

MHR1
ACCESSORY

MARVEL SUPER HEROES™

X FORCES

Campaign Book



by Scott Davis and Anthony Herring

MARVEL SUPER HEROES™

Game Accessory



GRANDMASTER'S LOG

by Anthony Herring

TABLE OF CONTENTS

Introduction	2	Colossus	34	Polaris	49
Role-Playing a Mutant	3	Cooper, Val	35	Professor X	50
Dangers of the Danger Room	7	Crimson Commando	35	Psylocke	50
Machines of the Mutants	12	Cyclops	36	Pyro	51
Perilous Maneuvers	13	Deadpool	36	Quicksilver	51
Lady Anguish	14	Domino	37	Rogue	52
Spotlight on Blacklight	16	Feral	37	Sabretooth	53
Terrible Terra Firma	19	Fitzroy, Trevor	38	Sauron	53
Fired by the Foreman	21	Foreman	38	Sentinel	54
Tyler's Tantrums	22	Forge	39	Shadowcat	55
When a City Melts!	24	Gambit	39	Shatterstar	55
Character Roster	26	Gideon	40	Shinobi	56
Apocalypse	26	Havok	40	Siryn	56
Archangel	26	Iceman	41	Skids	57
Avalanche	27	Jubilee	41	Spiral	57
Banisher	27	Juggernaut	42	Storm	58
Banshee	28	Lady Anguish	42	Strong Guy	58
Beast	28	Lady Deathstrike	43	Stryfe	59
Bishop	29	Magneto	44	Sunspot	59
Black Queen	29	Marvel Girl	45	Super Sabre	60
Blacklight	30	McKenna, Fiona	45	Terra Firma	60
Blob	31	Meggan	46	Toad	61
Boom-Boom	31	Mister Sinister	46	Warpath	61
Cable	32	Multiple Man	47	Wolverine	62
Cannonball	32	Mystique	47	Wolfsbane	62
Captain Britain	33	Nightcrawler	48	Blackbird Specifications	63
Cassidy, Black Tom	33	Omega Red	48		
Collins, Rusty	34	Phoenix II	49		

Credits:

Adventure Design: Anthony Herring
Editing: Caroline Spector
Product Manager: Steven Schend
Cover Art: Tom Morgan and Paul Mounts
Interior Art: The Marvel Bullpen
Black and White Maps: Steve Beck

Typography: Gaye O'Keefe
Production: Sarah Feggstad
Special Thanks To: Michael Hollinger, for his insightful article on Danger Rooms (published in DRAGON® Magazine #169), and to my brother, Todd, for being there when I needed him most.

MARVEL SUPER HEROES is a trademark of Marvel Entertainment Group, Inc. All Marvel characters, character names and the distinct likenesses thereof are trademarks of Marvel Entertainment Group, Inc. ©1992 Marvel Entertainment Group Inc. All Rights Reserved.

DRAGON and the TSR logo are trademarks owned by TSR, Inc. Game Play Elements ©1992 TSR Inc. All Rights Reserved.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English language products of TSR, Inc. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd.
Printed in the United States of America.

TSR, Inc.
P.O. Box 756
Lake Geneva
WI 53147
U.S.A.



TSR, Ltd.
120 Church End
Cherry Hinton
Cambridge, CB1 3LB
United Kingdom

INTRODUCTION

"My homeworld floats alone, a dead monument to a dead galaxy, a reminder of those who thrived millennia ago.

"And yet I live on, an immortal whose only amusement lies in games of chance and challenge. I am an Elder of the Universe. I am the Grandmaster.

"The universe is my game board; it's countless inhabitants, my playing pieces. On your world, I have beaten the Prime Mover, a robotic computer created by the Earth-born called Doctor Doom. I have even bested Death itself.


"The Earth and its flock, especially its mutants, are dear to me. As a breeding ground for superhuman pawns, this planet has no equal. Mutants are particularly 'adaptable' to my games.

"I have written this log so you might prepare yourself for the games to come. In this log, you shall find information relevant to Earth's most powerful mutants. Not only shall you discover the limits of their powers and abilities, but you shall learn what it is like to be a mutant among normals. This factor, this 'mutant agenda,' shall affect their success in the contest above all else.

"I have also included scenarios designed to test mutant players for the coming challenge, as well as complete rules for developing a 'Danger Room' of your own, where your heroic pawns can be tested even further. For even more variance, and I pray a worthy challenge, I have given you data concerning some of the special equipment often used by mutants.

"Pay heed to the Grandmaster's Log! For one day, I and my Chosen shall arrive from the frigid depths of space to make our challenge. The very Earth shall be the prize! Who among you shall stand to face the Game of the Grandmaster?"





ROLE-PLAYING A MUTANT

To play a mutant character to the fullest in the MARVEL SUPER HEROES role-playing game, it is important to know exactly what mutants are, how the world views them, and how they view themselves.

The Mutant Condition

Mutants are like normal people, but with one exception: Strange genetic anomalies are present in the their DNA at birth. These genetic peculiarities often result in super-human powers.

Physical powers are usually obvious, such as the blue fur, teeth, and claws of the Beast. Mental abilities can be more subtle, but usually leave their mark on the mutant also, as with the stunning white hair and piercing eyes of Storm.

A mutant's power usually appears upon reaching adolescence, a time when the human body naturally undergoes incredible emotional and physical changes. It is likely that this stress "awakens" the mutant genetic code, bringing about even more changes in the unsuspecting adolescent.

Imagine you are sitting in class. All day your back has been itching furiously. You feel two small bumps there. Mosquito bites? The teacher insists that you visit the nurse. Walking the halls and scratching your back, you decide to stop in the washroom and see what the heck is going on. Lifting your shirt and twisting to look in the mirror, you gasp in horror. Small white feathers are growing from mounds in your back. You, plain old you, are sprouting wings! Are you part of the "mutant menace?" What will people think? Will they label you an angel... or a devil?

Some mutant abilities surface before or after puberty. An intense trauma can cause a young mutant's powers to emerge prematurely. Some mutants even grow to adulthood with no inkling of their mutant condition until special circumstances arise to unleash their latent powers.

Unlike high-tech characters, whose powers are gained from equipment, a mutant's abilities are inborn. Mutants are neither robots nor aliens. They usually originate from this dimension and planet.

Mutants should also not be confused with "mutates," who are also called mutated or altered humans. These once-normal people gained super-human powers through external forces which changed their genetic makeup. Such forces include radiation, cosmic rays, magic, and so on. While a mutate's DNA is altered by external stimuli, a mutant's genetic code changes at the moment of conception and often requires an internal "awakening" to become active.

Though mutants and mutates are technically different, they are often lumped together and labeled "muties" by people who hate them. Such mutant prejudice is growing.

Thoughts and Theories

Though researchers (notably Professor Charles Xavier and Dr. Moira MacTaggart) have had some success in identifying the process of mutation, the exact nature of human mutation in the Marvel Universe remains a mystery. This is partly due to the fact that mutant research is hampered by political and social pressures. Researchers are usually persuaded to proclaim themselves either pro-mutant or anti-mutant, which immediately influences who will investigate or accept their findings, and who will remain close-minded.

There are four theories which try to pinpoint the cause of human mutation and to understand why the mutant population is steadily growing:

- At this time, the most commonly accepted theory is that mutants are the next step in the evolutionary process. Like present man differs from the Neanderthal, mutants differ from the man of today. This theory is very

disquieting for normals; they may be facing their own evolutionary successors.

- It is known to an enlightened few that the Celestials, a race of super-aliens, discovered the Earth over a million years ago and modified the genetic makeup of the existing human stock. The Celestials created the Eternal and Deviant races in this way, and may also have given humanity the genetic programming for mutation, which might account for both mutants and super-powered mutates.

- The third theory draws assumptions from the previous two. It is postulated that mutants are showing up in greater numbers now because of atomic testing, which began nearly 50 years ago. The rising background radiation level triggers either natural mutation or the Celestial's genetic programming for mutation. Although there were mutants before the atomic age (such as Apocalypse and Selene), as well as mutants from places other than Earth, the majority of mutants from the Earth have appeared in the last 50 years.

- The final theory claims there exists a genetic "Survivor" also known as "That Which Endures." Supposedly, the Survivor is the source of evolution for all life on Earth. It inhabits the dominate species (such as dinosaurs or humans) until the host species attains its genetic peak. That Which Endures then searches for a new host species, leaving the former host at an evolutionary dead end. This theory states that the increase in mutant population is due to influence by the Survivor, which has chosen mutants as its next evolutionary host.

Unfortunately, there is no way to discover which theory is correct. It seems most likely that all four theories are partially true, with the ultimate truth lying somewhere in between.



The Mutant Menace

Because mutant abilities are inborn, anyone has the potential to be a mutant. A sudden, shocking transformation could happen at any time. How can anyone be safe from this "mutant menace?" Family, friends, and neighbors could all be mutants!

Most ordinary humans view this situation with great discomfort. Fear, ignorance, and even envy have bred a deep-rooted prejudice against mutants. Depending upon the region and recent events, anti-mutant activities range from peaceful protests to murderous lynchings.

There are several factors which contribute to a general fear and mistrust of mutants:

- The most obvious fear is that anyone can be a mutant, even one's closest friends and relatives. While most mutations are obvious, others are subtle. Who is to say that our elected officials are not secretly mutants trying to infiltrate and control the government? This type of paranoia spreads like a cancer, affecting both the guilty and innocent alike.
- Because they cannot understand them, and will likely never possess them, most humans fear mutant powers. How can ordinary people stand up to these awesome abilities? Can they even depend upon their police or armed forces to defend them? The fear of the abuse of mutant powers is a definite factor in the prejudice against mutants.
- The theory that mutants are the next step in human evolution has only served to increase anti-mutant sentiments. The thought that normal people are being replaced by this new sub-species of humanity (called *Homo sapiens Superior*) is disquieting. From the actions of some "evil" mutants, much of society is convinced that all mutants believe themselves to have an inborn right to

take control of the Earth.

- Another reason for mistrust is that mutants tend to gather into fighting teams. Though some are obviously good and others downright evil, they both seem to leave mass destruction wherever they tread. While most of these groups are formed as a direct response to anti-mutant attitudes, it doesn't seem to matter to humans, who also don't care that the destruction caused by good mutant groups usually prevents even greater destruction.

The Mutant Agenda

The future for both mutants and normals is in jeopardy. One probable future, as experienced by Rachel Summers (Phoenix II), is one in which strict anti-mutant laws are passed, forcing mutants to report to concentration camps. Those who resist become renegades to be hunted down and slaughtered by Sentinels, highly advanced robotic mutant-hunters. Eventually, the Sentinels' programming was expanded to include all super-powered individuals. New York City became a ruin in the process. It appeared that the utter genocide of mutants and super-beings was imminent. Will this nightmare future come to pass?

Methods for remedying the situation are as varied as the people who support them. Some want an end to conflict, while others view conflict as the only means to a peaceful conclusion. Many people don't even care about the mutant situation, but play mutants against one another and society in order to gain personal power.

Below are the opinions of some of the most influential characters in the Marvel Universe. Use them as guidelines for developing your own character's way of thinking.

CABLE (Freedom Fighter/Terrorist):
Leader of X-Force.

"It's time we became a force for change in this world. A force—legal or not—for what's right." (NEW MUTANTS 100)

Cable represents the gray area between good and evil mutants. By openly fighting for mutant rights, he is considered a freedom fighter by mutant supporters, and a terrorist by the governments he threatens.

Cable's exact mutant agenda is difficult to pin down. He seems most concerned with eliminating evil mutants who threaten society and, in turn, negatively affect the public's attitude toward mutants. He also uses X-Force to aggressively thwart anti-mutant factions within the government. As might be expected, the U.S. Government, and especially Henry Gyrich of the Commission of Superhuman Activities, wants to take Cable down.

Cable believes he is taking part in a bloody war and is training his charges as soldiers. He is not above killing to "win."

"Do unto them what they've got planned for us. Hit 'em hard an' fast. We got the power, people, past time we used it" (UNCANNY X-MEN 273)

EMMA FROST (User/Manipulator): White Queen of the Hellfire Club.

"This young witch presents a threat to myself and my organization," proclaimed Emma Frost. "And anything which threatens the Hellfire Club must sooner or later threaten the X-Men! Now, open your mind to me, young one... before I peel your psyche like a ripe fruit!" (UNCANNY X-MEN 281)

Emma Frost is the type of character who cares little about the state of affairs between mutants and normals, even though she too is a mutant. She only cares about her own welfare and that of her organization, the Hellfire Club.

To the White Queen, mutants are little more than pawns in her social and economic schemes. She seeks control over mutants in order to use their



superhuman abilities for her own ends.

Emma Frost is a master of seduction, enticing the target to take the first step, then leading each additional step thereafter until her ultimate goal of total control over the target is achieved. She is usually very subtle, tempting individuals into service with promises of money, power, or solutions to immediate problems. Only when she is rushed by pressing needs will she push hard to recruit a mutant to her cause. She is not above using force or mind-controlling devices and powers to "persuade" a desired mutant.

STRONG GUY (Crimefighter): Member of X-Factor.

"Okay, that's it! I've had it! I am sick and tired of the word 'mutant'... It's one of the dirtiest words and racial slurs in this country. 'Mutant menace. Mutant scum. Mutant danger.'

"Remember when African-Americans were 'negroes' or worse? When the physically challenged were 'cripples'? Every other segment of society is now frosted with verbal respect. But you guys have turned the word 'mutant' into a buzz word meaning 'dangerous.' It's unfair and we're not gonna take it anymore.

"We deserve respect! We demand respect!... We prefer the term 'genetically challenged.' Or 'geacees' for Short." (X-FACTOR 73)

Guido represents a less serious attitude toward the discrimination of mutants. His goal, and that of other mutant crimefighters like him, is to defeat the bad guys; to do good for good's sake. Although pro-mutant, he does not use violence to promote mutant rights.

Guido realizes that because he is a mutant, his actions will be viewed with a critical eye. He tries to avoid situations in which his actions could provoke bad press. But he is not very good at it. In a recent battle against Slab, Guido destroyed the Washington Monument. Oops!

GYRICH, HENRY PETER (Anti-mutant Bureaucrat): Agent of the U.S. Government.

"I've always maintained mutants represent a threat to the national security... We have recently reacquired the financial backing we've needed since Shaw Industries collapsed. Project: Wideawake is ready to go back on-line!" (X-FORCE 5)

Henry Peter Gyrich is a paranoid power-freak. He is suspicious of all super-powered individuals, whether mutant or not. Being a capable bureaucrat specializing in super-human affairs, he has acquired considerable political power. Gyrich continually uses this influence in his personal quest to control and regulate the rights and activities of super-humans and mutants.

Henry Gyrich represents that element in the US government obsessed with the idea that mutants and other super-powered individuals will ultimately bring about the downfall of normal humans. To deal with the problems posed by the growing number of mutants, the government formed a covert commission known as Project: Wideawake.

Gyrich was given control of the project and was answerable only to the President. Sebastian Shaw (who was secretly a mutant himself) was made a special consultant, as was Senator Kelly. Shaw Industries was secretly licensed by the government to construct Sentinels for use by Project: Wideawake, and by the Department of Defense. These Sentinels (Mark IV, V, and VI) were used to capture any superhumanly powerful mutants who the project directors felt posed a threat to national security. With the recent death of Sebastian Shaw and the collapse of Shaw Industries, the project lost its funding and was put on hold.

Apparently, Henry Peter Gyrich is determined to bring Project: Wideawake back to its original status and power. If so, both humans and mutants will likely suffer from the resulting mayhem.

MAQNETO (Aggressive Defense): Self-appointed leader and defender of mutantkind.

"Whatever we decide, the world will never accept us. They only mean our destruction, as individuals and as a species" (X-Men 1)

Magneto has long been concerned with the condition of mutantkind. Over the years his ideology has changed considerably.


Currently, Magneto is the prime representative of the school of thought that mutants must seek security through a strong, aggressive defense. Mutants must stand united against their oppressors. Let humanity strike the first blow, then retaliate with a vengeance. As Thomas Jefferson said: "Eternal vigilance is the price of liberty." For Magneto, the difficulty does not lie in gaining mutant independence, but in keeping it.

Magneto no longer condones open warfare against humanity. His stance is more like that of the "cold war" once shared by the United States and the Soviet Union.

"All my life," declared Magneto to the X-Men, "I have seen people slaughtered wholesale for no more reason than the deity they worshipped, or the color of their skin—or the presence in their DNA of an extra, special gene. I cannot change the world but I can—and will—ensure that my race will never again suffer for its fear and prejudice... Harm done against any mutant is harm done to me. And I shall respond accordingly." (X-MEN 1)

PROFESSOR CHARLES XAVIER (Peaceful Coexistence): Leader of the X-Men.

"We have it within ourselves, X-Men—as do all people, whether mutants or no—to leave our world better than we found it. To strive for the heights of our potential, to seek out the best in ourselves and in others... Yes, that is an



ideal. Perhaps an unattainable one. But success in this is not what is important. What matters is the attempt. And our powers, our role as heroes—perhaps even the simple fact that we live—gives us the obligation to try." (X-MEN 3)

Charles Xavier is devoted to the preservation and training of mutants. His ideal is a society in which mutants and normals co-exist, each working to help the other make the world a better place. To that end, the X-Men aggressively work to subdue evil mutants and other super beings in an attempt to give all mutants a better reputation and to protect the innocent. Because such actions often result in mass destruction, which in turn results in bad publicity, Xavier and his X-Men face an uphill struggle.

"Like Magneto, we have made choices in our lives. We have taken our stand for what we believe in. We were both haunted men, him by a nightmare, me by a dream... His choice was ever fueled by rage, tainted by the despair that scars his soul. As ours, I pray, will be sustained by hope." (X-MEN 3)

TOAD (Evil Mutant): Leader of the New Brotherhood of Evil Mutants.

"My name is Mortimer Toynbee... You see, there are just far too many mutant factions currently in operation. Everyone putting an X In front of their names. And Magneto with his sad delusions of nobility! And Homo sapiens? Well, just take the paramilitary anti-mutant state of Genosha as an example. Using our people as enforced labor. An injustice that cries out for vengeance!" (X-FORCE 5)

Evil mutants, such as Toad and his New Brotherhood, are often drawn together by adversity and endeavor to recruit more mutants who are bitter about the way society has treated them. These mutants are reactionaries, acting first before society has a chance to hurt them again. Such misguided mutants often rationalize their robbing and killing as an equal exchange for the injustices

(whether real or imaginary) suffered upon them.

Because they present themselves as "evil mutants," and often cause considerable devastation, they have a very negative effect upon the way all mutants are perceived by society. Good teams, such as the X-Men, actively battle these villains in an attempt to counter this image.

"I need you, Karl Lykos—I need you to join me in fulfilling my dream ... a dream where mutants can rule in superiority over the subspecies which has dogged our evolutionary advancement for far too long! Join us, Doctor Lykos. Let your friend Sauron come out and play ... with the New Brotherhood of Evil Mutants!" (X-FORCE 5)

Role-Playing Tips

From the previous information, you should have a pretty good idea of what it's like to be a mutant in the Marvel Universe. Even though you may have spectacular powers and save the world, in many ways you are nothing more than a second-class citizen.

Imagine what it must be like to suffer at the hands of powerful villains, only to be scorned by the very people you are struggling to protect. Mutants make for grim heroes, who often question the value of their heroic actions.

The following is a checklist of ideas for you to refer to as you role-play a mutant (or other character type) in the Marvel Super Heroes game:

- Are you pro-mutant or anti-mutant? When prejudice is thrust in your face, it's difficult to remain indifferent. Take a stand!
- If you are a mutant and also take an anti-mutant stand, how do you view your own powers? Do you avoid using them? Are you afraid of your powers? Maybe your goal is to somehow get rid of your powers and become "normal" again.

- What is your "mutant agenda"? Of the characters described above, who are you most likely to agree with? How do you feel about these mutants and their ideas? Why do you feel that way? Write down your own personal agenda based upon those above.

- Once you have a firm grasp of your character's own agenda, actively pursue it whenever the opportunity presents itself during play. Try to persuade others to adhere to your point of view. How you go about this depends upon your agenda. A character like Emma Frost might use seduction or even force to recruit others to the cause, for example, while someone like Professor Xavier might employ calm, rational conversation.

- Above all else, heroes are heroes because they fight the good fight: stopping crime, rescuing innocents, and defeating powerful foes. No matter how strong your character's feelings are toward the mutant menace, remember that he is a hero first. Indiscriminate killing and destruction is wrong by any standard. If your hero sinks to the level of his persecutors, is he any better than they are?



DANGERS OF THE DANGER ROOM

Between missions to save the world, hero teams need a place to stay in shape.

Many heroes now have a place like the room the X-Men have always called—the Danger Room.

Nearly always located within a team's headquarters, the Danger Room presents heroes with traps, robotic opponents, and simulated natural disasters.

We want a Danger Room!

When the heroes decide it's time to add a Danger Room to their base, the best way for them to go about it is to contract the job with a non-player character engineer or organization (who is under the Judge's control). You can actually role-play the bargaining that goes on between the heroes and the contractor if you wish.

It's best if the Judge takes it upon himself to design the team's Danger Room. Allow the players to make a few suggestions, but the final design should be the Judge's. If the players know all of the tricks and traps of the Danger Room, how can their characters be surprised and truly tested?

The Danger Room Controller

The person in charge of the Danger Room should be a non-player character (NPC). This character is responsible for using the main computer to develop, control, and repair the various traps and robots of the room. It is important that the character have a high Reason attribute and appropriate skills, such as Computers, Electronics, and Robotics.

The NPC controller is also responsible for logging all of the heroes' abilities into the computer. The settings for various dangers are usually at the test subject's

highest rank or one rank higher. Accidents can result from using the wrong settings (Cyclops being tested by an Agility test designed for the Beast, for example) or if the settings were changed or sabotaged.

The controller must ensure that the room has overrides both in the control booth and the room itself. By hitting a "panic button," all systems in the room shut down. Such safety features can prevent a hero's death.

The controller should be on call at all times, and usually resides at the base as an unofficial or reserve member of the team. This can make workouts in the facility especially exciting for the heroes, particularly if they begin to question the NPC's true loyalties.

What if the technician is really a spy for the corporation the heroes contracted with? He would have the perfect means to come up with detailed portfolios on all of the heroes' powers and abilities.

What if the scientist is actually an assassin or disguised villain? He could use the Danger Room in an attempt to eliminate the heroes. "Sorry, guys, that robot's power levels were somehow raised above the test setting. Must be a short in the system. Won't happen again. I promise." Yeah, right.

In either situation, a villainous controller has the perfect opportunity to test new technologies upon the heroes: shrinking rays, power inhibitors, mind-control devices, whatever the NPC's true employers (meaning you) what to see inflicted upon the player characters.

Of course, the NPC might be a good and loyal member of the hero team. The choice is up to you. In either case, keep in mind that the NPC has a history too. He can be a great "hook" to get the characters involved in adventures. If the controller's family should be kidnapped by a villain, who will he persuade to help him rescue them? What if he is being blackmailed by the villain to kill the

heroes? Torn between his fear of the villain and his loyalty to the team, what will he do?

It's a good idea to develop a complete character record and background for the NPC technician. This will help you generate ideas for using him in both Danger Room situations and adventures outside the base.

The Master Computer

Next in importance to the human controller is the master computer. It is responsible for helping the controller create, monitor, and repair the various dangers in the room.

Usually the computer's core is secured beneath the Danger Room. This is where the traps and robots are created, stored, and repaired. Commands can be given to the computer from consoles in the control room or directly at the core. It is likely that only the controller knows the passwords for accessing the computer.


The master computer has only a Reason attribute, which ranges from Good (10) to Unearthly (100). It is not self-aware, being merely a very intelligent machine. (Even so, who's to say that a power surge might not grant it a personality ... good or evil.)

The master computer can be equipped with a number of powers:

BODY ARMOR: The computer is usually constructed of Excellent (20) strength materials, granting it Excellent (20) body armor.

FORCE FIELD: For added protection, a force field generator can be fixed to the computer core. The rank of the field cannot exceed the computer's Reason. The field protects it against physical and energy attacks, but cannot prevent damage due to a short-circuit or overload.

MACHINE ASSEMBLY: The computer can assemble complex devices at the speed and efficiency of 10 highly skilled technicians. The ranks of powers and



abilities of traps and robots cannot exceed the computer's Reason rank. A computer with Incredible (40) Reason could make a beam weapon of up to Incredible (40) intensity, for example.

MANIPULATIVE LIMBS: The computer is equipped with 10 telescoping arms ending in delicate "fingers" with which it can rapidly build mechanical traps and robots.

REMOTE CONTROL: Through a remote link in the computer, the controller can manipulate every "prop" in the Danger Room. This enables him to activate, deactivate, and place dangers on "standby."

ROBOTIC CONSTRUCTION: Because the computer is a mechanical construct, it cannot be affected by mental or emotional attacks. Powers that affect machinery can affect the computer.

The Final Cost

The heroes must have the Resources available to afford the Danger Room. As a basic rule, assume the cost is equal to the computer's Reason or the controller's Reason (whichever is higher) +2CS.

If the heroes can't come up with the money themselves, they might apply for a loan or try to persuade a powerful organization to sponsor the Danger Room. This can lead to memorable adventures. An unscrupulous organization might decide to call in the debt, forcing the heroes to pay immediately or undertake a "little task" as partial compensation.

How the Danger Room Works

Refer to the map on the inside of this book's cover. This is a basic Danger Room layout. Feel free to develop more unusual designs of your own.

As you can see, the floor is divided into a number of small squares and

rectangles, each one being equal to one area for determining a character's movement, range, and so on. Any area concealing a hidden danger is activated by someone moving into that area (or even flying above it). Dangers can also be activated, held on "standby," or deactivated by the technician in the control booth.

The ceiling height is usually considered to be three areas, though greater heights are possible with each additional area costing its material strength in Resources. The material strength of the walls, ceiling, and floor are determined by the Judge, with a suggested value of at least Remarkable (30).

Most Danger Rooms have a tendency to malfunction if the master computer is damaged, or if over 50% of the door, ceiling, or walls are breached. Because pipes, conduits, wires, and circuitry lie behind the room's surfaces, breaching them can cause an overload which (Judge's option) can result in the entire room activating and attacking.

Now that you understand how the Danger Room works, it's time to present the heroes with a Danger Room mission.

Today's exercise will be...

A smart team leader will use the Danger Room to prepare his teammates for upcoming missions. If the enemy's abilities are known, a robotic simulation can be built and battled in the Danger Room.

Most of the time, however, the facility is used to keep the heroes honed to a razor's edge. The missions described below should keep your player characters jumping.

A mission is the combination of an objective and one or more complications.

Objectives


Most of the following objectives involve dealing with an object of some sort. The exact nature and characteristics of the object is up to you. It could be something as simple as a rock to something as complex as a force field generator. Whatever it is, tailor its abilities to reflect those of your player characters. Refer to the following to help you determine the object's statistics:

- Strength required to lift the object should not exceed the Strength of the strongest member of the team.
- Its material strength should be less than the Strength of the strongest hero in the exercise.
- The object can be in as many as 10 pieces (usually only for "assemble" objectives).
- The object's abilities may be further modified by complications (see below).

Assemble: The object is disassembled. Place small markers representing the various pieces on different areas of the map. The objective is to put the object together again. It takes one turn to fit two pieces together. The Danger Room uses traps to slow down the heroes, and possibly to break the object apart.

Destroy: Place a marker representing the object on any area. Consider the object to have either body armor or a force field. Do not make it too powerful; the heroes should have a chance of winning. In any event, the rank of its body armor or force field cannot exceed the master computer's Reason rank. The objective is to bypass the defenses and destroy the object.

Exterminate: There is no object for this one. The heroes must eliminate every robot in the Danger Room. Each round a number of generic robots equal to three times the number of heroes is activated. In addition, one nemesis robot activates per round. If at the end of any round all robots have been deactivated, no more



robots appear; the heroes have won. (Generic and nemesis robots are described later in this chapter.)

Gauntlet: The heroes must cross the room, touch the opposite wall, and exit back through the door they entered. Opposing each hero is his or her nemesis robot. This objective should have the complication of being "timed" (see Complications).

Protect: Place the object on any area in the room. Also in the room is one generic robot per hero, plus a single nemesis robot. The heroes must stop the robots from destroying the object. The robots remain stationary until attacked, or a hero activates the area containing the object.

Rescue: The object is typically the robotic duplicate of a common citizen, but can be the duplicate of a team member (who should be absent from this exercise). The "victim" is placed in a dangerous situation: dangling from a ledge near the ceiling, hanging at the lip of a chasm, drowning, sinking in quicksand, imprisoned with diminishing air supply, etc. The heroes win by removing the robot from the dangerous situation.

Search: The object is hidden. The heroes must find it and exit the Danger Room. At least one nemesis robot guards the door.

Transport: Pick two areas at opposite ends of the danger room. Place the object in one area; the second area is the object's destination. The heroes must move the object to its destination to complete this mission. Very heavy (a boulder) or very delicate (a plaster statue) objects are best for this mission.

Complications

Once you have determined the object (if any) and the objective, add some complications. As a guideline, use one complication for each hero participating in the exercise.

Add another objective. You can essentially combine two objectives into a single mission. This may require adding another object. For example, Assemble could be paired with Rescue such that the assembled object is required to free the victim.

Object is hidden. The object is contained beneath an area. Whether or not the heroes know which one is up to you. The area must be activated to get the object. Any hidden dangers are sprung when the area is activated.

Object is hostile. The object has a single weapon (your choice) to use against anyone entering its area.

Object is mobile. Whether by teleportation, running, flying, or whatever, the object can move to any area in the Danger Room each turn. If moving by any means other than teleportation, heroes can catch it while it moves by succeeding at an Agility FEAT of intensity equal to the object's speed, assuming it passes through the hero's area. Any areas the object moves through, flies over, or lands upon are activated.

Object is protected. One generic robot per hero is already standing guard over the object.

Object may self-destruct. Each turn a hero is in the same area as the object, there is a 50% chance its self-destruct sequence activates. An alarm sounds for one round before the object explodes, inflicting Incredible (40) force and Excellent (20) edged damage to everyone in the same and adjacent areas. To promote suspense, don't let the heroes know how long the alarm will sound before detonation.

Object will self-destruct. The self-destruct alarm sounds as soon as the first area in the Danger Room is activated. The alarm blares for 2-20 turns before detonation. Damage is the same as described above. Again, don't let the heroes know how long they have.

Timed. The heroes have 20 turns to complete the mission. Once this time has elapsed, a danger automatically activates each turn thereafter. The powers and abilities of these dangers are increased to maximum potency (equal to the computer's Reason rank). Traps automatically move to appear beneath the heroes.

Some Terrifying Terrain

After you've come up with the details of the mission, it's time to add some features to the Danger Room itself. As a basic rule, add from 0-3 terrain features to the room for each exercise.

The best way to represent terrain on the map is to draw a simple sketch, outlining the terrain's boundaries. This allows both you and the players to see where the terrain is located.

If a terrain type calls for a variation in height (a pit or hill, for example), it is typically no more than one area high or deep. Should a character fall, consider it to be a charging attack against the floor.

Use terrain to both hinder and help the heroes. Knocking robots into water to short-circuit them is a good tactic, as well as throwing them off cliffs or into chasms.

Don't let these features interfere with your placement of traps and robots. For instance, a trap beneath a pond might mean the water is poisonous or acid. Robots hidden under areas in water should obviously be resistant to water, etc.

The terrain types are:

- Building
- Bluff or cliff
- Chasm
- Hill
- Pit
- Pond or lake
- Quicksand
- Stream or river
- Trees

The Dangers

The following Danger Room "props" must be created by the controller and master computer in advance. With terran technology, it is not possible to spontaneously create dangers. However, it is possible to raise and lower the ranks of a prop during a session. In all cases, a trap or robot's attribute and power ranks cannot exceed the master computer's Reason rank. If possible, a danger's ranks should be equal to or one rank greater than the hero who activated it.

The number of dangers lying in wait during an exercise is up to you. For the first few sessions, 10-15 dangers should be plenty.

When placing events, keep a separate copy of the Danger Room map for yourself and circle the letter-number coordinates where props are hidden. On the back of the map (or a separate piece of paper), list the dangers along with their letter-number coordinates. A single area can contain up to three dangers.

Traps

Traps are usually designed to ensnare or neutralize heroes. However, some can be quite deadly. Feel free to elaborate upon the following examples:

- Blades, fans, and darts that inflict edged damage.
- Energy rays.
- Flame jets.
- Flying metal hoops that ensnare and constrict.
- Force beams.
- Force fields that surround or confine heroes.
- Grappling metal tentacles.
- Missiles with the ability to track motion, heat, scent, or mutants.
- Moving walls (normal rate of one area per round).
- Piledrivers that smash for blunt damage.

- Pit traps filled with spikes, acid, or water (usually no more than one area deep).
- Power-inhibitor ray (lowers a random attribute or power by -2 CS for 1-10 rounds).
- Power-neutralizer ray (eliminates one power per hit for 1-10 turns).
- Rods that extend from the walls to trip and entangle.
- Sonic blasts.
- Stunning ray.
- Water jets.
- Web-casting devices.

Robots

There are two types of Danger Room robots: generic and nemesis. Neither type is capable of feelings and emotions; they are simply well programmed machines. In both cases, none of a robot's attributes and powers can exceed the master computer's Reason rank.

To create generic robots, simply follow the character creation procedure presented in the rule book for robotic characters. Remember that none of its ranks can be greater than the master computer's Reason. If you don't like what you have rolled, roll again or choose; these are your robots after all!

Nemesis robots require a bit more planning. Each is designed to test a specific hero's mettle. Choose the nemesis' powers to exploit the hero's greatest weakness or to negate his strongest power. Ideally, its powers should be greater than the hero's by one rank.

Physically, the nemesis appears exactly like its heroic counterpart; however, its face is a twisted, menacing caricature of the true hero. Its costume should also be similar to the hero's, but with a different color scheme.

For example, suppose Cyclops encounters his nemesis in the Danger Room. It looks much like him, but has all attributes at one rank higher than Cyclops. However, it is also covered with

millions of tiny reflective ruby quartz plates: Cyclops' eye blasts simply bounce off it. By making an Agility FEAT, the Cyclops-nemesis can even reflect the blasts back at the hero.

Natural Disasters

Though concealed beneath an area and activated just like other traps, a natural disaster's area of effect keeps expanding at the rate of one area per turn in all directions. How far the disaster expands is up to you: It might stop growing after 2 turns, or continue until the entire Danger Room is filled.

It is suggested that no more than one natural disaster be included in any single exercise. Just as with other traps, a disaster's intensity cannot exceed the master computer's Reason rank.

Blizzard: A swirling, blinding cyclone of snow and ice erupts from the area and begins to spread. Characters suffer cold damage as well as edged damage from the ice.

Earthquake: The activated area begins to shake violently. Everyone in the effect must succeed at a Strength FEAT to move at half-rate. Additionally, the earthquake has the same effect as a shockwave attack; everyone in the area of affect suffers a charge attack at the earthquake's intensity. This disaster can create chasms as described previously (your option).

Forest Fire: Blinding, choking smoke rolls from the area. Heroes suffer from heat and poisonous fumes.

Monsoon: Winds, water, and flying debris blow from the trapped area. Debris inflicts either edged or blunt damage (equal chance of either).

Mudslide: A wave of mud rises and engulfs anyone in the area. This acts like an ensnaring attack, and heroes may begin to drown.

Nuclear Incident: A brilliant flash irradiates the area. Damage results from the force of the blast, heat, and radiation (optional).

Tidal Wave: A tremendous wave of sea water rises from the area and slams into the heroes, who suffer force damage and may begin to drown.

Tornado: A twisting funnel of air and debris swirls up and begins to grow. Everyone in the effect must succeed at a Strength FEAT or be swept up and into the cyclone. Heroes in the twister suffer force and edged damage. Each turn there is a 50% chance of being thrown from the tornado; consider this a charging attack against the floor or walls.

Volcano: Blinding ash, globs of lava, and choking gases erupt from the area. Heroes take damage from the force of the eruption, heat, and poisonous gas.

Shi'ar Technology

The Danger Room of the X-Men incorporates the alien technology of the Shi'ar. Unless your player characters are

X-Men or have close ties to them, it is unlikely they will be able to use such advanced machinery. However, it is possible they might "acquire" similar technology during their adventures, which would enable them to add the following features to their Danger Room:

- The Reason of a Shi'ar type computer is Unearthly (100).
- The Shi'ar system employs holographic projectors capable of creating images of Monstrous (75) intensity and believability. This greatly increases the realism of threats. Generic robots can be made to look like Sentinels or super-powered foes. The entire Danger Room can be given an overall theme: jungle, forest, desert, swamp, etc. The walls themselves can be concealed, making the simulation seem even more real and the room boundless.
- The Shi'ar computer also

incorporates gravity controls, enabling the Danger Room to duplicate weightless environments and conditions on other planets.

- Like terran computers, the Shi'ar system can malfunction. This can result in increased damage potential and nightmare-like panoramas, situations, and encounters for those within.

Karma Awards

Taking part in Danger Room exercises is a good way for heroes to gain a little extra Karma. On a bad day, they can even lose Karma!

Complete the mission:	+10 to +30
Defeat nemesis robot:	+20
Group works as a team:	+10
Good role-playing:	+5
Defeated by Danger Room:	-20
Damage computer or HQ:	-20



MACHINES OF THE MUTANTS

This section presents devices commonly used by both mutant heroes and villains. Each entry begins with a brief description of the invention and is further broken down by the following:

Appearance: The title and issue of the comic book in which the item appeared.

Statistics: Vehicles are described by Control, Speed, and Body (material strength).

Powers: The item's various powers are described in regard to power rank, range, damage, and any special rules.

Material Strength: The object's material strength is given as a rank number. Material strength is used to determine when, and how severely, an item is damaged.

Tech Rank: Devices are given a Tech rank, which measures how complex the object is to invent or reproduce. Tech rank is important for determining the Resource FEAT, construction time, and Reason FEAT when inventing or modifying items.

Blackbird

Appearance: UNCANNY X-MEN 278 and other issues.

Control	Speed	Body
RM	SHIFT Y	RM
30	200	30

KNOWN POWERS

Concussion Missiles: The Blackbird is armed with two banks of five missiles each. Standard armament consists of concussion missiles that have a range of five miles and inflict Incredible (40) blunt damage to a single target.

Frequency Monitor: The ship's communications array continually monitors worldwide radio bands, and can pick up distress calls from anywhere on the planet.

Medical Facilities: The ship is equipped with a computerized medical array. The device has the equivalent of Incredible (40) Healing power.

Security Interlock: Before activating the Blackbird's controls, the pilot must first insert his hand into a security box. Only those whose hand imprint has been stored in the ship's computer can gain access to its controls. Overriding the security device requires a successful Incredible (40) intensity reason FEAT.

Stealth: The ship has Amazing (50) concealment from detection by mechanical devices such as sonar or radar. It is not invisible to normal sight or super-human powers, however.

VTOL: The Blackbird can land and takeoff vertically.

Material Strength: Remarkable (30).

Tech Rank: Shift Y (200).

Cerebro

Appearance: UNCANNY X-MEN 273 and various.

KNOWN POWERS The Cerebro is an amplification device. To use it effectively, the wearer must first possess the mental powers of Mutant Detection or Telepathy. **Mutant Detection:** The wearer of Cerebro gains a +4 CS bonus on his ability to detect mutants. Cerebro cannot amplify the wearer's ability above Shift Y (200) rank.

Telepathy: Cerebro amplifies the wearer's power of Telepathy by +4 CS. The device cannot amplify the user's ability above Shift Y (200) rank.

Material Strength: Excellent (20).

Tech Rank: Shift Y (200).

Glider Pack

Appearance: UNCANNY X-MEN 278.

KNOWN POWERS

Gliding: Glider packs are worn on the character's back, and allow him or her to glide downward at up to Poor (4) airspeed. The X-Men have used these to deploy themselves into combat zones by jumping out of the Blackbird.

Material Strength: Good (10).

Tech Rank: Good (10).

Inhibitor Bands

Appearance: UNCANNY X-MEN 283.

KNOWN POWERS

Power Negation: Inhibitor bands weaken the natural abilities of mutants and altered humans. The wearer suffers a -5 CS penalty on all physical abilities, and a -7 CS penalty on all power ranks. Talents and mental abilities (but not powers) remain unchanged. No ability or power rank can drop below Feeble (2). The bands have no effect on magical or technological powers.

Material Strength: Incredible (40).

Tech Rank: Monstrous (75).

Psi-Suits

Appearance: UNCANNY X-MEN 280.

KNOWN POWERS

Air Supply: Each suit carries enough oxygen for one hour of normal breathing.

Body Armor: Psi-suits provide Excellent (20) protection from physical and energy attacks.

Communicator: Each psi-suit is equipped with a radio link to all other psi-suits in the unit. The communicators have a range of five miles.

Psi-Screen: A psi-suit grants the wearer Amazing (50) protection from mental attacks.

Material Strength: Excellent (20).

Tech Rank: Monstrous (75).



PERILOUS MANEUVERS

The following short adventures are very loosely tied together and can be played in any order. This is to give you as much freedom as possible when running the scenarios. Don't hesitate to elaborate upon them or to come up with complete adventures of your own. Be creative, use your imagination, and above all else have fun, because that's what this game is all about!

All of the following adventures involve mutants who are new to the Marvel Universe. (Two of them, Blacklight and Lady Anguish, have been seen before in a MARVEL SUPER HEROES Game product, After Midnight.) This adds an element of mystery, especially for players who know the powers and abilities of established Marvel villains by heart. Statistics for all of the characters necessary to play these adventures can be found in either the Character Roster at the end of this book or the Basic Set Campaign Book.

Because these mutants are very powerful and are not affiliated with any mutant groups, they are wanted by several mutant organizations:

- Professor X wants to train them to use their powers for good.
- The New Brotherhood of Evil Mutants, led by Toad, wants to turn them to a life of crime and terrorist actions against "sniveling humans."
- Mister Sinister wants to gather them and "persuade" them to join his new team of Nasty Boys with the ultimate goal of eliminating X-Factor.
- Shinobi wants them to join his Upstarts, and help him control the Hellfire Club. He uses his Sentinels to try to capture the new mutants.
- The Black Queen of the Hellfire Club wants Shinobi to fail. She intends to make them psychic vampires under her control.
- Tolliver sends Deadpool and Juggernaut to capture the mutants, who he feels will be useful to his organization.

- Stryfe would like to see the mutants join his Mutant Liberation Front.

Obviously, these factions are at odds... and the player characters, find themselves right in the middle of it!

The Heroes

The adventures are designed for five player character heroes. It is assumed that the players are going to play members of the X-Men. Let your players choose from the following characters: Archangel, Banshee, Beast, Bishop, Colossus, Cyclops, Forge, Gambit, Iceman, Jubilee, Marvel Girl, Psylocke, Rogue, Storm, and Wolverine.

By modifying the adventures, you can easily accommodate players who want to run heroes other than the X-Men. Some might even want to play their own unique characters.

You can also play with more or less than five players. Simply adjust the difficulty of the encounters to match the number of players. Here are a couple of ways you might do this:

- Adjust the villains' Karma. Give them +50 per extra hero, or -50 per hero less than five.
- Increase the likelihood that villains retreat if you have less than five heroes, or make them fight to the finish if you have more than five heroes.

A Meeting with Professor X

It is assumed the players are running members of the X-Men as player character heroes, while you (the Judge) are playing the leader of the team, Professor X, as an NPC. This is for several reasons:

- You have a measure of control over the heroes by playing Professor X. He

(you) determines which adventures the heroes undertake and in what order. If the players get stuck, you can give them clues through the professor. It's best if Xavier remains at the X-Men Mansion and talks to the heroes by means of personal communicators. However, he can tag along if you wish, but be careful he doesn't steal the limelight, which isn't much fun for the other players.

- Professor X has a nifty gadget called Cerebro, which allows him to detect mutant activity. This is how he learns about the encounters described below, and knows where to send the player characters. Xavier can also give the heroes clues about the mutants they will encounter. For more information see the Cerebro display included in this box.
- Because they are playing the X-Men, the players have access to the team's equipment. Items that will be very useful during these adventures include the Blackbird, inhibitor bands, and psi-suits. All of these items are detailed under Machines of the Mutants.

If the players are not running the X-Men, you can still use Professor X to lead them. Assume that the real X-Men are away on a mission of great importance. Xavier needs someone to help him with the following adventures. He contacts the player characters and invites them to his mansion. You can role-play this if you wish, and even have Xavier give the heroes a guided tour of the team's headquarters.

At the start of each scenario, Professor X detects mutant activity using his Cerebro machine. From the information he gathers, it is obvious that the mutants involved are very powerful and some cannot control their awesome abilities. Xavier wants the heroes to subdue these mutants and return them to the mansion for observation and testing in the Danger Room.

Lady Anguish

SUMMARY: Lady Anguish is telepathically and unintentionally broadcasting anger. She is affecting several city blocks of Los Angeles, which is resulting in the worst riot in that city's history!

To put an end to the riot, the player characters must somehow stop Lady Anguish from broadcasting her emotions, while at the same time resisting her powers themselves. There are a couple of ways they can go about this, described later.

STARTING: How the players learn about the situation in L.A. is up to you. Here are your most likely options:

- If the heroes are working with Professor X, he detects Lady Anguish's outpouring of mutant power on his Cerebro machine. Xavier tells the player characters that the mutant is probably not in control of her abilities, and warns them against harming her if at all possible. Professor X offers the heroes the use of psi-suits which might protect them from the mutant's mental onslaught.
- Like the disappearance at Riverfront Stadium in Cincinnati, the riot in Los Angeles is making the national news. Special reports clog the airwaves all around the country. If you have decided not to incorporate Professor X as an NPC, the heroes can certainly learn about the incident on television, and then proceed from there.

A Stand-up marker of Lady Anguish is included with this box. You should also find stand-ups for any other NPCs that might take part in this scenario, such as the West Coast Avengers, in the Basic Set box. It is suggested that you use the "thug" and "crowd" stand-ups found in the Basic Set box to represent civilians in the angry mob. You should also have

stand-ups of police officers with the Basic Set. Coins or dies can be used to represent cars and trucks if you wish.

Use the city map included with this box. Place Lady Anguish's stand-up and those representing angry civilians and vehicles somewhere toward the middle. The exact location is up to you.

When the heroes arrive on the scene, read or paraphrase the following boxed text to the players:

The City of Angels is full of devils! A riot rages on the streets!

People are battling one another with anything they can get their hands on. Cars have been turned over and set aflame. Storefront windows have been smashed and the places looted. Riot police move through the mob like sharks. Even they have been caught up in the madness, and are viciously attacking anyone within reach, sometimes even their fellow officers!

At the center of the maelstrom sits a young woman. She is obviously in horrible pain. Swirling lights dance above her head. As she moans and screams, you see that she clutches a package.

As you move closer, a tanker truck with ROXXON written on the side careens out of control, smashes through a burning car, and comes to a stop. The flames are licking at its sides, melting the painted warning that reads "FLAMMABLE!"

ENCOUNTER: Before the heroes begin taking actions, have each player attempt a Psyche FEAT for his character. A Yellow result is required for success. Those who make it can act normally. Those who fail are overcome by rage; they have been affected by Lady Anguish. Their anger persists until they get at least 20 areas away from Lady Anguish, or until her power is somehow neutralized.

Characters wearing psi-suits have an additional chance to resist Lady Anguish's influence. If the player succeeds at a Yellow Power FEAT on the Amazing (50) column, his character is protected.

Inform the players of affected characters that they have the irresistible urge to destroy someone, even their teammates. You can pass them a note so the attack can be a surprise.

Make a note of those players who role-play the situation well, and give their characters a Karma bonus when the scenario is finished. Even though they are "out of their minds," heroes can also lose Karma by committing crimes. Refer to the Rule Book for guidelines.

The ROXXON Truck

The tanker is filled with gasoline and is so badly damaged it cannot be driven. A hero must physically move it away from the burning car, or extinguish the flames. The heroes have two turns to act before the truck explodes.

Pushing, pulling, or lifting the tanker requires a successful Amazing (50) intensity Strength FEAT. If the roll succeeds, the truck is moved 1 area away from the fire and does not explode.

The car is burning with Incredible (40) intensity, and inflicts Good (10) energy damage to anyone within the same area. Characters in adjacent areas suffer Feeble (2) damage.

If the heroes fail to move the tanker, put out the fire, or perform some other trick, the gasoline ignites, creating a fireball. The blast causes Monstrous (75) energy damage to anyone in the same area as the truck. Everyone in adjacent areas suffers Remarkable (30) damage, while anyone 2 areas away sustains Typical (6) damage.

More Problems

The heroes are in a real mess, even more so if they're fighting one another! The following are some ideas to keep in mind during the battle:

- The riot police are even more dangerous than the civilians. Running about individually or in small gangs, they are beating everyone they catch. Be sure the players are aware of this, and give their heroes a chance to intervene. Use the statistics for policemen in the Campaign Book and give them Typical (6) body armor for their riot gear.

- A heavily-armored riot control vehicle comes rolling onto the scene. Those inside use the water jet to spray heroes, civilians, and riot police alike. The vehicle has the following statistics:

Control	Speed	Body
TY	TY	RM

KNOWN POWERS

Water Jet: On top of the vehicle is a rotating turret that sprays an Excellent (20) blast of water up to 2 areas away.

- Several motorists are playing a deadly game of bumper cars. They are ramming into each other and chasing pedestrians. The heroes must immobilize their vehicles without seriously hurting the drivers. Statistics for vehicles can be found in the Rule Book.
- A crazed bomber is leaning out of the window of a nearby building and tossing bottles filled with a flammable liquid onto the street below. Where they hit, the bombs cover a 20' diameter area with Remarkable (30) intensity flames. If one should hit a vehicle, it explodes in 1-10 turns unless the fire is put out. An exploding car causes Remarkable (30) energy damage to everyone in its area, and Good (10) edged damage from flying debris to everyone in adjacent areas.

Avengers Assemble!

At some point during the fun, members of the West Coast Avengers show up. For each player character present, one Avenger NPC is here. Choose from Doctor Pym, Hawkeye, Iron Man, Mockingbird, Scarlet Witch, Tigra, US Agent, Wasp, and Wonder Man.

If you feel the heroes are having too easy of a time with this scenario, the West Coast Avengers automatically succumb to Lady Anguish's influence—they attack the player characters! If you feel the heroes are in deep trouble, and the riot is out of their control, assume that the Avengers are not affected by Lady Anguish—they help the player characters.

Ending the Anguish

Though Lady Anguish is in tremendous pain and turmoil, she is aware of what is going on around her. She is also utterly enraged, and will attack anyone who approaches with her mental force bolts.

The package Lady Anguish is clutching in her hands is actually a gym bag with her costume and her helmet. If the heroes get the helmet and put it on her head, she suddenly stops broadcasting emotions. The riot stops dead. Everything is quiet for a moment as people stop fighting to look around in utter dismay.

If Lady Anguish is knocked unconscious, she stops broadcasting, freeing everyone from her influence. However, she begins again as soon as she wakes up. Assume all civilians within 20 areas are automatically affected once more. All player characters within range must succeed at a Yellow Psyche FEAT as before or become enraged.

The heroes might also try to remove Lady Anguish from the scene. They might fly her away, for example. This ends the riot, but Lady Anguish continues to broadcast violent emotions until her helmet is put on her head or she is rendered unconscious.

AFTERMATH: When the heroes finally "neutralize" Lady Anguish, the riot quickly ends. Rescue teams help the injured, and a general cleanup begins.

With tears running down her face, Lady Anguish is obviously upset by what has happened. She feels responsible. She thanks the player characters for their help, and tells them that she suddenly, sensed a feeling of rage and was overcome by the emotion.

At this point, you have two options:

- Assume that Lady Anguish sensed the anger of two men brawling. She broadcast their hatred, and the riot began. In this case, the scenario ends with the heroes helping Lady Anguish regain control of herself. If they are working with Professor X, she is willing to return to the mansion with them.
- Assume that Lady Anguish felt the anger of her brother, Blacklight. He is being controlled by Mister Sinister. From her telepathic link, Lady Anguish knows that Blacklight is in Manhattan and is not in control of himself. She pleads with the heroes to join with her in helping her brother. If they insist that she return with them to the X-Men Mansion, she refuses and heads off on her own to help Blacklight. If the player characters try to stop her, she will fight them and try to escape. If instead the heroes decide to help her and Blacklight, you can continue directly with the next scenario.

What becomes of the West Coast Avengers is up to you. They might join the player characters, or head off on their own to take care of "important business."

KARMA: Good role-playing:	+10
Preventing the ROXXON tanker from exploding:	+20
Allowing the tanker to explode:	-20
Putting the helmet on Lady Anguish:	+40
For every civilian rescued:	+20
Failing to rescue a civilian, resulting in injury:	-20
Failing to rescue a civilian, resulting in death:	-ALL

Spotlight on Blacklight

SUMMARY: Blacklight, along with two members of X-Factor (Strong Guy and Havok), has fallen under the control of Mister Sinister. The villain plans to force them to kill Val Cooper, and thus turn the government and society against X-Factor.

The player characters must save Val Cooper, while at the same time not seriously hurting the controlled heroes. Once this is accomplished, they must find Mister Sinister's lair, where his emotion-controlling device is located, and destroy it.

Besides the downfall of X-Factor, Mister Sinister may be plotting something even more devious...

STARTING: There are a couple of ways the player characters can be drawn into this adventure:

- If they are working with Professor X, he detects Blacklight on his Cerebro machine. Whether or not he realizes Blacklight is being emotionally controlled is up to you.
- If the heroes befriended Lady Anguish in the previous scenario, she can tell them exactly where Blacklight is located. However, she wants to come along, and won't tell the heroes where to find her brother unless they promise to take her. If the player characters are adamant that she stay behind, you might allow them to attempt Popularity FEATs. If successful, Lady Anguish grudgingly tells them where to find Blacklight, with the promise that they won't hurt him in any way.

Use the city map included with the Basic Set, Stand-ups of Lady Anguish, Blacklight, Mister Sinister, Val Cooper, and X-Factor can be found in the X-Forces box set.

Earlier today, Val Cooper received a

message from Havok to meet him at the fountain in "Rathbone Park." Place her stand-up in any area adjacent to the fountain. Flying at top speed, Blacklight is zooming over the park directly at Val. Place his stand-up 2 areas away from Val's.

You might also place the "crowd" stand-ups from the Basic Set as civilians enjoying the park. Coins or dice may be used to represent automobiles on the streets and a hotdog vendor in the park.

Let the players place their stand-ups along 7th Avenue near the park. When you are ready to proceed, read or paraphrase the following aloud:

Several people are enjoying the park today. You see people walking their pets, picnicking, or just lounging on the grass. Near the fountain is a hotdog vendor. There is also a clown selling bright balloons to smiling kids.

Suddenly, a streak of black and red zooms over the trees toward the fountain. Dogs bark, parents draw their children close, and a shudder of fear runs through everyone at the flying shadow's words: "IT IS YOUR TIME TO DIE. VAL COOPER!"

ENCOUNTER: The flying shadow is Blacklight. Roll for initiative. If the player characters win, they can act before Blacklight attacks Val Cooper. If Blacklight wins, he pulls up and fires an energy blast at Val.

Because Val Cooper does not have superhuman abilities, you may wish to use one of the following options to ensure that she isn't obliterated:

- Val instinctively dives behind the fountain. Blacklight's attack misses and hits the water and sending up a spray of steam and concrete chunks.
- Val noticed something odd in the message from Havok. She suspected

- trouble, and sent a robotic duplicate of herself as a stand-in. Val is actually disguised as the clown handing out balloons. To give her backup, several government agents are disguised as civilians enjoying the park. Statistics for federal agents can be found in the Campaign Book. Val's robotic double has the following stats:

F	A	S	E	R	I	P
PR	TY	TY	GD	PR	FE	FE
4	6	6	10	4	2	2
Health: 26					Karma: 8	

KNOWN POWERS

Body Armor: The robot has Good (10) protection from energy and physical attacks due to its Good (10) material strength.

- Recently it was Val's birthday. Nick Fury of SHIELD gave her a new wristwatch which also functions as a Remarkable (30) personal force field. In this case, Val may or may not suspect trouble as described above. Whether or not the federal agents are here is your choice.
- It is possible that Val is not here at all. Suppose Mystique intercepted Havok's message. The fact that she was not asked to lead X-Factor after the breakup of Freedom Force has been eating away at Mystique. Feeling betrayed by Val Cooper and the government, Mystique has decided to use the meeting with Havok as a means of revenge. In the shape of Val Cooper, Mystique plans to kill Havok. With Val taking the blame and Havok dead, Mystique is the most likely candidate to be given leadership of X-Factor. However, Mystique doesn't realize that Val is also the target of Mister Sinister! Whether Mystique continues her plan for revenge, or helps the player characters defeat Mister Sinister, is up to you.

Havok and Strong Guy

These two heroes are being controlled by Mister Sinister. They are lurking nearby. When and how they make their move is your decision.

Strong Guy and Havok might appear to be coming to the rescue, but in fact they are out to get Val Cooper also. They concentrate their efforts on Val, but will attack the player characters if attacked themselves.

Havok and Strong Guy are being remote controlled by means of a metal circlet worn around their necks. Blacklight also wears one of these devices.

The player characters have a chance to spot the circlets. Whenever a player character gets close enough to strike a controlled hero in slugfest combat, allow the player to attempt a Typical (6) intensity Intuition FEAT. If the roll is successful, the hero sees the device and realizes it is not part of the NPC's costume.

A successful grabbing attack is required to get a hold of an NPC's circlet, and an Excellent (20) intensity Strength FEAT is required to break it. A hero with powers that affect machinery might also be able to neutralize the circlets, which have a power rank of Incredible (40).

Once a character's circlet is removed, he must immediately check for a stun due to the mental shock of the experience. When the NPC recovers, he remembers nothing about Mister Sinister or how he came to be fighting the player characters and Val Cooper.

Other Options

You can use any of the following ideas to keep the players hopping:

- The Mutant Liberation Front has been tracking Blacklight's movements. They know about Mister Sinister's involvement. The MLF set up an ambush in the park to capture Blacklight and free him from Mister Sinister's control.

The hotdog vendor is actually an MLF agent. His cart is a disguised stunning weapon of Amazing (50) Intensity with a 2-area range. Several other civilians are also MLF agents armed with standard guns. Consider them to have the same statistics as the federal agent listed in the Campaign Book.

The plan is to knock out Blacklight with the weapon, then quickly carry him to a black van parked along 7th Avenue and escape. The vehicle has the following statistics:

Control	Speed	Body
EX	TY	EX

KNOWN POWERS

Flight: The van can fly at Typical (6) airspeed.

- A toddler whose family was picnicking nearby wanders right into the middle of the battle. The heroes must get her out of there before she is injured by a stray attack or slammed character. Note that if the MLF agents are present, they might take the child as a hostage to aid them in their escape with Blacklight.
- The battle has caused a traffic jam along 7th Avenue and Cleveland Street, as motorists stop and stare in amazement. An ambulance is stuck right in the middle of the traffic. The driver receives an emergency call, and turns on his sirens and lights. However, he is hopelessly stuck and cannot move. The heroes should do something to help the ambulance get on its way. Lifting it requires an Incredible (40) intensity Strength FEAT.
- Note that if people have been seriously hurt in the park, the heroes might be able to persuade the ambulance personnel to stay here. The driver can simply call dispatch and request that a different ambulance be sent to the call they are supposed to respond to.

- Other members of X-Factor might show up: Polaris, Wolfsbane, Quicksilver, or Multiple Man. They are not controlled by Mister Sinister, and don't know that Strong Guy and Havok are being controlled. Seeing their teammates in trouble, X-Factor will likely attack the player characters.

Once the player characters convince X-Factor that Strong Guy and Havok are being manipulated, Polaris can use her powers of magnetism to neutralize the circlets. If the player characters don't yet know about the circlets, assume that Wolfsbane notices them.

To the Hideout

Once the player characters have subdued Blacklight, Havok, and Strong Guy (and any other opponents that might have popped up), they can try to piece together what is going on. The formerly controlled heroes have no recollection of what happened.

A player character with the Telepathy power can try to extract some information from them. By succeeding at a Red Power FEAT roll, the hero sees the image of a pale-skinned man with glowing red eyes wearing a huge blue cape—Mister Sinister!

If the players are on the ball, they will have their characters investigate the metal circlets for clues. A player character with mechanical talents or powers (such as Forge) who succeeds at a Reason or Power FEAT can use the circlets as homing devices to locate Mister Sinister's hideout.

The hideout is located on the first floor of "Minski's Foods," which can be found on the Basic Set city map. When the player characters enter the building, use the "selected interiors map," which is also included with the Basic Set. The machine shown on the interiors map is the device Mister Sinister has used to remotely control Havok, Blacklight, and Strong Guy.

Mister Sinister is not surprised to see the player characters, as a matter of fact, that is part of his master plan. With a mocking laugh, he flicks on the machine, and every character in the building must succeed at a Psyche FEAT or become controlled by Mister Sinister!

The villain orders controlled characters to subdue their teammates. Mister Sinister does not actively take part in the ensuing battle unless someone attacks him directly.

The obvious solution is to destroy the machine. It is protected by an Excellent (20) rank force field and has Excellent (20) material strength. An attack of Amazing (50) intensity can punch through the force field and destroy the device. If this happens, all controlled characters are suddenly freed, and Mister Sinister tries to escape in the confusion.

AFTERMATH: Mister Sinister's master plan was to gain control of the heroes with his machine. Once this was accomplished, he planned to use them as a strike force for eliminating political figures, whose positions he would fill with his own "puppet politicians."

Even if Mister Sinister escapes, he is considered to have been defeated if the player characters destroy his machine.

Blacklight is friendly toward the player characters, especially if Lady Anguish is present. They are both willing to meet with Professor X in the hope of learning more about their powers.

KARMA:

Defeating Mister Sinister:	+100
Protecting Val from injury:	+20
Allowing her to be hurt:	-20
Freeing controlled heroes:	+30
Using the circlets as homing devices:	+10
Failing to locate Mister Sinister's hideout:	-40
Rescuing the toddler:	+20
Helping the ambulance:	+10
Allowing Blacklight to be captured by the MLF:	-40



Terrible Terra Firma!

SUMMARY: In a park in Boulder, Colorado, Mandy Garrett is on a murderous rampage. Yesterday she was assaulted by a gang of street thugs. The trauma of the attack awakened her latent mutant powers of earth control and transformed her body into living soil, which further confused and angered her. Taking the name Terra Firma, she now seeks revenge against all men, but especially those in street gangs.

Today three motorcycle gangs from across the country have converged on the park for a rally. With a hunger for vengeance smoldering in her heart, Terra Firma is waiting for them ... with the intention of burying them alive!

STARTING: Here are two ways the player characters can be drawn into this adventure:

- If they are working with Professor X, he detects Terra Firma on his Cerebro machine and sends the heroes off to Boulder. What clues he gives them about Terra Firma's abilities or state-of-mind are up to you.
- If you have not been using Professor X as an NPC in these adventures, move the setting of this scenario to whatever city the heroes are currently operating in. When the action begins, assume that the player characters are relaxing in the park, or are simply passing by.

For this scenario use the city map included with the Basic Set. The action takes place in "Rathbone Park."

A stand-up of Terra Firma is included with this box. You might also wish to use the stand-ups marked "thugs" and "crowds" from the Basic Set to represent the bikers. Stand-ups for "cops" can also be found in the Basic Set. A few of them might be patrolling the park. Coins or dice can be used to represent cars and motorcycles parked along the street.

Allow the players to place their markers in any area adjacent to the park. When you are ready to continue, read or paraphrase the following aloud:

About a hundred motorcyclists have converged on the park today. Their "hogs" are parked all over the lawn and along the street.

The bikers are enjoying the sunshine by lounging around, picnicking and talking. Two of them are playing guitar, and entertaining a small crowd of fellow bikers and pedestrians.

Suddenly strong words are spoken, and fists begin to fly. Two bikers are brawling on the grass. As a crowd begins to form, you see that one of them has pulled a knife!

ENCOUNTER: The player characters should move to break up the fight before somebody is seriously hurt. The man with the knife is a member of the Flashing Blades gang: he sports a dagger-shaped tattoo on his face. The other is a member of the Buzz Cuts, and has the butch hairstyle to prove it.

The Flashing Blades and the Buzz Cuts are rival gangs. Presently, there are 50 Buzz Cuts here, and only the one Flashing Blade. The remaining 50 bikers at the rally are with the Steel Cavalry, a neutral gang.

No one interferes with the heroes when they break up the fight. The Flashing Blade pockets his knife and says something like, "You Buzz Cuts are history! The Blades'll be back, and we'll flatline you punks!" He then heads for his motorcycle.

If the heroes try to stop him, the Flashing Blade pulls his knife and says, "You super dudes back off! I've got nothin' with you! I'm outta here." He only puts up a fight if the player characters try to capture him.

The Flashing Blades

F	A	S	E	R	I	P
TY	GD	TY	TY	TY	PR	TY
6	10	6	6	6	4	6
Health: 28				Karma: 16		

KNOWN POWERS

Straight Razors: These guys carry razors capable of inflicting Good (10) edged damage.

Talents: None.

Role-Playing Notes: The Flashing Blades are downright mean and nasty. They hate everybody, especially the Buzz Cuts.

The Buzz Cuts

F	A	S	E	R	I	P
GD	TY	TY	TY	PR	PR	PR
10	6	6	6	4	4	4
Health: 28				Karma: 12		

KNOWN POWERS

Switchblades: Buzz Cuts are armed with switchblade knives that inflict Good (10) edged damage.

Talents: None.

Role-Playing Notes: The Buzz Cuts are heavily into crime, and many are wanted by the police. They see the Flashing Blades as competitors for their turf.

The Steel Cavalry

F	A	S	E	R	I	P
GD	TY	TY	TY	TY	TY	TY
10	6	6	6	6	6	6
Health: 28				Karma: 18		

KNOWN POWERS

Chains and Pipes: These guys don't carry weapons, but they do have lengths of pipe or chain on their bikes for self-defense. These weapons inflict Good (10) blunt damage.

Talents: None.

Role-Playing Notes: Though most biker clubs get a bad reputation, not all of them deserve it. The Steel Cavalry is simply a bunch of everyday folks who

enjoy riding their motorcycles. The last thing they want is the rally to end in a rumble.

Enter Terra Firma!

Shortly after the encounter with the irate Flashing Blade is resolved, the earth shakes and terrible Terra Firma erupts from the lawn. Raving incoherently ("bad men!... bury them! ... dirty men into dirty dirt!"), she attacks one of the male bikers by causing a pillar of soil to rise and engulf him.

Terra Firma is out of her mind with a confused mix of grief and anger. She attacks any man she lays her eyes on, including the player characters. She will not attack a female character, unless first attacked by that character.

Any non-player character caught in a pillar of soil loses one Endurance rank per round due to suffocation. If not rescued before his Endurance reaches Shift 0, the character dies. Physically pulling a trapped character from a dirt pillar requires a successful Excellent (20) intensity Strength FEAT. Powers such as Telekinesis might also be used, and require a successful Excellent (20) intensity Power FEAT roll.

A player character caught in a pillar of earth can escape by succeeding at an Excellent (20) intensity Strength or Power FEAT. If the hero cannot escape, he can hold his breath and hope a teammate comes to his rescue. A hero can hold his breath for a number of turns equal to his Endurance rank number. Each round thereafter, the character must attempt a Remarkable (30) intensity Endurance FEAT. Failure means he can no longer hold his breath, passes out for 1-10 rounds, and begins to lose Endurance ranks as described above.

Other Options

Use any of the following ideas to keep the battle interesting:

- The Buzz Cuts and Steel Cavalry run for their bikes. Brandishing chains and lead pipes, they barrel into the park and circle Terra Firma. They may be more of a hindrance than a help to the heroes by getting in the way. Terra Firma can raise walls of earth to cause the bikers to crash. Statistics for motorcycles can be found in the Rule Book.

- Looking for vengeance, fifty Flashing Blades roll onto the scene. Undaunted by the sight of the heroes battling Terra Firma, they barrel into the Buzz Cuts and Steel Cavalry. The player characters have a full-scale rumble on their hands!

- Shinobi has sent one of his Sentinels to capture Terra Firma. The robot has orders to eliminate anyone who interferes with its objective—meaning the player characters!

- Terra Firma is highly susceptible to water and water-based attacks. If the heroes manage to maneuver her into the fountain or pond, she reverts to her humanoid form (though she is still comprised of living soil). In this shape, her powers are at -3 CS. She also "cools off" and becomes less aggressive. Whether she actually surrenders or not is your decision.

AFTERMATH: Terra Firma is obviously very dangerous and in need of psychological help. If the heroes are working with Professor X, they should take her to him at the X-Men Mansion. Xavier can telepathically relieve much of her anxiety and eventually teach her how to use her powers responsibly.

Getting her to the mansion may be a problem. Unless she is unconscious or held in restraints, she bitterly refuses to go anywhere and demands to be left alone. However, a female player character might be able to calm her and convince her otherwise. Allow a female hero who tries this to attempt a Popularity FEAT. If successful, Terra Firma warms to the hero and looks to her

for comfort and support. She agrees to meet with Professor X.

If the heroes are not associated with Professor X, they may have trouble figuring out what to do with her. An obvious solution is to turn her over to the authorities. In this case, however, she will likely end up in the Vault or some government project, and never receive the care she truly needs.

KARMA:

Defeating Terra Firma:	+50
Throwing Terra Firma	+10
into the pond or fountain:	
For each person rescued:	+20
Allowing anyone to be	-20
seriously injured:	
Allowing anyone to be	-ALL
killed:	
Defeating a Sentinel:	+100
Allowing the Sentinel to	-40
escape with Terra Firma:	
Turning Terra Firma over	-10
to the authorities:	



Fired By The Foreman

SUMMARY: The mysterious Mr. Tolliver has sent Juggernaut and Deadpool to capture Foreman in Chicago. Butting heads, Foreman and Juggernaut are destroying the city. The heroes must stop them, as well as help innocent bystanders who have been placed in danger as a result of the devastation.

STARTING: Here are two ways you can get the player characters involved in this adventure:

- If you are running Professor X as a non-player character, he detects Foreman on his Cerebro machine. Whether or not he also detects Juggernaut, or can give the heroes clues about Foreman's powers, is up to you.
- The titanic battle between Juggernaut and Foreman is being covered live by a VNN news crew. The player characters might learn about the incident on television, then proceed to Chicago. If they don't have a quick means of travel, you can easily move the setting of this scenario to whatever city the heroes are currently operating in.

For this scenario, use the city map included with this box. Stand-ups of Foreman, Juggernaut, and Deadpool can also be found in this box. Place Juggernaut and Foreman somewhere toward the center of the map. Save Deadpool as a surprise for the heroes; don't place his stand-up yet. Allow the players to put their stand-ups anywhere on the map, except the same area as Juggernaut and Foreman.

When you are ready to proceed, read or paraphrase the following aloud:

World War III has come to Chicago! The massive Juggernaut and an unidentified man comprised of raw steel are battling in the street. Skyscrapers quiver as they butt heads. Traffic snarls around the pair of titans. A taxi careens out of control and crashes through an office window. People scream and run in all directions.

Above the mayhem, you hear Juggernaut's mocking words: "Ha! You're comin' with me, metal-man! Or I'll tear this city down around your shiny ears!"

ENCOUNTER: This is a short, slam-bang scenario. Because Juggernaut and Foreman are pretty much indestructible, the player characters should have their hands full just keeping innocent bystanders from being maimed or killed. Unless they are stopped, the dueling giants will cause massive property damage. Juggernaut once charged into one of the twin towers of the World Trade Center... and knocked it down!

Deadpool and Juggernaut are supposed to persuade Foreman to come with them, but Foreman wants nothing to do with them. Juggernaut, being the straightforward kind of guy he is, decided to knock Foreman senseless so Deadpool can get close enough to teleport him away. Deadpool is watching from a nearby building, and waiting for Juggernaut to take down Foreman.

Use any of the following ideas to keep the player characters occupied:

- Black smoke is rolling from the engine of the taxi that flipped over and crashed through the office window. Unless the heroes come to the rescue, it explodes within 1-10 turns, killing the three people trapped inside.
- A VNN news helicopter has gotten too close to the battle. A chunk of debris shaken loose from a building has fallen on the low-flying chopper. It's out of control, and spiraling toward the street. It crashes on the next round unless the heroes do something. If it crashes, no one is killed, but the passengers all need medical attention.
- Scaffolding runs up the side of a nearby building. The first time a character is slammed into a building, assume it is the building with the scaffolding. Five workers are dangling for their lives. They fall at the rate of one per turn, and are seriously injured, unless the heroes save them.

AFTERMATH: The heroes "win" if they force Deadpool and Juggernaut to teleport away without Foreman. If Foreman is also teleported, the heroes have failed.

Foreman has a larcenous streak. He realizes that he needs to learn how to control his powers so he can become a better criminal. He is willing to meet with Professor X. Whether or not he ever gives up his criminal attitude is your choice.

KARMA:

Defeating Juggernaut:	+100
Defeating Deadpool:	+30
Defeating Foreman:	+75
For each rescue:	+20
For each failed rescue:	-20
If anyone is killed:	-ALL

Tyler's Tantrums

SUMMARY: Earlier today, young Tyler Kane's youth league baseball team was playing an exhibition game between games of a doubleheader at River Front Stadium in Cincinnati. While running to catch a ball, little Tyler's pants fell down around his knees, tripping him. To his horror, the entire stadium of fans, including his own teammates, burst into peals of laughter.

Overwhelmed by anger and embarrassment, Tyler screamed: "LEAVE ME ALONE!" To his surprise, everyone in the stadium vanished, leaving him standing alone and frightened in the middle of the stadium with his pants around his ankles.

The emotional trauma of the situation awakened Tyler's latent mutant power of teleportation. He unknowingly transported the entire audience to the Savage Land!

Tyler wandered from the stadium alone, confused, and afraid. He was quickly found and befriended by Toad, who was near the stadium and actually planned to detonate a bomb there as the first major terrorist action of the New Brotherhood of Evil Mutants. Toad has convinced Tyler that the boy killed the missing people, and that only Toad can protect him from the authorities.

After quickly formulating a new scheme, Toad decided to blackmail the city, claiming that unless his Brotherhood is given one billion dollars and one hour of live television time, the missing fans will never be returned from "limbo." He also gave Tyler a new name, the Banisher,

STARTING: How the players learn about the situation is up to you. Here are your most likely options:

- If the heroes are working with Professor X, the gauges on his Cerebro machine jump off the scale when Tyler's power surges to life. Xavier warns the

player characters to remember that the mutant is only a child, but a potentially deadly one.

- The disappearance of an entire stadium full of baseball fans, and the subsequent blackmailing of the city, will certainly make the national news. Special reports interrupt local programming all across the country.

Tyler and the New Brotherhood are at a television station in Cincinnati preparing for their worldwide broadcast. Toad plans to use his air time in an attempt to persuade mutants all around the globe to rise up and strike down the human population.

For this encounter, use the city map included with this box. Choose any building to be the television station. Tyler and the villains are on the roof where technicians are busily setting up cameras and other equipment for the broadcast.

Stand-up markers of the Brotherhood and Tyler (the Banisher) are included in this box. You might also use "thug" stand-ups found in the Basic Set box to represent technicians. You should also have stand-ups of police officers with the Basic Set.

When their heroes arrive on the scene, read or paraphrase the following boxed text to the players:

Scores of police cars surround the television station. A helicopter circles nearby. On the roof of the building, you see a flurry of activity. Technicians have set up cameras, microphones, and a satellite dish. The members of the New Brotherhood of Evil Mutants—Toad, Pyro, Blob, and Sauron—are talking among themselves. Standing with them is a small boy in a baseball uniform.

If the heroes have some way of eavesdropping on the villains, they can hear the following conversation:

Blob: "Haw! We're gonna be on TV all over the world! . . . Uh-oh, hope Mystique's not watchin'."

Sauron: "I don't like thisss, Toad. We are depending too much on thisss childling."

Toad: "Don't question me, you flying lizard! If it weren't for me, you would still be trapped inside the puny body of that sniveling Dr. Lykos!"

"I tell you we cannot fail! When the mutants of the world see the power of this boy, they will rally behind us and our human oppressors shall fall before us!"

Technician: "Mr. Toad, sir, the satellite linkup will be optimal in one minute. Will you all please take your positions?"

ENCOUNTER: Before taking action, the heroes might wish to consult with the police. An officer named Captain Lester is in charge at the moment. (The chief would be here, but he was among those at the stadium!)

Captain Lester is not a strong leader. He appears nervous and unsure of himself. He would prefer to pass the responsibility to someone else, but since the chief is missing, it's up to him.

Because many wealthy and powerful people were at the game, including the Police Chief and Mayor, Captain Lester sees no alternative but to give in to the Brotherhood's demands. Granting them television time was no problem, but he has no idea how he's going to raise a billion dollars!

Because of his situation, the captain gladly defers responsibility to the heroes. If they succeed, so much the better. If they fall, the captain has someone to blame.

The Banisher

Toad keeps Tyler between him and the heroes. Crouching behind the boy, Toad screams in his ear, "Those are bad, bad men, Tyler! They've come to get you because you killed all those people at the stadium! Make them go away, too, Tyler!"

Tyler is confused and afraid. He knows he's in big trouble for what happened at the game. Unless the heroes persuade him otherwise, Tyler will teleport them to the Savage Land!

The heroes should try to reason with the boy. If a player puts up a convincing argument, allow him to attempt a Popularity FEAT. If successful, Tyler realizes that the heroes are his real friends and that he can trust them. If the heroes can't change his mind, Tyler moves closer to Toad: "You want to hurt me for what I done! Toad's my friend. He told me so!"

Exactly what Tyler does is up to you:

- He might send the heroes to the Savage Land. If so continue with the section below called To the Savage Land.
- The Banisher might send the evil mutants to the Savage Land, that is, if the heroes persuade him to do so.
- The heroes might convince him to try and bring the missing people back. Tyler closes his eyes, sticks his tongue out, and suddenly 37,523 baseball fans appear. Many of them are injured from their encounters in the Savage Land.

Note that if the players are foolish enough to ask Tyler to bring the fans back while they are still on top of the building, there isn't enough room for everyone! The roof collapses one floor and scores of people fall over the sides. Whether anyone is actually killed is up to you. If the heroes think fast, they might ask Tyler to teleport the people away again before anyone hits the pavement.

As an alternative to this sort of disaster, you might assume that Tyler simply can't return the baseball fans

without Charles Xavier's help to unleash his power. The heroes can either take the boy to the X-Men Mansion, or try to persuade Xavier to come to Cincinnati (whether he does or not is your choice). Note that Xavier isn't so stupid as to return the fans to a place that isn't large enough to accommodate them!

The Technicians

The news people on the roof keep their cameras rolling, getting all of the action. There are a couple of ways you might incorporate them into the battle:

- The evil mutants are not above using the technicians as living shields. This makes combat very delicate for the heroes. A misplaced energy blast could obliterate a technician!
- The villains, especially Blob, would take great fun in tossing a couple of technicians off the roof. This is a devious way for the bad guys to slow down and distract the good guys who have to rescue the falling newsmen before they hit the sidewalk!
- As another alternative, you might assume that Captain Lester was bright enough to disguise a few S.W.A.T. members as technicians. They could give the Brotherhood a nasty surprise when they pull out machine pistols and "light 'em up!"

To the Savage Land

It is possible that the player characters will end up in the Savage Land after having been teleported there by an angry Tyler Kane. If so, the heroes find themselves in a region that was devastated by Terminus awhile back. They also find the missing baseball fans.

Read or paraphrase the following to the players:

Dizzying blackness engulfs you. After what might have been an instant or an eternity, you find yourselves

standing in a ruined landscape of jutting rocks and roiling vegetation. A screaming throng of baseball players, baseball fans, beer vendors, peanut vendors, and even an umpire is racing past you. It is obvious why they are running: A tyrannosaurus is bounding after them!

The dinosaur has the following statistics:

F	A	S	E	R	I	P
RM	GD	IN	UN	FE	FE	FE
30	10	40	100	2	2	2
Health: 180				Karma: 6		

KNOWN POWERS

Bite: The beast can bite for Incredible (40) edged damage.

Body Armor: Its tough hide grants it Typical (6) protection against physical attacks.

Stomp: It can stomp pesky humans with its feet for Monstrous (75) blunt damage.

Police Chief Seaver has formed the stadium's 20 security personnel into a small fighting unit. Unfortunately, half of them fled when the beast appeared. The heroes see the chief and 10 others bravely standing before the towering monster, firing their pistols to little effect. The tyrannosaurus keeps coming, and will eat somebody if the heroes don't take action.

Once the dinosaur is defeated, Chief Seaver asks the heroes to help him and his men roundup the terrified citizens. This is a monumental task, considering that 37,523 people were teleported here!

As the heroes go about gathering the people, you can throw any of the following encounters at them:

- More prehistoric beasts might attack, possibly including a host of brutish Pterons (flying reptile-men).

- A group of people has wandered into a quagmire. The heroes must pull them out before any of them drown.
- The heroes might have to breakup fights between the people who are struggling for the available resources (namely peanuts, beer, and soft drinks),

At some point (determined by you), everyone is teleported back to Riverfront Stadium in Cincinnati. Before giving Toad his money, Captain Lester persuaded him to return everyone as proof that they are still alive. Toad figured he had nothing to lose. If Captain Lester tries to double cross him, Tyler can teleport the people away again.

The heroes once again confront the evil mutants. But this time, Tyler realizes that Toad has lied to him. He turns to the heroes for help, and may even tell Toad to "go away."

AFTERMATH: Once the heroes have defeated the Brotherhood, they must decide what to do about Tyler.

If they are working with Professor X, he expects them to bring Tyler to his mansion. Xavier wants to place mental blocks in the boy's mind so that his powers will remain dormant until he matures and learns how to control them.

If the heroes have been working without Xavier's guidance, he contacts them now. "The boy is dangerous to society. Please bring him to my mansion so that I can neutralize his powers until he's old enough to use them responsibly."

KARMA:

Defeating Blob:	+100
Defeating Pyro:	+40
Defeating Sauron:	+50
Defeating Toad:	+30
Defeating the tyrannosaurus:	+10
Gaining Tyler's trust:	+20
Being teleported to the Savage Land:	-5
For each bystander injured:	-20
Allowing Toad to make a speech on worldwide television:	-10

When A City Melts!

SUMMARY: Today in Atlanta, Georgia, police woman Fiona McKenna's latent mutant powers became active after a suspect's bullet grazed her head. The heroes must deal with her uncontrolled power, which is causing buildings, cars, and the street to "melt."

To make matters worse, the Black Queen herself has arrived to drain Fiona's will. Seeing an opportunity to catch the Black Queen in the open, Shinobi sends a few Sentinels to kill her and capture Fiona McKenna.

STARTING: Here are two options for getting the player characters involved into this adventure:

- If they are working with Professor X, he detects Fiona McKenna on his Cerebro machine. What clues he gives them about her abilities or state-of-mind are up to you.
- If the player characters are not associated with Professor X, move the setting of this scenario to whatever city the heroes are currently operating in. Assume the player characters are simply passing by when the action starts. They might even be traveling in their own vehicle, which begins to "melt" around them.

Use the city map included with this box. Stand-ups of Fiona McKenna, the Black Queen, and the Sentinels are also included. To start with, place Fiona's stand-up on any street. Save the Black Queen and Sentinel stand-ups until they actually appear. You might also want to use stand-ups from the Basic Set to represent bystanders. Coins and dice can be used to represent vehicles. Allow the players to put their stand-ups on the same street as Fiona, but not in the same area as her.

When you are ready to continue, read or paraphrase the following to the players:

This street looks like a landscape out of a lunatic's nightmare. Buildings stand at odd angles. What must be cars are now hardly recognizable lumps of twisted metal. It looks like everything was put in a huge microwave oven and left on "high" overnight.

Everything nearby seems to have been melted and then reformed into twisted shapes. Not far ahead, you see a region of buildings, cars, light posts, fire hydrants, and similar objects that are still in the process of melting. Standing in this liquid chaos is a young woman. She seems to be wearing a police uniform, but most of it has melted and dripped off her body. Her clothes are not all she is losing, for bright blood is running from a wound on her head. She appears dazed and frightened.

A scream of utter horror tears your gaze away from the police woman. A man is trapped inside his car, which is melting all around him. His car is drowning him!

ENCOUNTER: The police woman is Fiona McKenna. See her entry in the Character Roster of this book for an explanation of her abilities. A short while ago, she was shot by a sniper (who is still lurking in a nearby building). She was only grazed in the head, and is in no danger of dying from the injury. However, the attack has stunned her brain, leaving her virtually incoherent, and activated her mutant powers.

The following are some situations which might arise as a result of Fiona's uncontrolled power:

Because melting objects have only Typical (6) material strength, the man trapped in his car could probably tear his way out. However, the bizarre situation has shaken his sanity; all he can do is

scream. The heroes should help him escape. If Fiona moves out of the area, the car will resolidify, and the man really will be trapped.

- The street in Fiona's area is also melting. Characters who walk into her area slowly sink to their hips in the asphalt goo, which has Typical (6) material strength (just like everything else that is currently melting). To move, the character must first succeed at a Typical (6) intensity Strength FEAT. If successful, he can move, but his Endurance rank is considered to be at -2CS for determining how far he can move. While stuck in the melting street, all combat FEATs are at -2CS. Fiona can move about freely.

- The first floor of any building in Fiona's area also melts, causing the entire structure to tilt and sink crazily. People on the first floor are in danger of being crushed by the upper stories. It is a slow process; it takes 5-14 rounds ($d10 + 4$) for a building to sink one story. This gives the heroes time to make rescue attempts. Assume there are 1-10 people on each floor who need help to escape.

Moving into and out of a melting building is not easy! The ceiling is literally dripping. Consider areas inside these structures to be cluttered (see the Rule Book).

Any character inside a building when it sinks one story becomes engulfed in a quagmire of liquified steel, concrete, glass, and office furniture. The character must succeed at a Typical (6) intensity Strength FEAT in order to "swim" at half his normal movement rate. The character must also hold his breath or begin to drown.

If Fiona should move out of the same area as a melting building, it rapidly resolidifies, but does not regain its original shape. Characters inside are virtually entombed. A successful Remarkable (30) intensity Strength FEAT is required to move at half speed. Assume that such characters are no

longer in danger of drowning.

- If the heroes use First Aid or a healing power to help Fiona, she regains full consciousness and can shut off her power. Everything that is melting quickly resolidifies.

The Sniper

The crazed man who shot Fiona McKenna is still out there somewhere. He might take potshots at the player characters or anyone else on the street. If he shoots into Fiona's area, his bullets melt, splattering the target with lead droplets.

The sniper is on the roof of any nearby building of your choice. Spotting him is difficult. If a player character spends a round trying, allow him to attempt a Remarkable (30) intensity Intuition FEAT roll. Success means the character sees a puff of smoke coming from a nearby roof.

The sniper has all Typical (6) statistics. He is armed with a rifle that inflicts Good (10) shooting damage.

The Black Queen

At a suitably dramatic moment chosen by you, the Black Queen makes her appearance. Using her telekinetic powers, she parts the river of melted street and strides confidently toward Fiona McKenna. Unless the heroes interfere, the Black Queen cups Fiona's head in her hands, kisses her gently on the forehead ... and begins to make her a psychic vampire!

When the heroes attack, the Black Queen uses her powers to defend herself. If things begin to go against her, she tries to get close to Fiona. The Black Queen then uses her powers of Momentary Trance and Momentary Speed to escape with the girl, unless the heroes somehow stop her.

The Sentinels

Shinobi has sent three Mark VI Sentinels to kill the Black Queen and capture Fiona McKenna. It is best if they appear during the battle with the Black Queen, or when the Black Queen is about to escape with Fiona.

The Sentinels will certainly attack the player characters if they interfere with their mission. For a while, it is possible that the player characters and the Sentinels will be working together to defeat the Black Queen. However, the Sentinels want Fiona McKenna, and so do the heroes.

Note that if Fiona's power is still activated, any Sentinels who enter her area begin to melt. A melting Sentinel operates in a randomly destructive manner. It will likely attack the nearest target, even other Sentinels. The exact consequences are up to you.

AFTERMATH: Fiona McKenna wants nothing to do with the Black Queen or the Sentinels. She gladly looks to the player characters for help and will accompany them to meet with Professor X if that is what they want.

KARMA:

For each rescue:	+20
For each civilian injured:	-20
Defeating the sniper:	+10
Defeating the Black Queen:	+100
Each Sentinel defeated:	+100
Healing Fiona:	+10
Allowing Fiona to be captured:	-40
Allowing Fiona to be turned into a psychic vampire:	-100

CHARACTER ROSTER

APOCALYPSE

Real Name: Unrevealed

Type: Mutant

ID: Secret

Team Affiliation: Alliance of Evil, Four Horsemen of the Apocalypse

F	A	S	E	R	I	P
EX	GD	RM	UN	RM	GD	GD
20	10	30	100	30	10	10
Health: 160				Karma: 50		
Resources: MN				Popularity: -20		

KNOWN POWERS

Damage Resistance: Against Apocalypse, all physical and energy attacks are -2 CS in rank for damage and effects (stunning, killing, etc.).

Molecular Rearrangement: Apocalypse has Monstrous (75) control over his being. This allows him to do the following:

- Fly at Excellent (20) airspeed.
- Increase his Strength to Monstrous (75). His Health is not increased and he cannot use any other Molecular Rearrangement abilities while at increased Strength.
- Mimic Wrestling talent.
- Stretch up to 3 areas (5 areas with Endurance FEAT roll).

Teleportation: His full abilities are unrevealed, but are of at least Amazing (50) rank. He can take up to five normal-sized individuals with him.

TALENTS: Engineering, Invention, Genetics, Leadership.

IN BRIEF: Though his exact age is not known, Apocalypse is vastly old. His long life has apparently driven him insane. Apocalypse believes himself to be superior to both mutantkind and mankind. He has the twisted notion that it is his task to test and improve mutant strains through conflict. Apparently, though, he has little compassion for mutants, viewing them merely as cannon fodder in his war for world domination.

ARCHANGEL

Real Name: Warren Worthington III

Type: Mutant

ID: Public

Team Affiliation: X-Men

F	A	S	E	R	I	P
RM	RM	GD	RM	GD	TY	GD
30	30	10	30	10	6	10
Health: 100				Karma: 26		
Resources: FE				Popularity: 0		

KNOWN POWERS

Body Armor: He can resist up to Remarkable (30) damage.

Wings: His wings are made of organic metal of Amazing (50) material strength, and grant him the following powers:

- Flight at Excellent (20) speed normally, but can reach Shift X (150) speed in a straight line.
- The wings fire feathers up to 3 areas away, striking for Excellent (20) edged damage against all targets in a single area. The feathers are tipped with a paralyzing agent (Endurance FEAT versus Monstrous (75) intensity or paralyzed for 2-20 rounds).
- The wings regenerate if damaged, becoming functional within 1-10 turns.

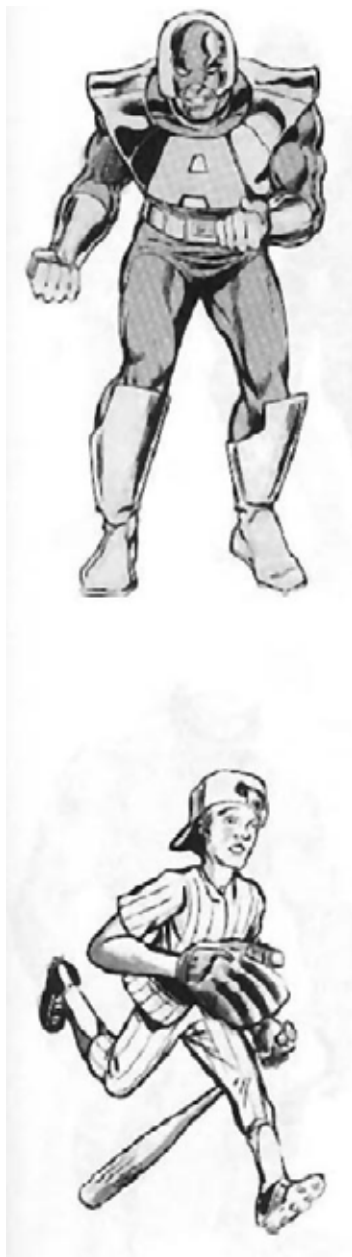
Limitation: Archangel's wings have a destructive mind of their own. When threatened, he must make a Green Psyche FEAT or his wings automatically attack any perceived threat.

TALENTS: Aerial Combat, Business, Martial Arts B.

IN BRIEF: Warren originally had natural, feathered wings. They were later amputated after being damaged which drove Warren to the brink of insanity and suicide.

Warren was rescued from death by Apocalypse who brainwashed him and gave him a stronger body and mechanical wings. Warren escaped and joined X-Factor as Archangel. Now he is a much more serious character, struggling to use his powers responsibly.





AVALANCHE

Real Name: Dominic Petros

Type: Mutant

ID: Public

Team Affiliation: None

F	A	S	E	R	I	P
GD	GD	GD	IN	GD	GD	TY
10	10	10	40	10	10	6
Health: 70			Karma: 26			
Resources: TY			Popularity: -5			

KNOWN POWERS

Body Armor: Avalanche's costume provides Good (10) protection against physical and energy attacks.

Disintegration: At Monstrous (75) rank and a 2-area range, he can destroy non-living, inanimate objects. The target's material strength determines the intensity of the FEAT. For example, an iron bar has Excellent (20) material strength would require an Excellent (20) intensity Power FEAT to be disintegrated. The power rebounds upon Avalanche as a blunt attack if he uses it in an attempt to destroy a living target.

Earth Control: Avalanche can create a wave of semi-molten earth with a 4-area range that inflicts Remarkable (30) blunt attacks to all in its path. A target's body armor protects from damage as usual, but he can still be slammed or stunned by this attack.

Limitation: Avalanche's powers only affect non-living matter or his own body.

TALENTS: Bilingual (Greek and English).

IN BRIEF: Avalanche is best described as a mercenary with a lust for power.

Freedom Force gave him a legal basis for breaking the law. He seemed to think of it like diplomatic immunity; no matter what he does, the courts can't stop him. With Freedom Force dissolved. Avalanche is again a free agent.

BANISHER

Real Name: Tyler Kane

Type: Mutant

ID: Secret

Team Affiliation: None

F	A	S	E	R	I	P
PR	TY	FE	TY	PR	PR	GD
4	6	2	6	4	4	10
Health: 18			Karma: 18			
Resources: FE			Popularity: 0			

KNOWN POWERS

Teleportation: Tyler possesses a special form of teleportation at Shift Z (500) rank. He is able to teleport himself and others to distant locations, bring people and objects to him, or banish people and objects away from him. Consider the range of this power to be anywhere on the face of the Earth.

When Tyler uses his power to bring things to him, he does not create objects, but snatches existing ones. Tyler can bring a single or group of objects weighing up to 25 tons to his location at one time.

In all other respects, this ability functions like the Teleportation power described in the rule book.

Limitation: Tyler doesn't realize the full extent of his power. He only knows that he can cause others to vanish. He simply screams, "Go away!" and people disappear.

TALENTS: None.

IN BRIEF: For the most part, Tyler is a typical boy. He likes playing baseball, trading baseball cards, and collecting Marvel comic books.

Tyler's view of himself forever changed when his mutant ability surfaced. Because he causes people to vanish, Tyler believes himself to be a murderer of the most evil sort. He doesn't understand that the people are not killed, but only teleported to a distant place. Tyler is a confused, scared little boy, who wields awesome power.

BANSHEE

Real Name: Sean Cassidy

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
EX	EX	GD	RM	GD	GD	GD
20	20	10	30	10	10	10
Health: 80			Karma: 30			
Resources: EX			Popularity: PR			

KNOWN POWERS

Body Armor (Equipment): He wears a body suit that provides Excellent (20) protection from physical and energy attacks.

Flight: Banshee can use his scream to fly at Typical (6) airspeed.

Sound Generation: Banshee's scream is of Unearthly intensity, allowing him to inflict up to Unearthly (100) force damage at a range of 3 areas. Banshee can pitch his scream so that it knocks out opponents (Endurance FEAT versus Monstrous (75) intensity or knocked out for 1-10 turns).

TALENTS: Electronics, Handguns, Law Enforcement, Martial Arts A and B, Mechanics.

IN BRIEF: Sean Cassidy is an Irish-born mutant and former member of Interpol, the European security agency. He is currently a member of the X-Men.

Sean is an easygoing person, but can become quite irate when thinking about his nefarious cousin, Black Tom Cassidy.

Sean is something of a playboy, though not particularly good at it. He is deeply attracted to Dr. Moira MacTaggart, who is currently suffering from severe depression over the apparent death of Magneto. Sean's attempts to comfort Moira have all been in vain, which is leading him to depression himself.

BEAST

Real Name: Hank McCoy

Type: Mutant

ID: Public

Team Affiliation: X-Men

F	A	S	E	R	I	P
IN	IN	RM	EX	EX	GD	EX
40	40	30	20	20	10	20
Health: 130			Karma: 50			
Resources: RM			Popularity: EX			

KNOWN POWERS

Balance: Because of his Excellent (20) balance, the Beast may make an additional FEAT roll to avoid losing his balance.

Climbing: He has Remarkable (30) climbing ability.

Enhanced Feet: The Beast's feet are extremely large and dexterous. He may use them as he does his hands when performing Agility FEATs. He also gains a +1 CS when wrestling and performing other actions with his feet.

Leaping: He has Amazing (50) leaping ability.

Lightning Speed: The Beast can move on all fours at Excellent (20) ground speed for short distances.

TALENTS: Acrobatics, Biology, Chemistry, Electronics, Genetics, Martial Arts C, Multi-Lingual (English, French, Italian, Latin, Russian, and more), Tumbling.

IN BRIEF: Employing a vocabulary as large as his feet, Hank McCoy is a bright and witty individual. He often speaks in pretentious phrases.

Though he can be something of a prankster, when it comes to a fight, the Beast is deadly serious. His loyalty to his teammates is unequalled; he would quickly give up his own life to save his friends.





BISHOP

Real Name:
Type: Mutant
ID: Secret
Team Affiliation: X-Men

F	A	S	E	R	I	P
RM	EX	GD	RM	GD	GD	GD
30	20	10	30	10	10	10
Health: 90			Karma: 30			
Resources: PR			Popularity: 0			

KNOWN POWERS

Power Reflection: Bishop can absorb and reflect up to Amazing (50) rank energy attacks. Any energy attacks above Amazing (50) rank cause him damage as normal. Bishop cannot absorb physical attacks, such as a punch or gunshot.

Once he has absorbed an energy attack, he must release it on the same turn or the following turn; he cannot "hold" it longer than this. If time should run out, the energy erupts around him affecting everyone in the same area. Bishop is not harmed if this should occur.

When released, the attack has the same rank and range as when fired at Bishop. He need not fire it at the original attacker, but can choose another target within range if he wishes. Once released, Bishop cannot use that particular attack again until he absorbs it again. However, it is possible for him to absorb multiple attacks in a single turn. In this case, he can still only reflect one absorbed attack per turn: he cannot make multiple attacks himself.

TALENTS: Guns, Law Enforcement, Military, Leadership.

IN BRIEF: Though trapped in the present, Bishop is from the future where he was a ranking member of Charles Xavier's School of Enforcers.

Bishop is a strong leader determined to see that Xavier's dream becomes reality (though his interpretation of the dream may be a bit twisted). He has little compassion for evil mutants.

BLACK QUEEN

Real Name: Selene
Type: Altered human
ID: Secret
Team Affiliation: Hellfire Club

F	A	S	E	R	I	P
GD	EX	RM	AM	GD	AM	AM
10	20	30	50	10	50	50
Health: 110			Karma: 110			
Resources: AM			Popularity: -10			

KNOWN POWERS

Magic: Monstrous (75) ability to control others, create illusions, or summon low level entities. Magic causes her to age and lose life energy (no FEAT roll, as described under her limitations).

Mental Force Bolts: Fired at Incredible (40) rank and range.

Momentary Speed: Shift Y (200) ground speed, for 1 round out of every 10.

Psi Screen: Amazing (50) defense from mental attacks, but can't be used with her other mental powers.

Psychic Body Armor: Good (10) protection against physical and energy attacks.

Psychic Vampire: At Unearthly (100) ability, Selene drains the Psyche of her victims by touch. Each point of Psyche drained restores one point of her Health (max of 110). Each point of Psyche drained also costs the victim one point of Health. If Health reaches 0, the victim dies and disintegrates. If Health is above 0, Selene has Monstrous (75) psychic control over the victim.

Pyrokinesis: Selene has Unearthly (100) control over fire, such that she is able to extinguish it or increase it with a successful Psyche FEAT roll.

Telekinesis: She has Unearthly (100) control over inanimate objects. Selene can disintegrate objects in the same area as herself that have a material strength of Monstrous (75) or less.

Telepathy: At Incredible (40) rank, Selene can read thoughts and contact minds at

a range of 100 miles.

Limitations: All psychic powers (except Psychic Vampire) may cause her to lose Health. For each ability used at Excellent (20) rank or above, she must attempt an Endurance FEAT with failure indicating a loss of 10 Health. If her Health drops below 0, Selene begins to show her true age.

TALENTS: Multilingual (English, Latin, and probably more).

IN BRIEF: Selene is a sorceress who has lived for several millennia. During her travels, she lived in the ancient Roman Republic. In the First Century B.C., she and a large group of Romans fled the Republic and sailed to the New World. They founded Nova Roma in the depths of the Amazon jungle. Here, for nearly two thousand years, she led the feared Cult of Fire as its Black Priestess.

In recent years, she left Nova Roma to come to New York City, where she petitioned for membership in the Hellfire Club. Once accepted, she rapidly rose to the rank of Black Queen.

Delighting in malicious intrigue and exulting in the use of her powers, Selene is totally consumed by evil. Her ultimate goal is world domination, though it is hard to believe her ever being satisfied. With the recent murder of Sebastian Shaw and the apparent death of Emma Frost (two murders in which Selene may have indirectly taken a role), her immediate goal is to take control of the Inner Circle of the Hellfire Club. Currently, it seems that only Shinobi and his Upstarts stand in her way.

BLACKLIGHT

Real Name: Johnny Bifrost

Type: Mutant

ID: Secret

Team Affiliation: None

Human Form:

F	A	S	E	R	I	P
EX	GD	TY	GD	TY	TY	TY
20	10	6	10	6	6	6

Health: 46

Karma: 18

Resources: PR

Popularity: 0

Shadow Form:

F	A	S	E	R	I	P
EX	IN	RM	RM	TY	TY	TY
20	40	30	30	6	6	6

Health: 120

Karma: 18

KNOWN POWERS

Mirrored Eyes: Johnny's eyes are solidified, reflective mirrors that glow red. They grant him the following powers:

- Sight to 5 areas in normal darkness.
- Emit twin beams of Remarkable (30) light energy used to illuminate a 1-area radius or to blind a foe for 1-10 turns. As laser light, they inflict Remarkable (30) energy damage.
- He ignores attacks to his eyes of less than Amazing (50) intensity.

Resistance to Radiation: Johnny has Amazing (50) protection against all forms of radiation.

Shadow Form: At will, Johnny can change to look like a humanoid shadow surrounded by a red aura. While in this form, he gains:

- Flight at Incredible (40) airspeed.
- At Incredible (40) ability, he can reflect energy and force attacks back on his attacker. He gains a +3 CS bonus to reflect light attacks.

TALENTS: Martial Arts B, Streetsmart.

IN BRIEF: Johnny was born in 1972 in a secret lab as part of an experiment to inhibit the powers of mutants. After five years of inhumane experiments, all memories of the lab were concealed by mental blocks placed in Johnny's mind.

He was adopted by a Manhattan couple, where he was secretly monitored by the scientists.

Johnny is on his own now. He knows he is a mutant and that he has a twin sister named Felicia, whom he loves very much. Though he has gotten into trouble with street gangs and crime, Johnny is a good kid. He is very confused about his powers, and afraid that someone is out to get him because of them.





BLOB

Real Name: Fred J. Dukes

Type: Mutant

ID: Secret

Team Affiliation: New Brotherhood of Evil Mutants

F	A	S	E	R	I	P
RM	PR	RM	MN	PR	GD	EX
30	4	30	75	4	10	20
Health: 139				Karma: 34		
Resources: GD				Popularity: -10		

KNOWN POWERS

Bodily Expansion: Blob can flex his fat and break through restraints of up to Excellent (20) material strength.

Body Armor: He has Unearthly (100) protection from physical attacks, and Amazing (50) resistance to cold, heat, and energy attacks.

Entrapment: Blob can hold an opponent with the equivalent of Monstrous (75) Strength in the folds of his skin on a Green Psyche FEAT.

Immovability: Once firmly planted (takes 1 round), Blob can only be moved by an opponent of Unearthly (100) Strength or greater, and then only on a Red FEAT roll. He is immune to stuns and slams when planted.

TALENTS: None.

IN BRIEF: Fred Dukes seems to bear a deep resentment toward his mutant deformation. Perhaps this is why he goes out of his way to be obnoxious to everyone but his closest friends.

The Blob delights in making bad jokes to taunt his opponents. He also takes great pleasure in hurting and humiliating his enemies. Laughing and jeering all the while, he likes to let his attackers wear themselves out punching him before he finishes them off.

The Blob constantly sports a big, dumb grin. He's not particularly bright, and this shows in the way he talks.

BOOM BOOM

Real Name: Tabitha Smith

Type: Mutant

ID: Secret

Team Affiliation: X-Force

F	A	S	E	R	I	P
PR	GD	TY	EX	PR	TY	TY
4	10	6	20	4	6	6
Health: 40				Karma: 16		
Resources: PR				Popularity: 0		

KNOWN POWERS

Time Bombs: Boom Boom can create spheres of energy which she can detonate up to 5 rounds later. These "time bombs" inflict up to Amazing (50) force or energy damage. The amount and type of damage, as well as the detonation time, are determined by her when the bomb is created. Boom Boom can throw these time bombs up to 3 areas away.

Wrist Launchers (Equipment): Boom Boom recently fitted her costume with wrist attachments that enable her to emit the power of her time bombs in a beam. The beams are effective at a range of 8 areas and inflict up to Amazing (50) force or energy damage.

TALENTS: Streetsmart, Television Junkie, Thrown Weapons, Video Games.

IN BRIEF: Though she had a rough childhood and was a runaway, Tabitha is still an easy-going person.

Probably as a result of her childhood, Tabitha has trouble trusting strangers and authority figures.

Though she would never admit it, Boom Boom is with X-Force because she believes they can make a difference in the world. She thinks they can help both mutants and humans come together to lead better lives.

Inside, Boom Boom really cares, but she hides her feelings with cute remarks and practical jokes.

CABLE

Real Name: Nate (Full name Unrevealed)

Type: High-Tech (likely Mutant too)

ID: Secret

Team Affiliation: Leader of X-Force

F	A	S	E	R	I	P
IN	EX	EX	EX	EX	RM	RM
40	20	20	20	20	30	30
Health: 100				Karma: 80		
Resources: GD				Popularity: 0		

KNOWN POWERS

Bionic Arm: Cable's arm is made of Remarkable (30) strength material. He can use it to make Strength FEATs with Remarkable (30) ability.

Bionic Eye: An artificial eye allows Cable to see into the infrared and ultraviolet with Remarkable (30) ability. It also grants him telescopic vision.

Telekinesis: To date, this is the only mutant-like power Cable has revealed. It allows him to lift and manipulate objects with his mind at Excellent (20) rank.

TALENTS: Espionage, Guns, Leadership, Martial Arts A, Military.

IN BRIEF: Cable is a former intelligence agent with contacts in the CIA, Interpol, SHIELD, and other espionage groups. He is currently being hunted by a one-time partner, G.W. Bridge, who is a commander in SHIELD.

Much of Cable's past remains a mystery. Of his teammates, only Domino knows the truth about him and his powers.

Cable is a strong leader fighting for what he believes is right: That mutants have certain inalienable rights just like normal humans. He views his teammates as soldiers under his command. Cable is willing to kill to win his war for mutant rights.

CANNONBALL

Real Name: Sam Guthrie

Type: Mutant

ID: Secret

Team Affiliation: X-Force

F	A	S	E	R	I	P
GD	GD	GD	RM	TY	GD	GD
10	10	10	30	6	10	10
Health: 60				Karma: 26		
Resources: PR				Popularity: PR		

KNOWN POWERS

Concussive Blast: Sam can use the same energy that allows him to fly to attack targets up to 1 area away. This is a Remarkable (30) rank force attack.

Flight: By directing concussive energy behind him, Cannonball flies at up to Excellent (20) airspeed.

Force Field: When in flight, Cannonball maintains a Monstrous (75) rank force field around himself and anyone he is carrying. He uses this power to make Remarkable (30) ramming attacks without harming himself.

Perimeter Field: Sam recently learned to extend his force field to protect everyone in the same area as himself at Amazing (50) rank.

TALENTS: Leadership, Mining, Science Fiction.

IN BRIEF: Sam is well known for being exceptionally nice and polite to others. He is fiercely loyal to his teammates and has a strong sense of duty.

Sam used to be insecure about his powers, his abilities, and his role as part of a mutant fighting force. Now, he has finally learned much about controlling his power and how to fight effectively as a soldier. However, he has begun to question the ethics and morality of the cause he fights for, and is also questioning Cable's means and goals.





CAPTAIN BRITAIN

Real Name: Brian Braddock
Type: Altered Human
ID: Public
Team Affiliation: Leader of Excalibur

F	A	S	E	R	I	P
IN	IN	UN	AM	GD	IN	EX
40	40	100	50	10	40	20
Health: 230			Karma: 70			
Resources: EX			Popularity: IN			

KNOWN POWERS

Flight: Captain Britain can attain speeds of up to Shift X (150) airspeed. When flying above Remarkable (30) airspeed, he must make Agility FEATs to turn.

Force Field: Captain Britain's personal force field provides him with Remarkable (30) protection from physical and energy damage.

Limitations: Captain Britain's powers are strongly tied to the land of Britain (and its extradimensional counterparts). When away from the isles, his Fighting, Agility, Strength, and Endurance (though not his Health) drop by 1 rank each day until a minimum of Typical (6) is reached.

Additionally, the use of his Flight power requires an Endurance FEAT to perform.

TALENTS: British Folklore, History, Physics.

IN BRIEF: Brian Braddock was chosen by Merlin and Roma to be the protector of this dimension's England. He has lived up to this role admirably, becoming a stalwart champion of Britain.

Besides his other Excalibur teammates, the two people most important to him are Meggan and his sister, Betsy (alias Psylocke). Many times, Brian has wished that he could lead a normal life, but his sense of duty obligates him to remain a hero.

CASSIDY, BLACK TOM

Real Name: Tom Cassidy
Type: Mutant
ID: Secret
Team Affiliation: Ally of Juggernaut

F	A	S	E	R	I	P
EX	GD	GD	IN	EX	GD	GD
20	10	10	40	20	10	10
Health: 80			Karma: 40			
Resources: RM			Popularity: -10			

KNOWN POWERS

Heat Blast: This inflicts energy damage at Remarkable (30) rank and range.

Kinetic Bolt: This inflicts force damage at Remarkable (30) rank and range.

Resistance to Sonics: Black Tom has Unearthly (100) protection from all sonic attacks, including those of his brother Sean (Banshee) and niece Theresa (Siryn).

Shillelagh (Equipment): He can focus his powers through a wooden shillelagh, increasing the intensity and range to Amazing (50).

TALENTS: Bilingual (English, Irish), Crime.

IN BRIEF: Unlike his heroic relatives Banshee and Siryn, Black Tom is a rogue who pulls off his villainous schemes with grace and style. He often appears reasonably pleasant, but his heart is black.

For quite some time, Black Tom has worked with Cain Marko (alias the Juggernaut). Black Tom is definitely the brains of the pair. He often shows a deep affection for Juggernaut.

Just as he cares for Juggernaut, Black Tom utterly hates Sean Cassidy. He also extends this enmity to anyone who aids Sean.

Black Tom is very arrogant. Though powerful, he tends to over-estimate his abilities.

COLLINS, RUSTY

Real Name: Russell Collins

Type: Mutant

ID: Public

Team Affiliation: Mutant Liberation Front,
ally of Skids

F	A	S	E	R	I	P
TY	TY	TY	GD	TY	TY	GD
6	6	6	10	6	6	10

Health: 28 Karma: 22
Resources: FE Popularity: -5

KNOWN POWERS

Fire Control: Rusty has Monstrous (75) control over all types of fire, and can extinguish flames of up to that intensity.

Fire Generation: He has the power to create fire of up to Excellent (20) intensity. This fire lasts for a single round, but will continue to burn if combustible materials are present. By succeeding at a Psyche FEAT, Rusty can encompass up to 2 areas for Amazing (50) damage.

Resistance to Fire: Rusty has Unearthly (100) protection from all fire.

TALENTS: Military (Navy), Student.

IN BRIEF: Rusty's pyrotechnic power first manifested itself in an accident in which a woman was severely burned. He is still somewhat frightened of losing control of his power.

Rusty was taken in by X-Factor. He soon met Skids, who he has fallen in love with. Both Rusty and Skids were injured in a battle with Freedom Force and taken into government custody. They were quickly rescued by the Mutant Liberation Front.

Rusty is really a good kid who has been led astray. Deep down, he knows the terrorist actions of Stryfe and the MLF are wrong. He questions the MLF's activities, but always gives in to Stryfe, especially if Skids takes part in the group's actions.

COLOSSUS

Real Name: Piotr Nikolatevitch Rasputin

Type: Mutant

ID: Secret

Team Affiliation: X-Men

Human Form:

F	A	S	E	R	I	P
EX	GD	EX	EX	TY	TY	EX
20	10	20	20	6	6	20

Health: 70 Karma: 32
Resources: PR Popularity: 0

Armored Form:

F	A	S	E	R	I	P
EX	GD	UN	MN	TY	TY	EX
20	10	100	75	6	6	20

Health: 205 Karma: 32

KNOWN POWERS

Armored Form: Colossus can instantly change his flesh into an organic steel-like substance. While in this form, he gains the following abilities:

- Monstrous (75) protection from physical, energy, and magic attacks.
- Monstrous (75) resistance to heat and cold.
- Self-sustenance, no need to eat, drink, or breathe.

Invisibility to Machines: Colossus has Unearthly (100) invisibility to cameras and other mechanical devices. He cannot be photographed or detected by sensors or robots.

TALENTS: Artist, Bilingual (Russian and English), Martial Arts A, Pilot.

Rote-Playing Notes: Piotr is a downright good person. He is a soft-spoken, though stalwart, hero. Colossus is unshakingly loyal to his teammates and friends, and an unrelenting foe to anyone who would harm them. He is very proud of his Russian heritage, and sometimes feels guilty for having left the Soviet Union.





COOPER, VAL

Real Name: Dr. Valeria Cooper
Type: Human
ID: Public
Team Affiliation: Agent of the U.S.
Government. liaison to X-Factor

F	A	S	E	R	I	P
TY	TY	TY	TY	GD	TY	GD
6	6	6	6	10	6	10
Health: 24				Karma: 26		
Resources: AM				Popularity: GD		

KNOWN POWERS None.

TALENTS: Bureaucracy, Politics.

IN BRIEF: Val Cooper is a high-roller in political arenas around the globe. She was responsible for Freedom Force. With their breakup, she formed the new X-Factor. Her agenda involves using government-sanctioned mutant groups, such as X-Factor, as a means of countering subversive organizations like the Mutant Liberation Front and the New Brotherhood of Evil Mutants.

She would like to see an end to the tensions between mutants and humans. One of her objectives with X-Factor is to ensure that they receive good publicity in the news media. Val wants human society to accept X-Factor as their mutant heroes and protectors, and in so doing, to enlighten folks that not all mutants are out to get them.

Because she truly cares about the welfare of her mutant agents, Val has a good reputation with mutant heroes. Val's good intentions can be difficult to refuse, as Alex Summers (Havok) discovered when she convinced him to lead X-Factor.

Though Val Cooper has considerable political pull, she must often bow down to higher authorities. Even so, she always ensures that her position is understood and considered, especially with regard to the endangerment of the agents she is responsible for.

CRIMSON COMMANDO

Real Name: Frank Bohannon
Type: Mutant
ID: Public
Team Affiliation: None

F	A	S	E	R	I	P
EX	EX	GD	RM	TY	GD	GD
20	20	10	30	6	10	10
Health: 80				Karma: 26		
Resources: RM				Popularity: 0		

KNOWN POWERS

Body Armor (Equipment): Excellent (20) protection.

Daggers (Equipment): Indict Good (10)
edged damage.

Revolver (Equipment): Typical (6) range with five bullets; three penetrate Remarkable (30) armor to inflict Good (10) shooting damage and two are rubber and cause Good (10) blunt damage.

Thought Suppression: This provides him with Incredible (40) protection from detection by telepaths. He also gains a +1 on initiative.

Utility Belt (Equipment): His belt contains:

- 50' reel of wire.
- Amazing (50) intensity flash grenade.
- Typical (6) intensity incendiary grenade.
- Excellent (20) intensity smoke bomb.
- Typical (6) Intensity tear gas grenade.
- Incredible (40) plastic explosive.
- Lockpicks.
- Mini-torch of Remarkable (30)

intensity.

TALENTS: Acrobatics, Espionage, Leadership, Marksmanship, Martial Arts B, C, and D, Military, Multi-lingual (German, Russian, English), Thrown Weapons, Tracking, Tumbling, Weapons Specialist (daggers), Wrestling.

IN BRIEF: Not long ago, Frank pursued a vigilante career, believing that killing criminals struck fear into the survivors. Frank has since learned greater tolerance, but he still believes his goals justify him committing criminal acts.

CYCLOPS

Real Name: Scott Summers

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
EX	EX	TY	RM	EX	RM	RM
20	20	6	30	20	30	30
Health: 76				Karma: 80		
Resources: GD				Popularity: TY		

KNOWN POWERS

Optic Blasts: Cyclops' eyes always emit a ruby-red beam of force which he can use with Incredible (40) Agility to do the following:

- Inflict up to Amazing (50) force damage at a 3-area range. For each area beyond 3, reduce damage by 1 rank.
- On a successful Agility FEAT, Cyclops can affect up to eight targets in a single area if there are sufficient reflectors (mirror, glass, metal, etc.) around to bounce his beam off of. Damage is reduced to Incredible (40).
- Affect two adjacent areas with a wide-angle beam of up to Remarkable (30) intensity.
- Use as a pressor beam to push up to 500 pounds along the ground or to stop an object from falling. The object suffers Typical (6) force damage per round.

TALENTS: Aircraft and Spacecraft Pilot, Leadership, Martial Arts A and C, Multilingual (Russian, English, and Japanese), Resist Domination.

IN BRIEF: Cyclops has been a strong leader of the X-Men. He has a knack for knowing the strengths and weaknesses of his teammates, and for quickly coming up with brilliant team tactics in the midst of combat.

Cyclops avidly believes in Charles Xavier's dream of a world in which mutants and humans live in peace with one another. He believes it is his duty to help the X-Men see that this dream becomes reality.

DEADPOOL

Real Name: unrevealed

Type: Hi-Tech

ID: Secret

Team Affiliation: Ally of Tolleriver

F	A	S	E	R	I	P
RM	EX	EX	EX	GD	TY	GD
30	20	20	20	10	6	10
Health: 90				Karma: 26		
Resources: RM				Popularity: 0		

KNOWN POWERS

Deadpool has the following equipment:

Body Armor: Deadpool's costume provides Good (10) protection from energy and physical attacks.

Bolos: These can be thrown up to 2 areas to grapple an opponent with Excellent (20) material strength.

Bo Staff: This weapon has Excellent (20) material strength and can inflict up to Remarkable (30) blunt damage.

Cluster Bombs: These small pellets can be thrown up to 1 area away, and affect everyone in that area with a Remarkable (30) energy attack.

Long Swords: Deadpool carries two swords of Excellent (20) material strength that inflict Excellent (20) edged damage.

Teleporter: This device allows him to instantly teleport up to 10,000 miles away. He can take two people along with him.

Throwing Stars: These can be thrown up to 3 areas to inflict Excellent (20) edged damage. They have Excellent (20) material strength.

TALENTS: Martial Arts A, B, C, and E, Military, Sharp and Thrown Weapons.

IN BRIEF: Deadpool is known as a ruthless assassin with an overwhelming hunger for wealth and material gain. He has even been known to switch sides in the middle of a combat if offered enough "compensation." Deadpool is also known for having a big mouth and constantly chatters at his opponents in an attempt to distract them.





DOMINO

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: X-Force

F	A	S	E	R	I	P
RM	IN	GD	EX	GD	TY	EX
30	40	10	20	10	6	20
Health: 100			Karma: 36			
Resources: GD			Popularity: 0			

KNOWN POWERS

Lasso (Equipment): Domino can use her Good (10) material strength lasso to entangle a single target in the same area as herself.

TALENTS: Martial Arts A, B, and C, Military, Pilot (aircraft).

IN BRIEF: Domino is just as mysterious as her friend and team leader, Cable. And that's the way she likes it.

Apparently, Domino has never trusted anyone with her real name. Once, when asked why she chose the name Domino, she replied: "Because things just have a way of falling into place for me." (X-FORCE 6)

Domino is the type of woman who can out-drink, out-curse, and out-fight anyone, or die trying. She is filled with a strong spirit, which is obvious from the daring actions she takes and the way she talks to others. It has been said that Domino has a mischievous and sarcastic disregard for the self-importance people place on their goals and even their very lives.

Domino has a very close, and possibly romantic, relationship with Cable. He has trusted her with the knowledge that he has mutant powers. Though their friendship can be strained at times, they seem to like each other more than either is willing to admit.

FERAL

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: X-Force

F	A	S	E	R	I	P
RM	IN	RM	RM	TY	EX	RM
30	40	30	30	6	20	30
Health: 130			Karma: 56			
Resources: PR			Popularity: 0			

KNOWN POWERS

Claws: Her claws have Good (10) material strength and indict Good (10) edged damage.

Enhanced Senses: Feral's senses of sight, hearing, and smell operate at Amazing (50) rank.

Leaping: She can leap with Incredible (40) ability.

Night Vision: She can see in the dark to a distance of 3 areas.

Prehensile Tail: Feral can grapple an opponent with her tail at Good (10) Strength.

Tracking: Using her heightened senses, Feral can track with Incredible (40) ability.

TALENTS: Acrobatics, Crime (Morlocks), Tumbling, Wrestling.

IN BRIEF: Feral is yet another mysterious member of X-Force. She is a woman of many contradictions, and will likely always remain an enigma; a fact she recognizes and enjoys.

Feral can be coy, fickle, and manipulative of others, especially men. She is also subject to sudden and extreme outbursts of violence. In combat, she fights like a raving beast and would readily slaughter her enemies if not for the intervention of her teammates.

FITZROY, TREVOR

Real Name: Lord Trevor Fitzroy

Type: Mutant

ID: Public

Team Affiliation: None.

F	A	S	E	R	I	P
GD	TY	RM	EX	EX	PR	RM
10	6	30	20	20	4	30

Health: 66 Karma: 54
Resources: AM Popularity: 0

KNOWN POWERS

Bionics: Trevor's arms and legs are mechanical constructs of Remarkable (30) material strength.

Life Energy Drain: Trevor has the Amazing (50) power to draw the life force out of anyone he touches. To affect a target, Trevor must first succeed at a Power FEAT against the intensity of the victim's Psyche. A successful FEAT allows Trevor to drain up to 50 Health points from the victim each round. If the target's Health drops to 0 as a result, the victim dies and his body disintegrates.

Time Portals: Trevor has the Monstrous (75) ability to open gateways in time. He must first drain the life force of someone. For each victim drained, one person can pass through the Time Portal. Trevor's portals are one way; trying to pass through the wrong way results in the traveler having his body horribly misshapen.

Weapons System: Trevor sometimes wears a high-tech control console on his chest that grants him the following:

- Transparent, crystal-like armor provides Monstrous (75) protection from physical, mental, and energy attacks.
- The system increases his Strength to Monstrous (75).
- Pressing a button allows Trevor to become invisible.

TALENTS: None.

IN BRIEF: Trevor is evil and cruel. He will sacrifice anyone or anything to usurp control of the Upstarts.

FOREMAN

Real Name: Gus Buckman

Type: Mutant

ID: Secret

Team Affiliation: None

Human Form:

F	A	S	E	R	I	P
TY	GD	TY	GD	TY	TY	GD
6	10	6	10	6	6	10

Health: 32 Karma: 22
Resources: TY Popularity: 0

Armored Form:

F	A	S	E	R	I	P
TY	GD	MN	MN	TY	TY	GD
6	10	75	75	6	6	10

Health: 166 Karma: 22

KNOWN POWERS

Armored Form: While conscious, the Foreman's flesh transforms into raw steel. When he sleeps or is unconscious, he reverts to his normal human form. The Foreman cannot control his transformations. His armored shape grants him Monstrous (75) protection from physical and energy attacks and Life support (no need to eat, drink, or breathe).
Limitation: The Foreman is very susceptible to electrical and magnetic powers; such abilities are 't-3 CS to affect him.

TALENTS: Gus is a skilled construction worker.

IN BRIEF: Gus worked as a high-rise construction worker in Chicago. During an accidental fall, his latent mutant power activated, transforming his body into steel. Gus survived the fall and was dismayed by his new body and powers.

Gus has lived through hard times and sees his newfound abilities as a chance to make a better life for himself. Though not a criminal at heart, Gus has decided to enter a world of crime. It will not be long before he makes his presence known in a big way.





FORGE

Real Name: Unrevealed

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	GD	GD	EX	IN	GD	AM
10	10	10	20	40	10	50
Health: 50				Karma: 100		
Resources: RM				Popularity: TY		

KNOWN POWERS

Bionics: Forge's right hand and leg are artificial. These limbs have Remarkable (30) material strength.

Body Armor (Equipment): Forge's suit provides him with Excellent (20) protection from energy and physical damage.

Invention: At Amazing (50) rank, Forge has a superior intuitive feeling for mechanical devices.

Mystic Abilities: Forge has natural magical abilities. He has performed Spirit Sight at Amazing (50) rank, which allows him to see through illusions and disguises. He has also displayed the ability to open and close mystic gales to other dimensions at Monstrous (75) rank.

TALENTS: Bilingual (Cheyenne, English), Business, Military, Mystic Background, Occult Lore (Native American).

IN BRIEF: Once, Forge was a cold and stern individual who had turned his back on both his mutant and Cheyenne Indian heritages. Forge used his talent for inventing to help the U.S. Government design a "neo-neutralizer" which he used to defeat the shape-changing aliens called Dire Wraiths. When Forge learned that his machines were to be used to neutralize the superhuman powers of everyone on Earth, he rebelled and destroyed his invention, and consequently revealed his true moral character.

GAMBIT

Real Name: Unrevealed

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
RM	IN	GD	RM	GD	RM	RM
30	40	10	30	10	30	30
Health: 110				Karma: 70		
Resources: GD				Popularity: 0		

KNOWN POWERS

Emotion Control: Usually by talking, Gambit has Remarkable (30) control over the emotions of others. He can persuade others of his viewpoint or in agreeing with him unless they succeed at a Psyche FEAT. Those aware of this ability may actively resist, granting them a +3 CS to the Psyche FEAT.

Explosive Power: Gambit can imbue small objects such as pens, coins, and playing cards with his mutant energy, then use them as explosive weapons. Such items can be thrown up to 2 areas away, where they explode with up to Remarkable (30) force damage. At Gambit's choosing, either one target or all targets in a single area are affected.

Quarterstaff: This telescoping weapon has Excellent (20) material strength and enables Gambit to inflict Excellent (20) blunt damage.

TALENTS: Acrobatics, Crime.

IN BRIEF: Gambit is a womanizing rogue of Creole or French descent. This southern hero is fond of all women, but especially enjoys pursuing Rogue. He has a smooth tongue and knows how to use it.

Gambit is a headstrong individual who doesn't take orders well. He speaks with a heavy Cajun accent.

GIDEON

Real Name: Unrevealed

Type: Mutant

ID: Secret

Team Affiliation: None

F	A	S	E	R	I	P
EX	GD	GD	RM	EX	GD	GD
20	10	10	30	20	10	10
Health: 70				Karma: 40		
Resources: AM				Popularity: 0		

KNOWN POWERS

Power Duplication: Gideon has the Amazing (50) ability to duplicate the innate superhuman powers of mutants, altered humans, and aliens. As long as the target remains within a 1-area range of Gideon, he can "access" that character's powers and use them himself; he doesn't need to touch the target. After assimilating a power once, Gideon can duplicate it at will in the future. Gideon can use two powers at the same time, either from the same character or two different characters within range. He can switch between available powers at the rate of two per turn. Gideon can even boost a duplicated power by +1 CS to a maximum of Amazing (50). Abilities above Amazing (50) rank can be duplicated, but Gideon can only use them at Amazing (50) intensity. The character whose ability has been duplicated can still use his power at the normal power rank.

TALENTS: Business, Leadership, Martial Arts B.

IN BRIEF: Gideon is a self-serving mutant who seeks power through economic means. He is most comfortable in executive boardrooms, especially when forcibly buying out "weaker" corporations. While he is unlikely to be encountered as a rampaging villain, he is definitely not one of the good guys either.

HAVOK

Real Name: Alexander Summers

Type: Mutant

ID: Public

Team Affiliation: Leader of X-Factor

F	A	S	E	R	I	P
TY	EX	TY	RM	GD	GD	GD
6	20	6	30	10	10	10
Health: 62				Karma: 30		
Resources: TY				Popularity: GD		

KNOWN POWERS

Absorption: Havok can absorb cosmic or plasma energy with Monstrous (75) ability. However, he must succeed at an Endurance FEAT to avoid discharging the built-up energy to everyone within 1 area. He may be affected by almost all other energy or force attacks.

Invisibility to Machines: At Unearthly (100) rank, Havok is invisible to machines, including cameras, film, video, sensor, and robotic eyesight.

Partial Invulnerability: Havok cannot be affected by the eye beams of his brother, Cyclops.

Plasma Generation: Havok can generate super-heated plasma, which he can fire as Monstrous (75) rank force bolts up to 3 areas away.

TALENTS: Geology, Geophysics, Leadership.

IN BRIEF: Havok is a reluctant hero, but once he gets going, watch out! Because Havok initially believed X-Factor would be a government-controlled intervention group of "nice, polite, cuddly mutants," Val Cooper had a difficult time of convincing him to join the team. After realizing that he might really be able to make a difference, and that he would be working with Lorna Dana, a woman he loves, Havok agreed to lead X-Factor.





ICEMAN

Real Name: Robert "Bobby" Drake

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	GD	TY	RM	GD	PR	TY
10	10	6	30	10	4	6
Health: 56				Karma: 20		
Resources: TY				Popularity: GD		

KNOWN POWERS

Body Armor: In his ice form, Iceman gains Remarkable (30) protection from physical and energy attacks. Heat and fire attacks weaken this armor by the rank of the attack for 1-10 rounds.

Ice Generation: Iceman can create ice with Remarkable (30) ability and use this power for the following:

- Create ice shields of up to Remarkable (30) protection.
- Create weapons and ice-shapes of up to Remarkable (30) material strength.
- Ensnare opponents in ice of Remarkable (30) material strength.
- Project cold of Remarkable (30) Intensity up to 3 areas.

• Create ramps and slides of ice allowing him to move at Typical (6) ground speed.

• Create immobile duplicates of himself in ice.

• Create areas of Remarkable (30) slickness.

Invulnerability: Iceman cannot be harmed by cold attacks (though he may be harmed by physical attacks using ice, for example).

TALENTS: Accounting, Thrown Weapons, Weapon Specialist (ice-weapons).

IN BRIEF: Robert has matured over his career as a costumed adventurer. However, he still maintains a bright outlook on life. He enjoys using his powers to play jokes on his teammates.

JUBILEE

Real Name: Unrevealed

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	RM	PR	TY	PR	GD	TY
10	30	4	6	4	10	6
Health: 50				Karma: 20		
Resources: FE				Popularity: 0		

KNOWN POWERS

Fireworks: Jubilee has the Incredible (40) power to create globules of energy which she calls "fireworks." Jubilee controls the darting globules, which have a range of 2 areas. She can vary them in power from Typical (6) to Remarkable (30). Jubilee can use her fireworks to blind or cause force damage to her opponents. She can even arrange them in balls, streamers, and other shapes. Jubilee can absorb her fireworks back into herself without harm.

TALENTS: Acrobatics, First Aid, Tumbling.

IN BRIEF: Before joining the X-Men, Jubilee was an orphan living as a homeless "pack-rat" in the Hollywood Mall. She entertained mall customers with her firework displays. It was a hard life, and she was forced to learn how to defend herself in the County Juvenile Hall.

Jubilee is still in her mid-teens, and has a lot of growing up to do. She has attached herself to Wolverine, whom she sees as a father-figure. Wolverine cares more about her than he is willing to admit.

Jubilee is best described as a gutsy teenager who is quick on her feet and always enthusiastic. She is adventurous and able to fend for herself, but she is reluctant to risk herself in combat unnecessarily.

JUGGERNAUT

Real Name: Cain Marko
Type: Altered Human
ID: Secret
Team Affiliation: Ally of Black Tom Cassidy

F	A	S	E	R	I	P
RM	PR	UN	UN	TY	PR	GD
30	4	100	100	6	4	10
Health: 234				Karma: 20		
Resources: TY				Popularity: -30		

KNOWN POWERS

Invulnerability: Juggernaut is protected by both a Class 3000 force field covering his entire body and biological body armor of Unearthly (100) rank. The force field is effective against physical and energy attacks, radiation, toxins, corrosives, acid, and gasses. It provides Monstrous (75) protection against magical attacks. His mystic helmet provides Unearthly (100) protection against mental attacks.

Movement: Juggernaut moves 2 areas per round. He is considered virtually unstoppable. Force fields and objects of less than Incredible (40) strength do not affect him; those of greater strength slow him down to 1 area per round.

Regeneration: At the end of the following round after he takes damage, Juggernaut recovers his Endurance rank in Health, provided he takes no further damage during the round he is healing.

Self-Sustenance: Juggernaut does not need to eat, drink, or breathe, and is unaffected by disease.

TALENTS: Military.

IN BRIEF: The Juggernaut is one of the biggest, meanest, and toughest individuals on the planet. He knows it, flaunts it, and likes it.

Even so, he has been defeated numerous times. Oddly, Juggernaut isn't obsessed with getting revenge, and seldom goes out of his way to confront his enemies. If they should get in his way, though, look out!

LADY ANGUISH

Real Name: Felicia Bifrost
Type: Mutant
ID: Secret
Team Affiliation: None

F	A	S	E	R	I	P
TY	GD	TY	GD	GD	RM	IN
6	10	6	10	10	30	40
Health: 32				Karma: 80		
Resources: TY				Popularity: 0		

KNOWN POWERS

Costume: Felicia's suit generates an Incredible (40) personal force field. The helmet conceals her face and keeps her from being overcome by her Empathy.

Empathy: With Amazing (50) ability, Felicia can feel the surface emotions of others. She can detect the person's emotional state and use that knowledge to discover the person's physical state, surroundings, and location. Range of this power is limited to 20 areas for reading a stranger's or brief acquaintance's emotions. For people she loves, range is limited only to the same dimension.

Psionic Blast: Felicia can project Incredible (40) rank psionic force blasts. She must make a Psyche FEAT to strike the target. If hit, the victim must succeed at an Incredible (40) Intensity Psyche FEAT or be knocked out for 1-10 turns.

Resistance to Radiation: Felicia has Amazing (50) protection against all forms of radiation.

Telepathy: She has the Remarkable (30) ability to send thoughts and read minds at a range of up to six miles.

Limitation: When using her Empathy power, it is possible for Felicia to be overcome by the emotions she reads. Felicia must succeed at a Yellow Psyche FEAT or be overcome. If this happens, she broadcasts the emotion to everyone within 20 areas, who must also succeed at Yellow Psyche FEATs or be overcome by the emotion and act accordingly.

TALENTS: Felicia has worked as a





nightclub singer and has the Performer skill.

IN BRIEF: Felicia and her twin brother, Johnny, were born in a secret lab and for five years they grew up under the close observation of impassive scientists and were subjected to countless tests, many of which were cruel and inhumane.

As the final stage of the experiment, all memories of their lives at the institute were concealed by mental blocks. Felicia and Johnny were then adopted by a couple living in Manhattan. Their stepparents knew of the experiments, and were paid to raise the twins and maintain the secret of their past lives.

Unfortunately, the scientists had not chosen the children's parents well. By the time the twins were teenagers, their stepfather had gambled all of their money away. Knowing the kids were mutants, the stepfather loathed them, and secretly feared them.

The twins were forced to take to the streets to survive. Felicia worked as a singer and dancer in a night club. Much to her regret, Johnny joined a street gang.

Unaware of it, Felicia had become the love interest of Alan Pagan (Mister Fear), who saw one of her performances. Mister Fear arranged for her to be captured and subjected to a mind-control device. During the process, her mental blocks were removed and her mutant powers activated. Mister Fear gave her a costume and dubbed her Lady Anguish. She was forced to aid him in his nefarious schemes until freed by the help of her brother.

Confused and distraught, Felicia moved to California to start a new life. Johnny remained in New York City. Both of them are struggling to understand their powers, and how best to use them.

LADY DEATHSTRIKE

Real Name: Oyama Yuriko

Type: Altered Human

ID: Secret

Team Affiliation: Reavers

F	A	S	E	R	I	P
IN	EX	GD	RM	TY	EX	EX
40	20	10	30	6	20	20
Health: 100					Karma: 46	
Resources: EX					Popularity: -10	

KNOWN POWERS

Cyborg Body: Lady Deathstrike's body has been heavily modified. It gives her the following abilities:

- Claws of Incredible (40) material that inflict Remarkable (30) edged damage.
- Remarkable (30) protection from physical and energy damage.

TALENTS: Martial Arts A, C, and E, Sharp Weapons.

IN BRIEF: Oyama Yuriko is the daughter of a Japanese scientist who supposedly developed the technique by which Wolverine's adamantium skeleton and claws were created. Oyama feels that the only way to honor her dead father is to kill Wolverine and take his bones.

During her hunt for Wolverine, Oyama made a deal with Spiral, and in Spiral's Body Shops, she became a cyborg warrior. As Lady Deathstrike, she now believes she has the personal power to slay Wolverine, but on her own terms. Lady Deathstrike has a sense of honor and wants to kill Wolverine in battle.

Lady Deathstrike's strange code of honor is also apparent in her actions with the Reavers. She is supremely confident in her own abilities and will not stand for cowardice or indecision in her teammates. She will fight even the most deadly opponents. When the Reavers' base was attacked by Sentinels, Lady Deathstrike bravely attempted to hold them off herself.

MAGNETO

Real Name: Magnus

Type: Mutant

ID: Secret

Team Affiliation: None

F	A	S	E	R	I	P
GD	RM	GD	MN	IN	EX	AM
10	30	10	75	40	20	50
Health: 125			Karma: 110			
Resources: AM			Popularity: -50			

KNOWN POWERS

Astral Projection: Magneto can project himself into the astral plane with Typical (6) ability.

Body Armor: His suit provides Excellent (20) protection from physical and energy attacks.

Energy Control: He can manipulate heat, light, radio waves, gamma radiation, and x-rays with Monstrous (75) ability.

Flight: He can ride the Earth's magnetic lines of force, allowing him Remarkable (30) flight.

Force Field: He can create a force field within 1 area at Monstrous (75) rank. For every 2 areas beyond the first, the field loses 1 CS. He can use his magnetic and energy powers through his force field.

Magnetic Control: He can manipulate iron and iron-based alloys with Unearthly (100) ability to do the following:

- Lift ferrous objects as if with Unearthly (100) Strength.
- Scramble machinery with Unearthly (100) ability.
- Inflict Unearthly (100) damage to iron-based or iron-alloyed characters.
- Detect magnetic fields with Monstrous (75) ability.
- Use metal objects to attack or entrap opponents at line-of-sight range.
- Manipulate nonferrous objects with Monstrous (75) ability.
- Assemble machinery in 1 round.

Telepathic Projection: He can send thoughts and images up to 10 miles away with Good (10) ability.

TALENTS: Computers, Electronics, Engineering, Espionage, Genetic Manipulation, Leadership, Multilingual (English, German, Russian, and more), Robotics.

IN BRIEF: Magneto is a villain with a mission: to safeguard mutantkind. He wants to conquer the world to aid his fellow mutants, not for personal gain.

While he was the leader of the Brotherhood of Evil Mutants, Magneto believed that it was the destiny of mutants to dominate humanity, or even destroy it if that was the only way for mutantkind to survive. Despite his ruthlessness, Magneto could not totally separate himself from his human feelings. Realizing that his own humanity would ultimately interfere with his goal, he tried another mission: security through peaceful coexistence with humanity, the method of Professor X.

Magneto tried to work for the general good, and even joined the X-Men to serve as the headmaster of Xavier's school while Professor X was away. However, his domineering techniques and questionable actions drove him away from the X-groups and back to his traditional role as an "evil" mutant.

Magneto gives and expects strict loyalty from his allies, and shows no mercy toward his enemies. Hardened by battle and deprivation, Magneto will crush or humiliate all those who oppose him. As a leader, he demands that all of his orders be followed without question.

Magneto is a powerful foe; inexperienced player characters can be easily defeated by him. He will not try to kill such enemies, but only beat them to a pulp and humiliate them. Before resorting to combat, he will attempt to sway mutants to his cause.

Magneto does not see himself as a villain by choice. He thinks of himself as evil only because he must perform evil acts in pursuit of a greater good.





Real Name: Jean Grey
Type: Mutant
ID: Secret
Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	GD	TY	RM	GD	EX	AM
10	10	6	30	10	20	50
Health: 56				Karma: 80		
Resources: RM				Popularity: GD		

Force Bolts: Marvel Girl can fire mental bolts of up to Incredible (40) force damage at a range of 3 areas.

Force Fields: Jean can create force fields of up to Incredible (40) rank, which can be extended over multiple areas at -1 CS per additional area.

Mind Transference: Jean can only manifest this Incredible (40) power when she is dying (losing Endurance ranks). By succeeding at a Power FEAT roll, she is able to transfer her consciousness from her dying body to the body of anyone within 1 area (preferably a female). While her body appears dead, Jean actually lives on in the other's mind.

Telekinesis: She has Incredible (40) telekinetic ability, enabling her to move things with her mind as if she has Incredible (40) Strength. She can also move herself and others in "flight" of up to Remarkable (30) airspeed.

Telepathy: Jean can project her thoughts and read minds at Remarkable (30) ability and range.

TALENTS: Fashion, Resist Domination.

IN BRIEF: After living a difficult life of dealing with her telepathic powers, Jean Grey has become an emotionally strong person. She is very devoted to Charles Xavier's dream of peaceful coexistence between mutants and humans. Jean would be willing to give her life for the cause, or to save her teammates.

Real Name: Fiona McKenna
Type: Mutant
ID: Secret
Team Affiliation: None

F	A	S	E	R	I	P
EX	GD	TY	GD	TY	TY	GD
20	10	6	10	6	6	10
Health: 46			Karma: 22			
Resources: TY			Popularity: 0			

Material Transformation: Fiona has the power to transform solid objects into liquids. She can extend this power outward from her body to affect every non-living object within the area she occupies. She can "liquefy" objects of up to Amazing (50) material strength. Affected machines (including power suits) immediately stop functioning. This includes NPC robots, such as Ultron, but would not affect Colossus, who is comprised of "organic-steel."

While Fiona is in the same area and her power is still activated, all melted objects have a material strength of Feeble (2). If she leaves the area or stops concentrating on her power, melted objects solidify, regaining their original material strength. Once melted and re-solidified, an object does not regain its original shape.

As an additional effect of this power, Fiona gains body armor equal to the highest material strength of the objects she has melted. Once the objects re-solidify, Fiona loses the body armor.

Limitation: Presently, Fiona has little control over her power. It affects her clothing and equipment, as well as all objects in the same area as herself.

TALENTS: Law Enforcement, Martial Arts A and C.

IN BRIEF: Fiona is a good cop. She's tough on the outside, but has a soft heart. She truly wants to do what is right.

MEGGAN

Real Name: Unrevealed

Type: Mutant

ID: Public

Team Affiliation: Excalibur

F	A	S	E	R	I	P
GD	RM	GD	IN	PR	GD	PR
10	30	10	40	4	10	4
Health: 90				Karma: 18		
Resources: FE				Popularity: GD		

KNOWN POWERS

Animal Communication: Meggan has the Unearthly (100) ability to converse with animals.

Changeling: Meggan has a shape-changing ability at Unearthly (100) rank. She can modify her abilities as follows:

- Gain physical powers such as teeth, claws, tracking, enhanced senses (max. of Amazing (50)), body armor (max. of Incredible (40)), and wings or fins.
- Increase physical attributes by a total of +4 CS. This varies from adding +1 CS to each of the four attributes to adding +4 CS to a single attribute. Health and Karma are not changed.

- Meggan's own feelings affect her changes. If angry, she takes on a monstrous, hulking shape. If sad, she becomes more plain-looking. If attracted to a person, she reflects that person's impression of her.

Flight: She can fly at Excellent (20) airspeed.

Resistance to Cold: Her power provides her with Good (10) protection from cold.

Limitation: Like Captain Britain, Meggan's abilities are tied to the British Isles. When away from them, she has less control over her powers. All FEAT rolls are at -2 CS, and she is subject to sudden changes in appearance.

TALENTS: Television Junkie.

IN BRIEF: Meggan is a caring and gentle girl, but she is also very naive. She constantly worries about how others perceive her, and has a low self-esteem.

MISTER SINISTER

Real Name: Unrevealed

Type: Unrevealed

ID: Secret

Team Affiliation: Leader of the Marauders

F	A	S	E	R	I	P
RM	RM	IN	AM	IN	RM	UN
30	30	40	50	40	30	100
Health: 150				Karma: 170		
Resources: IN				Popularity: 0		

KNOWN POWERS

Mutant Detector (Equipment): This device functions at Unearthly (100) rank 10 detect mutants.

Telepathy: This power is at Unearthly (100) rank. Whether it is derived from inborn ability or technology is unknown. Mister Sinister can perform the following:

- Fire force bolts at Unearthly (100) range and damage.
- Create force shields of Unearthly (100) rank.
- Instill mental blocks in victims, who must succeed at an Unearthly (100) intensity Psyche FEAT or be unable to harm Mister Sinister.
- Plant false memories, or erase memories, at Unearthly (100) ability.
- Enter the astral plane, where all of his FEAT rolls are at +2 CS.

Limitation: He is very vulnerable to Cyclops' eye beams, which automatically pass through Sinister's force shield and are +2 CS to hit and damage.

TALENTS: Bio-chemistry, Cloning, Computers, Electronics, Engineering, Genetics, Leadership, Medicine, Resist Domination.

IN BRIEF: The enigmatic Mister Sinister is a ruthless man who has no compunctions about ruining lives to get what he desires. He prefers to operate in the shadows, letting his lackeys do the dirty work. He is arrogant, confident, and expects total obedience from his followers.





MULTIPLE MAN

Real Name: James Arthur Madrox

Type: Mutant

ID: Secret

Team Affiliation: X-Factor

F	A	S	E	R	I	P
TY	TY	TY	GD	GD	TY	TY
6	6	6	10	10	6	6
Health: 28			Karma: 22			
Resources: PR			Popularity: 0			

KNOWN POWERS

Body Armor: His costume provides Good (10) protection from physical and energy damage.

Duplication: Jamie can create up to 20 duplicates of himself with abilities and Health equal to his own. To create a dupe, he must produce kinetic energy, such as by clapping his hands or snapping his fingers. Each dupe can also create others in the same way. However, there can never be more than 20 duplicates.

Jamie's doubles are psionically linked to him and each other. Each is capable of independent thought, feeling, and action. If a dupe is killed, Jamie must succeed at a Psyche FEAT or fall unconscious for 1-10 rounds. Jamie can dispel the dupes at will by pulling them back into his own body. If the Health of the duplicates varies when they merge in his body, Jamie has an average of all the Health scores involved. If Jamie is knocked out, all of his doubles vanish.

TALENTS: Genetics, Student.

IN BRIEF: Jamie Madrox is a quiet, good-hearted person. He sees his involvement in X-Factor as a way to have exciting adventures and do some good at the same time. Recently, Jamie has questioned his own actions regarding the creation of dupes.

MYSTIQUE

Real Name: Raven Darkholme

Type: Mutant

ID: Secret

Team Affiliation: Leader of Freedom Force

F	A	S	E	R	I	P
EX	EX	GD	IN	EX	EX	IN
20	20	10	40	20	20	40
Health: 90			Karma: 80			
Resources: EX			Popularity: TY			

KNOWN POWERS

Blaster (Equipment): She sometimes carries this weapon, which inflicts Remarkable (30) force damage at a 3-area range.

Imitation: Mystique has the Unearthly (100) ability to transform herself into the likeness of another human. She looks and sounds like the other, but does not smell like him or her. Mystique's costume changes with her. Each imitation takes 1 round to complete.

Mechanical Scrambler (Equipment): This device has the Amazing (50) ability to scramble computers and battle suits.

Psionic Scrambler (Equipment): This allows her Monstrous (75) resistance to mental probes or attacks.

Skull Grenades (Equipment): Mystique can toss these grenades 2 areas. They may contain Incredible (40) knockout gas, tear gas, flares, acid, or explosives.

TALENTS: Espionage, Garrotes, Handguns, Knives, Leadership, Machine Pistols, Martial Arts B and C.

IN BRIEF: Mystique is a master strategist and a self-serving opportunist. Her goal seems to be to infiltrate the U.S. Government and take over from within. Her leadership of the government-sanctioned Freedom Force gave her numerous opportunities to further her personal agenda. With the recent breakup of Freedom Force, it remains to be seen where she will turn her energies.

NIGHTCRAWLER

Real Name: Kurt Wagner

Type: Mutant

ID: Public

Team Affiliation: Excalibur

F	A	S	E	R	I	P
EX	AM	TY	RM	GD	EX	EX
20	50	6	30	10	20	20
Health: 106			Karma: 50			
Resources: PR			Popularity: TY			

KNOWN POWERS

Blending: Nightcrawler's skin allows him Incredible (40) invisibility in darkness.

Prehensile Tail: His tail can be used as an additional hand for grappling or using weapons at his normal Agility.

Teleportation: Nightcrawler has the Shift X (150) ability to teleport up to 3 miles from his starting position. When using this power, he causes a loud "BAMF" and the smell of sulfur. He can perform the following:

- Teleport with up to two passengers, who must make an Endurance FEAT or be knocked out for 1-10 rounds.
- By succeeding at a Power FEAT, he can teleport multiple times to make up to three separate attacks.
- By grappling an opponent and making a Power FEAT, he can teleport multiple times, causing the opponent to attempt an Endurance FEAT each time or be knocked out for 1-10 turns.

Wall-Crawling: Nightcrawler moves up vertical surfaces with Amazing (50) ability.

TALENTS: Acrobatics, Electronics, First Aid, Martial Arts C, Mechanics, Pilot, Resist Domination, Sharp Weapons (Epee), Tumbling.

IN BRIEF: Most of the time Kurt is a dashing ladies' man, but this hides a darker side which broods about religion, morality, and his role in life. When fighting most foes, he is level-headed, but when confronting sadistic or bigoted enemies, he can become almost bestial.

OMEGA RED

Real Name: Arkady

Type: Mutant

ID: Secret

Team Affiliation: None

F	A	S	E	R	I	P
RM	EX	RM	AM	TY	TY	GD
30	20	30	50	6	6	10
Health: 130			Karma: 22			
Resources: TY			Popularity: 0			

KNOWN POWERS

Life Energy Drain: Omega Red has the Amazing (50) power to suck the life force out of everyone in the same area as himself, and use this energy to regain lost Health. To affect a target, Omega Red must first succeed at a Power FEAT against the intensity of the victim's Psyche. Each successful FEAT allows Omega Red to drain up to 50 Health points from each victim until he regains his limit of 130 Health. If the target's Health drops to 0 as a result, the victim dies and his body disintegrates.

Scent: Omega Red emits a sickening odor that can knock out everyone in the same area as himself. Potential victims must succeed at an Excellent (20) intensity Endurance FEAT or be rendered unconscious for 1-10 turns.

Tentacles: Retractable metal tentacles extend from Omega Red's wrists. They have Incredible (40) material strength and allow him to grapple opponents within the same area as himself.

Limitations: Omega Red is dependent upon the life energy of others. Unless he "feeds," he loses 10 Health points per hour. If his Health should drop to 0, he enters a death-like trance and cannot awaken until he feeds again.

TALENTS: Nona known.

IN BRIEF: Omega Red is a vile character who lives only for vengeance, death, and destruction. He bitterly hates Wolverine, and will not rest until the X-Man lies as a withered husk at his feet.





PHOENIX II

Real Name: Rachel Summers

Type: Mutant

ID: Public

Team Affiliation: Excalibur

F	A	S	E	R	I	P
GD	EX	TY	IN	GD	RM	MN
10	20	6	40	10	30	75
Health: 76				Karma: 115		
Resources: PR				Popularity: 0		

KNOWN POWERS

Force Bolts: Phoenix can shoot force bolts of up to Amazing (50) force damage and range. These bolts ignore body armor but not force fields.

Force Field: She can create telekinetic force fields of up to Amazing (50) strength in a single area. For each additional 2 areas encompassed, the force field is at -1 CS.

Mental Screens: Phoenix has psi-screens of Amazing (50) rank which provide protection from mental and emotion-based attacks.

Mutant Detection: At Amazing (50) ability, she can detect other mutants.

Telekinesis: Phoenix has Monstrous (75) telekinetic ability. She can fly (and carry others) at Amazing (50) airspeed, and grapple opponents telekinetically with Monstrous (75) Strength.

Telepathy: She can read minds and send thoughts with Amazing (50) ability.

TALENTS: Acrobatics, Martial Arts C and E, Resist Domination.

IN BRIEF: In an alternate future timeline, Rachel was the daughter of Scott Summers (Cyclops) and the Phoenix. She returned to this time in an attempt to change the past. Because of this, she often worries about what is truly reality.

Rachel is a disturbed woman due to the horrible life she led in the alternate future. She is protective of her teammates, often entering a berserker rage if they are endangered.

POLARIS

Real Name: Lorna Dane

Type: Mutant

ID: Secret

Team Affiliation: X-Factor

F	A	S	E	R	I	P
GD	GD	TY	RM	GD	EX	RM
10	10	6	30	10	20	30
Health: 56				Karma: 60		
Resources: TY				Popularity: 0		

KNOWN POWERS

Energy Control: Polaris can control magnetic, electrical, and gravitic fields with Incredible (40) ability. She can use them to inflict up to Remarkable (30) damage at a range of 5 areas, or Incredible (40) damage by touch.

Force Field: The field provides Amazing (50) protection for Polaris alone, or Remarkable (30) protection at a range of 1 area. For each additional area, protection is reduced by -1 CS. Her force field protects against physical and energy attacks.

Magnetic Detection: By detecting movement within magnetic lines of force, Polaris has the Incredible (40) ability to detect invisible or disguised creatures.

Magnetic Manipulation: Polaris has Amazing (50) control over magnetism. She uses this power to do the following:

- Inflict up to Amazing (50) damage to mechanical constructs.
- Manipulate ferrous objects with Amazing (50) ability.
- Throw metallic objects with Amazing (50) accuracy.
- Fly at Excellent (20) airspeed. For each person carried, speed drops -1 CS.

TALENTS: Geophysics.

IN BRIEF: Lorna was orphaned at a young age and has sought meaningful relationships to make up for the family she lacked. She views her teammates as family. Lorna is especially close to Alex Summers (Havok), with whom she once had a romantic relationship.

PROFESSOR X

Real Name: Charles Xavier

Type: Mutant

ID: Public

Team Affiliation: Leader of the X-Men

F	A	S	E	R	I	P
TY	GD	TY	RM	IN	AM	MN
6	10	6	30	40	50	75
Health: 52			Karma: 165			
Resources: RM			Popularity: GD			

KNOWN POWERS

Astral Projection: Xavier can enter the astral plane with Monstrous (75) ability.

Mental Bolts: He can fire mental force bolts of up to Unearthly (100) range and damage which ignore body armor but not force fields.

Mutant Detection: He can detect other mutants with Monstrous (75) ability.

Psi-Screen: Xavier's mental screen is Shift Z (500) rank.

Telepathy: At Unearthly (100) rank, Xavier is the world's greatest telepath. He uses this power to contact minds within 250 miles, and can monitor the minds of others on a successful Power FEAT roll. He can even alter the thoughts of others (Psyche FEAT to avoid), but he believes this to be morally wrong, and loses all Karma if he does so.

Wheelchair (Equipment): The latest version is actually a "hoverchair." It has Excellent (20) Control, Typical (6) Airspeed, and Good (10) Body. Its other systems have yet to be seen.

Limitation: Xavier's legs were recently crippled by the Shadow King. He is now confined to his "hoverchair."

TALENTS: Electronics. Engineering, Genetics.

IN BRIEF: Xavier seeks to bring mutants and humans together to live in peace. He has devoted his life to the training and preservation of mutants.

Charles Xavier is stern and reserved, but a deeply caring person. He finds it difficult to show affection.

PSYLOCKE

Real Name: Elizabeth Braddock

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
EX	EX	GD	RM	GD	RM	AM
20	20	10	30	10	30	50
Health: 80			Karma: 90			
Resources: PR			Popularity: 0			

KNOWN POWERS

Bionic Eyes: Made of extradimensional material, Psylocke's artificial eyes give her Typical (6) vision. Once, these eyes sent signals back to the evil Mojo, but the connection has been ended.

Invisibility to Machines: Psylocke has Unearthly (100) invisibility to machines and mechanical recording devices, such as cameras and sensors.

Psychic Knife: By focusing her telepathic power, Psylocke causes this Amazing (50) psionic weapon to form on her right fist. To use it, she must first succeed at a Fighting FEAT to strike her opponent in combat. If hit, the victim suffers Amazing (50) energy damage and must automatically check for a stun on the Battle Effects Table by rolling against his Psyche, rather than Endurance.

Telepathy: Psylocke can read minds with Incredible (40) ability.

TALENTS: Espionage, Martial Arts A, B, and E.

IN BRIEF: Though she still has the same personality and memories, Psylocke was "reborn" as an Oriental woman after passing through Siege Perilous. She is perhaps the most alluring heroine around. However, her beauty hides a stern personality. She can be every bit as ruthless as Wolverine. She often seems cold and indifferent. Even so, Psylocke is willing to sacrifice herself and others to bring about a greater good.





PYRO

Real Name: St. John Allerdyce

Type: Mutant

ID: Public

Team Affiliation: New Brotherhood of Evil Mutants

F	A	S	E	R	I	P
GD	GD	TY	RM	GD	TY	GD
10	10	6	30	10	6	10
Health: 56				Karma: 26		
Resources: PR				Popularity: -10		

KNOWN POWERS

Costume (Equipment): Pyro's costume grants him Amazing (50) protection against flame and heat.

Fire Control: He has the Incredible (40) ability to control (but not create) flame. He can perform the following with flame:

- Form rings, prison, and other restraining devices of up to Incredible (40) intensity.
- Fire jets of flame at a range of 4 areas with Incredible (40) damage.
- Create flame creatures with Incredible (40) Fighting, Agility, Strength, and Endurance scores. Such creatures inflict Monstrous (75) damage to flammable targets, and Good (10) damage to non-flammable targets.
- Dampen flames with Incredible (40) ability.

Fire Resistance: Pyro has Class 1000 resistance to fire under his control, but no resistance to flames not under his command or fire controlled by others.

Flamethrower (Equipment): His backpack shoots Remarkable (30) intensity fire from his wrists to a range of 2 areas. It has Incredible (40) material strength.

TALENTS: Journalism, Writing.

IN BRIEF: Pyro has been a drifter, dilettante, and author. As a villain, he is not particularly ambitious. He performs best as a reliable lackey who knows his place. While with Freedom Force, he would occasionally pursue his own unauthorized schemes.

QUICKSILVER

Real Name: Pietro Maximoff

Type: Mutant

ID: Public

Team Affiliation: X-Factor

F	A	S	E	R	I	P
EX	UN	GD	RM	GD	TY	TY
20	100	10	30	10	6	6
Health: 160				Karma: 22		
Resources: TY				Popularity: 0		

KNOWN POWERS

Body Armor: His skin grants him Good (10) protection against physical and energy damage.

Lightning Speed: He can reach Shift X (150) land speed and Remarkable (30) water speed. Quicksilver can also:

- Make additional attacks using his Shift X (150) speed, rather than his Fighting score. Each attack inflicts Good (10) damage.
- Generate cyclone winds, hurling everyone within 1 area at the equivalent of a Shift X (150) attack, but only inflicting Typical (6) damage.
- Break grappling and other restraints using his Shift X (150) speed instead of Strength.
- He can speed 300' up a sheer surface after a 500' running start.
- With a 100' running start, he can cross 1000' of water.
- Vibrate so fast as to be invisible at Unearthly (100) rank.

Resistance to Cold: Due to his accelerated metabolism, Quicksilver has Incredible (40) resistance to cold.

TALENTS: Bilingual (English and Hungarian).

IN BRIEF: Pietro can be haughty, arrogant, and overbearing. However, of late he seems to have mellowed somewhat. Normally he refuses to show any weakness or frailty, or to accept it in others.

ROGUE

Real Name: Unrevealed

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
GD	EX	AM	GD	TY	GD	TY
10	20	50	10	6	10	6
Health: 90				Karma: 22		
Resources: PR				Popularity: 30		

KNOWN POWERS

Invisibility to Machines: Rogue has Unearthly (100) invisibility to mechanical devices.

Power Absorption: Rogue has the Unearthly (100) power to absorb superhuman abilities, attributes, and memories. These characteristics are lost to the victim, and gained by Rogue. Upon direct flesh-to-flesh contact, absorption is automatic; Rogue can't turn it on and off. When necessary, her body changes to accommodate new powers, such as gaining wings, colored skin, etc.

If Rogue maintains contact for one round, she gains the touched person's memories, abilities, talents, and powers. The effect lasts for 6-60 rounds. During this time, the victim falls unconscious. If awakened, his mind is blank and his powers don't work. When the duration expires, the victim regains consciousness and his characteristics.

Stolen powers: Rogue has drained Carol Danvers (Ms. Marvel) of her characteristics and memories, allowing her to gain the following powers:

- Flight at Excellent (20) airspeed.
- Incredible (40) Body Armor.
- Amazing (50) resistance to drugs and disease.
- Incredible (40) Combat Sense.

Limitations: Power Absorption Limits:

Rogue's power of absorption is not without limits:

- If Rogue's own abilities are more powerful than the individual's, she retains her own.
- Machines are immune to Rogue's touch, as are beings of pure energy. Alien races, however, are susceptible.
- If any of the intended victim's abilities are Shift Y (200) or greater, Rogue must make an Endurance FEAT or be slammed and stunned.
- If any absorbed ability is Monstrous (75) rank or higher, Rogue must succeed at a Psyche FEAT or be overcome by the target's personality. She will then act like that person, even to the point of attacking her friends.

- If Rogue maintains flesh-to-flesh contact for more than one round, she risks permanent absorption of the target's abilities. She can avoid this only by succeeding at a Psyche FEAT against the intensity of the highest ability present. Rogue's Psyche is -1 CS for each personality she absorbs permanently. The victim loses his superhuman powers and memories, but not his attribute scores.

Multiple Personality: Rogue permanently absorbed Carol Danvers' powers, trapping Danvers' personality inside Rogue as a separate entity. Carol's personality was removed from Rogue's mind by her trip through the Siege Perilous. This dual nature now gives Rogue Class 1000 protection against mental probes and mental attacks (excluding illusions).

TALENTS: Bilingual (Russian and English), Martial Arts E.

IN BRIEF: Rogue can be cocky at times and prefers direct attacks. She is very sensitive about coming into contact with other people for fear of inadvertently absorbing their personality. Rogue cares deeply for Mystique, who she sees as a mother figure.





SABRETOOTH

Real Name: Unrevealed
Type: Mutant
ID: Secret
Team Affiliation: Marauders

F	A	S	E	R	I	P
IN	RM	EX	RM	TY	GD	RM
40	30	20	30	6	10	30
Health: 120				Karma: 46		
Resources: TY				Popularity: -5		

KNOWN POWERS

Claws: Sabretooth's claws can rend objects of up to Incredible (40) material strength and inflict Remarkable (30) edged damage.

Fangs: He can inflict Remarkable (30) edged damage to a grappled opponent, and can rend objects of up to Incredible (40) material strength with his teeth.

Recovery: He regains one lost Endurance rank per day.

Regeneration: At Remarkable (30) rank, Sabretooth can recover 3 points of Health each turn.

Resistances: Sabretooth has Unearthly (100) resistance to toxins and disease.

Heightened Senses: Sabretooth's senses of direction, smell, hearing, and taste are all at Amazing (50) rank. He can detect illusions and track at Amazing (50) ability.

Infravision: Though he lacks color vision, Sabretooth has Remarkable (30) ability to see in the dark.

TALENTS: None.

IN BRIEF: Sabretooth is a hired killer with a long string of assassinations and battles with super-powered foes. He was an enemy of Wolverine's before the X-Man even gained his adamantium skeleton. In combat, Sabretooth fights like a berserk beast, much like Wolverine but without the self-control.

While with the Marauders, Sabretooth instigated the Morlock Massacre at Mister Sinister's request. He often works freelance as well, taking "contracts" or simply hunting and killing for the grim pleasure it brings him.

SAURON

Real Name: Dr. Karl Lykos
Type: Altered Human
ID: Secret
Team Affiliation: New Brotherhood of Evil Mutants

Human Form:

F	A	S	E	R	I	P
TY	TY	TY	GD	EX	GD	RM
6	6	6	10	20	10	30
Health: 28				Karma: 60		
Resources: TY				Popularity: 0		

Pteranodon Form:

F	A	S	E	R	I	P
EX	EX	EX	RM	EX	GD	RM
20	20	20	30	20	10	30
Health: 90				Karma: 60		

KNOWN POWERS

Psychic Vampire: Lykos has the Amazing (50) ability to drain life energy. Once touched, the victim must succeed at a Psyche FEAT or suffer -1 CS on all abilities for 1-10 days. Draining Remarkable (30) Endurance or higher changes Lykos into Sauron, if Lykos fails a Psyche FEAT to prevent the change.

Pteranodon Form: As Sauron, Lykos has the following abilities:

- Claws that inflict Typical (6) edged damage.
- Flight at Good (10) airspeed.
- Foot talons that cause Excellent (20) edged damage.

- Amazing (50) rank Hypnosis to paralyze his prey or to induce hallucinations about the prey's surroundings. The victim must succeed at a Psyche FEAT to avoid the effect.

Limitations: Sauron suffers a -2 CS penalty on all FEATs involving cold.

TALENTS: Aerial Combat (as Sauron), Medicine, Psychology.

IN BRIEF: Dr. Karl Lykos sees his alter ego and powers as a curse. He just wants to live a normal life. Unfortunately, Sauron would have it otherwise.

SENTINEL VII

Real Name: Not Applicable

Type: Robot

ID: Not Applicable

Team Affiliation: Servants of Trevor

Fitzroy

F	A	S	E	R	I	P
IN	EX	MN	MN	RM	EX	TY
40	20	75	75	30	20	6
Health: 210				Karma: 0		

KNOWN POWERS

Character Type Detection: The Mark VII can scan all living entities within 8 areas and determine whether they are human, mutant, robot, or alien. It can track such individuals with Incredible (40) ability.

Countermeasures: These Sentinels can analyze an attack form and create methods using their self-repair mechanisms to neutralize that attack form. In effect, the Mark VII is able to develop abilities it did not originally have. These defenses function at the intensity of the opponent's attack, +1 CS, up to Unearthly (100) rank.

It is up to the Judge to develop specific defenses according to the nature of the attack. A few examples include:

- Steel tentacles and nets for grappling quick foes.
- Fire attacks against ice-based characters.
- Water or ice-based attacks against fire-using enemies.

Flight: These Sentinels can fly at Incredible (40) airspeed.

Growth: Mark VII Sentinels are 10' tall, and thus are +1 CS to be hit.

Robotic Construction: The Sentinels are robots, and as such have the following abilities:

- Immunity to poison, disease, and gas.
- Invulnerability to mental attacks such as mind control (Telepathic force bolts and similar attacks function normally).

- Life Support, no need of food, water or air, and as a result they can survive in outer space or underwater.

- They are fashioned of Remarkable (30) strength materials, granting them Remarkable (30) protection from physical and energy attacks.

Self-Repair Mechanisms: The Sentinel's programming allows it to regain 100 lost Health points per turn. Provided sufficient electronics (i.e. computers, control panels, other robots, generic lab equipment, etc.) are at hand. The Sentinel simply reshapes the raw material and fuses it to its own form. However, if the Sentinel's Health drops below 50, its self-repair mechanisms cease functioning.

Variable Energy Beams: These Sentinels have plasma beams, energy beams, and heat rays which can inflict either Monstrous (75) force or energy damage at an 8-area range. These weapons are mounted in the palms, eyes, and chest.

Limitation: Mark VII Sentinels are not sentient beings, and do not receive or spend Karma.

TALENTS: None.

IN BRIEF: The original varieties of Sentinels were designed as mutant-hunting robots with the sole purpose of finding, pursuing, capturing, and/or eliminating mutants. While the Mark VII type seems to have this same programming, at the same time they are not so picky; these Sentinels will attack anyone their controller programs or verbally commands them to.





SHADOWCAT

Real Name: Katherine "Kitty" Pryde

Type: Mutant

ID: Public

Team Affiliation: Excalibur

F	A	S	E	R	I	P
EX	GD	TY	EX	RM	GD	TY
20	10	6	20	30	10	6
Health: 56			Karma: 46			
Resources: TY			Popularity: GD			

KNOWN POWERS

Phasing: Kitty has the Incredible (40) ability to phase her body, enabling her to pass through solid objects. When phased, she can only be harmed by multi-dimensional, psionic, magical, or other out-of-phase attacks. Kitty can remain phased for as long as she can hold her breath to do the following:

- Phase others on touch.
- Walk on air.
- Disrupt electrical equipment with Incredible (40) ability. Robots must succeed at an Endurance FEAT or be knocked out for 1-10 rounds and lose 30 Health.
- Pass through force fields by succeeding at a Power FEAT.
- Wield phased objects which become "normal" when released. If released inside a living target, the victim suffers damage equal to the material strength of the item as an edged attack.

Limitation: Kitty is nearsighted. Without her glasses or contacts she cannot see clearly more than 1 area away and suffers a -1 CS penalty on combat FEATs.

TALENTS: Multi-lingual (Japanese, Russian and English), Computers, Electronics, Martial Arts C and E, Resist Domination.

IN BRIEF: Kitty Pryde is a caring and enthusiastic young woman. Despite tragedies she experienced with the X-Men, she still has high spirits. Kitty is very intelligent and a good team player.

SHATTERSTAR

Real Name: Unrevealed

Type: Alien

ID: Secret

Team Affiliation: X-Force

F	A	S	E	R	I	P
RM	RM	IN	IN	TY	GD	RM
30	30	40	40	6	10	30
Health: 140			Karma: 46			
Resources: FE			Popularity: 0			

KNOWN POWERS

Regeneration: Shatterstar recovers his Endurance rank of Health every 10 turns, provided he can rest and takes no additional damage while healing.

Sword (Equipment): Shatterstar's double-bladed sword was crafted in a dimension of both magic and science. As such, it has the following abilities:

- The sword is made of an alien metal with Unearthly (100) material strength. Shatterstar can inflict up to Incredible (40) edged damage with the blades.
- Shapechanging, allowing Shatterstar to reshape the sword into different weapons, such as a baton that inflicts up to Incredible (40) blunt damage. He can also separate the blades and wield two identical swords.

- Energy blast of Unearthly (100) intensity with a 3-area range. If the blades are separated, the blast is Monstrous (75) intensity with a 2-area range.

- The sword can cut through magical force fields and magical body armor of up to Unearthly (100) strength.

TALENTS: Acrobatics, Martial Arts A, B, and E, Military, Performer (arena combat), Weapon Specialist (sword).

IN BRIEF: Shatterstar was genetically bred to be an ultimate arena warrior for his homeworld's televised combat games. Probably due to his background, he has difficulty relating his emotions to others. He comes off as a ruthless warrior with a strong sense of honor.

SHINOBI

Real Name: Shinobi

Type: Mutant

ID: Public

Team Affiliation: Hellfire Club, Leader of the Upstarts

F	A	S	E	R	I	P
GD	TY	TY	GD	EX	TY	GD
10	6	6	10	20	6	10
Health: 32			Karma: 36			
Resources: IN			Popularity: 0			

KNOWN POWERS

Density Manipulation: Shinobi can alter his mass at will, causing his density to range from Shift 0 up to Incredible (40). He can use this power to do the following:

- Gain body armor equal to his current density power rank.
- Use the power rank instead of his Strength when attacking.
- At Shift 0 density, Shinobi is immune to physical attacks, but not energy or force attacks.

• Shinobi can disrupt living and nonliving material by solidifying inside that material. Damage equals Shinobi's chosen density rank. Body armor is ignored, but force fields are not.

TALENTS: Business, Leadership, Politics.

IN BRIEF: Shinobi is a cunning, ruthless young man whose greatest desire is total control of the Hellfire Club. To that end, he has slain his own father, Sebastian Shaw (the Black King). Shinobi is known for his decadent lifestyle and for abusing the wealth and power he "inherited."

SIRYN

Real Name: Theresa Cassidy

Type: Mutant

ID: Secret

Team Affiliation: X-Force

F	A	S	E	R	I	P
GD	GD	TY	EX	TY	GD	TY
10	10	6	20	6	10	6
Health: 46			Karma: 22			
Resources: PR			Popularity: 0			

KNOWN POWERS

Sound Generation: Amazing (50) intensity sonic screams grant Siryn the following abilities:

- Disruption that causes Amazing (50) damage to nonliving material. This can also be used as an Incredible (40) Intensity stunning attack to a single target, or a Remarkable (30) stunning attack to all targets within 1 area.
- Create a sonic force field that deflects physical and energy attacks against her only with Amazing (50) ability.
- Flight at Poor (4) airspeed.
- Sonar of Amazing (50) rank.
- She can create illusory creatures of "living sound" with no greater than Excellent (20) Fighting, Agility, Strength, and Endurance. As long as she maintains her voice, these creatures exist and follow her commands.

TALENTS: Leadership, Student.

IN BRIEF: When Siryn joined the Fallen Angels earlier in her career, she quickly took a position of leadership, a role she seems naturally suited for. She's intelligent, aggressive, and charismatic.

Unknown to her father, Sean Cassidy (alias Banshee), at the time, Siryn was taken and secretly raised by Black Tom Cassidy, her father's cousin. Black Tom wanted to use her powers for his own nefarious schemes. Siryn reluctantly agreed, until she was later reunited with her father. This whole affair has left its mark on Siryn; she feels a little out-of-place everywhere she goes.



SKIDS

Real Name: Sally Blevins

Type: Mutant

ID: Public

Team Affiliation: Mutant Liberation Front,
ally of Rusty Collins

F	A	S	E	R	I	P
TY	RM	PR	EX	GD	RM	EX
6	30	4	20	10	30	20
Health: 60			Karma: 60			
Resources: FE			Popularity: 0			

KNOWN POWERS

Force Field: Skids is constantly surrounded by a Shift X (150) personal force field that protects her from physical and energy damage. She can do the following:

- By succeeding at a Psyche FEAT, she can shut off the force field.
- By succeeding at a Psyche FEAT, she can extend the force field to cover other people or areas. For each person or area covered, the field's intensity is lowered by -1 CS.
- Skids can "skate" at Excellent ground speed.
- She can escape grapples, holds, and restraints with Monstrous (75) ability.

TALENTS: None.

IN BRIEF: Skids joined the Morlocks after running away from an abusive stepfather. She later became part of the X-Terminators, then the New Mutants, where she met Rusty Collins. Skids is very protective of Rusty, who is her best and truest friend.

Not long ago, Skids and Rusty were injured and placed in custody by Freedom Force. Feeling betrayed by her own government, Skids became disillusioned concerning the current state of affairs between mutants and humans. When members of the terrorist Mutant Liberation Front arrived to "rescue" them, she willingly joined the MLF. Whether she will continue to participate in their terrorist acts remains to be seen.

SPIRAL

Real Name: Spiral

Type: Alien

ID: Secret

Team Affiliation: Freedom Force

F	A	S	E	R	I	P
EX	RM	EX	RM	GD	EX	AM
20	30	20	30	10	20	50
Health: 100			Karma: 80			
Resources: GD			Popularity: -5			

KNOWN POWERS

Alien Physiognomy: Spiral has Good (10) body armor and Invulnerability to mind control.

Magic: She uses "spiral magic." Which requires her to have her arms free and succeed at a Psyche FEAT. All spells take one round to cast unless stated otherwise:

- The Incredible (40) power to shatter matter or force fields at a 3-area range.
- The Amazing (50) ability to control energy attacks shot at her.
- The ability to neutralize all powers within 3 areas for three rounds.
- Teleport up to 10 areas.
- Dimensional travel after 10 rounds of casting.
- Remarkable (30) invisibility.
- Increase or decrease another character's power rank by 2 CS (maximum of Unearthly (100), minimum of Feeble (2)), which lasts as long as Spiral keeps dancing.

- The Monstrous (75) ability to drain life, which takes 10 rounds to cast.

Multiple Arms: She has six arms and can make up to three attacks per round.

Sword (Equipment): This weapon inflicts Good (10) edged damage, or Excellent (20) damage if used two-handed.

TALENTS: Martial Arts B and C.

IN BRIEF: Spiral is infinitely cruel with a lust for spreading suffering and ruin. While with Freedom Force, she tried to keep her dark side under control and refrained from draining life.



STORM

Real Name: Ororo Munroe

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
EX	RM	TY	AM	TY	EX	GD
20	30	6	50	6	20	10
Health: 106				Karma: 36		
Resources: PR				Popularity: 0		

KNOWN POWERS

Invisibility to Machines: At Unearthly (100) rank, not even Storm's image can be recorded by machines or robots.

Mechanical beings must make a Psyche FEAT against the intensity of this power to be able to see her.

Weather Control: Storm has Amazing (50) control over the weather:

- She can fly at Incredible (40) airspeed and can carry objects as big as planes by succeeding at a Power FEAT.
- Create fog, rain, or winds of up to Amazing (50) strength.
- Raise or lower temperature with Amazing (50) ability.
- Reduce existing weather effects with Amazing (50) ability.
- Summon lightning of up to Amazing (50) intensity.
- Predict weather within three days.
- She has Incredible (40) resistance to weather effects.

TALENTS: Aerial Combat, Crime, Escape Artist, Lockpicking, Martial Arts A and C, Multi-lingual (English, Russian, Kenyan), Resist Domination.

IN BRIEF: Ororo has gone through a couple of personality changes. Originally she was a strong-willed, regal woman who acted like a goddess-on-earth. Later she renounced her naturalism and took up a punk lifestyle, appearance, and behavior. Presently, she has joined the two personalities into a single harmonious whole.

STRONG GUY

Real Name: Guido

Type: Mutant

ID: Secret

Team Affiliation: X-Factor

F	A	S	E	R	I	P
EX	GD	AM	AM	TY	TY	TY
20	10	50	50	6	6	6
Health: 130				Karma: 18		
Resources: EX				Popularity: 0		

KNOWN POWERS

Kinetic Energy Absorption: Guido has the ability to absorb the energy of blunt physical attacks, and use that energy to increase his Strength. He can absorb such attacks of up to Unearthly (100) intensity. The rank of the attack determines Guido's Strength rank (his Health does not increase). Physical attacks of less than Amazing (50) intensity do not lower his Strength; it simply remains at his natural rank of Amazing (50). Guido takes no damage from blunt physical attacks of less than Shift X (150) intensity. However, Guido must expend the absorbed energy on the following turn by striking a target, or he suffers damage equal to the energy which he absorbed.

TALENTS: None.

IN BRIEF: Not much is known about Guido's past. His parents died in a bizarre accident when a satellite fell on them. Guido was left with a large inheritance and decided to spend it on having a good time. When the money began to run out, he took a job as the bodyguard of Lila Cheney, an interstellar thief and rock star. He was later asked by Val Cooper to join the new X-Factor, and accepted "for the money."

Guido is a fun-loving guy. He enjoys joking with his teammates, especially those of the opposite sex. Even in battle he doesn't seem to take himself or the situation seriously, but fights with a big grin on his face like nothing could hurt him.





STRYFE

Real Name: Unrevealed

Type: Possibly mutant

ID: Secret

Team Affiliation: Leader of the Mutant Liberation Front

F	A	S	E	R	I	P
RM	EX	RM	IN	RM	RM	RM
30	20	30	40	30	30	30
Health: 120				Karma: 90		
Resources: IN				Popularity: -20		

KNOWN POWERS

The majority of Stryfe's abilities are unknown. Of the powers he has revealed, it is not known whether they are natural or technological in origin.

Body Armor: His suit provides Remarkable (30) protection from physical and energy attacks.

Force Bolts: He can fire Incredible (40) intensity force bolts.

TALENTS: Unrevealed.

IN BRIEF: Stryfe is the powerfully charismatic military leader of the terrorist organization called the Mutant Liberation Front. He is a brilliant strategist who demands complete loyalty and success from his soldiers. Stryfe's followers are nothing more to him than pawns in a game of mutant survival.

Stryfe is an enigma; much of him remains a mystery. It has been revealed that he looks exactly like Cable. Whether this is because he has the power to look like others, or is Cable's twin or clone, or really is Cable, has yet to be seen. What is certain, though, is that he is going to make his presence felt in a big way.

SUNSPOT

Real Name: Roberto Da Costa

Type: Mutant

ID: Secret

Team Affiliation: Ally of Gideon

F	A	S	E	R	I	P
GD	TY	TY	RM	TY	PR	GD
10	6	6	30	6	4	10
Health: 52				Karma: 20		
Resources: GD				Popularity: PR		

KNOWN POWERS

Sunlight Conversion: Sunspot has the power to absorb sunlight and use it to increase his Strength and gain body armor. In his "powered" state, he turns completely black and his Strength increases to Amazing (50). (His Health remains unchanged.) In this state, he also gains Remarkable (30) protection from physical and energy assaults.

Limitation: Sunspot's ability to recharge depends upon solar energy. In areas without such energy, he can only maintain his powered state for 6 to 15 turns (5 + 1d10). When this time has elapsed, he must succeed at an Endurance FEAT or return to normal. When in areas reached by sunlight (even during cloudy days), he can maintain his powered state indefinitely. In dimensions with physics other than our own (such as Asgard), Sunspot's power may be further increased or diminished.

TALENTS: Acrobatics, Bilingual (Portuguese, English), Student.

IN BRIEF: Sunspot is a hot-headed young man who led a spoiled and pampered life with his wealthy Brazilian parents. He demands attention and is prone to acts of self-aggrandizement. Even so, he is loyal to his friends and also feels strong obligations to his family.

Recently, Sunspot allied himself with Gideon, while his former New Mutant teammates joined Cable in X-Force. This will likely lead to a clash of brother versus brother.

SUPER SABRE

Real Name: Martin Fletcher
Type: Mutant
ID: Secret
Team Affiliation: Freedom Force

F	A	S	E	R	I	P
GD	EX	TY	RM	TY	TY	GD
10	20	6	30	6	6	10
Health: 66				Karma: 22		
Resources: TY				Popularity: PR		

KNOWN POWERS

Goggles (Equipment): Super Sabre wears goggles that give him Excellent (20) protection against blinding attacks.

Lightning Speed: Super Sabre has the power to reach Shift X (150) ground speed in a single turn. He can use his speed to do the following:

- Dodge with Amazing (50) Agility.
- Make up to four attacks a round.
- Create a "microsonic boomlet" by snapping his fingers. This affects one target, who must succeed at an Endurance FEAT at -2 CS to avoid being stunned.

Limitation: Super Sabre must succeed at a Power FEAT to stop if he is surprised while in motion.

TALENTS: Martial Arts A and B, Military.

IN BRIEF: Super Sabre was a veteran of World War II who joined with the Crimson Commando and Stonewall to capture and kill criminals in "wild hunts." The three vigilantes were later defeated by Storm, and forced to join Freedom Force.

Super Sabre is vastly overconfident in his abilities and can sometimes be tricked or taken off-guard. Unlike the Crimson Commando and Stonewall, he had little difficulty in justifying the killings they perpetrated upon criminals. He often makes hasty decisions and has a short temper.

TERRA FIRMA

Real Name: Mandy Garrett
Type: Mutant
ID: Secret
Team Affiliation: None

F	A	S	E	R	I	P
RM	PR	RM	AM	TY	TY	RM
30	4	30	50	6	6	30
Health: 114				Karma: 42		
Resources: PR				Popularity: 0		

KNOWN POWERS

Body Transformation: When in direct contact with earth, she can take the shape of a small hill with a humanoid upper torso, arms, and head. When not touching earth or when unconscious, she must take the shape of a humanoid female made of soil. Mandy cannot transform to her normal human body.

Earth Control: She has the Amazing (50) ability to manipulate dirt, rock, and stone. She can do the following:

- Dig at Typical (6) land speed.
- Raise walls to act as shields equal to their material strength (Excellent (20) for earth, Incredible (40) for stone).
- Move on a wave of earth at Amazing (50) land speed.
- Entrap opponents in pillars of earth or stone at a range of 3 areas.
- Fire rocks that inflict Incredible (40) damage at a range of 8 areas.

Life Support: She has no need to consume air, water, or food.

Limitations: Water-based attacks act at +3 CS against her. In her human shape, all of her powers are at -3 CS.

TALENTS: None.

IN BRIEF: While living as a vagrant in a park near Boulder, Colorado, Mandy was attacked by a gang of street toughs. The trauma of the situation released her mutant power. She fused with the soil around her, literally burying her attackers alive. Mandy is now confused, angry, and very dangerous.





TOAD

Real Name: Mortimer Toynbee

Type: Mutant

ID: Secret

Team Affiliation: Leader of the New Brotherhood of Evil Mutants

F	A	S	E	R	I	P
PR	RM	TY	EX	EX	TY	PR
4	30	6	20	20	6	4
Health: 60				Karma: 30		
Resources: PR				Popularity: -5		

KNOWN POWERS

Leaping: Toad has Remarkable (30) leaping ability, allowing him to jump up to 30'. By succeeding at a Red Power FEAT, he can clear one entire area. He can use his leaping ability to do the following:

- Make a single hopping attack against one target. Treat this as a Remarkable (30) charging attack.
- Make a multiple hopping attack against up to nine characters in a single area by bouncing from one to another. Treat each hop separately as an Excellent (20) charging attack. Missing a target does not negate further attacks if Toad succeeds at an Agility FEAT.
- Toad has Remarkable (30) dodging ability, which can be used while making his hopping attacks.

TALENTS: Electronics.

IN BRIEF: Because of his misshapen features and strange powers, Mortimer Toynbee was subject to ridicule and prejudice since birth. As a result, Toad feels persecuted and insecure. Earlier in his villainous career, this affected him in such a way that he was a sniveling lackey of any powerful figure who showed concern for him, such as Magneto and Arcade. Recently, though, Toad has taken a firm stand for his belief that mutants should conquer and rule humans and recruited the New Brotherhood of Evil Mutants under his leadership to fulfill this dream.

WARPATH

Real Name: James Proudstar

Type: Mutant

ID: Secret

Team Affiliation: X-Force

F	A	S	E	R	I	P
EX	GD	MN	IN	GD	RM	RM
20	10	75	40	10	30	30
Health: 145				Karma: 70		
Resources: PR				Popularity: 0		

KNOWN POWERS Warpath's Strength and Endurance have not reached their upper limits yet. When he matures into a full adult, it is believed he will be the equal of such super humans as the Thing, Thor, and the Hulk.

Body Armor: Warpath's toughened physique provides him with Good (10) protection from energy and physical damage.

Tracking: He can track with Remarkable (30) ability.

TALENTS: American Indian History, Bilingual (English, Apache), Hunting, Student, Survival, Tracking.

IN BRIEF: Proudstar's brother, Thunderbird, died as an operative of Charles Xavier's X-Men. Vowing revenge, Warpath joined Emma Frost's Hellions in the hope of confronting and killing Professor X. Though he finally got his chance, Warpath realized the error of his ways and let Xavier live.

Warpath is now a member of X-Force. He is somewhat uncomfortable with the ideals behind the team's missions, but is content to accept them as a release for his violent rages. He takes combat very seriously. Warpath doesn't even like to spar with his teammates. Fighting isn't for fun; it's for vengeance for his dead family.

WOLVERINE

Real Name: Logan (also Patch)

Type: Mutant

ID: Secret

Team Affiliation: X-Men

F	A	S	E	R	I	P
IN	RM	GD	RM	TY	MN	IN
40	30	10	30	6	75	40
Health: 110				Karma: 121		
Resources: TY				Popularity: 0		

KNOWN POWERS

Adamantium Skeleton: His skeleton contains adamantium, granting him a +1 CS to any damage he inflicts in a slugfest or charge. He can stun or slam any opponent he can damage.

Claws: The retractable claws on the back of his wrists are made of adamantium (Class 1000 material strength), and inflict Excellent (20) damage.

Invisibility to Machines: At Unearthly (100) rank, not even his image can be recorded by machines or robots. Mechanical beings must make a Psyche FEAT against the intensity of this power to be able to see him.

Recovery: He regains one lost Endurance rank per day.

Regeneration: At Remarkable (30) rank, Wolverine can recover 3 points of Health each turn. This power seems to function even when his Health is reduced to 0.

Resistances: Wolverine has Unearthly (100) resistance to toxins and disease.

Tracking: He has Monstrous (75) tracking ability.

TALENTS: Espionage, Military, Martial Arts B, C, and D, Resist Domination.

IN BRIEF: Wolverine used to be a vicious, almost maniacal, fighter. Over the years he has mellowed somewhat, making an effort to subdue the bestial side of his mind. Though he has close ties with the X-Men, and Jubilee in particular, he is still a loner.

WOLFSBANE

Real Name: Rahne Sinclair

Type: Mutant

ID: Secret

Team Affiliation: X-Factor

Human Form:

F	A	S	E	R	I	P
TY	GD	TY	EX	PR	GD	GD
6	10	6	20	4	10	10
Health: 42				Karma: 24		
Resources: PR				Popularity: PR		

KNOWN POWERS

Transformation: She can change into a red wolf or a part-wolf/part-human "wolfoid" creature.

Wolf Form:

F	A	S	E	R	I	P
EX	EX	EX	RM	PR	RM	GD
20	20	20	30	4	30	10
Health: 90				Karma: 44		

- Bite for Excellent (20) edged damage.
- Remarkable (30) tracking ability.
- Her hearing and sense of smell increase to the Incredible (40) rank, but she is at -1 CS against attacks that use sound or scent to affect the target.

- Move at Excellent (20) ground speed.
- She cannot speak as a wolf, but can communicate with telepaths or others who speak to animals.

Wolfoid Form:

F	A	S	E	R	I	P
GD	EX	GD	RM	PR	EX	GD
10	20	10	30	4	20	10
Health: 70				Karma: 34		

- Bite for Good (10) edged damage.
- Claws cause Excellent (20) edged damage.
- She has Typical (6) tracking ability.
- Sprint at Good (10) ground speed.

TALENTS: Bilingual (English, Scottish), Student.

IN BRIEF: Rahne is shy, insecure, and has a low self-esteem. She has a crush on Alex Summers (Havok).

