



# NAMOR

Prince Namor of Atlantis

|                                                |                                       |                                           |                       |
|------------------------------------------------|---------------------------------------|-------------------------------------------|-----------------------|
| <b>FIGHTING</b><br><i>melee</i>                | <b>INCREDIBLE (40)</b>                | <b>HEALTH</b><br><i>F+A+S+E</i>           | <b>195</b>            |
| <b>AGILITY</b><br><i>ranged · dodge</i>        | <b>REMARKABLE (30)</b>                | <b>KARMA</b><br><i>R+I+P</i>              | <b>80</b>             |
| <b>STRENGTH</b><br><i>damage · grapple</i>     | <b>MONSTROUS (UNEARTHLY IN WATER)</b> | <b>RESOURCES</b><br><i>afford by rank</i> | <b>MONSTROUS (75)</b> |
| <b>ENDURANCE</b><br><i>stamina · resist</i>    | <b>AMAZING (50)</b>                   | <b>POPULARITY</b><br><i>fame</i>          | <b>5</b>              |
| <b>REASON</b><br><i>knowledge · invent</i>     | <b>GOOD (10)</b>                      |                                           |                       |
| <b>INTUITION</b><br><i>senses · initiative</i> | <b>REMARKABLE (30)</b>                |                                           |                       |
| <b>PSYCHE</b><br><i>willpower · magic</i>      | <b>INCREDIBLE (40)</b>                |                                           |                       |

**MOVEMENT**

GROUND  
**1 AREA**

AIR  
**8 AREAS**  
GOOD · 120 MPH

WATER  
**4 AREAS**  
GOOD · 60 MPH

**TALENTS**

EDGED WEAPONS

UNDERSEA LIFE

MARTIAL ARTS B

WRESTLING

LEADERSHIP

**POWERS**

**DAMAGE** the number = how much damage this hit deals

**ABSORBED** the number = how much damage this armor blocks per hit

**MOVEMENT** see Movement block above for areas/turn + mph

**EN** energy attack — roll Agility on the Universal Table

|                              |                                                   |                                                                                                                                       |
|------------------------------|---------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------|
| <b>BODY RESISTANCE</b>       | <b>REMARKABLE (30)</b><br><b>ABSORBED</b>         | Remarkable vs. physical attacks and energy damage                                                                                     |
| <b>RESISTANCE TO COLD</b>    | <b>AMAZING (50)</b><br><b>ABSORBED</b>            |                                                                                                                                       |
| <b>HYPER-SWIMMING</b>        | <b>GOOD (10)</b><br><b>MOVEMENT</b>               | Good water speed                                                                                                                      |
| <b>FLIGHT</b>                | <b>GOOD (10)</b><br><b>MOVEMENT</b>               | Good air speed                                                                                                                        |
| <b>WATER BREATHING</b>       |                                                   | Namor is amphibious and can breathe as as well as water                                                                               |
| <b>WATER FREEDOM</b>         |                                                   | Namor doesn't suffer penalties in under-water battles and is +1CS Fighting, Endurance and Strength.                                   |
| <b>ELECTRICAL GENERATION</b> | <b>REMARKABLE (30)</b><br><b>DAMAGE</b> <b>EN</b> | Although a seldom used ability, Namor has the power to generate electrical blasts from his body, and can do so at Remarkable ability. |

**LIMITATIONS**

**DEHYDRATION** —

Namor is in constant danger of dehydration. If not immersed in water or kept in a damp environment, he suffers a -1CS to FEATs for each hour without such water. If totally deprived of moisture, he loses one point of Health per hour. Immersion in water restores such lost Health immediately.

**CONTACTS**

ATLANTIS

AVENGERS

FANTASTIC FOUR