

```
XMLB characters {  
    stats {  
        autospend = support_heavy ;  
        body = 1 ;  
        characteranim = 00_testguy ;  
        charactername = defaultman ;  
        level = 1 ;  
        menulocation = 0 ;  
        mind = 1 ;  
        name = default ;  
        skin = 0002 ;  
        strength = 1 ;  
        team = enemy ;  
        talent {  
            level = 1 ;  
            name = fightstyle_default ;  
        }  
    }  
}
```

```
stats {  
    autospend = support ;  
    isteam = true ;  
    name = team_character ;  
    skin = 0002 ;  
    xpexempt = true ;  
}
```

```
stats {  
    autospend = bruiser_light ;  
    body = 7 ;  
    characteranim = 41_moonknight ;  
    charactername = Moon Knight ;  
    level = 1 ;  
    menulocation = 25 ;  
    mind = 8 ;  
    name = MoonKnight ;  
    platform_hidden = PS ;  
    playable = true ;  
    powerstyle = ps_moonknight ;  
    scriptlevel = 3 ;  
    skin = 4101 ;  
    skin_01_name = Classic ;  
    skin_02 = 02 ;  
    skin_02_name = Ultimate ;  
    skin_03 = 03 ;  
    skin_03_name = Khonshu ;  
}
```

```
skin_04 = 04 ;
skin_04_name = Retro ;
sounddir = moon_m ;
strength = 6 ;
team = hero ;
textureicon = 17 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = Mutant.XMen ;
    }
    BoltOn {
        bolt = Bip01 L Hand ;
        menuonly = true ;
        model = models/bolton/moonknight_staff ;
        slot = ebolton_clawleft ;
    }
    talent {
        level = 1 ;
        name = moonk_p1 ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
    talent {
        level = 1 ;
        name = fightstyle_default ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = grab ;
    }
    talent {
        level = 1 ;
        name = might ;
    }
}

stats {
    ailevel = 1 ;
```

```
autospend = support ;
body = 5 ;
characteranim = 14_warbird ;
charactername = Ms. Marvel ;
level = 1 ;
menulocation = 44 ;
mind = 12 ;
moveset1 = moveset_flying ;
name = Warbird ;
playable = true ;
powerstyle = ps_warbird ;
scriptlevel = 3 ;
skin = 1401 ;
skin_01_name = Warbird ;
skin_02 = 02 ;
skin_02_name = Original ;
skin_03 = 03 ;
skin_03_name = Ventura ;
skin_04 = 04 ;
skin_04_name = Binary ;
sounddir = warbir_m ;
strength = 4 ;
team = hero ;
textureicon = 6 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    talent {
        level = 1 ;
        name = war_power4 ;
    }
    talent {
        level = 1 ;
        name = war_passive1 ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = might ;
    }
```

```

talent {
level = 1 ;
name = flight ;
}
talent {
level = 1 ;
name = melee_moves ;
}
talent {
level = 1 ;
name = fightstyle_default ;
}
}

```

```

stats {
ailevel = 2 ;
autospend = support ;
body = 5 ;
characteranim = 171_hawkeye ;
charactername = Hawkeye ;
dlchero = true ;
level = 1 ;
menulocation = 01 ;
mind = 12 ;
name = Hawkeye ;
playable = true ;
powerstyle = ps_hawkeye ;
scriptlevel = 3 ;
skin = 17101 ;
skin_01_name = Classic ;
skin_02 = 04 ;
skin_02_name = Modern ;
skin_03 = 03 ;
skin_03_name = Street Gear ;
skin_04 = 02 ;
skin_04_name = Ultimate ;
sounddir = hwkeye_m ;
strength = 4 ;
team = hero ;
textureicon = 4 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
}

```

```
Multipart {
health = 0 ;
hideskin = 20301_bow_back_segment ;
hideskin2 = 20301_bow_L_hand_mid_segment ;
}
Multipart {
health = 0 ;
hideskin = 20301_arrow_R_hand_segment ;
hideskin2 = 20301_ball_R_hand_segment ;
}
Multipart {
health = 0 ;
hideskin = 20301_ice_R_hand_segment ;
hideskin2 = 20301_glue_R_hand_segment ;
}
Multipart {
health = 0 ;
hideskin = 20301_missile_R_hand_segment ;
hideskin2 = 20301_bird_R_hand_segment ;
}
Multipart {
health = 0 ;
hideskin = 20301_bow_L_hand_segment ;
nonmenuonly = true ;
showskin = 20301_bow_back_segment ;
}
talent {
level = 1 ;
name = hawk_p1 ;
}
talent {
level = 1 ;
name = fightstyle_default ;
}
talent {
level = 1 ;
name = block ;
}
talent {
level = 1 ;
name = grab ;
}
talent {
level = 1 ;
name = leadership ;
}
```

```
talent {  
level = 1 ;  
name = melee_moves ;  
}  
}
```

```
stats {  
autospend = bruiser_light ;  
body = 7 ;  
characteranim = 06_ghostrider ;  
charactername = Ghost Rider ;  
level = 1 ;  
menulocation = 47 ;  
mind = 8 ;  
name = GhostRider ;  
playable = true ;  
powerstyle = ps_ghostrider ;  
scriptlevel = 3 ;  
skin = 0601 ;  
skin_01_name = Classic ;  
skin_02 = 02 ;  
skin_02_name = Original ;  
skin_03 = 03 ;  
skin_03_name = Vengeance ;  
skin_04 = 04 ;  
skin_04_name = Western ;  
sounddir = ghost_m ;  
strength = 6 ;  
team = hero ;  
textureicon = 4 ;  
Race {  
name = Mutant ;  
}  
Race {  
name = XMen ;  
}  
talent {  
level = 1 ;  
name = ghost_p1 ;  
}  
talent {  
level = 1 ;  
name = fightstyle_default ;  
}  
talent {  
level = 1 ;
```

```
name = block ;
}
talent {
level = 1 ;
name = grab ;
}
talent {
level = 1 ;
name = melee_moves ;
}
talent {
level = 1 ;
name = ghost_resist ;
}
talent {
build = e3 ;
level = 1 ;
name = ghost_p2 ;
}
talent {
build = e3 ;
level = 1 ;
name = ghost_p7 ;
}
StatEffect {
bolt = Bip01 Head ;
effect = char/ghostr/special_burninghead ;
fxlevel = 1 ;
menuonly = false ;
skin = 01 ;
zoneonly = true ;
}
StatEffect {
bolt = Bip01 Head ;
effect = char/ghostr/special_burninghead ;
fxlevel = 2 ;
menuonly = true ;
skin = 01 ;
zoneonly = false ;
}
StatEffect {
bolt = Bip01 Head ;
effect = char/ghostr/special_burninghead ;
fxlevel = 1 ;
menuonly = false ;
skin = 02 ;
```

```

zoneonly = true ;
}
StatEffect {
bolt = Bip01 Head ;
effect = char/ghostr/special_burninghead ;
fxlevel = 2 ;
menuonly = true ;
skin = 02 ;
zoneonly = false ;
}
StatEffect {
bolt = Bip01 Head ;
effect = char/ghostr/special_burninghead ;
fxlevel = 1 ;
menuonly = false ;
skin = 03 ;
zoneonly = true ;
}
StatEffect {
bolt = Bip01 Head ;
effect = char/ghostr/special_burninghead ;
fxlevel = 2 ;
menuonly = true ;
skin = 03 ;
zoneonly = false ;
}
StatEffect {
bolt = Bip01 Spine2 ;
effect = char/ghostr/special_burninghead ;
fxlevel = 3 ;
skin = 04 ;
}
}

```

```

stats {
ailevel = 1 ;
autospend = support ;
body = 5 ;
characteranim = 80_silver_surfer ;
charactername = Silver Surfer ;
level = 1 ;
menulocation = 02 ;
mind = 12 ;
moveset1 = moveset_flying ;
name = SilverSurfer ;
playable = true ;
}

```

```
powerstyle = ps_silversurfer ;
scriptlevel = 3 ;
skin = 8001 ;
skin_01_name = Silver Surfer ;
skin_02 = 02 ;
skin_02_name = Norrin Radd ;
skin_03 = 03 ;
skin_03_name = The Keeper ;
skin_04 = 04 ;
skin_04_name = Silver Savage ;
sounddir = silver_m ;
strength = 4 ;
team = hero ;
textureicon = 6 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    BoltOn {
        bolt = Bip01 R Toe0 ;
        menuonly = true ;
        model = models/bolton/silver_surfer_surfboard ;
        slot = ebolton_clawleft ;
    }
    StatEffect {
        bolt = Bip01 L Hand ;
        effect = char/silver/special_aura_hand ;
        skin = 03 ;
    }
    StatEffect {
        bolt = Bip01 R Hand ;
        effect = char/silver/special_aura_hand ;
        skin = 03 ;
    }
    talent {
        level = 1 ;
        name = fightstyle_default ;
    }
    talent {
        level = 1 ;
        name = silver_p1 ;
    }
    talent {
        level = 1 ;
```

```

    name = flight ;
}
talent {
    level = 1 ;
    name = block ;
}
talent {
    level = 1 ;
    name = grab ;
}
talent {
    level = 1 ;
    name = might ;
}
talent {
    level = 1 ;
    name = melee_moves ;
}
}

```

```

stats {
    ailevel = 1 ;
    autospend = support ;
    body = 5 ;
    characteranim = 16_dr_strange ;
    charactername = Doctor Strange ;
    level = 1 ;
    menulocation = 45 ;
    mind = 12 ;
    moveset1 = moveset_flying ;
    name = DrStrange ;
    playable = true ;
    powerstyle = ps_drstrange ;
    scriptlevel = 3 ;
    skin = 1601 ;
    skin_01_name = Classic ;
    skin_02 = 02 ;
    skin_02_name = Royal Seer ;
    skin_03 = 03 ;
    skin_03_name = Blue Mage ;
    skin_04 = 04 ;
    skin_04_name = Ultimate ;
    sounddir = drstr_m ;
    strength = 4 ;
    team = hero ;
    textureicon = 5 ;
}

```

```

Race {
name = Mutant ;
}
Race {
name = XMen ;
}
talent {
level = 1 ;
name = drstr_p1 ;
}
talent {
level = 1 ;
name = drstr_teleport ;
}
talent {
level = 1 ;
name = melee_moves ;
}
talent {
level = 1 ;
name = block ;
}
talent {
level = 1 ;
name = flight ;
}
StatEffect {
anim = flying ;
bolt = Bip01 L Hand ;
effect = char/drstr/ability_fly ;
fxlevel = 1 ;
}
StatEffect {
anim = flying ;
bolt = Bip01 R Hand ;
effect = char/drstr/ability_fly ;
fxlevel = 1 ;
}
StatEffect {
anim = flying ;
bolt = Bip01 Pelvis ;
effect = char/drstr/ability_fly ;
fxlevel = 2 ;
}
talent {
level = 1 ;

```

```
    name = fightstyle_default ;  
  }  
}
```

```
stats {  
  ailevel = 1 ;  
  autospend = bruiser ;  
  body = 7 ;  
  canseestealthed = true ;  
  characteranim = 02_daredevil ;  
  charactername = Daredevil ;  
  level = 1 ;  
  menulocation = 03 ;  
  mind = 4 ;  
  name = Daredevil ;  
  playable = true ;  
  powerstyle = ps_daredevil ;  
  scriptlevel = 3 ;  
  skin = 0201 ;  
  skin_01_name = Classic ;  
  skin_02 = 02 ;  
  skin_02_name = Original ;  
  skin_03 = 03 ;  
  skin_03_name = Armored ;  
  skin_04 = 04 ;  
  skin_04_name = Marvel Knight ;  
  soundddir = ddevil_m ;  
  strength = 10 ;  
  team = hero ;  
  textureicon = 1 ;  
  Race {  
    name = Mutant ;  
  }  
  Race {  
    name = XMen ;  
  }  
  talent {  
    level = 1 ;  
    name = devil_p1 ;  
  }  
  talent {  
    level = 1 ;  
    name = devil_vision ;  
  }  
  talent {  
    level = 1 ;
```

```

name = block ;
}
talent {
level = 1 ;
name = melee_moves ;
}
talent {
level = 1 ;
name = fightstyle_default ;
}
Multipart {
health = 0 ;
hideskin = batons_segment ;
menuonly = true ;
}
Multipart {
health = 0 ;
hideskin = baton_hand_segment ;
nonmenuonly = true ;
}
}

```

```

stats {
autospend = bruiser_light ;
body = 7 ;
characteranim = 20_mrfantastic ;
charactername = Mr. Fantastic ;
level = 1 ;
menulocation = 13 ;
mind = 8 ;
name = MrFantastic ;
playable = true ;
powerstyle = ps_mrfantastic ;
scriptlevel = 3 ;
skin = 2001 ;
skin_01_name = Ultimate ;
skin_02 = 02 ;
skin_02_name = Original ;
skin_03 = 03 ;
skin_03_name = New Marvel ;
skin_04 = 04 ;
skin_04_name = Classic ;
sounddir = mrfan_m ;
strength = 6 ;
team = hero ;
textureicon = 13 ;
}

```

```

Race {
name = Mutant ;
}
Race {
name = XMen ;
}
talent {
level = 1 ;
name = grab ;
}
talent {
level = 1 ;
name = block ;
}
talent {
name = leadership ;
}
talent {
level = 1 ;
name = melee_moves ;
}
talent {
level = 1 ;
name = fightstyle_default ;
}
talent {
level = 1 ;
name = mrfan_p3 ;
}
}

```

```

stats {
ailevel = 1 ;
autospend = bruiser_light ;
body = 7 ;
characteranim = 10_thor ;
charactername = Thor ;
level = 1 ;
menulocation = 46 ;
mind = 8 ;
moveset1 = moveset_flying ;
name = Thor ;
playable = true ;
powerstyle = ps_thor ;
scriptlevel = 3 ;
skin = 1001 ;
}

```

```
skin_01_name = Ultimate ;
skin_02 = 02 ;
skin_02_name = Classic ;
skin_03 = 03 ;
skin_03_name = Beta Ray Bill ;
skin_04 = 04 ;
skin_04_name = Asgardian Armor ;
sounddir = thor_m ;
strength = 6 ;
team = hero ;
textureicon = 23 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    talent {
        level = 1 ;
        name = thor_p1 ;
    }
    talent {
        build = e3 ;
        level = 1 ;
        name = thor_p2 ;
    }
    talent {
        build = e3 ;
        level = 1 ;
        name = thor_p6 ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = flight ;
    }
    talent {
        level = 1 ;
        name = might ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
```

```

    }
    Multipart {
    health = 0 ;
    hideskin = hammer_segment ;
    nonmenuonly = true ;
    showskin = hammer_back_segment ;
    }
    Multipart {
    health = 0 ;
    hideskin = hammer_segment ;
    nonmenuonly = true ;
    showskin = hammer_back_segment ;
    weaponevent = true ;
    }
    Multipart {
    health = 0 ;
    hideskin = hammer_back_segment ;
    menuonly = true ;
    showskin = hammer_segment ;
    }
    StatEffect {
    anim = flying ;
    effect = char/thor/ability_fly ;
    fxlevel = 1 ;
    }
    talent {
    level = 1 ;
    name = fightstyle_default ;
    }
}

```

```

stats {
ailevel = 1 ;
autospend = support ;
body = 5 ;
characteranim = 04_storm ;
charactername = Storm ;
level = 1 ;
menulocation = 04 ;
mind = 12 ;
moveset1 = moveset_flying ;
name = Storm ;
playable = true ;
powerstyle = ps_storm ;
scriptlevel = 3 ;
skin = 0401 ;

```

```
skin_01_name = Astonishing ;
skin_02 = 02 ;
skin_02_name = Retro ;
skin_03 = 03 ;
skin_03_name = Ultimate ;
skin_04 = 04 ;
skin_04_name = Classic ;
sounddir = storm_m ;
strength = 4 ;
team = hero ;
textureicon = 3 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    StatEffect {
        anim = flying ;
        effect = char/storm/ability_fly ;
        fxlevel = 1 ;
    }
    StatEffect {
        anim = flying ;
        bolt = Bip01 Head ;
        effect = char/storm/ability_fly ;
        fxlevel = 2 ;
    }
    talent {
        level = 1 ;
        name = storm_resist ;
    }
    talent {
        level = 1 ;
        name = storm_strike ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
    talent {
        level = 1 ;
```

```

    name = fightstyle_default ;
}
talent {
    level = 1 ;
    name = flight ;
}
talent {
    level = 1 ;
    name = leadership ;
}
}

```

```

stats {
    ailevel = 1 ;
    autospend = support ;
    body = 5 ;
    characteranim = 22_invisiblewoman ;
    charactername = Invisible Woman ;
    level = 1 ;
    menulocation = 21 ;
    mind = 12 ;
    name = InvisibleWoman ;
    playable = true ;
    powerstyle = ps_invisiblewoman ;
    scriptlevel = 3 ;
    skin = 2201 ;
    skin_01_name = Ultimate ;
    skin_02 = 02 ;
    skin_02_name = Original ;
    skin_03 = 03 ;
    skin_03_name = New Marvel ;
    skin_04 = 04 ;
    skin_04_name = Classic ;
    sounddir = invisw_m ;
    strength = 4 ;
    team = hero ;
    textureicon = 5 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    talent {
        level = 1 ;
        name = inviswm_p1 ;
    }
}

```

```

    }
    talent {
    level = 1 ;
    name = block ;
    }
    talent {
    level = 1 ;
    name = fightstyle_default ;
    }
    talent {
    level = 1 ;
    name = melee_moves ;
    }
}

```

```

stats {
ailevel = 1 ;
autospend = bruiser ;
body = 7 ;
canthrowally = true ;
characteranim = 157_luke_cage ;
charactername = Luke Cage ;
ignoreboundsscaling = true ;
level = 1 ;
menulocation = 05 ;
mind = 4 ;
name = LukeCage ;
playable = true ;
powerstyle = ps_lukecage ;
scale_factor = 1.1 ;
scaleattacks = true ;
scriptlevel = 3 ;
skin = 15701 ;
skin_01_name = New Avengers ;
skin_02 = 02 ;
skin_02_name = Hero for Hire ;
skin_03 = 03 ;
skin_03_name = Street ;
skin_04 = 04 ;
skin_04_name = Modern ;
sounddir = lukeca_m ;
strength = 10 ;
team = hero ;
textureicon = 5 ;
    Race {
        name = Mutant ;
    }
}

```

```

    }
    Race {
        name = XMen ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = might ;
    }
    talent {
        level = 1 ;
        name = grab ;
    }
    talent {
        level = 1 ;
        name = lukec_grabsma ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
    talent {
        level = 1 ;
        name = fightstyle_default ;
    }
    talent {
        level = 1 ;
        name = lukec_p1 ;
    }
}

stats {
    ailevel = 1 ;
    autospend = bruiser ;
    body = 7 ;
    canthrowally = true ;
    characteranim = 07_captamerica ;
    charactername = Captain America ;
    level = 1 ;
    menulocation = 14 ;
    mind = 4 ;
    name = CaptainAmerica ;
    playable = true ;

```

```
powerstyle = ps_captainamerica ;
scriptlevel = 3 ;
skin = 0701 ;
skin_01_name = Ultimate ;
skin_02 = 02 ;
skin_02_name = Classic ;
skin_03 = 03 ;
skin_03_name = US Agent ;
skin_04 = 04 ;
skin_04_name = WW2 ;
sounddir = captam_m ;
strength = 10 ;
team = hero ;
textureicon = 5 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    Multipart {
        showskin = shield_segment ;
        weaponevent = true ;
    }
    talent {
        level = 1 ;
        name = captam_p1 ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
    talent {
        build = e3 ;
        level = 1 ;
        name = captam_p2 ;
    }
    talent {
        build = e3 ;
        level = 1 ;
        name = captam_p3 ;
    }
```

```

talent {
level = 1 ;
name = fightstyle_default ;
}
talent {
level = 1 ;
name = grab ;
}
talent {
level = 1 ;
name = might ;
}
talent {
descname = Crucial Strike ;
icon = 12 ;
name = critical ;
}
}

```

```

stats {
ailevel = 1 ;
autospend = bruiser_light ;
body = 7 ;
characteranim = 09_spiderman ;
charactername = Spider-Man ;
level = 1 ;
menulocation = 15 ;
mind = 8 ;
name = Spiderman ;
playable = true ;
powerstyle = ps_spiderman ;
scriptlevel = 3 ;
skin = 0901 ;
skin_01_name = Classic ;
skin_02 = 02 ;
skin_02_name = Symbiote ;
skin_03 = 03 ;
skin_03_name = Scarlet Spider ;
skin_04 = 04 ;
skin_04_name = Stark Armor ;
sounddir = spider_m ;
strength = 6 ;
team = hero ;
textureicon = 7 ;
Race {
name = Mutant ;
}
}

```

```
}  
Race {  
  name = XMen ;  
}  
talent {  
  level = 1 ;  
  name = spider_p1 ;  
}  
talent {  
  level = 1 ;  
  name = spider_tied ;  
}  
talent {  
  level = 1 ;  
  name = spider_zip ;  
}  
talent {  
  level = 1 ;  
  name = spider_dodge ;  
}  
talent {  
  level = 1 ;  
  name = fightstyle_default ;  
}  
talent {  
  level = 1 ;  
  name = block ;  
}  
talent {  
  level = 1 ;  
  name = might ;  
}  
talent {  
  level = 1 ;  
  name = melee_moves ;  
}  
talent {  
  build = e3 ;  
  level = 1 ;  
  name = spider_p3 ;  
}  
talent {  
  build = e3 ;  
  level = 1 ;  
  name = spider_p7 ;  
}
```

```

StatEffect {
anim = menu_action ;
bolt = Bip01 L Hand ;
effect = char/spider/menu_idle ;
fxlevel = 1 ;
}
StatEffect {
anim = menu_idle ;
bolt = Bip01 L Hand ;
effect = char/spider/menu_idle ;
fxlevel = 2 ;
}
}

```

```

stats {
ailevel = 1 ;
autospend = bruiser ;
body = 7 ;
canbeallythrown = true ;
characteranim = 03_wolverine ;
charactername = Wolverine ;
gen_charge_color = 0.8 0.2 0.2 1 ;
level = 1 ;
level_every_skill_reward = 99 ;
menulocation = 18 ;
mind = 4 ;
name = Wolverine ;
playable = true ;
powerstyle = ps_wolverine ;
scale_factor = 1 ;
scriptlevel = 3 ;
skin = 0301 ;
skin_01_name = Modern ;
skin_02 = 02 ;
skin_02_name = Classic ;
skin_03 = 03 ;
skin_03_name = Astonishing ;
skin_04 = 04 ;
skin_04_name = Ultimate ;
sounddir = wolv_m ;
strength = 10 ;
team = hero ;
textureicon = 2 ;
Race {
name = Mutant ;
}
}

```

```
Race {
name = XMen ;
}
BoltOn {
bolt = Bip01 L Hand ;
model = models/bolton/claw_left ;
slot = ebolton_clawleft ;
}
BoltOn {
bolt = Bip01 R Hand ;
model = models/bolton/claw_right ;
slot = ebolton_clawright ;
}
talent {
level = 1 ;
name = wolv_p1 ;
}
talent {
level = 1 ;
name = wolv_frenzy ;
}
talent {
level = 1 ;
name = wolv_rage ;
}
talent {
level = 1 ;
name = block ;
}
talent {
level = 1 ;
name = grab ;
}
talent {
level = 1 ;
name = might ;
}
talent {
level = 1 ;
name = healing_factor ;
}
talent {
level = 1 ;
name = melee_moves ;
}
talent {
```

```

    build = e3 ;
    level = 1 ;
    name = wolv_lunge ;
}
talent {
    build = e3 ;
    level = 1 ;
    name = wolv_p7 ;
}
talent {
    level = 1 ;
    name = fightstyle_default ;
}
}

```

```

stats {
    ailevel = 1 ;
    autospend = bruiser ;
    body = 7 ;
    canthrowally = true ;
    characteranim = 05_thing ;
    characteranimclass = humanoid_large ;
    charactername = Thing ;
    ignoreboundsscaling = true ;
    level = 1 ;
    menulocation = 06 ;
    mind = 4 ;
    name = Thing ;
    playable = true ;
    powerstyle = ps_thing ;
    scale_factor = 1.2 ;
    scriptlevel = 3 ;
    skin = 0501 ;
    skin_01_name = Modern ;
    skin_02 = 02 ;
    skin_02_name = Original ;
    skin_03 = 03 ;
    skin_03_name = Classic ;
    skin_04 = 04 ;
    skin_04_name = Ultimate ;
    sounddir = thing_m ;
    strength = 10 ;
    team = hero ;
    textureicon = 7 ;
    Race {
        name = Mutant ;
    }
}

```

```

}
Race {
name = XMen ;
}
talent {
level = 1 ;
name = thing_p1 ;
}
talent {
build = e3 ;
level = 1 ;
name = thing_p2 ;
}
talent {
build = e3 ;
level = 1 ;
name = thing_p5 ;
}
talent {
level = 1 ;
name = no_grab ;
}
talent {
level = 1 ;
name = fightstyle_default ;
}
talent {
level = 1 ;
name = might ;
}
talent {
level = 1 ;
name = block ;
}
talent {
level = 1 ;
name = grab ;
}
talent {
level = 1 ;
name = melee_moves ;
}
}

stats {
autospend = bruiser_light ;

```

```
body = 7 ;
characteranim = 15_ironman ;
charactername = Iron Man ;
level = 1 ;
menulocation = 16 ;
mind = 8 ;
moveset1 = moveset_flying ;
name = Ironman ;
playable = true ;
powerstyle = ps_ironman ;
scriptlevel = 3 ;
skin = 1502 ;
skin_01_name = New Avenger ;
skin_02 = 05 ;
skin_02_name = Classic ;
skin_03 = 03 ;
skin_03_name = War Machine ;
skin_04 = 04 ;
skin_04_name = Ultimate ;
sounddir = iron_m ;
strength = 6 ;
team = hero ;
textureicon = 13 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    talent {
        level = 1 ;
        name = ironman_p1 ;
    }
    talent {
        level = 1 ;
        name = grab ;
    }
    talent {
        level = 1 ;
        name = flight ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
```

```

level = 1 ;
name = might ;
}
talent {
level = 1 ;
name = ironman_grabsma ;
}
talent {
level = 1 ;
name = melee_moves ;
}
StatEffect {
anim = flying ;
bolt = Bip01 L Toe0 ;
effect = char/iron/ability_fly_hand ;
fxlevel = 1 ;
}
StatEffect {
anim = flying ;
bolt = Bip01 R Toe0 ;
effect = char/iron/ability_fly_hand ;
fxlevel = 1 ;
}
talent {
level = 1 ;
name = fightstyle_default ;
}
}

```

```

stats {
autospend = bruiser ;
body = 7 ;
characteranim = 01_blade ;
charactername = Blade ;
level = 1 ;
menulocation = 23 ;
mind = 4 ;
name = Blade ;
playable = true ;
powerstyle = ps_blade ;
scriptlevel = 3 ;
skin = 0101 ;
skin_01_name = Ultimate ;
skin_02 = 02 ;
skin_02_name = Classic ;
skin_03 = 03 ;

```

```
skin_03_name = Night Stalker ;
skin_04 = 04 ;
skin_04_name = Daywalker ;
sounddir = blade_m ;
strength = 10 ;
team = hero ;
textureicon = 0 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    Multipart {
        health = 0 ;
        hideskin = 0101_sword_back_segment ;
    }
    Multipart {
        health = 0 ;
        hideskin = 0101_gun_segment ;
    }
    Multipart {
        health = 0 ;
        nonmenuonly = true ;
        showskin = 0101_sword_back_segment ;
    }
    Multipart {
        health = 0 ;
        hideskin = 0101_sword_segment ;
        nonmenuonly = true ;
    }
    talent {
        level = 1 ;
        name = blade_p1 ;
    }
    talent {
        level = 1 ;
        name = blade_regen ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
```

```

    }
    talent {
    level = 1 ;
    name = leadership ;
    }
    talent {
    level = 1 ;
    name = fightstyle_default ;
    }
}

```

```

stats {
autospend = support ;
body = 5 ;
characteranim = 13_humantorch ;
charactername = Human Torch ;
level = 1 ;
menulocation = 07 ;
mind = 12 ;
moveset1 = moveset_flying ;
name = HumanTorch ;
playable = true ;
powerstyle = ps_humantorch ;
scriptlevel = 3 ;
skin = 1301 ;
skin_01_name = Ultimate ;
skin_02 = 02 ;
skin_02_name = Original ;
skin_03 = 03 ;
skin_03_name = Modern ;
skin_04 = 04 ;
skin_04_name = Classic ;
sounddir = humant_m ;
strength = 4 ;
team = hero ;
textureicon = 5 ;
    Race {
    name = Mutant ;
    }
    Race {
    name = XMen ;
    }
    talent {
    level = 1 ;
    name = humant_p1 ;
    }
}

```

```
talent {  
level = 1 ;  
name = melee_moves ;  
}  
talent {  
level = 1 ;  
name = humant_resist ;  
}  
talent {  
level = 1 ;  
name = fightstyle_default ;  
}  
talent {  
level = 1 ;  
name = flight ;  
}  
talent {  
level = 1 ;  
name = block ;  
}  
talent {  
level = 1 ;  
name = grab ;  
}  
StatEffect {  
bolt = fx01 ;  
effect = char/humant/special_burning ;  
fxlevel = 2 ;  
menuonly = true ;  
zoneonly = false ;  
}  
StatEffect {  
bolt = fx02 ;  
effect = char/humant/special_burning ;  
fxlevel = 2 ;  
menuonly = true ;  
zoneonly = false ;  
}  
StatEffect {  
bolt = Bip01 Head ;  
effect = char/humant/special_burning ;  
fxlevel = 1 ;  
menuonly = false ;  
skin = 03 ;  
zoneonly = true ;  
}
```

```

StatEffect {
bolt = Bip01 Head ;
effect = char/humant/special_burning ;
fxlevel = 3 ;
menuonly = true ;
skin = 03 ;
zoneonly = false ;
}
StatEffect {
bolt = Bip01 L Hand ;
effect = char/humant/special_burning ;
fxlevel = 2 ;
menuonly = false ;
skin = 03 ;
zoneonly = true ;
}
StatEffect {
bolt = Bip01 R Hand ;
effect = char/humant/special_burning ;
fxlevel = 2 ;
menuonly = false ;
skin = 03 ;
zoneonly = true ;
}
}

```

```

stats {
ailevel = 2 ;
autospend = support ;
body = 5 ;
characteranim = 173_captainmarvel ;
charactername = Captain Marvel ;
level = 1 ;
menulocation = 17 ;
mind = 12 ;
moveset1 = moveset_flying ;
name = CaptainMarvel ;
playable = true ;
powerstyle = ps_captainmarvel ;
scriptlevel = 3 ;
skin = 17301 ;
skin_01_name = Genis-Vell ;
skin_02 = 02 ;
skin_02_name = Genis ;
skin_03 = 03 ;
skin_03_name = Captain Mar-Vell ;

```

```
skin_04 = 04 ;
skin_04_name = Ultimate ;
sounddir = capmvl_m ;
strength = 4 ;
team = hero ;
textureicon = 4 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    talent {
        level = 1 ;
        name = captma_p1 ;
    }
    talent {
        level = 1 ;
        name = fightstyle_default ;
    }
    talent {
        level = 1 ;
        name = grab ;
    }
    talent {
        level = 1 ;
        name = flight ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = might ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
    StatEffect {
        bolt = Bip01 Spine2 ;
        effect = char/captmarvel/special_aura ;
    }
    StatEffect {
        bolt = Bip01 L Hand ;
```

```

    effect = char/captmarvel/special_aura_hand ;
}
StatEffect {
    bolt = Bip01 R Hand ;
    effect = char/captmarvel/special_aura_hand ;
}
}

```

```

stats {
    ailevel = 1 ;
    autospend = bruiser ;
    body = 7 ;
    canthrowally = true ;
    characteranim = 170_Hulk ;
    characteranimclass = humanoid_large ;
    charactername = Hulk ;
    ignoreboundsscaling = true ;
    level = 1 ;
    menulocation = 24 ;
    mind = 4 ;
    name = Hulk ;
    playable = true ;
    powerstyle = ps_hulk ;
    scale_factor = 1.3 ;
    scriptlevel = 3 ;
    skin = 17001 ;
    skin_01_name = Classic ;
    skin_02 = 02 ;
    skin_02_name = Original ;
    skin_03 = 03 ;
    skin_03_name = Red ;
    skin_04 = 04 ;
    skin_04_name = Joe Fixit ;
    sounddir = hulk_m ;
    strength = 12 ;
    team = hero ;
    textureicon = 7 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    talent {
        level = 1 ;
        name = hulk_power1 ;
    }
}

```

```

    }
    talent {
    level = 1 ;
    name = healing_factor ;
    }
    talent {
    level = 1 ;
    name = no_grab ;
    }
    talent {
    level = 1 ;
    name = fightstyle_default ;
    }
    talent {
    level = 1 ;
    name = might ;
    }
    talent {
    level = 1 ;
    name = block ;
    }
    talent {
    level = 1 ;
    name = melee_moves ;
    }
}

```

```

stats {
ailevel = 1 ;
autospend = bruiser_light ;
body = 7 ;
characteranim = 12_elektra ;
charactername = Elektra ;
level = 1 ;
menulocation = 08 ;
mind = 8 ;
name = Elektra ;
playable = true ;
powerstyle = ps_elektra ;
scriptlevel = 3 ;
skin = 1201 ;
skin_01_name = Classic ;
skin_02 = 02 ;
skin_02_name = Ultimate ;
skin_03 = 03 ;
skin_03_name = Assassin ;

```

```
skin_04 = 04 ;
skin_04_name = Stealth ;
sounddir = elekra_m ;
strength = 6 ;
team = hero ;
textureicon = 13 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    Multipart {
        health = 0 ;
        hideskin = 1201_sai_left_segment ;
    }
    Multipart {
        health = 0 ;
        hideskin = 1201_sai_right_segment ;
    }
    Multipart {
        health = 0 ;
        hideskin = 1201_star_left_segment ;
    }
    Multipart {
        health = 0 ;
        hideskin = 1201_star_right_segment ;
    }
    Multipart {
        health = 0 ;
        menuonly = true ;
        showskin = 1201_sai_left_segment ;
    }
    Multipart {
        health = 0 ;
        menuonly = true ;
        showskin = 1201_sai_right_segment ;
    }
    talent {
        level = 1 ;
        name = elektra_p4 ;
    }
    talent {
        level = 1 ;
        name = elektra_kimagure ;
    }
```

```

talent {
level = 1 ;
name = fightstyle_default ;
}
talent {
level = 1 ;
name = block ;
}
talent {
level = 1 ;
name = melee_moves ;
}
}

```

```

stats {
ailevel = 1 ;
autospend = support ;
body = 5 ;
characteranim = 08_iceman ;
charactername = Iceman ;
level = 1 ;
menulocation = 40 ;
mind = 12 ;
name = Iceman ;
playable = true ;
powerstyle = ps_iceman ;
scriptlevel = 3 ;
skin = 0801 ;
skin_01_name = Classic ;
skin_02 = 03 ;
skin_02_name = Spiky ;
skin_03 = 02 ;
skin_03_name = Bobby Drake ;
skin_04 = 04 ;
skin_04_name = Original ;
sounddir = iceman_m ;
strength = 4 ;
team = hero ;
textureicon = 6 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    talent {

```

```
level = 1 ;
name = iceman_p2 ;
}
talent {
level = 1 ;
name = iceman_resist ;
}
talent {
level = 1 ;
name = fightstyle_default ;
}
talent {
level = 1 ;
name = melee_moves ;
}
talent {
level = 1 ;
name = block ;
}
talent {
level = 1 ;
name = grab ;
}
StatEffect {
bolt = Bip01 Spine2 ;
effect = char/iceman/special_selfchill ;
fxlevel = 1 ;
skin = 01 ;
}
StatEffect {
anim = menu_idle ;
bolt = Bip01 R Hand ;
effect = char/iceman/special_selfchill ;
fxlevel = 2 ;
menuonly = true ;
skin = 03 ;
zoneonly = false ;
}
StatEffect {
anim = menu_idle ;
bolt = Bip01 L Hand ;
effect = char/iceman/special_selfchill ;
fxlevel = 2 ;
menuonly = true ;
skin = 03 ;
zoneonly = false ;
```

```

    }
    StatEffect {
    bolt = Bip01 R Hand ;
    effect = char/iceman/special_selfchill ;
    fxlevel = 2 ;
    menuonly = false ;
    skin = 03 ;
    zoneonly = true ;
    }
    StatEffect {
    bolt = Bip01 L Hand ;
    effect = char/iceman/special_selfchill ;
    fxlevel = 2 ;
    menuonly = false ;
    skin = 03 ;
    zoneonly = true ;
    }
    StatEffect {
    bolt = Bip01 Spine2 ;
    effect = char/iceman/special_selfchill ;
    fxlevel = 1 ;
    skin = 02 ;
    }
    StatEffect {
    bolt = Bip01 Spine2 ;
    effect = char/iceman/special_selfchill ;
    fxlevel = 1 ;
    skin = 04 ;
    }
}

```

```

stats {
ailevel = 1 ;
autospend = bruiser ;
body = 7 ;
characteranim = 11_black_panther ;
charactername = Black Panther ;
level = 1 ;
menulocation = 22 ;
mind = 4 ;
name = BlackPanther ;
playable = true ;
powerstyle = ps_blackpanther ;
scriptlevel = 3 ;
skin = 1101 ;
skin_01_name = Modern ;

```

```
skin_02 = 02 ;
skin_02_name = Classic ;
skin_03 = 03 ;
skin_03_name = Ceremonial ;
skin_04 = 04 ;
skin_04_name = Holy Armor ;
sounddir = blackp_m ;
strength = 10 ;
team = hero ;
textureicon = 3 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    Multipart {
        health = 0 ;
        hideskin = dagger_l_segment ;
    }
    Multipart {
        health = 0 ;
        hideskin = dagger_r_segment ;
    }
    talent {
        level = 1 ;
        name = panther_p1 ;
    }
    talent {
        level = 1 ;
        name = panther_acro_slam ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = fightstyle_default ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
}
```

```
stats {
ailevel = 1 ;
autospend = support ;
body = 7 ;
characteranim = 21_nickfury ;
charactername = Nick Fury ;
level = 1 ;
menulocation = 09 ;
mind = 8 ;
name = NickFury ;
playable = true ;
powerstyle = ps_nickfury ;
scriptlevel = 3 ;
skin = 2101 ;
skin_01_name = Classic ;
skin_02 = 02 ;
skin_02_name = Stealth ;
skin_03 = 03 ;
skin_03_name = Ultimate ;
skin_04 = 04 ;
skin_04_name = General Fury ;
sounddir = fury_m ;
strength = 6 ;
team = hero ;
textureicon = 5 ;
    Multipart {
        health = 0 ;
        hideskin = gun_left_segment ;
    }
    Multipart {
        health = 0 ;
        hideskin = gun_right_segment ;
    }
    talent {
        level = 1 ;
        name = grab ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = nickf_p1 ;
    }
    talent {
```

```
level = 1 ;
name = melee_moves ;
}
talent {
level = 1 ;
name = fightstyle_default ;
}
}
```

```
stats {
autospend = bruiser_light ;
body = 7 ;
characteranim = 17_deadpool ;
charactername = Deadpool ;
level = 1 ;
menulocation = 19 ;
mind = 8 ;
name = Deadpool ;
playable = true ;
powerstyle = ps_deadpool ;
scriptlevel = 3 ;
skin = 1701 ;
skin_01_name = Classic ;
skin_02 = 02 ;
skin_02_name = Ultimate ;
skin_03 = 03 ;
skin_03_name = Weapon X ;
skin_04 = 04 ;
skin_04_name = Assassin ;
sounddir = dphero_m ;
strength = 6 ;
team = hero ;
textureicon = 17 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = Mutant.XMen ;
    }
    Multipart {
        health = 0 ;
        hideskin = sword_l_back ;
    }
    Multipart {
        health = 0 ;
        hideskin = sword_r_hand ;
    }
}
```

```
}  
Multipart {  
health = 0 ;  
hideskin = sword_l_hand_reverse ;  
}  
Multipart {  
health = 0 ;  
hideskin = guns ;  
}  
Multipart {  
health = 0 ;  
nonmenuonly = true ;  
showskin = sword_l_back ;  
}  
Multipart {  
health = 0 ;  
hideskin = sword_l_hand ;  
nonmenuonly = true ;  
}  
talent {  
level = 1 ;  
name = dead_p1 ;  
}  
talent {  
level = 1 ;  
name = dead_tele ;  
}  
talent {  
level = 1 ;  
name = melee_moves ;  
}  
talent {  
level = 1 ;  
name = dead_stealth ;  
}  
talent {  
level = 1 ;  
name = fightstyle_default ;  
}  
talent {  
level = 1 ;  
name = block ;  
}  
talent {  
level = 1 ;  
name = grab ;
```

```
}  
talent {  
level = 1 ;  
name = healing_factor ;  
}  
}
```

```
stats {  
ailevel = 1 ;  
autospend = bruiser_light ;  
body = 7 ;  
characteranim = 38_spider_woman ;  
charactername = Spider-Woman ;  
level = 1 ;  
menulocation = 41 ;  
mind = 8 ;  
moveset1 = moveset_flying ;  
name = SpiderWoman ;  
playable = true ;  
powerstyle = ps_spiderwoman ;  
scriptlevel = 3 ;  
skin = 3801 ;  
skin_01_name = Classic ;  
skin_02 = 02 ;  
skin_02_name = Agent of S.H.I.E.L.D. ;  
skin_03 = 03 ;  
skin_03_name = Secret Wars ;  
skin_04 = 04 ;  
skin_04_name = Spider-Girl ;  
sounddir = spidwm_m ;  
strength = 6 ;  
team = hero ;  
textureicon = 7 ;  
Race {  
name = Mutant ;  
}  
Race {  
name = XMen ;  
}  
talent {  
level = 1 ;  
name = spdwm_power1 ;  
}  
talent {  
level = 1 ;  
name = melee_moves ;  
}
```

```

    }
    talent {
    level = 1 ;
    name = fightstyle_default ;
    }
    talent {
    level = 1 ;
    name = block ;
    }
    talent {
    level = 1 ;
    name = flight ;
    }
}

```

```

stats {
ailevel = 1 ;
autospend = bruiser_light ;
body = 7 ;
canthrowally = true ;
characteranim = 78_Colossus ;
characteranimclass = humanoid_large ;
charactername = Colossus ;
ignoreboundsscaling = true ;
level = 1 ;
menulocation = 10 ;
mind = 4 ;
name = Colossus ;
platform_hidden = PS ;
playable = true ;
powerstyle = ps_colossus ;
scale_factor = 1.15 ;
scriptlevel = 3 ;
skin = 7801 ;
skin_01_name = Ultimate ;
skin_02 = 02 ;
skin_02_name = Classic ;
skin_03 = 03 ;
skin_03_name = Astonishing ;
skin_04 = 04 ;
skin_04_name = Retro ;
sounddir = colos_m ;
strength = 10 ;
team = hero ;
textureicon = 7 ;
    Race {

```

```

name = Mutant ;
}
Race {
name = XMen ;
}
talent {
level = 1 ;
name = colos_power1 ;
}
talent {
level = 1 ;
name = no_grab ;
}
talent {
level = 1 ;
name = fightstyle_default ;
}
talent {
level = 1 ;
name = might ;
}
talent {
level = 1 ;
name = block ;
}
talent {
level = 1 ;
name = melee_moves ;
}
}

```

```

stats {
ailevel = 1 ;
autospend = support ;
body = 6 ;
characteranim = 172_cyclops ;
charactername = Cyclops ;
level = 1 ;
menulocation = 42 ;
mind = 8 ;
name = Cyclops ;
playable = true ;
powerstyle = ps_cyclops ;
scale_factor = 1.0 ;
scriptlevel = 3 ;
skin = 17201 ;
}

```

```

skin_01_name = Astonishing ;
skin_02 = 03 ;
skin_02_name = Original ;
skin_03 = 04 ;
skin_03_name = Classic ;
skin_04 = 02 ;
skin_04_name = Ultimate ;
sounddir = cyclop_m ;
strength = 7 ;
team = hero ;
textureicon = 7 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    talent {
        level = 1 ;
        name = cyclops_power1 ;
    }
    talent {
        level = 1 ;
        name = grab ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
    talent {
        level = 1 ;
        name = fightstyle_default ;
    }
}

stats {
ailevel = 1 ;
autospend = bruiser_light ;
body = 7 ;
characteranim = 47_nightcrawlerdlc ;
charactername = Nightcrawler ;
level = 1 ;

```

```
menulocation = 20 ;
mind = 9 ;
name = Nightcrawlerdlc ;
playable = true ;
powerstyle = ps_nightcrawlerdlc ;
scale_factor = 1.0 ;
scriptlevel = 3 ;
skin = 4702 ;
skin_01_name = Astonishing ;
skin_02 = 03 ;
skin_02_name = Classic ;
skin_03 = 04 ;
skin_03_name = Age of Apocalypse ;
skin_04 = 05 ;
skin_04_name = Ultimate ;
sounddir = night_m ;
strength = 5 ;
team = hero ;
textureicon = 7 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    BoltOn {
        anim = 47_nightcrawlerDlc_tail ;
        bolt = Bip01 Pelvis ;
        model = 4710 ;
        slot = ebolton_tail ;
    }
    Multipart {
        health = 0 ;
        hideskin = swords_bolton ;
    }
    Multipart {
        health = 0 ;
        hideskin = swords ;
    }
    BoltOn {
        bolt = Bip01 Spine2 ;
        model = models/bolton/nightcrawler_swords_back ;
        slot = ebolton_clawright ;
    }
    talent {
        level = 1 ;
```

```

    name = night_power1 ;
}
talent {
    level = 1 ;
    name = night_tele ;
}
talent {
    level = 1 ;
    name = grab ;
}
talent {
    level = 1 ;
    name = fightstyle_default ;
}
talent {
    level = 1 ;
    name = block ;
}
talent {
    level = 1 ;
    name = melee_moves ;
}
}

```

```

stats {
    ailevel = 1 ;
    autospend = bruiser_light ;
    body = 6 ;
    characteranim = 175_magneto ;
    charactername = Magneto ;
    ignoreboundsscaling = true ;
    level = 1 ;
    menulocation = 43 ;
    mind = 10 ;
    moveset1 = moveset_flying ;
    name = Magneto ;
    playable = true ;
    powerstyle = ps_magneto ;
    scale_factor = 1.04 ;
    scriptlevel = 3 ;
    skin = 17501 ;
    skin_01_name = Classic ;
    skin_02 = 02 ;
    skin_02_name = 80's ;
    skin_03 = 03 ;
    skin_03_name = Xorn ;
}

```

```
skin_04 = 04 ;
skin_04_name = Ultimate ;
sounddir = magnet_m ;
strength = 5 ;
team = hero ;
textureicon = 7 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = Brotherhood ;
    }
    talent {
        level = 1 ;
        name = magneto_p1 ;
    }
    talent {
        level = 1 ;
        name = grab ;
    }
    talent {
        level = 1 ;
        name = fightstyle_default ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
    talent {
        level = 1 ;
        name = flight ;
    }
    talent {
        level = 1 ;
        name = leadership ;
    }
    StatEffect {
        anim = flying ;
        bolt = Bip01 Spine1 ;
        effect = char/magneto/flying ;
        fxlevel = 1 ;
    }
```

```
}
```

```
stats {  
  ailevel = 1 ;  
  autospend = bruiser ;  
  body = 8 ;  
  characteranim = 177_sabretooth ;  
  characteranimsc = humanoid_large ;  
  charactername = Sabretooth ;  
  ignoreboundsscaling = true ;  
  level = 1 ;  
  menulocation = 11 ;  
  mind = 4 ;  
  name = Sabretooth ;  
  playable = true ;  
  powerstyle = ps_sabretooth ;  
  scale_factor = 1.1 ;  
  scriptlevel = 3 ;  
  skin = 17701 ;  
  skin_01_name = Modern ;  
  skin_02 = 04 ;  
  skin_02_name = Original ;  
  skin_03 = 03 ;  
  skin_03_name = Age of Apocalypse ;  
  skin_04 = 02 ;  
  skin_04_name = Ultimate ;  
  sounddir = pcsab_m ;  
  strength = 9 ;  
  team = hero ;  
  textureicon = 7 ;  
  Race {  
    name = Mutant ;  
  }  
  Race {  
    name = Brotherhood ;  
  }  
  talent {  
    level = 1 ;  
    name = sab_p1 ;  
  }  
  talent {  
    level = 1 ;  
    name = healing_factor ;  
  }  
  talent {  
    level = 1 ;
```

```

    name = block ;
}
talent {
    level = 1 ;
    name = might ;
}
talent {
    level = 1 ;
    name = grab ;
}
talent {
    level = 1 ;
    name = sabre_grabsma ;
}
talent {
    level = 1 ;
    name = melee_moves ;
}
talent {
    level = 1 ;
    name = fightstyle_default ;
}
}

```

```

stats {
    ailevel = 2 ;
    autospend = bruiser_light ;
    body = 7 ;
    characteranim = 148_blackwidow ;
    charactername = Black Widow ;
    level = 1 ;
    menulocation = 12 ;
    mind = 8 ;
    name = BlackWidowv ;
    playable = true ;
    powerstyle = ps_blackwidow ;
    scriptlevel = 3 ;
    skin = 14802 ;
    skin_01_name = Ultimate ;
    skin_02 = 03 ;
    skin_02_name = Yelena Belova ;
    skin_03 = 04 ;
    skin_03_name = Natasha Romanoff ;
    skin_04 = 05 ;
    skin_04_name = Classic ;
    sounddir = bwidow_m ;
}

```

```

strength = 6 ;
team = hero ;
textureicon = 4 ;
    Race {
        name = Mutant ;
    }
    Race {
        name = XMen ;
    }
    Multipart {
        hideskin = 20102_Mgun_segment ;
    }
    Multipart {
        hideskin = 20102_pistol_segment ;
    }
    Multipart {
        hideskin = 20102_knife_R_hand_segment ;
    }
    talent {
        level = 1 ;
        name = blackwidow_p1 ;
    }
    talent {
        level = 1 ;
        name = fightstyle_default ;
    }
    talent {
        level = 1 ;
        name = melee_moves ;
    }
    talent {
        level = 1 ;
        name = block ;
    }
    talent {
        level = 1 ;
        name = grab ;
    }
}
}

```