

SuperSheet		Action Points: 8
		Build Points: 85
Code Name (Affiliations): Hawkeye (Avengers)		Powers: Armor & Enhanced Senses x 1 Combat Prowess x 3 --Super x 1 Flight (Gear, Skycycle) Archery Control Pool (21) --Ranged Attack (Ultra, Max 7D [1]) --Flare (Ultra) --Darkness (Ultra) --Entangle (Ultra, Max 5D)
Strength: 3 PR: 4 DMG: 3	Resolve: 2 MR: 2	
Agility: 5 PA: 8 [1] PD: 5 Init: 5	Mind: 3 MA: 3 MD: 3	
X X X X X X X X X X X X X X 5 4 3 2 1 KO		

SuperSheet		Action Points: 12
		Build Points: 115
Code Name (Affiliations): Iron Man Mark IV (Avengers, S.H.I.E.L.D.)		Powers: Armor x 4 --Super x 1 Enhanced Senses x 2 --Shielded Flight Force Field x 3 --Super x 1 --Only While Not Using RA Ranged Attack (8D [2])
Strength: 6 [1] PR: 10 [2] DMG: 6 [1]	Resolve: 2 MR: 2	
Agility: 5 PA: 5 PD: 8 [1]	Mind: 6 [1] MA: 6 [1] MD: 6 [1] Init: 6 [1]	
X X X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 9+4
		Build Points: 65
Code Name (Affiliations): Mockingbird (Avengers)		Powers: Armor x 1 Combat Prowess x 2 --Super x 1 Extra Movement x 4 Extra Reach x 2 Ranged Attack (4D, Spray)
Strength: 4 PR: 5 DMG: 4	Resolve: 2 MR: 2	
Agility: 5 PA: 7 [1] PD: 5 Init: 5	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X X X X X X 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 13+9
		Build Points: 100
Code Name (Affiliations): Quicksilver (Inhumans, Avengers, X-Factor)		Powers: Armor x 2 --Super x 1 Extra Movement x 9 Hyper Movement --Forced Landing --Speed Burst x 2 --No Penetration
Strength: 4 PR: 6 [1] DMG: 4	Resolve: 2 MR: 2	
Agility: 9 [2] PA: 9 [2] PD: 9 [2] Init: 9 [2]	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X X X X X 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 12
		Build Points: 115
Code Name (Affiliations): Hercules (Avengers)		Powers: Super-Strength x 2 --Super Knockback --Shockwave Extra Vitality x 2 Super Leap Growth x 1 --Always On
Strength: 10 [2] PR: 10 [2] DMG: 10 [2]	Resolve: 5 MR: 5	
Agility: 9 [2] PA: 9 [2] PD: 9 [2] Init: 9 [2]	Mind: 3 MA: 3 MD: 3	
X X 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 16
		Build Points: 100
Code Name (Affiliations): Mantis (Avengers)		Powers: Armor x 3 --Super x 1 Extra Vitality x 3 Healing Hyper Movement --Only While Touching Plants
Strength: 4 PR: 7 [1] DMG: 4	Resolve: 3 MR: 3	
Agility: 7 [1] PA: 7 [1] PD: 7 [1]	Mind: 8 [1] MA: 8 [1] MD: 8 [1] Init: 8 [1]	
X X X X X X X X X X 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 8+3
		Build Points: 85
Code Name (Affiliations): Ms. Marvel (Avengers)		Powers: Armor x 2 --Super x 1 Extra Movement x 3 Combat Reflexes Flight --Carry Objects x 2
Strength: 7 [1] PR: 9 [2] DMG: 7 [1]	Resolve: 5 MR: 5	
Agility: 4 PA: 4 PD: 4 Init: 4	Mind: 4 MA: 4 MD: 4	
X X X X X X X X 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 7
		Build Points: 85
Code Name (Affiliations): Scarlet Witch (Avengers)		Powers: Armor x 2 Force Field x 4 --Dome --Super x 1 Fortune x 3 --Against Any Roll Lucky Ranged Attack (4D)
Strength: 2 PR: 4 DMG: 2	Resolve: 5 MR: 5	
Agility: 3 PA: 3 PD: 7 [1] Init: 4	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X X X X 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 8+7 Build Points: 80
Code Name (Affiliations): Starfox (Avengers)		Powers: Armor x 2 Healing --Regeneration Only Flight Extra Movement x 7 Mind Control --Unreliable Cost
Strength: 6 [1] PR: 8 [1] DMG: 6 [1]	Resolve: 5 MR: 5	
Agility: 4 PA: 4 PD: 4 Init: 4	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 7 Build Points: 50
Code Name (Affiliations): Swordsman (Avengers, Lethal Legion)		Powers: Extra Vitality x 1 Sword Control Pool (10) --Flare (Ultra) --Ranged Attack (Ultra)
Strength: 4 PR: 4 DMG: 4	Resolve: 2 MR: 2	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 2 MA: 2 MD: 2	
X X X X X X X X X X X 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 11+6 Build Points: 85
Code Name (Affiliations): Tigra (Avengers)		Powers: Super-Agility x 1 --Lightning Reflexes x 2 Combat Tactics Extra Movement x 6 Enhanced Senses x 3 Instant Stand Melee Attack x 1 (Claws)
Strength: 6 [1] PR: 6 [1] DMG: 7 [1]	Resolve: 4 MR: 4	
Agility: 6 [1] PA: 6 [1] PD: 6 [1] Init: 8 [1]	Mind: 5 MA: 5 MD: 5	
X X X X X X X X X X 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 8 Build Points: 79
Code Name (Affiliations): Wasp (Avengers)		Powers: Armor x 1 Shrinking x 3 --Mighty Mite Flight --Only While Shrunk Combat Reflexes Instant Stand Sense Weakness Ranged Attack (5D)
Strength: 3 PR: 4 DMG: 3	Resolve: 3 MR: 3	
Agility: 4 PA: 4 PD: 4 Init: 4	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X X X 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 10 Build Points: 85
Code Name (Affiliations): Sub-Mariner (Avengers, Defenders)		Powers: Super-Strength x 2 --Super Knockback --Shockwave Pushing Telekinesis
Strength: 8 [2] PR: 8 [2] DMG: 8 [2]	Resolve: 5 MR: 5	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 5 MA: 5 MD: 5	
X X X X X X X 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 12 Build Points: 145
Code Name (Affiliations): Thor (Avengers)		Powers: Armor x 2 Elasticity Mjolnir Control Pool (30) --Flight (Full) --Darkness (Full) --Hyper Movement (Full)
Strength: 8 [2] PR: 10 [2] DMG: 8 [2]	Resolve: 5 MR: 5	
Agility: 9 [2] PA: 9 [2] PD: 9 [2] Init: 9 [2]	Mind: 3 MA: 3 MD: 3	
X X X X X X X 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 9 Build Points: 104
Code Name (Affiliations): Vision (Avengers)		Powers: Cyborg Control Pool (21) --Density Decrease (Ultra) --Density Increase (Ultra) Healing --Regeneration Only Telekinesis --Only While Desolid Ranged Attack (5D)
Strength: 7 [1] PR: 7 [1] DMG: 7 [1]	Resolve: 5 MR: 5	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 4 MA: 4 MD: 4	
X X X X X X X X 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 7 Build Points: 85
Code Name (Affiliations): Wonder Man (Avengers)		Powers: Super-Strength x 2 --Super Knockback --Shockwave Flight (Gear) --Carry Objects x 2
Strength: 9 [2] PR: 9 [2] DMG: 9 [2]	Resolve: 2 MR: 2	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 2 MA: 2 MD: 2	
X X X X X X X X 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet

Action Points: 6
Build Points: 75

Code Name (Affiliations):

Yellowjacket (Avengers,
Incarnations of Henry Pym)

Strength: 2 Resolve: 3
PR: 4 MR: 3
DMG: 2

Agility: 3 Mind: 3

PA: 3 MA: 3

PD: 4 MD: 3

Init: 3

Powers:

Armor x 2

Shrinking $\times 3$

- Growth Attack

--Mighty Mite

Flight

Ranged Attack (5D)

Force Field x 2 (Goggles)

--Only Versus Vision Attacks

X	X	X	X	X	X	X	X	X	X	X	X	X	X	5	4	3	2	1	KO
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	----

SuperSheet														Action Points: 15						
														Build Points: 140						
Code Name (Affiliations): Doctor Strange (Defenders)										Powers: Armor x 3 Magic Control Pool (40) --Omni-Power --Full-Slot x 1 --Half-Slot x 2										
Strength: 2		Resolve: 8 [2]																		
PR: 5		MR: 8 [2]																		
DMG: 2																				
Agility: 4		Mind: 9 [2]																		
PA: 4		MA: 9 [2]																		
PD: 4		MD: 9 [2]																		
		Init: 9 [2]																		
X	X	X	X	X	X	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet														Action Points: 7						
														Build Points: 95						
Code Name (Affiliations): Hulk (Defenders)										Powers: Super-Strength x 2 --Super Knockback --Shockwave/Rage Super Leap --Extra Bounce x 3 Pushing Edge x 1 Growth x 1 --Always On										
Strength: 9 [2]		Resolve: 5																		
PR: 9 [2]		MR: 5																		
DMG: 9 [2]																				
Agility: 5		Mind: 2																		
PA: 5		MA: 2																		
PD: 5		MD: 2																		
		Init: 5																		
X	X	X	X	X	X	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet														Action Points: 10						
														Build Points: 85						
Code Name (Affiliations): Sub-Mariner (Avengers, Defenders)										Powers: Super-Strength x 2 --Super Knockback --Shockwave Pushing Telekinesis										
Strength: 8 [2]		Resolve: 5																		
PR: 8 [2]		MR: 5																		
DMG: 8 [2]																				
Agility: 5		Mind: 5																		
PA: 5		MA: 5																		
PD: 5		MD: 5																		
		Init: 5																		
X	X	X	X	X	X	X	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 12	Build Points: 85
Code Name (Affiliations): Agatha Harkness (Fantastic Four)		Powers: Armor x 1 Magic Control Pool (20) --Omni-Power --Full-Slot x 1 --Half-Slot x 2	
Strength: 1 PR: 2 DMG: 1	Resolve: 4 MR: 4		
Agility: 2 PA: 2 PD: 2	Mind: 8 [2] MA: 8 [2] MD: 8 [2] Init: 8 [2]		
X X X X X X X X X X X X X X 5 4 3 2 1 KO			

SuperSheet		Action Points: 7	Build Points: 85
Code Name (Affiliations): Frankie Raye (Fantastic Four)		Powers: Armor x 2 Force Field x 2 --Super x 1 Extra Vitality x 1 Flight Damaging Aura (5D) Ranged Attack (6D [1])	
Strength: 2 PR: 4 DMG: 2	Resolve: 2 MR: 2		
Agility: 4 PA: 4 PD: 6 [1] Init: 4	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X X X X 5 4 3 2 1 KO			

SuperSheet		Action Points: 7	Build Points: 85
Code Name (Affiliations): Invisible Woman (Fantastic Four)		Powers: Armor x 2 Force Field Control Pool (36) --Force Field (Full) --Telekinesis (Full) --Entangle (Full) --Invisibility (Full)	
Strength: 2 PR: 4 DMG: 2	Resolve: 3 MR: 3		
Agility: 3 PA: 3 PD: 3 Init: 4	Mind: 4 MA: 4 MD: 4		
X X X X X X X X X X X X X X 5 4 3 2 1 KO			

SuperSheet		Action Points: 6	Build Points: 51
Code Name (Affiliations): Ms. Marvel II (Fantastic Four)		Powers: Armor x 2 Force Field x 1 Combat Prowess x 2 --Specialized (Grappling) Healing --Regeneration Only	
Strength: 4 [1] PR: 6 [1] DMG: 4 [1]	Resolve: 2 MR: 2		
Agility: 4 PA: 6 PD: 5 Init: 4	Mind: 2 MA: 2 MD: 2		
X X X X X X X X X X X X X X 6 5 4 3 2 1 KO			

SuperSheet		Action Points: 6	Build Points: 75
Code Name (Affiliations): Crystal (Inhumans, Fantastic Four)		Powers: Elemental Control Pool (31) --Ranged Attack (Full,Max 6D [1]) --Flight (Full) --Darkness (Full) --Burrowing (Full)	
Strength: 3 PR: 3 DMG: 3	Resolve: 2 MR: 2		
Agility: 3 PA: 3 PD: 3 Init: 3	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X X X X 5 4 3 2 1 KO			

SuperSheet		Action Points: 7+6	Build Points: 85
Code Name (Affiliations): Human Torch (Fantastic Four)		Powers: Armor x 3 --Super x 1 Extra Movement x 6 Flight Fire Control Pool (22) --Ranged Attack (Ultra) --Entangle (Ultra) --Ranged Attack (Ultra,15D,Sphere) ----One-Shot/No Range (0")	
Strength: 3 PR: 6 [1] DMG: 3	Resolve: 2 MR: 2		
Agility: 4 PA: 4 PD: 4 Init: 4	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X X X X 5 4 3 2 1 KO			

SuperSheet		Action Points: 11+3	Build Points: 85
Code Name (Affiliations): Mr. Fantastic (Fantastic Four)		Powers: Elasticity --Parachute Armor x 3 --Super x 1 Combat Prowess x 2 Extra Movement x 3 Bodyguard	
Strength: 5 PR: 8 [1] DMG: 5	Resolve: 5 MR: 5		
Agility: 3 PA: 5 PD: 3 Init: 7 [1]	Mind: 7 [1] MA: 7 [1] MD: 7 [1]		
X X X X X X X X X X X 10 9 8 7 6 5 4 3 2 1 KO			

SuperSheet		Action Points: 9	Build Points: 65
Code Name (Affiliations): Power Man (Fantastic Four)		Powers: Armor x 3 --Super x 1 Healing --Regeneration Only	
Strength: 6 [1] PR: 9 [2] DMG: 6 [1]	Resolve: 2 MR: 2		
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 4 MA: 4 MD: 4		
X X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO			

SuperSheet		Action Points: 8
		Build Points: 85
Code Name (Affiliations): She Hulk (Fantastic Four)		Powers: Super-Strength x 2 --Shockwave --Super Knockback Force Field x 1 --Super x 1 Super Leap --Extra Bounce x 1
Strength: 8 [2] PR: 8 [2] DMG: 8 [2]	Resolve: 4 MR: 4	
Agility: 5 PA: 5 PD: 6 [1] Init: 5	Mind: 3 MA: 3 MD: 3	
X X X X X X X X	12 11 10	9 8 7 6 5 4 3 2 1 KO

SuperSheet		Action Points: 10+3
		Build Points: 95
Code Name (Affiliations): Thing (Fantastic Four)		Powers: Super-Strength x 2 --Super Knockback --Shockwave Armor x 2 Extra Movement x 3 Combat Prowess x 2 --Specialized (Grappling)
Strength: 8 [2] PR: 10 [2] DMG: 8 [2]	Resolve: 5 MR: 5	
Agility: 7 [1] PA: 9 [1] PD: 7 [1] Init: 7 [1]	Mind: 3 MA: 3 MD: 3	
X X X X X X X X	13 12 11 10	9 8 7 6 5 4 3 2 1 KO

SuperSheet		Action Points: 11+5
		Build Points: 85
Code Name (Affiliations): Thundra (Fantastic Four)		Powers: Super Leap --Extra Bounce x 2 Extra Movement x 5
Strength: 8 [1] PR: 8 [1] DMG: 8 [1]	Resolve: 2 MR: 2	
Agility: 8 [1] PA: 8 [1] PD: 8 [1] Init: 8 [1]	Mind: 3 MA: 3 MD: 3	
X X X X X X X X	10	9 8 7 6 5 4 3 2 1 KO

SuperSheet		Action Points: 12
		Build Points: 115
Code Name (Affiliations):		Powers:
Iron Man Mark IV (Avengers, S.H.I.E.L.D.)		Armor x 4
Strength: 6 [1] Resolve: 2		--Super x 1
PR: 10 [2] MR: 2		Enhanced Senses x 2
DMG: 6 [1]		--Shielded
Agility: 5 Mind: 6 [1]		Flight
PA: 5 MA: 6 [1]		Force Field x 3
PD: 8 [1] MD: 6 [1]		--Super x 1
Init: 6 [1]		--Only While Not Using RA
		Ranged Attack (8D [2])
X X X X X X X X X X		X 8 7 6 5 4 3 2 1 KO

SuperSheet		Action Points: 11
		Build Points: 75
Code Name (Affiliations):		Powers:
Nick Fury (S.H.I.E.L.D.)		Armor x 3
Strength: 3 Resolve: 3		--Super x 1
PR: 6 [1] MR: 3		Combat Prowess x 2
DMG: 3		--Specialized (Grappling)
Agility: 7 [1] Mind: 4		Sense Weakness
PA: 9 [1] MA: 4		Edge x 1
PD: 7 [1] MD: 4		Ranged Attack (4D, Spray)
Init: 7 [1]		
X X X X X X X X X X		X X X 6 5 4 3 2 1 KO

SuperSheet		Action Points: 8+6
		Build Points: 85
Code Name (Affiliations):		Powers:
Quasar (S.H.I.E.L.D.)		Force Field x 3
Strength: 3 Resolve: 2		--Super x 1
PR: 3 MR: 2		Flight
DMG: 3		Extra Movement x 6
Agility: 5 Mind: 3		Light Control Pool (22)
PA: 5 MA: 3		--Flare (Ultra)
PD: 8 [1] MD: 3		--Ranged Attack (Ultra)
Init: 5		
X X X X X X X X X X		X X X X 5 4 3 2 1 KO

SuperSheet		Action Points: 8+5 Build Points: 60
Code Name (Affiliations): Angel (X-Men)		Powers: Armor x 2 Flight --Carry Objects x 1 Combat Reflexes Extra Movement x 5
Strength: 3 PR: 5 DMG: 3	Resolve: 3 MR: 3	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 3 MA: 3 MD: 3	
X X X X X X X X X X X X X X 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 8+8 Build Points: 85
Code Name (Affiliations): Banshee (X-Men)		Powers: Armor x 1 --Super x 1 Flight Combat Reflexes Extra Movement x 8 Ranged Attack (9D [2]) --Short Range Power
Strength: 5 PR: 6 [1] DMG: 5	Resolve: 3 MR: 3	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 3 MA: 3 MD: 3	
X X X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 9 Build Points: 57
Code Name (Affiliations): Bishop (X-Men)		Powers: Armor x 1 Force Field x 2 --Super x 1 --Only Versus Ranged Attacks Reflection (Ranged Agility)
Strength: 4 PR: 5 DMG: 4	Resolve: 3 MR: 3	
Agility: 5 PA: 5 PD: 7 [1] Init: 5	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X X X X X 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 9 Build Points: 75
Code Name (Affiliations): Cyclops (X-Men)		Powers: Armor x 3 --Super x 1 Combat Tactics Combat Prowess x 2 --Specialized (Ranged Attack) Ranged Attack (7D [1], Spray)
Strength: 3 PR: 6 [1] DMG: 3	Resolve: 5 MR: 5	
Agility: 4 PA: 6 PD: 4 Init: 5	Mind: 5 MA: 5 MD: 5	
X X X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 9+3 Build Points: 85
Code Name (Affiliations): Archangel (X-Men)		Powers: Armor x 2 --Super x 1 Extra Movement x 3 Combat Reflexes Flight --Carry Objects x 1 Ranged Attack (4D, Sphere) --Short Range Power
Strength: 5 PR: 7 [1] DMG: 5	Resolve: 3 MR: 3	
Agility: 6 [1] PA: 6 [1] PD: 6 [1] Init: 6 [1]	Mind: 3 MA: 3 MD: 3	
X X X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 10+6 Build Points: 85
Code Name (Affiliations): Beast (X-Men)		Powers: Super-Agility x 1 --Lightning Reflexes x 2 Force Field x 2 Instant Stand Climbing --Vertical Charge Super Leap --Extra Bounce x 2 Extra Movement x 6
Strength: 5 PR: 5 DMG: 5	Resolve: 4 MR: 4	
Agility: 6 [1] PA: 6 [1] PD: 8 [1] Init: 8 [1]	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X X X X X 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 5+4 Build Points: 85
Code Name (Affiliations): Colossus (X-Men)		Powers: Force Field x 4 --Super x 1 Combat Prowess x 2 --Specialized (Throwing) Super-Strength x 2 --Super Knockback --Shockwave Combat Tactics Extra Movement x 4 Pushing
Strength: 8 [2] PR: 8 [2] DMG: 8 [2]	Resolve: 4 MR: 4	
Agility: 3 PA: 5 PD: 7 [1] Init: 3	Mind: 2 MA: 2 MD: 2	
X X X X X X X X 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 10 Build Points: 85
Code Name (Affiliations): Forge (X-Men)		Powers: Armor x 3 --Super x 1 Enhanced Senses x 2 Hyper Movement --Carry Objects x 5 --Warp x 1 --One-Shot
Strength: 3 PR: 6 [1] DMG: 3	Resolve: 7 [1] MR: 7 [1]	
Agility: 3 PA: 3 PD: 3 Init: 6 [1]	Mind: 6 [1] MA: 6 [1] MD: 6 [1]	
X X X X X X X X 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 11+2	
		Build Points: 85	
Code Name (Affiliations): Gambit (X-Men)		Powers: Armor x 2 Force Field x 1 Extra Movement x 2 Flare Extra Reach x 2 Combat Tactics Edge x 2 Ranged Attack (5D,Radius) --Short Range Power	
Strength: 3 PR: 5 DMG: 3	Resolve: 5 MR: 5		
Agility: 6 [1] PA: 6 [1] PD: 7 [1] Init: 6 [1]	Mind: 5 MA: 5 MD: 5		
X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO			

SuperSheet		Action Points: 8+3	
		Build Points: 55	
Code Name (Affiliations): Jubilee (X-Men)		Powers: Armor x 1 Force Field x 1 --Super x 1 Flare Ranged Attack (5D) --Short Range Power Extra Movement x 3	
Strength: 1 PR: 2 DMG: 1	Resolve: 2 MR: 2		
Agility: 5 PA: 5 PD: 6 [1] Init: 5	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X X X X X 3 2 1 KO			

SuperSheet		Action Points: 11	
		Build Points: 85	
Code Name (Affiliations): Marvel Girl (X-Men)		Powers: Armor x 3 Mind Shield x 1 Iron Will x 1 Telekenetic Control Pool (25) --Telekinesis (Full) --Force Field (Half,x3 Max) --Second Sight (5) --Ranged Attack (Half)	
Strength: 2 PR: 5 DMG: 2	Resolve: 4 MR: 5		
Agility: 3 PA: 3 PD: 3 Init: 7 [1]	Mind: 7 [1] MA: 7 [1] MD: 8 [1]		
X X X X X X X X X X X X X 6 5 4 3 2 1 KO			

SuperSheet		Action Points: 13	
		Build Points: 125	
Code Name (Affiliations): Phoenix (X-Men)		Powers: Armor x 3 --Super x 1 Force Field x 1 Iron Will x 2 --Super x 1 Telepathic Control Pool (43) --Telekinesis (Full) --Mental Attack (Half) --Second Sight (Half) --Enhanced Senses (Half)	
Strength: 3 PR: 6 [1] DMG: 3	Resolve: 5 MR: 7 [1]		
Agility: 3 PA: 3 PD: 4 Init: 8 [2]	Mind: 8 [2] MA: 8 [2] MD: 8 [2]		
X X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO			

SuperSheet		Action Points: 6	
		Build Points: 85	
Code Name (Affiliations): Iceman (X-Men)		Powers: Armor x 5 --Super x 1 Combat Prowess x 2 --Specialized (Ice Control Pool) Ice Control Pool (33) --Flight (Half) --Extra Movement (Half) --Force Field (Half) --Entangle (Full,5D) --Ranged Attack (Half,5D)	
Strength: 2 PR: 7 [1] DMG: 2	Resolve: 2 MR: 2		
Agility: 3 PA: 5 PD: 3 Init: 3	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X X X X X 4 3 2 1 KO			

SuperSheet		Action Points: 6+5	
		Build Points: 65	
Code Name (Affiliations): Lorna Dane (X-Men, X-Factor*)		Powers: Growth x 1 --Unreliable Cost Mind Control Extra Movement x 5	
Strength: 5 [2] PR: 5 [2] DMG: 5 [2]	Resolve: 4 [1] MR: 4 [1]		
Agility: 3 PA: 3 PD: 3 Init: 3	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X 11 10 9 8 7 6 5 4 3 2 1 KO			

SuperSheet		Action Points: 11+2	
		Build Points: 85	
Code Name (Affiliations): Nightcrawler (X-Men, Excalibur)		Powers: Armor x 3 Force Field x 1 Extra Movement x 2 Hyper Movement --Carry Objects x 1 --Hyper Attack --Warp x 1 Unstable	
Strength: 2 PR: 5 DMG: 2	Resolve: 4 MR: 4		
Agility: 7 [1] PA: 7 [1] PD: 8 [1] Init: 7 [1]	Mind: 4 MA: 4 MD: 4		
X X X X X X X X X X X X X 6 5 4 3 2 1 KO			

SuperSheet		Action Points: 13	
		Build Points: 125	
Code Name (Affiliations): Professor X (X-Men)		Powers: Armor x 3 Dominate --Activation Goal Roll x 2 Telepathic Control Pool (40) --Mind Shield (Half) --Iron Will (Half) --Mental Attack (Full,Max 9D [2]) --Second Sight (Half)	
Strength: 2 PR: 5 DMG: 2	Resolve: 7 [1] MR: 7 [1]		
Agility: 3 PA: 3 PD: 3 Init: 8 [2]	Mind: 8 [2] MA: 8 [2] MD: 8 [2]		
X X X X X X X X X 11 10 9 8 7 6 5 4 3 2 1 KO			

SuperSheet		Action Points: 9
		Build Points: 75
Code Name (Affiliations): Psylocke (X-Men)		Powers: Invisibility --Only Versus Machines+Robots Edge x 1 Melee Attack x 2 --Super x 1
Strength: 5 PR: 5 DMG: 7 [1]	Resolve: 7 [1] MR: 7 [1]	
Agility: 4 PA: 4 PD: 4	Mind: 5 MA: 5 MD: 5 Init: 5	
X X X X X 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 9
		Build Points: 70
Code Name (Affiliations): Shadowcat (X-Men, Excalibur)		Powers: Armor x 2 Force Field x 1 Edge x 1 Density Decrease --Carry Objects x 1 --Phase Attack Telekinesis --Levitate Friends --Only While Insubstantial
Strength: 2 PR: 4 DMG: 2	Resolve: 2 MR: 2	
Agility: 4 PA: 4 PD: 5	Mind: 5 MA: 5 MD: 5 Init: 5	
X X X X X X X X X X X X X X X 4 3 2 1 KO		

SuperSheet		Action Points: 7
		Build Points: 137
Code Name (Affiliations): Rogue (X-Men)		Powers: Combat Prowess & Armor x 2 --Super x 1 Mind Shield x 6 --Super x 2 Flight Copy Power --Absorption --Extra Powers x 2 Invisibility --Only Versus Machines+Robots
Strength: 7 [1] PR: 9 [2] DMG: 7 [1]	Resolve: 1 MR: 1	
Agility: 4 PA: 6 PD: 4 Init: 4	Mind: 3 MA: 3 MD: 9 [2]	
X X X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 9
		Build Points: 85
Code Name (Affiliations): Storm (X-Men)		Powers: Armor x 5 --Super x 1 Weather Control Pool (27) --Flight (Full) --Ranged Attack (Half) --Darkness (Full)
Strength: 2 PR: 7 [1] DMG: 2	Resolve: 3 MR: 3	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X X X X X X X 5 4 3 2 1 KO		

SuperSheet		Action Points: 14
		Build Points: 120
Code Name (Affiliations): Wolverine (X-Men)		Powers: Armor & Force Field x 1 Mind Shield x 2 Edge x 2 Enhanced Senses x 2 Healing --Regeneration Only Melee Attack x 1 --Extra Reach x 1 --Soul Fire Sense Weakness
Strength: 4 PR: 5 DMG: 5	Resolve: 8 [2] MR: 8 [2]	
Agility: 7 [1] PA: 7 [1] PD: 8 [1] Init: 7 [1]	Mind: 6 [1] MA: 6 [1] MD: 8 [1]	
X X X 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO		

SuperSheet		Action Points: 8																		
		Build Points: 75																		
Code Name (Affiliations): Blob (Brotherhood of Evil Mutants, Freedom Force)		Powers: Density Increase --Always On --Immovable Force Field x 3 --Super x 1 Combat Tactics Entangle (6D) --Sticky/Super x 1 --No Range Pushing																		
Strength: 5 [1] Resolve: 4 PR: 5 [1] MR: 4 DMG: 5 [1]																				
Agility: 5 Mind: 3 PA: 5 MA: 3 PD: 8 [1] MD: 3 Init: 5																				
X	X	X	X	X	X	X	X	X	X	X	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 12+2																		
		Build Points: 115																		
Code Name (Affiliations): Magneto (Brotherhood of Evil Mutants)		Powers: Armor x 7 --Super x 2 Force Field x 3 --Dome --Super x 1 Extra Movement x 2 Telekinesis --Levitate Friends --Manipulate Object --TK Grab																		
Strength: 3 Resolve: 7 [1] PR: 10 [2] MR: 7 [1] DMG: 3																				
Agility: 5 Mind: 6 [1] PA: 5 MA: 6 [1] PD: 8 [1] MD: 6 [1] Init: 6 [1]																				
X	X	X	X	X	X	X	X	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 9+4																	
		Build Points: 60																	
Code Name (Affiliations): Toad (Brotherhood of Evil Mutants)		Powers: Armor x 2 Super Leap --Extra Bounce x 3 Melee Attack x 3 --Charge Only Combat Tactics Extra Movement x 4 Extra Vitality x 2 Instant Stand																	
Strength: 2 Resolve: 1 PR: 4 MR: 1 DMG: 5																			
Agility: 5 Mind: 4 PA: 5 MA: 4 PD: 5 MD: 4 Init: 5																			
X	X	X	X	X	X	X	X	X	X	X	X	X	X	5	4	3	2	1	KO

SuperSheet		Action Points: 13+2																	
		Build Points: 125																	
Code Name (Affiliations): Lobo (Independent)		Powers: Super-Mind x 1 --Second Sight Armor x 2 --Super x 1 Combat Prowess x 1 Healing --Regeneration Only Extra Movement x 2 Monologuer Invulnerable																	
Strength: 9 [2] Resolve: 7 [1] PR: 11 [3] MR: 7 [1] DMG: 9 [2]																			
Agility: 6 [1] Mind: 6 [1] PA: 7 [1] MA: 6 [1] PD: 6 [1] MD: 6 [1] Init: 6 [1]																			
X	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 13																
		Build Points: 110																
Code Name (Affiliations): Mastermind (Brotherhood of Evil Mutants)		Powers: Armor x 4 Illusion Control Pool (45) --Extra Forms (Full) --Invisibility (Half) --Flare (Half) --Dominate (Half) --Entangle (Half)																
Strength: 1 Resolve: 3 PR: 5 MR: 3 DMG: 1																		
Agility: 2 Mind: 9 [2] PA: 2 MA: 9 [2] PD: 2 MD: 9 [2] Init: 9 [2]																		
X	X	X	X	X	X	X	X	X	X	X	X	X	X	4	3	2	1	KO

SuperSheet		Action Points: 11+3																	
		Build Points: 85																	
Code Name (Affiliations): Unus (Brotherhood of Evil Mutants)		Powers: Armor x 1 Force Field x 4 --Super x 1 Extra Movement x 3 Extra Vitality x 3 Escape Artist x 2 Telekinesis Reflection (Mental)																	
Strength: 4 Resolve: 3 PR: 5 MR: 3 DMG: 4																			
Agility: 4 Mind: 6 [1] PA: 4 MA: 6 [1] PD: 8 [1] MD: 6 [1] Init: 6 [1]																			
X	X	X	X	X	X	X	X	X	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 9	Build Points: 110
Code Name (Affiliations): Adam Warlock (Unaffiliated)		Powers: Cosmic Control Pool (39) --Kinetic Absorption (Half) --Armor (Half) --Combat Prowess (Half) --Hyper Movement (Half) --Healing (Half) --Flight (Half) --Extra Movement (Half) --Ranged Attack (Half)	
Strength: 5 PR: 5 DMG: 5	Resolve: 5 MR: 5		
Agility: 6 [1] PA: 6 [1] PD: 6 [1] Init: 6 [1]	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X 10		9 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 9	Build Points: 120
Code Name (Affiliations): Apocalypse (Unaffiliated)		Powers: Armor x 6 --Super x 3 Self Control Pool (44) --Flight (Half) --Strength+Super (Half) --Elasticity (Half) --Hyper Movement (Full) --Combat Prowess (Half) ----Specialized (Grappling)	
Strength: 5 PR: 11 [3] DMG: 5	Resolve: 3 MR: 3		
Agility: 4 PA: 4 PD: 4	Mind: 5 MA: 5 MD: 5 Init: 5		
X X X X X X X X X X 10		8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 10	Build Points: 85
Code Name (Affiliations): Black Cat (Unaffiliated)		Powers: Armor x 1 Force Field x 1 Enhanced Senses x 2 Super Leap Lucky Fortune x 3 --Against Any Roll	
Strength: 3 PR: 4 DMG: 3	Resolve: 4 MR: 4		
Agility: 7 [1] PA: 7 [1] PD: 8 [1] Init: 7 [1]	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X 10		X X 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 11	Build Points: 85
Code Name (Affiliations): Blacklash (Unaffiliated)		Powers: Elasticity Edge x 1 Melee Attack x 1 --Super x 1 Entangle (5D)	
Strength: 6 [1] PR: 6 [1] DMG: 7 [2]	Resolve: 1 MR: 1		
Agility: 7 [1] PA: 7 [1] PD: 7 [1] Init: 7 [1]	Mind: 4 MA: 4 MD: 4		
X X X X X X X X X X 10		X X 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 11	Build Points: 125
Code Name (Affiliations): Annihilus (Unaffiliated)		Powers: Armor x 3 --Super x 1 Combat Reflexes Flight --Carry Objects x 2 Ranged Attack (9D [2]) Extra Vitality x 3	
Strength: 7 [1] PR: 10 [2] DMG: 7 [1]	Resolve: 5 MR: 5		
Agility: 6 [1] PA: 6 [1] PD: 6 [1] Init: 6 [1]	Mind: 5 MA: 5 MD: 5		
X X X X 15 14 13 12 11 10		9 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 10	Build Points: 85
Code Name (Affiliations): Baron Mordo (Unaffiliated)		Powers: Armor x 3 Magic Control Pool (21) --Omni-Power --Full-Slot x 1 --Half-Slot x 1	
Strength: 2 PR: 5 DMG: 2	Resolve: 5 MR: 5		
Agility: 2 PA: 2 PD: 2	Mind: 7 [1] MA: 7 [1] MD: 7 [1] Init: 7 [1]		
X X X X X X X X X X 10		X X 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 8	Build Points: 66
Code Name (Affiliations): Black Tom (Unaffiliated)		Powers: Armor x 3 --Super x 1 Armor x 3 --Super x 1 --Only Versus Sonic Attacks Force Field x 3 --Super x 1 --Only Versus Sonic Attacks Ranged Attack (7D [1])	
Strength: 3 PR: 9 [2] DMG: 3	Resolve: 3 MR: 3		
Agility: 4 PA: 4 PD: 7 [1] Init: 4	Mind: 4 MA: 4 MD: 4		
X X X X X X X X X X 10		X X X 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 8+6	Build Points: 85
Code Name (Affiliations): Blacklight (Unaffiliated)		Powers: Enhanced Senses x 1 (Nightvision) Flight Extra Movement x 6 Extra Vitality x 3 Combat Reflexes Shadow/Light Control Pool (10) --Ranged Attack (Ultra) --Flare (Ultra) --Reflection (Ultra,Ranged Agility)	
Strength: 5 PR: 5 DMG: 5	Resolve: 2 MR: 2		
Agility: 6 [1] PA: 6 [1] PD: 6 [1] Init: 6 [1]	Mind: 2 MA: 2 MD: 2		
X X X X X X X X X X 10		9 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 6+4	Build Points: 85
Code Name (Affiliations): Blastaar (Unaffiliated)		Powers: Armor x 4 --Super x 1 Combat Prowess x 2 Extra Movement x 4 Combat Tactics (Flurry) Ranged Attack (7D [1])	
Strength: 5 [2] PR: 9 [3] DMG: 5 [2]	Resolve: 3 MR: 3		
Agility: 3 PA: 5 PD: 3 Init: 3	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X		X 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 7	Build Points: 85
Code Name (Affiliations): Captain Marvel (Unaffiliated)		Powers: Armor x 3 Energy Control Pool (31) --Extra Movement (Half) --Hypermovement (Full) --Flight (Half) --Invisibility (Half) --Darkness (Full) --Density Decrease (Half) --Ranged Attack (Full,Max 8D [2])	
Strength: 2 PR: 5 DMG: 2	Resolve: 2 MR: 2		
Agility: 4 PA: 4 PD: 4 Init: 4	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X		X X X X X 4 3 2 1 KO	

SuperSheet		Action Points: 8	Build Points: 85
Code Name (Affiliations): Crimson Commando (Unaffiliated)		Powers: Armor x 3 --Super x 1 Mind Shield x 4 --Super x 1 Super Leap Extra Vitality x 1 Darkness --Range/One-Shot Ranged Attack (7D [1],Sphere)	
Strength: 3 PR: 6 [1] DMG: 3	Resolve: 3 MR: 3		
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 3 MA: 3 MD: 7 [1]		
X X X X X X X X X X X		X X 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 17	Build Points: 100
Code Name (Affiliations): Daredevil (Unaffiliated)		Powers: Super-Agility x 1 --Lightning Reflexes x 2 Combat Prowess x 2 --Specialized (Ranged Attack) Enhanced Senses x 2 --Shielded Super Leap Ranged Attack (4D,Spray)	
Strength: 4 PR: 4 DMG: 4	Resolve: 3 MR: 3		
Agility: 7 [1] PA: 9 [1] PD: 7 [1] Init: 9 [1]	Mind: 8 [2] MA: 8 [2] MD: 8 [2]		
X X X X X X X X X X X		X X 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 8	Build Points: 85
Code Name (Affiliations): Boomerang (Unaffiliated)		Powers: Armor x 1 Combat Prowess x 2 --Super x 1 --Specialized (Ranged Combat) Telekinesis (Slow Flight) Edge x 1 Entangle (6D [1]) Ranged Attack (8D [2],Blast)	
Strength: 3 PR: 4 DMG: 3	Resolve: 2 MR: 2		
Agility: 5 PA: 7 [1] PD: 5 Init: 5	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X		X X X X 5 4 3 2 1 KO	

SuperSheet		Action Points: 7	Build Points: 85
Code Name (Affiliations): Cloak (Unaffiliated)		Powers: Armor x 3 --Super x 1 Darkness Control Pool (29) --Hyper Movement (Full) --Terrifying Aura (Half) --Extra Movement (Half) --Darkness (Full)	
Strength: 4 PR: 7 [1] DMG: 4	Resolve: 3 MR: 3		
Agility: 3 PA: 3 PD: 3 Init: 4	Mind: 4 MA: 4 MD: 4		
X X X X X X X X X X X		X X 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 7	Build Points: 69
Code Name (Affiliations): Dagger (Unaffiliated)		Powers: Armor x 3 Force Field x 2 --Super x 1 Combat Prowess x 2 --Specialized (Ranged Attack) Darkness (Light) --Enhanced Senses x 1 --Extended Area x 2 --Immunity Ranged Attack (4D,Spray)	
Strength: 2 PR: 5 DMG: 2	Resolve: 3 MR: 3		
Agility: 4 PA: 6 PD: 6 [1] Init: 4	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X		X X X X 5 4 3 2 1 KO	

SuperSheet		Action Points: 9	Build Points: 95
Code Name (Affiliations): Deadpool (Unaffiliated)		Powers: Super-Agility x 1 --Lightning Reflexes x 1 Force Field x 2 Weapon Control Pool (24) --Entangle (Half,4D) --Melee Attack (Full,5D,Reach) --Hyper Movement (Full) --Ranged Attack (Full,5D,Sphere)	
Strength: 5 PR: 5 DMG: 5	Resolve: 3 MR: 3		
Agility: 6 [1] PA: 6 [1] PD: 8 [1] Init: 7 [1]	Mind: 3 MA: 3 MD: 3		
X X X X X X X X X X X		X 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 12+3 Build Points: 110																		
Code Name (Affiliations): Deathurge (Unaffiliated)		Powers: Armor x 6 --Super x 1 Iron Will x 2 Extra Movement x 3 Combat Reflexes Flight Density Decrease --Phase Attack																		
Strength: 2 PR: 8 [1] DMG: 2	Resolve: 6 [1] MR: 8 [1]																			
Agility: 5 PA: 5 PD: 5	Mind: 6 [1] MA: 6 [1] MD: 6 [1] Init: 6 [1]																			
X	X	X	X	X	X	X	X	X	X	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 9+6 Build Points: 75																		
Code Name (Affiliations): Doctor Octopus (Unaffiliated)		Powers: Elasticity Climbing Extra Movement x 6 Combat Tactics																		
Strength: 6 [1] PR: 6 [1] DMG: 6 [1]	Resolve: 4 MR: 4																			
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 4 MA: 4 MD: 4																			
X	X	X	X	X	X	X	X	X	X	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 8 Build Points: 85																
Code Name (Affiliations): Electro (Unaffiliated)		Powers: Armor x 3 --Super x 1 Force Field x 4 --Super x 1 --Only Versus Electricity Electricity Control Pool (18) --Ranged Attack (Full,Max 6D [1]) --Melee Attack (Full,Max 1D+SF) --Damaging Aura (Full) --Hyper Movement (Full)																
Strength: 4 PR: 7 [1] DMG: 4	Resolve: 2 MR: 2																	
Agility: 4 PA: 4 PD: 8 [1] Init: 4	Mind: 4 MA: 4 MD: 4																	
X	X	X	X	X	X	X	X	X	X	X	X	6	5	4	3	2	1	KO

SuperSheet		Action Points: 25+6 Build Points: 300																	
Code Name (Affiliations): Galactus (Unaffiliated)		Powers: Armor x 5 --Super x 1 Extra Movement x 6 Flight Invulnerable Cosmic Control Pool (50) --Omni-Power --Full-Slot x 1 --Half-Slot x 3																	
Strength: 13 [4] PR: 18 [5] DMG: 13 [4]	Resolve: 13 [4] MR: 13 [4]																		
Agility: 8 [2] PA: 8 [2] PD: 8 [2] Init: 13 [4]	Mind: 13 [4] MA: 13 [4] MD: 13 [4]																		
X	X	X	X	X	34	33	32	31	30	29	28	27	26	25	24	23	22	21	20

SuperSheet		Action Points: 13 Build Points: 115																	
Code Name (Affiliations): Doctor Doom (Unaffiliated)		Powers: Armor x 3 --Super x 1 Force Field x 3 --Super x 1 Flight Ranged Attack (7D [1])																	
Strength: 5 PR: 8 [1] DMG: 5	Resolve: 7 [1] MR: 7 [1]																		
Agility: 5 PA: 5 PD: 8 [1]	Mind: 7 [1] MA: 7 [1] MD: 7 [1] Init: 7 [1]																		
X	X	X	X	X	14	13	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 10 Build Points: 100																
Code Name (Affiliations): Dreadnought (Unaffiliated)		Powers: Soulless Armor x 3 --Super x 1 Armor Control Pool (15) --Ranged Attack (Full) --Damaging Aura (Full)																
Strength: 6 [1] PR: 9 [2] DMG: 6 [1]	Resolve: 1 MR: 1																	
Agility: 6 [1] PA: 6 [1] PD: 6 [1] Init: 6 [1]	Mind: 4 MA: 4 MD: 4																	
X	X	X	X	X	X	X	X	X	X	X	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 5 Build Points: 75																
Code Name (Affiliations): Foreman (Unaffiliated)		Powers: Super-Strength x 2 --Super Knockback --Shockwave Force Field x 1 Extra Vitality x 1 Super Leap Combat Tactics Pushing																
Strength: 8 [2] PR: 8 [2] DMG: 8 [2]	Resolve: 3 MR: 3																	
Agility: 3 PA: 3 PD: 4 Init: 3	Mind: 2 MA: 2 MD: 2																	
X	X	X	X	X	X	12	11	10	9	8	7	6	5	4	3	2	1	KO

SuperSheet		Action Points: 9+3 Build Points: 65																
Code Name (Affiliations): Gideon (Unaffiliated)		Powers: Armor x 1 Copy Power --Extra Powers x 1 --Only While Target is in Range Extra Movement x 3																
Strength: 4 PR: 5 DMG: 4	Resolve: 3 MR: 3																	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 4 MA: 4 MD: 4																	
X	X	X	X	X	X	X	X	X	X	X	7	6	5	4	3	2	1	KO

19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet		Action Points: 9+2 Build Points: 100
Code Name (Affiliations): Graviton (Unaffiliated)		Powers: Armor x 3 Force Field x 4 --Dome --Super x 2 Extra Vitality x 3 Extra Movement x 2 Gravity Control Pool (24) --Entangle (Full) --Ranged Attack (Full) --Telekinesis (Full)
Strength: 2 PR: 5 DMG: 2	Resolve: 2 MR: 2	
Agility: 5 PA: 5 PD: 9 [2] Init: 5	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X X X	X X 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 9 Build Points: 85
Code Name (Affiliations): Hobgoblin (Unaffiliated)		Powers: Telekinesis (Slow Flight) Gadget Control Pool (16) --Full-Slot x 1 --Half-Slot x 2
Strength: 6 [1] PR: 6 [1] DMG: 6 [1]	Resolve: 4 MR: 4	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X X 10	9 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 10 Build Points: 85
Code Name (Affiliations): Kingpin (Unaffiliated)		Powers: Armor x 2 --Super x 1 Force Field x 1 Combat Prowess x 2 --Specialized (Grappling) Extra Vitality x 3 Flare Ranged Attack (4D)
Strength: 5 PR: 7 [1] DMG: 5	Resolve: 3 MR: 3	
Agility: 6 [1] PA: 8 [1] PD: 7 [1] Init: 6 [1]	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X 11 10	9 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 10 Build Points: 85
Code Name (Affiliations): Lady Deathstrike (Unaffiliated)		Powers: Super-Agility x 1 --Lightning Reflexes x 1 Armor x 4 --Super x 1 Edge x 2 Melee Attack x 1 --Extra Reach x 1
Strength: 4 PR: 8 [1] DMG: 5	Resolve: 4 MR: 4	
Agility: 6 [1]	Mind: 4	

SuperSheet		Action Points: 8+3 Build Points: 85
Code Name (Affiliations): Guardsmen (Unaffiliated)		Powers: Armor x 2 Combat Reflexes Flight Extra Movement x 3 Ranged Attack (6D [1])
Strength: 6 [1] PR: 8 [1] DMG: 6 [1]	Resolve: 3 MR: 3	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 3 MA: 3 MD: 3	
X X X X X X X X X X X	9 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 7 Build Points: 105
Code Name (Affiliations): Juggernaut (Unaffiliated)		Powers: Super-Strength x 2 --Shockwave/Super KB Armor x 5 --Super x 3 --Not Versus Magic Mind Shield x 7 --Super x 2 Knockback Resistance x 2 Healing --Regeneration Only
Strength: 9 [2] PR: 14 [5] DMG: 9 [2]	Resolve: 3 MR: 3	
Agility: 5 PA: 5 PD: 5 Init: 5	Mind: 2 MA: 2 MD: 9 [2]	
X X X X X X X X 12 11 10	9 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 10+3 Build Points: 85
Code Name (Affiliations): Kraven (Unaffiliated)		Powers: Extra Movement x 3 Enhanced Senses x 2 Sense Weakness Weapon Control Pool (15) --Ranged Attack (Ultra) --Entangle (Ultra) --Flare (Ultra)
Strength: 5 PR: 5 DMG: 5	Resolve: 5 MR: 5	
Agility: 6 [1] PA: 6 [1] PD: 6 [1] Init: 6 [1]	Mind: 4 MA: 4 MD: 4	
X X X X X X X X X 10	9 8 7 6 5 4 3 2 1 KO	

SuperSheet		Action Points: 11 Build Points: 85
Code Name (Affiliations): Leader (Unaffiliated)		Powers: Super-Mind x 1 --Lightning Strategist x 1 Armor x 3 Edge x 2 Lucky Weapon Control Pool (17) --Ranged Attack (Ultra)
Strength: 2 PR: 5 DMG: 2	Resolve: 5 MR: 5	
Agility: 3	Mind: 7 [1]	

Terrifying Aura

Agility: 3 Mind: 5 [1]
PA: 3 MA: 5 [1]
PD: 3 MD: 5 [1]
Init: 5 [1]

X X X X X X X X X 11 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 9
Build Points: 85

Code Name (Affiliations):

Modok (Unaffiliated)

Powers:

Super-Mind x 1
--Second Sight
Armor x 3
Force Field x 7
--Super x 1
--Only Versus Ranged Attacks
Limited Mobility
Mind Attack (7D [1])

Strength: 1 Resolve: 7 [1]
PR: 4 MR: 7 [1]
DMG: 1

Agility: 1 Mind: 7 [1]
PA: 1 MA: 7 [1]
PD: 8 [1] MD: 7 [1]
Init: 7 [1]

X X X X X X X X X 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 14
Build Points: 85

Code Name (Affiliations):

Red Skull (Unaffiliated)

Powers:

Armor x 1
Force Field x 1
Lesser Vitality x 1
Dominate x 2

Strength: 4 Resolve: 5
PR: 5 MR: 5
DMG: 4

Agility: 4 Mind: 8 [2]
PA: 4 MA: 8 [2]
PD: 5 MD: 8 [2]
Init: 8 [2]

X X X X X X X X X 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 11+6
Build Points: 70

Code Name (Affiliations):

Sabretooth (Unaffiliated)

Powers:

Enhanced Senses x 4
Extra Movement x 6
Healing
--Regeneration Only

Strength: 3 Resolve: 5
PR: 3 MR: 5
DMG: 3

Agility: 8 [1] Mind: 3
PA: 8 [1] MA: 3
PD: 8 [1] MD: 3
Init: 8 [1]

X X X X X X X X X X 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 8+4
Build Points: 85

Code Name (Affiliations):

Scorpion (Unaffiliated)

Powers:

Armor x 2
Extra Movement x 4
Super Leap
Climbing
Ranged Attack (5D)

Strength: 6 [1] Resolve: 3
PR: 8 [1] MR: 3
DMG: 6 [1]

Agility: 5 Mind: 6 [1]
PA: 5 MA: 6 [1]
PD: 5 MD: 6 [1]
Init: 6 [1]

19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 11
Build Points: 70

Code Name (Affiliations):

Punisher (Unaffiliated)

Powers:

Edge x 3
Ranged Attack (5D, All)

Strength: 4 Resolve: 2
PR: 4 MR: 2
DMG: 4

Agility: 7 [1] Mind: 4
PA: 7 [1] MA: 4
PD: 7 [1] MD: 4
Init: 7 [1]

X X X X X X X X X X X X 6 5 4 3 2 1 KO

SuperSheet

Action Points: 8+12
Build Points: 85

Code Name (Affiliations):

Rhino (Unaffiliated)

Powers:

Super-Strength x 2
--Super Knockback
--Shockwave
Armor x 1
Extra Movement x 12
--Charge Only
Melee Attack x 2
--Charge Only
Pushing
Extra Vitality & KB Resist x 3

Strength: 8 [2] Resolve: 2
PR: 9 [2] MR: 2
DMG: 10 [2]

Agility: 5 Mind: 3
PA: 5 MA: 3
PD: 5 MD: 3
Init: 5

X X X X X X X 13 12 11 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 8+3
Build Points: 100

Code Name (Affiliations):

Sandman (Unaffiliated)

Powers:

Armor x 2
--Super x 1
Extra Movement x 3
Elasticity
Healing
--Regeneration Only
Sand Control Pool (15)
--Density Decrease (Ultra)
--Entangle (Ultra)

Strength: 7 [1] Resolve: 5
PR: 9 [2] MR: 5
DMG: 7 [1]

Agility: 5 Mind: 3
PA: 5 MA: 3
PD: 5 MD: 3
Init: 5

X X X X X X X 12 11 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 7
Build Points: 47

Code Name (Affiliations):

Shocker (Unaffiliated)

Powers:

Ranged Attack (5D)

Strength: 5 Resolve: 2
PR: 5 MR: 2
DMG: 5

Agility: 6 [1] Mind: 2
PA: 6 [1] MA: 2
PD: 6 [1] MD: 2
Init: 6 [1]

X X X X X X X X X X X 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 9
Build Points: 85

Code Name (Affiliations):

Silver Samurai (Unaffiliated)

Strength: 5 Resolve: 4
PR: 8 [1] MR: 4
DMG: 8 [1]

Agility: 5 Mind: 4
PA: 7 [1] MA: 4
PD: 5 MD: 4
Init: 5

Powers:

Armor x 3
--Super x 1
Combat Prowess x 2
--Super x 1
--Specialized (Melee Attack)
Edge x 1
Hyper Movement (Agility)
Melee Attack x 3
--Super x 1

X X X X X X X X X X X 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 14
Build Points: 115

Code Name (Affiliations):

Spiderman (Unaffiliated)

Strength: 6 [1] Resolve: 4
PR: 6 [1] MR: 4
DMG: 6 [1]

Agility: 7 [1] Mind: 6 [1]
PA: 7 [1] MA: 6 [1]
PD: 9 [2] MD: 6 [1]
Init: 7 [1]

Powers:

Force Field x 2
--Super x 1
Enhanced Senses x 2
Climbing
Web Control Pool (23)
--Super Leap (Half)
--Entangle (Full,Max 8D [2])
--Burnout-1

X X X X X X X X X X 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 12
Build Points: 115

Code Name (Affiliations):

Ultron-11 (Unaffiliated)

Strength: 7 [1] Resolve: 1
PR: 13 [4] MR: 1
DMG: 7 [1]

Agility: 5 Mind: 6 [1]
PA: 5 MA: 6 [1]
PD: 5 MD: 6 [1]
Init: 6 [1]

Powers:

Armor x 6
--Super x 3
Robot Control Pool (22)
--Mind Control (Half)
--Ranged Attack (Full)
--Telekinesis (Full)
--Kinetic Absorption (Half)

X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO

Agility: 4 Mind: 3
PA: 4 MA: 3
PD: 4 MD: 3
Init: 4

X X X X X X X X X X X X X 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 18
Build Points: 165

Code Name (Affiliations):

Silver Surfer
(Unaffiliated, Galactus)

Strength: 9 [2] Resolve: 6 [1]
PR: 9 [2] MR: 6 [1]
DMG: 9 [2]

Agility: 8 [2] Mind: 8 [2]
PA: 8 [2] MA: 8 [2]
PD: 8 [2] MD: 8 [2]
Init: 8 [2]

Powers:

Cosmic Control Pool (30)
--Extra Movement (Half)
--Flight (Half)
--Ranged Attack (Full,Max 9D [2])
--Kinetic Absorption (Half)
--Healing (Half)
--Enhanced Senses (Half)

X X 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 9
Build Points: 85

Code Name (Affiliations):

Stingray (Unaffiliated)

Strength: 7 [1] Resolve: 3
PR: 9 [2] MR: 3
DMG: 7 [1]

Agility: 5 Mind: 4
PA: 5 MA: 4
PD: 5 MD: 4
Init: 5

Powers:

Armor x 2
--Super x 1
Extra Vitality x 1
Flight
Ranged Attack (6D [1])
--Short Range Power

X X X X X X X X X 11 10 9 8 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 10+5
Build Points: 70

Code Name (Affiliations):

Vulture (Unaffiliated)

Strength: 4 Resolve: 3
PR: 6 [1] MR: 3
DMG: 4

Agility: 5 Mind: 5
PA: 5 MA: 5
PD: 5 MD: 5
Init: 5

Powers:

Armor x 2
--Super x 1
Extra Movement x 5
Combat Reflexes
Flight
--Carry Objects x 1

X X X X X X X X X X X X 7 6 5 4 3 2 1 KO

SuperSheet

Action Points: 8
Build Points: 85

Code Name (Affiliations):

Whirlwind (Unaffiliated)

Strength: 3 Resolve: 2
PR: 7 [1] MR: 2

Powers:

Armor x 4
--Super x 1
Extra Vitality x 1
Hyper Movement

- Forced Landing
- Telekinesis (Slow Flight)
- Activation Goal Roll
- Ranged Attack (5D,Sphere)
- Super Knockback
- No Range

Mind: 2

MA: 2

MD: 2

--No Range	
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X	X	X	X	X	X	X	X	X	X	X	X	X	6	5	4	3	2	1	KO
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	----



SuperSheet

Action Points: 12+2

Build Points: 115

Code Name (Affiliations):

Magneto

(Brotherhood of Evil Mutants)

Strength: 3 **Resolve:** 7 [1]

PR: 10 [2] MR: 7 [1]

DMG: 3

Agility: 5 **Mind:** 6 [1]

PA: 5 MA: 6 [1]

PD: 8 [1] MD: 6 [1]

Init: 6 [1]

Powers:

Armor x 7

--Super x 2

Force Field x 3

--Dome

--Super x 1

Extra Movement x 2

Telekinesis

--Levitate Friends

--Manipulate Object

--TK Grab

X X X X X X X 12 11 10 9 8 7 6 5 4 3 2 1 KO

Eric Lensherr was a poor Jewish man living in Europe who, due to his emerging mutant powers, was the only survivor who watched his family and community fall victim to a Nazi slaughter. Distraught, he wandered the world, where he soon met a young Charles Xavier when both were a member of the Peace Corps in Israel. Xavier befriended Lensherr and revealed their mutual mutant identity, but an attack by Xavier's son, Legion, from the future, began their ideological split that would divide the two for years to come. At another point, in the Balkan nations, Magneto engaged in an affair with a gypsy woman, who would flee to Wundagore Mountain to give birth to the future Quicksilver and Scarlet Witch.



SuperSheet

Action Points: 13
Build Points: 115

Code Name (Affiliations):

Doctor Doom (Unaffiliated)

Powers:

Armor x 3
--Super x 1
Force Field x 3
--Super x 1
Flight
Ranged Attack (7D [1])

Strength: 5

Resolve: 7 [1]

PR: 8 [1]

MR: 7 [1]

DMG: 5

Agility: 5

Mind: 7 [1]

PA: 5

MA: 7 [1]

PD: 8 [1]

MD: 7 [1]

Init: 7 [1]

X X X X X 14 13 12 11 10 9 8 7 6 5 4 3 2 1 KO

<h1>SuperSheet</h1>										Action Points: 12							
										Build Points: 85							
Code Name (Affiliations): Baron Zemo (Masters of Evil)										Powers: Armor x 1 Combat Tactics (Flurry) Edge x 2 Entangle (8D) --Armored --Super x 2 Ranged Attack (4D)							
Strength: 2 PR: 3 DMG: 2					Resolve: 3 MR: 3												
Agility: 5 PA: 5 PD: 5					Mind: 6 [1] MA: 6 [1] MD: 6 [1] Init: 6 [1]												
X	X	X	X	X	X	X	X	X	X	X	X	5	4	3	2	1	KO

Build Points: 85

<h1>SuperSheet</h1>										Action Points: 9		Build Points: 78							
Code Name (Affiliations): Beetle (Masters of Evil)										Powers: Armor x 2 --Super x 1 Combat Prowess x 2 --Super x 1 Climbing Combat Tactics Telekinesis (Slow Flight) Ranged Attack (4D,Spray)									
Strength: 5 PR: 7 [1] DMG: 5					Resolve: 2 MR: 2														
Agility: 4 PA: 6 [1] PD: 4					Mind: 5 MA: 5 MD: 5 Init: 5														
X	X	X	X	X	X	X	X	X	X	X	X	7	6	5	4	3	2	1	KO

<h1>SuperSheet</h1>										Action Points: 8+6								
										Build Points: 69								
Code Name (Affiliations): Black Knight (Masters of Evil)										Powers:								
Strength: 3					Resolve: 2					Armor x 2								
PR: 5					MR: 2					Extra Movement x 6								
DMG: 3										Flight (Mount)								
										Darkness								
										--Range								
										--Immobile								
Agility: 5					Mind: 3					Ranged Attack (4D)								
PA: 5					MA: 3													
PD: 5					MD: 3													
Init: 5																		
X	X	X	X	X	X	X	X	X	X	X	X	X	5	4	3	2	1	KO

Ranged Attack (4D)

SuperSheet

Action Points: 12

Build Points: 115

Code Name (Affiliations):

Ultron-11 (Unaffiliated)

Strength: 7 [1]

Resolve: 1

PR: 13 [4]

MR: 1

DMG: 7 [1]

Agility: 5

Mind: 6 [1]

PA: 5

MA: 6 [1]

PD: 5

MD: 6 [1]

Init: 6 [1]

Powers:

Armor x 6

--Super x 3

Robot Control Pool (22)

--Mind Control (Half)

--Ranged Attack (Full)

--Telekinesis (Full)

--Kinetic Absorption (Half)

X X X X X X X X X X X 8 7 6 5 4 3 2 1 KO