

Lethal Legion





Attuma

PL12

Abilities

Strength 12, Stamina 12, Agility 4, Dexterity 2, Fighting 9, Intellect 2, Awareness 2, Presence 2

Powers

Atlantean Physiology: Immunity 4 (aging, cold, drowning, pressure); Movement 1 (Environmental Adaptation—Aquatic); Senses 1 (Low-Light Vision); Swimming 7 (60mph) • 14 points

Invulnerability: Impervious Toughness 12 • 12 points

Equipment

Sword: Strength-based Damage 3, Improved Critical • 4 points

Advantages

All-Out Attack, Equipment, Favored Environment (Underwater), Languages (English, base: Atlantean), Leadership, Power Attack

Skills

Expertise: Atlantean Lore 6 (+8), Expertise: Military 12 (+14), Intimidation 12 (+14), Perception 6 (+8), Ranged Combat: Trident 6 (+8)

Offense

Initiative +4

Sword +9, Close, Damage 15, Threat 19-20

Unarmed +9, Close, Damage 12

Defense

Dodge 10, Parry 12

Toughness 12, Fortitude 12, Will 10

Power Points

Abilities 90 + Powers 26 + Advantages 5 + Skills 18 + Defenses 17 = Total 157

Complications

Dehydration: Out of water, Attuma becomes impaired and loses his Invulnerability. Extended absence from water reduces him to disabled, and incapacitated. He is only reduced to dying with a complete lack of water. Heat-based attacks can speed this process. Immersion in water - immediately removes all such conditions.

Imperius Rex!: Namor is arrogant, overconfident, and an elitist.

Obsession: Ruling Atlantis.

Real Name: Attuma



Black Talon

PL10

Abilities

Strength 2, Stamina 2, Agility 2, Dexterity 2, Fighting 5, Intellect 2, Awareness 3, Presence 3

Powers

Command Undead: Hearing Perception Area Cumulative Affliction 10 (Resisted by Will: Dazed, Compelled, Controlled), Affects Objects Only, Limited to Undead • *20 points*

Necromancy : Summon Zombies, Controlled, Horde, Multiple Minions 5 (32 minions), Limited-Bodies must be present • *13 points*

Equipment

Clawed Gloves and Dagger: Strength-based Damage 1, Improved Critical • *4 points*

Advantages

Defensive Roll 2, Equipment, Leadership, Ritualist

Skills

Deception 8 (+11), Expertise: Magic 8 (+10), Expertise: Streetwise 8 (+10), Insight 6 (+9), Perception 6 (+9)

Offense

Initiative +2

Clawed Gloves and Dagger +5, Close, Damage 3, Threat 19-20

Unarmed +5, Close, Damage 2

Defense

Dodge 8, Parry 8

Toughness 4 / 2*, Fortitude 6, Will 10

*Without Defensive Roll bonus.

Power Points

Abilities 42 + Powers 33 + Advantages 5 + Skills 18 + Defenses 20 = Total 118

Complications

Power Loss: Control of zombies is limited to Perception range only.

Real Name: Samuel Barone



Count Nefaria

PL14

Abilities

Strength 19, Stamina 15, Agility 2, Dexterity 2, Fighting 7, Intellect 2, Awareness 2, Presence 2

Powers

Ionic Flight: Array (28 points)

Flight: Flight 14 (32,000 mph) • 28 points

- **Super Speed:** Speed 14 (32,000 mph); Quickness 14 • 1 point

Ionic Form: Immortality 5; Immunity 16 (Ageing, Ionic Damage, Life Support); Protection 4, Impervious Toughness 16; Regeneration 5 • 51 points

Ionic Senses: Senses 2 (Accurate Normal Hearing) • 2 points

Ionic Strength: Enhanced Strength 4, Limited to lifting (Lifting Strength 23, 200 ktons) • 4 points

Ionic Vampirism: Perception ranged Cumulative Affliction 14 (Resisted by Will; Entranced, Compelled, Controlled), Limited to Ionic beings • 42 points

Ionic Vision: Ranged Damage 15 • 30 points

Advantages

Benefit 3 (Wealth 3, Millionaire), Connected, Inventor, Languages (English, base: Italian), Leadership, Ultimate Effort (Toughness)

Skills

Close Combat: Unarmed 2 (+9), Expertise: Science 8 (+10), Intimidation 8 (+10), Ranged Combat: Ionic Vision 6 (+8), Technology 8 (+10), Vehicles 4 (+6)

Offense

Initiative +2

Ionic Vampirism, Perception, Affliction 14, Cumulative, (DC 24)

Ionic Vision +8, Ranged, Damage 15

Unarmed +9, Close, Damage 19

Defense

Dodge 9, Parry 9

Toughness 19 (Impervious 16), Fortitude 15, Will 10

Power Points

Abilities 102 + Powers 158 + Advantages 8 + Skills 18 + Defenses 17 = Total 303

Complications

Enemy: Nefaria routinely opposes the Avengers.

Obsession: Power mad. Obsessed with immortality.

Vulnerable: Ionic energy manipulation.

Real Name: Luchino Nefaria



Grim Reaper

PL10

Abilities

Strength 4, Stamina --, Agility 2, Dexterity 2, Fighting 7, Intellect 2, Awareness 3, Presence 2

Powers

Consume Life: Healing 11, Linked to Drain Life, Limited to Self • 11 points

Reaper's Scythe: 36 points, Removable (-7) • 29 points

Scythe Shield: Enhanced Defenses 4 (Dodge 2, Parry 2) • 4 points

Scythe Spin: Immunity 4 (Cloud Attacks, Gas Effects), Sustained; Movement (Safe Fall) • 6 points

Weapon Systems: Array (22 points)

Plasma Blast: Ranged Damage 11 • 22 points

- **Deflection:** Deflect 12; Impervious Toughness 8 • 1 point

- **Drain Life:** Cumulative Affliction 11 (Resisted by Fortitude: Impaired, Disabled, Dying) • 1 point

- **Encephalo-Stunner:** Cumulative Affliction 11 (Resisted by Fortitude: Dazed, Stunned, Incapacitated) • 1 point

- **Scythe Strike:** Damage 6, Improved Critical, Multiattack, Penetrating • 1 point

Resurrection: Immortality 2, Limited-Body must not be destroyed, Limited-Requires Ritual • 1 point

Unliving Form: Immunity 30 (Fortitude Effects); Protection 8 • 38 points

Advantages

Connected, Leadership, Ranged Attack, Ritualist

Skills

Close Combat: Scythes 2 (+9), Expertise: Magic 8 (+10), Expertise: Streetwise 10 (+12), Intimidation 6 (+8), Ranged Combat: Reaper's Scythe 6 (+9), Technology 4 (+6), Vehicles 4 (+6)

Offense

Initiative +2

Drain Life +9, Close, Affliction, Resisted by Fortitude (DC 21)

Encephalo Stunner +9, Close, Affliction, Resisted by Fortitude (DC 21)

Plasma Blast +9, Ranged, Damage 11

Scythe Strike +9, Close, Damage 6, Multiattack, Penetrating

Unarmed +7, Close, Damage 4

Defense

Dodge 10 [12], Parry 10 [12]

Toughness 8, Fortitude --, Will 10

Power Points

Abilities 34 + Powers 79 + Advantages 4 + Skills 20 + Defenses 18 = Total 155

Complications

Rivalry: Wonder Man.

Susceptible: Death Magic.

Zombie: Impaired if Life Energy is not consumed at least once per day. Disabled and Incapacitated after one week. Dying after three weeks. Use of Consume Life removes all of these conditions

Real Name: Eric Williams



Living Laser

PL10

Abilities

Strength 1, Stamina --, Agility 1, Dexterity 2, Fighting 4, Intellect 4, Awareness 1, Presence 1

Powers

Force Field: Impervious Protection 12, Sustained • 24 points

Light Control: Array (20 points)

Laser Beam: Ranged Damage 10 • 20 points

- **Blinding Beam:** Ranged Cumulative Affliction 10 (Resisted by Dodge, Overcome by Fortitude: Vision Impaired, Vision Disabled, Vision Unaware), Limited to One Sense

- 1 point

- **Blinding Burst:** Burst Area Cumulative Affliction 10 (Resisted by Dodge, Overcome by Fortitude: Vision Impaired, Vision Disabled, Vision Unaware), Limited to One Sense • 1 point

- **Holograms:** Illusions 10 (Visual) • 1 point

- **Illuminate:** Environment 10 (Intense Light) • 1 point

- **Invisibility:** Concealment 4 (All Visual) • 1 point

Light Form: Insubstantial 3 (Light) • 15 points

Light Immunity: Immunity 10 (Light Effects) • 10 points

Light Speed Flight: Flight 19 (1,000,000 mph); Movement (Space Travel) • 40 points

Light Vision: Senses 5 (Vision Counters Concealment (Invisibility), Low-Light Vision, Infravision, Ultravision) • 5 points

Telepathic Communication: Mental Communication • 4 points

Unliving: Immunity 30 (Fortitude Effects) • 30 points

Advantages

Improved Initiative, Move-By Action, Power Attack, Precise Attack (Ranged: Cover)

Skills

Expertise: Science 10 (+14), Perception 6 (+7), Ranged Combat: Light Control 8 (+10), Technology 8 (+12)

Offense

Initiative +5

Blinding Beam +10, Ranged, Affliction, Resisted by Dodge (DC 20)

Blinding Burst, Close, Burst Area, Affliction, Resisted by Dodge (DC 20)

Laser Beam +10, Ranged, Damage 10

Unarmed +4, Close, Damage 1

Defense

Dodge 8, Parry 8

Toughness 12 / 0*, Fortitude --, Will 8

*Without Force Field bonus.

Power Points

Abilities 18 + Powers 153 + Advantages 4 + Skills 16 + Defenses 18 = Total 209

Complications

Disability: Mute.

Susceptible: Light manipulation effects.

Real Name: Arthur Parks



Man-Ape

PL11

Abilities

Strength 7, Stamina 7, Agility 4, Dexterity 4, Fighting 10, Intellect 1, Awareness 4, Presence 4

Powers

Prehensile Feet: Feature • 1 point

Simian Size: Growth 4, Continuous, Permanent, Innate • 9 points

Simian Senses: Senses 2 (Low-Light Vision, Acute Scent) • 2 points

Equipment

Hide Armor: Protection 3 • 3 points

Knife: Strength-based Damage 1, Improved Critical • 2 points

Shield: Enhanced Defenses 4 (Dodge 2, Parry 2) • 4 points

Spear: Strength-based Damage 3, Improved Critical, Reach • 5 points

Advantages

All-Out Attack, Benefit (Status-Chief of the Jabari Tribe), Chokehold, Close Attack 2, Equipment 3, Fast Grab, Improved Grab, Improved Initiative, Languages (English, base: Wakandan), Leadership, Power Attack, Ranged Attack 2, Takedown

Skills

Acrobatics 4 (+8), Athletics 11 (+18), Expertise: Survival 14 (+15), Expertise: Wakandan Lore 6 (+7), Intimidation 7 (+15), Perception 6 (+10), Ranged Combat: Thrown 6 (+12), Stealth 8 (+8)

Offense

Initiative +8

Knife +12, Close, Damage 8, Threat 19-20

Spear +12, Close, Damage 10, Threat 19-20, Reach

Spear (Thrown) +12, Ranged, Damage 10, Threat 19-20

Unarmed +12, Close, Damage 7

Defense

Dodge 10 [12], Parry 10 [12]

Toughness 10 / 7*, Fortitude 11, Will 9

*Without Hide Armor bonus.

Power Points

Abilities 66 + Powers 12 + Advantages 17 + Skills 31 + Defenses 15 = Total 141

Complications

Hatred: Technology.

Prejudice: Religion.

Responsibility: Jabari people.

Rivalry: Black Panther.

Real Name: M'Baku



Nekra

PL9

Abilities

Strength 2 [9], Stamina 2 [10], Agility 5, Dexterity 3, Fighting 7, Intellect 3, Awareness 3, Presence 2

Powers

Emotional Empowerment: Enhanced Abilities 15 (Strength 7, Stamina 8); Impervious Toughness 10; Speed 2 (8 mph); Fades • 27 points

Advantages

All-Out Attack, Ritualist, Power Attack

Skills

Acrobatics 4 (+9), Athletic 4 (+13), Close Combat: Unarmed 2 (+9), Expertise: Magic 6 (+9), Expertise: Survival 8 (+11), Intimidation 6 (+8), Perception 4 (+7)

Offense

Initiative +5

Unarmed +9, Close, Damage 9

Defense

Dodge 8, Parry 8

Toughness 10, Fortitude 12, Will 6

Power Points

Abilities 54 + Powers 27 + Advantages 3 + Skills 17 + Defenses 9 = Total 110

Complications

Prejudice: Mutant.

Relationship: Grim Reaper.

Real Name: Nekra Sinclair



Swordsman

PL10

Abilities

Strength 3, Stamina 3, Agility 5, Dexterity 4, Fighting 10, Intellect 2, Awareness 2, Presence 2

Powers

Makluan Sword: 33 points, Easily Removable (-12) • 21 points

Sword Slash: Strength-based Damage 3, Improved Critical, Penetrating 6 • 10 points

Weapon Systems: Array (20 points)

Plasma Blast: Ranged Damage 10 • 20 points

• **Disintegration Beam:** Ranged Weaken Toughness 10, Affects Objects Only • 1 point

• **Flame Jet:** Line Area Damage 6 • 1 point

• **Stun Blast:** Ranged Affliction 10 (Resisted by Fortitude: Dazed, Stunned, Incapacitated) • 1 point

Equipment

Throwing Knives: Ranged Multiattack Damage 1 • 3 points

Advantages

Accurate Attack, Agile Feint, Defensive Roll 4, Equipment, Improved Critical (Blades), Improved Disarm, Improved Initiative, Move-By Action, Power Attack, Quick Draw, Ranged Attack 6, Skill Mastery (Close Combat: Blades)

Skills

Acrobatics 6 (+11), Athletic 8 (+11), Close Combat: Blades 4 (+14), Expertise: Performance 8 (+10), Perception 6 (+8), Stealth 4 (+9), Technology 4 (+6)

Offense

Initiative +9

Flame Jet, Line Area, Close, Damage 6

Plasma Blast +10, Ranged, Damage 10

Stun Blast +10, Ranged, Affliction, Resisted by Fortitude (DC 20)

Sword Slash +14, Close, Damage 6, Penetrating, Threat 18-20

Throwing Knives +10, Ranged, Damage 1, Multiattack, Threat 18-20

Unarmed +10, Close, Damage 3

Defense

Dodge 13, Parry 13

Toughness 7 / 3*, Fortitude 8, Will 8

Power Points

Abilities 62 + Powers 21 + Advantages 20 + Skills 20 + Defenses 22 = Total 145

Complications

Addiction: Alcohol and Gambling.

Honor: Often gives up his criminal career in an attempt to join the Avengers.

Relationship: Mentor to Hawkeye and Trickshot.

Real Name: Jacques Duquesne



Ultron

PL13

Abilities

Strength 13, Stamina --, Agility 2, Dexterity 2, Fighting 6, Intellect 8, Awareness 3, Presence 2

Powers

Electromagnetic Conversion: Regeneration 10, Source (electromagnetic radiation) • 5 points

Flight: Flight 8 (500 MPH) • 16 points

Non-Adamantium Joints: Enhanced Defenses 12 (Dodge 6, Parry 6), Limited to effects resisted by Toughness; Protection 14, Impervious • 34 points

Program Transmitter: Comprehend 2 (Machines); Immortality 10 (1 hour), Limited to computer systems and prepared robot bodies • 14 points

Remote Interface: Radio Communication 4 • 16 points

- **Machine Override:** Perception Ranged Move Object 8, Limited to Machines • 1 point

Robotic Body: Immunity 30 (Fortitude effects) • 30 points

Weapons Systems: Array (28 points)

Concussion Blasters: Ranged Damage 14 • 28 points

- **Encephalo-Beam:** Mind Reading 9, Cumulative, Effortless, Reach, Close Distance • 1 point

• **Hypno-Beam:** Cumulative Affliction 9 (Resisted by Will; Dazed, Compelled, Controlled), Perception Ranged, Reach, Close Distance • 1 point

- **Tractor Beam:** Burst Area Move Object 9 • 1 point

• **Ultero-Beam:** Ranged Damage 10, Alternate Resistance (Will), Diminished Range 2 (50/100/250 ft.) • 1 point

Advantages

Accurate Attack, Diehard, Inventor, Power Attack, Skill Mastery (Technology)

Skills

Close Combat: Unarmed 6 (+12), Expertise: Science 10 (+18), Perception 8 (+12), Ranged Combat: Weapons Systems 10 (+12), Technology 12 (+20), Vehicles 10 (+12)

Offense

Initiative +2

Concussion Blasters +12, Ranged, Damage 14

Hypno-Beam, Close, Affliction 9, Resisted by Will (DC 19)

Machine Override, Perception Ranged, Str 8 Grab

Tractor Beam, Burst Area, Ranged, Move Object, Grab or Trip 9

Ultero-Beam +12, Ranged, Damage 10, Resisted by Will (DC 25)

Unarmed +12, Close, Damage 13

Defense

Dodge 6 / 12*, Parry 6 / 12*

Toughness 14 (Impervious), Fortitude Immune, Will 8

*Only against Toughness effects.

Power Points

Abilities 52 + Powers 148 + Advantages 5 + Skills 28 + Defenses 9 = Total 242

Complications

Enemy: Avengers.

Hatred: Henry Pym.

Quirk: Doesn't understand human motivation or interaction.

Real Name: Ultron