

Running the Shadows of 616

When Reed Richards and his friends launched themselves into space and came back as the Fantastic Four, a few things changed on a societal level. With the uncovering of an alien invasion (Skrulls) a few months later the U.S. government focused their energies on this threat instead of the USSR.

With the genius of Reed Richards and the possibility to reverse engineer Skrull technology, with Tony Stark's cheap energy producing arch-reactor, with the combined geniuses of Bruce Banner, Hank Pym, and others, the base-line technology of society shot up. All the things Marvel reserved for its heroes and villains in the comics, are commonplace in this setting. When Galactus visited a few years later, Earth was ready. (No Deus Ex Machina like the Ultimate Nullifier was needed.)

The geniuses of this second Manhattan Project used their skills to build enormous wealthy corporations (STARK, Richards Technologies, Pym Microtechnologies, etc.). These corporations changed the world and became the dominant forces.

In 2014 everyone can buy a flying car, energy is cheap, and living standards are high. Whilst not everyone has superpowers (in whatever form they come), they are a lot more commonplace than is good for society.

The political situation is very different. The U.S. is by far the most powerful nation on Earth, but apart from its ties with a few close allies is very isolationistic. The Wakandan Hegemony is the second most powerful political entity in the world and dominates Africa. Most of the middle of Europe and large parts of Russia are now part of Latverian Empire. Atlantis, Lemuria, Attilan, the Savage Land, and Genosha all are recognized as sovereign countries by the U.N, with Atlantis even having a permanent seat on the Security Council.

Mutants have fought for equality and have been granted thus in some countries, but not all. Genosha is ruled by Magneto and is a safe haven for mutants all over the world. Furthermore, some of the gods living in near-Earth realms (Asgard, Olympus, etc.) and the hidden races (Homo Mermanus, Deviants, Eternals, Inhumans, Subterraneans) have all been recognized by the U.S. and some other countries, unfortunately not all.

Space is still a frontier, but several planets and moons in our solar system have permanent basis, Mars is being terraformed, and we have permanent ambassadors and trading posts in all the major galactic empires. Richards Space Ventures dominates the exploration of space and other dimensions, but some other corporations and countries are also exploring space.

It seems an ideal world, but a lot of big problems are hidden. Even in the paragon nation that is the U.S. the poor are very poor and form a huge proportion of the population. Everyone can be a superhero or villain, but the shadows of Stark Tower and the Baxter Building loom very large and are very deep. It is here where you have to survive.

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This game borrows the setting from Marvel and the atmosphere and dynamics from Shadowrun.

The player characters are effectively runners with superpowers. When compared to Marvel's mainstream heroes, they are second or third tier. They are also second or third generation. The heroes of old have become old. Tony Stark is the recluse CEO of the most powerful corporation in the world.

Timeline

- **Nov 3, 1961** - Reed Richards launches himself and his friends into space with a privately built rocket. They come back as the Fantastic Four.
- **Jan, 1962** - Reed Richards uncovers an alien invasion plot by the Skrulls
- **Feb, 1962** - President John F. Kennedy launches the SHIELD initiative to battle future alien threats. Reed Richards is put in charge of a team of researchers and Nick Fury is given control of the tactical operations.
- **May, 1962** - Scientist Dr. Bruce Banner is exposed to large amounts of Gamma radiation during the testing of a Gamma Bomb. Banner becomes a raging monster. Once SHIELD is able to subdue him and he reverts to his original human form, Banner is handed over to Richards, who, together with Banner himself and Dr. Henry McCoy, is able to create a serum which allows Banner to control his monster. Banner and McCoy join the SHIELD science division. Dr. Henry Pym joins soon thereafter.
- **May, 1962** - Prince Namor of Atlantis regains his memories after an encounter with the Human Torch. He goes back to Atlantis, assumes it destroyed. He attacks the U.S. but SHIELD is able to take him down. After Reed Richards and Henry Pym are able to show Namor that he was mistaken in his assumptions. They show him the location of New Atlantis. Namor is able to take the throne and becomes king Namor of Atlantis.
- **Aug, 1962** - The Asgardian God Thor is seen for the first time and reveals the existence of the Asgardian Gods. The implications of this revelation shakes up all major religions.
- **Oct, 1962** - An attack on New York by the Asgardian God Loki and the intervention by Thor, allows SHIELD to make first contact with Thor. Thor leads an SHIELD envoy (consisting of Reed Richards and Bruce Banner, among others) to Asgard, where informal relations between Asgard and Earth are established.
- **Mar, 1963** - Industrial billionaire playboy Anthony Stark frees himself from capture by rebels in Vietnam by means of a self made power armor. Stark Industries becomes the main military contractor for SHIELD soon afterwards. Stark also joins the science division of SHIELD. It is Stark's legal team which rewrites the science team's contract so that the scientists themselves are granted the patents for all civilian, industrial, and non-SHIELD military uses of the technologies they develop, thus laying the basis for the enormous wealth those scientists will eventually develop.
- **Sep, 1963** - The second Skrull attack comes in the form of a Super-Skrull, who is easily defeated by a tactical SHIELD unit.
- **Sep, 1963** - Just a few days after the defeat of the Super-Skrull, a mutant called Magneto takes control of a nuclear missile base. SHIELD defeats Magneto with the help of Dr. Charles Xavier and his X-Men. The X-Men are also recruited into SHIELD with the proviso that the president would push congress to establish the mutant equality act.
- **Sep. 1963** - The Asgardian God Loki again attacks Earth. Thor, now part of a SHIELD team called the Avengers, defeat him easily. SHIELD incarcerates Loki, which Odin protests. This speeds up the negotiations between the U.S. and Asgard.
- **Oct, 1963** - The forces of Atlantis attack New York. Namor holds the U.N. hostage and forces them to sign the Atlantic Charter, giving Atlantis the control of the Atlantic and

Pacific Oceans. SHIELD isn't allowed to intervene by the U.S. president Kennedy since the U.N. hasn't recognised the authority of SHIELD.

- **Nov, 1963** - On the back of the U.N. treaty with Atlantis, the Asgardians apply for membership status.
- **Nov, 1963** - A SHIELD team called the Defenders prevents the assassination of John F. Kennedy by Skrull agents.
- **Dec, 1963** - The U.N. General Assembly votes in favor of the treaties with Atlantis and Asgard and recognises SHIELD as an international extension of the U.N. Russia and China are against and use their votes in the Security Council to block SHIELD's expansion of powers.
- **Feb, 1964** - A warlord calling himself the Mandarin starts a war of conquest against the communist ruling party of China, taking less than a month to conquer most mainland China. SHIELD and the U.S. do not interfere, as per mandate of the president, because of the fact that SHIELD still has no formal U.N. recognition.
- **March, 1964** - Representatives on the U.N. Security Council of both Russia and the Chinese government in exile vote for a U.N. mandated SHIELD, since the threat of the Mandarin is deemed too dangerous.
- **April, 1964** - The start of the Chinese Invasion by forces of the Chinese government in exile and U.N. supported SHIELD strike teams. With a concerted effort these armies are able to push back the forces of the Mandarin. The Mandarin's troops are able to force the invaders to a stand still.
- **May, 1964** - The Mandarin and the Red Chinese government negotiate a truce, thus effectively dividing China in three nations, in which the Mandarin controls the provinces of Xinjiang, Qinghai, Gansu, Inner Mongolia, Tibet, and Ningxia. The Red Chinese control much of the rest of Mainland China. The Brits hand over Hong Kong to be controlled by a U.N. mandate and it becomes an independent nation state. Taiwan is recognized by both the Red Chinese and the Mandarin.
- **Jun, 1964** - Congress signs the Mutant and Mutate Equality Act into law, thus giving mutants recognition as human beings. They also sign the Superpower Registration Act. Obliging all superhumans (mutant and mutate alike) to register their superpowers as if they were weapons.
- **Apr, 1965** - A SHIELD spaceship, built by Richards Technologies and Stark Industries from the reverse engineered parts of the Skrull spaceships, is sent to Tarnax IV. Aboard this ship is a SHIELD strike team, called The Avengers. This team consists of a combination of scientist/heroes (Reed Richards, Henry Pym, Tony Stark, Bruce Banner), some infiltrators (Susan Richards-Storm and Janet van Dyne) and some muscle (Ben Grimm, Human Torch, Thor). They are led by Nick Fury and their mission is to teach the Skrulls not to mess with Earth. The mission is a success and the Skrull Emperor Dorrek VII is forced to sign a peace treaty with Earth, as represented by the U.S. and its allies.
- **Dec, 1965** - The City of Attilan is discovered in the Himalayas and the race of the Inhumans reveal themselves to the world. Reed Richards negotiates with king Black Bolt and an informal U.N. charter recognizes Attilan as a nation.

- **Mar, 1966** - An alien, known Galactus the devourer of worlds, enters the solar system and threatens to destroy Earth. The combined efforts of all of Earth's superheroes and a fleet of newly constructed Richards Technologies space ships are able to ward off Galactus initial attack. It is only through the help of his herald, the Silver Surfer, that Earth finds a way to destroy Galactus. The Silver Surfer leads a small group of scientists (Richards, Stark, Banner, and Pym) to Galactus' World Ship. There they find the weaponry to defeat Galactus. They return to the Solar system just before Galactus starts his second assault. With the new weapons they are able to kill Galactus, inadvertently sending shockwaves through the galaxy.
- **Jun, 1966** - A special assembly of the U.N. General Assembly and a concurrent meeting of the Security Council recognizes all temporarily or informally recognized new nations. Atlantis, Lemuria, Attilan, and Mandarin China are give full nation status and get a seat in the General Assembly. Asgard, Olympus and the newly discovered Savage Land are given observer status.
- **Jul, 1966** - A series of civil wars break out across Central Africa. King T'Challa of Wakanda asks for a U.N. sponsored SHIELD intervention. The Security Council refuses to intervene. Wakanda intervenes on its own and with its superior technology and industrial basis starts putting down rebellions all across Central Africa, forcing each and every 'helped' government into signing a treaty with Wakanda, thus laying the basis for the Wakandan Hegemony.
- **Dec, 1966** - Stark Electric Industries officially starts up the first Arc Reactor Power Plant in New York. That one plant provides all the electricity for Manhattan Island. Five more power plants are being built, thus providing all power for the entire city of New York by the end of 1967.
- **Aug, 1967** - Alerted of the potential threat of Earth by news of the defeat of the Skrulls and Galactus, the Kree Empire sends a scout team to Earth. They are met by SHIELD and sent packing.
- **May, 1968** - Stark Consumer Industries launches its first mini Arc reactor powered electric car; the Stark Halo. It soon becomes the most popular consumer vehicle, thus forcing the big car manufacturers in Detroit to come up with their own electric cars.
- **Jun, 1971 - Mar, 1972** The Kree send an invasion fleet and attack Earth. The war lasts for more than half a year. The forces of SHIELD (now with a Defenders as well as an Avengers team) with help of the Kree hero Mar-Vell are able to defeat the invasion fleet and retaliate against the Kree Empire. Besides the small core of heroes that lead them, the main force of SHIELD's strike teams consists of a large contingent of trained human soldiers enhanced with power armors (Stark), newly rediscovered super soldier formula (McCoy), controlled gamma radiation (Banner). The ships built by Stark, Pym and Richards are able to meet the Kree ships in direct combat and the soldiers are able to take the Kree soldiers one on one. The defense of Earth is led by Fury and the strike team is led by the Captain America. At the end of the war, the Supreme Intelligence is forced to sign a peace treaty. Because of the damages done to Earth, the Kree empire is forced to pay retribution payments. Most of these is given in the form information

(technological and cosmological), equipment (three large space ships) and ultra rare minerals.

- **Dec, 1975** - The last coal power plant shuts down its operations. All power in the U.S. is provided by Arc reactor plants. (The last nuclear power plant had been shut down a year previously.)
- **Feb 1976** - The last of the three Galactic Empires, the Shi'ar, send an envoy to Earth. Emperor D'Ken Neramani sends his Imperial Guard to get into a non-aggression pact with Earth. Though initially things turn hostile, it is through the diplomacy of Charles Xavier that an agreement is reached. The Shi'ar establish an embassy on Earth and Earth is allowed to establish an embassy on Chandilar.
- **Jan, 1980** - Magneto declares war on the regime of Genosha, one of the world's most repressive anti-mutant regimes. With his Brotherhood of Mutants Magneto is able to free Genosha's mutant slaves and overthrow the human regime. Magneto executes some of the leaders for crimes against mutantkind and lets the remaining human populace choose: leave the country or live under his rule. He crowns himself King of Genosha and asks the U.N. to acknowledge his rule. It refuses to do so initially.
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The Big Corporations

STARK Tech is the most powerful and wealthiest corporation in the world. Stark was already an industrial and technological powerhouse when Tony Stark took over as CEO after his father Howard Stark died. But after Tony Stark escaped was taken captive in South-East Asia and he was able to escape, the former playboy Lothario became a focussed and driven leader of his company. Within ten years the arc reactor power plant, an invention of Tony Stark himself, had replaced almost every power plant in the U.S.A. In another ten years, a miniaturized version of the arc reactor had been built into almost every car, plane, and ship on Earth. With an industrial base which built arc reactors, cars, planes, military equipment, household appliances, and spacecraft STARK is the biggest player on the block.

Tony Stark is a recluse. No one outside his inner circle have seen him for years. He should be in his late eighties and gossip has it that he never leaves his lab and is constantly improving old technologies and inventing new ones.

CEO: Pepper Stark-Potts

CFO: James Rhodes

Head of Security: Bethany Cabe

(For reference: STARK Tech occupies the same niche as Saeder-Krupp does in Shadowrun. It is the top dog.)

STARK Tech divisions:

STARK Personal Armors:

- Iron Man range - multipurpose flying battle armor (In current production: Mark V to IX)
- War Machine range - offensive flying battle armor
- Iron Monger range - defensive battle armor, limited flight capabilities
- Guardsman range - defensive security armor, limited flight capabilities
- Mandroid range - offensive security armor, limited flight capabilities

All armors can be modified with extra options, though most put limits on other capabilities.

Optional modifications:

- Hulkbuster (extra armor, strength, power, at the cost of maneuverability, flight speed and bulk)
- Spymaster (Invisibility, phasing, at the cost of armor and firepower)
- Mauler (high maneuverability and better targeting, at the cost of armor)

STARK Transport:

- STARK-Chrysler Voyager - six passenger personal vehicle, VTOL, top speed 200 mph.
- STARK-Chrysler Hauler - semi-trailer truck, VTOL, top speed 150 mph. capable of transporting 80.000 kg.
- Quinjet-STARK Mark V- small person craft, capable of carrying up to ten passengers. VTOL, upper atmosphere and outer space capable, top speed: mach 1.6, stealth capable

- Quinjet-Boeing 787 - commercial airliner capable of carrying 350 passengers. VTOL, upper atmosphere and outer space capable, top speed: mach 2.0, no stealth capability
- Quinjet-Bell UH-1 - military transport craft, capable of transporting up to twenty personnel or 20.000 kg. VTOL, upper atmosphere and outer space capable, top speed: mach 1, stealth capable
- SHIELD Helicarrier Mark II - Multi purpose Quinjet and troop carrier, VTOL, top speed 500 mph. (Only two in operation at the moment. A Mark III model is being built at the moment.)

STARK Arc Energy

- Micro Arc Reactor range - Pym industries modified miniaturized version for use in small handheld equipment. (diameter: up to 5 cm, max. output: 1 kW)
- Mini Arc Reactor range - Small arc reactor for personal use (armors, small vehicles such as cars, backup power units) (diameter: up to 10 cm, max. output: 250 kW)
- Medium Arc Reactor - used in Quinjets and the more powerful armors, also used in backup power units for large installations, such as hospital.(diameter: up to 30 cm, max. output: 1.5 MW)
- Large Arc Reactor - used to power large military installations, such as bases or Helicarriers (which have three, of which one is backup) (diameter: up to 1.5 m, max. output: 2.5 GW)
- Giant Arc Reactor - used in power plants, power whole city grids (New York needs ten to fifteen) (diameter: up to 55 m, max. output: 250 GW)

STARK Consumer Industries

Richards Space Ventures is a privately held company which is the pioneer in space and other-dimensional exploration and exploitation. It was founded by the smartest man in the world, Reed Richards. Though its primary focus is on space exploration and exploitation, Richards is also the holder of more patents than STARK, Pym, and McCoy & Forge combined. These patents create an enormous cash flow, since almost every other company uses them, thus making Richards S.V. one of the wealthiest companies in the world, only being rivalled by STARK and Pym in sheer wealth. Most of this wealth is poured into the exploitation of the solar system and neighbouring dimensions, such as the Negative Zone. Reed Richards still leads the R&D department, leaving the running of the company to those he trusts the most, his wife and his best friends.

Current solar based ventures of Richards SV are the habitation of the Blue Area of the moon and the Counter Earth, the terraforming of Mars, Venus, and several moons around Jupiter, the mining of the asteroid belt, and the construction and maintenance of several space bases. RSV is also involved in the exploitation of several deep space exploration and trade vessels. RSV also has set up bases in the Negative Zone and the Microverse and is actively exploring these dimensions.

CEO: Susan Richards-Storm

CFO: Ben Grimm

Head R&D: Reed Richards

Heads of space exploration: Johnny Storm & Norrin Radd

Head of space exploitation: Alyssa Moy

Head of dimensional exploration & exploitation: Franklin Richards

(For reference: there's no Shadowrun equivalent of this company.)

Pym Microtechnologies is a microprocessor and computer company built by Dr. Henry Pym. In the early sixties Pym discovered the Pym particles. He assumed the superhero alias Ant Man, but cut his career short when he thought of better ways to use this discovery. Through the clever use of his Pym particles he was able to build a manufacturing plant that was able to do miniaturization like no one else could at that time. Within a year of acquiring venture capital, Pym Microtechnologies released its first microcomputer, the Ultron 1. Within five years Ultron computers had been installed in every office in the U.S.A. IBM had tried to acquire Pym Microtech a few months after the initial release of the Ultron 1, but Henry Pym refused. Two years later, Pym acquired IBM. Since then Pym is the biggest producer of microtechnologies in the world. Almost 50% of all computers in the world are produced by Pym and 100% of them contain components built by Pym. Eventually other companies were also able to integrate Pym particles in their production lines, but Pym is so far ahead of the curve that his components are the best there are.

Pym also makes the operating systems for over half the computers in the world. His Ultron-OS is the default for many producers. Their Ultron computer lines extend from microcomputers to mainframes.

Pym Microtechnologies also is the premier producer of androids and robots. Henry Pym created an android body running on his Ultron OS. But the experimental android was a failure. Pym then hired Phineas T. Horton (the creator of the original Human Torch android) to head the android

and robot division. Pym and Horton developed a new A.I. for their new line of androids. In 1968 Pym Microtechnologies presented their first Vision androids. Vision androids still are Pym's most successful line of androids, finding their use in many specialised fields of industry, mainly for highly skilled tasks (anything from surgery to policing). Pym also produces a line of heavy industrial androids, the Awesome Androids.

though they also produce a more

CEO: Dr. Henry Pym (He has a majority of the voting stock and still has a very active hand in both running the company and doing R&D.)

R&D: Dr. Henry Pym, Dr. Phineas T. Horton, Dr. M. Thinker.

(For reference: Pym Microtechnologies is IBM, Apple, Microsoft rolled into one, and then some. It occupies the same niche as Renraku fills in Shadowrun. Also Ultron is quite benign in this Universe. There are some Ultron A.I.'s, but none of the nastiness of the regular Marvel U. Ultron is manifest here.)

McCoy & Forge Biosciences is the biggest biotech company in the world. Started by mutants Dr. Hank McCoy and Forge, this company has the inside edge on many of the most innovative fields of biotechnology. Though it started out based in the U.S, its current headquarters are in Genosha. It develops and controls a majority of the most innovative techniques in medicine (its one shot healing factor serum is a must for any runner), mutation technology (both progressive as well as regressive), cloning, etc. It is the sixth most powerful corporation in the world.

CEO: Moira McTaggart

(For reference: In Shadowrun terms this would be Yamatetsu/EVO.)

Asgard Inc. is a company that is the corporate arm of the Asgardian Realms. They produce and trade in mystical items and ores. While STARKS Iron Man suits are the greatest security armors available, but they have their limitations. They are susceptible to attacks that interfere with technology, such as EMP attacks. Magical armors don't have that limitation. Asgardian Uru metal armors and weapons are therefore prized and pricey. Asgard Inc. also sells potions, talismans and other magical items.

CEO: Odin (in name only, Hera really rules the company with Loki at her side.)

Osborn Industries is a major defense contractor, specializing in creating super soldier serums and therapies and their equipment, body armor, and weapons. Second only to STARK in defense technology market share. Their approach to creating super soldiers is more multi tier than STARK's, incorporating mechanical armors, cyber enhancements, and bio-technological treatments. Under the previous CEO, Norman Osborn, Osborn Industries was involved with unethical experiments, but after Norman's death, Harry Osborn cleaned up the corps' act. Osborn currently employs the some of the greatest scientists and inventors and their combined output rivals that of Stark and Richards.

CEO: Harold Osborn

Head of R&D: Dr. Peter Parker Phd.

Other chief researchers: Phineas Mason, Dr. Curt Connors, Dr. Spencer Smythe, Dr. Otto Gunther Octavius, Dr. Abner Jenkins, Dr. Miles Warren, Mark Raxton, Dr. Michael Morbius, Dr. Mendel Stromm, Dr. Jonathan Ohnn, Adrian Toomes, Jackson Arvad.

Product lines:

Super Soldier Serums

- Super Soldier Serum - temporarily grants powers similar to those of Captain America
- Spiderman Serum - temporarily grants powers similar to those of Spiderman
- Goblin Serum - temporarily grants powers similar to those of the Green Goblin
- Rhino Serum - temporarily grants enhanced strength and endurance (has to be combined with a biotech armor)
- Lizard Serum - temporarily grants powers similar to those of the Lizard

Skrull serums

Symbiote

Oracle Inc. is an international shipping, fishing, and mining company that is the corporate arm of the Atlantean Kingdom. They claim exclusive rights to any and all exploitation of the Atlantean Ocean and large Parts of the Pacific Ocean. Its counterpart Lemuria Inc. lays claim the rights to the Indian Ocean and the rest of the Pacific. Any land based corporation wanting to use the oceans has to lease this right from either Oracle or Lemuria. Oracle Inc. is the fourth most powerful corporation in the world.

CEO: Lady Dorma

Fisk Shipping is an international shipping company. Its CEO was the first to approach the Atlanteans and secured shipping rights across the Atlantic and the Pacific. This negotiation led Namor to form Oracle Inc. and Fisk and Oracle have been closely tied since. Fisk also negotiated with Lemuria and now has shipping rights all over the globe. Through the ruthlessness of its CEO and these early exclusive contracts, Fisk has grown to be the second largest shipping company in the world, second only to Oracle Inc. itself. Fisk also controls many of the major harbors around the world.

CEO: Wilson Fisk

SHIELD is an arm of the U.S. government and not a corporation per se. However, since they were crucial in the defeat of Galactus, the Skrulls, and the Kree, they were given free reign by the U.S. government. SHIELD is now the only martial arm of the U.S. government, supplanting the army, navy, and airforce. The Avengers and Defenders initiatives are both parts of SHIELD. Nick Fury led SHIELD until his disappearance in 1988. Investigations after this mysterious disappearance revealed Fury to be a traitor. There was a quick succession of SHIELD commanders, but now Maria Hill has led SHIELD for close to ten years.

Commander in Chief: Maria Hill

(For reference: there's only one Helicarrier. Too many of these would be silly.)

Wizard Antigrav is the premier producer of antigrav technologies. Their antigrav disks are a major component in all flight related devices, from planes and shuttles to armors and lifts.

CEO: Bentley Wittman

Doom Industries is the corporate arm of Lavertia. Doom is comes second in almost every industry.

CEO: Victor von Doom

Still to be worked out

Bugle Media Group

AIM

Hydra

Wakanda Inc.

Power Broker, Inc. .

Deathlok Security Inc.

Roxxon Oil

Hammer Industries

Damage Control

Xavier's Schools (for Gifted Youngsters)

Countries (still to be worked out)

U.S.A. - president Samuel Thomas Wilson

Wakandan Hegemony - alliance of African states allied to Wakanda - King T'Challa & Queen Ororo

Lavertian Empire - Emperor Doom I

The Atlantis & Lemurian Kingdoms Alliance

Genosha - dictatorship - Leader; Magneto

The New Egyptian Empire - North Africa - Pharaoh En Sabah Nur

Madripoor Freestate

Chun Quo (Chinese Empire) - The Mandarin

The Savage Land -

Asgard

Attilan

Cosmic events. This campaign is largely Earthbound, maybe some ventures into the solar system or beyond.

Galactus has been defeated outright in 1966 by the combined might of Earth's heroes and technologies. This victory sent shockwaves throughout the known universe. Several alien races have been able to drive Galactus off or negotiate with him, but none had ever defeated him.

First a few of the cosmic elders intervened and resurrected Galactus, sending him back into the universe, never to return to Earth. The Silver Surfer remained behind.

Through these events three major galactic empires had become interested in Earth and all made contact in various manners. The Skrulls re-attempted to infiltrate, the Kree tried to conquer, the Shi'ar sent the Imperial Guards on a diplomatic mission. All these encounters were met by Richards and his friends. These encounters were the basis for the dominance of Richards Space Ventures in the space race, but also formed the basis for Earth's Galactic diplomatic connections. Since Earth had no empire building aspirations, for now, all three major Empires agreed to peace and trading treatises with this insignificant planet.

Cosmic entities

Thanos

Phoenix Force

Elders

Watchers

Celestials

Alien Races

Badoon

Brood

Kree

Rigellians

Shi'ar

Skrulls

Non existent in this universe

Beyonder - No Beyonders.

Kang/Immortus/ Rama-Tut - Do not exist due to the DBD

Poppupians (Impossible Man) -Too silly.

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Technology

Players: @Chase_Variant, @Macrocosm, @Dreadlock, @pralec, @Sovem, @Q_Sizzle, @ragepancakes, @SaiFai, @themisse, @TheAlphaGeek, @monikerzap

Something about myself to clarify what to expect with this game.

First some basic information about myself which is needed before we start the game. Don't worry, you're not going to get my bio, it all has to do with the dynamics of this game.

PACING/TIME: I presume that most of you live in the U.S. However, I live in the Netherlands. The time zone difference makes for the need of some flexibility in the responses times and a lot of patience. I'm not planning on running this as a fast game, but with this many players, it will probably start out real fast and slow down somewhat after a few days.

When I'll split up the action in two parallel storylines it will slow down even more, hopefully to a manageable pace. Realize though, that I tend to do most of my writing later in the evenings, which means that I'll be off to bed when you start reacting. Sleep, breakfast, shipping kids off to school, and work all intervene with my writing, reading, and posting. So sometimes it will be a while before I can write continuations or new scenes. I will try to keep up with the comments though.

MY WRITING: Another thing is that I'm dyslexic, have ADHD and English is not my native language. This means that if I post immediately after writing, my language will be full of mistakes. This will be the writing you'll see in the comments section.

Posting scenes, moves, and actions are always previewed first, put aside, and then re-read again carefully, only to be published after three read-throughs and a lot of editing. And still mistakes creep in. Point out obvious mistakes to me please, but don't be rude about it.

That's one basic rule that applies to all players: DON'T BE RUDE ABOUT EACH OTHERS WRITING!!! I know it easy to put someone straight in the comments. But be gentle about it. If something annoys you about someone else's prose. Send me an email (will be provided in the comments). But don't start correcting anything but small mistakes. Chase_Variant and I have seen in Lost Hotline how this sort of behaviour can spiral out of control and I don't want that to happen here. In that game a player quit over the comments of another player and it soured the game for me for quite a while. Luckily the player who left came back and the criticizer left of his own volition, but still, it was not fun. And fun is what its all about, right?

Okay enough about me. Next post about how I see this setting. Then one on the rules.

I've started reading and collecting superhero comics when I was twelve (over thirty years ago). Since I couldn't read English yet, I was reliant on the Dutch publications of DC and Marvel. Junior Press, which published Marvel comics, had ten to fifteen titles published every month. Baldakijn Boeken, which published DC, had two to three (Superman, Batman, and eventually Teen Titans). My preference for Marvel over DC stems from that.

I've read Marvel from the early eighties to the early noughties. My favorite era is the John Byrne, Chris Claremont, John Romita Jr. period throughout the eighties. I've read up on the classics and I've kept up after 2001, but most of those stories and characters are a messy blur. I think Grant Morrison, however much I love most of his other work, made a mess of the X-Men, the Civil War, the Illuminati, One Day, all the time travel and parallel dimension hopping, etc. soured the whole universe for me, and I quit caring. Best thing about the current Marvel line-up are, as far as I'm concerned, Miles Morales: the Ultimate Spiderman, Guardians of the Galaxy and the new Nova.

That doesn't mean I don't like darkness and grimness. That's fine. I love dark comics and RPG's (like Shadowrun and WOD), but the Marvel Universe has become a silly mess as far as I'm concerned.

What does that mean for this story? Nothing really, but I may not be as familiar with any recent additions to the Marvel Universe as you probably are. Valeria von Doom is one such character. This frustration with Marvel's current course also had me thinking about how I would have done things, resulting in this setting. This setting deviates from Earth 616 starting with the discovery of the skrulls. Since then the presence of superpowers and supertechnology has impacted society as whole. This thing is most akin to what George RR Martin did with Wild Cards or Alan Moore did with Watchmen. Take the the implications of the existence of superheroes seriously and extrapolate this to a logical conclusion.

The Rules:

The most important rule has already been mentioned. Be respectful of each other in the comments. Don't criticize each other's writing. If there's anything about someone else's writing, including mine, that puzzles, annoys, offends, or disturbs you, you let me know. Feel free to mail me directly if there's anything that annoys you about my own writing. Do that please. I am far from perfect and more than willing to learn from my mistakes.

The writing: I am not prescriptive or restrictive in how or what you write, but I would like a certain consistency, continuity, and flow to link all the scenes and moves. So I'd prefer it if everyone tries to write in the third person past tense. I've discovered that's the default mode for most stories on Storium. And I personally think it is the easiest way to write.

Everyone is free to have their character's dialogue feature an accent or inflection. (I play a Nosferatu with a speech impediment in one story. Still not sure if it works. But it is fun. At least for me. Chase_Variant may think differently about that.) But Ozzie accents and Texan drawls are more than welcome. But if you want to do foreign accents, be careful. They tend to become silly quickly. (Says the guy writing a Nosferatu with a speech impediment.) Better to use some foreign words interspersed with your English. But if you insist on your own style, feel free. Won't hold you back.

Inner monologues are fine. Best to put them between single asterixis. Shouts and noises between double asterixis. Whatever you want between triple asterixis. Be creative.

Everyone is free to write the interaction with and dialogue of minor NPC's. Also actions of minor NPC's can be written by players to a certain extent.

The hardest will be fights. This is a superhero story. Make the fights good. Read the descriptions of the Character you're fighting and make his/her/their counterattacks feel real. I will set up the fight, you'll have to finish it.

I'll set the game to NSFW and don't mind foul language, if it serves a purpose. This story is more Shadowrun than Marvel in that aspect. If your character needs to swear, let the expletives flow freely. The same is true for raunch. I don't want this story to turn pornographic, but if you treat this story as the HBO version of the Marvel Universe, it's fine. Also every sexual orientation, sexual identity, and kink should be respected by players and characters. I understand that racism, discrimination, etc. are very much a part of the real world and it is part of this one. But these issues are too hard to deal with in this setting. Words are misconstrued too easily. So let's not go there.

Furthermore, no sexual harassment. Not between characters and not in the comments. Don't want to go down that road.

That's about it. Any questions?