Faction: Avengers

Captain America

Group: S.H.I.E.L.D

Stats:

Strength: 5

Dexterity: 6

Constitution: 6

Powers:

Punch: does low damage (physical)

Low cost: Shield Throw: does low damage, hits ap (vibranium)

Medium cost: Shield Bash: does medium damage (vibranium)

High cost: Shield Defence: acts like the user is defending for 3 turns (halving damage only) while still able to make attacks on further turns (passive)

Traits: Healing factor 2

Weaknesses: Communism

Resistances: EMP

Supporting: Bucky, Falcon

Winter Soldier

Group: S.H.I.E.L.D

Stats:

Strength: 5

Dexterity: 5

Constitution: 6

Powers:

Punch: does low damage (physical)

Low cost: Fire Pistol: does medium damage (bullet)

Medium cost: Fire Rifle: does medium damage to all enemies (bullet)

High cost: Bionic Punch: does high damage (physical)

Traits: Healing factor 2,

Weaknesses: EMP

Resistances: Physical

Falcon

Group: S.H.I.E.L.D

Stats:

Strength: 3

Dexterity: 6

Constitution: 5

Skills:

Punch: does low damage (physical)

Low cost: Bird Attack: does low damage to everyone (physical)

Medium cost: Kick: does medium damage (physical)

High cost: Swoop: does high damage (physical)

Traits: Flight

Weaknesses: EMP

Resistances: None

Story:

Captain America has been captured by hydra and must be rescued, Falcon knows where he has been taken but he is under attack by hydra agents. On the way to save cap you encounter Bucky and must defeat him in order to help him remember he is a good man.

Villains: hydra soldiers, winter soldier, red skull

Thor

Group: Asgardians

Stats:

Strength: 10

Dexterity: 6

Constitution: 8

Powers:

Punch: does low damage (physical)

Low cost: Hammer Throw: does medium damage (physical)

Medium cost: Lightning Strike: does medium damage, stuns (electrical)

High cost: Hammer Smash: does medium damage to all enemies (ground)

Traits: Healing factor 5

Weaknesses: None

Resistances: electrical, EMP

Supporting: Valkyrie, Heimdall

Valkyrie

Group: Asgardians

Stats:

Strength: 8

Dexterity: 6

Constitution: 6

Powers:

Punch: does low damage (physical)

Low cost: Slash: does medium damage (blade)

Medium cost: Takedown: does medium damage, stuns (physical)

High cost: Stab: does high damage (blade)

Traits: Healing factor 3

Weaknesses: None

Resistances: EMP

Heimdall

Group: Asgardians

Stats:

Strength: 8

Dexterity: 7

Constitution: 6

Powers:

Punch: does low damage (physical)

Low cost: Slash: does medium damage (blade)

Medium cost: Precognition: acts like the user is defending for 2 turns (halving damage only) while still able to make attacks on further turns (passive)

High cost: Impale: does high damage (blade)

Traits: Healing factor 3

Weaknesses: None

Resistances: EMP

Story:

Asgard is under attack by frost giants, dark elves and Hela and you must fight to help Heimdall, Valkyrie and Thor.

Villains: frost giants, dark elves and Malekith, Hela

Iron Man

Group: Iron Man & War Machine

Stats:

Strength: 10

Dexterity: 7

Constitution: 4

Skills:

Punch: does low damage (physical)

Low cost: Repulsor Blast: does medium damage (laser)

Medium cost: Unibeam: does high damage (laser)

High cost: Self Repair: heals 75% of your health (support)

Traits: Flight

Weaknesses: EMP

Resistances: electrical, bullet, blade, fire

Supporting: War Machine, Vision

War Machine

Group: Iron Man & War Machine

Stats:

Strength: 9

Dexterity: 6

Constitution: 5

Skills:

Repulsor: does low damage (laser)

Low cost: Minigun: does low damage to everyone (bullet)

Medium cost: Flamethrower: does medium damage (fire)

High cost: Rocket: does medium damage to everyone (explosive)

Traits: Flight

Weaknesses: EMP

Resistances: electrical, bullet, blade, laser, fire

Vision

Group: S.H.I.E.L.D

Stats:

Strength: 8

Dexterity: 6

Constitution: 5

Powers:

Punch: does low damage (physical)

Low cost: Density Manipulation: stuns for 2 turns (support)

Medium cost: Flying Attack: does medium damage (physical)

High cost: Self Repair: heals 75% of your health (support)

Traits: Flight

Weaknesses: EMP

Resistances: electrical, Poison

Story:

A rogue army using hammer weapons and led by the mandarin and housing some of starks biggest enemies

Villains: the mandarin, hammer soldiers, whiplash, iron monger, soldiers

Spider Man

Group: Spider Totems

Stats:

Strength: 9

Dexterity: 8

Constitution: 7

Powers:

Pulled Punch: does low damage (physical)

Low cost: Web: stuns for 2 turns (support)

Medium cost: Spider – Sense: acts like the user is defending for 2 turns (halving damage only) while still able to make attacks on further turns (passive)

High cost: Punch: does high damage (physical)

Traits: Healing Factor 4

Weaknesses: None

Resistances: Physical, EMP

Supporting: Spider-Woman, Black Cat

Spider Woman

Group: Spider Totems

Stats:

Strength: 5

Dexterity: 7

Constitution: 5

Powers:

Pulled Punch: does low damage (physical)

Low cost: Web: stuns for 2 turns (support)

Medium cost: Venom Blast: does medium damage (poison)

High cost: Punch: does high damage (physical)

Traits: Healing Factor 3

Weaknesses: None

Resistances: Physical, poison, EMP

Black Cat

Group: Cats

Stats:

Strength: 4

Dexterity: 8

Constitution: 5

Skills:

Punch: does low damage (physical)

Low cost: Grappling Hook Tie: stuns for 1 turn (support)

Medium cost: Swinging Kick: does medium damage (physical)

High cost: Claws: does high damage (blade)

Traits: None

Weaknesses: None

Resistances: EMP

Story:

Peters super-powered friends were taken hostage in order to get him to give himself up to the green goblin and some of his other enemies and you need to save them all

Villains: green goblin, hobgoblin, rhino, mysterio, vulture, doc ock, electro, lizard, sandman, morbius, kraven

Captain Marvel

Group: S.H.I.E.L.D

Stats:

Strength: 8

Dexterity: 7

Constitution: 5

Powers:

Punch: does low damage (physical)

Low cost: Kick: Does medium damage (physical)

Medium cost: Flying Punch: Does medium damage, stuns (physical)

High cost: Photon Blasts: Does high damage (laser)

Traits: Flight

Weaknesses: None

Resistances: Physical, EMP

Supporting: Hawkeye, Black Widow

Hawkeye

Group: S.H.I.E.L.D

Stats:

Strength: 3

Dexterity: 4

Constitution: 4

Skills:

Fire Arrow: does low damage (blade)

Low cost: EMP Arrow: Does medium damage (EMP)

Medium cost: Electric Arrow: Does medium damage, stuns (electric)

High cost: Explosive Arrow: Does medium damage to all enemies (explosive)

Traits: None

Weaknesses: None

Resistances: EMP

Black Widow

Group: S.H.I.E.L.D

Stats:

Strength: 3

Dexterity: 8

Constitution: 5

Skills:

Punch: does low damage (physical)

Low cost: Fire Pistols: does medium damage (bullet)

Medium cost: Power Kick: does medium damage, hits ap (physical)

High cost: Takedown: high damage, stuns for 1 turn (electric)

Traits: Healing factor 1

Weaknesses: None

Resistances: Psychic, EMP

Story:

Ultron is trying to take out captain marvel to demoralise the avengers and start a second big attack, you need to find black widow and Hawkeye to find out where the battle is taking place, but they have their own problems as crossfire is trying to prove he is a better shot than Clint and the punisher is trying to kill Natasha for her work as a Russian spy earlier in her life

Villains: soldiers, the punisher, gangsters, crossfire, robots, Ultron

Hulk

Group: Hulk & She-Hulk

Stats:

Strength: 10

Dexterity: 5

Constitution: 7

Powers:

Punch: does low damage (physical)

Low cost: Kick: Does medium damage (physical)

Medium cost: Smash: Does high damage (physical)

High cost: Ground Pound: Does medium damage to all enemies (ground)

Traits: Healing Factor 6

Weaknesses: Vibranium, Adamantium, Magic, Psychic

Resistances: Physical, Bullet, Explosive, Blade, Laser, EMP

Supporting: She-Hulk, Crystal

She Hulk

Group: Hulk & She-Hulk

Stats:

Strength: 10

Dexterity: 5

Constitution: 6

Powers:

Punch: does low damage (physical)

Low cost: Kick: Does medium damage (physical)

Medium cost: Takedown: Does high damage (physical)

High cost: Ground Pound: Does medium damage to all enemies (ground)

Traits: Healing Factor 5

Weaknesses: Vibranium, Adamantium, Magic, Psychic, Radiation

Resistances: Physical, Bullet, Explosive, Blade, Laser, Poison, EMP

Crystal

Group: Inhumans

Stats:

Strength: 5

Dexterity: 6

Constitution: 6

Powers:

Water Whip: does low damage (water)

Low cost: Freeze: stuns a target for 2 turns (support)

Medium cost: Rock Crush: does medium damage (ground)

High cost: Flames: Does high damage (fire)

Traits: Flight

Weaknesses: None

Resistances: Fire, Water, Air, EMP

Story:

The hulk has flew into a rage during a fight with the red hulk and the army have hammer weapons and are trying to use this to take him out for good, red hulk is stopping she hulk from being able to help him and Crystal has been sent to try to take down the hulk without him being killed but Abomination turned up in the ruckus and Is stopping her from getting to him.

Villains: hammer soldiers, hulk, red hulk, abomination

Dr Strange

Group: Sorcerers

Stats:

Strength: 2

Dexterity: 6

Constitution: 3

Powers:

Punch: does low damage (physical)

Low cost: Telekinesis: Does medium damage (magic)

Medium cost: Mystic Bolts: Does high damage (magic)

High cost: Reverse Time: Restores his team to full health and stuns himself for 2 turns (support)

Traits: Flight

Weaknesses: None

Resistances: Magic, EMP

Supporting: Scarlet Witch, Quicksilver

Scarlet Witch

Group: Sorcerers

Stats:

Strength: 2

Dexterity: 5

Constitution: 3

Powers:

Punch: does low damage (physical)

Low cost: Telekinesis: Does medium damage (magic)

Medium cost: Hex Bolts: Does high damage (magic)

High cost: Destroy Minds: does medium damage to all enemies (psychic)

Traits: Flight

Weaknesses: None

Resistances: Magic, Psychic, EMP

Quicksilver

Scarlet Witch

Group: Speedsters

Stats:

Strength: 5

Dexterity: 9

Constitution: 5

Powers:

Punch: does low damage (physical)

Low cost: Takedown: Does medium damage and suns (physical)

Medium cost: Running Punch: Does high damage (physical)

High cost: Whirlwind: does medium damage to all enemies (air)

Traits: Healing Factor 2

Weaknesses: None

Resistances: Physical, EMP

Story:

Loki has rounded up magical supporters and overthrown doctor strange as sorcerer supreme in an attempt to gain power for himself to control Dormammu, aided by enchantress and some rogue Asgardians who are stopping scarlet witch from being able to challenge Loki as another powerful magic user to force him to free doctor strange. To help you save his sister you must help quicksilver who has been beset upon by whirlwind and spellcasters loyal to Loki

Villains: Loki, enchantress, whirlwind, Asgardians, magicians

Black Panther

Group: Wakandans

Stats:

Strength: 4

Dexterity: 7

Constitution: 5

Powers:

Punch: does low damage (physical)

Low cost: Claw: Does medium damage (vibranium)

Medium cost: Takedown: Does medium damage, stuns for a turn (physical)

High cost: Pounce: Does high damage (vibranium)

Traits: Healing Factor 1

Weaknesses: EMP

Resistances: Bullet, Blade

Supporting: Man-Ape, Anti-Venom

Man Ape

Group: Wakandans

Stats:

Strength: 7

Dexterity: 5

Constitution: 5

Powers:

Punch: does low damage (physical)

Low cost: Pound: Does medium damage (physical)

Medium cost: Takedown: Does medium damage, stuns for a turn (physical)

High cost: Spear: Does high damage (blade)

Traits: None

Weaknesses: None

Resistances: EMP

Anti Venom

Group: Anti-Venom

Stats:

Strength: 10

Dexterity: 5

Constitution: 5

Powers:

Punch: does low damage (Anti-Venom)

Low cost: Tentacle: Does medium damage (Anti-Venom)

Medium cost: Heal: Heals 50% of the targets health (support)

High cost: Claw: Does high damage (Anti-Venom)

Traits: Healing Factor 6

Weaknesses: None

Resistances: Poison, EMP

Story:

Venom has invaded Wakanda creating minions and taking T’challa by surprise, in the confusion Killmonger has made another attempt at the throne ignoring the cost to Wakanda division at this time would cause, leading even man-ape to side with T’challa and try to stop Killmonger. In hot pursuit of venom is anti-venom who wants to rid the world of this menace and could be a useful ally in the coming battle.

Villains: venom, venomling, Killmonger, soldiers

Ant-Man

Group: Size Changers

Stats:

Strength: 3

Dexterity: 8

Constitution: 4

Powers:

Punch: does low damage (physical)

Low cost: Small Punch: Does medium damage (ant)

Medium cost: Ant Swarm: does low damage to all enemies, and stuns them (physical)

High cost: Giant Punch: Does high damage (ant)

Traits: None

Weaknesses: None

Resistances: EMP

Supporting: Wasp, Goliath

Wasp

Group: Size Changers

Stats:

Strength: 3

Dexterity: 9

Constitution: 4

Powers:

Punch: does low damage (physical)

Low cost: Small Punch: Does medium damage (ant)

Medium cost: Evasive Flight: acts like the user is defending for 2 turns (halving damage only) while still able to make attacks on further turns (passive)

High cost: Sting: does high damage and stuns (electrical)

Traits: Flight

Weaknesses: None

Resistances: EMP

Goliath

Group: Size Changers

Stats:

Strength: 4

Dexterity: 6

Constitution: 4

Powers:

Punch: does low damage (physical)

Low cost: Giant Punch: Does medium damage (ant)

Medium cost: The Stinger: does medium damage and stuns them (electrical)

High cost: Giant Takedown: Does high damage (ant)

Traits: None

Weaknesses: None

Resistances: EMP

Story:

Yellowjacket has enlisted the help of juggernaut and some thugs to take down ant-man and the wasp in order to become the only size-changing hero and take their place, however in the process of trying to stop them hank Pym changed size for the first time since retiring sending him into a frenzy and he must be stopped in order to help you.

Villains: yellowjacket, gangsters, juggernaut, goliath

Quake

Group: Inhumans

Stats:

Strength: 5

Dexterity: 6

Constitution: 6

Powers:

Punch: does low damage (physical)

Low cost: Snipe: Does medium damage (bullet)

Medium cost: Targeted Quake: does high damage (ground)

High cost: Earthquake: Does medium damage to all enemies and stuns them (ground)

Traits: None

Weaknesses: None

Resistances: Psychic, Ground, EMP

Supporting: Mockingbird, Tigra

Mockingbird

Group: S.H.I.E.L.D

Stats:

Strength: 5

Dexterity: 6

Constitution: 6

Skills:

Punch: does low damage (physical)

Low cost: Takedown: does low damage, stuns for a turn (physical)

Medium cost: Batons: does medium damage (physical)

High cost: Bo Staff: does high damage and hits ap (physical)

Traits: Healing factor 2

Weaknesses: None

Resistances: EMP

Tigra

Group: Cats

Stats:

Strength: 7

Dexterity: 8

Constitution: 5

Powers:

Punch: does low damage (physical)

Low cost: Kick: does medium damage (physical)

Medium cost: Pounce: does medium damage, stuns for a turn (blade)

High cost: Claws: does high damage (blade)

Traits: Healing Factor 3

Weaknesses: None

Resistances: EMP

Story:

Hydra wanted to take out some of shield and the avengers’ female members so that they would need gifted female replacements, so they manipulated quakes father to attack her in his altered form and used their candidates for the new position to infiltrate shield: white rabbit and bombshell to take out the other women in secret then apply for their positions.

Villains: Mr Hyde, hydra soldiers, bombshell, white rabbit

Sub-Mariner

Group: Sea Dwellers

Stats:

Strength: 10

Dexterity: 4

Constitution: 6

Powers:

Punch: does low damage (physical)

Low cost: Splash: Does medium damage (water)

Medium cost: Shark Attack: does high damage (blade)

High cost: Tsunami: Does medium damage to all enemies (water)

Traits: Healing Factor 3

Weaknesses: Heat, Fire, Poison, Electrical

Resistances: Water, EMP