

M.O.D.O.K.

ID: George Tarleton (public)

SOLO D8, BUDDY D6, TEAM D10

Distinctions: DESIGNED ONLY FOR KILL... I MEAN COMPUTING, EVOLUTIONARILY ADVANCED, TO ME, MY MINIONS!

EVOLVED ORGANISM: ENHANCED DURABILITY D10, MENTAL BLAST D10, MIND CONTROL D10, PSYCHIC RESISTANCE D10, SUPERHUMAN SENSES D10, TELEPATHY D10.

- ◆ **SFX:** *Mental Taxation.* Step up or double an Evolved Organism power (spend a doom die for both), then shutdown the power afterward. Recover on opportunity.
- ◆ **SFX:** *Area Attack.* Against multiple targets, for each additional target add a d6 and keep an additional effect die.
- ◆ **SFX:** *Probability Prediction.* Whenever you add a die from the doom pool to M.O.D.O.K.'s pool involving an Evolved Organism power, double that die. You may keep an extra effect die as a probability-related asset.
- ◆ **SFX:** *Mental Illusions.* Add a d6 to your dice pool and step up your effect die when creating illusion-based assets.
- ◆ **Limit:** *Exhausted.* Shutdown any Evolved Organism power to step up the lowest die in the doom pool or add d6 to the doom pool. Activate an opportunity to recover the power.

MOBILE PLATFORM: ENHANCED DURABILITY D8, LASERS D8, MISSILES D10, SUBSONIC FLIGHT D8.

- ◆ **SFX:** *Technological Genius.* Step up any technology-related asset created with a pool involving Tech Master.
- ◆ **Limit:** *Charged System.* Shutdown highest rated Mobile Platform power to add that power's die to the doom pool. Activate an opportunity to recover.
- ◆ **Limit:** *Massive Head.* Shutdown Mobile Platform powers if suffering from any complication involving M.O.D.O.K.'s body.

Specialties: COSMIC MASTER, CRIME EXPERT, MENACE EXPERT, PSYCH EXPERT, SCIENCE MASTER, TECH MASTER

AIM Scientist George Tarleton was an unimaginative cretin, until AIM looked for a volunteer to undergo an evolutionary advancement in order to finish the Cosmic Cube project. The process warped Tarleton's body while advancing his mind immensely giving him astounding mental powers, and also driving him to conclude that life was the unpredictable variable that should be eliminated. Thus, the Mobile Organism Designed Only for Killing was created. Now, M.O.D.O.K. wants to re-seize AIM from Scientist Supreme Monica Rappacinni, who had spurned his advances just prior to his transformation.

THE INFINICIDE

SOLO D10, BUDDY D6, TEAM D8

Distinctions: EXTREMELY THOROUGH, EVOLUTIONARILY ADVANCED, FROM THE END OF TIME
EVOLVED ORGANISM: ENHANCED DURABILITY D10, MENTAL BLAST D10, MIND CONTROL D10, PSYCHIC RESISTANCE D10, SUBSONIC FLIGHT D8, SUPERHUMAN SENSES D10, TELEPATHY D10.

- ◆ **SFX:** *Mental Taxation.* Step up or double an Evolved Organism power (spend a doom die for both), then shutdown the power afterward. Recover on opportunity.
- ◆ **SFX:** *Area Attack.* Against multiple targets, for each additional target add a d6 and keep an additional effect die.
- ◆ **SFX:** *Probability Prediction.* Whenever you add a die from the doom pool to The Inficid's pool involving an Evolved Organism power, double that die. You may keep an extra effect die as a probability-related asset.
- ◆ **SFX:** *Mental Illusions.* Add a d6 to your dice pool and step up your effect die when creating illusion-based assets.
- ◆ **Limit:** *Massive Head.* Shutdown Mobile Platform powers if suffering from any complication involving The Inficid's body.

Specialties: COSMIC MASTER, PSYCH MASTER, SCIENCE MASTER, TECH MASTER, VEHICLE MASTER

INFINICIDE GUARD DRONES

TEAM 5D6

Distinctions: ARTIFICIAL INTELLIGENCE, SEARCH & DESTROY PROTOCOLS, ORGANIC CERAMIC CONSTRUCTION

ROBOTIC GUARDIANS: CYBERNETIC SENSES D8, ENHANCED DURABILITY D8, ENHANCED STRENGTH D8.

- ◆ **SFX:** *Area Attack.* Description.
- ◆ **SFX:** *Grabbed.* Description.
- ◆ **Limit:** *Mob.* Knock away dice by inflicting stress higher than dice rating.

Specialties: COMBAT EXPERT, COVERT EXPERT, SCIENCE EXPERT, TECH MASTER

TEMUGIN, SON OF THE MANDARIN

ID: Temugin (public)

SOLO D10, BUDDY D8, TEAM D6

Distinctions: FOR THE HONOR OF MY FATHER, MONASTIC UPBRINGING, MAKUULAN INHERITOR

CHI CONTROL: ENHANCED REFLEXES D8, ENHANCED SPEED D8, ENHANCED STAMINA D8, ENHANCED STRENGTH D8.

- ◆ **SFX:** *Reach Across The Dimensions.* Spend a doom die to ignore intangibility or teleportation in any pool containing a Chi Control power.
- ◆ **Limit:** *Zen.* Shutdown Chi Control when affected by mental or emotional trauma.

LEFT HAND OF THE MANDARIN: COLD BLAST D8, ELECTRIC BLAST D8, FLAME BLAST D8, GRAVITY CONTROL D8, MIND CONTROL D8.

- ◆ **SFX:** *Area Attack.* Description.

- ◆ **Limit:** *Rings*. Shutdown a Left Hand of the Mandarin power to add a d6 or step up a doom die. Any character may steal that power (as an asset) by taking an action against the doom pool.

RIGHT HAND OF THE MANDARIN: DARKNESS CONTROL D8, DISINTEGRATION BLAST D8, MAGNETIC CONTROL D8, TRANSMUTATION D8, WIND CONTROL D8.

- ◆ **SFX:** *Boost*. Shutdown or double any Right Hand of the Mandarin power, then shutdown. Spend a doom die to recover.
- ◆ **Limit:** *Rings*. Shutdown a Right Hand of the Mandarin power to add a d6 or step up a doom die. Any character may steal that power (as an asset) by taking an action against the doom pool.

Specialties: ACROBATICS EXPERT, COMBAT MASTER, COSMIC EXPERT, CRIME EXPERT, MYSTIC EXPERT, SCIENCE EXPERT, TECH EXPERT.

Temugin was taken to a monastery by his father, the Mandarin and raised by monks. One day, Temugin received a package containing the severed hands of the Mandarin, including all his rings of power. Taking over his father's criminal empire, Temugin struggles to uphold his father's honor while proving a deadly adversary to Iron Man.

ELITE S.H.I.E.L.D. SQUAD

TEAM 8D6

Distinctions: IF WE FAIL THEN PEOPLE DIE, ELITE SQUAD, FAR FROM BACKUP

S.H.I.E.L.D. TECH: RIFLES D8, SUBSONIC FLIGHT D8.

- ◆ **SFX:** *Area Attack*. Against multiple targets, for each additional target add a d6 and keep an additional effect die.
- ◆ **Limit:** *Mob*. Knock away team dice to defeat.

Specialties: COMBAT EXPERT, COVERT EXPERT, TECH EXPERT, VEHICLE EXPERT

ULTRA-ADAPTOID

ID: Monica Rappacinni (secret)

SOLO 3D10, BUDDY 3D8, TEAM 3D6

Distinctions: DATABASE OF HEROES, ADVANCED AIM TECHNOLOGY, FREE WILL REMOVED

ADAPTOID ANDROID: GODLIKE MIMIC D12.

- ◆ **SFX:** *Versatile*. Split Mimic into 2d10 or 3d8.
- ◆ **SFX:** *Download*. Spend a doom die to gain any other SFX for one action.
- ◆ **SFX:** *Efficient Usage*. When adding a die from the doom pool to a pool containing an Adaptoid Android power, double that die, and keep an extra effect die.
- ◆ **Limit:** *Satellite Transmission*. Shutdown Adaptoid Android if the signal is blocked.
- ◆ **Limit:** *Large Scale Threat*. Knock away dice to defeat.

Specialties: ALL SPECIALTIES AT EXPERT.

Building on previous iterations of Adaptoid and Super-Adaptoid android robots, Advanced Idea Mechanics has developed a version able to flawlessly emulate any superpower from a vast database by initiating a satellite download to the Adaptoid.

Fearing previous mistakes with giving Adaptoids free thought, the Ultra-Adaptoid is commanded remotely by AIM.