



**Name:** Scourge of the Underworld

**Rank:** 3

**Karma:** 3

<b>Health:</b> 60	<b>Damage Reduction:-</b>
<b>Focus:</b> 60	<b>Damage Reduction:-</b>

**Initiative:** +2

**Speed:** 5

**Occupation:** Assassin

**Origin:** None

**Traits:** Bloodthirsty, Combat Reflexes, Signature Attack: Weapons Blazing, Surprising Power (Accuracy 4)

**Tags:** Mysterious, Secret Identity, Signature Weapon: Submachine Gun, Streetwise

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	2	12	+2	X3
<b>Agility</b>	6	16	+10	X7
<b>Resilience</b>	2	12	+2	X3
<b>Vigilance</b>	2	12	+2	X3
<b>Ego</b>	2	12	+2	X3
<b>Logic</b>	1	11	+1	X3

**Powers:**

**Basic:** Accuracy 4, Combat Trickery, Disguise

**Ranged Weapons:** Double Tap, Headshot, Slow-Motion Dodge, Slow-motion Shoot Dodge, Snap Shooting, Sniping, Stopping Power, Weapons Blazing

**Biography:**

All across New York City, a new source of dread among criminals emerged. Mass groups of supervillains, usually mid-level career criminals, were being gunned down by a mysterious assassin in an all-white outfit. Upon killing his victims, the Scourge would announce "Justice is Served!" These killings terrified the supervillain community and attracted the attention of Captain America and US Agent. Their investigations revealed the truth: the Scourge was not a single person, but an organization of several killers using the same identity. The ringleader was Thomas Holloway, formerly known as the superhero Angel. However, the Scourges operated with a level of independence and some have taken up the identity with no connection to Holloway.

**Commentary:**

Pretty much any campaign involving the Scourge of the Underworld as a plot point is going to beg the question, "should we even be fighting these guys?" It's a question that gets harder in light of how absolutely lethal they are. They can really dish out some pain, especially in a low rank setting. For players unfamiliar with their comic appearance, the investigation of what at first seems like a lone killer can be a compelling plot hook. A lot of writers have done different things with the Scourge concept, so I encourage you to come up with your own take on it.



**Name:** Black Spectre

**Rank:** 4

**Karma:** 4

<b>Health:</b> 90	<b>Damage Reduction:-</b>
<b>Focus:</b> 120	<b>Damage Reduction:-</b>

**Initiative:** +4E

**Speed:** 5

**Occupation:** Criminal, Military, Leader

**Origin:** Special Training

**Traits:** Battle Ready, Connections: Criminal, Combat Reflexes, Determination, Extra Career (Military), Extra Career (Leader), Public Speaking, Presence, Situational Awareness

**Tags:** Authority, Backup, Black Market Access, Enemy: Moon Knight, Powerful, Secret Identity, Signature Weapon: Club, Secret Identity, Streetwise, Villainous

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

**Powers:**

**Basic:** Brawling, Combat Trickery, Inspiration

**Martial Arts:** Attack Stance, Do This All Day

**Melee Weapons (Blunt):** Exploit, Fast Strikes, Focused Fury, Furious Strikes, Unstoppable Assault, Vicious Attack, Whirling Frenzy

**Tactics:** Battle Plan, Change of Plans, Combat Support, Focus Fire, Operations Center

**Biography:**

Carson Knowles was a military veteran who found himself feeling neglected by the country he returned to. He decided to use his skills and the political connections of his late father to form a criminal empire. Inspired by Moon Knight, he decided to mold himself into Moon Knight's opposite. By day he was a successful (but corrupt) politician and by night he was the criminal mastermind known as the Black Spectre. Knowles fought his inspiration Moon Knight on several occasions, and his legacy inspired others to take up the mantle of Black Spectre in efforts to destroy Moon Knight.

**Commentary:**

Black Spectre is a great foe for Moon Knight, and an effective Big Bad for any street level storyline. The combination of his "legitimate" political connections and his ferocity in battle make him a villain that can really command a storyline. His combination of hand-to-hand fighting and tactics powers make him a perfect boss, able to switch between buffing his henchman or getting his hands dirty. His dual identity can be a great mystery to unpack, and I'd suggest keeping the fact that Knowles and Black Spectre are the same person hidden for as long as possible. There are others who have taken up the mantle of Black Spectre, and you might want to use them or create your own. I would suggest keeping his sheet the same but switching out his careers to suit the needs of the other Black Spectres.



**Name:** Sun King

**Rank:** 4

**Karma:** 4

<b>Health:</b> 90	<b>Damage Reduction:-</b>
<b>Focus:</b> 150	<b>Damage Reduction:-2</b>

**Initiative:** +4E

**Speed:** 5

**Occupation:** Military

**Origin:** Mythic

**Traits:** Battle Ready, Connections: Military, Dealmaker, Glibness, Fresh Eyes, Presence, Situational Awareness

**Tags:** Enemy: Moon Knight, Mental Health Condition, Mysterious, Powerful, Supernatural, Worshipped, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	1	11	+1	X4
<b>Agility</b>	4	14	+7	X7
<b>Resilience</b>	3	13	+3	X4
<b>Vigilance</b>	4	14	+4	X4
<b>Ego</b>	7	17	+10	X7
<b>Logic</b>	1	11	+1	X4

**Powers:**

**Basic:** Accuracy 3, Discipline 3, Inspiration, Uncanny 2

**Elemental Control (Fire):** Elemental Barrage, Elemental Barrier, Elemental Blast, Elemental Burst, Elemental Grab, Elemental Protection 2, Elemental Suffocation, Supernova

**Biography:**

The Sun King was a patient institutionalized at Ravencroft Asylum. His doctor, drawing inspiration from Marc Spector's files, introduced him to Egyptian Mythology. He formed an attachment to Ra, the god of the sun. The patient became obsessed with defeating Moon Knight and Khonshu. It appears his empowerment by Ra was genuine, with powerful pyrokinetic abilities. He became the Sun King, apparently the most recent in a line of Avatars of Ra that have opposed the Fists of Khonshu for generations. Sun King teamed up with Moon Knight's nemesis Bushman to lead him to a trap on Isla Ra, an island where Sun King had accumulated a cult of followers.

**Commentary:**

Sun King's powers and personality are different from what you would expect to find in most street-level villains. This makes him suited as a change of pace in a more episodic campaign, or as an unpredictable wild card to drop into a complex storyline. His connection to Ra allows him to branch out, as Marvel's version of Ra is a pretty different character from traditional depictions in mythology. He is the Elder God known as the Atum, or the Demogorge, and a major player in mystical affairs. Though Sun King was created to be a Moon knight villain, he could easily interact with the likes of Thor or Dr. Strange. Isla Ra can also be a great setting to explore, especially for an unexpected turn of a Street Level adventure.



**Name:** Morpheus

**Rank:** 4

**Karma:** 4

<b>Health:</b> 60	<b>Damage Reduction:-</b>
<b>Focus:</b> 120	<b>Damage Reduction:-</b>

**Initiative:** +4

**Speed:** 5

**Occupation:** Criminal

**Origin:** Weird Science

**Traits:** Connections: Criminal, Determination, Enduring Constitution, Monstrous, Presence, Weird

**Tags:** Black Market Access, Enemy: Moon Knight, Extreme Appearance, Streetwise, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	3	13	+3	X4
<b>Agility</b>	2	12	+2	X4
<b>Resilience</b>	2	12	+2	X4
<b>Vigilance</b>	4	14	+4	X4
<b>Ego</b>	3	13	+3	X4
<b>Logic</b>	5	15	+7	X6

**Powers:**

**Basic:** Brilliance 2, Combat Trickery

**Omniversal Travel (Dreamtime):** Enter Dreamtime, Enter Dreams, Enter Dreams Together

**Magic:** Brain Drain

**Telepathy:** Command, Telepathic Blast, Telepathic Link

**Telekinesis:** Telekinetic Attack, Telekinetic Barrier, Telekinetic Grab, Telekinetic Manipulation, Telekinetic Protection 1, Telekinetic Toss

**Biography:**

Robert Markham was undergoing treatment for a rare virus. Dr. Peter Alraune (brother of Moon Knight's companion Marlene Alraune) gave him an experimental treatment that gave him superhuman powers. He now has no need to sleep and psionic control of an "Ebon Force" which builds up as he goes without sleep. He became a crazed vengeance seeker, and his hunt for Dr. Alraune made him an enemy of Moon Knight. After his initial defeat he battled Moon Knight several times, one time claiming to be a pawn of Seth, the Egyptian god of death.

**Commentary:**

Morpheus allows you to bring psionic and Dreamtime powers to a street level environment. It can be a great way to catch players off guard, especially if you don't make it clear what is happening at first. In most of his appearances Morpheus was a "lone wolf" kind of villain, but that storyline where he united Moon Knight's greatest foes on behalf of Seth suggests potential as a villainous mastermind. With the kinds of tools he has at his disposal, he could be a very unique, and very scary, bad guy.





**Name:** Tracksuit Mafia Thug

**Rank:** 1

**Karma:** 1

<b>Health:</b> 30	<b>Damage Reduction:-</b>
<b>Focus:</b> 30	<b>Damage Reduction:-</b>

**Initiative:** +1

**Speed:** 5

**Occupation:** Criminal

**Origin:** None

**Traits:** Connections: Criminal, Surprising Power: Crushing Grip

**Tags:** Black Market Access, Signature Weapon: Club, Streetwise, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	2	12	+2	X1
<b>Agility</b>	1	11	+1	X1
<b>Resilience</b>	1	11	+1	X1
<b>Vigilance</b>	1	11	+1	X1
<b>Ego</b>	0	10	+0	X1
<b>Logic</b>	0	10	+0	X1

**Powers:**

**Melee Weapons (Blunt):** Fast Attacks, Hit and Run

**Martial Arts:** Attack Stance, Crushing Grip

**Biography:**

The group of Russian gangsters known as the Tracksuit Mafia are a small but feared presence in New York City. Their activities drew the attention of the Avenger Hawkeye when they tried to take control of his apartment building. Acting with no aid from his fellow Avengers, but alongside Kate Bishop Hawkeye made a desperate stand to protect his community.

**Commentary:**

The Tracksuit Mafia are a simple but effective good for a straightforward street gang. They've got just enough flavor and identity to make them a memorable part of a storyline, especially or low-rank street level stuff. Perfect for adventures with new players. They are ideal for the "community focused" aspect of gameplay around ranks 1 and 2, and their criminal enterprises operate around that level. They can also be a good faction in a gang war involving the Maggia or other groups.



**Name:** Clown

**Rank:** 2

**Karma:** 2

<b>Health:</b> 60	<b>Damage Reduction:-</b>
<b>Focus:</b> 30	<b>Damage Reduction:-</b>

**Initiative:** +1E

**Speed:** 5

**Occupation:** Assassin

**Origin:** Special Training

**Traits:** Combat Expert, Combat Reflexes, Connections: Criminals, Glibness, Signature Attack: Vicious Attack

**Tags:** Black Market Access, Villainous, Secret Identity, Signature Weapon: Knife, Signature Weapon: Shotgun

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	3	13	+3	X2
<b>Agility</b>	4	14	+6	X4
<b>Resilience</b>	2	12	+2	X2
<b>Vigilance</b>	1	11	+1	X2
<b>Ego</b>	0	10	+0	X2
<b>Logic</b>	0	10	+0	X2

**Powers:**

**Basic:** Accuracy 2, Combat Trickery, Slow-Motion Dodge

**Melee Weapons (Sharp):** Exploit, Vicious Attack

**Ranged Weapons:** Double Tap, Stopping Power

**Biography:**

Kazimierz Kazimierczak had a violent upbringing that molded him into a deadly assassin who had no remorse for his victims. He was employed by many New York crime bosses, which drew the attention of the Tracksuit Mafia. Needing an effective agent to go against an Avenger, they hired him. The Clown stalked both Clint Barton and Kate Bishop. He defeated them separately, and severely damaged Clint's ears.

**Commentary:**

The Clown can be an enforcer for the Tracksuit Mafia, another gang, or an independent contractor. His power set is straightforward but effective, and he can really scare some low rank heroes. One of the things that made him so memorable in the comics was the way he approached the Hawkeyes without them realizing who he was, so capturing a similar development in your games can really instill dread in your players.



**Name:** Lady Yulan

**Rank:** 3

**Karma:** 3

<b>Health:</b> 90	<b>Damage Reduction:-</b> 2
<b>Focus:</b> 60	<b>Damage Reduction:-</b>

**Initiative:** +2E

**Speed:** 5

**Occupation:** Criminal

**Origin:** Monstrous (Vampire)

**Traits:**Anathema: Garlic/Holy Symbols (including Holy Water)/Sunshine, Bloodthirsty, Monster, Weaknesses: Silver/Wood, Connections: Criminal, Combat Reflexes, Presence, Situational Awareness

**Tags:** Black Market Access, Alternate Forms: Bat/Mist/Wolf, Deceased, Imageless, Streetwise, Supernatural, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	3	13	+5	X5
<b>Agility</b>	1	11	+1	X3
<b>Resilience</b>	3	13	+3	X3
<b>Vigilance</b>	2	12	+2	X3
<b>Ego</b>	3	13	+3	X3
<b>Logic</b>	3	13	+3	X3

**Powers:**

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

**Magic:** Leech Life

**Martial Arts:** Crushing Grip, Do This All Day, Grappling Technique

**Telepathy:** Animal Communication (Bats/Rodents), Command, Telepathic Link

**Biography:**

Lady Yulan was an assassin in the Yuan Dynasty. She was converted into a vampire by the alchemy of the dreaded Yi Yang. She fled her former master and became a crime boss in Chinatown. Her powers made her an opponent of the Structure, a pyramid-scheme of vampires that sought to amass power in the city. She aided Moon Knight in taking down the Structure. Later she and her minions battled Shang-Chi and the other participants in a massive Gang War.

**Commentary:**

Lady Yulan is perfect for street level stories with a hint of the supernatural. She's strong enough to really challenge street level heroes but not to the point of overwhelming them. While she might be an effective villain, one of the best ways to use her might be as a neutral third party in a story involving gangs or vampires (or maybe even both!) Her strong personality mixes nicely with a sympathetic and vulnerable backstory, making her a challenging diplomatic character.



**Name:** Deathwatch

**Rank:** 3

**Karma:** 3

<b>Health:</b> 90	<b>Damage Reduction:-</b>
<b>Focus:</b> 60	<b>Damage Reduction:-</b>

**Initiative:** +2

**Speed:** 5

**Occupation:** Criminal

**Origin:** Magic (Demonic)

**Traits:** Connections: Criminal, Presence, Signature Attack: Leech Life, Signature Attack: Crushing Grip

**Tags:** Black Market Access, Cursed, Enemy: Ghost Rider, Signature Weapons: Pistol, Secret Identity, Streetwise, Supernatural, Villainous

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

**Powers:**

**Basic:** Discipline 1

**Martial Arts:** Chain Strikes, Crushing Grip, Fast Strikes, Focused Strike, Grappling Technique

**Magic:** Brain Drain, Leech Life

**Ranged Weapons:** Double Tap, Point-Blank Parry

**Telepathy:** Mind Reading, Telepathic Link

**Biography:**

Deathwatch is a minor demon who can absorb the pain and death of others. He posed as crime boss Steven Lord, using his growing criminal empire to fuel the destruction and misery he feeds on. He quickly became a rival to Wilson Fisk, and plotted to acquire a deadly experimental bio-toxin. This plan inadvertently put him in the path of the new Ghost Rider, Danny Ketch. Deathwatch and his minion Blackout clashed with Ketch many times. Deathwatch became a member of the Hoods' criminal organization. Recently, he has partnered with the Hood to lead the Darkholder cult in a campaign against Jack Russell, the Werewolf by Night.

**Commentary:**

Deathwatch is an ideal character if you're looking for "street-level with a hint of magic." He can work as a crime boss or as a minion for the Hood, and can hold his own in a fight. His motives are appealingly straightforward: he wants to spread death and pain, so he uses criminals to do it. It also gives him a reason to get personally involved. In a fight he definitely wants to get up close and personal, especially to grab someone. I think playing up the rivalry with Kingpin could be interesting, it's something I feel the comics didn't explore enough. A war between a large criminal organization and a smaller, but magically empowered one, could be an interesting dynamic.





**Name:** Blackout

**Rank:** 3

**Karma:** 3

<b>Health:</b> 90	<b>Damage Reduction:-</b> 1
<b>Focus:</b> 60	<b>Damage Reduction:-</b>

**Initiative:** +2

**Speed:** 15

**Occupation:** Assassin

**Origin:** Magic (Demonic)

**Traits:** Connections: Criminal, Combat Reflexes, Signature Attack: Grappling Technique, Sneaky, Weakness: Light

**Tags:** Black Market Access, Cursed, Enemy: Ghost Rider, Extreme Appearance, Streetwise, Supernatural, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	4	14	+6	X5
<b>Agility</b>	2	12	+2	X3
<b>Resilience</b>	3	13	+3	X3
<b>Vigilance</b>	2	12	+2	X3
<b>Ego</b>	3	13	+3	X3
<b>Logic</b>	1	11	+1	X3

**Powers:**

**Basic:** Heightened Senses 1, Mighty 2, Sturdy 1

**Illusion:** Illumination, Darkness

**Melee Weapons (Sharp):** Vicious Attack, Exploit

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

**Martial Arts:** Grappling Technique, Spin and Throw

**Biography:**

Blackout is one of the Lilin, the descendants of the ancient demoness Lilith. He possessed superhuman speed, strength, and the ability to project darkness. He was the primary enforcer of the demonic criminal Deathwatch. He became the nemesis of Danny Ketch, after he killed his sister Barbera. After Ketch dismantled Deathwatch's organization, Blackout tracked down fellow Lilin and brought about the resurrection of Lilith. They were defeated by the newly formed Midnight Sons. Blackout became an enforcer in the Hood's army of villains, and was hired by the fallen Angel Zadkiel to lead a squad of demonic mercenaries against Danny Ketch and Johnny Blaze.

**Commentary:**

Blackout is another character that lets you bring powers to street level settings where they might be rare. It just so happens that his signature mix of spreading darkness and super-speed translates to an effective battle strategy. He can hit hard, starting from a distance, and you won't be able to see him in order to shoot back. He's a great henchman or a lone assassin, but he might have enough initiative to be a big bad in his own right. The connection to Lilith opens up some possibilities. If you're interested in that, keep your eyes open for future character packs.



**Name:** Orb

**Rank:** 4

**Karma:** 4

<b>Health:</b> 90	<b>Damage Reduction:-</b>
<b>Focus:</b> 90	<b>Damage Reduction:-1</b>

**Initiative:** +3E

**Speed:** 24

**Occupation:** Criminal

**Origin:** Magic (Demonic)

**Traits:** Connections: Criminal, Fresh Eyes, Piloting, Tech Reliance, Weird

**Tags:** Black Market Access, Cursed, Enemy: Ghost Rider, Extreme Appearance, Mysterious, Signature Weapon: Pistol, Streetwise, Supernatural, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	4	14	+5	X5
<b>Agility</b>	5	15	+8	X6
<b>Resilience</b>	3	13	+3	X4
<b>Vigilance</b>	4	14	+4	X4
<b>Ego</b>	4	14	+3	X4
<b>Logic</b>	0	10	+0	X4

**Powers:**

**Basic:** Accuracy 2, Combat Trickery, Heightened Senses 1, Iconic Weapon (The Watcher's Eye: the wielder has 2 Edges on Initiative checks and cannot be blinded.)  
Mighty 1, Slow-Motion Dodge (TR)

**Elemental Control (Hellfire):** Elemental Burst

**Magic (Demonic):** Sense Sins, Penance Stare

**Sixth Sense:** Microscopic Awareness, Cosmic Awareness

**Spider-Powers:** Wall-Crawling, Jump 1 (TR)

**Super-Speed (TR):** Speed Run 1, Blazing-Fast Fists

**Biography:**

The original Orb was an enemy of Ghost Rider named Drake Shannon. He didn't have any superpowers, and wore an eyeball-shaped motorcycle helmet to hide his scarred face. A second, more mysterious Orb was born with a giant eyeball for a head. He was hired by supporters of the rogue angel Zadkiel to take down Ghost Rider. He is a deeply eccentric and unpredictable foe, turning up in a variety of unexpected places battling various superheroes. When Uatu the Watcher was murdered, Orb stole his eyes. This resulted in a major power boost for Orb, who used the Watcher's eyes to reveal the most secret sins of the world's heroes. Since then he continued to plague various heroes, including Dr. Strange. He got caught up in a battle between the Avengers and Mephisto, resulting in his death at the hands of a Dr. Doom variant his soul resided with Mephisto, his incessant talking a source of perpetual irritation for the Lord of Hell.

**Commentary:**

Orb is a weird character, but one who should not be underestimated under any circumstances. His super-speed and physical strength make him a mobile threat, and that enough would make him a dangerous enemy. But his cosmic Eye gives him the power to blast his enemies with their deepest regrets. He's a good character to keep the party guessing, as things can go from ridiculous to deadly serious, and then back again, in an instant. His role as a mystical mercenary makes him easy to drop into a wide variety of settings.



**Name:** Ghost Rider (Hood)

**Rank:** 5

**Karma:** 5

<b>Health:</b> 120	<b>Damage Reduction:-</b>
<b>Focus:</b> 90	<b>Damage Reduction:-</b>

**Initiative:** +3E

**Speed:** 5

**Occupation:** Criminal

**Origin:** Spirit of Vengeance

**Traits:** Connections: Criminal, Glibness, Piloting, Presence, Sneaky, Situational Awareness

**Tags:** Alternate Form: Ghost Rider, Black Market Access, Cursed, Streetwise, Signature Weapon: Pistol, Supernatural, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	4	14	+4	X5
<b>Agility</b>	6	16	+8	X7
<b>Resilience</b>	4	14	+4	X5
<b>Vigilance</b>	3	13	+3	X5
<b>Ego</b>	6	16	+8	X7
<b>Logic</b>	2	12	+2	X5

**Powers:**

**Basic:** Accuracy 2, Discipline 2

**Elemental Control (Hellfire):** Elemental Burst, Elemental Blast, Elemental Infusion, Elemental Barrier, Elemental Protection 3, Elemental Barrage

**Illusion:** Invisibility

**Magic (Demonic):** Sense Sins, Hellfire Chains, Penance Stare, Possess Vehicle

**Ranged Weapons:** Snap Shooting, Weapons Blazing, Dance of Death

**Tactics:** Keep Moving

**Biography:**

When the demon Zarathos was separated from Johnny Blaze, it sought a new host. After trying out several new candidates, it bonded with the supernaturally-inclined criminal Parker Robbins. Combining the power of the Spirit of Vengeance with his own abilities, the Hood sought to build a criminal empire greater than ever before. He picked Chicago as his target, and teamed up with the vampires of Hellmuth to take out the Five Families and become the most powerful criminal in the Windy City.

**Commentary:**

This power up for the Hood allows him to finally take the center stage as a final boss. You could start your adventure with him already having a Spirit of Vengeance, or he could acquire it over the course of a storyline to raise the stakes. He combines the normal powers of the Hood with those of a Ghost Rider, resulting in a boss that's sneaky and packs a punch.



**Name:** Moon Knight II

**Rank:** 4

**Karma:** 4

<b>Health:</b> 90	<b>Damage Reduction:-</b>
<b>Focus:</b> 60	<b>Damage Reduction:-1</b>

**Initiative:** +2E

**Speed:** 5

**Occupation:** Criminal

**Origin:** Magic

**Traits:** Abrasive, Combat Reflexes, Determination, Sneaky, Situational Awareness

**Tags:** Black Market Access, Rich, Signature Weapon: Knife, Secret Identity, Streetwise, Supernatural, Vision Issues

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	4	14	+4	X5
<b>Agility</b>	5	15	+5	X4
<b>Resilience</b>	3	13	+3	X4
<b>Vigilance</b>	2	12	+2	X4
<b>Ego</b>	4	14	+4	X4
<b>Logic</b>	2	12	+2	X4

**Powers:**

**Basic:** Accuracy 2, Heightened Senses 1, Mighty 2, Uncanny 1

**Illusion:** Illumination, Darkness

**Martial Arts:** Attack Stance, Fast Strikes, Chain Strikes

**Melee Weapons (Sharp):** Hit and Run, Riposte

**Ranged Weapons:** Double Tap, Snap Shooting, Weapons Blazing

**Biography:**

When Marc Spector gave his life to save the city, his companion in the Midnight Mission sought to carry on his legacy. To their surprise, another figure arose to carry on the mantle of the Moon Knight. This figure was more brutal and merciless than Moon Knight, and demonstrated Darkforce powers. After clashing with him repeatedly the Midnight Mission unveiled his identity: the Shroud, a hero turned villain who was taking up the Moon Knight identity in an attempt to rehabilitate his reputation.

**Commentary:**

You could use this sheet as the modern incarnation of the Shroud, or you could use it to build up a mystery about a new, more vicious Moon Knight imposter. In any case, Shroud is an unusual character- a villain who wants to be seen as a hero. You could have him on a path to redemption, or be a reminder of what any hero could become if they don't make the right choices.





**Name:** Midnight Man

**Rank:** 2

**Karma:** 2

<b>Health:</b> 30	<b>Damage Reduction:-</b>
<b>Focus:</b> 30	<b>Damage Reduction:-</b>

**Initiative:** +1

**Speed:** 5

**Occupation:** Criminal

**Origin:** Special Training

**Traits:** Combat Reflexes, Connections: Criminal, Determination, Sneaky

**Tags:** Black Market Access, Enemy: Moon Knight, Rich, Signature Weapon: Knife, Signature Weapon: Pistol, Streetwise, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	2	12	+2	X2
<b>Agility</b>	3	13	+3	X2
<b>Resilience</b>	1	11	+1	X2
<b>Vigilance</b>	1	11	+1	X2
<b>Ego</b>	1	11	+1	X2
<b>Logic</b>	2	12	+2	X2

**Powers:**

**Basic:** Combat Trickery

**Melee Weapons (Sharp):** Vicious Attack, Exploit, Fast Attacks

**Ranged Weapons:** Double Tap, Point-Blank Parry

**Spider-Powers:** Wallcrawling, Jump 1

**Biography:**

Anton Mogart was a brilliant cat burglar. As the “Midnight Man” he performed a number of ingenious art thefts. While stealing a Monet masterpiece he was caught by Moon Knight, and after a battle fell into the sewers. His face was deformed and he swore revenge, and teamed up with Bushman to destroy Moon Knight.

**Commentary:**

Midnight Man is a simple enough sheet, an ideal cat burglar. He’s mobile, stealthy, and can deal damage. He might be a good villain to spring on your players as a surprise, unaware that a heist has already begun that they’re in the middle of.



**Name:** Midnight

**Rank:** 4

**Karma:** 4

<b>Health:</b> 120	<b>Damage Reduction:-</b> 2
<b>Focus:</b> 120	<b>Damage Reduction:-</b>

**Initiative:** +3E

**Speed:** 5

**Occupation:** Criminal

**Origin:** High Tech (Cybernetics)

**Traits:** Abrasive, Battle Ready, Berserker, Combat Reflexes, Connections: Criminal, Tech Reliance

**Tags:** Black Market Access, Extreme Appearance, Enemy, Moon Knight, Mentor: Moon Knight, Streetwise, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	5	15	+8	X7
<b>Agility</b>	4	14	+4	X4
<b>Resilience</b>	4	14	+4	X4
<b>Vigilance</b>	3	13	+3	X4
<b>Ego</b>	2	12	+2	X4
<b>Logic</b>	2	12	+2	X4

**Powers:**

**Basic:** Anger, Flight 1 (TR), Mighty 3 (TR), Sturdy 2 (TR)

**Elemental Control (Energy) (TR):** Elemental Burst, Elemental Blast

**Plasticity (TR):** Extended Reach 1

**Martial Arts:** Fast Strikes, Chain Strikes, Focused Strike, Do This All Day, Brace for Impact, Crushing Grip, Grappling Technique

**Biography:**

Jeff Wilde was the illegitimate son of the criminal Midnight Man. After his father died he approached Moon Knight wearing a replica of his costume. Moon Knight convinced him to avoid a life of crime and Jeff convinced Moon Knight to take him on as a sidekick. As Midnight, he worked with Moon Knight, but his impulsivity and general lack of moral compass proved a major problem. During a fight with the Secret Empire, he was shot and presumed dead. In fact the Secret Empire converted him into a cyborg and forced him to become their agent. He plotted against his masters, but also wanted revenge against Moon Knight. He battled against Spider-Man with his Secret Empire controllers, breaking free of their control when he was left presumed dead. He tracked down Moon Knight and launched a campaign of vengeance against him.

**Commentary:**

Kind of wild that Moon Knight did the “sidekick turns evil” plotline years before Batman and Captain America. You could use him as an agent of the Secret Empire or as a vengeful madman. He’s a fierce fighter, with ranged and close options that both hurt pretty hard. There’s a lot of ways to capture the psychological instability of the character, so I suggest playing that up as best you can.



**Name:** Profile

**Rank:** 2

**Karma:** 2

<b>Health:</b> 30	<b>Damage Reduction:-</b>
<b>Focus:</b> 90	<b>Damage Reduction:-</b>

**Initiative:** +3

**Speed:** 5

**Occupation:** Investigator

**Origin:** Mutant

**Traits:** Connections: Police, Investigation, Interrogation, Leverage, Tech Reliance

**Tags:** Black Market Access, Hounded, Krakoon, X-Gene, Streetwise

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	0	10	+0	X2
<b>Agility</b>	0	10	+0	X2
<b>Resilience</b>	1	10	+1	X2
<b>Vigilance</b>	3	13	+3	X2
<b>Ego</b>	3	13	+4	X3
<b>Logic</b>	3	13	+4	X3

**Powers:**

**Basic:** Brilliance 1, Discipline 1, Uncanny 1

**Sixth Sense:** Intuition, Postcognition 1, Precognition 1

**Magic (Demonic):** Sense Sins

**Power Control:** Power Slider (Confidence) (TR)

**Biography:**

The man known only as the Profile is a mutant with the ability to scan people and determine details about their personality, motives, and even glimpse secrets of their past. With this information he is able to make precise predictions of their actions in the future. His powers are in some form based on his confidence, and he can't use them if somebody looks into his eyes. If his sunglasses are damaged he won't be able to use them effectively. He sells these skills to various buyers. He was hired by the Committee to plan their revenge against Moon Knight, but their incompetence kept them from carrying out his plan. He has been hired on multiple occasions to again plot against Moon Knight, by the Hood and the Hand.

**Commentary:**

The Profile can be a really fun NPC that can be used in a variety of ways. You could present him as a challenge for your players to pass, a sort of polygraph they have to conceal information from. Or you could have him be an ally they reach out to for information. He could even be the mastermind of a strategy against them, though he would be hired by another party. His powers can be hard to avoid, but if you break his glasses you have a much better chance.



**Name:** Biker Thug

**Rank:** 2

**Karma:** 2

<b>Health:</b> 60	<b>Damage Reduction:-</b>
<b>Focus:</b> 30	<b>Damage Reduction:-</b>

**Initiative:** +1

**Speed:** 10

**Occupation:** Criminal

**Origin:** Special Training

**Traits:** Combat Reflexes, Connections: Criminal, Determination, Tech Reliance

**Tags:** Black Market Access, Signature Weapon: Club, Streetwise, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	2	14	+2	X2
<b>Agility</b>	4	14	+4	X2
<b>Resilience</b>	2	12	+2	X2
<b>Vigilance</b>	1	11	+1	X2
<b>Ego</b>	1	11	+1	X2
<b>Logic</b>	0	10	+0	X2

**Powers:**

**Basic:** Evasion, Iconic Weapon (Chain: Grants Reach +2, on a Fantastic Success hit characters become grabbed), Slow-Motion Dodge

**Melee Weapon (Blunt):** Fast Attacks, Hit and Run

**Spider-Powers (TR):** Jump 1

**Super-Speed (TR):** Speed Run 1, Blazing-Fast Fists

**Biography:**

Biker gangs are criminal organizations that are active across the entire United States. Though many motorcycle clubs are composed of non-criminals, some use these clubs as organizing tools for criminal organizations.

**Commentary:**

These bikers are straightforward, and can be used in a few ways. A gang of villains on their own, henchmen for someone like the Orb, or targets for potential demonic empowerment. They offer a different kind of street level fight, and can be used to help show off the new vehicle mechanics.





**Name:** Machine Gun Nurse

**Rank:** 2

**Karma:** 2

<b>Health:</b> 30	<b>Damage Reduction:-</b>
<b>Focus:</b> 60	<b>Damage Reduction:-1</b>

**Initiative:** +2

**Speed:** 5

**Occupation:** Health Care Worker

**Origin:** Magic

**Traits:** Clinician, First Aid, Surprising Power: Healing Hands, Surprising Power: Soothing Touch

**Tags:** Black Market Access, Signature Weapon: Knife, Signature Weapon: Submachine Gun, Signature Weapon: Frag Grenades, Supernatural, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	2	12	+2	X2
<b>Agility</b>	2	12	+2	X2
<b>Resilience</b>	1	11	+1	X2
<b>Vigilance</b>	2	12	+2	X2
<b>Ego</b>	3	13	+3	X2
<b>Logic</b>	1	11	+1	X2

**Powers:**

**Basic:** Uncanny 1

**Healing:** Let's Go, Healing Hands, Never Surrender, Soothing Touch

**Melee Weapons (Sharp):** Hit and Run

**Ranged Weapons:** Double Tap, Stopping Power

**Biography:**

The nurses working at New Beulah Hospital are the loyal followers of the rogue angel Zadkiel. In the run-up to his war to take control of Heaven, they were activated and sent after Ghost Rider and the new Caretaker. They hunted a man named Lucas Collier, who had suffered a near-death experience and learned of Zadkiel's plans to harness the power of deceased souls to wage a war in the afterlife.

**Commentary:**

These ladies should be memorably unique villains, and a great thing to drop in an urban fantasy setting. They could be followers of Zadkiel (keep an eye out for him) or take orders from some new mystical benefactor. Their healing powers make them a great element for a boss battle.



**Name:** Stained Glass Scarlet

**Rank:** 2

**Karma:** 2

<b>Health:</b> 30	<b>Damage Reduction:-</b>
<b>Focus:</b> 60	<b>Damage Reduction:-</b>

**Initiative:** +2

**Speed:** 5

**Occupation:** Assassin

**Origin:** Special Training

**Traits:** Determination, Iron Will, Signature Attack: Stopping Power, Surprising Power: Power Slider

**Tags:** Mysterious, Secret Identity, Signature Weapon: Bow, Streetwise, Worshiped

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	2	12	+2	X2
<b>Agility</b>	3	13	+4	X3
<b>Resilience</b>	1	11	+2	X2
<b>Vigilance</b>	2	12	+2	X2
<b>Ego</b>	1	11	+1	X2
<b>Logic</b>	1	11	+1	X2

**Powers:**

**Basic:** Accuracy 1

**Ranged Weapons:** Double Tap, Stopping Power, Snap Shooting, Weapons Blazing

**Martial Arts:** Defense Stance

**Melee Weapons (Sharp):** Hit and Run

**Power Control:** Power Slider (Faith)

**Biography:**

Scarlet Fasinera was a nun who left her convent to marry a criminal named Vince Fascinera. Her son, Joseph "Mad Dog" Fasinera followed in his late father's footsteps and became a gangster. He drew the attention of Moon Knight, who in turn became aware of a vigilante named Stained-Glass Scarlet. Armed with a crossbow, Scarlet hunted down criminals connected to her son, and ultimately killed Joseph. She also killed a criminal named Manny Sindrome, the man who led her son to a life of crime. As her mental state deteriorated, she led an army of followers on a wave of terrorist attacks around the city, foiled by Moon Knight. The legend of Stained Glass Scarlet grew to the point that, upon her death, she became a divine figure haunting the church where her husband and son had died.

**Commentary:**

Stained Glass Scarlet is a memorable character for her complex motivation and personal connections to Moon Knight. It's hard to capture in her bio, so I recommend checking out her comics. She's a great wild card in any gang war, unpredictable and violent. The use of Power Slider can really help her stand out in a low rank setting, and can make for a dynamic and complex combat encounter.



**Name:** Vermin

**Rank:** 4

**Karma:** 4

<b>Health:</b> 120	<b>Damage Reduction:-</b> 1
<b>Focus:</b> 120	<b>Damage Reduction:-</b>

**Initiative:** +4

**Speed:** 5

**Occupation:** Criminal

**Origin:** Weird Science

**Traits:** Bloodthirsty, Berserker, Connections: Criminals, Loner, Monster, Weird

**Tags:** Black Market Access, Extreme Appearance, Mental Health Conditions, Streetwise, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	7	17	+8	X5
<b>Agility</b>	3	17	+3	X4
<b>Resilience</b>	4	14	+4	X4
<b>Vigilance</b>	4	14	+4	X4
<b>Ego</b>	0	10	+0	X4
<b>Logic</b>	2	12	+2	X4

**Powers:**

**Basic:** Brawling, Heightened Senses 2, Healing Factor, Mighty 1, Sturdy 1

**Narrative Power:** Duplicate Self (Duplication Trigger: Use a standard action and pay half of Vermin's current health total. The Dupe has the same health total as the one that created it. Absorption trigger: Touch the duplicate.)

**Melee Weapons (Sharp):** Fast Attacks, Whirling Frenzy, Furious Attacks, Hit and Run

**Super-Strength:** Crushing Grip, Clobber, Smash, Jump 1

**Telepathy:** Animal Communication (Rodents)

**Biography:**

Edward Whelan was subjected to experiments by the evil scientist Arnim Zola and was turned into a feral rat-like creature. Zola sent him after his nemesis Captain America, but he was defeated. He lurked in the sewers beneath Harlem, lashing out at both heroes and Baron Zemo. He was used by Kraven the Hunter in his "Last Hunt," forced to fight Spider-Man. When Spider-Man could not defeat Vermin, Kraven took up Spider-Man's identity and defeated Vermin himself. In his mind, this proved him superior to and victorious over Spider-Man. He was used by Arcade in a "Great Hunt" in Central Park, and further experimented on to have the power to generate genetic duplicates of himself.

**Commentary:**

Vermin's best known for his appearances in Spider-Man comics but he can be put up against almost any hero. He's the perfect combination of sympathetic and dangerous, so it can be hard for heroes to figure out what to do about him. This gets even more complicated with his duplication powers, and an infestation can quickly get out of hand.



**Name:** Exhaust

**Rank:** 5

**Karma:** 5

<b>Health:</b> 150	<b>Damage Reduction:-</b> 2
<b>Focus:</b> 90	<b>Damage Reduction:-</b>

**Initiative:** +3E

**Speed:** 5

**Occupation:** Outsider

**Origin:** Magic (Demonic)

**Traits:** Connections: Outsider, Determination, Infector, Fresh Eyes, Signature Attack: Elemental Suffocation, Situational Awareness, Stranger

**Tags:** Cursed, Enemy: Ghost Rider, Extreme Appearance, Supernatural, Villainous

<b>Ability</b>	<b>Ability Score</b>	<b>Defense Score</b>	<b>Non-Combat Checks</b>	<b>Damage Modifier</b>
<b>Melee</b>	5	15	+8	X8
<b>Agility</b>	4	14	+4	X5
<b>Resilience</b>	5	15	+5	X5
<b>Vigilance</b>	3	13	+3	X5
<b>Ego</b>	7	17	+9	X7
<b>Logic</b>	1	11	+1	X5

**Powers:**

**Basic:** Discipline 2, Healing Factor, Mighty 3, Sturdy 2

**Elemental Control (Toxin):** Elemental Burst, Elemental Blast, Elemental Grab, Elemental Suffocation, Elemental Barrage, Elemental Barrier, Elemental Protection 2, Elemental Prison

**Illusion:** Illumination, Darkness

**Magic (Demonic):** Sense Sins, Hellfire Chains, Possess Vehicle

**Biography:**

Johnny Blaze was infected with a demonic parasite that began growing in his brain without his knowledge. He experienced symptoms of confusion and memory loss, and his connection to the Spirit of Vengeance became weaker than ever. Wolverine was able to perform an impromptu exorcism/surgery and removed the parasite. However, it was too late in gestation and the creature was able to evolve into a monstrous form called Exhaust. It followed orders from the demon Blackheart and pursued Johnny and FBI Agent Talia Warroad across the country.

**Commentary:**

Exhaust probably needs a Spirit of Vengeance in the party to work, though you could fit him into any campaign with a demonic bent. He's an easy character to capture the flavor of, with his signature clouds of exhaust manifesting in his darkness and elemental powers. The infection element is where he really shines, allowing him to be a major part of a storyline over multiple sessions. As best as you can, try to avoid telling characters exactly what's wrong with them, let them marinate in the mystery.

**Note:** Infection can occur during a medical procedure, or contact with another demonic character (Sense Sins and Penance Stare in particular can be vectors for infection.) If a character is infected by Exhaust, a demonic parasite will grow in their brain. They won't be aware of it at first, but will experience feelings of exhaustion and disorientation, as well as headaches. The infected character gains the Cursed tag if they do not already have it. Demonic creatures will be able to track the infected character, even if cloaked or invisible. After a few days they will have trouble on Logic and Ego checks. Each day they will have to make a Vigilance check, with the TN being a roll made by the parasite (using Exhaust's Vigilance score.) If they fail, they will lose 5 focus every hour and 1 focus at the start of each round of combat for the rest of the day. The parasite can be removed surgically or with the Exorcism power, but if this is not done within 3 days of



infection the embryo will mature into a fully grown, fully powered version of Exhaust immediately upon being removed.