAL (6)
INTUITION: GOOD (10)
PSYCHE: GOOD (10)

HEALTH: 90

KARMA: 26

RESOURCES: FEEBLE (2)

POPULARITY: 0 (-20 among Atlanteans)

Powers

Swimming: Nara can swim at Typical (6) speed (45 Mph, 3 Areas/Round).

Water-Freedom: Nara gills allow her to breathe under water and survive at any depth. She can resist cold at Excellent (20) rank and her senses adapt to low light and under-water acoustics. Nara gains +1CS to Fighting, Agility, Endurance and Intuition under water.

Limitations (Dehydration): Nara is partially amphibious but must periodically be submerged in and breathe water to survive. Outside of water, or her water-filled containment suit, all her FASE ability ranks drop -1CS after 2 hours. She loses another -1CS after the next hour, another after the next 30 minutes, then 15 minutes, 7 minutes, etc. In hot dry environments these times can be halved or quartered. Once she is once again submerged in water she regains one lost Column Shift immediately, and another every 5 minutes until all her ranks are fully restored.

Equipment (Environment Suit): Nara wore a water-filled suit that allowed her to survive on land for days at a time.

Talents: Nara hadn't demonstrated any appreciable talents but is a naturally skilled fighter and may have learned the Edged Weapons talent from her warrior parents.

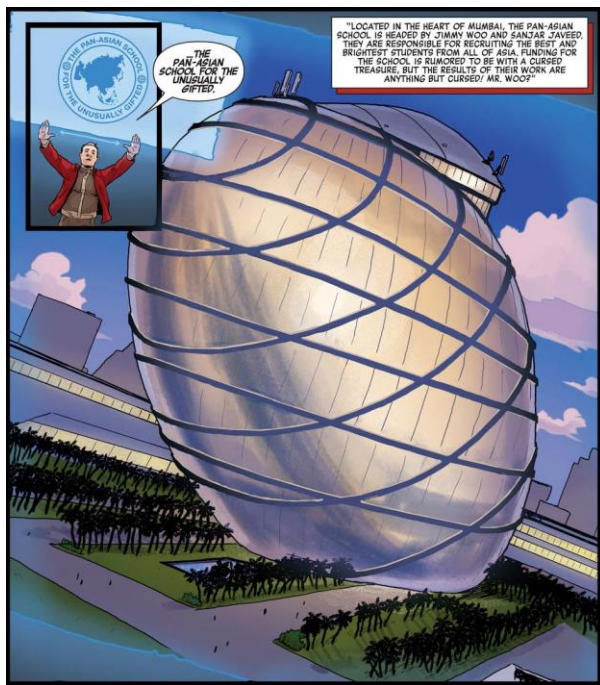


Background: Nara was an Atlantean, though with more fish-like physical features than most of her race. Both of her parents had been royal guards of Prince Namor, but were secretly agents of the renegade Attuma. They were both executed after attempting to assassinate Namor. Though not involved in their plot, Nara was exiled and became a student at the Braddock Academy.

She was among the student's kidnapped by the assassin Arcade, intending to force them to fight to the death on camera in his Murderworld. Nara ultimately sacrificed herself to retrieve Cullen's Bloodstone ring and stop his rampaging Glaratox creature. Mortally wounded by the creature, she died in Aiden's arms.

Nara was hot tempered, ruthless and arrogant but secretly ashamed because she did not think she was a good person and was unworthy of Aiden.





The Pan-Asian School for the Unusually Gifted

The Pan-Asian School for the Unusually Gifted is located in central Mumbai, India. The school seems to be privately funded with no known government affiliation. The school is rumored to be funded by cursed treasure, which may indicate that the money comes from proceeds from the Atlas Foundation, the former criminal empire of the Golden Claw.

Since the school is run by Jimmy Woo, an American citizen, former SHIELD officer, technically a fugitive from justice and head of a formerly criminal organization, the school must have at least the unofficial cooperation of the Indian government.

Woo's partner in running the school and the only other known faculty member is Sanjar Javeed, a former criminal who, as the Seraph of Death, was an agent of Apocalypse until he somehow survived decapitation and apparently reformed.

Woo has turned the formerly criminal Atlas organization to a force for good and is leader of the team of outlaw superheroes known as the Agents of Atlas. Wolverine implied that the school was a front organization for Woo to recruit new agents, which may in fact be true.

The three students presented here are the only known attendees of the school and when the students were evacuated only these three were launched in the escape capsule.

Part of the school's distinctive, football shaped building is an armored panic-room/escape capsule that seats at least two-dozen in crash seats. The capsule can be launched into Earth orbit until the students can be rescued. Gang was able to reprogram the capsules to return to Earth. The panic room/escape pod is equipped with a cloaking device rendering it invisible in low Earth orbit



GANG

Student

Normal human/High-Tech, Hero

FIGHTING: POOR (4)
AGILITY: TYPICAL (6)
STRENGTH: POOR (4)
ENDURANCE: GOOD (10)
REASON: REMARKABLE (30)
INTUITION: REMARKABLE (30)
PSYCHE: GOOD (10)

HEALTH: 24
KARMA: 70
RESOURCES: UNKNOWN
POPULARITY:

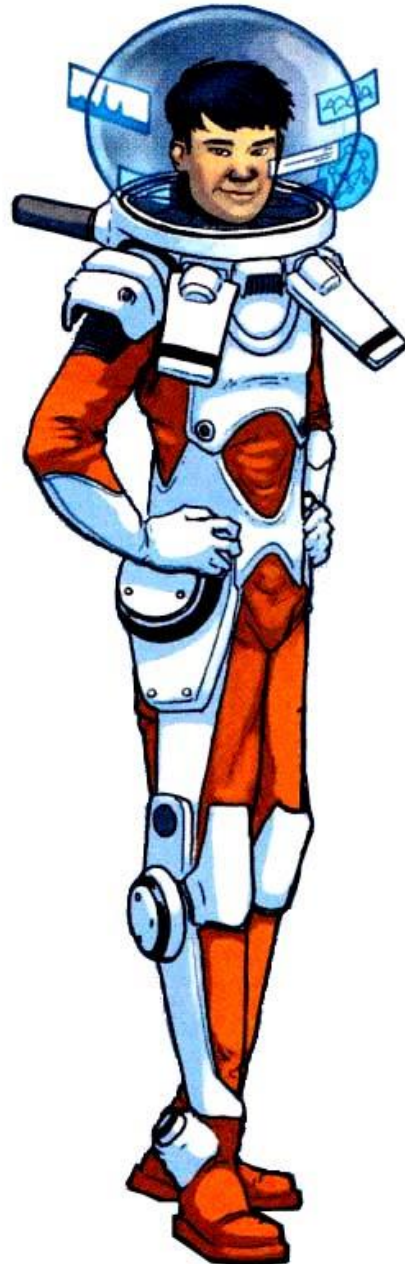
Powers:

None

Equipment:

Unique weapon (battle suit): **Tech Rank:** Incredible (40) **Cost:** Remarkable (30). Gang designed for himself a space-suit style battle suit with at least a partial powered exoskeleton. Because of his handicap, Gang may require the suit to move normally and his FASE ability ranks are all likely Poor (4) or Feeble (2) without it (Health: 16 or 8). The suit provides him with the following powers:

- **Body Armor:** The suit provides him with Good (10) protection from all physical and energy damage.
- **Cybernetic Communication and Control:** Gang's computerized helmet allows him to access information from any and all local computer networks, security monitors, satellites and communication systems with Amazing (50) rank ability. His suit is constantly collecting as much information about his surroundings as possible. Gang's helmet com system can tap international databases including those belonging to some super teams allowing him to collect information about even off-world threats
- **Energy Solidification:** Gang's suit generates solid energy constructs, usually in the form of holographic display and control screens that hover around him. These constructs have Incredible (40) material strength and can be used as shields (+2CS to Agility for shielding maneuvers) or to strike for up to Remarkable (30) blunt damage in melee combat.
- **Flight:** The suit allows Gang to silently hover or fly at Good (20) airspeed (12 areas/round, 180 Mph). Gang receives a +1CS to Fighting and Agility while in flight.
- **Life Support:** Gang's space-suit is sealed against hostile environments, filters contaminants out of the air and provides an internal air supply that allows him to survive for several hours in space or under water.
- **Precognitive Deduction:** Gang can quickly run tens of thousands of computer simulations and mentally calculate odds to predict the outcome of battle or other events with Amazing (50) accuracy.
- **Weakness Detection:** Gang's suit can use unspecified sensors to scan an opponent for weak spots and vulnerabilities. If Gang gets a Yellow result on an Amazing (50) rank FEAT after 1D10 rounds, his target's defensive powers and Endurance rank vs. Stun results are



- reduced -1CS. If he gets a Red result these ranks are reduced -2CS. If Gang is trying to find the weakness in a battle suit, robot or some other weapon or piece of technology, he must roll against the device's Tech Rank or the Reason rank of its creator (Judge's discretion). Gang can direct others where to strike to exploit these weaknesses.

Talents: Physics, Engineering, Electronics, Computers and Hacking

Limitations (Physical Handicap): Gang either suffers from Muscular Dystrophy or Multiple Sclerosis (he is described by different people as having both) a physically debilitating disease, though it's unrevealed how far the disease has progressed or what symptoms he suffers. Presumably he needs his exoskeleton suit to move normally and without it is -1 to -2CS on all physical actions.

Background: Gang is a teenage super-genius, presumably from China. He has Multiple Sclerosis (or Muscular Dystrophy) though it's unknown what symptoms he's suffering, or how severe it is. He is most likely seriously physically limited by the disease and relies on his exoskeleton suit for movement. Gang joined his teammates in fighting off an alien invasion led by Thanos.

Nothing is revealed about Gang's origin. He is said to have developed technology never before seen and looks up to other super-geniuses like Hank Pym. Gang's teammates sometimes view him as an annoying know-it-all, but defer to his leadership and he is always quick to jump in to solve problems.



POM POM

Student

Unrevealed physical form, Hero

FIGHTING: GOOD (10)
AGILITY: GOOD (10)
STRENGTH: POOR (4)
ENDURANCE: GOOD (10)
REASON: TYPICAL (6)
INTUITION: TYPICAL (6)
PSYCHE: GOOD (10)

HEALTH: 34
KARMA: 22
RESOURCES: UNKNOWN
POPULARITY:

Powers

Tentacles: Pom Pom can generate and surround her hands with a mass of black "organic" tendrils that resemble, and may in fact be, Darkforce energy.

- She can extend her tendrils below her and use them as stilt-like legs that can lift her up to 3-areas into the air, and allow her to walk up to 3-areas/round, even on the surface of water.
- She can use her tendrils to grab and grapple opponents with Remarkable (30) Strength and Fighting rank. She can punch or crush with Excellent (20) damage rank, up to 3-areas away and victims are -1CS to resist being Slammed.



Talents: Pom Pom has demonstrated no appreciable talents.

Background: Nothing has been revealed about Pom Pom's origin. She joined her teammates in fighting off an alien invasion led by Thanos.





SHRI

Mystically-altered human, Hero

FIGHTING:	INCREDIBLE	(40)
AGILITY:	EXCELLENT	(20)
STRENGTH:	GOOD	(10)
ENDURANCE:	INCREDIBLE	(40)
REASON:	GOOD	(10)
INTUITION:	REMARKABLE	(30)
PSYCHE:	AMAZING	(50)

HEALTH: 110
KARMA: 90
RESOURCES: UNKNOWN
POPULARITY:

Powers

Energy Solidification: Shri can generate up to eight additional arms composed of mystical energy, four on each side of her body. Each of her mystical arms possess Excellent (20) physical strength and she can form weapons of the same magical energy in each of her eight hands. Her weapons include; swords, daggers, axes, bow staffs, a mace/club and an ornate primitive revolver.

- Shru can choose to attack a single target with multiple arms and weapons, rolling a maximum of two attack's (two rolls representing multiple attacks each) against one opponent, gaining a +2Cs to strike and inflicting up to Amazing (50) edged or Incredible (40) shooting or blunt damage per attack. Her bonus to strike and

increased damage represent a barrage of multiple weapons lashing out at the same target. She can also roll 1 defensive action in addition to her attacks. She can give up one of her attack rolls to make up to two addition defensive actions (Block or Evade) but if she must Dodge she uses up one of her two attacks.

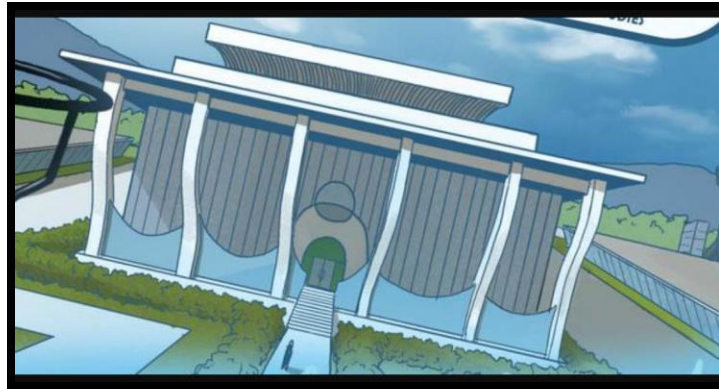
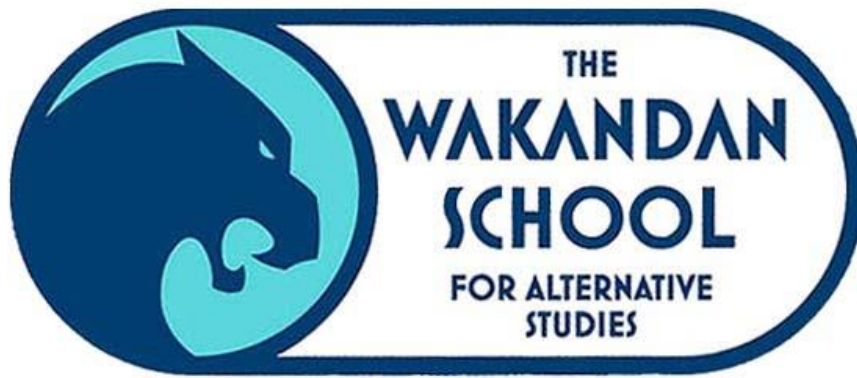
- She can split her attacks between two opponents gaining a +1CS to strike each, roll up to two attacks against each opponent and inflict up to Incredible (40) edged or Remarkable (30) blunt or shooting damage per attack. She can make one additional defense roll (Block or Evade) in addition to her attacks. She can give up one of her attacks to make up to two addition defensive actions (Block or Evade) but if she must Dodge she uses up one of her two attacks.
- She can split her attacks between up to four opponents using her normal Fighting rank to strike each, roll up to two attacks against each opponent and inflict up to Remarkable (30) edged or Excellent (20) blunt or shooting damage per attack. She can make one additional defensive roll (Block or Evade) in addition to her attacks. She can give up one of her attacks to make up to two addition defensive actions (Block or Evade) but if she must Dodge she uses up one of her two attacks.
- Because of her divine nature her mystic weapons may inflict +1CS damage against supernatural creatures. Since Durga was a destroyer of demons, Shri's weapons likely inflict +2CS damage against them or other evil supernatural creatures.

Magic: Shri is the modern incarnation of the goddess Durga. It's unclear if this means she was invested with powers to be Durga's agent on Earth, is a child or descendent of Durga or is in fact the goddess herself. Durga is a major goddess in the Hindu pantheon, a destroyer of demons and possibly the creator of the Universe. She may have powers rivaling other major gods such as Odin or Zeus. Shri may have unrevealed, or potential but not yet developed mystic abilities up to Unearthly 100) rank or even higher. These powers would likely be oriented towards creation and battling evil. Her ability ranks, especially Endurance and Psyche may be much higher. She may be immortal or reincarnate into a new body or host if she is killed.

Talents: Shri has the Mystic Origin and Occult Lore talents and receives a +1CS with all ancient melee weapons, bows and guns.

BACKGROUND: Shri is a teenage girl, presumably from India who is the modern incarnation of the Hindu warrior goddess Durga. She was participating in the super-school Contest of Champions and fought alongside the other students against an alien invasion led by Thanos. She is a proud and brave warrior who believes in fate and reincarnation and may have premonitions of the future. It's unknown if she had ever been a normal girl, who became invested with divine power or if she was born a goddess.



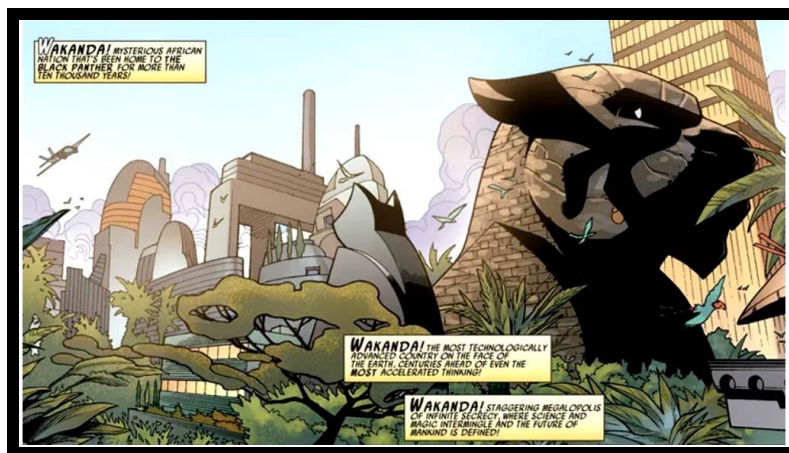


The Wakandan School for Alternative Studies

The Wakandan School for Alternative Studies is located on a grassy plain near the county's boarder, though it's unrevealed which boarder. The school is within walking distance of the sacred site know as the Red Rock, which was used as a rallying point when the school was evacuated during Thanos' invasion of the country.

Blocks, Asha and Bill are the only know students at the school, though they are only the "most recent" and the only ones seen evacuated during the attack. The school was badly damaged and possibly destroyed by the alien invaders.

Shuri who was at the time the Black Panther and Queen of Wakanda was considered at least symbolically the headmistress of the school. No other faculty members are named or shown.



ASHA

Student/Government agent
Unrevealed physical form, Hero

FIGHTING: EXCELLENT (20)
AGILITY: EXCELLENT (20)
STRENGTH: TYPICAL (6)
ENDURANCE: GOOD (10)
REASON: GOOD (10)
INTUITION: EXCELLENT (20)
PSYCHE: GOOD (10)

HEALTH: 56
KARMA: 40
RESOURCES: UNKNOWN
POPULARITY: 0

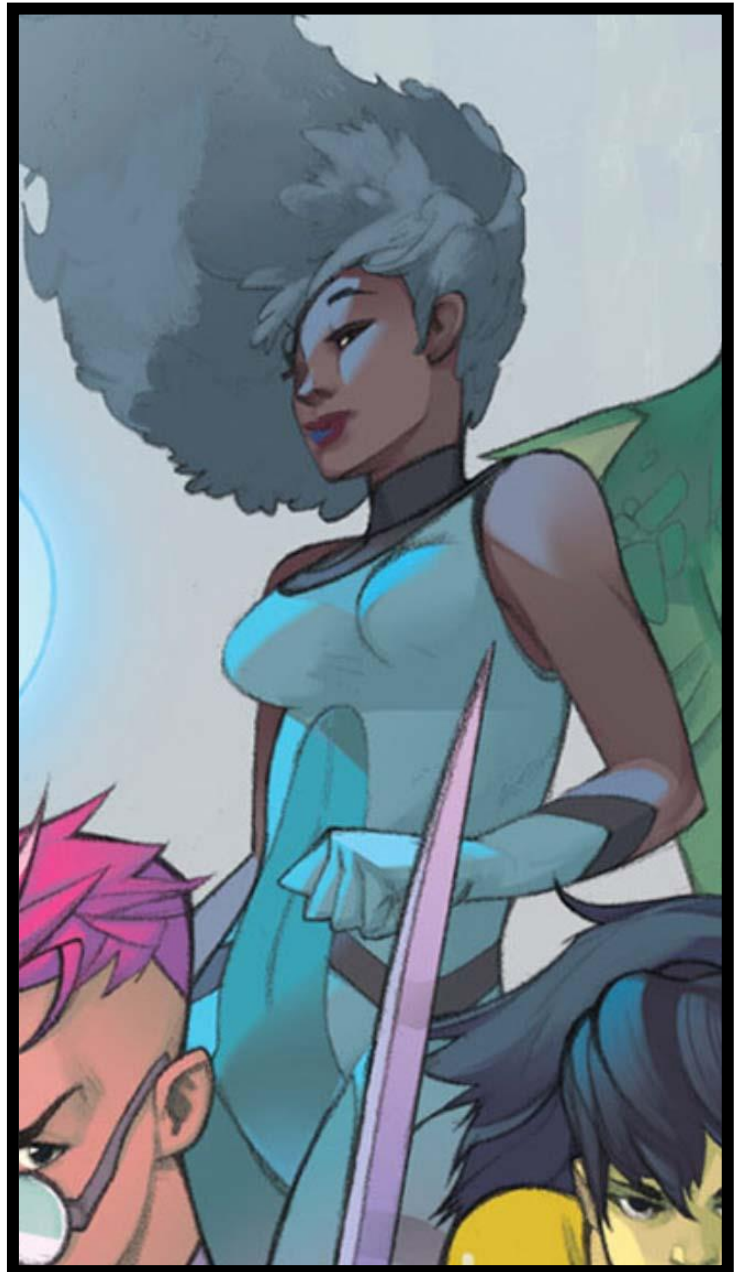
Powers:

Light Manipulation: Asha has the ability to reflect and absorb light at Amazing (50) rank. She has the following power stuns:

- **Blinding Flash:** When Asha wins Initiative by at least +3 and succeeds at a Psyche FEAT roll, she can generate a flash of blinding light that emanates from her entire body. Anyone looking in her direction must make an Intuition FEAT roll against Amazing (50) intensity (with a +2CS if they are aware of her ability), to look away or shield their eyes (penalizing them -4 Initiative). Failure indicates they are blinded for 3 rounds. Asha can use this attack only once every 10 rounds. *
- **Deflection:** Asha is likely able to deflect lasers and other light based energy beams at Amazing (50) rank.
- **Energy Projection:** Asha can focus ambient light to lasers or powerful photon streams to inflict up to Incredible (40) heat or force damage with a 3-area range.
- **Invisibility:** Asha can turn herself and any one person she touches invisible at Incredible (40) rank. She can remain invisible for a maximum of 40 consecutive rounds, after that she must rest her power and remain visible for 3 minutes for ever 4 rounds she was invisible. *

Talents: Asha likely has Martial Arts A and E and is trained with Wakandan weapons and technology.

Background: Asha background and the origin and nature of her powers is unrevealed. She's hostile and contemptuous towards Blocks. She joined her classmates and students from other super-schools in defending Wakanda from an alien invasion led by Thanos. She may have since graduated from the school and is now an agent of the Wakandan government.



Asha is a brave warrior and resents being patronized by men she thinks don't see her as an equal.

*** Optional Rules for fighting blind (or invisible opponents):** If the blinded hero has no sense of what direction the target is in and is picking a direction at random, roll a 1D10. A roll of 10 means he's shooting/swinging in the right direction and can attempt a blind shot.

- If the target is larger than normal add +1 to the 1D10 roll for every 25 points of growth power (example: the target has Growth at Monstrous (75) rank, add +3 to the 1D10 roll so the hero has a chance of hitting the target on a roll of 7-10).
- When making a blind-shot, relying completely on luck; roll a percentile (1D100). A roll of 94-97

is a Green result, 98-99 is a Yellow and a roll of 100 is a Red.

- the hero has some sense of where the target is; can hear his footsteps, whispers, gun cocking, etc. the hero can add 1/2 his/her Intuition rank to the percentile roll (example: Incredible (40) Intuition add +20)
- If the hero has a good sense of where the target is; knows the target is right in front of him, hears his voice close by, just got punched by

him, etc. he can add his Intuition rank to the percentile roll (Example; Remarkable (30) Intuition, add +30 to the roll).



BLOCKS

Real name unrevealed, Student
Physical form unrevealed, Hero

FIGHTING: GOOD (10)
AGILITY: GOOD (10)
STRENGTH: GOOD (10)
ENDURANCE: INCREDIBLE (40)
REASON: TYPICAL (6)
INTUITION: TYPICAL (6)
PSYCHE: TYPICAL (6)

HEALTH: 70
KARMA: 18
RESOURCES: UNKNOWN
POPULARITY: 0

Kinetic Absorption: Blocks has the Monstrous (75) rank power to absorb the kinetic energy of any physical attack that strikes his body. He automatically absorbs any blow of Amazing (50) rank or less and takes no damage from these attacks and can not be Stunned or Slammed by them. Damage at Monstrous (75) rank or higher require him to make a power rank FEAT roll against the attack. Failure means he takes half damage and must check against being Stunned or Slammed. Success means he takes no damage, isn't Stunned or Slammed and can channel the energy into his kinetic bolts.

Kinetic Bolt: Blocks can channel absorbed kinetic energy into flat square-shaped energy structures, similar to force fields, that he can project to strike opponents up to 2-areas away. For each attack absorbed, Block can make 2 attacks at -1CS the original rank absorbed before the stored energy is depleted. Example: Absorbing one Unearthly (100) attack allows him to strike twice for Monstrous (75) damage. Absorbing two Amazing (50) damage attacks allows him to attack four times for Incredible (40) damage each.

- Block may also be able to use his blocks as a force shield to protect others, or deflect attacks he can not absorb, such as energy beams. Used as a force shield they can provide protection equal to the rank absorbed -1CS for 2-rounds.

Talents: Block's only revealed talent is Student and he is knowledgeable about Wakanda's history.



Background: Block's background and the origin of his powers are unrevealed. During Thanos' invasion of Wakanda he intended to follow the Queen's orders and fall back to defend the Red Rock while his classmates intended to join the fight. When the invasion forces reached the Red Rock he was instrumental in winning the battle. Block's cautiousness and lack of self-confidence causes his fellow students, especially Bull, to view him as a coward.



BULL

Real name unrevealed, Student

Physical form unrevealed, Hero

FIGHTING: REMARKABLE (30)
AGILITY: REMARKABLE (30)
STRENGTH: REMARKABLE (30)
ENDURANCE: REMARKABLE (30)
REASON: GOOD (10)
INTUITION: REMARKABLE (30)
PSYCHE: GOOD (10)

HEALTH: 120
KARMA: 50
RESOURCES: UNKNOWN
POPULARITY: 0

Enhanced Abilities: Bull possesses the strength, agility and senses of a lion.

Enhanced Senses: Bull's five natural senses are enhanced to the Incredible (40) rank and he can likely track by scent.

Talents: Bull's talents are largely unrevealed but since Wakanda is a warrior culture he likely has Martial Arts B,C and E as well as melee and edged weapons talents.

Background: Nothing is revealed about the nature of origin of his powers, though his abilities of enhanced strength, agility and senses are similar to the abilities conferred on Wakanda's Black Panthers by the mystical heart-shaped herb. Bull is proud, hot-tempered warrior who is violently contemptuous of anyone he views as a coward or anyone unwilling to fight for Wakanda. He strongly dislikes Blacks.



MARVEL SUPER HEROES

Super-Schools Vol.1 presents the students of The Braddock Academy, the Pan-Asian School for the Unusually Gifted and the Wakandan School for Alternative Studies. Vol.1 is the first in a series presenting the gaming profiles for the worlds premiere institutions, training the next generation of super-heroes.

This game supplement is designed for use with the MARVEL SUPER HEROES™ Role-Playing Game.



Marevel Super Heroes: The Unofficial Canon Project