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| ***Nanophage*** | **M** 14 | **S** 20 | | | **R** 20 | | **T** 16 | | **W** 20 | | **P** 14 | | | **C** 12 | |
| **INI +**10 | | | **HP** 41(10) | | | | **AV** 6/6/- | | | | **MV** 12 | | | |
| **STK** 18 | | **BLK** 18 | | | **SHT** 15 | | | | **DOD** 16 | | | **ZAP** 14 | | |
| Adaptive Armor – Armor 6/6/0; Can shift between P/E at beginning of round  Analyze Foe – See chart  Cling – Can cling to any surface  Construct – Creates the two Mimic Bots  Envenom – Envenomed (T,W) 1d6 Penetrating Energy Nano damage  Extrude – Through small openings  Flow – Run 12, Stretch 12; Can flow up any surface; Can flow through cracks  Invisible – In his lair, where nanos are everywhere, he can go invis  Morphic Weapon – 2d6+d12 Physical Stab/Slash/Crush  Gadget – Can create any power with nanobots  Supervillain – Starts with 9 Energy  Tactics – 1d4 TP to start battle  Witty – Use Wit for dmg die | | | | | | | | | | | | | | 2B  M/E  1B  E  2B  4B  1B  M  4B |

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| ***Mimic Nanobot*** | **M** 14 | **S** 14 | | | **R** 14 | | **T** 14 | | **W** 10 | | **P** 10 | | | **C** 8 | |
| **INI +**2 | | | **HP** 34(9) | | | | **AV** 3/3/- | | | | **MV** 8 | | | |
| **STK** 16 | | **BLK** 16 | | | **SHT** 12 | | | | **DOD** 14 | | | **ZAP** 10 | | |
| Cling – Can cling to any surface  Envelop – This is a touch Entangle 3/3/- & 4d6; Can be Mimicked once escaped  Flow – Run 9, Stretch 9; Can flow up any surface; Can flow through cracks  Mimic – Can mimic the appearance AND POWERS of any Enveloped character  Morphic Weapon – 2d6+1d8 Physical Stab/Slash/Crush  Tough – Hits +8 | | | | | | | | | | | | | |  |

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| ***Factory Goons*** | **M** 12 | **S** 12 | | | **R** 10 | | **T** 12 | | **W** 10 | | **P** 10 | | | **C** 10 | |
| **INI** 0 | | | **HP** 23(6) | | | | **AV** 3/3/- | | | | **MV** 6 | | | |
| **STK** 16 | | **BLK** 16 | | | **SHT** 12 | | | | **DOD** 14 | | | **ZAP** 10 | | |
| Armor – 3/3/0  Laser Carbine – 3d8 Energy Laser  Pistol -- 3d6 Physical Stab Damage | | | | | | | | | | | | | |  |