



Name: Annihilus

Rank: 6

Karma: 6

Health: 210	Damage Reduction:- 3
Focus: 180	Damage Reduction:-

Initiative: +5E

Speed: 5

Occupation: Leader

Origin: Alien

Traits: Battle Ready, Combat Reflexes, Determination, Fresh Eyes, Monster, Presence, Situational Awareness

Tags: Alien Heritage, Authority, Extreme Appearance, Powerful, Villainous, Worshiped

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	15	+7	X8
Agility	5	15	+6	X7
Resilience	7	17	+7	X6
Vigilance	5	15	+5	X6
Ego	6	16	+8	X8
Logic	2	12	+2	X6

Powers:

Basic: Accuracy 1, Discipline 2, Iconic Weapon (Cosmic Control Rod: When a character attacking the wielder has an edge, they have trouble instead. Grants the Authority tag.), Environmental Protection, Flight 2, Healing Factor, Mighty 2, Sturdy 3

Elemental Control (Energy): Elemental Blast, Elemental Burst, Supernova

Martial Arts: Do This All Day

Tactics: Advance, Hit the Floor, Keep Moving, On Your Feet, Rally On Me, Scatter

Teleportation: Blink, Blink Barrage, Teleport 1

Biography:

Annihilus is a powerful warlord from the pocket dimension known as the Negative Zone. Born on the planet Arthros, he acquired a powerful device known as the Cosmic Control Rod, which gave him an extended lifespan and control over cosmic energy. It also serves as the ultimate symbol of authority in this dimension. Wielding it makes Annihilus the undisputed leader of his dimension. The near-immortality the Cosmic Control Rod granted him caused Annihilus to become obsessed with losing it, and ultimately with his own death. He came to view every living thing as a threat to his longevity, and decided to exterminate all other life first. To this end he leads his armies to invade other dimensions, seeking to wipe them out. This culminated in the Annihilation Wave, a massive fleet that was only held off by the combined forces of the galaxy's greatest heroes and villains.

Commentary:

Annihilus is a classic Fantastic Four villain, and has stepped up to become a major threat to cosmic storylines. He can be used in his home dimension the Negative Zone, the furthest reaches of space, or even in attacks on earth-based facilities. He's a powerful field commander, able to direct his endless swarms of bugs and able to get his own hands dirty as well. His Cosmic Control Rod throws a wrinkle in many strategies players will use against him, making him hard to finish off. He's a mobile fighter who can hit hard, and his durability makes him able to outlast his foes. Heroes fighting Annihilus will quickly realize time is on his side, not theirs.



Name: Athrosian

Rank: 3

Karma: 3

Health: 90	Damage Reduction:- 2
Focus: 90	Damage Reduction:-

Initiative: +2E

Speed: 5

Occupation: Military

Origin: Alien

Traits: Battle Ready, Combat Reflexes, Fresh Eyes, Free Running, Situational Awareness

Tags: Alien Heritage, Extreme Appearance, Mute, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	15	+7	X5
Agility	5	17	+5	X3
Resilience	3	13	+3	X3
Vigilance	2	12	+2	X3
Ego	0	10	+0	X3
Logic	0	10	+0	X3

Powers:

Basic: Additional Limb, Flight 1, Environmental Protection, Mighty 2, Sturdy 2

Elemental Control (Fire): Elemental Blast, Elemental Burst

Plasticity: Extended Reach 1

Melee Weapons: Vicious Attack

Spider-Powers: Spider-Sense

Biography:

The inhabitants of the planet Arthros are insectoid drones, born from spores left behind by Tyannan explorers who crashed on the then–uninhabited planet. Their durability is only matched by their endless numbers, making them the ideal soldiers for Annihilus. They made up the backbone of the Annihilation Wave, a fleet able to challenge the Kree, Badoon, and even Galactus himself. The Arthrosians are mindlessly obedient to Annihilus- or at least, the wielder of the Cosmic Control Rod.

Commentary:

Annihilus' legions are almost as powerful and sturdy as their leader. They share his durability and powerful offensive options in close or ranged combat. They boast respectable armor and high defenses for a rank 3 character. Their biggest weakness is their complete mindlessness, as they're vulnerable to ego and logic attacks.



Name: Blastaar

Rank: 4

Karma: 4

Health: 120	Damage Reduction:- 2
Focus: 120	Damage Reduction:-

Initiative: +3E

Speed: 6

Occupation: Leader

Origin: Alien

Traits: Abrasive, Battle Ready, Big, Enhanced Physique, Presence, Signature Attack: Elemental Blast, Situational Awareness

Tags: Alien Heritage, Authority, Powerful, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	14	+7	X6
Agility	4	13	+6	X6
Resilience	4	14	+4	X4
Vigilance	3	13	+3	X4
Ego	3	13	+4	X5
Logic	1	11	+1	X4

Powers:

Basic: Accuracy 2, Discipline 1, Flight 2, Mighty 2, Sturdy 2

Elemental Control (Energy): Elemental Barrage, Elemental Blast, Elemental Burst

Super-Strength: Clobber, Ground-Shaking Stomp, Smash

Tactics: Keep Moving, On Your Feet

Biography:

Blastaar, known as “The Living Bomb-Burst” was born in the Negative Zone, on the planet Baluur. He was born with powerful control over energy, which allowed him to seize control of his planet as a brutal tyrant. Ultimately his people rose up against him, and he was trapped on an asteroid and sent to destruction. Drifting through the Negative Zone, he encountered Reed Richards, who had been trapped in that dimension by Sandman. Reed inadvertently brought the fugitive with him, and Blastaar attempted to defeat the Fantastic Four and conquer Earth. They stopped him, but not his ambitions. Blastaar attempted again to attack Earth, and was foiled by the X-Men. He returned to Baluur and re-conquered it. He entered a power struggle with Annihilus, battling for control of the Negative Zone.

Commentary:

Blastaar is a villain with a lot of uses: he’s a good bad guy on his own, able to take on several lower-rank heroes at once and give them a run for their money. He can also team up with other villains, bringing some serious firepower to the Frightful Four or similar earth-based villains. And he’s a player in both the cosmic and dimensional scene. In the case of the latter, his rivalry with Annihilus might be something to play up. Maybe he’ll team up with the heroes against a common greater threat, or maybe he’ll side with Annihilus in an alliance against earthlings. Or perhaps the heroes will just be caught in the crossfire in their war for the Negative Zone. In any case he’s a strong, flexible fighter, not excelling in any one field but capable of standing up to almost any character.



Name: Annihilation Seeker

Rank: 3

Karma: 3

Health: 90	Damage Reduction:- 2
Focus: 150	Damage Reduction:-

Initiative: +4

Speed: 5

Occupation: Investigator

Origin: Alien

Traits: Battle Ready, Determination, Investigation, Interrogation, Signature Attack (Leech Life)

Tags: Alien Heritage, Extreme Appearance, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	14	+6	X5
Agility	2	14	+2	X3
Resilience	3	13	+3	X3
Vigilance	4	14	+4	X3
Ego	2	12	+2	X3
Logic	0	10	+0	X3

Powers:

Basic: Brawling, Mighty 2, Environmental Protection, Heightened Senses 2, Sturdy 2

Elemental Control (Energy): Elemental Burst

Magic: Leech Life

Super-Strength: Clobber, Smash

Biography:

The Annihilation Seekers are powerful agents of Annihilus. During the invasion of the Annihilation Wave, they were tasked with hunting down the former Heralds of Galactus. They were led by Ravenous, and wielded the “Opposing Force,” which they claimed was the Negative Zone’s equivalent of the Power Cosmic. After the destruction of Xandar they hunted Air-Walker, a member of the Nova Corps and former Herald. They encountered Silver Surfer, who showed them the power of Galactus’ heralds. He failed to catch the Surfer, but survived the defeat of the Annihilation Wave. Ravenous aided Ronan the Accuser in the fight against Ultron and the Phalanx, and was granted control of the Ceded Territories, a portion of the Kree space taken by Annihilus.

Commentary:

The Seekers can serve as forerunners for the hordes of Annihilus, or just a way to flesh out and diversify his armies when they arrive. Having them be a “hunting party” can be a good way to set up an encounter, especially for mid-to-high rank cosmic heroes. The idea of them being holdouts operating in the Kree Empire, but possibly still loyal to Annihilus, can be a great wrinkle to throw into political scenarios.



Name: Borers

Rank: 3

Karma: 3

Health: 120	Damage Reduction:- 2
Focus: 90	Damage Reduction:-

Initiative: +3

Speed: 16

Occupation: None

Origin: Alien

Traits: Big, Berserker, Signature Attack: Ram

Tags: Alien Heritage, Extreme Appearance, Mute

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	5	14	+7	X5
Agility	2	14	+2	X3
Resilience	4	14	+4	X3
Vigilance	3	13	+3	X3
Ego	1	11	+1	X3
Logic	0	10	+0	X3

Powers:

Basic: Brawling, Environmental Protection, Mighty 2, Sturdy 2

Melee Weapons (Blunt): Exploit, Hit and Run, Vicious Attack

Super-Speed: Blazing-Fast Fists, Speed Run 1

Super-Strength: Crushing Grip

Biography:

The Borers are large creatures with serrated horns and jaw mandibles that can dig through solid rock. They were used by Annihilus, both to carve pathways through the Negative Zone and to pursue his enemies. He sent a horde of them to chase the Fantastic Four when he first encountered them, when they stole his Cosmic Control Rod. They came close but were not able to catch the explorers. A group of them were also used by the wizard Yandroth against the Defenders.

Commentary:

These are a great addition to a Negative Zone adventure, filling more of a “wild animal” role than most of the creatures in the army of Annihilus. They are speedy bruisers, and you’ll want to keep them at arm’s reach.



Name: Warskrull

Rank: 3

Karma: 3

Health: 60	Damage Reduction:- 2
Focus: 60	Damage Reduction:-

Initiative: +3E

Speed: 5

Occupation: Spy

Origin: Alien (Skrull)

Traits: Connections: Espionage, Glibness, Leverage, Situational Awareness, Sneaky

Tags: Alien Heritage, Black Market Access, Secret Identity, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	13	+3	X3
Agility	3	13	+3	X3
Resilience	2	12	+2	X3
Vigilance	2	12	+2	X3
Ego	2	12	+2	X3
Logic	2	12	+2	X3

Powers:

Basic: Disguise, Shapeshift

Plasticity: Extended Reach 2, Flexible Bones 2, Reverse Punch, Rubberneck, Slip Free

Power Control: Clone Moves, Copy Ability, Copy Power, Copy Trait

Biography:

Warskrulls are a special caste of Skrulls whose shapeshifting abilities let them mimic superhuman powers. A squad of them impersonated Charles Xavier and the X-Men in a plot to sow chaos in the Shi'Ar Empire. The plan was foiled by the real X-Men, fighting alongside the Starjammers. A group of the best recruits of the Warskrulls were used during the Secret Invasion, impersonating many of Earth's most powerful heroes.

Commentary:

This group of Skrulls can enhance the trickery and espionage of usual Skrulls by copying the powers of heroes and using them against them. They could also use them to make infiltration plots more convincing.



Name: Skrull Emperor

Rank: 4

Karma: 4

Health: 90	Damage Reduction:- 2
Focus: 150	Damage Reduction:-

Initiative: +3E

Speed: 5

Occupation: Leader

Origin: Alien (Skrull)

Traits: Dealmaker, Glibness, Presence, Situational Awareness

Tags: Alien Heritage, Authority, Powerful, Rich, Secret Identity, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	13	+3	X4
Agility	3	13	+3	X4
Resilience	3	13	+3	X4
Vigilance	5	15	+5	X4
Ego	3	13	+3	X4
Logic	3	13	+3	X4

Powers:

Basic: Disguise, Inspiration, Shape-Shift

Plasticity: Extended Reach 2, Flexible Bones 2, Slip Free

Tactics: Battle Plan, Change of Plans, Combat Support, Focus Fire, Hit the Dirt, Keep Moving, On Your Feet, Operations Center, Rally On Me, Scatter

Biography:

The Skrulls have long been a dynastic monarchy. When they first encountered the Fantastic Four, the Skrulls were led by Emperor Dorekk VII. He oversaw the creation of the Super-Skrull and several operations against the Fantastic Four. His daughter, Princess Anelle, secretly had a child with the Kree warrior Mar-Vell. Dorekk was eventually betrayed and assassinated by his wife R'Kil. She seized control of the empire, but her regime collapsed when Galactus devoured the Skrull throneworld. A religious fanatic named Veranke gathered the remnants of the Skrull military and launched a Secret Invasion, which she directed as Queen. After her defeat the Kree and Skrull joined into an Alliance under the son of Mar-Vell and Anelle, Hulkling. During Hulkling's war with the Cotati his grandmother R'Kil attempted to impersonate and usurp him, but she was discovered by the Avengers and imprisoned.

Commentary:

This sheet can work for any Skrull Emperor or leader, whether it's one of the ones mentioned in the biography, or as a generic Skrull monarch. In any case this sheet brings the usual suite of Skrull powers with some tactical skills to lead an invasion or infiltration.



Name: Skrull Telepath

Rank: 3

Karma: 3

Health: 60	Damage Reduction:-1
Focus: 90	Damage Reduction:-1

Initiative: +3E

Speed: 5

Occupation: Leader

Origin: Alien (Skrull)

Traits: Glibness, Presence, Sneaky, Situational Awareness

Tags: Alien Heritage, Authority, Secret Identity, Powerful, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	12	+2	X3
Agility	1	11	+1	X3
Resilience	2	12	+2	X3
Vigilance	3	13	+3	X3
Ego	2	12	+2	X3
Logic	5	15	+6	X4

Powers:

Basic: Disguise, Shapeshift, Brilliance 1, Uncanny 1

Plasticity: Extended Reach 1, Flexible Bones 1, Slip Free, Stilt Steps

Telepathy: Command, Information Upload, Mind Reading, Telepathic Blast, Telepathic Link

Biography:

Some Skrulls have natural telepathic abilities. They are appointed “Priests of the Mind” and use their powers to serve the Skrull military or the imperial court.

Commentary:

This sheet sacrifices some of the physical powers of your standard Skrull for psionic ones. They can make a combat scenario with regular Skrulls more complicated, and their mental abilities can enhance any espionage plot. The ability to read minds gives them better options for impersonation and can help spread paranoia and mistrust.



Name: Paibok

Rank: 4

Karma: 4

Health: 90	Damage Reduction:- 2
Focus: 120	Damage Reduction:-

Initiative:+3E

Speed: 5

Occupation: Military

Origin: Alien (Skrull)

Traits: Abrasive, Battle Ready, Combat Reflexes, Connections: Military, Leverage, Situational Awareness, Sneaky

Tags: Alien Heritage, Backup, Secret Identity, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	6	16	+8	X6
Agility	4	14	+4	X4
Resilience	3	13	+3	X4
Vigilance	3	13	+3	X4
Ego	2	12	+2	X4
Logic	2	12	+2	X4

Powers:

Basic: Disguise, Flight 1, Mighty 2, Shapeshift

Elemental Control (Ice): Elemental Barrier, Elemental Blast, Elemental Burst, Elemental Protection 1

Plasticity: Extended Reach 2, Flexible Bones 2, Reverse Punch

Spider-Powers: Venom Bash, Venom Burst

Biography:

Paibok is the "Power Skrull, " a Skrull with enhanced physical abilities. He has had numerous run-ins with the Fantastic Four. He was imprisoned in the Klyn and captured by the Annihilation Wave. With the help of fellow prisoners Terrax the Tamer and the Delinquent he escaped. He joined the New Revengers, a team of super-villains led by the Maker, in a campaign against Avengers Idea Mechanics. When the Kree and the Skrulls joined forces, he pledged his loyalty to Emperor Hulkling and became an Envoy between the Alliance and S.W.O.R.D.

Commentary:

This Skrull warrior has a lot of uses: He can be the leader of a Skrull attack force, or part of a team of other elite Skrulls. He could also team up with a group of other villains, like the New Revengers or some other group. Or you could portray him in a more sympathetic light, an ally in a reformed Skrull society.



Name: Ego Antibodies

Rank: 2

Karma: 2

Health: 60	Damage Reduction:-2
Focus: 60	Damage Reduction:-2

Initiative: +2E

Speed: 5

Occupation: None

Origin: Alien

Traits: Hive Mind, Situational Awareness

Tags: Alien Heritage, Extreme Appearance, Mute, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	3	13	+5	X4
Agility	3	13	+3	X2
Resilience	2	12	+2	X2
Vigilance	2	12	+2	X2
Ego	0	10	+0	X2
Logic	0	10	+0	X2

Powers:

Basic: Mighty 2, Healing Factor, Sturdy 2, Uncanny 2

Elemental Control (Earth): Elemental Burst, Elemental Grab

Biography:

These creatures are part of the immune system of Ego, the Living Planet. Like massive white blood cells they attack anything deemed a threat to the planet's health. Visitors to Ego including the Fantastic Four regularly have to fight off these antibodies.

Commentary:

This sheet is best used for an adventure on Ego the Living Planet, serving as the main enemy NPCs. I'm working on some ideas for Ego as a rank X character, but in the meantime these should be useful for crafting your own adventure on the surface of the Living Planet.



Name: Taaia

Rank: 4

Karma: 4

Health: 60	Damage Reduction:- 1
Focus: 150	Damage Reduction:-

Initiative: +5

Speed: 5

Occupation: Scientist

Origin: High-Tech (Battlesuit)

Traits: First Aid, Font of Information, Inventor, Piloting, Quick Learner, Scientific Expertise, Tech Reliance

Tags: Authority, Dependents (Galan), Heroic, Lab Access, Public Identity, Signature
Weapon: Bo Staff

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	14	+4	X4
Agility	1	11	+1	X4
Resilience	2	12	+2	X4
Vigilance	5	15	+5	X4
Ego	2	12	+2	X4
Logic	6	16	+8	X6

Powers:

Basic: Brilliance 2, Inspiration, Sturdy 1 (TR)

Melee Weapons (Blunt) (TR): Exploit, Vicious Attack

Tactics: Battle Plan, Focus Fire

Telekinesis (TR): Telekinetic Attack, Telekinetic Barrier, Telekinetic Grab, Telekinetic Manipulation, Telekinetic Protection 2, Telekinetic Reinforcement, Telekinetic Toss

Biography:

Taaia is an inhabitant of the Sixth Cosmos, the version of the Multiverse that preceded this one. She was a skilled scientist and adventurer. She joined forces with the Defenders on their journey across time and the cosmos. She was distraught to learn her infant son, Galan, was destined to become the Devourer of Worlds in the next universe. She briefly bonded with the Phoenix Force but even that power was not enough to avert her son's fate. She followed the Defenders back to the current universe, and works alongside Blue Marvel in his lab.

Commentary:

The Mother of Galactus could be a fascinating NPC to run into in a time travel adventure, or a compelling player character. She's got good defense and offense options, and her brains can help the party in battle and in the broader narrative. One opportunity with her is exploring the world she comes from, where magic didn't exist yet and science reigned supreme. It's a unique perspective. She is a great vessel to introduce homages to the work of Jack Kirby. She has a fun, boisterous personality that can juxtapose the tragedy of her son.



Name: Red Ghost

Rank: 3

Karma: 3

Health: 60	Damage Reduction:-
Focus: 90	Damage Reduction:-

Initiative: +3

Speed: 5

Occupation: Scientist

Origin: Weird Science

Traits: Inventor, Scientific Expertise, Sneaky, Weird

Tags: Lab Access, Signature Weapon: Pistol, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	12	+2	X3
Agility	2	12	+2	X3
Resilience	2	12	+2	X3
Vigilance	3	13	+3	X3
Ego	3	13	+3	X3
Logic	3	13	+4	X4

Powers:

Basic: Brilliance 1, Inspiration

Illusion: Invisibility

Phasing: Disrupt Nerves, Partial Phase, Phase Self, Quick Phase

Tactics: Battle Plan, Focus Fire, Keep Moving, On Your Feet, Rally on Me

Biography:

Ivan Kragoff was a scientist who worked for the Russian government. He studied Cosmic Rays, and was inspired by reports of the Fantastic Four and their powers. He launched a similar space mission, accompanied by 3 trained apes. He and the apes were exposed to the cosmic rays and, like the Fantastic Four, developed superhuman powers. Kragoff developed the powers to turn his body into a mist-like substance, making him immune to physical damage and invisible. As the Red Ghost, he led his team of Super-Apes on a mission to the Moon, racing against the Fantastic Four. The Red Ghost and his apes battled the Fantastic Four until their conflict was ended by the Watcher. Red Ghost became a perennial foe of the Fantastic Four, and teamed up with other villains to form the Intelligencia.

Commentary:

The Red Ghost is well-equipped to lead his Super Apes, boosting their effectiveness with his Tactics powers while his own abilities keep him out of harm's way and out of sight.



Name: Peotor

Rank: 3

Karma: 3

Health: 60	Damage Reduction:-
Focus: 120	Damage Reduction:-

Initiative: +3

Speed: 6

Occupation: Adventurer

Origin: Weird Science

Traits: Battle Ready, Big, Connections:-Super-Villains, Fearless, Piloting, Weird

Tags: Black Market Access, Lab Access, Mentor (Red Ghost), Mute, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	2	11	+2	X3
Agility	4	13	+5	X4
Resilience	2	12	+2	X3
Vigilance	3	13	+3	X3
Ego	3	13	+4	X4
Logic	1	11	+1	X3

Powers:

Basic: Accuracy 1, Discipline 1

Elemental Control (Iron): Elemental Barrier, Elemental Blast, Elemental Burst, Elemental Grab, Elemental Protection 2, Elemental Ricochet, Elemental Sphere

Telekinesis: Group Levitation, Levitation

Biography:

Peotor is an orangutan who was trained for space missions by the Red Ghost. When exposed to Cosmic Rays he received the power to control magnetic forces.

Commentary:

This ape is a mini-magneto with decent ranged and defensive options, but he also helps his fellow primates by granting them faster mobility with levitation.



Name: Igor

Rank: 3

Karma: 3

Health: 90	Damage Reduction:- 1
Focus: 90	Damage Reduction:-

Initiative: +2

Speed: 4

Occupation: Adventurer

Origin: Weird Science

Traits: Battle Ready, Connections: Super-Villains, Fearless, Piloting, Small, Weird

Tags: Black Market Access, Lab Access, Mentor (Red Ghost), Mute, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	14	+4	X3
Agility	2	12	+2	X3
Resilience	3	13	+3	X3
Vigilance	2	12	+2	X3
Ego	2	12	+2	X3
Logic	2	12	+2	X3

Powers:

Basic: Disguise, Shapeshift

Melee Weapons (Sharp): Fast Attacks, Hit and Run

Plasticity: Bounce Back, Coiling Crush, Extended Reach 1, Flexible Bones 1, Reverse Punch, Slip Free

Power Control: Clone Moves, Copy Power

Biography:

Igor is one of the Red Ghost's Super-Apes. He is a baboon who has the power to shift and control his own body, giving him elastic and shape-shifting abilities. He can even mimic the forms of others and copy their powers.

Commentary:

Igor is a slippery and sneaky member of the Super-Apes, able to use tricks and tactics his opponents might not see coming.



Name: Miklho

Rank: 3

Karma: 3

Health: 90	Damage Reduction:- 2
Focus: 120	Damage Reduction:-

Initiative: +3

Speed: 6

Occupation: Adventurer

Origin: Weird Science

Traits: Battle Ready, Big, Connections: Super-Villains, Fearless, Piloting, Weird

Tags: Black Market Access, Lab Access, Mentor (Red Ghost), Mute, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	6	15	+9	X6
Agility	1	15	+1	X3
Resilience	3	13	+3	X3
Vigilance	3	13	+3	X3
Ego	1	11	+1	X3
Logic	1	11	+1	X3

Powers:

Basic: Brawling, Mighty 3, Sturdy 2

Super-Strength: Clobber, Crushing Grip, Ground-Shaking Stomp, Immovable, Jump 2, Quick Toss, Smash

Biography:

Miklho is a gorilla who was trained by the Red Ghost and gained incredible physical strength.

Commentary:

Miklho brings the brute strength that rounds out the Red Ghost and his Super-Apes team. He's their main source of damage and can take hits for the others if he needs to.



Name: Galactus' "Cat"

Rank: 6

Karma: 6

Health: 210	Damage Reduction:- 4
Focus: 180	Damage Reduction:-

Initiative: +5E

Speed: 30

Occupation: None

Origin: High Tech (Android)

Traits: Battle Ready, Combat Reflexes, Determination, Signature Attack: Webgrabbing, Situational Awareness, Tech Reliance, Unusual Size: Huge

Tags: A.I., Headquarters (Taa II), Mentor (Galactus), Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	7	15	+11	X10
Agility	6	14	+8	X8
Resilience	7	17	+7	X6
Vigilance	5	15	+5	X6
Ego	5	15	+7	X8
Logic	1	11	+1	X6

Powers:

Basic (TR): Accuracy 2, Discipline 2, Mighty 4, Sturdy 4

Elemental Control (Force) (TR): Elemental Barrage, Elemental Blast, Elemental Burst

Martial Arts (TR): Brace for Impact, Crushing Grip, Do This All Day, Fast Strikes, Spin and Throw

Super-Speed (TR): Lightning Actions

Spider-Powers (TR): Jump 2, Webcasting, Webgrabbing, Webtrapping

Biography:

This robot is a creation of Galactus, used to guard his worldship *Taa II*. It was summoned to Battleworld to aid Galactus in his conflict with the Beyonder. It encountered several superheroes, including the Hulk, who called it a “cat” because Galactus used it to deal with “vermin.” Equipped with massive strength, lightning-fast reflexes, and paralyzing “goop” it was able to hold off several heroes until the combined efforts of the Human Torch, the Thing, and Captain America were enough to bring it down.

Commentary:

Don't let this thing's questionable name fool you- it's a scary enemy. This can be a good boss for any adventure involving Galactus, whether he sends it on his behalf or as part of an encounter using him as a Rank X character. It can be a powerful opponent on its own, or team up with any of Galactus' heralds or his punisher robot. It can also be a guard for a mission to infiltrate *Taa II*.



Name: Endling

Rank: 3

Karma: 3

Health: 120	Damage Reduction:-1
Focus: 60	Damage Reduction:-1

Initiative: +2

Speed: 5

Occupation: Outsider

Origin: Alien

Traits: Combat Reflexes, Connections: Outsiders, Fresh Eyes, Monster, Stranger, Surprising Power (Energy Absorption)

Tags: Alien Heritage, Backup, Extreme Appearance, Mute, Mysterious, Villainous

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	4	14	+5	X4
Agility	3	13	+3	X3
Resilience	4	14	+4	X3
Vigilance	2	12	+2	X3
Ego	2	12	+2	X3
Logic	0	10	+0	X3

Powers:

Basic: Energy Absorption, Flight 1, Mighty 1, Sturdy 1, Uncanny 1

Magic: Leech Life

Super-Strength: Crushing Grip

Omniversal Travel (Multiversal): Multiversal Travel

Biography:

The Endlings are creatures under the control of the Griever at the End of All Things. They follow her orders and feed on the energy of her villains. They were directed by the Griever to attack the Fantastic Four, and a swarm of them were summoned to hold off the Scarlet Witch and Quicksilver.

Commentary:

The Endlings are good minions for the Griever and can be capable enemies on their own. A party could run into them if they travel to the corner of the Multiverse, and their connection to Entropy means they can play a role in magical or sci-fi adventures. Perhaps a party will have to bounce from universe to universe to evade them. They can also be a dangerous element to disincentivize reckless Multiversal shenanigans. They can take a punch and deal respectable damage, so it is easy to scale them to parties of any rank based on how big the swarm is.



Name: The Griever at the End of All Things

Rank: 6

Karma: 6

Health: 240	Damage Reduction:- 3
Focus: 210	Damage Reduction:-

Initiative: +6E

Speed: 5

Occupation: Outsider

Origin: Mythic

Traits: Battle Ready, Combat Reflexes, Monster, Signature Attack: Hex Bolt, Situational Awareness, Tech Reliance

Tags: Mysterious, Signature Weapon: Knife, Supernatural, Villainous, Worshiped

Ability	Ability Score	Defense Score	Non-Combat Checks	Damage Modifier
Melee	8	18	+10	X8
Agility	2	12	+2	X6
Resilience	8	18	+8	X6
Vigilance	6	16	+6	X6
Ego	7	17	+20	X9
Logic	1	11	+1	X6

Powers:

Basic: Discipline 3, Energy Absorption, Flight 2, Healing Factor, Mighty 2, Sturdy 3

Magic (Chaos): Hex Bolt

Magic (Sorcery): Dispel Spell, Leech Life

Melee Weapons (Sharp) (TR): Exploit, Focused Fury, Vicious Attack

Narrative Power: Entropic Decay- At the beginning of the round, roll a d6 and apply the corresponding effect for this round.:

- 1: Choose any one of the effects below.
- 2: Reduce the Damage Multipliers of all opposing characters by -2.
- 3: The Griever and allied characters ignore 2 levels of damage reduction
- 4: All opposing characters lose 10 Health
- 5: All opposing characters lose 10 Focus
- 6: Opposing characters cannot get Edges on Ability Checks.

Omniversal Travel (Multiversal) (TR): Multiversal Travel, Multiversal Travel Other, Multiversal Travel Together

Power Control: Dampen Power, Shut Down Powers

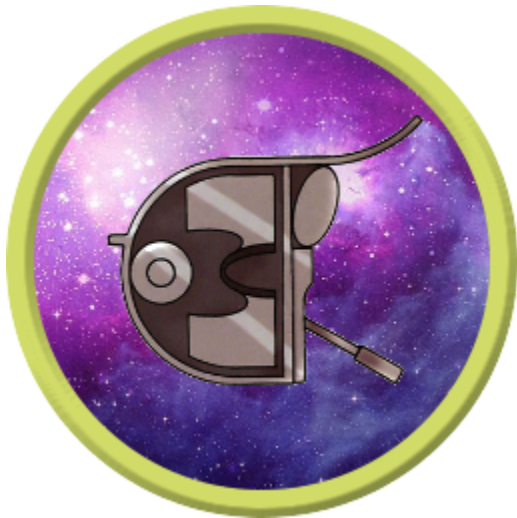
Biography:

The Griever at the End of All Things is a cosmic being of immense power. She claims to be the embodiment of entropy itself, and responsible for destroying entire universes when their time comes to an end. She came into conflict with Franklin Richards, and battled the Fantastic Four. She was defeated when they summoned everyone who had ever been a member of the team. She also fought the Scarlet Witch and her brother Quicksilver. She is a counterpart and nemesis to the Queen of Nevers, the cosmic embodiment of possibility. The Queen created Nexus Beings like the Scarlet Witch to inhibit her ability to annihilate creation. The Griever has formidable offensive power, able to destroy the Molecule Man with ease. That said, she has a few notable weaknesses. She can't actually travel between Multiverses under her own power. When she encountered the Fantastic Four she was relying on massive machines, and against the Scarlet Witch she had to use a knife called the Edge of Reality. She also has trouble focusing her powers on specific targets, as it's easier for her to destroy entire universes than individuals. She also lacks any creative abilities, so she cannot invent or even repair technology.

Commentary:

The Griever is one of those characters who you could argue should be Rank X, but going through her appearances she seems to be vulnerable to physical harm, so I think giving her a health bar is appropriate. Her powers scale in odd ways- she was able to

annihilate the Molecule Man with a thought, but spent a whole issue struggling to kill Quicksilver with a knife. My interpretation of her powers is that her ability to destroy is potentially limitless, but her defensive abilities are not on par with other cosmic beings. She also has some clear limitations that mid-rank heroes like Mr. Fantastic and Scarlet Witch were able to identify and exploit. That being said, I don't think a party can expect to destroy her completely, as she's built into the fabric of creation. This makes her ideal as a particularly powerful boss battle. I have given her a potent Narrative Power that will make it hard for parties to predict her, and put an inevitable time limit on any battle with her. Her most dangerous strategy might be to outlast her foes. She can't always predict her own powers, but knowing what they are she can combine or augment them strategically by shutting down specific powers to further weaken her enemies. The Griever can go on the offensive herself or systematically soften up foes for her Endlings to feed on. She's a villain who can be inserted into a variety of storylines- ones involving cosmic forces, multiversal exploration, chaos magic, or any combination thereof.



Name: Ultimate Nullifier

Recommended Rank: 4-6

Category: Ranged Weapon

Size: Tiny

Range: Infinite

Reach: N/A

Damage Multiplier: N/A

Effect: The wielder can use a standard action to fire the Nullifier at a single target. When they do, the user must make a TN 20 Resilience check. If they fail, they are

destroyed. If they succeed, the user has their focus reduced to 1 and becomes exhausted. The target is completely destroyed, as is the nearest planet.

Description: A small, metallic handheld device.

History: The Ultimate Nullifier is one of the most powerful weapons in the universe, and one of the only things capable of inspiring fear in Galactus. It is capable of erasing anything from existence, up to and including an entire universe. It was originally created by the Watcher Emnu, who used it to destroy the Proscilican Empire, along with 9/10ths of the habitable universe. The device has been held in safety by Galactus, though it appears more than one such device may exist. Its purpose may be to erase and recreate the entire universe. The device was stolen from Galactus by Johnny Storm, on advice from the Watcher. Reed Richards used it to force Galactus to spare the planet earth. It was also used by the Chitauri fleet in an attempt to invade earth, but Nova (Sam Alexander) stole it and fired it at the fleet.

Commentary: This device has about as big a risk-reward potential as you can imagine. Even attempting to fire it carries a big risk, and even if it works, the collateral damage is incredibly high. Even if it's not used, the presence of this thing alone can dramatically escalate the stakes of a story.